



Genos²

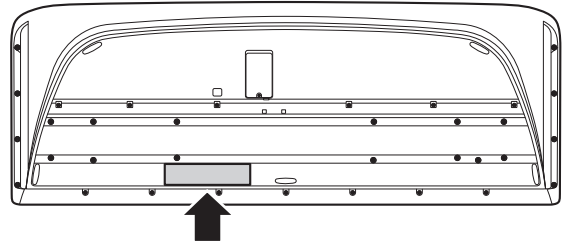
Owner's Manual

Before using the instrument, be sure to read "PRECAUTIONS" on page 5.

The model number, serial number, power requirements, etc., may be found on or near the name plate, which is at the bottom of the unit. You should note this serial number in the space provided below and retain this manual as a permanent record of your purchase to aid identification in the event of theft.

Model No.

Serial No.



(1003-M06 plate bottom en 01)

Information for users on collection and disposal of old equipment:



This symbol on the products, packaging, and/or accompanying documents means that used electrical and electronic products should not be mixed with general household waste.

For proper treatment, recovery and recycling of old products, please take them to applicable collection points, in accordance with your national legislation.

By disposing of these products correctly, you will help to save valuable resources and prevent any potential negative effects on human health and the environment which could otherwise arise from inappropriate waste handling.

For more information about collection and recycling of old products, please contact your local municipality, your waste disposal service or the point of sale where you purchased the items.

For business users in the European Union:

If you wish to discard electrical and electronic equipment, please contact your dealer or supplier for further information.

Information on Disposal in other Countries outside the European Union:

This symbol is only valid in the European Union. If you wish to discard these items, please contact your local authorities or dealer and ask for the correct method of disposal.

(58-M02 WEEE en 01)

FCC INFORMATION (U.S.A.)

1. IMPORTANT NOTICE: DO NOT MODIFY THIS UNIT!

This product, when installed as indicated in the instructions contained in this manual, meets FCC requirements. Modifications not expressly approved by Yamaha may void your authority, granted by the FCC, to use the product.

2. IMPORTANT: When connecting this product to accessories and/or another product use only high quality shielded cables. Cable/s supplied with this product MUST be used. Follow all installation instructions. Failure to follow instructions could void your FCC authorization to use this product in the USA.

3. NOTE: This product has been tested and found to comply with the requirements listed in FCC Regulations, Part 15 for Class "B" digital devices. Compliance with these requirements provides a reasonable level of assurance that your use of this product in a residential environment will not result in harmful interference with other electronic devices. This equipment generates/uses radio frequencies and, if not installed and used according to the instructions found in the users manual, may cause interference harmful to the operation of other electronic devices. Compliance with FCC regulations does not guarantee that interference will not occur in all installations. If this product is found to be the source of interference, which can be determined by turning the unit "OFF" and "ON", please try to eliminate the problem by using one of the following measures:

- Relocate either this product or the device that is being affected by the interference.
- Utilize power outlets that are on different branch (circuit breaker or fuse) circuits or install AC line filter/s.
- In the case of radio or TV interference, relocate/reorient the antenna. If the antenna lead-in is 300 ohm ribbon lead, change the lead-in to co-axial type cable.

If these corrective measures do not produce satisfactory results, please contact the local retailer authorized to distribute this type of product. If you cannot locate the appropriate retailer, please contact Yamaha Corporation of America, 6600 Orangethorpe Avenue, Buena Park, CA 90620, U.S.A.

The above statements apply ONLY to those products distributed by Yamaha Corporation of America or its subsidiaries.

(529-M04 FCC class B YCA 02)

COMPLIANCE INFORMATION STATEMENT (Supplier's declaration of conformity procedure)

Responsible Party: Yamaha Corporation of America
Address: 6600 Orangethorpe Avenue, Buena Park, CA 90620, U.S.A.
Telephone: 714-522-9011
Type of Equipment: DIGITAL KEYBOARD
Model Name: Genos2

This device complies with Part 15 of the FCC Rules.

Operation is subject to two following conditions:

- 1) this device may not cause harmful interference, and
- 2) this device must accept any interference received including interference that may cause undesired operation.

(529-M02 FCC sdoc YCA 02)

This transmitter must not be co-located or operated in conjunction with any other antenna or transmitter.

(554-M01 FCC transmitter 01)

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment and meets the FCC radio frequency (RF) Exposure Guidelines. This equipment has very low levels of RF energy that is deemed to comply without testing of specific absorption rate (SAR).

(554-M04 FCC portable 01)

For CANADA

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:

1. This device may not cause interference.
2. This device must accept any interference, including interference that may cause undesired operation of the device.

(555-M13 ISED RSS 01 en 01)

This equipment complies with ISED radiation exposure limits set forth for an uncontrolled environment and meets RSS-102 of the ISED radio frequency (RF) Exposure rules as this equipment has very low levels of RF energy.

(555-M05 ISED portable en 01)

PRECAUTIONS

PLEASE READ CAREFULLY BEFORE PROCEEDING

Please keep this manual in a safe and handy place for future reference.

WARNING

Always follow the basic precautions listed below to avoid the possibility of serious injury or even death from electrical shock, short-circuiting, damages, fire or other hazards. These precautions include, but are not limited to, the following:

Power supply

- Do not place the power cord near heat sources such as heaters or radiators. Also, do not excessively bend or otherwise damage the cord, or place heavy objects on it.
- Do not touch the product or the power plug during an electrical storm.
- Use only the correct voltage specified for the product. The required voltage is printed on the name plate of the product.
- Use only the supplied power cord/plug. Do not use the power cord/plug for other devices.
- Check the power plug periodically and remove any dirt or dust which may have accumulated on it.
- Insert the power plug firmly all the way into the AC outlet. Using the product when it is not plugged in sufficiently can cause dust to accumulate on the plug, possibly resulting in fire or skin burns.
- When setting up the product, make sure that the AC outlet you are using is easily accessible. If some trouble or malfunction occurs, immediately turn off the power switch and disconnect the plug from the outlet. Even when the power switch is turned off, as long as the power cord is not unplugged from the wall AC outlet, the product will not be disconnected from the power source.
- Do not connect the product to an electrical outlet using a multi-plug outlet extender. Doing so can result in lower sound quality, or possibly cause overheating in the outlet.
- When disconnecting the power plug, always hold the plug itself and not the cord. Pulling by the cord can damage it and cause electric shocks or a fire.
- If not using the product for long periods of time, be sure to pull the power plug from the AC outlet.
- Be sure to connect to an appropriate outlet with a protective grounding connection. Improper grounding can result in electrical shock.

Do not disassemble

- This product contains no user-serviceable parts. Do not attempt to disassemble the internal parts or modify them in any way.

Water warning

- Do not expose the product to rain, use it near water or in damp or wet conditions, or place on it any containers (such as vases, bottles or glasses) containing liquids which might spill into any openings or places where water may drop. A liquid such as water getting into the product may cause a fire, electric shocks, or malfunctions.
- Never insert or remove a power plug with wet hands.

Fire warning

- Do not place any burning items or open flames near the product, since they may cause a fire.

Wireless unit

- Radio waves from this product may affect electro-medical devices, such as a heart pacemaker implant or defibrillator implant.
 - Do not use the product near medical devices or inside medical facilities. Radio waves from this product may affect electro-medical devices.
 - Do not use the product within 15 cm (6 in.) of persons with a heart pacemaker implant or a defibrillator implant.

Connections

- Be sure to read the manual of the device to be connected, and follow the instructions. Failure to observe this may cause a fire, overheating, explosion, or malfunction.

If you notice any abnormality

- If any of the following problems occur, immediately turn off the power switch and disconnect the power plug from the outlet.
Finally have the device inspected by Yamaha service personnel.
 - The power cord or plug becomes frayed or damaged.
 - Unusual smells or smoke are emitted.
 - Some object, or water has been dropped into the product.
 - There is a sudden loss of sound during use of the product.
 - Cracks or other visible damage appear on the product.

CAUTION

Always follow the basic precautions listed below to avoid the possibility of physical injury to you or others, or damage to the product or other property. These precautions include, but are not limited to, the following:

Location

- Do not place the product in an unstable position or a location with excessive vibration, where it might accidentally fall over and cause injury.
- Before moving the product, remove all connected cables, to prevent damage to the cables or injury to anyone who might trip over them.
- Use only the stand specified for the product. When attaching it, use the provided screws only. Failure to do so could cause damage to the internal components or result in the product falling over.

Connections

- Before connecting the product to other devices, turn off the power for all devices. Before turning the power on or off for all devices, set all volume levels to minimum.
- Be sure to set the volumes of all devices at their minimum levels and gradually raise the volume controls while playing the product to set the desired listening level.

Handling

- Do not insert your finger or hand in any gaps on the product.
- Do not insert foreign materials such as metal or paper into any openings or gaps of the product. Failure to observe this may cause a fire, electric shocks, or malfunctions.
- Do not rest your weight on, or place heavy objects on the product, and do not use excessive force on the buttons, switches or connectors.
- Do not use the product or headphones for a long period of time at a high or uncomfortable volume level, since this can cause permanent hearing loss. If you experience any hearing loss or ringing in the ears, consult a physician.
- Remove the power plug from the AC outlet before cleaning the unit. Failure to observe this may cause electric shocks.

Yamaha cannot be held responsible for damage caused by improper use or modifications to the product, or data that is lost or destroyed.

Always turn the power off when the product is not in use.

Even when the [⏻] (Standby/On) switch is in standby status (display is off), electricity is still flowing to the product at the minimum level.

When you are not using the product for a long time, make sure you unplug the power cord from the wall AC outlet.

(DMI-11)

NOTICE

To avoid the possibility of malfunction/ damage to the product, damage to data, or damage to other property, follow the notices below.

■ Handling

- Do not connect this product to a public Wi-Fi and/or Internet service directly. Only connect this product to the Internet through a router with strong password protections. Consult your router manufacturer for information on optimum security practices.
- Do not use this product in the vicinity of a TV, radio, stereo equipment, mobile phone, or other electric devices. Otherwise, this product or the other device may generate noise.
- When you use the product along with an app on your smart device, such as a smartphone or tablet, we recommend that you enable "Airplane Mode" on the device to avoid noise caused by communication. When turning on airplane mode, Wi-Fi or Bluetooth® settings may be turned off. Make sure that the setting is turned on before use.
- Do not expose the product to excessive dust or vibrations, or extreme cold or heat (such as in direct sunlight, near a heater, or in a car during the day) to prevent the possibility of disfiguration, damage to the internal components or unstable operation. (Verified operating temperature range: 5° – 40°C, or 41° – 104°F.)
- Do not place vinyl, plastic or rubber objects on the product, since this might discolor the product.

■ Maintenance

- When cleaning the product, use a soft and dry (or slightly damp) cloth. Do not use paint thinners, solvents, alcohol, cleaning fluids, or chemical-impregnated wiping cloths.

■ Saving data

- Edited Song /Style/Voice/MIDI setup data, etc. are lost when you turn off the power to the product. This also occurs when the power is turned off by the Auto Power Off function (page 24). Save the data to the product, or to a USB flash drive/an external device such as a computer (page 37). However, the data saved to the product may be lost due to some failure, an operational mistake, etc. Save your important data onto USB flash drive/an external device such as a computer (pages 37, 109). Before using a USB flash drive, make sure to refer to page 115.
- System Setup data (data other than the edited Song/Style/Voice/MIDI setup data, etc.) is automatically stored, when you change the settings in a display page and then exit from that page. However, the data is lost if you turn off the power without properly exiting from the relevant display. For information about the System Setup data, refer to the Parameter Chart of the Data List on the website.
- To protect against data loss through USB flash drive damage, we recommend that you save your important data onto spare USB flash drive or an external device such as a computer as backup data.
- If the power switch is not turned on for longer than about a week, the time (clock) setting may be lost.

Information

■ About copyrights

The copyright of the “content”^{*1} installed in this product belongs to Yamaha Corporation or its copyright holder. Except as permitted by copyright laws and other relevant laws, such as copying for personal use, it is prohibited to “reproduce or divert”^{*2} without the permission of the copyright holder. When using the content, consult with a copyright expert.

If you create music or perform with the contents through the original use of the product, and then record and distribute them, the permission of Yamaha Corporation is not required regardless of whether the distribution method is paid or free of charge.

*1: The word “content” includes a computer program, audio data, Accompaniment Style data, MIDI data, waveform data, voice recording data, music score, and score data, etc.

*2: The phrase “reproduce or divert” includes taking out the content itself in this product, or recording and distributing it without changes in a similar manner.

■ About functions/data bundled with the product

- Some of the preset Songs have been edited for length or arrangement, and may not be exactly the same as the original.
- This device is capable of using various types/formats of music data by optimizing them to the proper format music data for use with the device in advance. As a result, this device may not play them back precisely as their producers or composers originally intended.

■ About this manual

- The illustrations and LCD screens as shown in this manual are for instructional purposes only.
- Windows is a registered trademark of Microsoft® Corporation in the United States and other countries.
- iPhone, iPad, iPod touch are trademarks of Apple Inc., registered in the U.S. and other countries.
- The Bluetooth® word mark and logos are registered trademarks owned by Bluetooth SIG, Inc. and any use of such marks by Yamaha Corporation is under license.



- The terms HDMI, HDMI High-Definition Multimedia Interface, HDMI Trade dress and the HDMI Logos are trademarks or registered trademarks of HDMI Licensing Administrator, Inc.



- The company names and product names in this manual are the trademarks or registered trademarks of their respective companies.

■ About disposal

- When disposing of this product, please contact the appropriate local authorities.

Yamaha may from time to time update firmware of the product without notice for improvement in functions and usability. To take full advantage of this instrument, we recommend that you upgrade your instrument to the latest version. The latest firmware can be downloaded from the website below:
<https://manual.yamaha.com/mi/kb-ekb/genos2/direct/downloads/>

Congratulations!

You are the proud owner of an extraordinary electronic keyboard.

In addition to its stylish curved design, the Yamaha Genos2 combines the most advanced tone generation technology with state-of-the-art digital electronics to give you stunning sound with maximum musical versatility—a beautiful instrument from every perspective.

In order to make the most of your Genos2's features and vast performance potential, we urge you to read the manual thoroughly while trying out the various features described. Keep the manual in a safe place for later reference.

Included Accessories

- Owner's Manual (this book) × 1
- AC Power Cord × 1
- Music Rest × 1
- Music Rest Brackets × 2

About the Manuals

This instrument has the following documents and instructional materials.



Included Documents

- **Owner's Manual (this book)**

Provides overall explanations of Genos2 basic functions.



Online Materials (Downloadable from the web)

- **Reference Manual (only in English, French, German, Italian, Dutch, Polish, and Chinese)**

Explains advanced features of the instrument, such as creating original Styles, Songs and Multi Pads, and making the settings of specific parameters.

- **Data List**

Contains various important preset content lists such as Voices, Styles, Effects, as well as MIDI-related information.

- **Smart Device Connection Manual (page 116)**

Explains how to connect the instrument to smart devices, such as an iPhone, iPad, etc.

- **Computer-related Operations (page 117)**

Includes instructions on connecting the instrument to a computer, and operations related to transferring song data.

To obtain these materials, access the website below.



Genos2 related downloads

<https://manual.yamaha.com/mi/kb-ekb/genos2/direct/downloads/>

Compatible formats for the instrument



GM (General MIDI) is one of the most common Voice allocation formats. GM System Level 2 is a standard specification that enhances the original GM format and improves Song data compatibility. It provides for increased polyphony, greater Voice selection, expanded Voice parameters, and integrated effect processing.



XG is a major enhancement of the GM System Level 1 format, and was developed by Yamaha specifically to provide more Voices and variations, as well as greater expressive control over Voices and effects, and to ensure compatibility of data well into the future.



The Yamaha XF format enhances the SMF (Standard MIDI File) standard with greater functionality and open-ended expandability for the future. The Genos2 is capable of displaying lyrics when an XF file containing lyric data is played.



SFF (Style File Format) is an original Style file format by Yamaha which uses a unique conversion system to provide high-quality automatic accompaniment based on a wide range of chord types. SFF GE (Guitar Edition) is an enhanced format of SFF, which features improved note transposition for guitar tracks.



AEM (Articulation Element Modeling) is the trademark of Yamaha's leading-edge tone generation technology. For information on AEM, refer to the Reference Manual on the website.

Main Features

Extraordinarily expressive and realistic Voices

The Genos name is synonymous with formidable Voice quality. Genos2 stays true to this ethos with beautiful new pianos, powerful brass and legendary FM Voice technology from the Yamaha DX7, combining to give you the richest musical experience.

Powerful DSP effect processing for enhancing the sound

From Reverb to Distortion, Rotary Speaker to Compressor, Genos2 boasts unprecedented DSP power. Featuring Steinberg's acclaimed REvelation Reverb and effects using the same VCM technology as Yamaha's professional high-end mixing consoles, Genos2 has the tools to craft your perfect sound. Not only do the effects sound great, they look great, too—with stunning graphical user interfaces.

Accompaniment Styles

Genos2 is ready to accompany you with world-class arrangements, regardless of the genre of music you want to perform. With the revolutionary new Style Dynamics Control you can finely adjust the energy of every Style in real time, ensuring that the backing perfectly matches your performance. And with the new Ambient Drums, you decide whether you'd prefer a close mic'd direct sound, a reflected ambient room sound or anything in-between. Never before has there been a more powerful personal backing band.

Versatile real-time controller—Live Control

Instantly shape your sound with the Live Control surface. In addition to the intuitive Live Control knobs and sliders with helpful confirmation LEDs, various functions can be assigned to the Joystick. Moreover, the Live Control view (Sub Display) allows you to immediately visualize your adjustments without interrupting the Main Display.

Voice and Style expandability with the Yamaha Expansion Manager

With Yamaha Expansion Manager software on your computer, you can continually expand the onboard content of your Genos2 by merging and installing expansion packs downloaded from the Yamaha website or by creating and installing your own packs. Supporting WAV, AIFF and even SoundFont and REX formats, the scope of possibilities for new sounds and styles is virtually unlimited.

Quick and easy setup with Playlist and Registration Memory

The Playlist feature is a quick way to set up Genos2, no matter how large your repertoire is. Organize your Registration Memory settings into convenient Playlists for instant recall during performance, or import and enjoy Music Finder Records from previous Yamaha keyboards, such as the Tyros series.

Comprehensive Audio features

Use the Dual Player to crossfade between two audio files, or assign your own audio data to the Multi Pads—the creative potential is huge. You can even record your performance directly to a high quality audio file ready to easily share. Moreover, you can play music from a smart device connected wirelessly via Bluetooth or record audio via USB cable to the Rec'n'Share app on your smart device.

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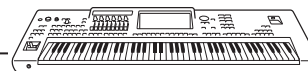
Using Genos2—a Broad Overview

This section provides a helpful overview of the wide range of functions available in Genos2, and places you can find necessary information on those topics. If you need help in understanding a feature, function or operation—or need to have a general understanding of what Genos2 can do and how to effectively use it—look through this section.

OM: Genos2 Owner's Manual (this book). The relevant chapter names are shown after this symbol. For detailed information on each chapter, see "Contents" (page 12).

*: This material can be obtained from the Yamaha website (see "Genos2 related downloads," page 10).

Using Genos2 by itself



- Understanding the basic features and operations of Genos2

OM

- Major Functions
- Panel Controls and Terminals
- Display Structure
- Basic Operations
- Quick Guide

- Making basic connections and setting for Genos2

OM

Starting Up

- Setting and playing for a single song
 - Playing the keyboard with Styles
 - Singing with Song playback
- Storing and calling up your original setups
- Easily managing a large repertoire of Songs
- Simply recording a performance with Quick Recording

OM

Operation Guide

- Using applications in the Menu display (summary)

OM

Function List

- Connecting devices (a microphone, USB flash drive, etc.)

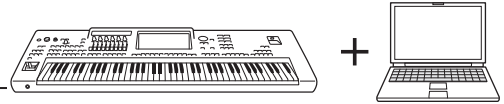
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Connections

- Recording a performance in separate parts with Multi Recording
- Using applications in the Menu display (detailed)
- Creating your own original contents (Styles, Voices by editing presets, Multi Pads)

Reference Manual*

Using Genos2 with a computer



- Connecting a computer to the instrument

OM

Connections

- Transferring files (Songs, Styles, Backup files, etc)
- Playing back Songs on a computer via the instrument sounds
- Recording your keyboard performance to a computer

Computer Related Operations*

- Obtaining the Expansion Packs made by Yamaha (also called “Premium Packs”)

Genos2 product website

<https://manual.yamaha.com/mi/kb-ekb/genos2/direct/product/>

- Managing Expansion Pack data
- Installing Expansion Pack data to the instrument
- Creating your own original Expansion Packs
- Creating your own original contents
 - Creating new Voices from scratch (using your own recorded waveform files)

**Yamaha Expansion Manager*
Owner’s Manual**

- Creating Audio Styles from audio files

Audio Phraser* Owner’s Manual

- Installing Expansion Pack data to the instrument (additional instructions)

Reference Manual*

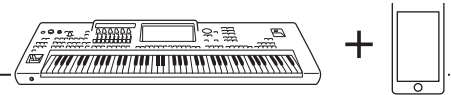
- Converting XG/GM MIDI Song data to the specially enhanced Song data for Genos2

**MEGAEnhancer* Owner’s Manual
(Bundled with the software)**

- Converting MIDI Song data to Style data for reproducing Songs

MIDI Song to Style* Owner’s Manual

Using Genos2 with other devices



- Connecting a computer to the instrument

OM

Connections

- Getting iPhone/iPad applications and using them together with Genos2

Smart Device Connection Manual*

Refer to explanation of each application page on the website below.
<https://www.yamaha.com/kbdapps/>

- Connecting an audio device to the instrument with Bluetooth connection
- Viewing the instrument’s display on an external monitor

OM

Connections

Major Functions

This section briefly explains the main functions of Genos2, to help you better understand the overall capabilities of the instrument.

Styles—Rhythm and Auto Accompaniment—

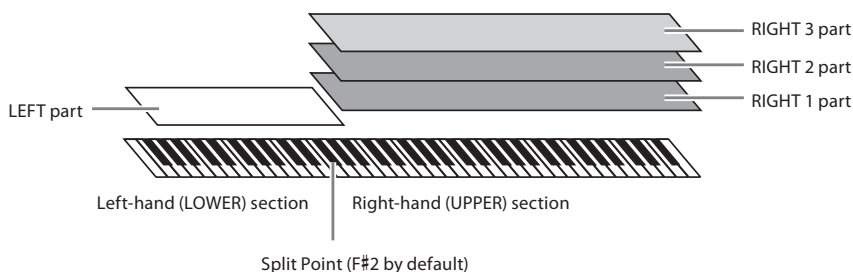
Genos2 features a variety of accompaniment and rhythmic backing patterns (called “Styles”) in a variety of different musical genres including pop, jazz, and many others. Styles feature sophisticated Auto Accompaniment patterns, letting you produce automatic accompaniment playback simply by playing chords with your left hand. This lets you automatically recreate the sound of a full band or orchestra—even if you’re playing by yourself.

Voices—The individual sounds of Genos2—

Genos2 features a wide variety of exceptionally realistic instrumental Voices, including piano, guitar, strings, brass, wind instruments and more. The Voices can be played manually on the keyboard, and they are also used by the Styles, MIDI Songs, and Multi Pads.

Keyboard Parts

There are four keyboard parts for your manual performance: LEFT, RIGHT 1, 2 and 3. Each part has one Voice. You can combine these parts by using the PART ON/OFF buttons to create luscious instrument textures and convenient performance combinations. You can change the keyboard range of the Parts by changing the Split Point.



Multi Pads—Adding musical phrases to your performance—

The Multi Pads can be used to play a number of short pre-recorded rhythmic and melodic sequences that can be used to add impact and variety to your keyboard performances. Multi Pads are grouped in Banks of four phrases each. Genos2 features a variety of Multi Pad Banks in a variety of different musical genres. Moreover, the Audio Link Multi Pad function allows you to create unique, new pad content with your own audio (WAV) data for playing back during your performance.

Songs—Playing back MIDI/audio files—

For Genos2, the term “Song” refers to MIDI or audio data, such as preset songs, commercially available files, etc. Not only can you play back a Song and listen to it, but you can also play the keyboard along with Song playback.

Song playback features two modes: Dual Player mode and Song List mode.

- **Dual Player:** Plays back two Audio Songs (or one Audio Song and one MIDI Song) simultaneously and makes a smooth transition between the two.
- **Song List:** Plays back Songs continuously according to a previously created Song List.

Mic Effects—Adding harmony vocals and synth vocoder effects to your singing—

By connecting a microphone to the MIC [INPUT] jack (either XLR or standard 1/4” phone plug connectors), you can enjoy singing along with your keyboard performance or with Song playback. The instrument outputs your vocals through the connected speaker system.

Moreover, you can automatically apply various Vocal Harmony effects to your voice as you sing, or you can use the Synth Vocoder feature to graft the unique characteristics of your voice onto synthesizer and other sounds.

Registration Memory—Saving and recalling custom panel setups—

The Registration Memory function allows you to save (or “register”) virtually all panel settings to a Registration Memory button, and then instantly recall your custom panel settings by simply pressing a single button. The registered settings for ten Registration Memory buttons are saved as a single Registration Bank (file).

Playlist—Managing large amounts of songs and settings—

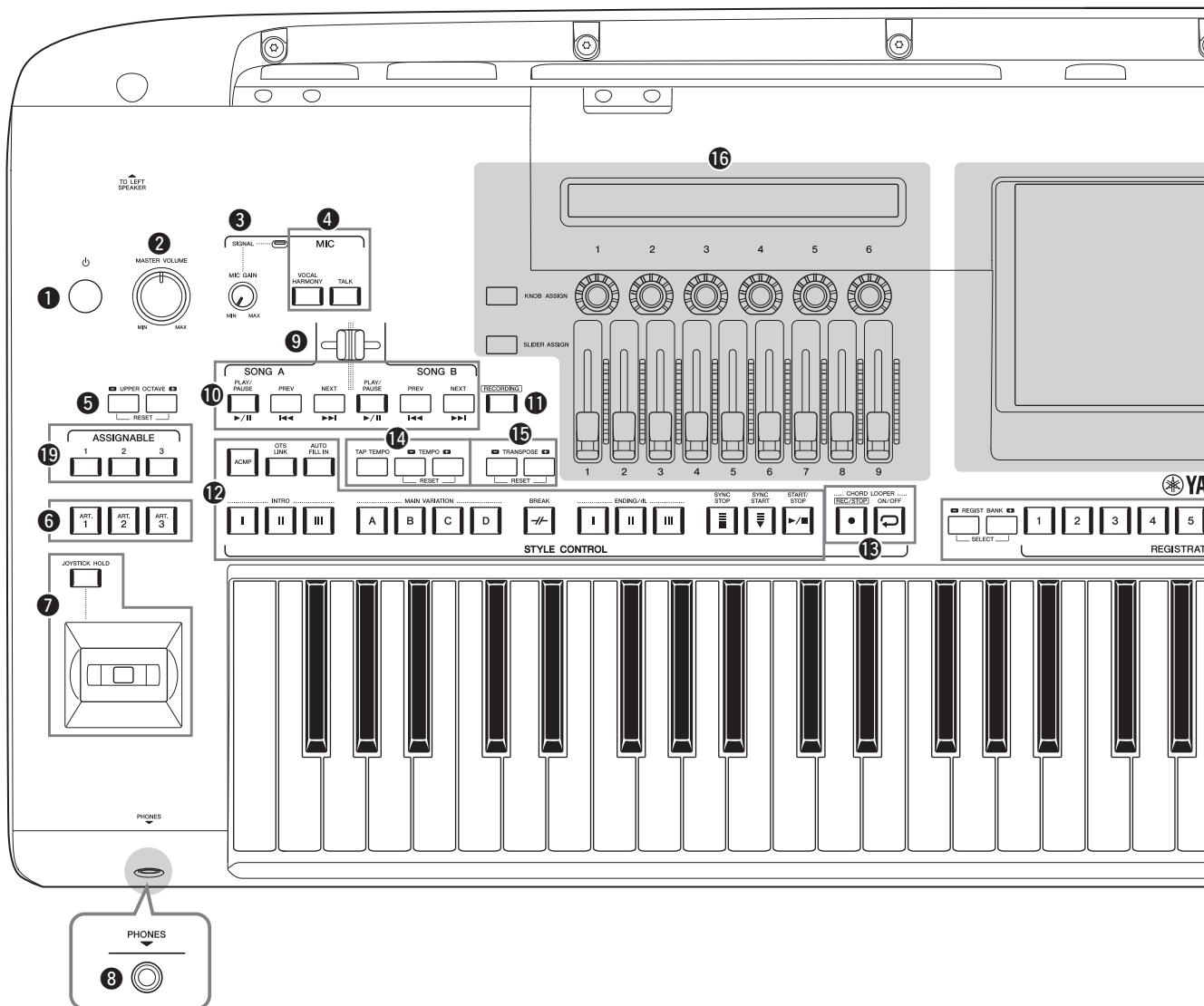
The Playlist function makes it easy to manage and call up your songs and the related settings, no matter how numerous. The Playlist allows you to recall a specific song from more than 10 songs by a simple, single step. Up to 2500 songs can be registered in the Playlist, and you can call up the panel settings corresponding to each song by one tap.

Recording—Recording your performances—

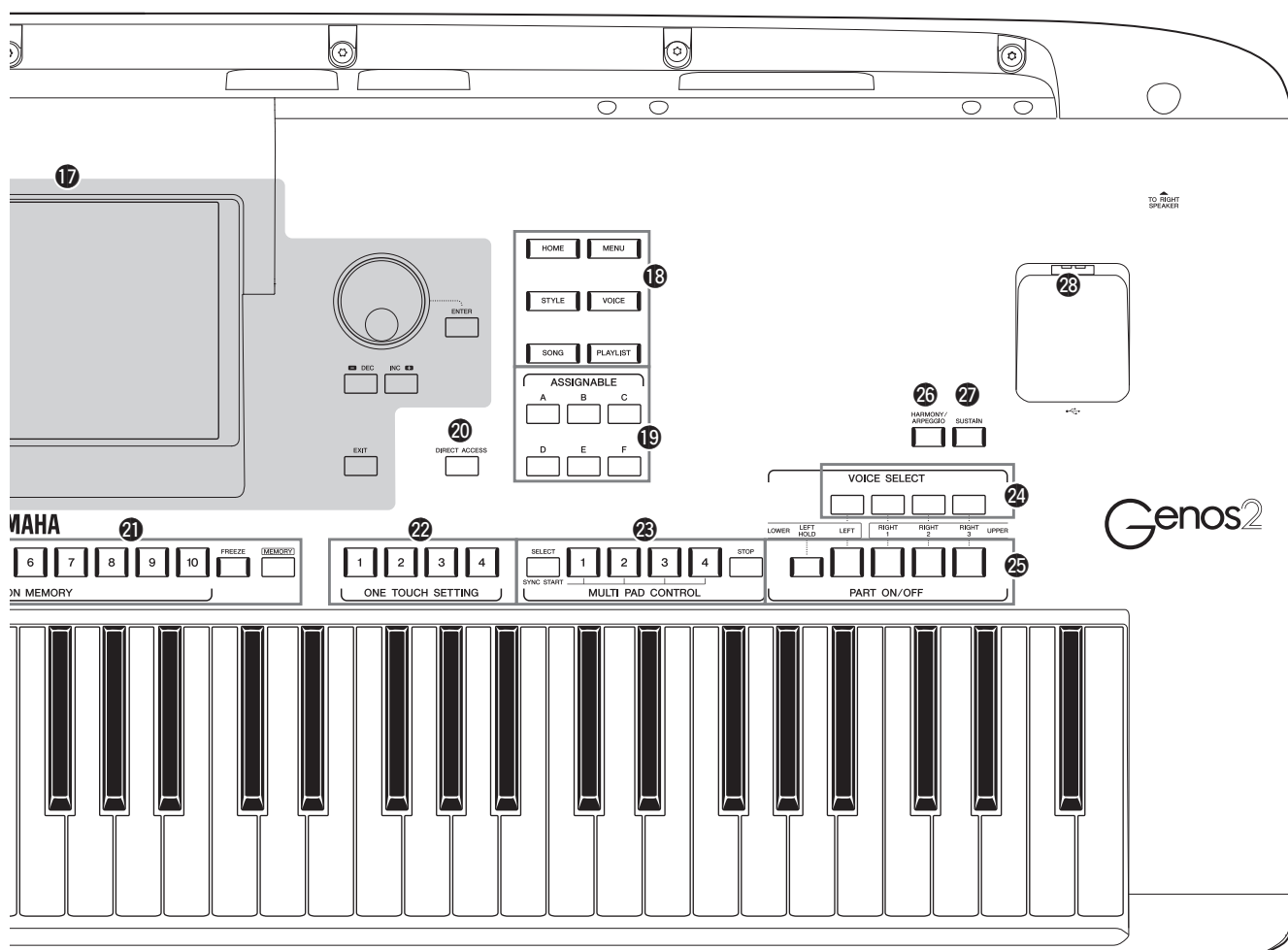
Genos2 allows you to record your performance and save it as a MIDI file in SMF format. Genos2 also lets you record your performances as audio data (WAV) to internal User drive. In addition, each way of recording also features two convenient recording methods, Quick Recording and Multi Recording.

Panel Controls and Terminals

Top panel

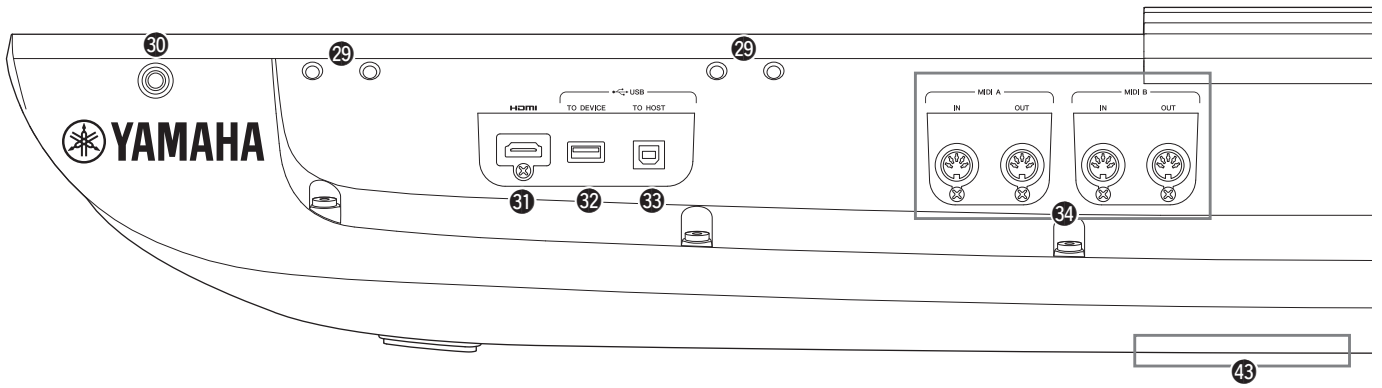


- 1** [⏻] (Standby/On) switch page 23
Turns on the instrument's power or sets to standby.
- 2** [MASTER VOLUME] dial page 23
Adjusts the overall volume.
- 3** [MIC GAIN] knob.....page 110
Adjusts the input sensitivity from the MIC INPUT jack.
- 4** MIC buttons page 89
For adding various effects to and controlling the Microphone input.
- 5** UPPER OCTAVE buttonspage 61
Shifts the pitch of the keyboard in octave steps.
- 6** [ART. 1]/[ART. 2]/[ART. 3] buttons..... page 72
Controls Super Articulation Voices.
- 7** Joystick, [JOYSTICK HOLD] button..... pages 64, 70
For using pitch bend or modulation functions.
- 8** [PHONES] jack page 22
For connecting a pair of headphones.
- 9** Cross Fader page 89
Adjusts the volume balance between the Songs of SONG A and SONG B sides.
- 10** SONG A/SONG B buttons..... page 82
For selecting Songs and controlling Song playback.
- 11** [RECORDING] buttonpages 29, 94
For calling up the Song Recording display.
- 12** STYLE CONTROL buttons pages 44, 66
For controlling Style playback.
- 13** CHORD LOOPER buttons
Controls recording and loop playback of the Chord Looper function.
- 14** [TAP TEMPO]/TEMPO buttons page 46
For controlling the tempo for Style, MIDI Song and metronome playback.
- 15** TRANSPOSE buttons.....page 61
For transposing the pitch in semitone steps.

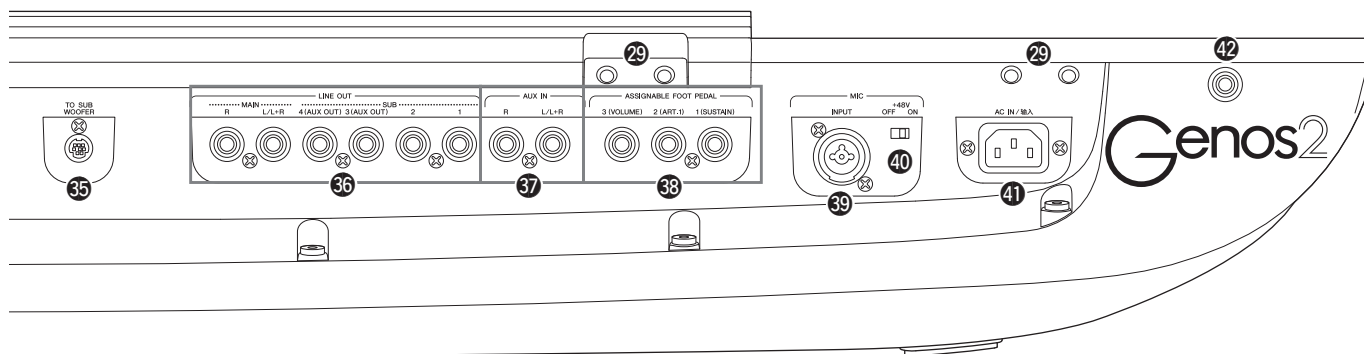


- 16 LIVE CONTROL (view/knobs/sliders)**
.....pages 26, 62
For controlling sounds in real time.
- 17 Touch LCD and related controls**..... page 30
- 18 Gateway buttons**..... page 28
For calling up the Home display and other particular displays directly.
- 19 ASSIGNABLE [1]–[3], [A]–[F] buttons** page 65
For assigning shortcuts to often used functions.
- 20 DIRECT ACCESS button**.....pages 36, 126
For instantly calling up the desired display with just a single additional button press.
- 21 REGISTRATION MEMORY buttons** page 96
For registering and recalling panel setups.
- 22 ONE TOUCH SETTING buttons** pages 47, 60
For calling up the appropriate panel settings for the Style.
- 23 MULTI PAD CONTROL buttons** pages 59, 74
Selects and plays a rhythmic or melodic Multi Pad phrase.
- 24 VOICE SELECT buttons**..... page 52
Selects a Voice for each of the keyboard parts.
- 25 PART ON/OFF buttons** page 48
Turns each of the keyboard parts on or off.
- 26 [HARMONY/ARPEGGIO] button** page 56
Applies the Harmony or Arpeggio to the right-hand Voices.
- 27 [SUSTAIN] button** page 71
Applies the Sustain to the right-hand Voices.
- 28 [USB TO DEVICE] terminal**page 115
For connecting a USB flash drive.

Rear Panel and Bottom

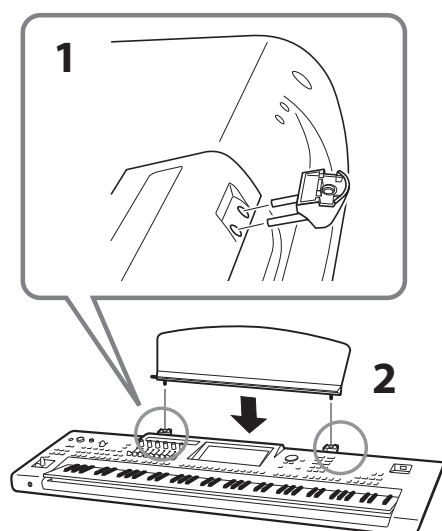


- 29 Slots**..... **pages 21, 124**
The four slots nearest the display panel are for connecting the music rest brackets; the other slots are for connecting the speaker brackets of the optional GNS-MS01 speakers.
- 30 [TO RIGHT SPEAKER] jack**..... **page 124**
For connecting an optional set of speakers.
- 31 [HDMI] terminal**..... **page 120**
For connecting an external monitor.
- 32 [USB TO DEVICE] terminal****page 115**
For connecting a USB flash drive.
- 33 [USB TO HOST] terminal****page 117**
For connecting to computer, or an optional wireless MIDI adaptor.
- 34 MIDI terminals**.....**page 117**
For connecting external MIDI devices.
- 35 [TO SUB WOOFER] terminal** **page 124**
For connecting an optional set of speakers.
- 36 LINE OUT jacks****page 112**
For connecting audio devices such as a stereo system.
- 37 AUX IN jacks**.....**page 113**
For connecting audio devices such as a portable audio player.
- 38 ASSIGNABLE FOOT PEDAL jacks****page 114**
For connecting footswitches and/or foot controllers.
- 39 MIC INPUT jack****page 110**
Combo jack for connecting a microphone.
(The combo jack accepts either XLR or 1/4" phone plug connectors.)
- 40 [+48V] switch**.....**page 110**
Turns on and off the phantom power. When you turn this switch on, phantom power will be supplied to the XLR jack connected to the MIC INPUT jack. Only turn this switch on/off after connecting a phantom powered condenser microphone to the device. Always turn the phantom power switch to OFF when it is not required.
- NOTICE**
When using phantom power, observe the following to prevent noise and possible damage to Genos2 or connected equipment.
- Do not connect or disconnect any devices while the phantom power switch is ON.
 - Set all output level controls to the minimum before turning the phantom power switch to ON or OFF.
 - When connecting a device not requiring phantom power to the MIC INPUT jack, make sure to turn the phantom power switch to OFF.
- NOTE**
When the phantom power switch is turned on and off, the input from MIC INPUT jack will be muted a few seconds.
- 41 AC IN jack**..... **page 23**
For connecting the supplied power cord.
- 42 [TO LEFT SPEAKER] jack**..... **page 124**
For connecting an optional set of speakers.
- 43 [USB TO DEVICE] terminal (underneath the instrument)**..... **pages 21, 115**
For connecting a USB flash drive. For information about opening/closing the cover, see below.



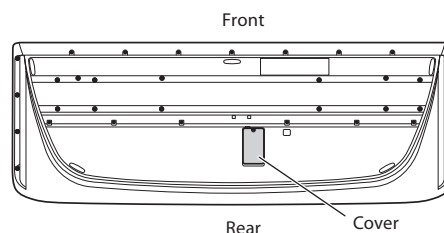
Attaching the Music Rest

- 1 Attach the two music rest brackets to the inside slots on the rear panel.
- 2 Attach the music rest to the brackets.

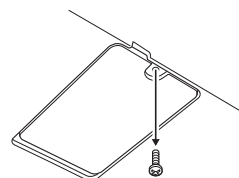


Using the USB TO DEVICE terminal underneath the instrument

Genos2 has a convenient extra USB TO DEVICE terminal underneath the instrument, allowing you to semi-permanently install USB flash drive that will always be available and be protected from harm or loss. Before following the steps below, make sure you have a Philips screwdriver. Also, before using a USB flash drive, refer to "Connecting USB Devices" on page 115.



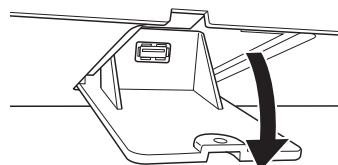
- 1 Remove the screw from cover.



NOTE

Keep the removed screw in a safe space. It will be used when closing the cover.

- 2 Open the cover.
The USB TO DEVICE terminal appears.



- 3 Connect the USB flash drive.
- 4 Close the cover, and tighten the screw removed in Step 1.

Starting Up

Audio Connections

Connecting headphones or a speaker system

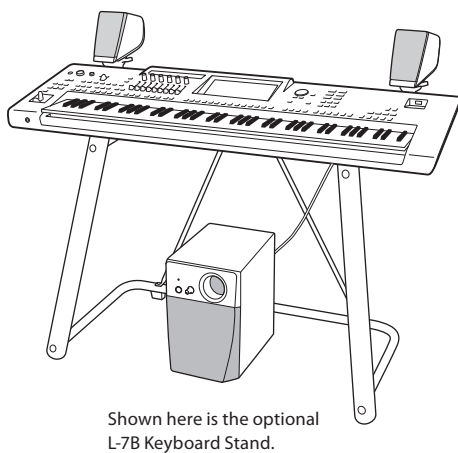
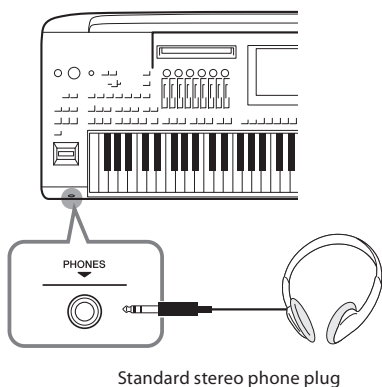
Since the instrument has no built-in speakers, you'll need to use external equipment, such as headphones or a speaker system, to hear the sound of the instrument.

■ Using headphones

Connect a set of headphones to the [PHONES] jack.

■ Using a speaker system

For instructions on installing the optional speakers GNS-MS01, refer to page 124. For instructions on connecting other speakers, refer to page 112.



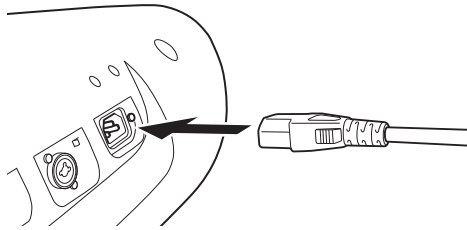
⚠ CAUTION
Do not listen with the headphones at high volume for long periods of time. Doing so may cause hearing loss.

Connecting a microphone

By connecting a microphone to the [MIC INPUT] jack (either XLR or standard 1/4" phone plug connectors), you can sing along with your keyboard performance or with Song playback. For instructions on connecting a microphone, refer to page 110.

Power Supply

- 1 Connect the supplied power cord to the [AC IN] jack on the instrument's rear panel.



- 2 Connect the other end of the power cord to an AC outlet.

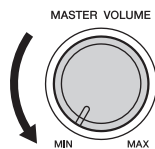
WARNING
Use only the supplied power cord.

CAUTION
When setting up the product, make sure that the AC outlet you are using is easily accessible. If some trouble or malfunction occurs, immediately turn off the power switch and disconnect the plug from the outlet.

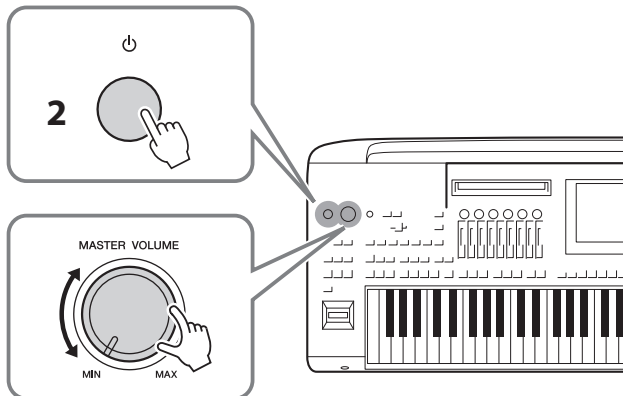
NOTE
When disconnecting the power cord, first turn off the power, then follow this procedure in reverse order.

Turning the Power On/Off

- 1 Turn down the [MASTER VOLUME] dial to "MIN."



- 2 Press the [⏻] (Standby/On) switch to turn the power on.
The Home display (page 30) appears. Adjust the volume as desired while playing the keyboard.



- 3 After you finish using the instrument, turn off the power by pressing and holding the [⏻] (Standby/On) switch for about a second.

NOTICE
Make sure to keep the number of connected USB flash drives to [USB TO DEVICE] terminals one or less before turn on the instrument. For details, refer to page 115.

NOTE
Until the Home display appears, no operations can be carried out, including power-off and keyboard performance.

CAUTION
Even when the power switch is turned off, electricity is still flowing to the product at the minimum level. When you are not using the product for a long time, make sure to unplug the power cord from the wall AC outlet.

NOTICE
When recording or editing, or while a message is displayed, the power cannot be turned off even if you press the [⏻] (Standby/On) switch. If you want to turn off the power, press the [⏻] (Standby/On) switch only after recording, editing, or after the message has disappeared. If you need to force-quit the instrument, hold down the [⏻] (Standby/On) switch for longer than three seconds. Note that the force-quit operation might cause data loss and damage to the instrument.

Auto Power Off function

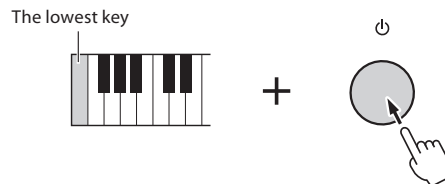
To prevent unnecessary power consumption, this instrument features an Auto Power Off function that automatically turns the power off if the instrument is not operated for a specified period of time. The amount of time that elapses before the power is automatically turned off is approximately 30 minutes by default; however, you can change the setting (page 24).

NOTICE

Any data which is not saved via the Save operation will be lost if the power automatically turns off. Make sure to save your data before this happens (page 37).

Disabling Auto Power Off (simple method)

Turn the power on while holding down the lowest key on the keyboard. A message appears briefly and Auto Power Off is disabled.



NOTE

When a USB flash drive containing a large number of files is connected to the instrument, the execution of the Auto Power Off function may be postponed, since the file search index is automatically updated.

Making Basic Settings

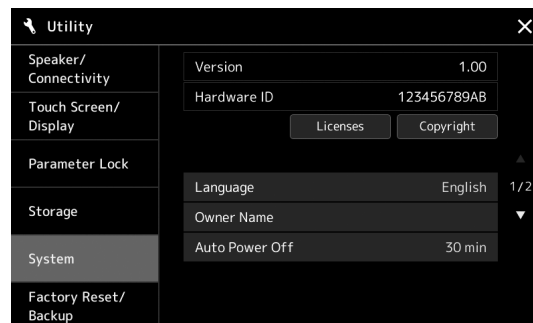
As necessary, make basic settings for the instrument, such as the language shown on the display.

1 Call up the Utility operation display.

First, press the [MENU] button to call up the Menu display. Then touch [Menu 2] to move to page 2 on the display (if necessary), and touch [Utility].

2 Touch [System] on the display.

3 Make the necessary settings by touching the display.



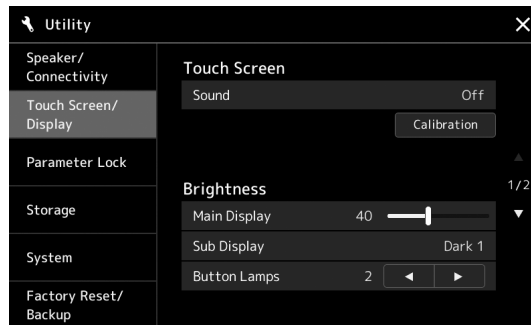
Language	Determines the language used in the display for messages. Touch this setting to call up the language list, then select the desired one.
Owner Name	Lets you input your name which appears in the opening display (called up when the power is turned on). Touch this setting to call up the character entry window, then input your name (page 40).
Auto Power Off	Lets you set the amount of time that elapses before the power is turned off by the Auto Power Off function (above). Touch this to call up the list of settings, then select the desired one. To disable Auto Power Off, select "Disabled" here.

For information on the other items in this display, refer to the Reference Manual on the website (page 10).

Changing the Brightness of Displays and Lighting Buttons

Here you can change the brightness of the lighting buttons.

- 1** Call up the operation display (Utility) (step 1 on page 24).
- 2** Call up the “Touch Screen/Display” display.
Touch [Touch Screen/Display] on the display.
- 3** Change the settings by touching the display.



Main Display	Touch the slider to adjust the brightness of the Main display.
Sub Display	Touch this to change between combinations of brightness (two levels) and negative/positive settings of the Sub display.
Button Lamps	Touch [◀]/[▶] to adjust the brightness of the lighting buttons.

Display Structure

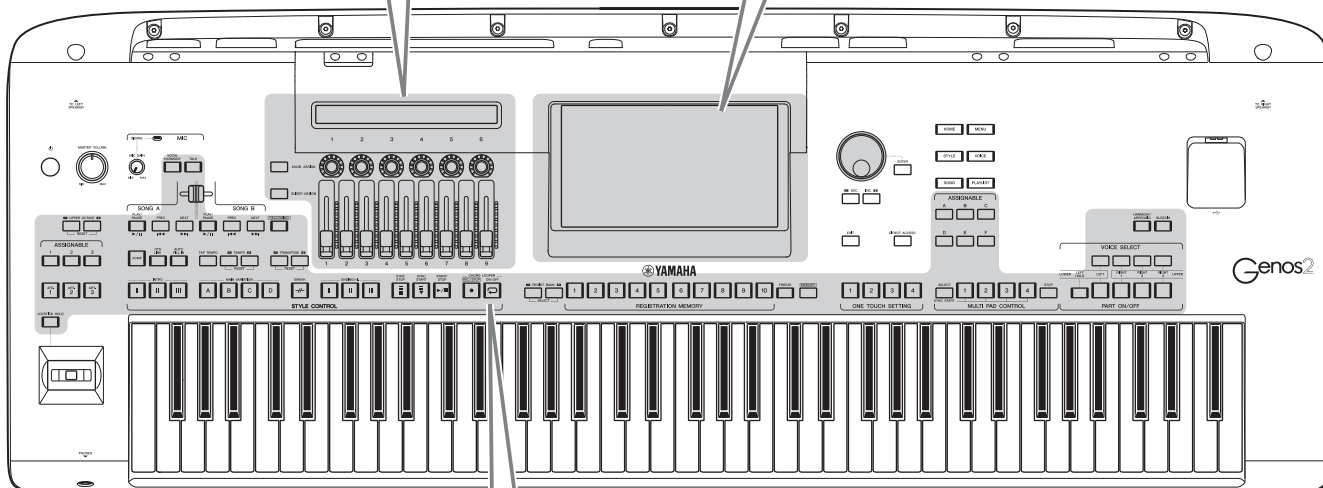
Genos2 has two displays (the LCD Touch Screen and the LIVE CONTROL view) and lighting buttons for visually helping you to understand the current status.

LIVE CONTROL view (Sub Display)

The LIVE CONTROL view indicates the parameters operated when you use the six LIVE CONTROL knobs and nine LIVE CONTROL sliders. For details on the display structure, see page 27.

LCD (Main Display; touch screen)

The LCD indicates the parameters and values related to the currently selected operation. You can operate by touching the “virtual” buttons or sliders on the display. For details on the display structure, see page 28.



Lighting buttons

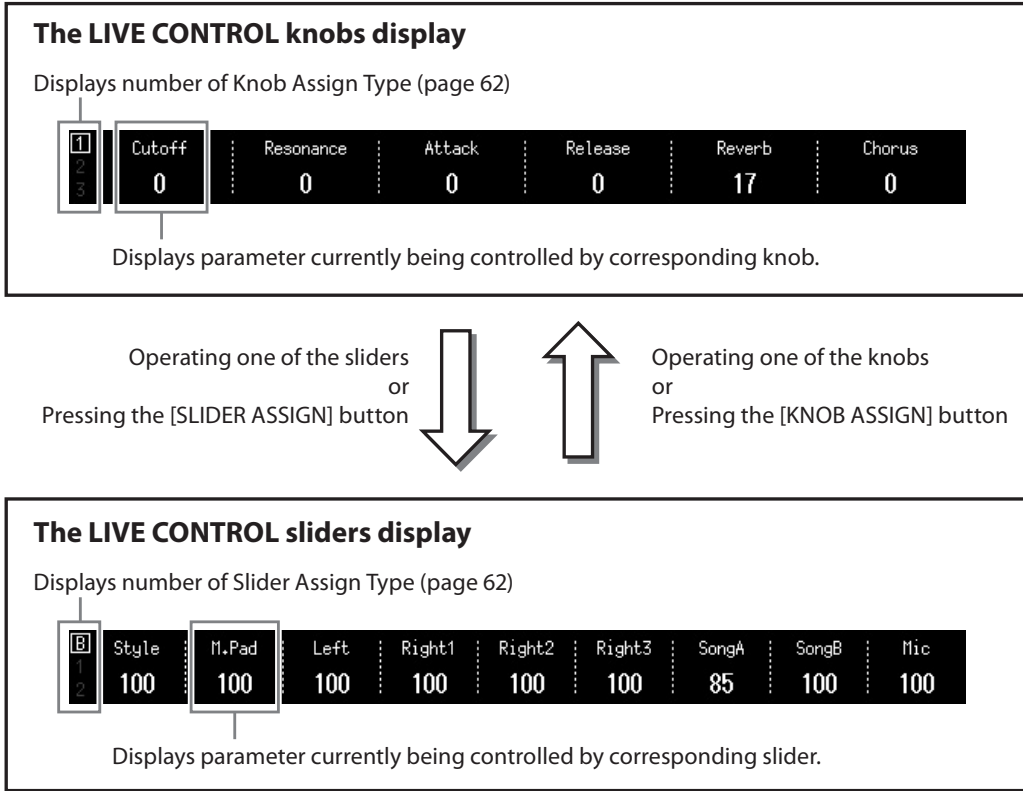
These buttons indicate the corresponding function statuses by lighting on/off, flashing, or changing colors. For details on the lighting indications and conventions, refer to each description of the functions.

LIVE CONTROL View (Sub Display) Structure

In the LIVE CONTROL view, you can see the parameters status controlled by the LIVE CONTROL knobs and the LIVE CONTROL sliders. There are two displays: knobs and sliders, and you can switch between these two displays while operating the instrument. To switch between the displays without changing parameter values, simply press the [KNOB ASSIGN]/[SLIDER ASSIGN] buttons.

NOTE

Pressing the [KNOB ASSIGN] button while the knobs display is already shown or pressing the [SLIDER ASSIGN] button while the sliders display is already shown switches the Assign Type of the corresponding controller group. For details on switching Assign Types, see page 62.



NOTE

You can also check the current values of parameters from the LEDs of each knob and slider. For details, refer to page 62.

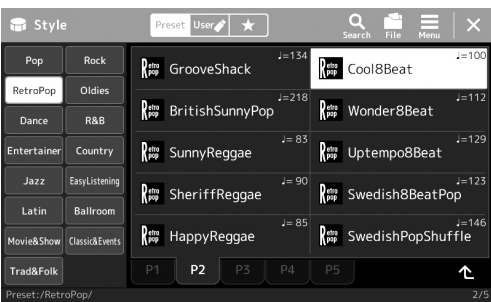
Main Display Structure—Using the Gateway Buttons

The Gateway buttons are just as their name suggests—a convenient, easy-to-understand “gateway” to Genos2. When the instrument is turned on, the Home display is called up. However, as you operate the instrument, you can directly call up the Home display and other desired displays directly by pressing the Gateway buttons on the front panel. Other functions and various detailed settings for the instrument can be accessed from the Menu display. Also, depending on the particular function, you can call up the File Selection display to select desired files.



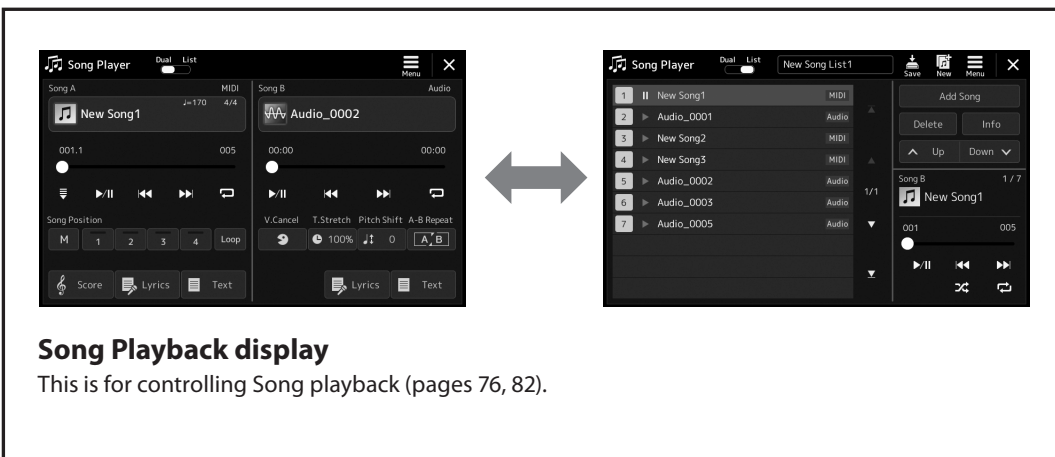
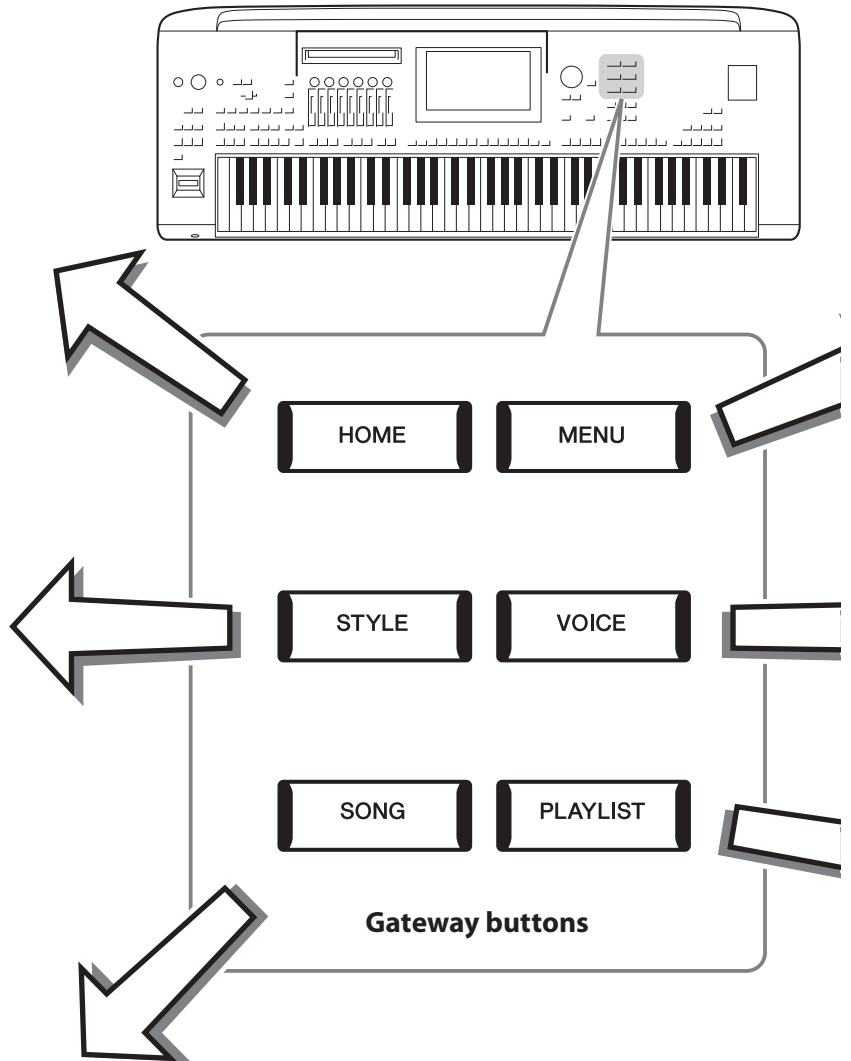
Home display

This is portal of the instrument’s display structure, which provides at-a-glance information on all current settings.



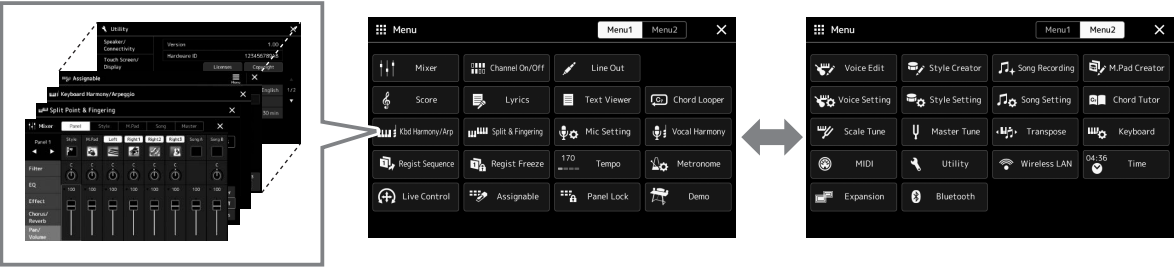
Style Selection display

This is a type of “File Selection” display (page 32) for selecting Styles.

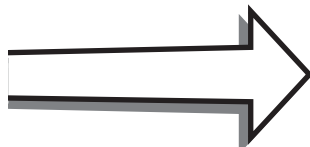


Song Playback display

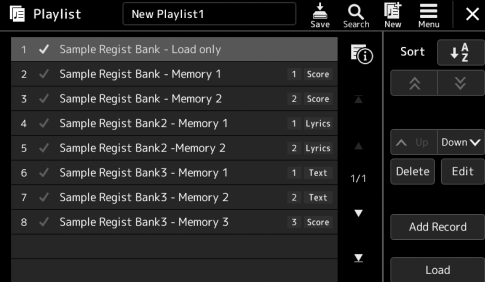
This is for controlling Song playback (pages 76, 82).




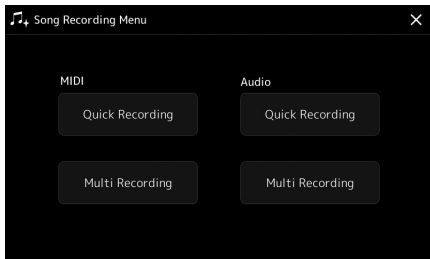
Menu display
By touching each of the icons, you can call up various functions, such as Song Score, Volume Balance and other detailed settings (page 33).




Voice Part Setup display
This is for making detailed settings such as Voice Edit and Effect settings of the keyboard parts. For details on the Voice Part Setup display, refer to the Reference Manual on the website.



Playlist display
This is for selecting and editing Playlists (page 100).

Song Recording display
This is for recording your performance (page 94).

Basic Operations

Display Configuration

This section covers the most often used displays: Home, File Selection and Menu. The Home display appears when the power is turned on. The term “File Selection display” refers to all the various displays called up on the instrument from which you can select files. The Menu display is a portal display for various functions and can be called up by pressing the [MENU] button.

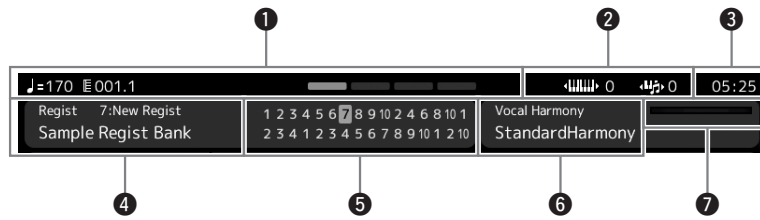
Home Display

Appears when the power is turned on, and can be called up when the [HOME] button is pressed. This display shows the current basic settings such as the current Voice and Style, allowing you to see them at a single glance. Because of this, you should normally have the Home display shown when you perform on the keyboard.



- 1 Voice area**
Indicates the current Voices for each of the keyboard parts (Left and Right 1–3) and the on/off status of the four parts. Touching a Voice name calls up the Voice Selection display for the corresponding part.
- 2 Song area**
Indicates information related to Song playback. The information on Song playback is displayed depending on the Song playback mode (page 77). Touching the file name calls up the relevant selection display.
- 3 Style area**
Indicates information for the current Style, the current position of the section playback, the current chord name, and the time signature. Touching a Style name calls up the Style Selection display. When the [ACMP] button is set to on, the chord specified in the chord section of the keyboard will be displayed.
- 4 Multi Pad area**
Indicates the current Multi Pad Bank. Touching a Multi Pad Bank name calls up the Multi Pad Bank Selection display.
- 5 Information area**
Indicates the current status such as microphone-related information, the current Registration Memory. For details, see the next page.
- 6 Shortcut area**
Contains the shortcut icons which let you call up various functions with a single touch. Touching a shortcut icon calls up the display of the corresponding function. You can also register your own custom shortcut icons as desired here, via the Assignable display (page 104).

■ Information area in the Home display



1 Bar/Beat/Tempo

Displays the current position (bar/beat/tempo) in Style playback or MIDI Song playback. By rotating the Data dial, you can call up the Tempo pop-up display and adjust the tempo.

2 Upper Octave/Transpose

Displays the amount that the upper octave value is shifted, and the amount of master transposition in semitone units (page 61).

3 Clock

The current time is shown here.

4 Registration Memory Bank

Indicates the currently selected Registration Memory Bank name and Registration Memory number. Touching a Registration Memory Bank name calls up the Registration Memory Bank Selection display.

5 Registration Sequence

Appears when the Registration Sequence is active. For instructions on programming the sequence, refer to the Reference Manual on the website.

6 Vocal Harmony Type name

Indicates the current Vocal Harmony Type (page 80). Touching a Vocal Harmony Type name calls up the Vocal Harmony Type Selection display.

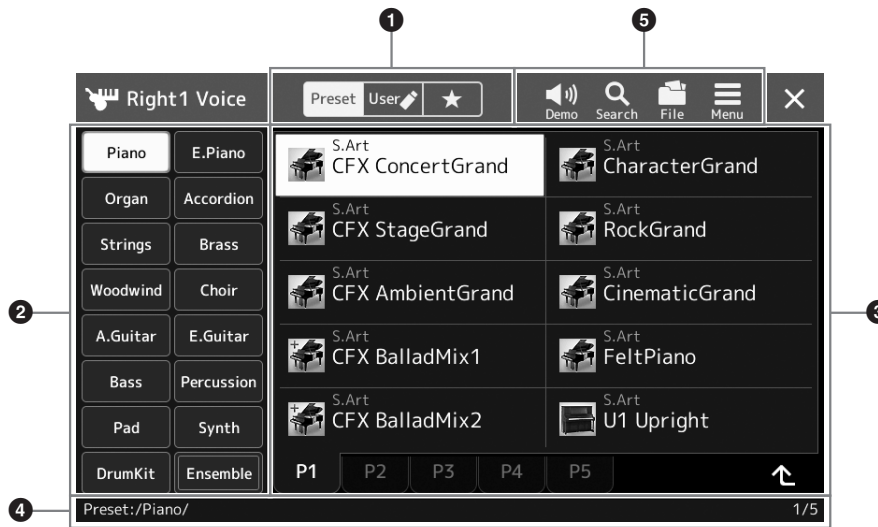
7 MIC Input level indicator

When a microphone is connected, this indicates the input level. Adjust the level with the [MIC GAIN] knob so that the indicator lights in green or yellow (but not in red). For details on connecting a microphone, refer to page 110.

File Selection Display

The File Selection display is for selecting a Voice, Style, Song, Multi Pads and other items. You can call up this display by touching the name of the Voice, Style or Song on the Home display, or by pressing one of the VOICE SELECT buttons or [STYLE] button, etc. The displays are different, depending on which file type is selected. For example, when Voice is selected, the Voice Selection display is called up.

This section explains the display structures common to all types of the File selection displays.



1 Main Category

Select the Preset, User, or Favorite tab.

Preset	Location where preset data are shown. A wide variety of data such as Voices and Styles are divided into several sub categories (tabs).
User	Location where recorded or edited data is saved. Data saved to the instrument are shown in "User" (User drive), while data in the connected USB flash drive are shown in "USB." In this manual, data in the User tab are referred to as "User data."
Favorite	Location where the data which you have registered as Favorites are shown. This tab may not be shown depending on the data type.

2 Sub Category / Drives

When the Preset tab is selected in the main categories, the sub categories are shown here according to the data type. For example, various instrument types such as Piano and Organ are shown on the Voice Selection display.

When the User tab is selected, the drives available are shown as sub categories.

3 Selectable data (files)

The files that can be selected are shown. If two or more pages are available, you can call up another page by touching the desired page tab at the bottom of this area.

4 Folder Path

The current path or folder is shown here according to the folder structure.

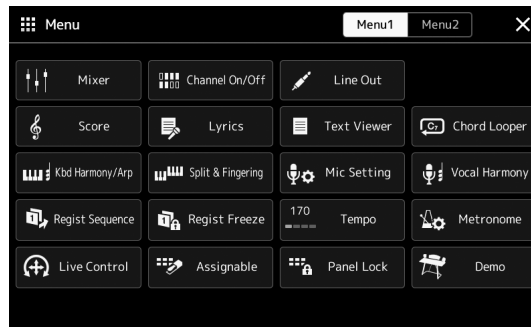
5 Operation icons

The functions (save, copy, delete, etc.) which can be operated via the File Selection display are shown.

The icons shown here differ depending on which File Selection display is selected. For detailed instructions, refer to "File Management" (page 37), or the instructions for each function's File Selection display.

Menu Display

This is the portal display for using various functions and can be called up by pressing the [MENU] button.



Various convenient functions are shown via icons. Touching each of them calls up the corresponding function. This list consists of two pages, which you can select by touching [Menu 1] or [Menu 2].

For brief information on each function, refer to the “Function List” (page 122).

NOTE

You can also change pages by flicking horizontally.

Instruction conventions for the Menu display

Throughout this manual, instructions with multiple steps are given in convenient shorthand, with arrows indicating the proper sequence.

Example: [MENU] → [Utility] → [System] → [Language]

The example above describes a four step operation:

- 1) Press the [MENU] button to call up the Menu display.
- 2) From the Menu display, Touch [Utility].
- 3) Touch [System].
- 4) Touch [Language].

Closing the Current Display

To close the current display, press the [EXIT] button or touch [X] at the upper right of the display (or window) or [Close] at the lower right of pop-up displays. When a message (information or confirmation dialog) appears, touching the appropriate item such as “Yes” or “No” closes the message.

If you want to quickly return to the Home display, press the [HOME] button on the panel.

Display-based Controls

The display of this instrument is a special touch screen that allows you to select or change the desired parameter by simply touching the corresponding setting on the display. You can also decrease/increase the value in small steps by rotating the Data dial or pressing the [DEC]/[INC] button.

Using the display (touch screen)

NOTICE

Do not use any sharp or hard tools to operate the touch screen. Doing so may damage the display.

NOTE

Keep in mind that operation by simultaneously touching two or more points on the display is not possible.

■ Touch

To select an item, lightly touch the corresponding indication on the display.

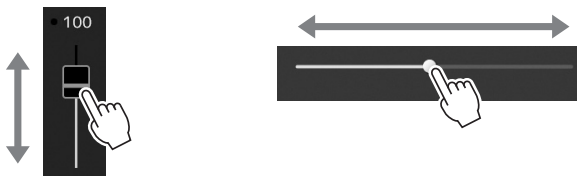


NOTE

If you find the system sounds (produced when touching the display) distracting, you can turn them on/off from [MENU] → [Utility] → [Touch Screen/Display] → Touch Screen [Sound]

■ Slide

Hold down the display slider, then slide your finger vertically or horizontally to change the parameter value.



NOTE

In the case of a vertical slider, the slide operation is only effective for the slider when it is selected. To select a slider, touch it once. The selected state is indicated by a surrounding orange frame.

■ Rotate

Touch and hold the display knob, and rotate your finger around the knob to change the parameter value.



NOTE

The rotate operation is only effective for the knob when it is selected. To select a knob, touch it once. The selected state is indicated by a surrounding orange frame.

■ Touch and hold

This instruction means to touch the object in the display and hold it for a while. When setting values by using the [◀]/[▶] buttons, a slider or a knob, you can restore the default value by touching and holding the value on the display.

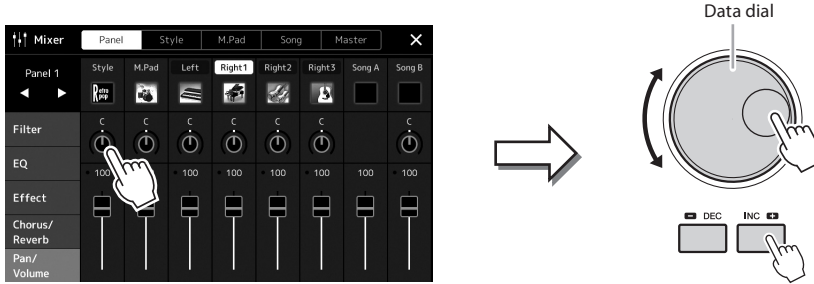


Using the Data dial, [ENTER] button, and [DEC]/[INC] buttons

Depending on the display, the Data dial and the buttons can be used in the following two ways.

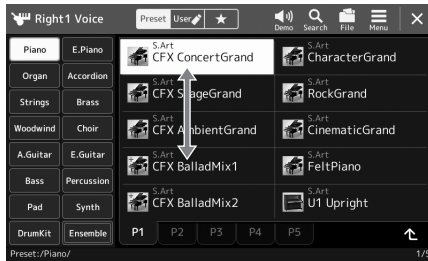
■ Adjusting the parameter values

After selecting the desired parameter, use the Data dial or the [DEC]/[INC] buttons to adjust the value. This is useful if you have difficulty adjusting by touching on the display, or want finer control over the adjustment.

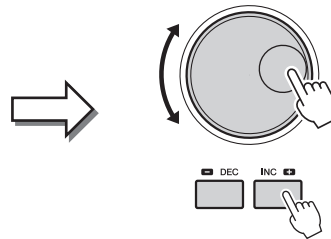


■ Loading/Selecting an item from a list

When a list such as File Selection displays or pop-up windows for setting parameters, use the Data dial and the [DEC]/[INC] buttons to select an item.



Rotate the dial or press the [DEC]/[INC] buttons to actually load/select the item. Whether the item is loaded or only selected depends on the setting in the display called up via [MENU] → [Utility] → [Touch Screen/ Display]. For details, refer to the "Utility" of the Reference Manual on the website.



Calling up the Desired Display Instantly—Direct Access

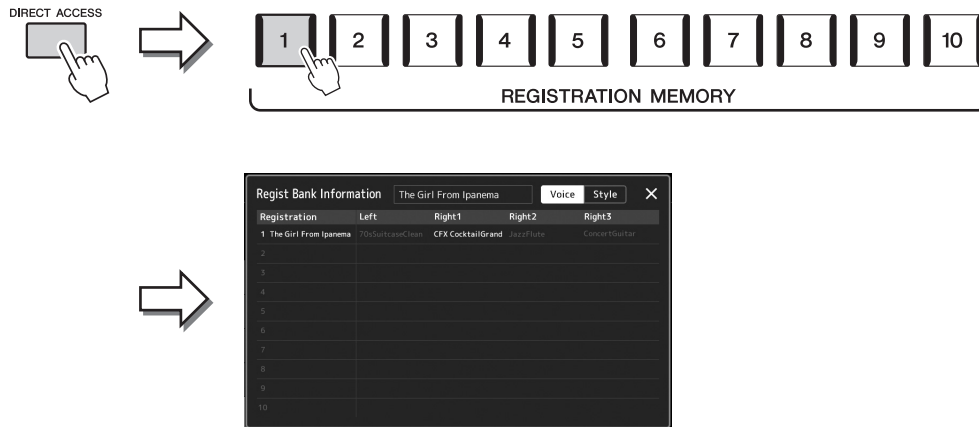
With the convenient Direct Access function, you can instantly call up the desired display—with just a single additional button press. Refer to the “Direct Access Chart” on page 126 for a list of the displays that can be called up with the Direct Access function.

1 Press the [DIRECT ACCESS] button.

A message appears in the display prompting you to press the appropriate button.

2 Press the button (or move the knob, slider, joystick or connected pedal) corresponding to the desired setting display to instantly call up that display.

For example, pressing one of the REGISTRATION MEMORY [1]–[10] buttons calls up the Regist Bank Info display (page 99).



Reset the Panel Settings

You can reset the panel settings that are related to Voices, Styles, MIDI settings, Line Out settings and so on, without powering off and on. This is helpful when you inadvertently load or make some settings and you can't hear anything, even when playing the keyboard, or when you want to reset to the basic settings.

1 Press the [DIRECT ACCESS] button.

A pop-up window for direct access appears with [Panel Reset] indication.

2 Touch [Panel Reset].

After a confirming message appears, touch [Reset] to reset the settings.

NOTE

The Panel Reset function may not be available depending on the instrument status, such as during recording.

Playing the Demos

The Demos provide dynamic demonstrations of the high-quality sounds.

1 Call up the Demo display via [MENU] → [Demo].

2 Touch the display to show and play the desired Demo.

You can pause Demo playback by touching [Pause] and play the keyboard with the Voice primarily used at that point. To resume Demo playback, touch [Pause] again.

NOTE

To return to the higher level menu, touch [Menu] on the display.

3 Press the [EXIT] button to exit from the Demo display.

File Management

Data you have created such as recorded Song and edited Voice can be saved as files to the instrument (referred to as "User drive") and a USB flash drive. If you've saved a lot of files, you may have trouble finding the desired file quickly. To make operation easier, you can organize your files in folders, rename the files, delete unnecessary files, etc. These operations are done in the File Selection display.

NOTE


Before using a USB flash drive, be sure to read "Connecting USB Devices" on page 115.

Restrictions for Preset Songs

Preset Songs are copy protected to prevent illegal copying or accidental erasure. These cannot be copied, moved, and saved to any other place, and cannot be deleted.

Saving a file

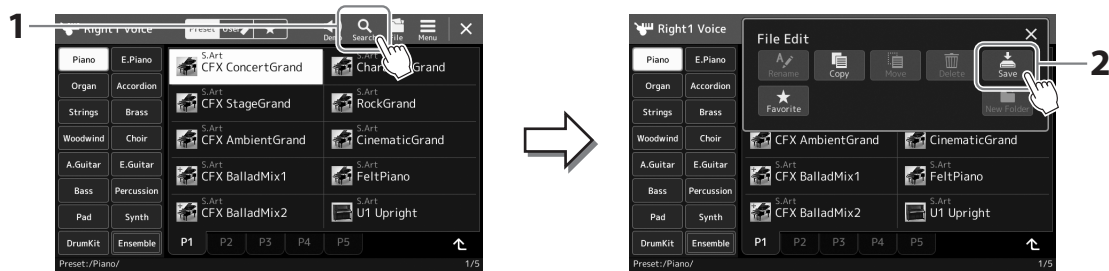
You can save your original data (such as Songs you've recorded and Voices you've edited) as a file to the User drive or the USB flash drive in the File Selection display (page 32).

- 1 In the relevant File Selection display*, touch  (File Edit) to call up the File Edit pop-up window.**

* For example, the display shown below (Voice Selection) is called up via VOICE SELECT [RIGHT 1] button.

NOTE

To cancel the file operation, press the [EXIT] button.



- 2 Touch [Save] to call up the display for selecting the saving destination.**

- 3 Select the location to which you want to save the file.**

To show the next higher level folder, touch  (Up).



- 4 Touch [Save here] to call up the Character Entry window.**

- 5 Enter the file name (page 40).**

Even if you skip this step, you can rename the file at any time (page 38) after saving.

- 6 Touch [OK] in the Character Entry window to actually save the file.**

The saved file will be automatically located at the appropriate position among the files in alphabetical order.

NOTE


To cancel this operation, touch [Cancel].

Creating a new folder

Folders can be created, named and organized as desired, making it easier to find and select your original data.

- 1** In the File Selection display, touch the User tab (page 32) then select the location to which you want to create a new folder.

To show the next higher level folder, touch  (Up).

- 2** Touch  (File Edit) to call up the File Edit pop-up window.
- 3** Touch [New Folder] to call up the Character Entry window.
- 4** Input the name of the new folder (page 40).

NOTE


The maximum number of files/folders which can be stored in a folder is 2500.

NOTE

A new folder cannot be created in the Preset tab or the "Expansion" folder (page 107) in the User tab.

Renaming a file/folder

You can rename files/folders.

- 1** Call up the File Selection display, on which the desired file/folder is shown.
- 2** Touch  (File Edit) to call up the File Edit pop-up window.
- 3** Touch [Rename] in the File Management menu, to call up the display for selecting the desired file/folder.
- 4** Select the desired file or folder by touching it.
- 5** Touch [Rename] at the top of the display to call up the Character Entry window.
- 6** Input the name of the selected file or folder (page 40).

NOTE


Files in the Preset tab or the "Expansion" folder (page 107) in the User tab cannot be renamed.

NOTE

Only one file or folder can be renamed at a time.

Copying or moving files

You can copy or cut a file and paste it to another location (folder). You can also copy a folder (without move it) by using the same procedure.

- 1** Call up the appropriate File Selection display, on which the desired files/folders are shown.
- 2** Touch  (File Edit) to call up the File Edit pop-up window.
- 3** Touch [Copy] or [Move] in the File Management menu, to call up the display for selecting the desired files/folders.
- 4** Select the desired files/folders by touching each item.
One or more files/folders can be selected (highlighted). To cancel the selection, touch the same item again. Touch [Select All] to select all items indicated on the current display including the other pages. To cancel the selection, touch [All Off].
- 5** Touch [Copy] or [Move] at the top of the display, to call up the display for selecting the destination.

NOTE

- Files in the Preset tabs cannot be moved.
- Files in the "Expansion" folder (page 107) in the User tab cannot be copied/moved.

- 6** Select the desired destination (path) to paste the files/folders.
- 7** Touch [Copy here] or [Move here] to paste the files/folders you've selected in step 4.


The pasted file/folder appears on the display at the appropriate position among the files in alphabetical order.

NOTE

To cancel this operation, touch [Cancel] before going to step 7.

Deleting files/folders

You can delete files/folders.

- 1** Call up the appropriate File Selection display, on which the desired files/folders are shown.
- 2** Touch  (File Edit) to call up the File Edit pop-up window.
- 3** Touch [Delete] in the File Management menu, to call up the display for selecting the desired files/folders.

NOTE

Files in the Preset tabs or the "Expansion" folder (page 107) in the User tab cannot be deleted.

- 4** Select the desired files/folders by touching each item.

One or more files/folders can be selected (highlighted). To cancel the selection, touch the same item again.

Touch [Select All] to select all items indicated on the current display including the other pages. To cancel the selection, touch [All Off].

- 5** Touch [Delete] at the top of the display.


A confirmation message appears. To cancel this operation, touch [No] before going to step 6.

- 6** Touch [Yes] to actually delete the files/folders you've selected in step 3.

Registering files to the Favorite tab

You can call up your favorite or often used Style or Voice files quickly by registering them to the Favorite tab. For details, refer to the Reference Manual on the website (page 10).

Searching for files


You can search for desired files by name, on the display called up via touching  (File Search). In the case of Registration Memory Bank files, you can also search for them by specifying other detailed properties. For details, refer to the Reference Manual on the website (page 10).

Entering Characters

This section covers how to enter characters for naming your files/folders, inputting keywords on searching file, etc. Entering characters is done in the display shown below.



1 Touch the character type.

Touching [Symbol] (or [abc]) switches between entering symbols or Roman letters (and numbers). To switch between entering capital letters or small letters,  (Shift).

2 Touch [◀]/[▶], rotate the Data dial or the press [DEC]/[INC] buttons to move the cursor to the desired location.

3 Input the desired character one by one.

To delete a single character, touch [Delete]; to delete all characters at once, touch and hold [Delete]. To enter a space, touch the space key indicated in the illustration above.

To input letters with auxiliary symbols:

You can input letters with auxiliary symbols such as an umlaut by touching and holding a letter to call up a list. For example, touch and hold "E" to enter "Ë" from the list.

To select custom icons for files (shown at left of file name):

You can select custom icons for the file. Touch [Icon] to call up the pop-up window, then select the desired icon.

4 Touch [OK] to finalize the characters (name, keywords, etc.) you have input.

NOTE

- Depending on the display for character entry you are working in, some types of characters cannot be entered.
- A file name can contain up to 41–46 characters (varies by content type) and a folder name can contain up to 50 characters.
- The following characters (half size) cannot be used: \ / : * ? " < > |

NOTE

To cancel this operation, touch [Cancel] before going on to step 4.

Locking the Panel Settings (Panel Lock)

When the panel settings are locked, nothing happens if you press any panel buttons. For example, when you take a break during your performance and leave the instrument unattended, this feature protects the panel settings from being accessed by others.

1 Call up the Panel Lock display via [MENU] → [Panel Lock].

The numeric keypad for PIN code entry is called up.

2 Input a four-number PIN code by touching the numeric keypad, then touch [OK] to enter it.

The panel settings are locked. The main display is also in a lock mode during the panel lock.

3 To unlock the instrument, touch the display, then input the same PIN code you entered in step 2.

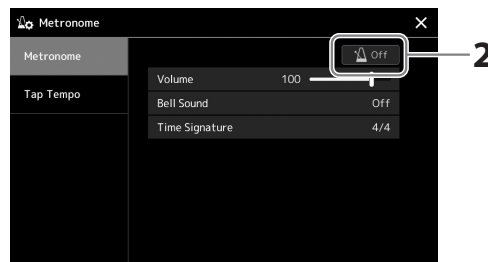
NOTE

If you have forgotten the PIN code, simply turn the power off and back on again to unlock the instrument.

Using the Metronome

The metronome provides a click sound, giving you an accurate tempo guide when you practice, or letting you hear and check how a specific tempo sounds. When recording without Style playback, turning the metronome on makes your recording sessions much more efficient.

1 Call up the Metronome display via [MENU] → [Metronome].



2 Touch the icon to turn the metronome On/Off.

For information on the other items on the display, refer to “Metronome Settings” of the Reference Manual on the website.

NOTE

The Metronome can also be turned on/off by touching the Metronome On/Off button on each recording display (page 94).

Quick Guide—for Performing on Genos2

■ Manual panel settings and performing a single song

Playing the keyboard with Styles (Auto Accompaniment)

Setting up the Style ... p. 44

Optimum panel settings for the current Style (One Touch Setting) ... p. 47

Calling up the most appropriate panel settings (Keyboard Parts, Harmony/Arpeggio, or Multi Pads) for the selected Style.

or

Setting up the Voices ... p. 48
(Setting up keyboard parts)

Setting up Harmony/Arpeggio ... p. 56

Singing with Song playback

Making Song playback settings ... p. 76

■ Storing the song's panel settings for easy recall

Storing the song's panel settings to Registration Memory ... p. 97

For details about Registration Memory and Registration Banks, refer to page 96.

■ Calling up the stored panel settings for your performance

Selecting the desired Registration Bank file

Calling up the Registration Memories 1–10 for the Bank file (p. 98).

Calling up the desired song's panel settings from the Playlist in a single step

Selecting the desired Playlist Record for calling up the corresponding linked Registration Memory (p. 102).

■ Recording your keyboard performance

Recording setup: Calling up a Registration Memory from the Playlist, etc.

<p>Setting up Multi Pads ... p. 59</p>	<p>Assigning functions to controllers ... p. 62</p>	<p>Setting up Vocal Harmony ... p. 80</p>	<p>Playing with Styles Operations during performance: p. 66</p>
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	<p>Assigning functions to controllers ... p. 62</p>	<p>Setting up Vocal Harmony ... p. 80</p>	<p>Singing with Song playback Operations during performance: p. 82</p>
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<p>Registering the Registration Memory in a Playlist ... p. 100 Creating a Playlist Record as a shortcut to the Registration Memory.</p>	<p>Editing the Playlist for your live performance set list ... p. 102 Creating a new Playlist for your live performance by selecting Songs from a preset Playlist.</p>
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<p>Selecting the desired Registration Memory Calling up the desired panel settings by pressing the Registration Memory 1–10 (p. 98).</p>	<p>Playing with Styles or Singing with Song playback</p>
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<p>Further recording setup MIDI Quick Recording ... p. 94 Audio Quick Recording ... p. 95</p>	<p>Recording Your performance Recording your playing and/or singing.</p>
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Playing with Styles—Setups

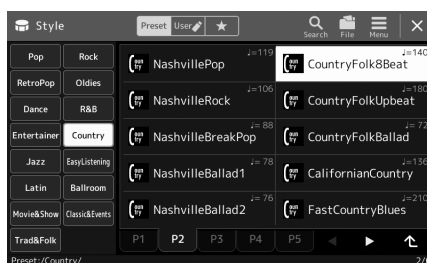
This section gives you basic steps on how to enhance your keyboard performance with Styles (Rhythm and Auto Accompaniment). Go through the various instructions below to completely set up your performance of a single song: Style, Keyboard Part (Voice), Multi Pad, and various types of controllers.

The settings made in this section can be collectively stored in the Registration Memory as one song setting (page 96).

Setting up Styles

Selecting the desired Style and turning Auto Accompaniment (ACMP) on

- 1 Press the [STYLE] button to call up the Style Selection display.



NOTE

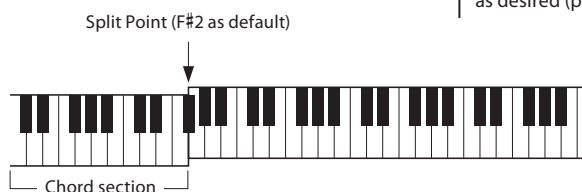
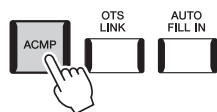
You can also call up the Style Selection display via the Home display (page 30).

- 2 Touch the desired Style.

For example, touch the category [Country], and then [Country Folk 8beat].

- 3 Make sure that the STYLE CONTROL [ACMP] button is turned on.

When the button is turned on, both the rhythm part and auto accompaniment can be played back during Style playback.



NOTE

For basic operations of the Style Selection display, refer to "File Selection Display" (page 32).

NOTE

The Split Point can be changed as desired (page 49).

At the same time, the specific left-hand section of the keyboard can be used as the Chord section, and chords played in this section are automatically detected and used as a basis for fully automatic accompaniment with the selected Style.

- 4 If necessary, try out the selected Style.

Press the STYLE CONTROL [] (SYNC START) button, and then play chords with your left hand.

To stop Style Playback, press the STYLE CONTROL [] (START/STOP) button.

NOTE

For more details on operating Style playback, refer to page 66.

Style Characteristics

The particular type of Style is indicated the upper left of the Style name in the Style Selection display. The defining characteristics of these Styles and their performance advantages are described below.



- **Session:** These Styles provide even greater realism and authentic backing by mixing in original chord types and changes, as well as special riffs with chord changes, with the Main sections. These have been programmed to add “spice” and a professional touch to your performances of certain songs and in certain genres. Keep in mind, however, that the Styles may not necessarily be appropriate—or even harmonically correct—for all songs and for all chord playing. In some cases for example, playing a simple major triad for a country song may result in a “jazzy” seventh chord, or playing an on-bass chord may result in inappropriate or unexpected accompaniment.
- **Free Play:** These Styles are characterized by rubato performance. You can perform freely with remarkably expressive accompaniment, without being constrained by a strict tempo.

For the Preset Style List, refer to the Data List on the website.

A Style generally consists of eight parts (channels): rhythm, bass, etc. You can add variations and change the feeling of a Style by selectively turning channels on/off or by changing the Voices (page 92). In some particular Styles, some sections consist of only rhythm parts to showcase their musical characteristics. For details, refer to the Data List on the website.

Style File Compatibility

This instrument uses the SFF GE file format (page 10) and can play back existing SFF files; however, they will be saved in the SFF GE format when the file is saved (or loaded) in this instrument. Keep in mind that the saved file can only be played back on instruments that are compatible with the SFF GE format.

Adjusting the tempo

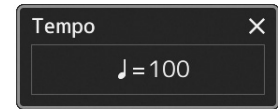
The TEMPO [-] and [+] buttons let you change the playback tempo of the Metronome, Style and MIDI Song. The tempo of the Style and MIDI Song can also be adjusted via the [TAP TEMPO] button.

NOTE

If you want to adjust the tempo of an Audio Song, use the Time Stretch function on page 84.

■ TEMPO [-]/[+] buttons

Press the TEMPO [-] or [+] button to call up the Tempo pop-up display. Use the TEMPO [-]/[+] buttons to decrease or increase the tempo over a range of 5–500 beats per minute. Holding down either button changes the value continuously. Pressing both TEMPO [-] and [+] buttons calls up the default tempo of the last selected Style or Song.



■ [TAP TEMPO] button

When Style and Song are stopped, tapping the [TAP TEMPO] button (four times for a 4/4 time signature) starts playback of the rhythm part of the Style at the tempo you tapped. During playback of a MIDI Song, you can change the tempo by tapping the [TAP TEMPO] button twice at the desired tempo. During playback of a Style, you can rewind to the top of the section ("reset" the playback position, for stutter repeat effects) by tapping the [TAP TEMPO] button. This is called "Style Section Reset."

NOTE

This button can also be set to change the tempo during Style playback, instead of Section Reset. The setting is made on the display called up via [MENU] → [Metronome] → [Tap Tempo]. For details, refer to the Reference Manual on the website.

Changing the Chord Fingering type

By changing the Chord Fingering type, you can automatically produce appropriate accompaniment even if you don't press all of the notes which comprise a chord. Chord fingering type can be changed via the Split Point/Fingering window: [MENU] → [Split & Fingering].

The following types can be selected, for example.

■ Single Finger

This method lets you easily play chords in the accompaniment range of the keyboard using only one, two or three fingers.



Major chord

Press the root key only.



Minor chord

Simultaneously press the root key and a black key to its left.



Seventh chord

Simultaneously press the root key and a white key to its left.



Minor seventh chord

Simultaneously press the root key and both a white and black key to its left.

■ Fingered

This lets you finger your own chords on the chord section of the keyboard, while the instrument supplies appropriately orchestrated rhythm, bass, and chord accompaniment in the selected Style. The Fingered type recognizes the various chord types which are listed on the Data List on the website (page 10), and can be looked up using the Chord Tutor function called up via [MENU] → [Chord Tutor].

NOTE

When the chord detection area is set to "Upper" (page 51), only "Fingered*" is available.

■ AI Full Keyboard

This lets you play just about anything, anywhere on the keyboard using both hands—like conventional playing of a piano—and still have appropriate accompaniment. You don't have to worry about specific ways to play/indicate the chords. (Depending on the song arrangement, AI Full Keyboard may not always produce appropriate accompaniment.)

For other types, refer to the Reference Manual on the website (page 10).

NOTE

In the case of a specific fingering type (Fingered, Fingered On Bass, AI Fingered), you can create a state in which no chord is input by entering a special chord named "Cancel." This is called as "Chord Cancel." For more information on entering chords including "Cancel," refer to the "Chord Types Recognized in the Fingered Mode" in the Data List on the website.

Optimum Panel Settings for the Current Style (One Touch Setting)

One Touch Setting is a powerful and convenient feature that automatically calls up the most appropriate panel settings (Voices, effects, etc.) for the currently selected Style, with the touch of a single button. If you've already decided which Style you wish to use, you can have One Touch Setting automatically select the appropriate Voice for you.

NOTE


For information on panel settings that are called up by One Touch Setting, refer to the OTS section of "Parameter Chart" in the Data List on the website (page 10).

1 Select the desired Style (steps 1–2 on page 44).

2 Press one of the ONE TOUCH SETTING [1]–[4] buttons.

Not only does this instantly call up all the settings (Voices, effects, etc.) that match and are most commonly used with the current Style, it also automatically turns on ACMP and SYNC START, so that you can immediately start playing the Style.

Confirming the One Touch Setting Contents

In the Style Selection display, touch  (Menu) then [Style Information] to call up the Information window that shows what Voices are assigned to the ONE TOUCH SETTING [1]–[4] buttons for the current Style. You can call up the desired settings also by touching one of the One Touch Settings numbers 1–4 directly on the Information window.

3 As soon as you play a chord with your left hand, the selected Style starts.

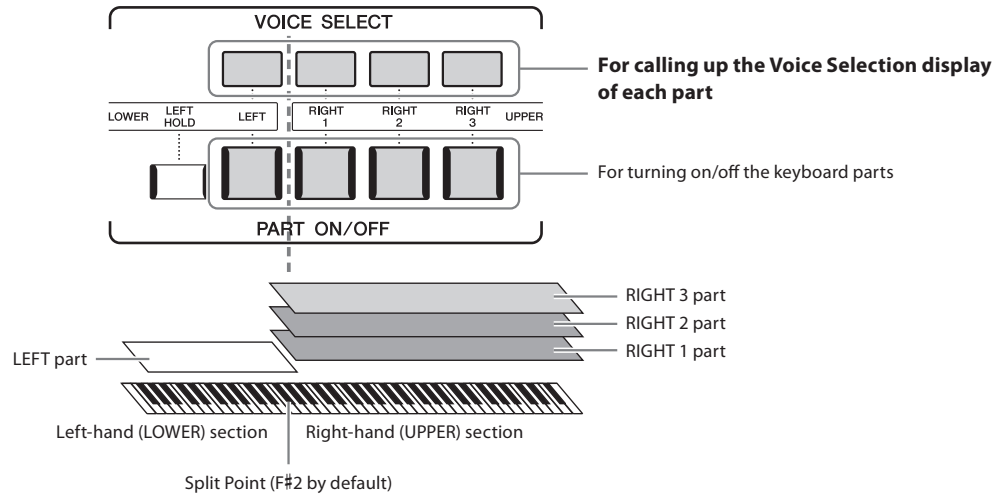
Each Style has four One Touch Setting setups. Press any other of the ONE TOUCH SETTING [1]–[4] buttons to try out other setups.

NOTE

You can automatically have the One Touch Settings change when you select a Main section (A to D) of the selected Style. For details, refer to "OTS LINK" (page 67).

Setting up Keyboard Parts

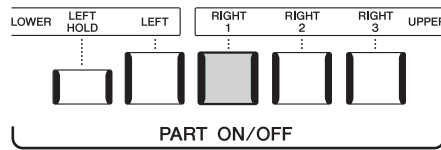
There are four keyboard parts for your manual performance: LEFT, RIGHT 1, RIGHT 2 and RIGHT 3, and each part has one Voice. You can combine these parts by using the PART ON/OFF buttons to create luscious instrument textures and convenient performance combinations.



Creating combinations of keyboard parts (Layer, Split)

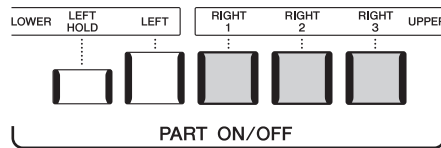
■ To play one single Voice over the entire keyboard:

Turn on the RIGHT 1, 2 or 3 part. Make sure the LEFT part is turned off.



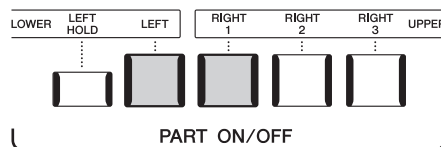
■ To play two or three different Voices simultaneously (Layer):

Turn on two or more parts from RIGHT 1, 2 and 3.



■ To play different Voices in the right- and left-hand sections of the keyboard (Split):

Turn on the LEFT part and at least one of the RIGHT 1–3 parts. The F sharp 2 and lower keys are used for the LEFT part while the upper keys (excluding F#2) are used for the RIGHT 1, 2 and 3 parts. The key which divides the keyboard into the left-hand and right-hand sections is referred to as the "Split Point."



Turning each keyboard part on/off from the display

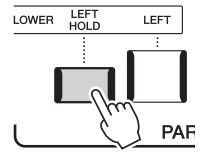
You can also turn parts on/off via the Home display, or the Voice Part Setup display. For details, see "Home Display" (page 30), or "Voice Part Setup Display" (Reference Manual on the web site).

Holding the LEFT part Voice (Left Hold)

By turning on the PART ON/OFF [LEFT HOLD] button when the LEFT part is ON, the LEFT part Voice is held even when the keys are released.

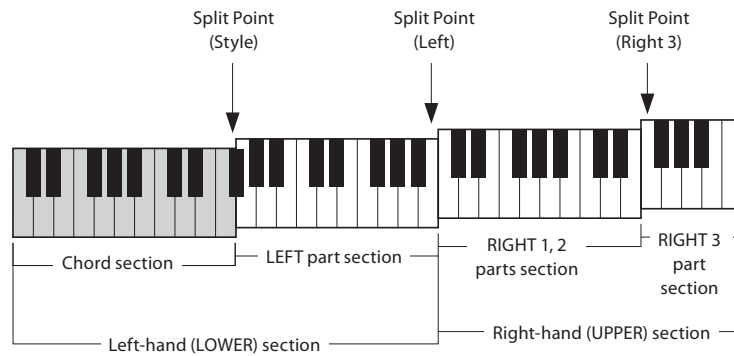
Non-decaying Voices such as strings are held continuously, while decay-type Voices such as piano decay more slowly (as if the sustain pedal has been pressed). This function is convenient when used along with Style playback since the sound of the chords matching Style playback are maintained.

To stop the LEFT part Voice from sounding, stop Style or Song playback, or turn the [LEFT HOLD] button off.



Setting the Split Point

The key which divides the keyboard into two areas is referred to as “Split Point.” There are three types of Split Point: Split Point (Style), Split Point (Left), and Split Point (Right 3). You can set them individually (as shown).

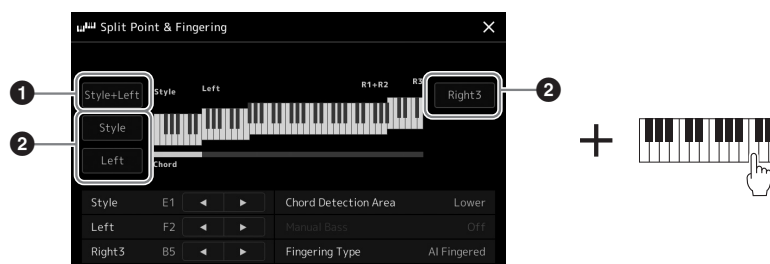


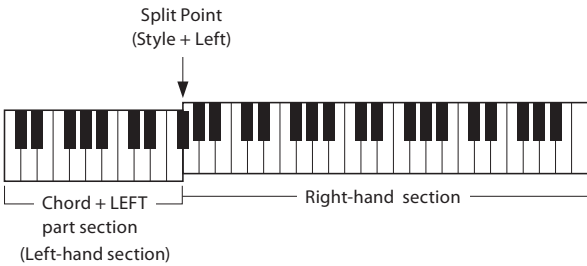
- **Split Point (Style):** Divides the left-hand (LOWER) section into the Chord section and the LEFT part section.
- **Split Point (Left):** Divides the keyboard into the left-hand (LOWER) section and the right-hand (UPPER) section.
- **Split Point (Right 3):** Divides the right-hand (UPPER) section into the RIGHT 1, 2 parts section and the RIGHT 3 part section.

1 Call up the Split Point/Fingering window.

[MENU] → [Split & Fingering]

2 Set the Split Point.



<p>❶</p>	<p>Split Point (Style + Left)</p>	<p>Sets Split Point (Style) and Split Point (Left) to the same note. In this case, the Chord Section and the LEFT part section occupy the same area. Specify the Split Point directly from the keyboard by simultaneously holding [Style + Left] on the display and pressing the desired key on the keyboard.</p> 
<p>❷</p>	<p>Split Point (Style, Left, Right 3)</p>	<p>Sets each Split Point individually. Specify the Split Point directly from the keyboard by simultaneously holding the corresponding item on the display and pressing the desired key on the keyboard.</p>

You can also specify each Split Point by note name, touching the [◀]/[▶] controls. Split Point (Style) is indicated by “Style,” Split Point (Left) is indicated by “Left,” and Split Point (Right 3) is indicated by “Right 3.”

NOTE

Once you have touched [◀]/[▶], the Split Point type you are controlling is focused (corresponding indicator is colored). In this condition, you can change the value of the focused Split Point type by rotating the Data dial.

NOTE

Split Point (Left) cannot be set lower than Split Point (Style), and Split Point (Right 3) cannot be set lower than Split Point (Left).

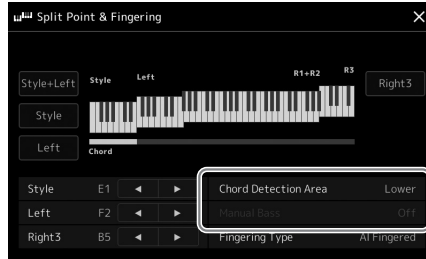
Specifying chords with your right hand for Style playback

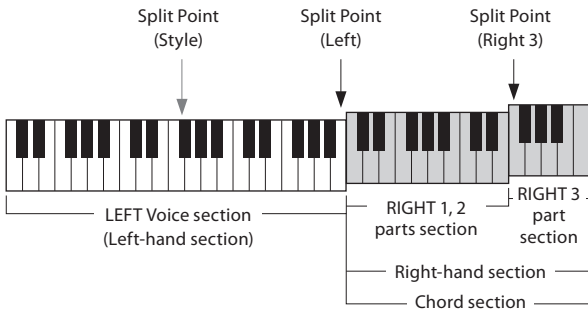
By changing the Chord Detection area from the left-hand section to the right-hand section, you can play a bass line with your left hand while using your right hand to play chords for controlling Style playback.

1 Call up the Split Point/Fingering window.

[MENU] → [Split & Fingering]

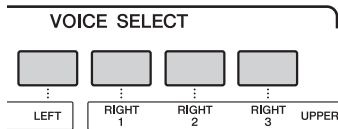
2 Make the necessary settings by touching the display.



<p>Chord Detection Area</p>	<p>Select "Upper." The Chord section is set to the right of the left Split Point. Fingering type is set to "Fingered*" automatically.</p>  <p>NOTE</p> <ul style="list-style-type: none"> • "Fingered*" is basically same as "Fingered," except that "1+5," "1+8" and Chord Cancel are not available. • For information about when the "Chord Detection Area" is set to "Lower," refer to "Setting the Split Point" (page 49). • This parameter is set to "Lower" automatically when the Ensemble Voice is selected.
<p>Manual Bass</p>	<p>When this is set to "On," the bass part of the current Style is muted and the Voice of the muted bass part is assigned to the left part.</p> <p>NOTE</p> <ul style="list-style-type: none"> • Manual Bass is set to "On" automatically by the default settings when you select "Upper" in the Chord Detection Area above. • This parameter is available only when the "Chord Detection Area" is set to "Upper."

Selecting a Voice for Each Keyboard Part

- 1 Press the **VOICE SELECT** button corresponding to the desired part.
The Voice Selection display (for the desired part) appears.





NOTE

You can also call up the Voice Selection display via the Home display (page 30) or the Voice Part Setup display (Reference Manual on the web site).

- 2 Touch the desired Voice.

To hear the characteristics of the Voices:

Touch  (Demo) to start demo playback of the selected Voice. Touch  (Demo) again to stop playback.

NOTE

For basic operations of the Voice Selection display, refer to "File Selection Display" (page 32).

- 3 If necessary, try out the selected Voice.

Make sure that the desired keyboard part is turned on, and play the keyboard.

Voice Characteristics

The Voice type and its defining characteristics are indicated above the Voice name. There are various Voice characteristics; however, only the following ones are covered here. For detailed explanations, refer to the Reference Manual on the website (page 10).



• S.Art, S.Art2 (Super Articulation) Voices (page 71)

Lets you create subtle, very realistic expressive nuances, simply by how you play, and by pressing a single button to add nuances.

• FM Voices

Characterized by dynamic changes in sound that cannot be achieved with PCM sound sources, since this is using a FM tone generator that is synthetic sound sources.

• Organ Flutes Voices (page 53)

Lets you recreate all of the classic organ sounds by adjusting the flute footage levels and the percussive sounds, just like on conventional organs.

• Revo Drum, Revo SFX Voices

The Drum and SFX Voices let you play various drums and percussion instruments or SFX (sound effects) sounds on the keyboard. Especially, Revo Drum Voices recreate the natural sound of drums, even when playing the same key multiple times. Details are given in the Drum/Key Assignment List of the separate Data List.

• Ambient Drum, Ambient SFX Voices

Provides realistic and lively drum sounds that are difficult to achieve with DSP effects. When these Voices are used in a selected Style, you can adjust the ratio of wet (reverberant sound) and dry (unprocessed sound) sound in real time by using the Live Control knob/slider to which "Ambience Depth" is assigned.

Creating Original Organ Flutes Voices

Genos2 uses advanced digital technology to recreate the legendary sound of vintage organs. Just as on a traditional electronic organ, you can create your own sound by increasing and decreasing the levels of the flute footages. The created Voice can be saved for future recall.

NOTE

The term “footage” is a reference to the sound generation of traditional pipe organs, in which the sound is produced by pipes of different lengths (in feet).

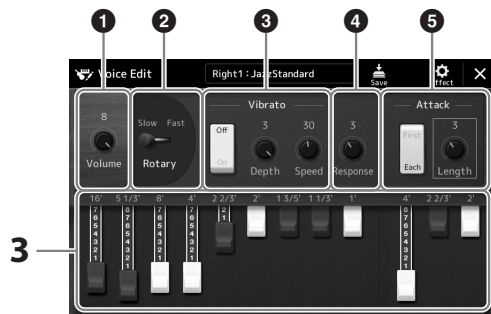
1 On the Voice Selection display, select the desired Organ Flutes Voice.
Touch the [Organ] in the sub categories, and then select the desired Organ Flutes Voice.

2 Return to the Home display, and then touch  (Organ Flutes) located at the lower right of the Voice name to call up the Organ Flutes Voice Edit display.

3 Slide the Footage levers to adjust the footage settings.
The footage settings determine the basic sound of the Organ Flutes.


NOTE

- The available parameters differ depending on the Organ type.
- You can also make Effects and EQ settings. For details, refer to the Reference Manual on the website (page 10).



You can also change other settings here, such as Rotary Speaker and Vibrato.

①	Volume	Determines the volume of the entire Organ Flutes sound.
②	Rotary Speaker	Alternately switches between the slow and fast rotary speaker speeds. This parameter is available only when an effect which contains “Rotary” or “Rot” in its name is applied.
③	Vibrato	Turns the vibrato on or off, and allows you to adjust the vibrato depth and vibrato speed.
④	Response	Adjusts the response speed of both the Attack and Release portions of the sound.
⑤	Attack	Switches between two different Attack modes: First and Each, and determines the length of the Attack sound.

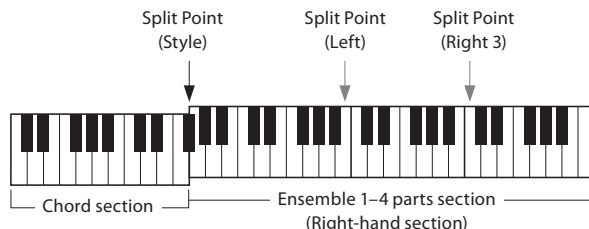
4 Touch  (Save) and save the created Organ Voice.
For instructions on saving, refer to “File Management” (page 37).

NOTICE

The settings will be lost if you select another Voice or turn the power to the instrument off without executing the Save operation.

Using Ensemble Voices

These are special settings of the keyboard parts that feature multiple Voices, used in realistic ensemble combinations, such as brass section and string quartet. Up to four special parts or instruments are provided within a single Voice. But rather than just being a combination, the parts are dynamically assigned to the notes, and are distributed among the intervals you play in exceptionally natural, musical ways—as if four different players were actually playing the parts live. Moreover, the discrepancy between each instrument—the pitch, timing, etc—can be controlled and “humanized,” making the overall sound amazingly authentic and expressive.



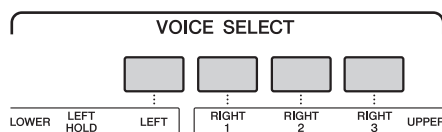
In this mode, the Keyboard parts (L, R1, R2 and R3) are changed into special Ensemble Parts 1-4 respectively. Since all the Ensemble Parts are handled as Right parts, the Left hand part is not available in this mode, although the Auto Accompaniment can be turned on and Styles can be played with the left hand.

Entering the Ensemble Voice mode

NOTICE

Entering the Ensemble Voice mode erases any Voice combination settings (L, R1, R2 and R3) you have made. Important panel settings should be memorized to Registration Memory (page 96).

- 1 Press any one of the VOICE SELECT buttons to call up the Voice Selection display.



- 2 Touch [Ensemble] to enter the Ensemble Voice mode.



- 3 Touch to select the desired Ensemble Voice preset.

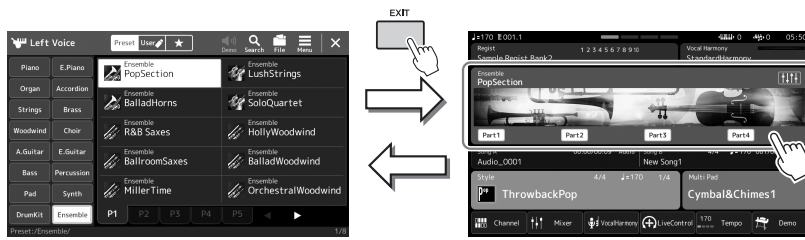
- 4 Play the keyboard.

NOTE

You can edit settings, such as changing each of the Voices that make up the Ensemble Voice and change how the Voices are assigned the notes of the chords you play. For details, refer to the Reference Manual on the website.

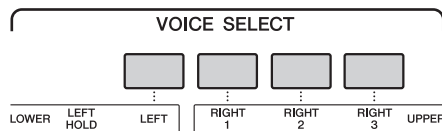
To return to the Home display

Press the [EXIT] button or the [HOME] button. The Voice area shows the Ensemble Voice name. To call up the Voice Selection display again to select other presets, touch the Voice area of the Home display.



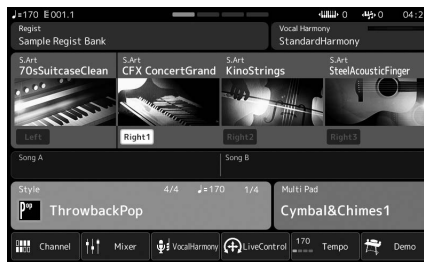
Exiting from the Ensemble Voice mode

- 1 Press any one of the VOICE SELECT buttons to call up the Voice Selection display.



- 2 Select a Voice other than an Ensemble Voice.

After you've selected another Voice, you can confirm that the Ensemble Voice mode is no longer active. To do this, press the [Home] button to return to the Home display and check that the Voice area shows four different Voice names.



Setting up Keyboard Harmony/Arpeggio

You can apply the Keyboard Harmony or Arpeggio features to enhance or change the sound of the Right-hand parts (RIGHT 1–3). Keyboard Harmony applies performance effects such as harmony (duet, trio, etc.), echo, tremolo and trill to the notes played in the Right-hand section. The Arpeggio function lets you play arpeggios (broken chords) by simply pressing the notes of the chord. For example, you could play the notes C, E and G to trigger interesting and rhythmically dynamic phrases. This feature can be used for music production as well as live performance.

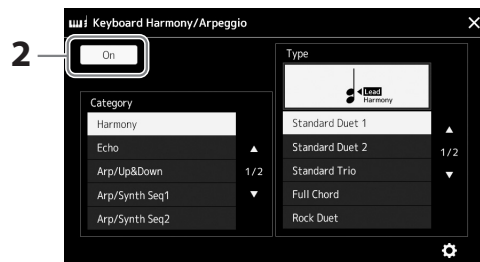
NOTE

When you select another Voice for the RIGHT 1 part, the Keyboard Harmony/Arpeggio type is automatically set to the type which is memorized as the Voice Set. For details on the Voice Set function, refer to the Reference Manual on the website.

Using Keyboard Harmony

1 Call up the operation display.

[MENU] → [Kbd Harmony/Arp]




2 Set the Keyboard Harmony/Arpeggio function to “On.”

When this is set to “On,” Keyboard Harmony is applied to your keyboard performance automatically.

3 Touch to select the category “Harmony” or “Echo.”

4 Touch the desired Harmony or Echo type.

Touching  (detailed settings) calls up the detailed settings popup window. For more information, refer to the Reference Manual on the web site.

5 Play the keyboard.

The effect selected in step 4 is applied to the right-hand melody.

To turn off the effect, turn the [HARMONY/ARPEGGIO] button off.

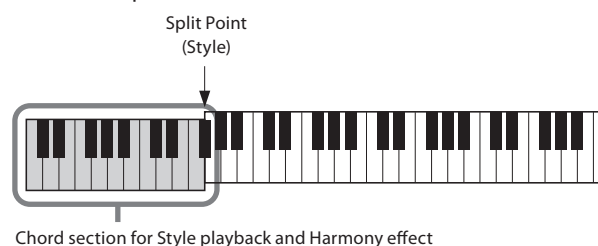
■ Keyboard Harmony category types (Harmony/Echo)

Harmony Category

• Standard Duet—Strum

These types apply the harmony effect to notes played in the right-hand section of the keyboard according to the chord specified in the left-hand section of the keyboard. (Note that the “1+5” and “Octave” settings are not affected by the chord.)

- When the [ACMP] button is on and the LEFT part is off:



NOTE

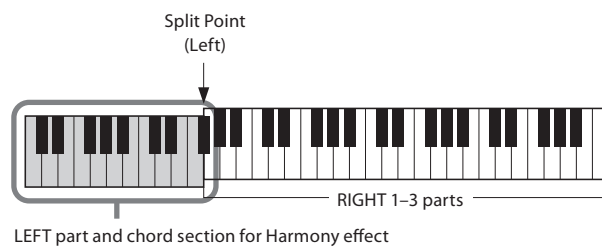
You can also set the function to “On” by turning the [HARMONY/ARPEGGIO] button on.



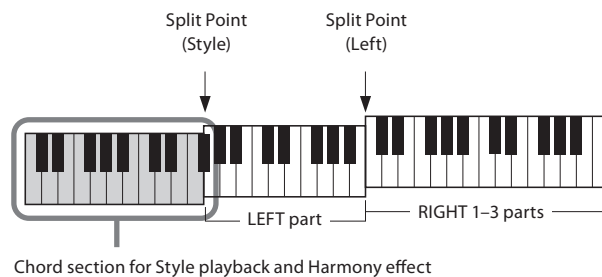
NOTE

For details on the Split Point, refer to page 49.

- When the [ACMP] button is off and the LEFT part is on:



- When both the [ACMP] button and the LEFT part are on:



Multi Assign

The Multi Assign effect automatically assigns the notes of chords you play on the right-hand section of the keyboard to separate parts (Voices). For example, if you play a three-note chord, the first note you press is played by the RIGHT 1 Voice, the second by the RIGHT 2 Voice, and the third by the RIGHT 3 Voice. The Multi Assign effect is not affected by the [ACMP] and LEFT part on/off status.

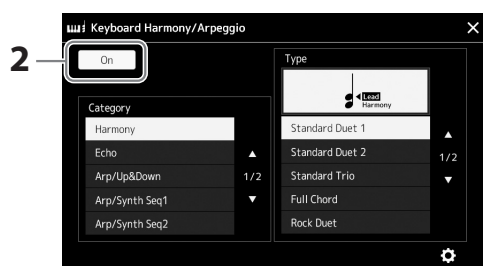
Echo Category (Echo, Tremolo, Trill)

The Echo, Tremolo or Trill effect is applied to the note played in the right-hand section of the keyboard in time with the currently set tempo, regardless of the [ACMP] and the LEFT part on/off status. Keep in mind that Trill works only when you hold down two notes on the keyboard simultaneously (or the last two notes, if more than two notes are held), and it plays those notes alternately.

Using Arpeggio

1 Call up the operation display.

[MENU] → [Kbd Harmony/Arp]



2 Set the Keyboard Harmony/Arpeggio function to “On.”

When this is set to “On,” Keyboard Harmony is applied to your keyboard performance automatically.

3 Touch to select a category other than “Harmony” or “Echo.”

4 Touch the desired Arpeggio type.

Touching icon (detailed settings) calls up the detailed settings popup window. For more information, refer to reference manual on the web site.

NOTE

You can also set the function to “On” by turning the [HARMONY/ARPEGGIO] button on.



5 Play a note or notes to trigger the Arpeggio.

The arpeggiated phrase differs depending on the notes played.

To turn off the effect, turn the [HARMONY/ARPEGGIO] button off.

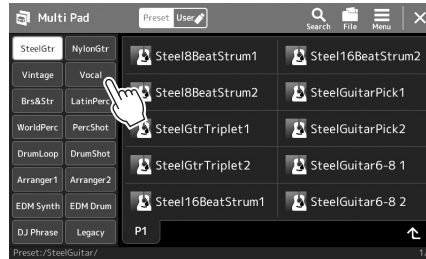
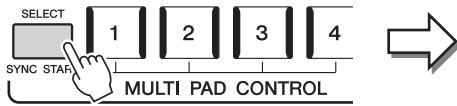
NOTE

- By using the Arpeggio Quantize function, Arpeggio playback can be synchronized with Song/Style playback, allowing any slight imperfections in the timing to be corrected. This can be set in the display: [MENU] → [VoiceSetting] → [S.Art2/Arpeggio].
- Arpeggio playback can be continued even after the note has been released, by assigning the Arpeggio Hold function to the footswitch. For instructions, refer to page 65.

Setting up Multi Pads

Selecting Multi Pads

- 1 Press the MULTI PAD CONTROL [SELECT] button to call up the Multi Pad Bank Selection display.



NOTE

You can also call up the Multi Pad Selection display via the Home display (page 30).

- 2 Touch the desired Multi Pad Bank.

- 3 If necessary, try out the selected Multi Pad(s).

Simply press the MULTI PAD CONTROL [1]–[4] buttons to start playback of the corresponding phrase. To stop playback, press the [STOP] button.

For more information on Multi Pad playback control, refer to “Controlling Multi Pad Playback” (page 74).

NOTE

For basic operations of the Multi Pad Selection display, refer to “File Selection Display” (page 32).

Creating and Editing Multi Pads

You can create your original Multi Pads in one of three ways:

- Recording new phrases
- Editing existing Multi Pad phrases
- Linking with audio files (Audio Link Multi Pad)

Also, you can make your original Multi Pad Bank by managing each Multi Pad. For details, refer to the Reference Manual on the web site (page 10).

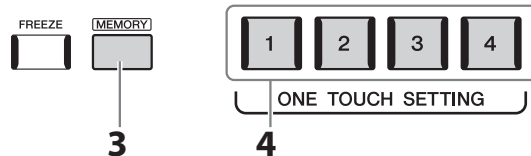
Memorizing Original Panel Settings to One Touch Setting

You can memorize your original panel settings (mainly Style, Voices, and Multi Pads) to a One Touch Setting (OTS). The newly created One Touch Setting will be saved in the User drive or a USB flash drive as a Style, and you can call up the One Touch Setting as a part of the Style.

NOTE

For information on which panel settings are memorized to One Touch Setting, refer to "Parameter Chart" in the Data List on the website (page 10).

- 1** Select the desired Style to memorize your One Touch Setting.
- 2** Make the desired panel settings, such as those for Voices and Effects.
- 3** Press the [MEMORY] button in the REGISTRATION MEMORY section.



A message appears. However, you do not need to make any settings here, since the On/Off settings in this display do not affect the One Touch Setting function.

- 4** Press the desired ONE TOUCH SETTING [1]–[4] button to which you wish to memorize your panel settings.

A message appears prompting you to save the panel settings at this time. To go on and memorize various panel settings to other buttons, touch [No], and then repeat steps 2 to 4 as necessary, finally saving all your new settings in Step 5 below.

NOTE

For OTS buttons to which your panel settings have not been memorized, the OTS settings of the original Style will be maintained.

- 5** Touch [Yes] to call up the Style Selection display for saving your data, and then save the current settings as a User Style.

For instructions on saving, refer to "File Management" (page 37).

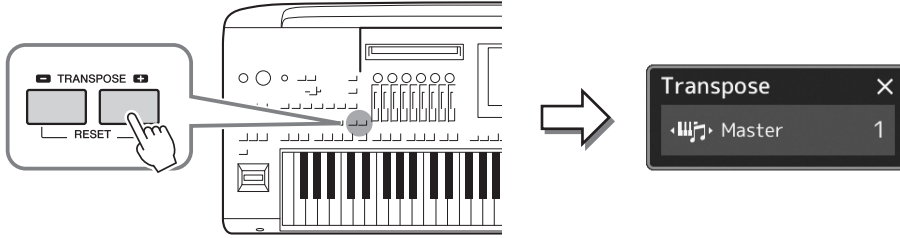
NOTICE

The memorized One Touch Setting will be lost if you change the Style or turn the power off without carrying out the Save operation.

Changing the Pitch of the Keyboard

Transposing the pitch in semitones (TRANSCOPE [-]/[+] buttons)

The TRANSCOPE [-]/[+] buttons transpose the overall pitch of the instrument (the keyboard sound, Style playback, MIDI Song playback, and so on) in semitone steps (from -12 to 12). To instantly reset the transpose value to 0, press the [-] and [+] buttons simultaneously.



NOTE

- If you want to transpose the pitch of the Audio Song, use the Pitch Shift parameter on page 84.
- The Transpose functions do not affect the Drum Kit or SFX Kit Voices.

You can independently select the part to be transposed as desired. Touch the Transpose pop-up several times until the desired part appears, and then use the TRANSCOPE [-]/[+] buttons to transpose it.

NOTE

Transpose can be done on the display also via [MENU] → [Transpose]. For details, refer to the Reference Manual on the website.

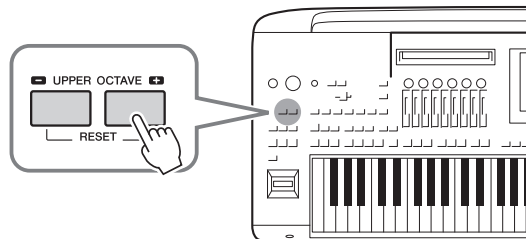
Master	Transposes the pitch of the entire sound, with the exception of the Audio Song and input sound from a microphone or the AUX IN jacks.
Keyboard	Transposing the keyboard pitch including the chord root for triggering Style Playback.
Song	Transposes the pitch of the MIDI Song.

Fine Tuning the Pitch

By default, the pitch of the entire instrument is set to 440.0 Hz according to equal temperament. This setup can be changed from the display called up via [MENU] → [Master Tune]. For details, refer to the Reference Manual on the website.

Transposing the pitch in octave (UPPER OCTAVE [-]/[+] buttons)

The UPPER OCTAVE [-]/[+] buttons allow you to shift the pitch of the Right 1–3 parts up or down by one octave. To instantly reset the octave value to 0, press the [-] and [+] buttons simultaneously.

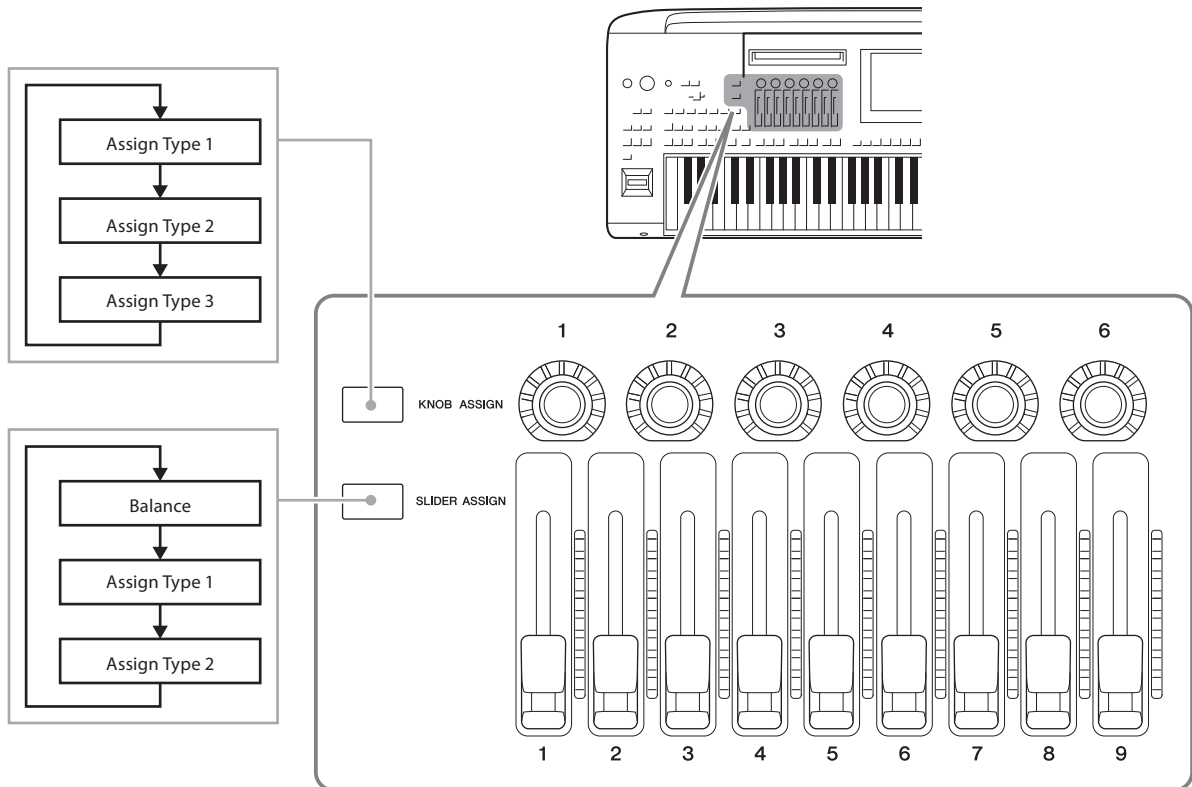


Setting up Assignable Controllers

You can assign parameters and functions to the LIVE CONTROL knobs/sliders, the ASSIGNABLE [A]–[F] and [1]–[3] buttons, joystick, or optional footswitches for quick operations and expressive control during your keyboard performance. The setup of assignable controllers is stored/recalled from the registration memory so you can change them all together.

Selecting the Assign Types of the LIVE CONTROL knobs/sliders

Each setup of assigned parameters for knobs is called “Knob Assign Type” and for sliders, it is called “Slider Assign Type.” There are three Knob Assign Types (1–3) and they can be switched in sequence by pressing the [KNOB ASSIGN] button. There are normally three Slider Assign Types (Balance and Assign Types 1 and 2), and they can be switched in sequence by pressing the [SLIDER ASSIGN] button. The selected Assign Types for knobs and sliders will be reset when the power is turned off.



Editing the Assign Type of the knobs/sliders

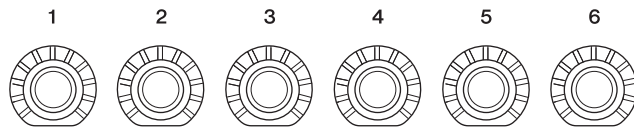
Knob Assign Types 1–3 and Slider Assign Types 1–2 can be edited in the Edit display which is called up as follows: [MENU] → [Live Control]. For details of editable items, refer to the Reference Manual on the website.

NOTE

When Organ Flutes Voice is selected for each Keyboard Part, additional Slider Assign Types can be specially selected for operating footage levers corresponding to each Part, letting you adjust the sound with much the same feel as on an actual instrument.

Operating the LIVE CONTROL knobs/sliders

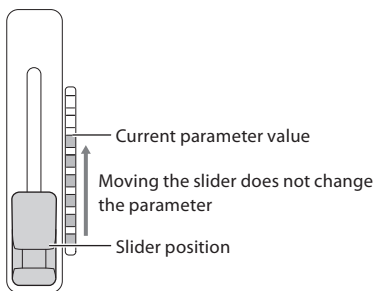
■ Operating the LIVE CONTROL knobs



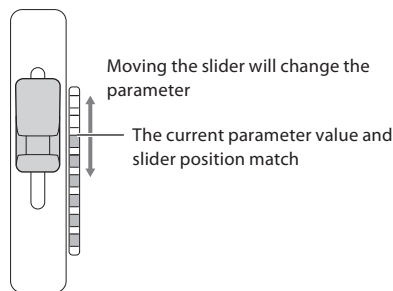
- LEDs around each knob display the current value of the parameter corresponding to the knob, in the current Knob Assign Type.
- When any knob is operated, the LIVE CONTROL view automatically displays the current Knob Assign Type and current values (page 27).
- Operating a knob changes the corresponding parameter from its current value.

■ Operating the LIVE CONTROL sliders

Before the slider position matches the current value



After the slider position matches the current value



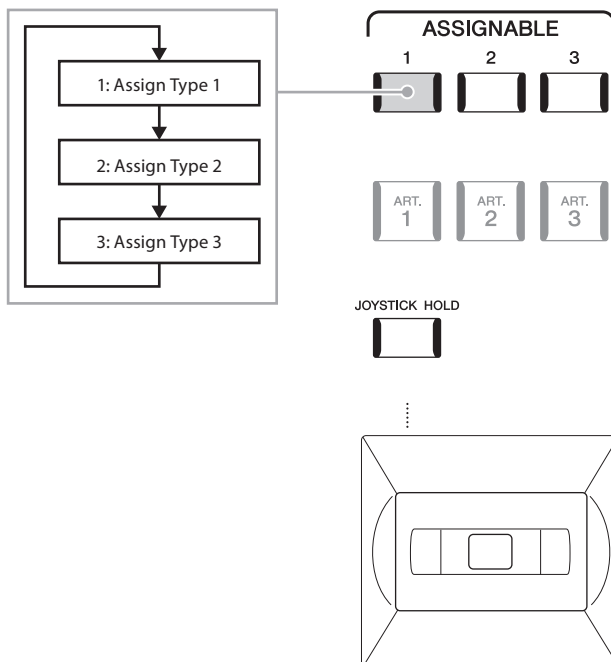
NOTE

If a parameter value is set by another method to outside the range which can be changed with the slider (for example: "Tempo" as "300"), the slider cannot be used to control the parameter.

- An LED meter on the right side of each slider displays the current value of the parameter corresponding to the slider, in the current Slider Assign Type.
- When any slider is operated, LIVE CONTROL view automatically displays the current Slider Assign Type and current values.
- When the slider's position and the current parameter value are different, the current parameter value will be held until the slider's position matches (catches) the value. Once they have matched, the slider's position will be reflected to the parameter.
- When additional Slider Assign Types for Organ Flutes Voice are selected, the "catch" behavior described above does not apply and the slider position is always directly reflected.

Selecting the Assign Types of the LIVE CONTROL joystick

Each setup of assigned parameters for the joystick is called a “Joystick Assign Type.” There are three Joystick Assign Types (1–3) and they can be switched in sequence by pressing the ASSIGNABLE [1] button by default. The selected Assign Types for the joystick will be reset when the power is turned off; however, these can be conveniently saved to Registration Memory (page 96).



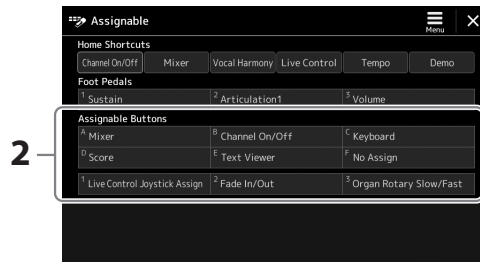
Editing the Assign Type of the joystick

Joystick Assign Types 1–3 can be edited in the following Edit display: [MENU] → [Live Control].
For details of editable items, refer to the Reference Manual on the website.

Assigning functions or shortcuts to the ASSIGNABLE buttons

You can assign various control functions or shortcuts to the ASSIGNABLE [A]–[F] and [1]–[3] buttons, allowing you to quickly operate or call up the desired function.

- 1 Call up the Assignable display via [MENU] → [Assignable].



- 2 Double-tap (touch twice) the desired item from the “Assignable Buttons” area. The function selection pop-up window appears.

- 3 Touch the desired function. The function will be registered to the location selected in step 2.

NOTE

For details on assignable parameters and functions, refer to the Reference Manual on the website.

Assigning functions to footswitches/foot controllers

You can assign various functions to optional footswitches/foot controllers.

- 1 To call up the Edit display, touch [MENU] → [Assignable].



- 2 Double-tap (touch twice) the desired item in the “Foot Pedals” area (shown above). The function selection pop-up window appears.

- 3 Touch the desired function.

NOTE

- For details on assignable parameters and functions, refer to the Reference Manual on the website.
- For connecting footswitches/foot controllers, refer to “Connecting Footswitches/Foot Controllers” (page 114).

Playing with Styles—Operations While Performing

If you've made all desired settings for a single song (in the previous sections), now you're ready to play the keyboard. This section mainly explains the various Style-related operations you'll use during your keyboard performance: Style playback, applying expressive effects, and Multi Pad playback.

Operating Style Playback

Starting and stopping Style playback

■ [START/STOP] button

Starts playback of the rhythm part of the current Style. To stop playback, press the button again.



Playing back both rhythm and auto accompaniment (ACMP)

If the [ACMP] button is turned on, both the rhythm part and auto accompaniment can be played back when playing chords in the chord section during Style playback.



■ [SYNC START] button

This puts the Style playback in "standby." The Style starts playing back when you press any note on the keyboard (when [ACMP] is off) or you play a chord with your left hand (when [ACMP] is on). While a Style is playing back, pressing this button stops the Style and puts playback in standby.



■ [SYNC STOP] button

You can start and stop the Style any time you want by simply playing or releasing the keys in the chord section of the keyboard. Make sure that the [ACMP] button is on, press the [SYNC STOP] button, then play the keyboard.



NOTE

When the Fingering type (page 46) is set to "Full Keyboard" or "AI Full Keyboard," Sync Stop cannot be turned on.

■ INTRO [I]–[III] buttons

Genos2 features three different Intro sections that let you add an introduction before starting the Style playback. After pressing one of the INTRO [I]–[III] buttons, start playback of the Style. When the Intro finishes playing, the Style playback automatically shifts to the Main section.



■ ENDING/rit. [I]–[III] buttons

Genos2 features three different Ending sections that let you add an ending before stopping Style playback. When you press one of the Ending [I]–[III] buttons while Style is playing back, the Style will automatically stop after the ending is played. You can have the ending gradually slow down (ritardando) by pressing the same ENDING button once again, while the ending is playing.



Fading In/Out

The Fade In/Out function produces smooth fade-ins and fade-outs when starting/stopping the playback of a Style or Song. By default, this function can be used by pressing the ASSIGNABLE [2] button.

• **To start playback with a fade in:**

When playback is stopped, press the button to which this function has been assigned. Then press the [START/STOP] button for Style (or the [PLAY/PAUSE] button for MIDI Song).

• **To stop playback with a fade out:**

During playback, press the button to which this function has been assigned.

NOTE

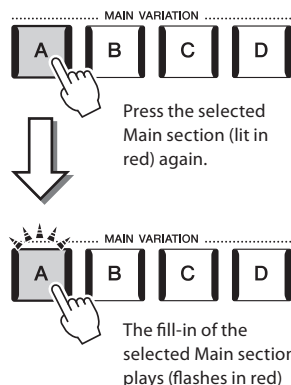
For information on assigning functions to each controller, refer to “Setting up Assignable Controllers” (page 62) and “Assigning functions or shortcuts to the ASSIGNABLE buttons” (page 65).

Changing pattern variations (Sections) during Style playback

Each Style features four different Main sections, four Fill-in sections and a Break section. By using these sections effectively, you can easily make your performance sound more dynamic and professional. The section can be freely changed while the Style is playing back.

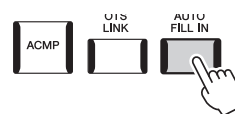
■ MAIN VARIATION [A]–[D] buttons

Press one of the MAIN VARIATION [A]–[D] buttons to select the desired Main section (the button lights in red). Each is an accompaniment pattern of a few measures or more and it plays indefinitely. Pressing the selected MAIN VARIATION button again plays an appropriate fill-in pattern to spice up the rhythm and break the repetition. After the fill-in finishes playing, it leads smoothly into the Main section.



AUTO FILL IN function

When the [AUTO FILL IN] button is turned on, pressing any of the MAIN VARIATION [A]–[D] buttons as you play automatically plays a fill-in section for a smooth, dynamic transition into the next (or same) section.



Style Section Reset

During playback of a Style, you can rewind to the top of the section (“reset” the playback position, for stutter repeat effects) by pressing the [TAP TEMPO] button (page 18).

NOTE

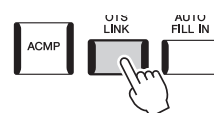
You can set the behavior to change the tempo instead of “reset” of the section, even when tapping the button during playback of a Style. The setting is made on the display called up via [MENU] → [Metronome] → [Tap Tempo]. For details, refer to the Reference Manual on the website.

Style Section Change Timing

You can choose behavior when Style sections are changed. For details, refer to the Reference Manual on the website.

Automatically changing One Touch Settings with the Main sections (OTS LINK)

The convenient OTS (One Touch Setting) Link function lets you automatically have One Touch Settings change when you select a different Main section (A–D). The Main sections A, B, C and D correspond to One Touch Settings 1, 2, 3 and 4 respectively. To use the OTS Link function, turn the [OTS LINK] button on.



NOTE

You can change the timing in which the One Touch Settings change with the MAIN VARIATION [A]–[D] changes. To do this, call up the display via [MENU] → [Style Setting] → [Setting], then set the OTS Link Timing parameter. For details, refer to the Reference Manual on the website (page 10).

■ [BREAK] button

This lets you add dynamic breaks in the rhythm of the accompaniment. Press the [BREAK] button during Style playback. When the one-measure Break pattern finishes playing, Style playback automatically shifts to the Main section.



About the lamp status of the section buttons (INTRO/MAIN VARIATION/BREAK/ENDING)

- **Red:** The section is currently selected.
- **Red (flashing):** The section will be played next, following the currently selected section.
 - * The MAIN VARIATION [A]–[D] button lamps also flash in red when the fill-in is playing.
- **Blue:** The section contains data but is not currently selected.
- **Off:** The section contains no data and cannot be played.

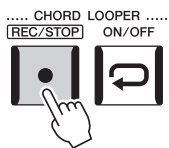
Recording and Playing Back a Chord Sequence—Chord Looper

While playing back a Style, you usually specify chords with your left hand. However, with the convenient Chord Looper function, you can record a sequence of the chords and play it back in a loop. For example, if you record a “C → F → G → C” chord progression, Style playback will continue automatically with the chords “C → F → G → C → C → F → G → C → ...” Since the chords play back in a loop, you don’t need to repeat the chord pattern manually anymore—letting you focus on your performance and other operations.

Loop playback a chord sequence while playing back the Style

You can record desired chord sequence instantly and loop it.

1 While playing back a Style, press the CHORD LOOPER [REC/STOP] button.



NOTE

When the [REC/STOP] is turned on, the [ACMP] button is turned on automatically.

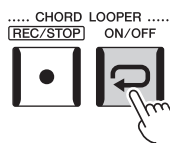
The [REC/STOP] button flashes to indicate the Chord Looper function is standby to record. On the next measure of the Style, the [REC/STOP] button is turned on and the recording starts.

2 Enter the chords on the keyboard, according to the playback tempo of the Style.



The chord sequence continues to be recorded until you stop recording in step 3.

3 Press the CHORD LOOPER [ON/OFF] button to stop recording and start loop playback of the chord sequence.



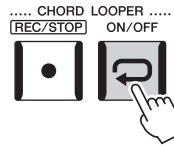
NOTE

While the chord sequence is played back, the [ACMP] button flashes, chord input from the keyboard is disabled, and the entire keyboard is only used for performance.

Recording stops, and the [ON/OFF] button flashes in orange and loop playback standby is entered.

On the next measure of the Style, the [ON/OFF] button lights in orange, and the chord sequence recorded in step 2 will be played back in a loop.

4 Press the CHORD LOOPER [ON/OFF] button to stop loop playback.



The playback of the chord sequence is stopped, and the Style will return to normal playback.

NOTE

- The [ON/OFF] button lights in blue to indicate the chord sequence has been recorded and loop playback stops.
- Pressing the [ON/OFF] button restarts loop playback of the chord sequence recorded on steps 1–3.

Advanced features of the Chord Looper function

You can start recording the chord sequence when Style playback is stopped, using SYNC START.

Also, you can save recorded chord sequences from the display called up via [MENU] → [Chord Looper].

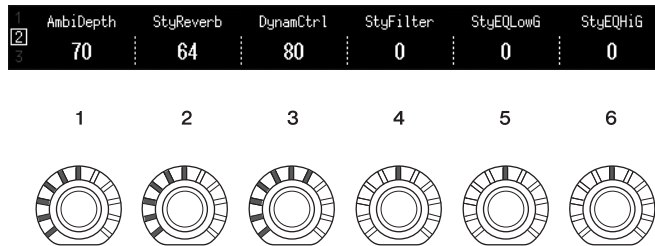
- Up to eight chord sequences can be memorized.
- You can save each chord sequence as a file individually for future recall.

For details, refer to the Reference Manual on the website.

Expressively Controlling Your Performance

Using the LIVE CONTROL knobs/sliders

You can adjust the volume balance between parts and sound details in real time.



With default settings, for example, you can control the “Ambience Depth” parameter, which determines the Wet/Dry balance of rhythm parts of Style playback by operating the knob 1 of the Knob Assign Type 2.

Also, you can control the “Style Dynamics” directly, which determines the Style playback volume depends on the playing strength, by operating the knob 3 of the Knob Assign Type 2.

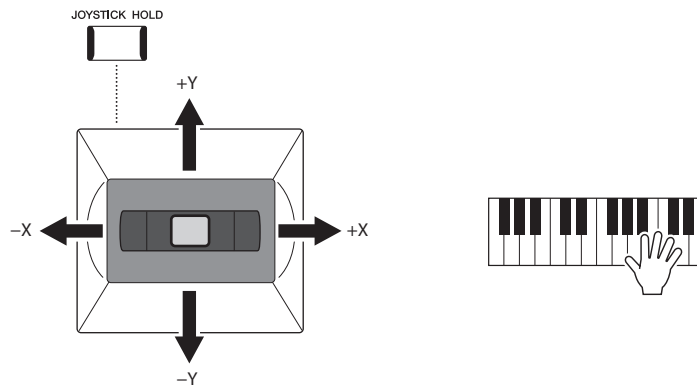
For details of the other parameters assigned to the knobs/sliders, refer to the Reference Manual on the website.

NOTE

- For information on switching the Assign Types and changing parameter assignments from the default settings, see page 62.
- The “Ambience Depth” takes effect when the Ambient Drums/SFX Voices are used for the Rhythm1 and Rhythm2 parts of the Style. Which Voice is used for each part of the Style can be checked on the display called up via [MENU] → [Mixer] → [Style] (page 90).

Using the LIVE CONTROL joystick

By default, by moving the joystick in a horizontal (X) or vertical (Y) direction, you can bend the notes up or down, or apply modulation effects. Move the joystick to control the sound while playing the keyboard.



■ X: Pitch Bend

Bends notes up (by moving the joystick to the right) or down (by moving the joystick to the left) while playing the keyboard. This is applied to all keyboard parts (RIGHT 1–3 and LEFT).

NOTE

- The maximum pitch bend range for each keyboard parts can be changed on the display called up via [MENU] → [Live Control] → [Joystick] with the “Pitch Bend” setting details, by default.
- The Pitch Bend effect may not be applied to the LEFT part during Style playback, depending on the Style setting.

■ Y: Modulation

The Modulation function applies a vibrato effect to notes played on the keyboard. By default, this is applied to the keyboard parts RIGHT 1–3.

NOTE

The Modulation effects may not be applied to the LEFT part during Style playback, depending on the Style setting.

You can assign various parameters to control with the joystick. For details, refer to the Reference Manual on the website.

NOTE

- To manually confirm the current values of the Joystick, press the ASSIGNABLE [1] button (the default assignment in “Live Control Joystick Assign”).
- You can enable a pop-up window of the current values to automatically appear when you operate the Joystick by turning on “Joystick Pop-up” on the display called up via [MENU] → [Live Control] → [Joystick] → [Menu].

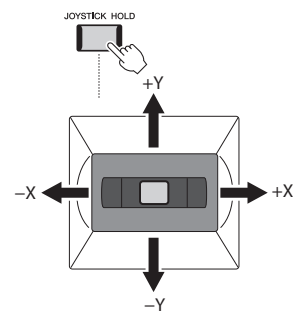
Holding the values (JOYSTICK HOLD)

The Joystick is self-centering when released. However, you can hold the current values by pressing the [JOYSTICK HOLD] button.

- If the [JOYSTICK HOLD] button is turned on while the Joystick is moved, the last selected value stays in effect and is maintained even after the Joystick is released.
- Turning the [JOYSTICK HOLD] button off releases the held value.

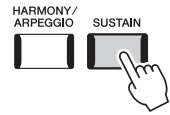
By default, only the value of the Y-axis “Modulation” is held in this fashion, and the X-axis “Pitch Bend” is not affected.

Which parameters are affected by the [JOYSTICK HOLD] button can be set on the display called up via [MENU] → [Live Control] → [Joystick]. For details, refer to the Reference Manual on the website.



Applying sustain to the RIGHT 1–3 Voices

The [SUSTAIN] button turns the Sustain function on and off. When on, all notes played on the keyboard with the right-hand parts (RIGHT 1, 2, 3) have a longer sustain.



Playing and Controlling Super Articulation Voices

The Super Articulation Voices (S.Art Voices and S.Art2 Voices) enable you to create subtle, very realistic expressive nuances, simply by how you play. The Voice type (S.Art, S.Art2) is indicated above the name of Super Articulation Voices, on the Voice Selection display. Moreover, with the [ART. 1]/[ART. 2]/[ART. 3] buttons in this instrument, you can add those expressive nuances by simply pressing a single button.

NOTE

The applied articulation effect differs depending on the selected Voice. For details, refer to the Data List on the website.

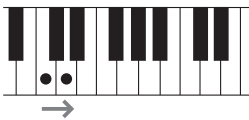
Automatic articulation effects of Super Articulation Voices

■ S.Art Voices

The S.Art Voices provide many benefits with great playability and expressive real-time control.

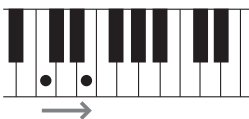
Example: Saxophone Voice

If you play a C note and then an adjacent D in a very legato way, you will hear the note change seamlessly, as though a saxophone player played it in a single breath.



Example: Concert Guitar Voice

If you play a C note and then the E just above in a very legato but firm way, the pitch slides up from C to E.



■ S.Art2 Voices

Some of the wind instrument and strings Voices feature a special technology called AEM, which utilizes detailed samples of special expressive techniques used on those specific instruments—to bend or slide into notes, to “join” different notes together, or to add expressive nuances at the end of a note, etc. You can add these articulations by playing legato or non-legato, or jumping between notes in octave intervals or greater.

NOTE

AEM (Articulation Element Modeling) is a technology that simulates the sound of acoustic instruments naturally by smoothly joining the most appropriate sound samples selected from the data base in real time during performance.

Example: Clarinet Voice

If you hold a C note and play the B \flat above, you’ll hear a glissando up to the B \flat . Some “note off” effects are also produced automatically when you hold a note for over a certain time.

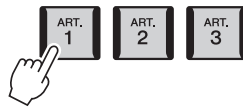


NOTE

Each S.Art2 Voice has its own default vibrato setting, so that when you select a S.Art2 Voice, the appropriate vibrato is applied. You can adjust the vibrato by moving up or down the Joystick.

Adding articulation effects by the [ART. 1]–[ART. 3] buttons

When you select a Super Articulation Voice, the [ART. 1]/[ART. 2]/[ART. 3] buttons may light in blue. Pressing a lit button adds the effect (buttons not lit have no effect).

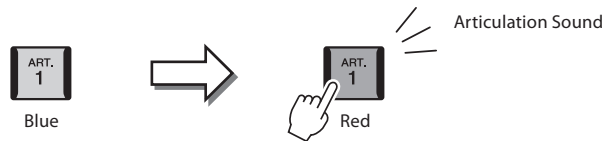


Below are three examples of Super Articulation Effects by the buttons.

■ Example 1

Pressing the available [ART] button triggers different playing effects and techniques, separate from your keyboard playing. For example, pressing the [ART] button for a S.Art saxophone Voice can produce breath noise or key noise, while doing the same for a S.Art guitar Voice can produce fret noise or body-tapping sound. You can effectively intersperse these into the notes as you play.

While the articulation effect sounds, the button lights in red.

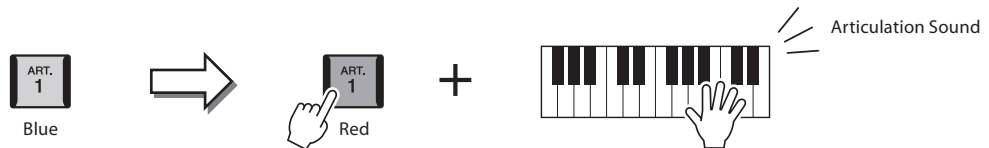


■ Example 2

Playing the keyboard while holding down the available [ART] button changes the nature of the Voice.

For example, in the case of the NylonGuitar SW Voice in A.GUITAR category, holding down the [ART. 1] button lets you play harmonics for the guitar Voice. Releasing the button returns the Voice to normal.

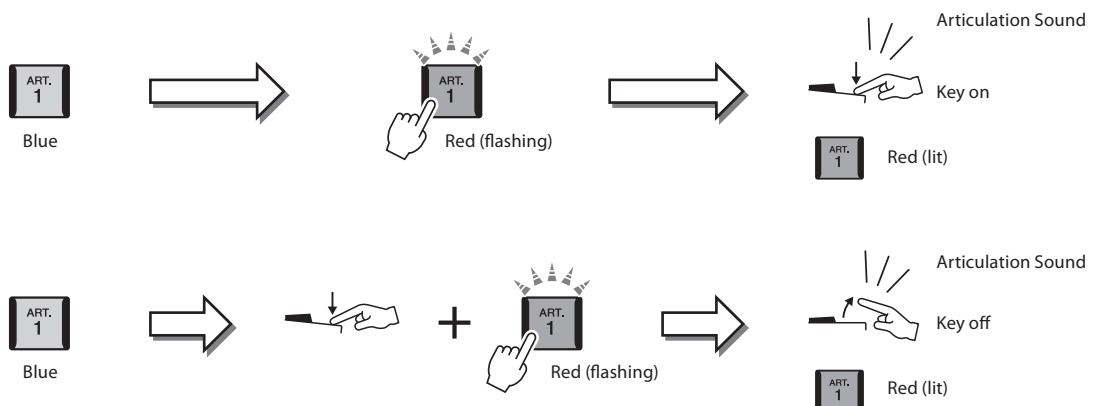
The button lights in red while it is being held down.



■ Example 3

When an S.Art2 Voice is selected, pressing the available [ART] button and playing/releasing a note enables you to add articulation effects, such as bend up/down, glissando up/down, brass fall, etc.

When you press the available [ART] button, it will flash in red until the effect is finished playing. You can cancel by pressing the button again while it flashes. Immediately after you press/release the note and articulation effect sounds, the button lights in red.



Example 3 effects can also be used in the same manner as Example 2. Holding an [ART] button (the button flashes in red) and playing/releasing a note enables you to add the articulation effect several times in succession.

NOTE

Keeping with the realistic response of the original instruments, the effects applied vary depending on the keyboard range you are playing in.

When Super Articulation Voices are Selected for Multiple Parts

When you select S.Art/S.Art2 Voices for two or more keyboard parts, using an [ART] button simultaneously affects all parts for which S.Art/S.Art2 Voices are selected.

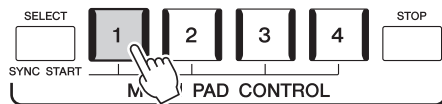
When an Example 3 effect is assigned to both the Right and Left parts and an [ART] button flashes in red (standby status), playing only one part (for example, the Right 1 part) adds an articulation effect to only that part. Since the other part (Left part) is kept in standby status, the button continues flashing. To cancel the standby status, you need to play the keyboard in the Left part range. (Pressing the flashing button does not cancel standby status in this case, because this can cancel the standby of the Left part, but turns the Right part to standby again.)

Controlling Multi Pad Playback

Playing the Multi Pads

1 Press any of the MULTI PAD CONTROL [1]–[4] buttons to play a Multi Pad phrase.

The corresponding phrase for the button starts playing back in its entirety at the currently set tempo. You can play up to four Multi Pads at the same time.



2 Press the [STOP] button to stop playback of the Multi Pad(s).

If you want to stop a specific pad, simultaneously hold down the [STOP] button and press the pad(s) you wish to stop.

NOTE

- There are two types of Multi Pad data. Some types will play back once and stop when they reach to the end. Others will be played back repeatedly (loop).
- Pressing the pad during its playback will stop playing and begin playing from the top again.

NOTE

- While the Style or MIDI Song is playing back, pressing the Multi Pad button starts playback at the top of the next measure. When the Style or MIDI Song is stopped, pressing the Multi Pad button starts playback immediately.
- While the Style or MIDI Song is playing back, pressing the STYLE CONTROL [START/STOP] or SONG A/B [PLAY/STOP] button also stops playback of the Multi Pad(s). While both the Style and MIDI Song is playing back, pressing the SONG A/B [PLAY/STOP] button stops playback of the Song, Style and Multi Pad(s). This behavior can be changed with settings on the Song Setting and Style Setting displays. For details, refer to the Reference Manual on the website.

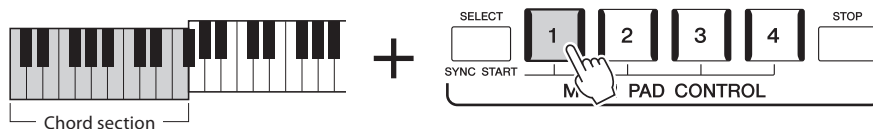
About the lamp status of the MULTI PAD CONTROL [1]–[4] buttons

- **Blue:** Indicates that the corresponding pad contains data (phrase).
- **Red:** Indicates that the corresponding pad is playing back.
- **Red (flashing):** Indicates that the corresponding pad is in standby (Synchro Start; refer to page 75).
- **Off:** Indicates the corresponding pad contains no data and cannot be played.

Using Chord Match

When the [ACMP] or LEFT part is on, Multi Pad phrases automatically change the pitch to match the chord you play in the chord section.

Play the chord in the chord section before/after pressing any of the Multi Pads.



NOTE

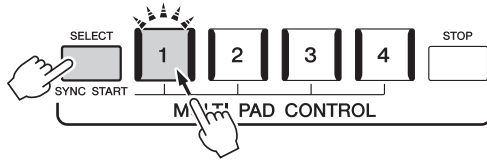
Some Multi Pads are not affected by Chord Match.

Using the Multi Pad Synchro Start Function

You can also start Multi Pad playback by playing the keyboard or by starting Style playback.

1 While holding the MULTI PAD CONTROL [SELECT] button, press the desired button or buttons from [1]–[4].

The corresponding buttons flash in red, indicating standby status.



NOTE

To cancel the standby status of the selected Pad, carry out the same operation, or simply press the [STOP] button to cancel the status of all Pads.

2 Start playback of the Multi Pad.

- When [ACMP] is off, press any note, or play back a Style.
- When [ACMP] is on, play a chord in the chord section, or play back a Style.

If you enable standby for a Multi Pad during Style or Song playback, pressing any note (when [ACMP] is off) or playing a chord in the chord section (when [ACMP] is on) will start Multi Pad playback at the top of the next measure.

NOTE

When two or more Multi Pads are in standby status, pressing any one of them starts simultaneous playback of all of them.

Singing with Song Playback— Setting Up

This section explains how to set up for your singing performance with Songs, using Song selection and Vocal Harmony settings.

As is the case in Chapter 1, the settings made in this section can be collectively stored in the Registration Memory as one song setting (page 96).

Setting Up Song Playback

Songs—MIDI Song and Audio Song

For Genos2, “Song” refers to MIDI or audio data which include preset songs, commercially available music files, etc. Not only can you playback a song and listen to it, but you can also play the keyboard or sing along with Song playback.

There are two kinds of Songs that can be recorded and played back on this instrument: MIDI Songs and Audio Songs.

■ MIDI Song

A MIDI Song is comprised of your keyboard performance information and is not a recording of the actual sound itself. The performance information refers to which keys are played, at what timing, and at what strength—just as in a musical score. Based on the recorded performance information, the tone generator (of Genos2, etc.) outputs the corresponding sound. Since MIDI Song data contains the information such as keyboard part and Voice, you can play more effectively by viewing the score, turning the particular part on or off, or changing Voices.

■ Audio Song

An Audio Song is a recording of the performed sound itself. This data is recorded in the same way as that used in recording cassette tapes, or with voice recorders, etc. Audio Songs can be played back on portable music players and many other devices, making it easy for you to let others hear what you have played.

If you want to play back a Song in a USB flash drive, connect the USB flash drive containing Song data to the [USB TO DEVICE] terminal beforehand.

NOTE

Before using a USB flash drive, be sure to read “Connecting USB Devices” on page 115.

Song File Compatibility

You can play back the following types of Songs.

- Preset Songs (MIDI Songs)
- Your own recorded Songs (for instructions on recording, see page 94)
- Commercially available Songs: MIDI files in SMF (Standard MIDI File) format, Audio files in WAV or MP3 format.

WAV: 44.1 kHz sample rate, 16 bit resolution, stereo

MP3: MPEG-1 Audio Layer-3: 44.1/48.0 kHz sample rate, 64–320 kbps bit rate or VBR, mono/stereo

NOTE

- For a general overview of MIDI and how you can effectively use it, refer to “MIDI Basics” on the website (page 10).
- For information on compatible MIDI formats, refer to page 10.
- The Time Stretch and Pitch Shift functions cannot be used when playing back an MP3 file of 48.0 kHz sample rate.

Switching Song playback modes

Genos2 features two modes of Song playback: Dual Player mode and Song List mode. Dual Player mode plays back two Songs (SONG A and SONG B) simultaneously and lets you make a smooth, DJ-like transition between the two, using the special Cross Fader. Song List mode plays back Songs continuously along with a Song List previously made.

1 Press the [SONG] button to call up the Song Playback display.

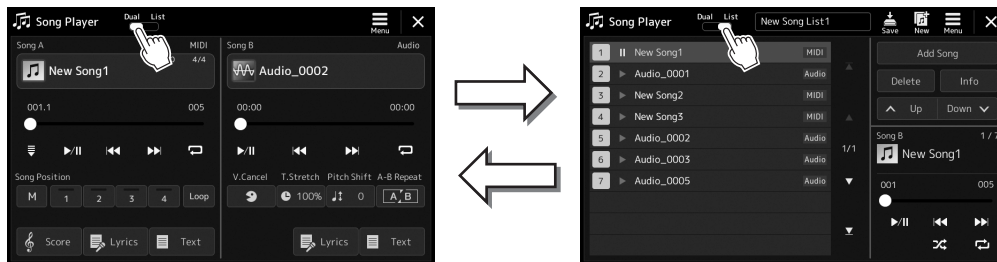
Dual Player or Song List is displayed, depending on which you have selected last time.

2 Touch the display to switch the Song playback mode.

NOTE

The Song playback mode cannot be switched during Song playback.

Press the [SONG] button, or tap [List] on the display.



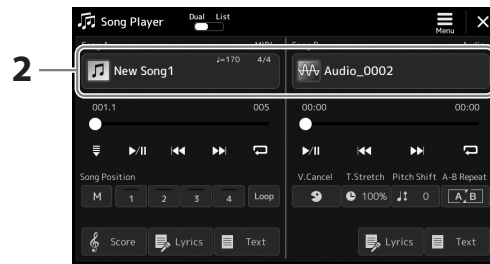
Dual Player mode (SONG A, SONG B)

Song List mode (SONG B)

Press the [SONG] button, or tap [Dual] on the display.

Selecting Songs (Dual Player mode)

- 1 Press the [SONG] button to call up the Song Playback display. Make sure that Dual Player mode is selected.



- 2 Touch the Song name in the Song A or Song B area.


The Song Selection display appears.

- 3 Select the desired Song for each, A and B.




For selecting from Audio Songs, touch [Audio].
For selecting from MIDI Songs, touch [MIDI].

Viewing Audio Information

When an Audio Song is selected on the Song Selection display, touching  (Menu) then [Audio Information] calls up the information window.

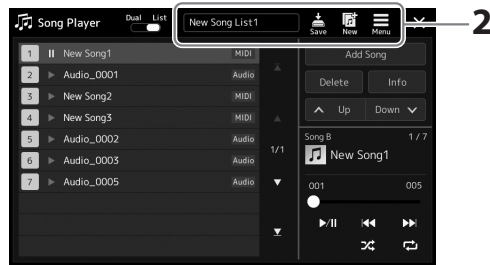
NOTE

- For basic operations of the Song Selection display, refer to "File Selection Display" (page 32).
- You can select two Audio Songs or one Audio Song and one MIDI Song for SONG A and SONG B. Two MIDI Songs cannot be selected.
- You can call up the display of Song playback related settings, via  (Menu) → [Song Setting].

For detailed playback operations and the crossfade function, refer to pages 82, 89.


Selecting Songs (Song List mode)

- 1 Press the [SONG] button to call up the Song Playback display. Make sure that Song List mode is selected.



2 Prepare a Song List

■ When creating a new Song List

Touching  (New) on the display allows you to create a new Song List. For details on how to edit the Song List, refer to the Reference Manual on the website.

■ When selecting an existing Song List

2-1 Call up the Song List File Selection display by touching the Song List name.

2-2 Touch the desired Song List file.

3 Touch the desired Song from the selected Song List.

The selected Song is highlighted.

For detailed playback controls, refer to page 82.

For information on controlling continuous playback of the Songs on the list, refer to the Reference Manual on the website.

Applying Effects to the Microphone Sound (Vocal Harmony)

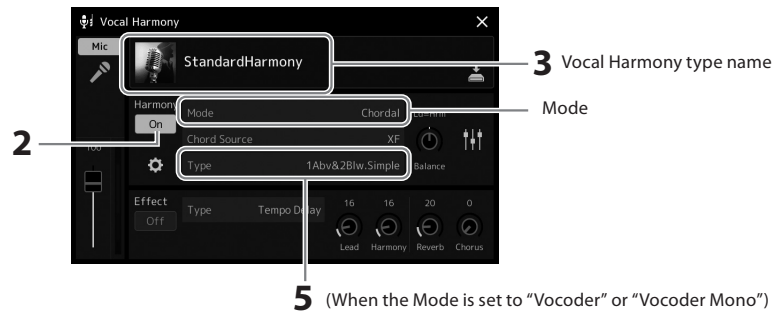
You can automatically apply various Vocal Harmony effects to your voice as you sing, or you can use Synth Vocoder to graft the unique characteristics of your voice onto synthesizer and other sounds.

NOTE

Make sure to connect a microphone before using Vocal Harmony and Synth Vocoder. For instructions on connecting a microphone and making necessary settings, refer to page 110.

Using Vocal Harmony

1 Call up the Vocal Harmony display via [MENU] button → [Vocal Harmony].



2 Make sure that Harmony is set to “On.”

If necessary, touch the display or press the [VOCAL HARMONY] button to turn the Harmony “On.”

3 Touch the Vocal Harmony type name to call up the Vocal Harmony Type Selection display.

4 Touch the desired Vocal Harmony Type to select it.

The Vocal Harmony features three different Modes which can be selected automatically by selecting a Vocal Harmony Type.

■ **Vocal Harmony Modes**

Chordal	The harmony notes are determined by the chords you play in the chord section (with [ACMP ON/OFF] turned on), the left hand section (with [ACMP ON/OFF] turned off and the Left part turned on) or the chord data of a Song.
Vocoder	The microphone sound is output via the notes you play on the keyboard or the Song playback notes.
Vocoder-mono	Basically the same as Vocoder; however, in this mode, only single-note melodies or lines can be played back (with last-note priority).

Icons shown in the Vocal Harmony Type Selection display indicate the following usage cases.

(Blue)	Vocal Harmony Type of Chordal Mode
(Brown)	Vocal Harmony Type of Vocoder Mode
(Green)	Vocal Harmony Type having unusual effects, such as a robotic voice.
(Gray)	Vocal Harmony Type without any effect.

5 Follow the steps below, depending on which Type (and mode) you selected.

■ If you selected the Chordal Type:

5-1 Make sure that the [ACMP] button is turned on.

5-2 Play back a Style while playing chords, or play back a Song which contains chords.
Vocal harmonies based on the chords are applied to your singing.

■ If you selected the Vocoder or Vocoder-Mono Type:

5-1 As necessary, change the “Keyboard” setting to “Off,” “Upper,” or “Lower.”

When “Upper” or “Lower” is selected, playing the right-hand or left-hand section of the keyboard will control the Vocoder effect. When “Off” is selected, playing the keyboard will not control the Vocoder effect.

5-2 Play melodies on the keyboard or play back a Song, and sing into the microphone.

You’ll notice that you don’t actually have to sing pitched notes. The Vocoder effect takes the words you say and applies them to the pitch of the instrument sounds.

NOTE

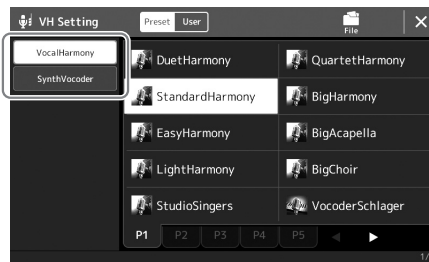
For Vocoder Types, the effect is applied to a maximum of three notes of the chord you play; for Vocoder-Mono, the effect is only applied to single notes (last note applied).

Using Synth Vocoder

These are special effects that graft the characteristics of your voice onto synthesizer and other sounds, for unusual machine-like or robotic effects, as well as unique choir sounds, which you can control with your own singing and playing.

1 Execute steps 1–3 in “Using Vocal Harmony” on page 80.

2 From the Vocal Harmony Type Selection display, select the Synth Vocoder category from the sub categories.



3 Touch the desired Synth Vocoder Type to select it.

4 Try holding down a note on the keyboard and speak or sing into the microphone.

Also, try changing notes as you say/sing different words, hitting a separate note for each word.

NOTE

You can change the Keyboard setting (Off/Upper/Lower), determining which part of the keyboard (or Song) controls the effect. For details, refer to the Reference manual on the website.

4

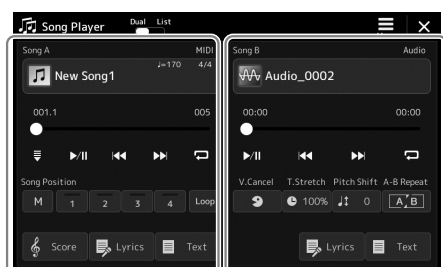
Singing with Song Playback— Operations While Performing

This section explains operations you can do during your singing performance with Songs: Song playback, displaying score and lyrics, adjusting the volume between two Songs, and switching microphone-related functions.

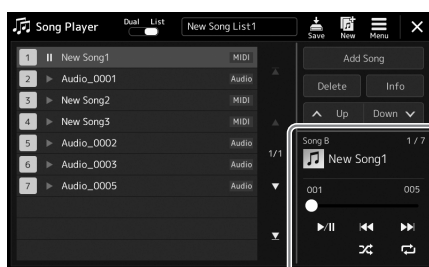
Controlling Song Playback

Song playback can be controlled by pressing buttons on the panel or from the Song playback display which is called up by pressing the [SONG] button. The control displays for SONG A and SONG B (if used) appear, allowing you to control the currently selected MIDI/Audio Song(s) on the screen.

Song Playback display



Dual Player mode (SONG A, SONG B)

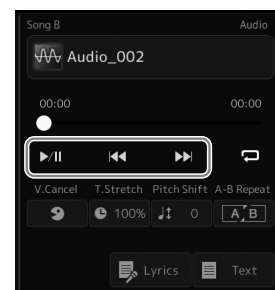
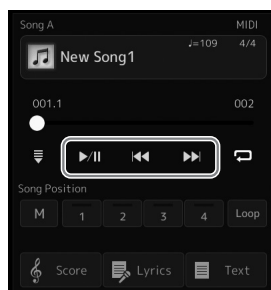
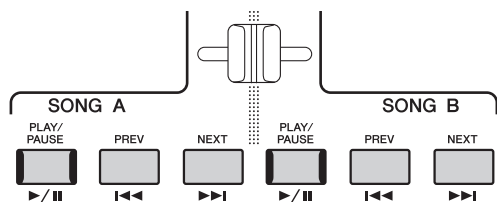


Song List mode (SONG B only)

NOTE

- For details on MIDI Song/ Audio Song, switching between Song playback modes, and Song selection, refer to page 76.
- In the Song List mode, only basic playback operations are possible. On the other hand, you can play back multiple Songs continuously. For details, refer to the Reference Manual on the website.

Basic playback operations (for MIDI and Audio Songs)



■ Play/Pause ([PLAY/PAUSE] button)

Press (or touch) [PLAY/PAUSE] (▶/||) button to start Song playback of the corresponding side (SONG A or SONG B). During playback, pressing it pauses playback. Pressing it again resumes Song playback from the current position.

■ Selecting previous/next Song ([PREV] or [NEXT] button)

Press (or touch) the [PREV] or [NEXT] (◀◀ or ▶▶) button to select the previous/next Song. In the Dual player mode, this operation selects the previous/next Song file in the same folder. At the Song List mode, this operation selects the previous/next Song on the Song List.

■ Rewind/Fast Forward ([PREV] or [NEXT] button)

Hold the [PREV] or [NEXT] (◀◀ or ▶▶) button to move backward/forward continuously through the current file.

Moving the Song Playback Position (Song Position pop-up window)

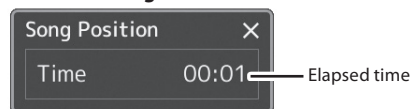
When you press and hold the [PREV] or [NEXT] button, a setting display appears showing the current position of the Song. When the window is shown on the display, you can also use the Data dial to move backward/forward continuously through the current file.

The Phrase Mark number appears only when a MIDI Song containing Phrase Marks is selected. You can select whether the Song playback position moves backward or forward in Bar or Phrase Mark units by touching the setting display beforehand.

NOTE

Phrase Mark is a pre-programmed marker in certain MIDI Song data, which specifies a specific location in the Song.

For Audio Songs



For MIDI Songs



Moving the Song Playback Position (progress bar on the display)



In each Song area, the current position of the Song playback is shown. This can be moved forward or backward by moving the slider on the display.

Queuing the next Song for playback

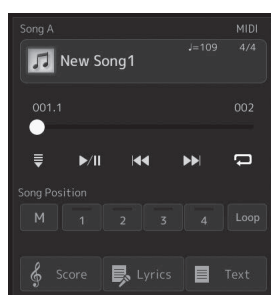
While a MIDI Song is playing back, you can queue up the next MIDI Song for playback. This is convenient for chaining it to the next Song smoothly during live performance. To queue up, select the Song you want to play next in the Song Selection display, while a Song is playing back. The “Next” indication appears at the upper right of the corresponding Song name. To cancel this setting, touch (Next Cancel) on the Song Selection display.

You can also queue up the next Audio Song for playback while a Audio Song is playing back, in the same way as for a MIDI Song.


NOTE

When the Recording function is used, the queue for playback is canceled.

Playback Operations exclusively for MIDI Song



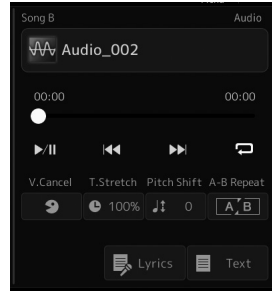
■ Synchro Start

You can conveniently start playback of a MIDI Song as soon as you start playing the keyboard. Touching  (Synchro start) puts Synchro Start in standby status, regardless of whether the Song is currently playing or stopped. To cancel the Synchro Start function, repeat the same operation.


■ Playback Using Song Position Markers ([M], [1]–[4], [Loop])

Using Song Position markers, you can not only navigate quickly and easily through the MIDI Song data, but also set up convenient playback loops, for ease in song arranging. For details, refer to “Using Song Position Markers” (page 85).

Playback Operations exclusively for Audio Song






■ Vocal Cancel

This lets you cancel or attenuate the center position of the stereo sound in Audio Song playback. This lets you sing “karaoke” style with just instrumental backing, or play the melody part on the keyboard, since the vocal sound is usually at the center of the stereo image in most recordings. To turn the Vocal Cancel function on/off, first select an Audio Song, then turn on/off  (Vocal Cancel).

NOTE

Though the Vocal Cancel function is highly effective on most audio recordings, the vocal sound on some songs may not be completely cancelled.

■ Time Stretch

Like Tempo adjustment of a MIDI Song, this lets you adjust the playback speed of an Audio Song by stretching or compressing it. To do this, touch  100% (Time Stretch) to call up the setup window. Touch []/[] in this window to set the value (from 70% to 160%). Higher values result in a faster tempo.

NOTE

The Time Stretch and Pitch Shift functions cannot be used when playing back an MP3 file of 48.0 kHz sample rate.

■ Pitch Shift



Like the Transpose function of the MIDI Song, this lets you shift the pitch of an Audio Song in semitone steps (from -12 to 12).

■ A-B Repeat Playback

This lets you repeatedly play back a specified range (between points A and B).

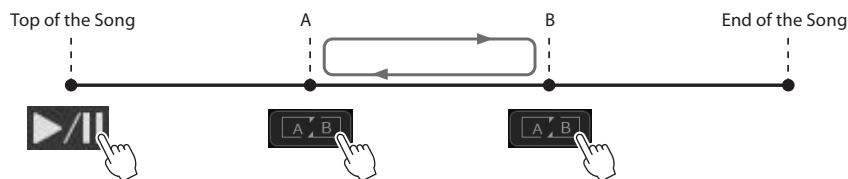
1 Touch  (Play/Pause) to start playback.

2 Specify the repeat range.

When playback reaches the point you want to specify as the starting point (A), turn on  (A-B Repeat). When playback reaches the point you want to specify as the ending point (B), touch  (A-B Repeat) again. The range from Point A to Point B will be played back repeatedly.

NOTE



Specifying only Point A results in repeat playback between Point A and the end of Song.



3 To cancel A-B repeat playback, turn off  (A-B Repeat).

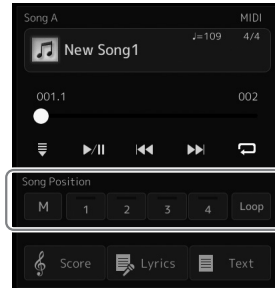
The time of point A and B are cleared, and Repeat Playback is canceled.

Specifying the repeat range while Song playback is stopped

1. Fast-forward the Song to Point A then turn on  (A-B Repeat).
2. Fast-forward the Song to Point B then touch  (A-B Repeat) again.

Using Song Position Markers (MIDI Song only)

Song Position markers (SP1–SP4) can be placed in the MIDI Song data. This not only lets you navigate quickly and easily through the MIDI Song data, but also lets you set up convenient playback loops—allowing you to create dynamic Song arrangements “on the fly,” as you perform.



Entering Song Position Markers

1 Select the desired MIDI Song (page 78), and start playback (page 82).

2 Enter the Song Position markers.

2-1 Touch **M** (Song Position Memorize) to turn it on.

2-2 When the Song reaches the point at which you wish to enter a marker, touch the desired marker number ([1]–[4]) on the display.

The corresponding Song Position marker is entered, and Song Position Memorize is automatically turned off.

3 As desired, enter other markers in the same way as step 2.

4 Pause Song Playback (page 82).

5 Save the Song.

5-1 Touch the Song name to call up the Song Selection Display.

5-2 Save the Song file (page 37).

NOTICE

The entered marker settings will be lost if you change to another Song or you turn the power off without executing the Save operation.

About the status of Song Position [1]–[4]

- **Off:** Song Position is not entered to the button.
- **Green:** Song Position is entered to the button.
- **Red (flashes):** Playback jump is ready. See below (“Jumping to a Song Position Marker during playback”).
- **Red:** The Song Position has been passed and Song playback continues to the next Song button.

Jumping to a Song Position Marker during playback


Simply touching the one of the Song Position [1]–[4] during Song playback jumps to the corresponding position, after the current played measure reaches its end. (The button will flash in red, indicating that playback jump is ready.) You can cancel the jump by touching the same Song Position again before the actual jump.

Starting playback from a specific Marker

First, touch one of Song Position [1]–[4] while Song playback is stopped, and then start playback (page 82).

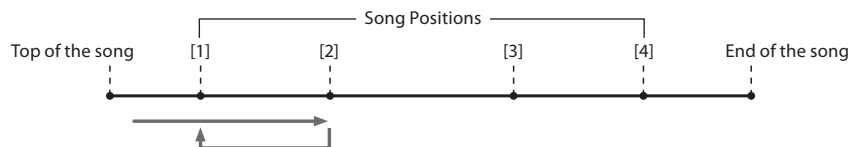
Using Markers in loop playback

In this section, we'll explain loop playback by the example of looping between markers [1] and [2].

1 Touch  (Play/Pause) to start playback from the top of the Song.

2 After passing the [1] point, touch  (Loop) to turn the loop function on.

The Song plays back up to the [2] point, then goes back to [1] and loops between the two points.



3 To stop the loop and continue normal playback, touch  (Loop) again.


When this is turned off, playback continues past the [2] point.

Displaying Score, Lyrics, and Text files during Playback

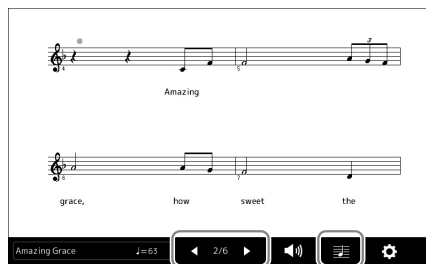
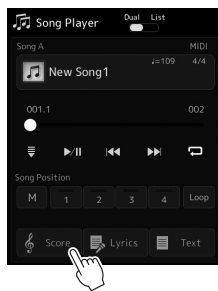
Displaying Music Notation (Score) of the MIDI Song

You can view the music notation (score) of the selected MIDI Song. We suggest that you read through the music notation before starting to practice.

1 Select a MIDI Song (page 78).

2 Touch  (Score) on the Song Playback display to call up the Score display.

You can look through the entire notation by touching [◀] or [▶] when Song playback is stopped. While the Song is playing back, the “ball” bounces along through the score, indicating the current position.



For changing the page.

For changing the settings of the Score display.

NOTE

- You can call up the Score display as well, via [MENU] → [Score].
- The instrument can display the music notation of commercially available music data or your recorded Songs.
- The displayed notation is generated by the instrument based on the Song data. As a result, it may not be exactly the same as commercially available sheet music of the same song—especially when displaying notation of complicated passages or many short notes.

Changing the Size of the Score and Displaying Lyrics in a Score

By touching the note icon shown on the lower right of the display, you can change the settings of the Score display, such as changing the size of the score, or displaying note names or lyrics within the score, and so on. For details on the Score display, refer to the Reference Manual on the website.

NOTE

Lyrics can be shown only when the Song contains lyric data.

Displaying Lyrics of the MIDI Song

When the selected Song contains lyric data, you can view it on the instrument's display during playback.

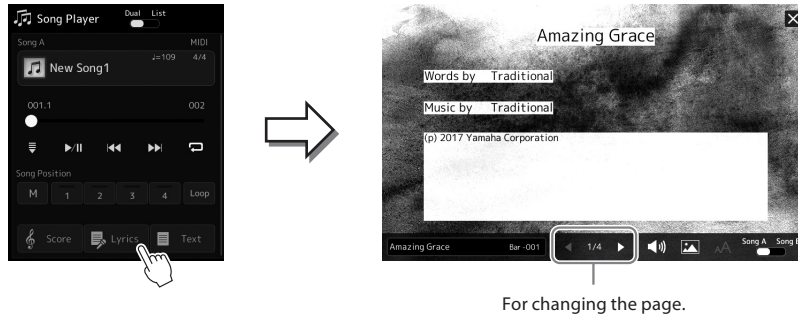
1 Select a MIDI Song (page 78).

2 Touch  (Lyrics) on the Song Playback display to call up the Lyrics display.

When the Song data contains lyrics data, the lyrics are shown on the display. You can look through the entire Lyrics by touching [◀] or [▶] when Song playback is stopped. While the Song is playing back, the color of the lyrics changes, indicating the current position.


NOTE

You can call up the Score display as well, via [MENU] → [Lyrics].



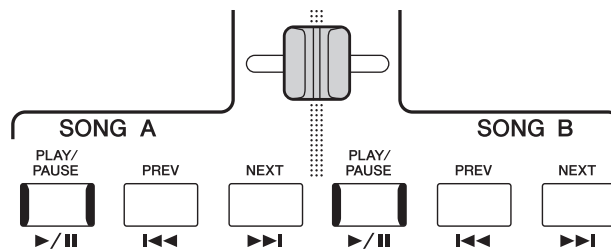
For details on the Lyrics display, refer to the Reference Manual on the website.

Displaying Text

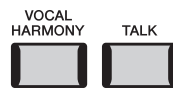
Regardless of whether a Song is selected or not, you can view computer-created text files (.txt) on the instrument's display. To call up the display, touch  (Text) on the Song Playback display. This feature enables various useful possibilities, such as the showing of lyrics, chord charts and performance notes. For details on the Text display, refer to the Reference Manual on the website.

Adjusting the Volume Balance between SONG A and SONG B (Cross Fader)

In the Dual Player mode of Song playback, the Cross Fader lets you adjust the volume balance between SONG A and SONG B playback. Moving the fader leftward increases the volume of SONG A playback, and moving rightward increases the volume of SONG B playback.



Controlling the Microphone Functions



Turning Vocal Harmony On/Off

Pressing the [VOCAL HARMONY] button turns the Vocal Harmony function on/off. By using this button, you can quickly switch whether Vocal Harmony effects are applied to your voice through a microphone or not. For details on the Vocal Harmony function, including Harmony type selection, refer to page 80.

Using the Talk function

Turning the Talk function on by pressing the [TALK] button lets you instantly change the microphone settings for speaking to your audience. Vocal Harmony is not available when this function is on. This is useful when you want to make announcements between song performances without distracting reverb effects, etc.

NOTE

You can also adjust the Talk settings to suit your preferences on the "Mic Setting" display. For details, refer to the Reference Manual on the website.

5

Adjusting the Parameters of Each Part—Mixer

The Mixer gives you intuitive control over aspects of the keyboard parts and Song/Style channels, including volume balance and the timbre of the sounds. It lets you adjust the levels and stereo position (pan) of each Voice to set the optimum balance and stereo image, and lets you set how the effects are applied.

This section covers the basic procedures for the Mixer. For details, refer to the Reference Manual on the website.

Basic Procedure for the Mixer

1 Call up the Mixer display via [MENU] → [Mixer].



2 Touch the appropriate tab for editing the balance between the desired parts.

Panel	Use this display when you want to adjust the balance among these parts: entire Style, entire Multi Pad, Left, Right 1–3, entire Song A, entire Song B, Mic, Aux In Audio, USB Function Audio ^{*1} , Bluetooth Audio ^{*2} , and Wireless LAN Audio ^{*3} . *1: Audio input from the [USB TO HOST] terminal (page 117). *2: Audio input via Bluetooth communication. The Bluetooth function may not be included depending on your area or the model. *3: Audio input via wireless LAN communication. The wireless LAN function may not be available depending on your area.
Style	Use this display when you want to adjust the balance between the channels of the Style. About each channel, refer to “Style Channels” (page 92).
M.Pad	Use this display when you want to adjust the balance among the four Audio Link Multi Pads.
Song	Use this display when you want to adjust the balance between all the parts of the MIDI Song.
Master	Unlike the other displays, use this display when you want to adjust the tonal characteristics of the entire sound (except for Audio Songs) of this instrument. For details on this display, refer to page 106.

3 Touch a tab for editing the desired parameters.

Filter	For adjusting Resonance, and Cutoff (sound brightness).
EQ	For adjusting equalization parameters to correct the tone or timbre of the sound.
Effect	For selecting an Effect type and adjusting its depth for each part.
Chorus/Reverb	For selecting a Chorus/Reverb type and adjusting its depth for each part.
Pan/Volume	For adjusting panning and volume for each part.

4 Set the value of each parameter.

5 Save your Mixer settings.

■ **To save the Panel Mixer settings:**

Register them to Registration Memory (page 97).

■ **To save the Style Mixer Settings:**

Save them as a Style file to the User drive or USB flash drive. If you want to recall the settings for future use, select the Style file saved here.

5-1 Call up the operation display via [MENU] → [Style Creator].

5-2 Touch [Save] to call up the Style Selection display, then save as a Style file (page 37).

■ **To save the MIDI Song Mixer Settings:**

When editing and saving the MIDI Song Channel settings, a different operation is needed. For details, see “Editing and Saving the MIDI Song Mixer Settings” below.

NOTE

To reset each parameter to the default value, touch the number value or setting and hold it.

Editing and Saving the MIDI Song Mixer Settings

First select a MIDI Song, and edit the parameters. Second, register the edited settings as part of the MIDI Song data (Setup), then save the Song to the User drive or USB flash drive. If you want to recall the settings for future use, select the Song file saved here.


1 Call up the operation display via [RECORDING] → MIDI [Multi Recording].

2 Touch the Song name “New Song” to call up the Song Selection display, then select the desired Song.

3 Edit the desired parameters, according to “Basic Procedure for the Mixer” (page 90) steps 1–4.

4 Press the [RECORDING] button to call up the MIDI Multi Recording display again.

5 Register the edited settings to the MIDI Song.

5-1 Touch  (Stop) to return to the top of the Song.

5-2 Touch [Setup] to call up the Setup display.

5-3 Touch [Execute] to register the edited settings as part of the MIDI Song data.

5-4 Touch [Close] to close the Setup display.

6 Touch [Save] to call up the Song Selection display, then save as a Song file (page 37).

Turning Each Channel of the Style or MIDI Song On/Off

You can add variations and change the feeling of a Style or a MIDI Song by selectively turning channels on/off.

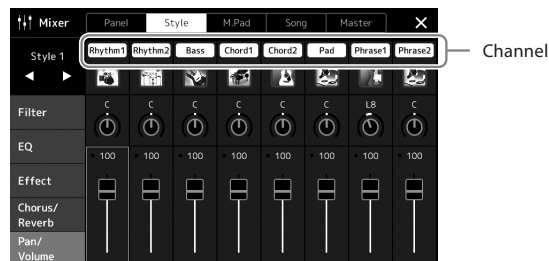
Style Channels

Each Style contains the channels listed below.

- **Rhythm 1/2:** These are the basic parts of the Style, containing the drum and percussion rhythm patterns.
- **Bass:** The bass part uses various appropriate instrument sounds to match the Style.
- **Chord 1/2:** These are the rhythmic chord backing, commonly consisting of piano or guitar Voices.
- **Pad:** This part is used for sustained instruments such as strings, organ, choir, etc.
- **Phrase 1/2:** These parts are used for punchy brass stabs, arpeggiated chords, and other extras that make the accompaniment more interesting.

1 In the Mixer display, touch the [Style] tab or [Song] tab.

2 Touch the Channel which you want to turn on/off.



If you want to play back only one particular channel (solo playback), touch and hold the desired channel until the number is highlighted in purple. To cancel solo, simply touch the (purple) channel number again.

3 As necessary, make other settings then save them as a Style file or Song file (step 5 on page 91).

Changing the Voice for Each Channel of the Style or MIDI Song

You can change the Voice for each channel via the Mixer display.

- 1** In the Mixer display, touch the [Style] tab or [Song] tab.
- 2** Touch the instrument icon below the channel name to call up the Voice Selection display, then select the desired Voice.



- 3** As necessary, make other settings then save them as a Style file or Song file (step 5 on page 91).

6

Song Recording

This instrument allows you to record your performance in two ways: MIDI recording and Audio recording. In addition, each way of recording features two different methods: Quick Recording, which is the easiest, most convenient way to record, and Multi Recording, which allows you to record each channel or each track independently. In this section, we'll take a look at MIDI Quick Recording and Audio Quick Recording.

■ MIDI Quick Recording

With this method, recorded performances are saved to the instrument or a USB flash drive as an SMF (format 0) MIDI file. If you want to re-record a specific section or change Voices and edit other parameters, use this method. This instrument allows you to record approximately 3 MB per Song.

■ Audio Quick Recording

With this method, recorded performances are saved to the instrument as an Audio file. Recording is done without designating the recorded part. Since it is saved in stereo WAV format of normal CD quality resolution (44.1 kHz/16-bit), it can be transmitted to and played on portable music players by using a computer. This instrument allows you to record up to 80 minutes per single recording.

Multi Recording

- **MIDI Multi Recording:** This lets you create a MIDI Song consisting of 16 channels by recording your performance to each channel one by one.
- **Audio Multi Recording:** This lets you record your performance several times to make up the complete song, or record additional performances to an existing Audio file.

For details on Multi Recording, refer to the Reference Manual on the website.

MIDI Quick Recording

Before recording, make the necessary settings such as Voice/Style selection. As necessary, connect the USB flash drive to the [USB TO DEVICE] terminal. With this type of recording, each part will be recorded to the following channels.

- **Keyboard parts:** channels 1–4
- **Multi Pad parts:** channels 5–8
- **Style parts:** channels 9–16

NOTE

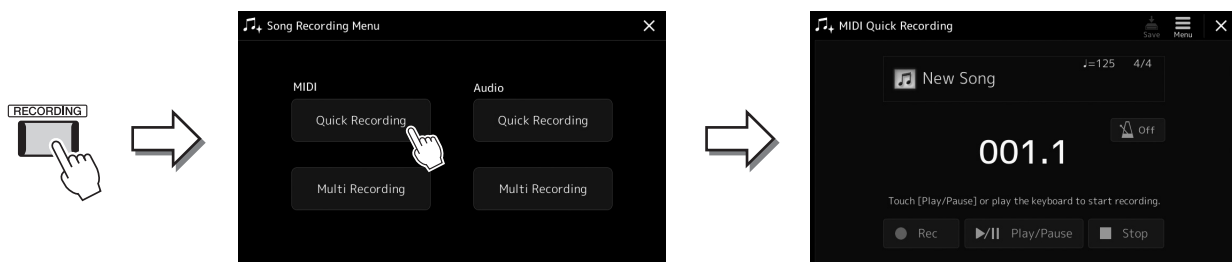
- Audio data such as the rhythm channels created via the audio data of Audio Link Multi Pad and Audio Songs cannot be recorded to the MIDI Songs.
- Before using a USB flash drive, be sure to read "Connecting USB Devices" on page 115.

1 Call up the MIDI Quick Recording display via [RECORDING] → MIDI [Quick Recording].

The display appears and a new blank Song is automatically set to record standby status.

NOTE

To cancel the recording, touch [Stop] on the display, and then press the [EXIT] button, before going on to step 2.



2 Start recording.

You can start recording by playing the keyboard, starting the Style, playing a Multi Pad or touching [Play/Pause].

3 After you finish your performance, touch [Stop] to stop recording.

4 Touch [Save] to call up the Song Selection display, then save the recorded performance as a file (page 37).

NOTICE

The recorded Song will be lost if you close the display or you turn the power off without executing the save operation.

Audio Quick Recording

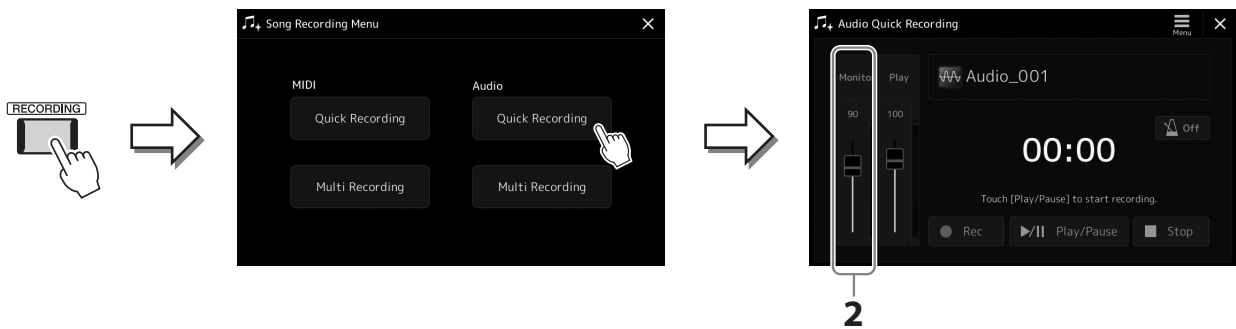
Before recording, make the necessary settings such as Voice/Style selection and the microphone connection (if you want to record your singing).

1 Call up the Audio Quick Recording display via [RECORDING] → Audio [Quick Recording].

The display appears and a new empty audio file is created, with record standby status enabled. However, unlike MIDI Quick Recording, recording does not start automatically with keyboard performance, Style playback, or Multi pad playback.

NOTE

To cancel the recording, touch [Stop] on the display, and then press the [EXIT] button, before going on to step 2.



2 Before recording, check the recording levels on the Rec Monitor meter by playing the keyboard, Style, etc., and adjust them accordingly by using the corresponding slider.

Adjust the control so that the volume doesn't constantly go into the "red" and light up the indicator.

3 Touch [Play/Pause] to start recording.

Immediately after this operation, start and record your performance.

4 After you finish performance, touch [Stop] to stop recording.

Recorded data is automatically saved to User drive as a file with the name automatically set. The recorded Audio Song appears in the User category on the Song Selection display.

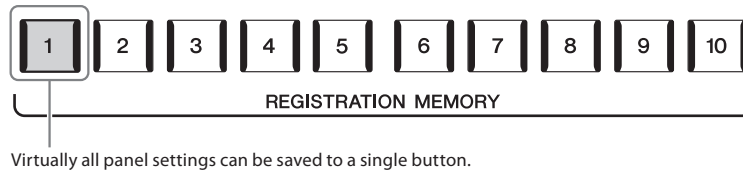
7

Storing and Calling up Custom Panel Setups—Registration Memory, Playlist

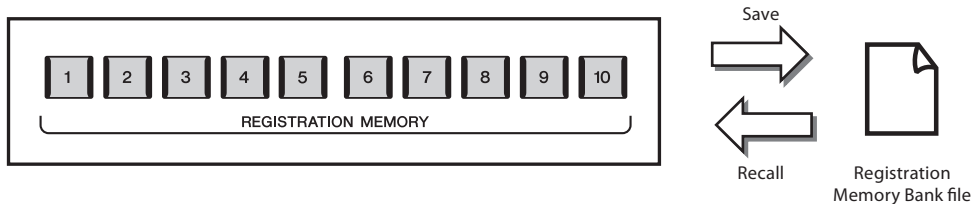
The Registration Memory function and the Playlist function allow you to save (or “register”) virtually all panel settings, and then instantly recall your custom panel settings for your performances by a simple, one-touch operation. The Playlist is especially useful for managing your repertoire, letting you select only the desired panel settings from the huge repertoire in the Registration Memory and create a new list.

■ Registration Memory

This function allows you to save (register) your custom panel settings to one of the Registration Memory buttons for easy recall.



There are ten Registration Memory buttons on the panel. You can save all ten registered panel setups as a Single Registration Memory Bank file.



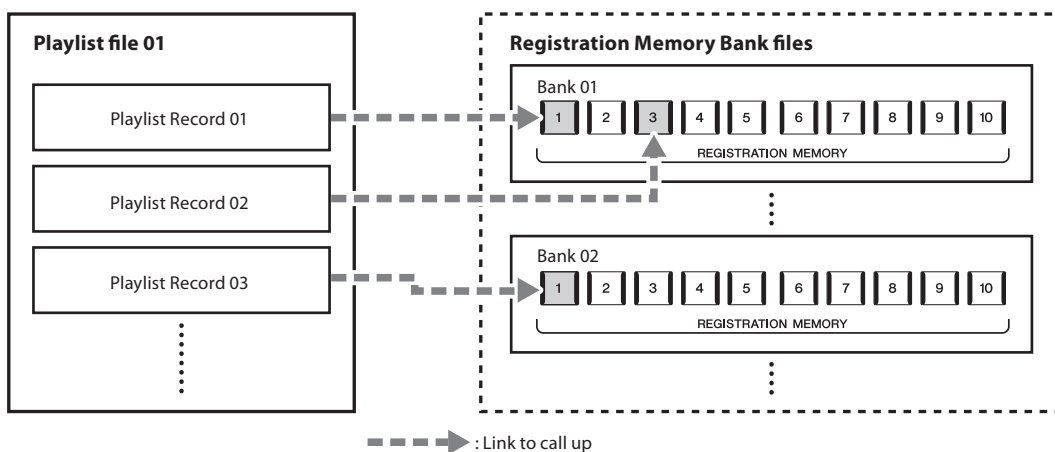
NOTE

For information on the parameters that can be registered with the Registration Memory function, refer to the Registration section of the “Parameter Chart” in the Data List on the website.

■ Playlist

The Playlist function allows you to create your own live performance set list. You can select only the desired files from the huge number of the Registration Memory Bank files without changing the bank file configuration.

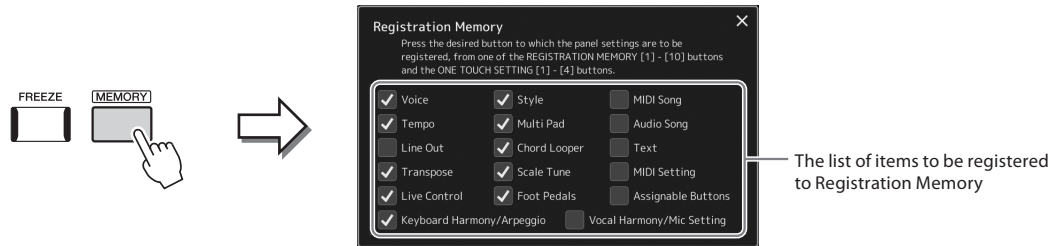
Each Playlist Record can directly recall a specified Registration Memory in the selected Registration Memory Bank file. You can collectively store the Playlist Records as a single Playlist file.



Saving and Recalling Custom Panel Setups with Registration Memory

Registering Your Panel Setups

- 1 Make the desired panel Settings, such as those for Voices, Styles and Effects.
- 2 Press the [MEMORY] button in the REGISTRATION MEMORY section to call up the Registration Memory window.



Selecting the items to be registered

The Registration Memory window contains the list for selecting the items to be registered. Before going on to step 3, enter or remove checkmarks by touching the desired items. Items having checkmarks will be registered.

- 3 Press the desired REGISTRATION MEMORY [1]–[10] button to which you wish to memorize the panel setup.

The memorized button lights in red, which indicates that the button contains data and its number is selected.



About the lamp status

Red: Data registered and currently selected
Blue: Data registered but not currently selected
Off: No data registered

- 4 Register various panel setups to other buttons by repeating steps 1–3.
The registered panel setup can be recalled by simply pressing the desired number button.

NOTICE

If you selected a button whose lamp is lit in red or blue here, the panel setup previously memorized to the button will be erased and replaced by the new settings.

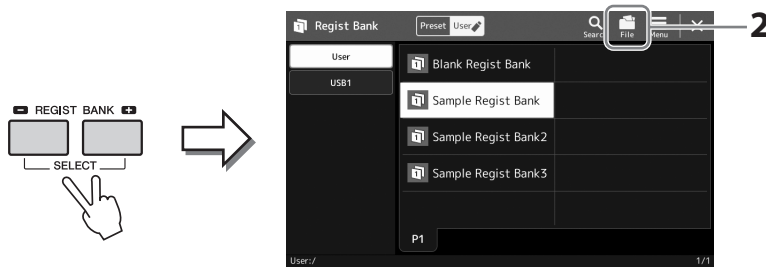
NOTE

The panel setups registered in the numbered buttons are maintained even when you turn off the power. If you want to delete all ten current panel setups, turn the power on while holding the F#6 key (second right-most key) on the keyboard.

Saving the Registration Memory as a Bank file


You can save all ten registered panel setups as a Single Registration Memory Bank file.

- 1 Press the REGIST BANK [-] and [+] buttons simultaneously to call up the Registration Bank Selection display.



NOTE

You can tag Registration Memory Bank files for easy search. For details, refer to the Reference Manual on the website.

- 2 Touch  (File Edit) to call up the pop-up window, and then touch [Save] to save the Bank file.
For instructions on saving, refer to “File Management” (page 37).

Recalling a Registered Panel Setup from a Bank file

The saved Registration Memory Bank files can be recalled by using the REGIST BANK [-]/[+] buttons or the following procedure.

- 1 Press the REGIST BANK [-] and [+] buttons simultaneously to call up the Registration Bank Selection display.
- 2 Touch and select the desired Bank on the display.
You can also use the REGIST BANK [-]/[+] buttons to select a Bank.
- 3 Press one of the blue-lit numbered buttons ([1]–[10]) in the Registration Memory section.
The selected button lights in red.

NOTE

- When recalling setups that include Song, Style or text files selected from a USB flash drive, make sure that the appropriate USB flash drive containing the registered Song, Style or text is connected into the [USB TO DEVICE] terminal.
- Before using a USB flash drive, be sure to read “Connecting USB Devices” on page 115.

NOTE

Turning the [FREEZE] button on lets you disable recall of specific item(s) as desired. For instructions, refer to the Reference Manual on the website.

NOTE

You can also call up the ten setups by using pedals or Assignable buttons in any order you specify via [MENU] → [Regist Sequence]. For details, refer to the Reference Manual on the website.

Confirming the Registration Memory Bank Information

You can call up the information display to confirm which Voices, Style and Songs are memorized to the [1]–[10] buttons of a Registration Memory Bank.

1 Call up the Registration Bank Selection display, then select the desired Bank.

2 Touch  (Menu) then [Regist Bank Info] to call up the Regist Bank Information display.

This display consists of two pages: Voice-related, and Style-related. You can switch between the two via [Voice]/[Style] on the display.

NOTE

If a certain Voice part is set to off, the Voice name for the corresponding part is shown in gray.



Touch to select the desired Registration Memory. The selected Registration is automatically loaded.

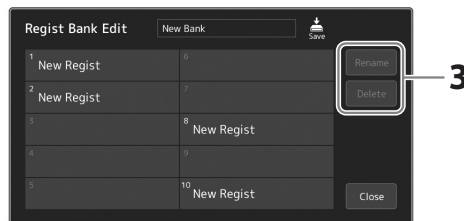
3 Press the [EXIT] button to close the information display.

Editing a Registration Memory Bank

You can edit a Registration Memory Bank (delete or rename each Registration Memory, etc.) in the Regist Bank Edit display.

1 Call up the Registration Bank Selection display, then select the desired Bank.

2 Touch  (Menu) then [Regist Bank Edit] to call up the Regist Bank Edit display.



3 Edit the Registration Memory Bank information.

Touch to select the desired Registration Memory. The Registration Memory is selected as a editing target, but not actually loaded.

- To change the name of the selected Registration, touch [Rename].
- To delete the selected Registration, touch [Delete].

4 Touch  (Save) to save the edited Registration Memory Bank file.

Managing a Large Repertoire by Using the Playlist

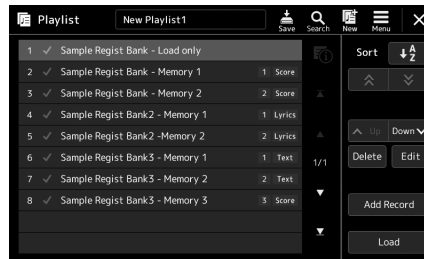
The Playlist is useful for managing multiple set lists for your live performances. You can select only the desired files from a large repertoire (the huge number of the Registration Memory Bank files) and create a new set list for each performance.

Adding Records to the Playlist

By adding a Record to the Playlist, you can directly recall your desired Registration Memory.

1 Press the [PLAYLIST] button to call up the Playlist display.

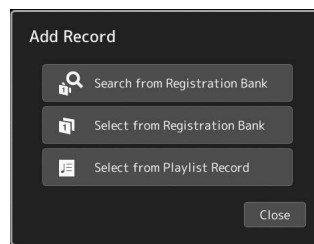
The last selected Playlist file appears. (For first-time selection, the sample preset Playlist appears.)



2 Add a Record to the Playlist.

2-1 Touch [Add Record] on the display.

Pop-up window appears.



2-2 Touch one of the methods for adding.

Add a Record according to one of the methods below:

■ [Search from Registration Bank]

The display for searching the desired Registration Bank file is called up.

2-3 Touch the search window at the top, enter a keyword, and touch [OK]. For more details on searching for files, refer to the Reference Manual on the website.

2-4 From the search result, select the desired file.

2-5 Touch [Add to Playlist] to close the display, and the new Playlist Record is added.

■ [Select from Registration Bank]

The Registration Bank Select display is called up.

2-3 Select the desired file to register as a Playlist Record.

2-4 Touch [Add to Playlist] to close the display, and the new Playlist Record is added to the Playlist.

■ [Select from Playlist Record]

The display for selecting the Playlist Record is called up.

2-3 Touch the name “All Records” to call up the Playlist Selection display, select the Playlist file containing the desired Record, and then close the display.

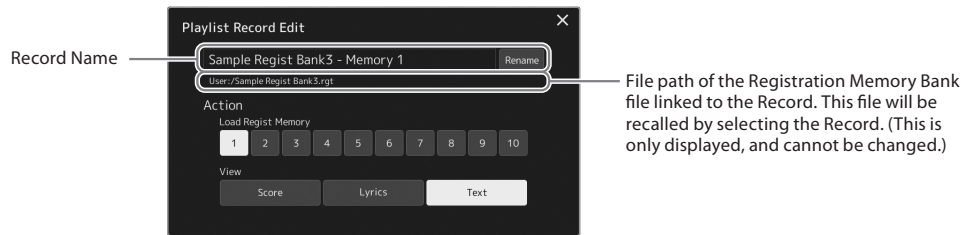
2-4 Select the desired Playlist Record.

2-5 Touch [Add to Playlist] to close the display, and the new Playlist Record is added.

3 If necessary, edit the Playlist Record.

The newly added Playlist Record simply recalls the selected registration Bank file. If you want to set more detailed settings (such as directly recalling a specified Registration Memory and automatically switching the screen view), you can edit the Playlist Record.

3-1 Touch [Edit] to call up the Record Edit display.



3-2 Touch to edit the Record.

Record Name	Determines the name of the Record. Touching [Rename] calls up the Character Entry window.
Action	Enables additional actions after selecting the Record and recalling the Bank. <ul style="list-style-type: none"> • Load Regist Memory: Recalls the Registration Memory corresponding to the selected number. When no item is selected, no Registration Memory is recalled. • View: Displays the selected view. When no item is selected, no view is displayed.

3-3 Close the display.

4 Touch  (Save) to save the added Record to the current Playlist file.

To recall the registered Record, touch the desired Record on the Playlist display.

Recalling custom panel setups via the Playlist

1 Press the [PLAYLIST] button to call up the Playlist display.




2 Touch the Playlist file name to call up the Playlist File Selection display.


3 Touch the desired Playlist file, and then close the display.

4 Touch the Record name on the Playlist display, and then touch [Load].

The Registration Memory Bank registered as the Playlist Record is recalled and the Action you've made is executed (page 100.)

Sorting the Playlist Records in alphabetical order

The following three display order types of Playlist Records can be switched in sequence by touching  (A to Z).

- Normal order
- Alphabetical ascending order
- Alphabetical descending order ( (A to Z) appears in blue)

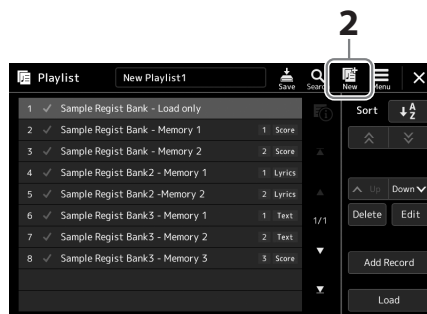
When the displayed order is alphabetical,  (Previous) and  (Next) are available, and touching these allows you to move the cursor (highlight) by the initial letter.


NOTE

- When the displayed order is alphabetical, [Up], [Down], [Delete], and [Add Record] are disabled.
- When you save the Playlist, the Records will be saved in the displayed order.
- The displayed order will be reset to normal automatically when you save/load a Playlist file or create a new Playlist.

Creating a new Playlist


1 Press the [PLAYLIST] button to call up the Playlist display.






2 Touch  (New) on the display.
A new Playlist file is created.

Copying the Playlist Records (Append Playlist)


“Append Playlist” allows you to copy the existing Playlist file as a new Playlist file.

- 1 Press the [PLAYLIST] button to call up the Playlist display.**
- 2 Touch [Add Record] on the display, and then touch [Add Playlist] in the pop-up window.**
The Playlist File Selection display appears.
- 3 Touch the desired Playlist file to append.**
All Records in the selected Playlist file are added at the bottom of the current Playlist.
- 4 Touch  (Save) to save the appended Records to the current Playlist file.**

Changing the order of the Records in the Playlist

- 1 Press the [PLAYLIST] button to call up the Playlist display.**
- 2 Change the order of the Records.**
 - 2-1 Touch the desired Record you want to move.**
 - 2-2 Touch  (Up)/  (Down) to move the Record you selected in Step 2-1.**
- 3 Touch  (Save) to save the edited Playlist file.**

Deleting the Playlist Record from the Playlist

- 1 On the Playlist display, touch the desired Record to select it.**
- 2 Touch [Delete] on the display.**
A confirmation message appears here. To cancel the deletion, touch [No].
- 3 Touch [Yes].**
- 4 Touch  (Save) to save the edited Playlist file.**

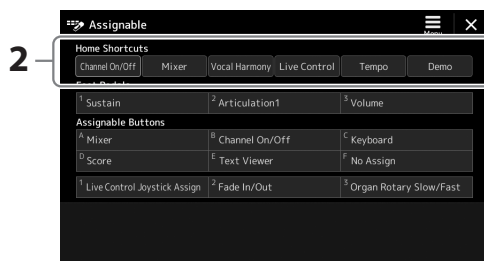
Customizing for Optimum Performance

You can customize the instrument for your own personal preferences and optimum performance. This section covers how to edit shortcuts on the Home display, set ASSIGNABLE buttons, make global settings, adjust the sound at the final output, and add expansion contents, such as Voices and Styles.

Customizing the Shortcuts on the Home Display

You can register an often used function to a shortcut on the Home display. Although six shortcuts are registered by default, you can customize them as necessary. Registered shortcuts are shown in the Shortcut area (page 30) at the bottom of the Home display, allowing you to quickly call up the desired function from the Home display.

1 Call up the Assignable display via [MENU] → [Assignable].



2 Double-tap (touch twice) the desired item from the six locations of the “Home Shortcuts” area.
The function selection pop-up window appears.

3 Touch the desired function.
The function will be registered to the location selected in step 2.

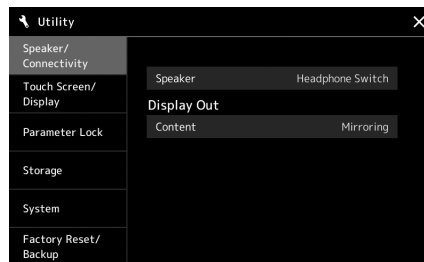
Making Global Settings (Utility)

The Utility function provides a variety of convenient tools and settings for Genos2. These include general settings that affect the entire instrument, as well as detailed settings for specific functions. Also included are data reset functions and storage media control, such as disk formatting.

Basic Procedure

1 Call up the operation display.

[MENU] → [Utility]



2 Touch the desired tab to call up the desired page, and change the settings or execute the operation.

Speaker/Connectivity	Determines how the sound is output from the speaker, and the digital output volume. It also determines the display out setting when an external monitor is connected via the HDMI terminal (page 120).
Display/Touch Screen	Contains display-related settings such as brightness, duration time of pop-up windows, and touch sound On/Off settings.
Parameter Lock	Specifies the parameters to make them selectable only via the panel control.
Storage	Lets you execute the Format operation or check the memory capacity (approximate value) of the USB flash drive connected to this instrument (page 116).
System	Indicates the firmware version and the hardware ID of this instrument, and lets you make basic settings, such as the language for the display, Auto Power Off function On/Off (pages 24, 108).
Factory Reset/Backup	Backs up/restores whole or a part of the instrument or initializes the instrument to the factory default (page 109).

For more information of each tabs, refer to the “Utility” of the Reference Manual on the website.

Adjusting the Sound at the Final Output (Master Compressor, Master EQ)

You can adjust the sound quality and the volume at the final output from Genos2 by making the Master Compressor and the Master EQ settings.

- 1 Call up the Mixer display via [MENU] → [Mixer].
- 2 Touch the “Master” tab.



- 3 Touch a tab for editing the desired parameters.

Compressor	Lets you turn the Master Compressor (which is applied to the entire sound except audio playback) on or off, select the Master Compressor type, and edit the related parameter Your original edits can be saved as the Master Compressor type.
EQ	Lets you select the Master EQ type applied to the entire sound except audio playback and edit the related parameters. Your original edits can be saved as the Master EQ type.

NOTE

For more information about these parameters, refer to the Reference Manual on the website.

- 4 Set the value of each parameter.

NOTE

To reset each parameter to the default value, touch the number value or setting and hold it.

- 5 Save the settings.

Your original edits can be stored as a Master Compressor type and Master EQ type. If you want to recall the settings for future use, select the corresponding type at the upper right of each display.

5-1 Touch  (Save) in the “Compressor” display or “EQ” display.

5-2 Select one of User1–User30 in the “Compressor” display or User1–User30 in the “EQ” display, then touch [Save] to call up the Character Entry window.

5-3 In the Character Entry window, change the name as necessary, then touch [OK] to save the data.

Adding New Contents—Expansion Packs

By installing Expansion Packs, you can add a variety of optional Voices and Styles to the “Expansion” folder in the User drive. The installed Voices and Styles can be selected via the User tab in the Voice or Style Selection displays, allowing you to expand your music performance and creation possibilities. You can get high quality Expansion Pack data created by Yamaha, or create your own original Expansion Pack data by using the “Yamaha Expansion Manager” software on your computer. For instructions on how to install the Expansion Packs, refer to the Reference Manual on the website.

For more information about Expansion Packs, access the Genos2 product website:

<https://manual.yamaha.com/mi/kb-ekb/genos2/direct/product/>

To obtain the Yamaha Expansion Manager software and its manuals, access the website below.

Genos2 related downloads

<https://manual.yamaha.com/mi/kb-ekb/genos2/direct/downloads/>

This section explains how to make important overall, system-related settings, including backup/restore of settings and file data.

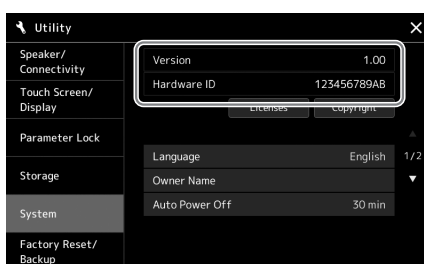
Confirming the Firmware Version and Hardware ID

You can check the firmware version and hardware ID of this instrument.

1 Call up the operation display via [MENU] → [Utility].

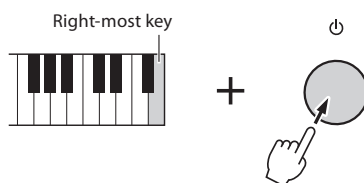
2 Touch [System].

The program version and the hardware ID are shown in the display.



Restoring the Factory-programmed Settings

While holding the right-most key on the keyboard, turn the power on. This restores all settings to the factory default.



NOTE

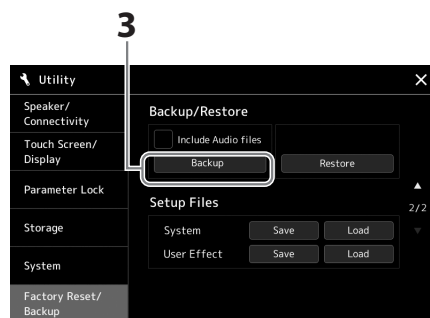
- You can also restore the factory default value of specified settings or delete all files/folders in the User drive on the display called up via [MENU] → [Utility] → [Factory Reset/Backup] → page 1/2. For details, refer to the "Utility" of the Reference Manual on the website.
- If you simply want to restore the default value of any parameter you've changed, touch and hold the value on the display (page 34).

Data Backup and Restore

Data Backup

You can back up all data in the User drive of this instrument (except for Expansion Voices/Styles) and all settings to the USB flash drive as a single file. This procedure is recommended for data security and backup in case of damage.

- 1 Connect the USB flash drive to the [USB TO DEVICE] terminal as backup destination.
- 2 Call up the display via [MENU] → [Utility] → [Factory Reset/ Backup] → page 2/2.



■ If you want to include the audio files to the backup file:

Before going on to step 3, enter a checkmark by touching the “Include Audio files” checkbox.

- 3 Touch [Backup] to save the backup file to the USB flash drive.

Restoring the Backup file

To do this, touch [Restore] in step 3 above. When the operation is complete, the instrument will be restarted automatically.

NOTE

- Before using a USB flash drive, be sure to read “Connecting USB Devices” on page 115.
- You can back up User data such as Voice, Song, Style, and Registration Memory by copying them individually to a USB flash drive. For instructions, refer to page 37.
- If the total size of the target data for backup exceeds 3.9 GB (excluding Audio files), the backup function is not available. If this happens, back up the User data by copying the items individually.
- You can save the System settings, MIDI settings, User Effect settings, and Playlist Records individually.

NOTICE

Completing the backup/restore operation may take a few minutes. Do not turn off the power during backup or restoring. If you turn off the power during backup or restoring, data may be lost or damaged.

Connections—Using Your Instrument with Other Devices

This chapter covers the connections of this instrument to other devices. To see where the connectors are located on the instrument, refer to pages 18 – 21.

CAUTION

Before connecting the instrument to other electronic components, turn off the power of all components. Also, before turning any components on or off, make sure to set all volume levels to minimum (0). Otherwise, damage to the components, electrical shock, or even permanent hearing loss may occur.

Connecting a Microphone ([MIC INPUT] jack)

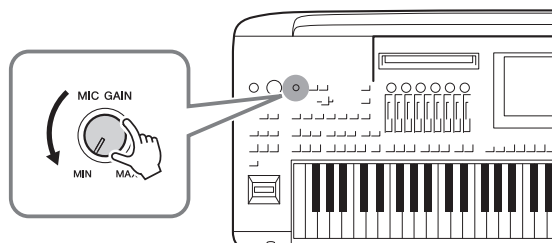
By connecting a microphone, you can sing along with your keyboard performance or with Song playback, as well as record your vocal performance to an Audio Song. Make sure you have a dynamic microphone or a condenser microphone.

About Dynamic and Condenser Microphones

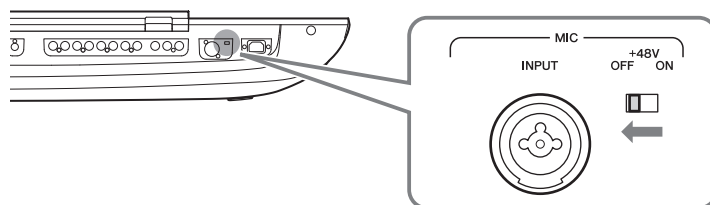
- A dynamic microphone reduces vibration noise, making it good for live performances. Power is not required.
- A condenser microphone is mainly used for vocals and other instruments in environments such as a recording studio, since it is more sensitive to delicate sounds. For this reason, you need to take greater care to minimize vibrations than with a dynamic microphone. The condenser microphone requires phantom power supply (+48V), which it receives from Genos2 by connecting with an XLR connector.

Connecting a microphone to the instrument

- 1 Set the [MASTER VOLUME] knob and the [MIC GAIN] knob to the minimum position.

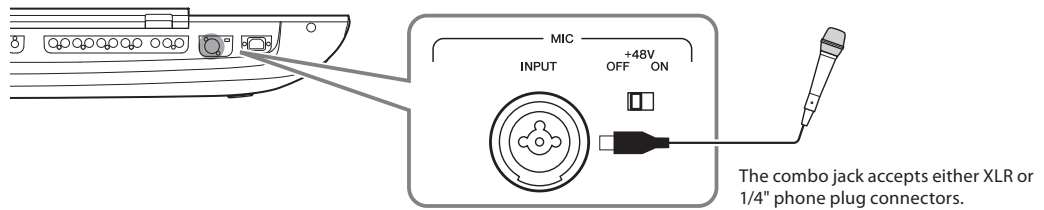


- 2 Set the [+48V] switch to off.



3 Connect a microphone to the [MIC INPUT] jack.

For dynamic microphone connection, use the XLR connector or a standard 1/4" phone plug connector. For a condenser microphone, use the XLR connector.



4 When using a condenser microphone, turn the [+48V] switch on.

5 Return the [MASTER VOLUME] dial to the original level.

NOTICE

- Do not connect or disconnect any cables while turning on the [+48V] switch. Doing so can damage the connected device and/or the instrument itself.
- When using the devices not requiring phantom power such as a dynamic microphone, make sure to set the [+48V] switch to OFF.

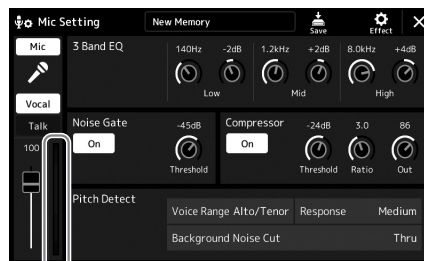
NOTE

When the [+48V] switch is turned on and off, the input from the [MIC IN] jack will be muted for a few seconds.

Adjusting the input level of the microphone

1 If necessary, turn on the microphone.

2 Call up the Mic Setting display via [MENU] → [Mic Setting].



Input level meter

3 Adjust the [MIC GAIN] knob while singing into the microphone.

Adjust the [MIC GAIN] knob so that the input level meter on the display lights in green or yellow. Make sure that the meter does not light in orange or red, since this indicates that the input level is too high.

4 Adjust the volume balance between the microphone sound and the instrument sound on the Mixer display (page 90).

NOTE

You can also check the input level on the SIGNAL lamp on the panel. Make sure that the lamp does not light in red.

Disconnecting the microphone

- 1 Set the [MASTER VOLUME] knob and the [MIC GAIN] knob to the minimum position.
- 2 Set the [+48V] switch to off.
- 3 When using a condenser microphone, wait more than 10 seconds.
- 4 Disconnect the microphone from the [MIC INPUT] jack.

NOTICE

Disconnecting immediately can damage the condenser microphone and/or the instrument itself.

Connecting the Optional Yamaha GNS-MS01 Speaker

Use the [TO RIGHT SPEAKER], [TO LEFT SPEAKER] and [TO SUB WOOFER] jacks. Refer to page 124.

Connecting Audio Devices (LINE OUT jacks, AUX IN)

IMPORTANT

Since Genos2 has no built-in speakers, you need to monitor its sound output via external audio equipment. Alternatively, you can use a pair of headphones (page 22).

Using external audio devices for playback (LINE OUT jacks)

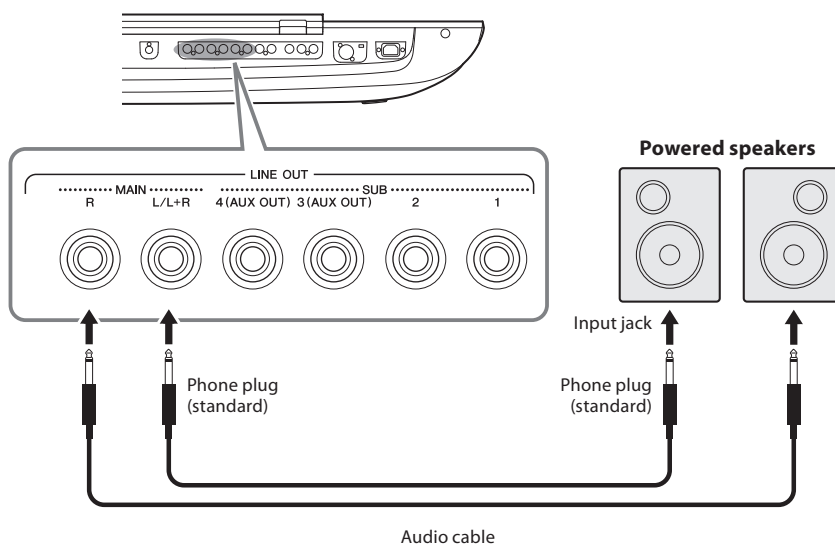
The LINE OUT jacks are used to send Genos2 output to a keyboard amplifier, stereo sound system or mixing console. If you are connecting Genos2 to a mono sound system, use only the LINE OUT MAIN [L/L+R] jack. When only this jack is connected (using a standard phone plug), the left and right channels are combined and output through this jack—providing a convenient mono mix of Genos2's stereo sound.

NOTE

You can send a specific part to any desired LINE OUT SUB jack. The operation display can be called up via: [MENU] → [Line Out]. For details, refer to the Reference Manual on the website.

NOTICE

To avoid possible damage, first turn on the power to the instrument, then to the external device. When turning off the power, first turn off the power to the external device, then to the instrument. Since this instrument's power may automatically be turned off due to the Auto Power Off function (page 24), turn off the power to the external device, or disable Auto Power Off when you do not intend to operate the instrument.



Using the LINE OUT SUB [3]–[4] jacks as AUX OUT jacks

You can switch the function of the LINE OUT SUB [3]–[4] jacks to AUX OUT jacks from the instrument's display called up via [MENU] → [Line Out]. For details, refer to the Reference Manual on the website.

NOTICE

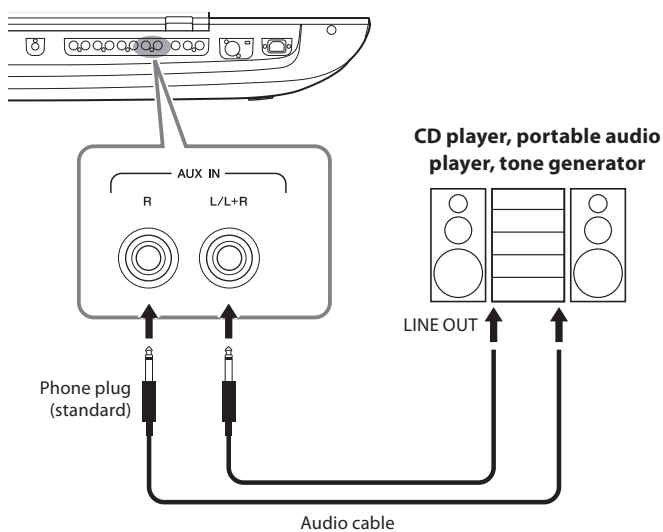
Do not route the output from the AUX OUT jacks to the AUX IN jacks. If you make this connection, the signal input at the AUX IN jacks is output from the AUX OUT jacks, possibly resulting in a feedback loop that will make normal performance impossible, and may even damage the equipment.

NOTE

The output volume from AUX OUT jacks cannot be controlled by the MASTER VOLUME control.

Playing External Audio Devices with Genos2 (AUX IN jacks)

You can connect the output jacks of an external device (such as CD player, portable audio player, tone generator, etc.) to the instrument's AUX IN [L/L+R]/[R] jacks, letting you hear the sound of that device through the headphones or the optional Yamaha GNS-MS01 speakers of Genos2.



NOTICE

To avoid damage to the devices, first turn on the power to the external device, then to the instrument. When turning off the power, first turn off the power to the instrument, then to the external device.

NOTE

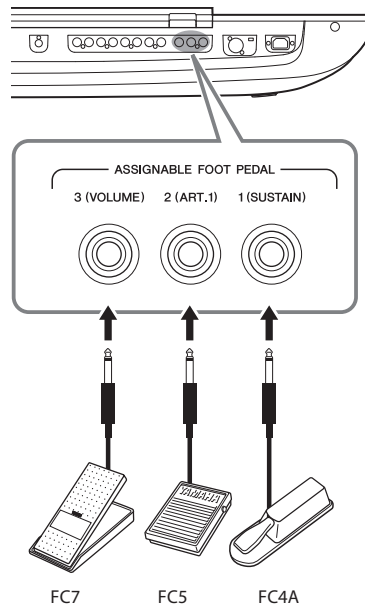
- Use only the [L/L+R] jack for connection with a monaural device.
- The input signal from the AUX IN jacks is affected by the setting of the instrument's [MASTER VOLUME] dial, and the volume balance with other parts such as entire keyboard can be adjusted by the Mixer display (page 90).

Connecting Footswitches/Foot Controllers (ASSIGNABLE FOOT PEDAL jacks)

One or two optional Yamaha FC4A or FC5 Footswitches and an optional Yamaha FC7 Foot Controller can be connected to these ASSIGNABLE FOOT PEDAL jacks. A footswitch can be used for switching functions on and off, while a foot controller can be used to control continuous parameters, such as volume.

NOTE

Do not connect or disconnect any of the pedals when the power is on.



With the initial factory settings, each jack features the following function.

- **1 (SUSTAIN)**Controls sustain.
- **2 (ART. 1)**.....Controls an articulation effect on a Super Articulation/Super Articulation 2 Voice.
- **3 (VOLUME)**.....Controls volume.

You can also change the function assignments to the pedals as desired.

■ Example: Controlling SONG A start/stop by footswitch

Connect a footswitch (FC4A or FC5) to one of the ASSIGNABLE FOOT PEDAL jacks. To assign the function to the connected pedal, select "Song A Play/Pause" in the operation display: [MENU] → [Assignable].

NOTE

For a list of the functions you can assign to the pedals, refer to the Reference Manual on the website.

Connecting USB Devices ([USB TO DEVICE] terminal)

You can connect a USB flash drive to the [USB TO DEVICE] terminal, and save data you've created on the instrument to the drive (page 37).

Precautions when using the [USB TO DEVICE] terminal

This instrument features a built-in [USB TO DEVICE] terminal. When connecting a USB device to the terminal, be sure to handle the USB device with care. Follow the important precautions below.

NOTE

For more information about the handling of USB devices, refer to the owner's manual of the USB device.

• Compatible USB devices

- USB flash drive

Other USB devices such as a USB hub, computer keyboard or mouse cannot be used.

The instrument does not necessarily support all commercially available USB devices. Yamaha cannot guarantee operation of USB devices that you purchase. Before purchasing a USB device for use with this instrument, please visit the following web page:
<https://download.yamaha.com/>

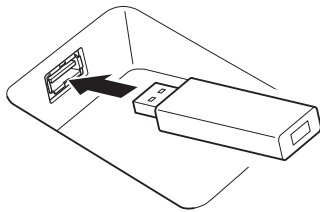
Although USB devices 1.1 to 3.0 can be used on this instrument, the amount of time for saving to or loading from the USB device may differ depending on the type of data or the status of the instrument.

NOTE

The rating of the [USB TO DEVICE] terminal is a maximum of 5 V/500 mA. Do not connect USB devices having a rating above this, since this can cause damage to the instrument itself.

• Connecting a USB device

When connecting a USB device to the [USB TO DEVICE] terminal, make sure that the connector on the device is appropriate and that it is connected in the proper direction.



NOTICE

- **Avoid connecting or disconnecting the USB device during playback/recording and file management operations (such as Save, Copy, Delete and Format), or when accessing the USB device. Failure to observe this may result in "freezing" of the operation of the instrument or corruption of the USB device and the data.**
- **When connecting then disconnecting the USB device (and vice versa), make sure to wait a few seconds between the two operations.**

NOTE

Do not use an extension cable when connecting a USB device.

• Using USB flash drives

By connecting the instrument to a USB flash drive, you can save data you've created to the connected device, as well as read data from the connected device.

• Number of USB flash drives that can be used

Only one USB flash drive can be connected to each of the [USB TO DEVICE] terminals.

• Formatting a USB flash drive

You should format the USB flash drive only with this instrument (page 116). A USB flash drive formatted on another device may not operate properly.

NOTICE

The format operation overwrites any previously existing data. Make sure that the device you are formatting does not contain important data. Proceed with caution, especially when connecting multiple USB flash drives.

• To protect your data (write-protect)

To prevent important data from being inadvertently erased, apply the write-protect provided with each USB flash drive. If you are saving data to the device, make sure to disable write-protect.

• Turning off the instrument

When turning off the instrument, make sure that the instrument is NOT accessing the USB flash drive by playback/recording or file management (such as during Save, Copy, Delete and Format operations). Failure to do so may corrupt the device and the data.

• Turning on the instrument

Make sure to have only one (or none) USB flash drives connected to the [USB TO DEVICE] terminals when turning on the power of the instrument. After the home display appears, you can connect the remaining drives in the drive letter order you want to assign. If two or more USB flash drives are connected to the three [USB TO DEVICE] terminals when the instrument is turned on, the drive letters of those drives will be random. This results in non-reproducible file paths such as for Registration Memory and Playlist, and the data will not work properly.

Formatting a USB flash drive or the internal User drive

To format a USB flash drive or the internal User drive, execute the Format operation. In order to format a USB flash drive, make sure that a USB flash drive is properly connected to the [USB TO DEVICE] terminal beforehand.

- 1 Connect a USB flash drive for formatting to the [USB TO DEVICE] terminal.
- 2 Call up the operation display via [MENU] → [Utility] → [Storage].



- 3 Touch the name of the desired drive to be formatted in the device list.
The indications USB 1, USB 2, etc. are displayed, depending on the number assigned to the connected device.
- 4 Touch [Format] to execute the Format operation.

NOTICE

The Format operation deletes any previously existing data. Make sure that the USB flash drive you are formatting does not contain important data. Proceed with caution, especially when connecting multiple USB flash drives.

Connecting to a Smart Device (Wireless LAN function, [USB TO HOST], or MIDI terminals)

You can use a smart device, such as an iPhone or iPad, with the instrument for a variety of musical purposes by connecting it to the instrument. By using application tools on your smart device, you can take advantage of convenient functions and get more enjoyment out of this instrument.

You can make connections by one of the following methods.

- Connecting via the wireless LAN function^{*1}.
- Connect to the [USB TO HOST] terminal via a USB cable (using an USB conversion adaptor)
- Connect to the [USB TO HOST] terminal via a Wireless MIDI Adaptor: UD-BT01^{*2}
- Connect to the MIDI terminals via a Wireless MIDI Adaptor: MD-BT01^{*2}

*1 The wireless LAN function may not be included depending on your area.

*2 These accessories are sold separately, but may not be available depending on your area. Also, some Android smart devices cannot be connected to the instrument using this method, since they do not support BLE (Bluetooth Low Energy).

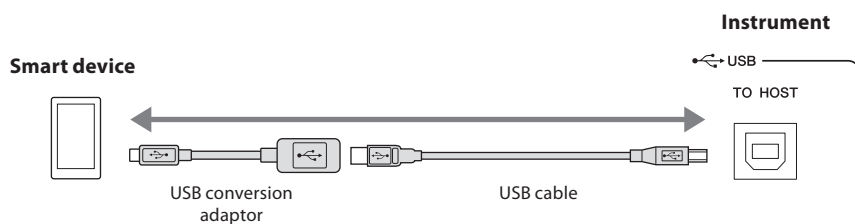
NOTICE

Do not place your iPhone/iPad in an unstable position. Doing so may cause the device to fall and result in damage.

NOTE

When you use the instrument along with an application on your iPhone/iPad, we recommend that you first set "Airplane Mode" to "ON" then set "Wi-Fi" to "ON" on your iPhone/iPad in order to avoid noise caused by communication.

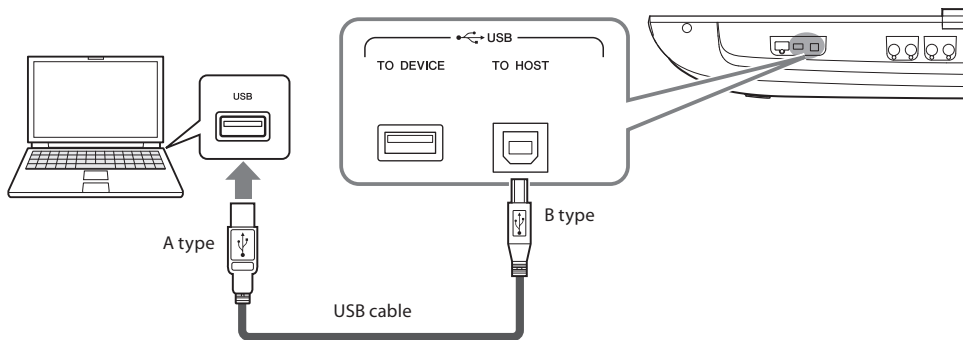
When connecting via a USB cable, digital audio data can be transmitted/received, using the built-in audio interface capabilities.



For details on connections, refer to the "Smart Device Connection Manual" and the Reference Manual on the website. For information about the compatible smart devices and application tools, access the following page:
<https://www.yamaha.com/kbdapps/>

Connecting to a Computer ([USB TO HOST] terminal)

By connecting a computer to the [USB TO HOST] terminal, you can transfer data between the instrument and the computer via MIDI, and transfer audio via the USB audio interface function. For details on using a computer with this instrument, refer to the “Computer-related Operations” on the website.



NOTICE

Use an AB type USB cable of less than 3 meters. USB 3.0 cables cannot be used.

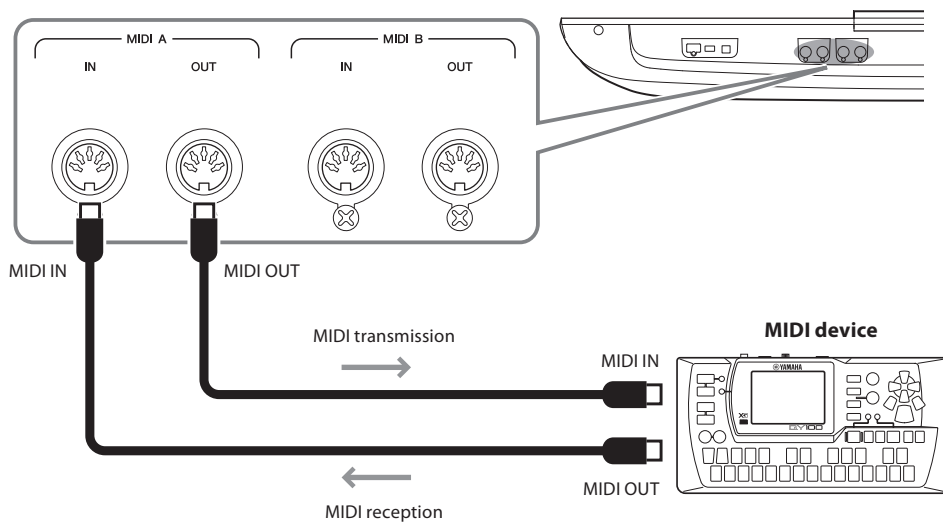
NOTE

- When using a USB cable to connect the instrument to your computer, make the connection directly without passing through a USB hub.
- The instrument will begin transmission a short time after the USB connection is made.
- For information on setting up your sequence software, refer to the owner’s manual of the relevant software.

Connecting External MIDI Devices (MIDI terminals)

Use the [MIDI] terminals and standard MIDI cables to connect external MIDI devices (keyboard, sequencer, etc.).

- **MIDI IN**Receives MIDI messages from another MIDI device. Two ports (A, B) are provided and each can receive MIDI messages over 16 channels.
- **MIDI OUT**Transmits MIDI messages generated by Genos2 to another MIDI device. Two ports (A, B) are provided and each can transmit MIDI messages over 16 channels.



The MIDI settings such as transmit/receive channels on the instrument can be set via [MENU] → [MIDI]. For details, refer to the Reference Manual on the website.

NOTE

For a general overview of MIDI and how you can effectively use it, refer to “MIDI Basics,” which is downloadable from the website.

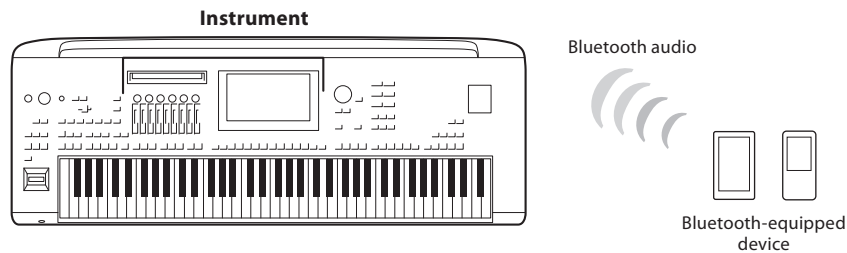
Connecting to an Audio Player via Bluetooth communication

Before using the Bluetooth function, be sure to read "About Bluetooth" on page 119.

The playback sound of a Bluetooth-equipped device, such as a smartphone or portable audio player, can be sent to this instrument and heard through connected speakers or headphones.

■ Bluetooth-equipped device:

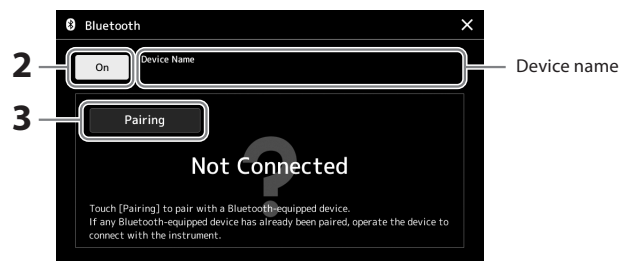
In this manual, "Bluetooth-equipped device" refers to a device that can transmit audio data to the instrument via Bluetooth wireless communication. For proper operation, the device must be compatible with A2DP (Advanced Audio Distribution Profile).



To confirm Bluetooth capability of your instrument

The Genos2 is equipped with Bluetooth functionality; however, even that model may not support Bluetooth, depending on the country in which you purchased the product. If the "Bluetooth" icon is shown in the Menu 2 display, this means that the product is equipped with Bluetooth functionality.

1 Call up the Bluetooth display via [MENU] → [Bluetooth].



2 Make sure that the Bluetooth function is set to "On."

If you wish to connect your Bluetooth-equipped device to the instrument, the device needs to be paired with the instrument. If the device and the instrument have already been paired, go to step 4.

3 Touch [Pairing] to enter the pairing standby state.

Popup window is shown that means the instrument is waiting for pairing process.

4 On your Bluetooth-equipped device, set the Bluetooth function to on and select this instrument (the device name is shown on the display in step 1) from the connection list.

After pairing is completed, the name of the Bluetooth-equipped device and "Connected" are shown in the display.

NOTE

- "Pairing" means to register Bluetooth-equipped devices on this instrument, and establish the mutual recognition for wireless communication between the two.
- Bluetooth headphones or speakers cannot be paired.

NOTE

If you are required to enter a password, enter the numerals "0000."

5 Play back audio data on the Bluetooth-equipped device to confirm that audio sound is output from the instrument.

Once the device has been paired with the instrument, there is no need to perform pairing again.

When you turn on the instrument the next time, the last-connected Bluetooth-equipped device will be connected to this instrument automatically, if the Bluetooth function of the Bluetooth-equipped device and the instrument is set to on. If it is not connected automatically, select this instrument from the connection list on the Bluetooth-equipped device.

NOTE

Only one device can be connected to this instrument at a time (although up to eight devices can be paired to this instrument). When pairing with the 9th device has succeeded, pairing data for the device with the oldest connection date will be deleted.

About Bluetooth

Bluetooth is a technology for wireless communication between devices within an area of about 10 meters (33 ft.) employing the 2.4 GHz frequency band.

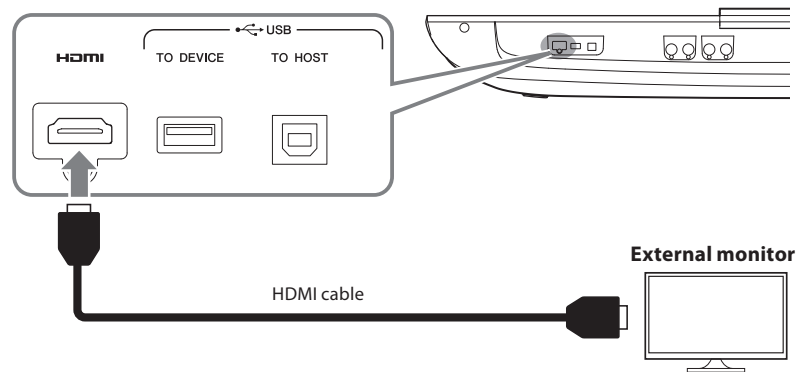
■ Handling Bluetooth communications

- The 2.4 GHz band used by Bluetooth compatible devices is a radio band shared by many types of equipment. While Bluetooth compatible devices use a technology minimizing the influence of other components using the same radio band, such influence may reduce the speed or distance of communications and in some cases interrupt communications.
- The speed of signal transfer and the distance at which communication is possible differs according to the distance between the communicating devices, the presence of obstacles, radio wave conditions and the type of equipment.
- Yamaha does not guarantee all wireless connections between this unit and devices compatible with Bluetooth function.

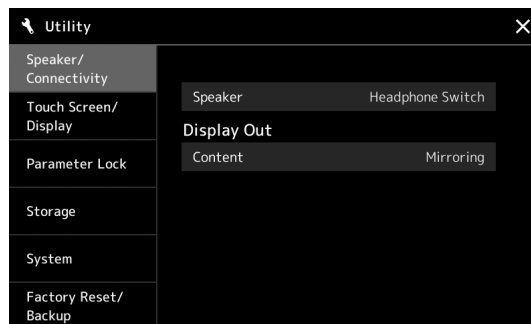
Viewing the Instrument's Display on an External Monitor

By connecting with an external monitor such as a television via the HDMI terminal, you can separately show the lyrics/text or duplicate the instrument display (mirroring) on an external monitor.

NOTICE
When connecting to an external monitor, use a certified HDMI cable.



Set the display content that is to be output via [MENU] → [Utility] → [Speaker/Connectivity].



Content	<p>Determines what is output to external monitor.</p> <ul style="list-style-type: none"> • Lyrics/Text: Only the lyrics of the Song or text files (whichever you used last time) are output, regardless of the display that is called up on the instrument. • Mirroring: The currently selected display is output.
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MEMO

Function List

This section simply and very briefly explains what you can do in the displays called up by pressing the buttons on the panel, or by touching each icon on the Menu display.

For more information, refer to the page indicated below or the Reference manual on the website.

The “●” mark indicates that the detailed information is described in the Reference Manual.

Displays accessible by the panel buttons

Display	Button to access	Description	Pages	Reference Manual
Home	[HOME]	Portal of the instrument’s display structure, which provides at-a-glance information on all current settings.	30	-
Menu	[MENU]	By touching each of the icons, you can call up the menus for the various functions listed below.	33	-
Style Selection	[STYLE]	For selecting Style files.	44	-
Voice Part Setup	[VOICE]	For making detailed settings such as Voice Edit and Effect settings of the keyboard parts.	-	●
Song Playback	[SONG]	For controlling Song playback.	76, 82	●
Playlist	[PLAYLIST]	For selecting and editing Playlists, and managing your repertoire.	100	-
Song Recording	[RECORDING]	For recording your performance.	94	●
Voice Selection	VOICE SELECT [LEFT]– [RIGHT 3]	For assigning Voices to each of the keyboard parts.	52	●
Multi Pad Selection	MULTI PAD CONTROL [SELECT]	For selecting Multi Pads.	59	●
Registration Memory Bank Selection	REGIST BANK [–]/[+]	For selecting Registration Memory Banks.	98	●
Registration Memory window	[MEMORY]	For registering the current panel settings.	97	-

Menu display functions

Menu	Description	Pages	Reference Manual
Mixer	For adjusting the parameters of each part, such as volume, pan, and EQ. It also allows you to adjust overall sound controls, such as Master Compressor and Master EQ.	90	●
Channel On/Off	For turning on and off the each channel of the Style, and MIDI Song.	-	●
Line Out	Determines which jack is used to output each part and each drum & percussion instrument.	-	●
Score	For displaying the music notation (score) of the current MIDI Song.	87	●
Lyrics	For displaying the lyrics of the current Song.	88	●
Text Viewer	For displaying text files created on your computer.	-	●
Chord Looper	For recording a sequence of the chords and playing it back in a loop.	68	●
Kbd Harmony/Arp	For adding the Harmony/Arpeggio effect to the right-hand section of the keyboard. Parameters such as Harmony/Arpeggio type can be set.	56	●
Split & Fingering	For setting the Split Point or change the Chord Fingering type and Chord Detection area.	46, 49, 51	●

Menu	Description	Pages	Reference Manual
Mic Setting	Makes settings for the microphone sound.	111	●
Vocal Harmony	For adding Vocal Harmony effects to your singing. You can edit the Vocal Harmony and save as your original harmony.	80	●
Regist Sequence	Determines the order for calling up Registration Memory settings when using the pedal.	-	●
Regist Freeze	Determines the item(s) that remain unchanged even when you call up panel setups from the Registration Memory.	-	●
Tempo	For adjusting the tempo of MIDI Song, Style or Metronome. The same operation as using Tempo [-]/[+] and [TAP TEMPO] buttons can be done on the display.	46	●
Metronome	For making settings of the metronome and the [TAP TEMPO] button.	41	●
Live Control	Determines the functions assigned to the LIVE CONTROL knobs, sliders, and joystick.	64	●
Assignable	Determines the functions assigned to the pedals, assignable buttons, and the shortcuts on the Home display.	65, 104	●
Panel Lock	For locking the panel settings. When the panel settings are locked, nothing happens even when pressing any panel buttons.	41	-
Demo	For calling up the Demo display.	36	-
Voice Edit	For editing the preset Voices to create your own Voices. The display differs depending on whether an Organ Flutes Voice or another kind of Voice is selected.	-	●
Style Creator	For creating a Style by editing the preset Style, or by recording Style channels one by one.	-	●
Song Recording	For recording your performance. (This is same as the [RECORDING] button on the panel.)	94	●
M.Pad Creator	For creating a Multi Pad by editing an existing preset Multi Pad, or by recording a new one.	-	●
Voice Setting	Determines the detailed settings of the keyboard parts, such as the pitch for each part, Voice Set filter, and Super Articulation Voice related settings.	-	●
Style Setting	For making Style playback related settings such as OTS Link timing, Dynamics Control, etc.	-	●
Song Setting	For making Song playback related settings such as Guide function, Channel settings, etc.	-	●
Chord Tutor	Indicates how to play chords that correspond to the specified chord names.	-	●
Scale Tune	For setting the scale type.	-	●
Master Tune	For fine-tuning the pitch of the entire instrument.	-	●
Transpose	For transposing the pitch of the entire sound in semitones, or just the sound of the keyboard or MIDI Song.	61	●
Keyboard	Determines the Touch Response of the keyboard.	-	●
MIDI	For making MIDI-related settings.	-	●
Utility	For making global settings, managing the USB flash drives, initializing the instrument to the factory default, or backing up the data stored in the instrument, etc.	105	●
Wireless LAN*	For making settings for connecting the instrument to a smart device such as iPad via the wireless LAN function.	-	●
Time	For making settings of the time shown on the display.	-	●
Expansion	For installing Expansion Packs for adding extra contents downloaded from the website or created on your own by using the Yamaha Expansion Manager.	-	●
Bluetooth*	For making settings for connecting the instrument to a Bluetooth-equipped device.	118	●

* This icon appears only when the wireless function is included.

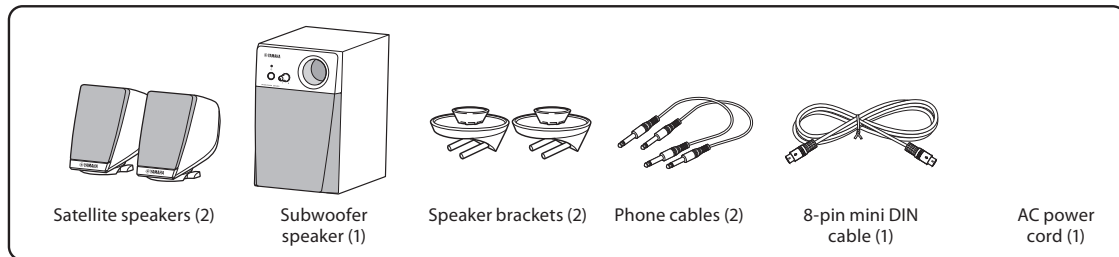
Appendix

Installing the Optional Speakers

Make sure that all of the parts below have been included in the GNS-MS01 speaker package.

NOTICE

Use only the supplied cables.

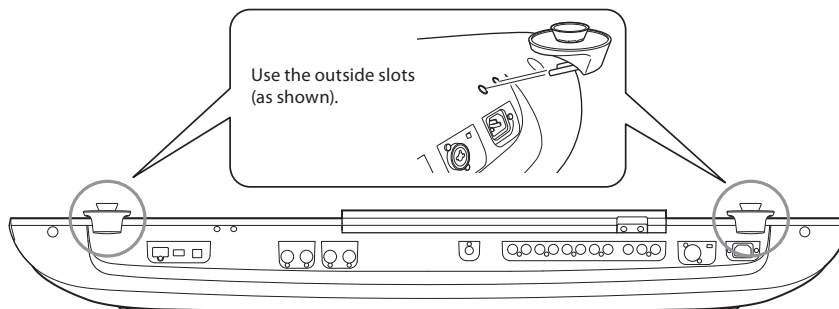


1 Turn Genos2's power off, and disconnect the AC power cord. Also, make sure to disconnect the keyboard from any other external devices.

2 Insert the two speaker brackets to the rear panel of Genos2.

NOTE

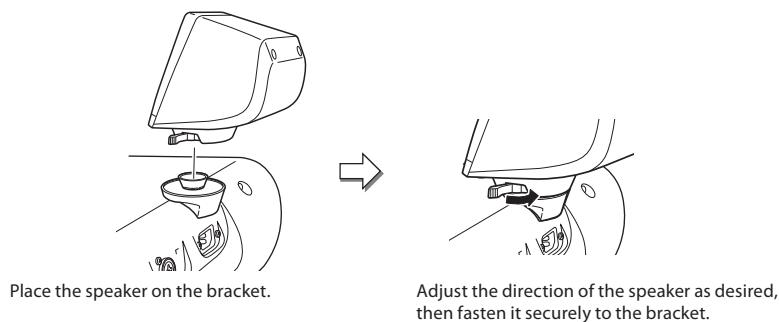
Either bracket can be inserted interchangeably to either location.



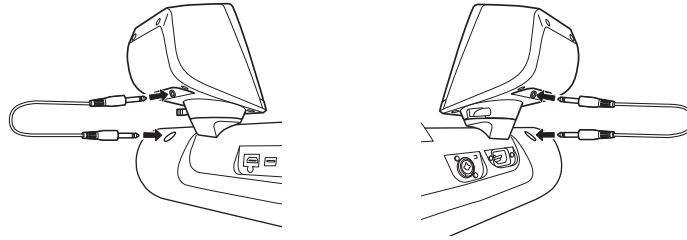
3 Fasten the satellite speakers to the left and right brackets.

NOTE

The satellite speakers can be installed interchangeably to either location.

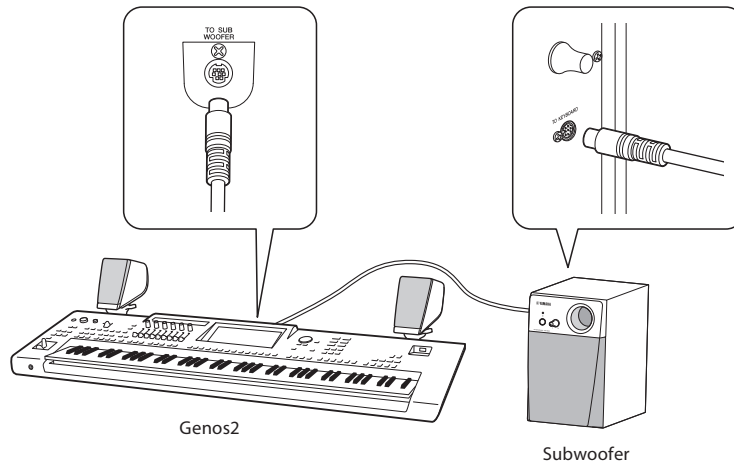


- 4** Use the phone cables to connect the speakers to the respective outputs on Genos2.



Either cable can be used interchangeably with either output jack.

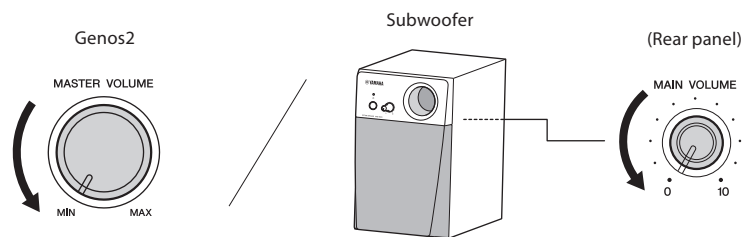
- 5** Use the 8-pin mini DIN cable to connect the subwoofer to Genos2.



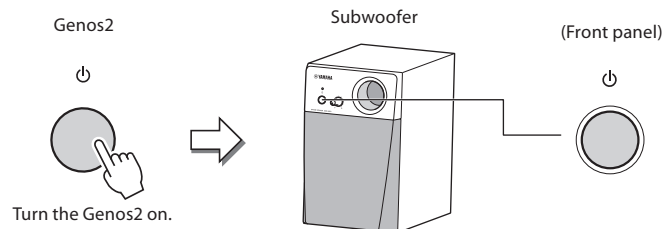
- 6** Connect the supplied AC power cord to the subwoofer.

- 7** Connect the power plugs of Genos2 and the subwoofer to an appropriate AC outlet.

- 8** Set the volume controls (MASTER VOLUME on Genos2 and MAIN VOLUME on the subwoofer) to minimum.



- 9** Turn on the power of Genos2, then the subwoofer.



- 10** Adjust the volume controls (MASTER VOLUME on Genos2 and MAIN VOLUME on the subwoofer) to appropriate levels.

Direct Access Chart

Press the [DIRECT ACCESS] button, then press one of the buttons (or move the appropriate knob, slider, joystick or pedal) listed below to call up the desired display.

Operation: [DIRECT ACCESS] button + button listed below		Function of the accessed LCD display				
		Display			Cursor	
		Level	TAB	PAGE/POP UP	Cursor Position	
STYLE	ACMP	Menu	Split Point & Fingering	-	-	-
	AUTO FILL IN		Style Setting	Setting	-	-
	OTS LINK		Mixer	Filter	Style	Resonance
	BREAK		Style Setting	Change Behavior	-	-
	INTRO 1		Mixer	Pan Volume	Style	Pan
	INTRO 2			Chorus/Reverb		Chorus
	INTRO 3			Effect		Insertion Effect
	MAIN A			EQ		High
	MAIN B		Master	EQ	Compressor	-
	MAIN C					-
	MAIN D					-
	ENDING 1		Split Point & Fingering	-	-	-
	ENDING 2		Style Setting	Setting	-	-
	ENDING 3		Split Point & Fingering	-	-	-
	SYNC START		Style Setting	Setting	-	-
	SYNC STOP		Style Setting	Setting	-	-
	START/STOP		Style Setting	Setting	-	-
CHORD LOOPER	REC/STOP	Menu	Chord Looper	-	-	-
	ON/OFF		Chord Looper	-	-	-
SONG A	PLAY/PAUSE	Menu	Score	-	-	-
	PREV		Lyrics	-	-	-
	NEXT		Text Viewer	-	-	-
SONG B	PLAY/PAUSE	Menu	Song Setting	Part Ch	-	-
	PREV			Lyrics	-	-
	NEXT			Play	-	-
	CROSS FADER			Guide	-	-
	RECORDING			Guide	-	-
TIMING	TAP TEMPO	Menu	Metronome	Tap Tempo	-	-
	TEMPO +			Metronome	-	-
	TEMPO -		Tempo	-	-	
TRANPOSE	TRANPOSE +	Menu	Transpose	-	-	-
	TRANPOSE -			-	-	-
UPPER OCTAVE	UPPER OCTAVE +	Menu	Voice Setting	Tune	-	-
	UPPER OCTAVE -			-	-	-
MIC	VOCAL HARMONY	Menu	Vocal Harmony	-	-	-
	TALK		Mic Setting	-	-	-
DIRECT ACCESS		-	-	-	-	-
ART	1	Menu	Assignable	-	-	Pedal 1
	2					Pedal 2
	3					Pedal 3
JOYSTICK	JOYSTICK HOLD	Menu	Live Control	Joystick	-	-
	Joystick X (+)					Joystick X (+)
	Joystick X (-)					Joystick X (-)
	Joystick Y (+)					Joystick Y (+)
	Joystick Y (-)					Joystick Y (-)
KNOB	1	Menu	Live Control	Knob/Slider	-	Knob 1
	2					Knob 2
	3					Knob 3
	4					Knob 4
	5					Knob 5
	6					Knob 6
	ASSIGN					-

Operation: [DIRECT ACCESS] button + button listed below		Function of the accessed LCD display					
		Display			Cursor		
		Level	TAB	PAGE/POP UP	Cursor Position		
SLIDER	1	Menu	Live Control	Knob/Slider	-	Slider 1	
	2					Slider 2	
	3					Slider 3	
	4					Slider 4	
	5					Slider 5	
	6					Slider 6	
	7					Slider 7	
	8					Slider 8	
	9					Slider 9	
	ASSIGN					-	
ONE TOUCH SETTING	1	(Style Selection)	-	-	Style Information	-	
	2						
	3						
	4						
MULTI PAD	MULTI PAD SELECT	(Multi Pad Selection)	-	-	Multi Pad Edit	Multi Pad 1	
	STOP		Audio Link Multi Pad	-	-	-	
	1		-	-	Multi Pad Edit	Multi Pad 1	
	2					Multi Pad 2	
	3					Multi Pad 3	
4	Multi Pad 4						
ENTER	-	-	-	-	-	-	
EXIT	Home	-	-	-	-	-	
DIAL	-	-	-	-	-	-	
INC	-	-	-	-	-	-	
DEC	-	-	-	-	-	-	
VOICE	PART SELECT LEFT	Menu	Voice Setting	Voice Set Filter	-	-	
	PART SELECT R1						
	PART SELECT R2						
	PART SELECT R3						
	PART ON/OFF LEFT		Voice Edit	-	-	Left	
	PART ON/OFF R1					Right 1	
	PART ON/OFF R2					Right 2	
	PART ON/OFF R3					Right 3	
	LEFT HOLD		Split Point & Fingering	-	-	-	-
	SUSTAIN		Voice Edit (*1)	Common 1	2	Panel Sustain	
	HARMONY/ARPEGGIO		Keyboard Harmony / Arpeggio	-	-	-	-
HOME	Utility	-	-	-	-		
MENU	Scale Tune	-	-	-	-		
STYLE	Style Setting	Setting	-	-	-		
VOICE	Voice Setting	Tune	-	-	-		
SONG	Song Setting	Guide	-	-	-		
PLAYLIST	Playlist Selection	-	-	-	-		
ASSIGNABLE	A	Menu	Assignable	-	-	Assignable A	
	B					Assignable B	
	C					Assignable C	
	D					Assignable D	
	E					Assignable E	
	F					Assignable F	
	1					Assignable 1	
	2					Assignable 2	
3	Assignable 3						

Operation: [DIRECT ACCESS] button + button listed below		Function of the accessed LCD display					
		Display			Cursor		
		Level	TAB	PAGE/POP UP	Cursor Position		
REGIST	REGIST BANK +	(Regist Bank Selection)	-	-	Regist Bank Edit	-	
	REGIST BANK -		-	-		-	
	FREEZE		Registration Freeze	-	-	-	
	MEMORY		Registration Sequence	-	-	-	
	1						
	2						
	3						
	4						
	5						
	6						
	7						
8							
9							
10							
ASSIGNABLE FOOT PEDAL	1	Menu	Assignable	-	-	Pedal 1	
	2					Pedal 2	
	3					Pedal 3	

*1: When the Organ Flute Voice or the Ensemble Voice is used on the currently selected part, simply dedicated Voice Edit display is called up.

Troubleshooting

Overall	
A click or pop is heard when the power is turned on or off.	This is normal. Electrical current is being applied to the instrument.
The power is automatically turned off.	This is normal and due to the Auto Power Off function. If necessary, set the parameter of the Auto Power Off function (page 24).
Noise is heard from the instrument.	Noise may be heard if a mobile phone is used near the instrument or if the phone is ringing. Turn off the mobile phone, or use it further away from the instrument.
Noise is heard from the instrument's speakers or headphones when using the instrument with an iPhone/iPad app.	When you use the instrument along with an iPhone/iPad app, we recommend that you set "Airplane Mode" to "ON" on your iPhone/iPad in order to avoid noise caused by communication.
In the LCD, there are some specific points that are always lit or unlit.	These are the result of defective pixels and occasionally occur in TFT-LCDs; they do not indicate a problem in operation.
There is a slight difference in sound quality among different notes played on the keyboard.	This is normal and is a result of the instrument's sampling system.
Some Voices have a looping sound.	
Some noise or vibrato is noticeable at higher pitches, depending upon the Voice.	
The overall volume is too low, or, no sound is heard.	The master volume may be set too low. Set it to an appropriate level with the [MASTER VOLUME] dial.
	All keyboard parts are set to off. Use the PART ON/OFF [RIGHT 1]/[RIGHT 2]/[RIGHT 3]/[LEFT] button to turn it on (page 48).
	The volume of individual parts may be set too low. Raise the volume in the Mixer display (page 90).
	Make sure the desired channel is set to on in the Mixer display (page 92).
	Headphones are connected, disabling the speaker output. Unplug the headphones.
	Connect the footswitch to the appropriate jack.
	Check whether the external speaker is connected and the volume control is adjusted properly (pages 112, 124).
The sound is distorted or noisy.	The volume may be turned up too high. Make sure all relevant volume settings are appropriate.
	This may be caused by certain effects or filter resonance settings. Check the effect or filter settings and change them accordingly in the Mixer display, referring to the Reference Manual on the website.
Not all simultaneously played notes sound.	You are probably exceeding the maximum polyphony of the instrument. When the maximum polyphony is exceeded, the least important notes (such as soft notes and notes currently decaying) will stop sounding first.
The keyboard volume is lower than the Style/ Song playback volume.	The volume of the keyboard parts may be set too low. Raise the volume in the Mixer display (page 90).
The Main display does not appear even when turning the power on.	This may occur if a USB flash drive has been installed to the instrument. Installation of some USB flash drive may result a long interval between turning the power on and appearance of the Home display. To avoid this, turn the power on after disconnecting the device.
Some characters of the file/folder name are garbled.	The language settings have been changed. Set the appropriate language for the file/ folder names (page 24).
An existing file is not shown.	The file extension (.MID, etc.) may have been changed or deleted. Manually rename the file, adding the appropriate extension, on a computer.
	Data files with names of more than 50 characters cannot be handled by the instrument. Rename the file, reducing the number of characters to 50 or less.

Style	
The Style does not start even when the [START/STOP] button is pressed.	The Rhythm channel of the selected Style may not contain any data. Turn the [ACMP] button on and play the left-hand section on the keyboard to sound the accompaniment part of the Style.
Only the rhythm channel plays.	Make sure the Auto Accompaniment function is turned on; press the [ACMP] button.
	Make sure to play keys in the chord range of the keyboard.
Styles in a USB flash drive cannot be selected.	If the size of the Style data is large (about 120 KB or greater), the Style cannot be selected because the data is too large to be read by the instrument.
Style playback seems to “skip” when the keyboard is played.	You are probably exceeding the maximum polyphony of the instrument. The instrument can play up to 256 notes at the same time—including RIGHT 1/ RIGHT 2/RIGHT 3/LEFT Voices, Style, Song, and Multi Pad notes. When the maximum polyphony is exceeded, the least important notes (such as soft notes and notes currently decaying) will stop sounding first.
Style does not change even when a different chord is played, or the chord is not recognized.	Make sure to play notes on the left-hand section of the keyboard.
Voice	
The Voice selected from the Voice Selection display does not sound.	Check whether the selected part is turned on or not (page 48).
A strange “flanging” or “doubling” sound occurs. The sound is slightly different each time the keys are played.	The RIGHT 1 and RIGHT 2 parts are set to “ON,” and both parts are set to play the same Voice. Turn off the RIGHT 2 part or change the Voice of one of the parts.
The sound is slightly different each time the keys are played.	If you are routing the MIDI OUT on the Genos2 to a sequencer and back to the MIDI IN, you may need to set Local Control setting to “off” in the System page of the MIDI display (refer to the Reference Manual on the website).
Some Voices will jump an octave in pitch when played in the upper or lower registers.	This is normal. Some voices have a pitch limit which, when reached, causes this type of pitch shift.
Song	
MIDI Songs cannot be selected.	If the size of the Song data is large (about 3 MB or greater), the Song cannot be selected because the data is too large to be read by the instrument.
	In the Dual Player mode, two MIDI Songs cannot be selected for SONG A and SONG B. Select Audio Song for either side.
	MIDI Songs cannot be played back during MIDI recording operation. Stop MIDI Recording when you want to play back a MIDI Song.
Audio Songs cannot be selected.	The file format may not be compatible with the instrument. Compatible formats are: MP3 and WAV. DRM protected files cannot be played back.
The sound of a song is too low, or a song cannot be heard.	Check the position of the Cross Fader. If the Cross Fader is set to the right position, you cannot hear the song of SONG A side. If this is the case, adjust the Cross Fader to the center position.
Song playback does not start.	The Song has been stopped at the end of the Song data. Return to the beginning of the Song by pressing the SONG [PREV] button.
The Song playback volume differs depending on the selected song.	The volume of MIDI Songs and Audio Songs are set independently. Adjust the volume in the Mixer display (page 90) after selecting a Voice.
(MIDI) The measure number is different from that of the score in the Song Position display, shown by pressing and holding the [PREV]/[NEXT] buttons.	This happens when playing back music data for which a specific, fixed tempo is set.
(MIDI) When playing back a Song, some channels do not play.	Playback of these channels may be set to off. Turn playback on for those channels that are set to off (page 92).
(MIDI) The tempo, beat, measure and music notation are not displayed correctly.	Some Song data for the instrument has been recorded with special “free tempo” settings. For such Song data, the tempo, beat, measure and music notation will not be displayed correctly.
(Audio) Recorded file is played back at a different volume compared to when it was recorded.	The audio playback volume has been changed. Setting the volume value to 90 plays back the file at the same volume as when it was recorded (page 90).

In the Audio Recording function, an error message appears and audio cannot be recorded to the internal User drive.	The data on the User drive is fragmented and cannot be used as is. Since there is no defragmentation function in the Audio Recording, the drive can only be defragmented by formatting it. To do this, first back up the data by using the data backup function (page 109), then format the drive, and finally restore the backup data. Performing this backup/restore operation effectively defragments the drive, allowing you to use it again.
Playlist	
The Registration Memory Bank file in the USB flash drive cannot be loaded when selecting a Playlist Record, even if the Bank file exists.	This is due to file path mismatch between the current one and the one at the time the Record was created. This happens when turning the instrument on/off with multiple USB flash drives still connected. To solve this, turn on the instrument with no USB flash drives connected, and then connect the USB flash drives in the order you want them to be recognized (in the same order as when you created the Record) after the home display appears.
Mixer	
The sound seems strange or different than expected when changing a rhythm Voice (drum kit, etc.) of the Style or Song from the Mixer.	When changing the rhythm/percussion Voices (drum kits, etc.) of the Style and Song from the VOICE parameter, the detailed settings related to the drum voice are reset, and in some cases you may be unable to restore the original sound. You can restore the original sound by selecting the same Song or Style again.
Microphone/Vocal Harmony	
The microphone input signal cannot be recorded.	The microphone input signal cannot be recorded by MIDI recording. Record by using Audio recording (page 95).
Harmony can be heard in addition to the microphone sound.	Vocal Harmony is set to on. Turn Vocal Harmony off (page 89).
The Vocal Harmony effect sounds distorted or out-of-tune.	Your vocal microphone may be picking up extraneous sounds, such as the Style sound from the instrument. In particular, bass sounds can cause mistracking of the Vocal Harmony. To remedy this: <ul style="list-style-type: none"> • Sing as closely to the microphone as possible. • Use a directional microphone. • Turn down the Master volume, Style volume, or Song volume control (pages 23, 90). • Separate the microphone from the external speakers as far as possible.
The Vocal Harmony effect is not applied even when it is turned on.	In the Chordal mode, Vocal Harmony is added only when chords are detected. Try one of the following: <ul style="list-style-type: none"> • Turn on the [ACMP ON/OFF] button and play chords in the chord section during Style playback. • Turn on the Left part and play chords in the left hand section. • Play back a Song which contains chords. • Set the "Stop ACMP" parameter to something other than "Off" via [MENU] → [Style Setting] → [Setting]. For details, refer to the Reference Manual on the website.
ASSIGNABLE FOOT PEDAL jacks	
The on/off setting of the footswitch connected to the ASSIGNABLE FOOT PEDAL jack is reversed.	Turn the instrument's power off, then turn it on again making sure not to press the footswitch.
AUX IN jacks	
Sound input to the AUX IN jacks is interrupted.	The output volume of the external device connected to this instrument is too low. Increase the output volume of the external device. The volume level reproduced via this instrument can be adjusted by using the [MASTER VOLUME] dial.

Specifications

Product Name		Digital Keyboard		
Size/Weight	Dimensions (W x D x H)		1,234 mm x 456 mm x 151 mm (48-9/16" x 17-15/16" x 5-15/16")	
	Weight		14.2 kg (31 lb, 5 oz)	
Control Interface	Keyboard	Number of keys	76	
		Type	Organ (FSX), Initial Touch/Aftertouch	
		Touch Response	Normal, Easy1, Easy2, Soft1, Soft2, Hard1, Hard2	
	Other Controllers	Joystick	Yes (Assignable)	
		Knobs	6 (Assignable, with LED gauge)	
		Sliders	9 (Assignable, with LED gauge), Cross Fader	
		Assignable buttons	9 (A–F, 1–3)	
		Articulation buttons	ART. 1, ART. 2, ART. 3	
	Main Display	Type	TFT Color Wide VGA LCD	
		Size	800 x 480 dots 9 inch	
		Touch Screen	Yes	
		Language	English, German, French, Spanish, Italian	
	Sub Display	Type	VA LCD (LIVE CONTROL View)	
		Size	512 x 48 dots	
Language		English		
Panel	Language	English		
Voices	Tone Generator		AWM Stereo Sampling, AEM technology, FM	
	Polyphony (max.)		384 (128 for Preset AWM Voices + 128 for Expansion AWM Voices + 128 for FM Voices)	
	Preset	Number of Voices	1,991 Voices + 75 Drum/SFX Kits	
		Featured Voices	106 S.Articulation2, 437 S.Articulation, 141 FM, 123 MegaVoice, 25 OrganFlutes, 11 Ambient Drums/SFX, 11 Revo Drums/SFX	
		Ensemble Voices	95	
	Compatibility		XG, GM, GM2 (for Song playback)	
Keyboard Parts		Right 1, Right 2, Right 3, Left		
Effects	Types	Reverb	85 Preset + 30 User	
		Chorus	107 Preset + 30 User	
		DSP	Variation: 363 Preset (with VCM) + 30 User Insertion 1–28: 363 Preset (with VCM) + 30 User	
		Master Compressor	5 Preset + 30 User	
		Master EQ	9 Preset + 30 User	
		Part EQ	28 Parts	
		Vocal Harmony	54 Preset + 60 User (*) * The User number represents the total of Vocal Harmony and Synth Vocoder.	
		Synth Vocoder	20 Preset + 60 User (*) * The User number represents the total of Vocal Harmony and Synth Vocoder.	
		Others	Mic Effect: Noise Gate, Compressor, 3 Band EQ Vocal Effect: 23	
Styles	Preset	Number of Styles	800	
		Featured Styles	720 Pro, 69 Session, 11 Free Play	
		Fingering	Single Finger, Fingered, Fingered On Bass, Multi Finger, AI Fingered, Full Keyboard, AI Full Keyboard	
		Style Control	INTRO x 3, MAIN VARIATION x 4, FILL x 4, BREAK, ENDING x 3	
	Other Features	One Touch Setting (OTS)	4 for each Style	
		Chord Looper	Yes	
		Style Section Reset	Yes	
Compatibility		Style File Format (SFF), Style File Format GE (SFF GE)		
Expandability (Expansion Packs)	Expansion Voice		Yes (approx. 3 GB)	
	Expansion Style		Yes (Internal Memory)	
	Expansion Audio Style		Yes (Internal Memory)	
Songs (MIDI)	Preset	Number of Preset Songs	9 Demo Songs, 1 Preset Song	
		Number of tracks	16	
	Recording	Data capacity	approx. 3 MB per Song	
		Function	Quick Recording, Multi Track Recording, Step Recording	
	Format	Playback	SMF (Format 0, Format 1), XF	
		Recording	SMF (Format 0)	

Songs (Audio)	Recording	Data Capacity	approx. 0.8 GB (80 minutes) per Song	
	Format	Playback	WAV (44.1 kHz, 16 bit, stereo), MP3 (44.1/48.0 kHz, 64/96/128/256/320 kbps or VBR, mono/stereo)	
		Recording	WAV (44.1 kHz, 16 bit, stereo)	
		Playback (Multi)	.aud (Genos original: 44.1 kHz sample rate, 16 bit resolution, stereo)	
		Recording (Multi)	.aud (Genos original: 44.1 kHz sample rate, 16 bit resolution, stereo)	
	Time Stretch		Yes	
	Pitch Shift		Yes	
Vocal Cancel		Yes		
Multi Pads	Number of Multi Pad Banks		507 Banks × 4 Pads	
	Audio Link		Yes	
Functions	Voices	Harmony/Echo	Yes	
		Arpeggio	Yes	
		Panel Sustain	Yes	
		Mono/Poly	Yes	
	Styles	Style Creator	Yes	
		OTS Information	Yes	
	Songs	Score Display function	Yes	
		Lyrics Display function	Yes	
		Lesson/Guide	Follow Lights, Any Key, Karao-Key, Your Tempo	
	Multi Pads	Multi Pad Creator	Yes	
	Registration Memory	Number of buttons	10	
		Control	Registration Sequence, Freeze	
	Playlist	Number of Records	2,500 (max.) Records per Playlist file	
	Search		Yes	
	Demo		Yes	
	Overall Controls	Metronome	Yes	
		Tempo Range	5 – 500, Tap Tempo	
		Transpose	–12 – 0 – +12	
		Tuning	414.8 – 440.0 – 466.8 Hz (approx. 0.2 Hz increments)	
		Octave button	Yes	
		Scale Type	9 Types	
		USB audio interface	44.1 kHz, 32 bit, stereo	
	Miscellaneous	Direct Access	Yes	
Text/Image Display function		Yes		
Wallpaper Customization		Yes		
Storage and Connectivity	Storage	Internal memory (USER Drive)	Yes (approx. 15 GB)	
		External drives	USB flash drive	
	Connectivity	Headphones	Standard stereo phone jack (PHONES)	
		Microphone	Yes (Combo Jack), Phantom Power (+48V) available	
		MIDI	MIDI A (IN/OUT), MIDI B (IN/OUT)	
		AUX IN	L/L+R, R Standard phone jack	
		LINE OUT	MAIN (L/L+R, R), SUB (1, 2), SUB (3, 4 / AUX OUT) Standard phone jack	
		Display out	HDMI (1280 × 720p max.)	
		FOOT PEDAL	1 (SUSTAIN), 2 (ART.1), 3 (VOLUME), function assignable	
		USB TO DEVICE	Yes (×3)	
		USB TO HOST	Yes	
		Wireless LAN	Yes (*) • Standards: IEEE802.11b/g/n (IEEE802.11n 5GHz: not compatible) • Range of transmit frequency (channels): Models for United States and Canada: 2401–2473 MHz (channels 1–11) Others: 2401–2483 MHz (channels 1–13) • Maximum RF output power: 14 dBm • Security: WEP, WPA-PSK (TKIP), WPA-PSK (AES), WPA2-PSK (AES), WPA/WPA2 mixed PSK • SAR value: 0.258 W/kg * May not be included, depending on your area. Check with your Yamaha dealer.	
		Bluetooth	Yes (*) • Bluetooth version: 5.0 • Supported profile: A2DP • Compatible codec: SBC • Wireless output: Bluetooth class 2 • Maximum communication distance: about 10 m • Radio Frequency: 2401.5–2480.5 MHz • Maximum output power (EIRP): +6.94 dBm • Type of modulation: GFSK, π/4 DQPSK, 8DPSK * May not be included, depending on your area. Check with your Yamaha dealer.	
		Power Supply	Auto Power Off	Yes

Included Accessories	<ul style="list-style-type: none"> • Owner's Manual • AC power cord • Music Rest, two Music Rest brackets
Separately Sold Accessories (May not be available depending on your area.)	<ul style="list-style-type: none"> • Option Speaker: GNS-MS01 • Headphones: HPH-50, HPH-100, HPH-150 • Footswitch: FC4A, FC5 • Foot Controller: FC7 • Wireless MIDI Adaptor: UD-BT01, MD-BT01 • Keyboard Stand: L-7B

The contents of this manual apply to the latest specifications as of the publishing date. To obtain the latest manual, access the Yamaha website then download the manual file. Since specifications, equipment or separately sold accessories may not be the same in every locale, please check with your Yamaha dealer.

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Note on source code distribution

For three years after the final factory shipment, you may request from Yamaha the source code for any portions of the product which are licensed under the GNU General Public License or GNU Lesser General Public License by writing to one of the Yamaha office addresses listed at the end of this Owner's Manual.

The source code will be provided at no charge; however, we may require you to reimburse Yamaha for the cost of delivering the source code to you.

- Note that we shall bear no responsibility whatsoever for any damage arising from changes (additions/ deletions) made to the software for this product by a third party other than Yamaha (or party authorized by Yamaha).
- Note that re-use of source code released to the public domain by Yamaha is unguaranteed, and Yamaha shall not bear any responsibility whatsoever for the source code.
- The source code can be downloaded from the following address:
<https://download.yamaha.com/sourcecodes/ekb/>

EN	SIMPLIFIED EU DECLARATION OF CONFORMITY / SIMPLIFIED UK DECLARATION OF CONFORMITY
	Hereby, Yamaha Corporation declares that the radio equipment type [Genos2] is in compliance with Directive 2014/53/EU and the radio equipment regulations of UK. The full texts of the EU declaration of conformity and the UK declaration of conformity are available at the following internet address: https://europe.yamaha.com/en/support/compliance/doc.html
FR	DECLARATION UE DE CONFORMITE SIMPLIFIEE
	Le soussigné, Yamaha Corporation, déclare que l'équipement radioélectrique du type [Genos2] est conforme à la directive 2014/53/UE. Le texte complet de la déclaration UE de conformité est disponible à l'adresse internet suivante: https://europe.yamaha.com/en/support/compliance/doc.html
DE	VEREINFACHTE EU-KONFORMITÄTSEKTLÄRUNG
	Hiermit erklärt Yamaha Corporation, dass der Funkanlagentyp [Genos2] der Richtlinie 2014/53/EU entspricht. Der vollständige Text der EU-Konformitätserklärung ist unter der folgenden Internetadresse verfügbar: https://europe.yamaha.com/en/support/compliance/doc.html
SV	FÖRENKLAD EU-FÖRSÄKRAN OM ÖVERENSSTÄMMELSE
	Härmed försäkrar Yamaha Corporation att denna typ av radioutrustning [Genos2] överensstämmer med direktiv 2014/53/EU. Den fullständiga texten till EU-försäkran om överensstämmelse finns på följande webbadress: https://europe.yamaha.com/en/support/compliance/doc.html
IT	DICHIARAZIONE DI CONFORMITÀ UE SEMPLIFICATA
	Il fabbricante, Yamaha Corporation, dichiara che il tipo di apparecchiatura radio [Genos2] è conforme alla direttiva 2014/53/UE. Il testo completo della dichiarazione di conformità UE è disponibile al seguente indirizzo Internet: https://europe.yamaha.com/en/support/compliance/doc.html
ES	DECLARACIÓN UE DE CONFORMIDAD SIMPLIFICADA
	Por la presente, Yamaha Corporation declara que el tipo de equipo radioeléctrico [Genos2] es conforme con la Directiva 2014/53/UE. El texto completo de la declaración UE de conformidad está disponible en la dirección Internet siguiente: https://europe.yamaha.com/en/support/compliance/doc.html
PT	DECLARAÇÃO UE DE CONFORMIDADE SIMPLIFICADA
	O(a) abaixo assinado(a) Yamaha Corporation declara que o presente tipo de equipamento de rádio [Genos2] está em conformidade com a Diretiva 2014/53/UE. O texto integral da declaração de conformidade está disponível no seguinte endereço de Internet: https://europe.yamaha.com/en/support/compliance/doc.html
NL	VEREENVOUDIGDE EU-CONFORMITEITSVERKLARING
	Hierbij verklaar ik, Yamaha Corporation, dat het type radioapparatuur [Genos2] conform is met Richtlijn 2014/53/EU. De volledige tekst van de EU-conformiteitsverklaring kan worden geraadpleegd op het volgende internetadres: https://europe.yamaha.com/en/support/compliance/doc.html
BG	ОПРОСТЕНА ЕС ДЕКЛАРАЦИЯ ЗА СЪОТВЕТСТВИЕ
	С настоящото Yamaha Corporation декларира, че този тип радиосъоръжение [Genos2] е в съответствие с Директива 2014/53/ЕС. Цялостният текст на ЕС декларацията за съответствие може да се намери на следния интернет адрес: https://europe.yamaha.com/en/support/compliance/doc.html
CS	ZJEDNODUŠENÉ EU PROHLÁŠENÍ O SHODĚ
	Tímto Yamaha Corporation prohlašuje, že typ rádiového zařízení [Genos2] je v souladu se směrnicí 2014/53/EU. Úplné znění EU prohlášení o shodě je k dispozici na této internetové adrese: https://europe.yamaha.com/en/support/compliance/doc.html
DA	FORENKLET EU-OVERENSSTEMMELSESEKTLÆRING
	Hermed erklærer Yamaha Corporation, at radioudstyrstypen [Genos2] er i overensstemmelse med direktiv 2014/53/EU. EU-overensstemmelsestekst kan findes på følgende internetadresse: https://europe.yamaha.com/en/support/compliance/doc.html
ET	LIHTSUSTATUD ELI VASTAVUSDEKLARATSIOON
	Käesolevaga deklareerib Yamaha Corporation, et käesolev raadioseadme tüüp [Genos2] vastab direktiivi 2014/53/EL nõuetele. ELi vastavusdeklaratsiooni täielik tekst on kättesaadav järgmisel internetiaadressil: https://europe.yamaha.com/en/support/compliance/doc.html

EL	ΑΠΛΟΥΣΤΕΥΜΕΝΗ ΔΗΛΩΣΗ ΣΥΜΜΟΡΦΩΣΗΣ ΕΕ
	Με την παρούσα ο/η Yamaha Corporation, δηλώνει ότι ο ραδιοεξοπλισμός [Genos2] πληροί την οδηγία 2014/53/ΕΕ. Το πλήρες κείμενο της δήλωσης συμμόρφωσης ΕΕ διατίθεται στην ακόλουθη ιστοσελίδα στο διαδίκτυο: https://europe.yamaha.com/en/support/compliance/doc.html
HR	POJEDNOSTAVLJENA EU IZJAVA O SUKLADNOSTI
	Yamaha Corporation ovime izjavljuje da je radijska oprema tipa [Genos2] u skladu s Direktivom 2014/53/EU. Cjeloviti tekst EU izjave o sukladnosti dostupan je na sljedećoj internetskoj adresi: https://europe.yamaha.com/en/support/compliance/doc.html
LV	VIENKĀRŠOTA ES ATBILSTĪBAS DEKLARĀCIJA
	Ar šo Yamaha Corporation deklarē, ka radioiekārta [Genos2] atbilst Direktīvai 2014/53/ES. Pilns ES atbilstības deklarācijas teksts ir pieejams šādā interneta vietnē: https://europe.yamaha.com/en/support/compliance/doc.html
LT	SUPAPRASTINTA ES ATITIKTIES DEKLARACIJA
	Aš, Yamaha Corporation, patvirtinu, kad radijo įrenginių tipas [Genos2] atitinka Direktyvą 2014/53/ES. Visas ES atitikties deklaracijos tekstas prieinamas šiuo interneto adresu: https://europe.yamaha.com/en/support/compliance/doc.html
HU	EGYSZERŰSÍTETT EU-MEGFELELŐSÉGI NYILATKOZAT
	Yamaha Corporation igazolja, hogy a [Genos2] típusú rádióberendezés megfelel a 2014/53/EU irányelvnek. Az EU-megfelelőségi nyilatkozat teljes szövege elérhető a következő internetes címen: https://europe.yamaha.com/en/support/compliance/doc.html
PL	UPROSZCZONA DEKLARACJA ZGODNOŚCI UE
	Yamaha Corporation niniejszym oświadcza, że typ urządzenia radiowego [Genos2] jest zgodny z dyrektywą 2014/53/UE. Pełny tekst deklaracji zgodności UE jest dostępny pod następującym adresem internetowym: https://europe.yamaha.com/en/support/compliance/doc.html
RO	DECLARAȚIA UE DE CONFORMITATE SIMPLIFICATĂ
	Prin prezenta, Yamaha Corporation declară că tipul de echipamente radio [Genos2] este în conformitate cu Directiva 2014/53/UE. Textul integral al declarației UE de conformitate este disponibil la următoarea adresă internet: https://europe.yamaha.com/en/support/compliance/doc.html
SK	ZJEDNODUŠENÉ EÚ VYHLÁSENIE O ZHODE
	Yamaha Corporation týmto vyhlasuje, že rádiové zariadenie typu [Genos2] je v súlade so smernicou 2014/53/EÚ. Úplné EÚ vyhlásenie o zhode je k dispozícii na tejto internetovej adrese: https://europe.yamaha.com/en/support/compliance/doc.html
SL	POENOSTAVLJENA IZJAVA EU O SKLADNOSTI
	Yamaha Corporation potrjuje, da je tip radijske opreme [Genos2] skladen z Direktivo 2014/53/EU. Celotno besedilo izjave EU o skladnosti je na voljo na naslednjem spletnem naslovu: https://europe.yamaha.com/en/support/compliance/doc.html
FI	YKSINKERTAISTETTU EU-VAATIMUSTENMUKAISUUSVAKUUTUS
	Yamaha Corporation vakuuttaa, että radiolaitetyypit [Genos2] on direktiivin 2014/53/EU mukainen. EU-vaatimustenmukaisuusvakuutuksen täysimittainen teksti on saatavilla seuraavassa internetosoitteessa: https://europe.yamaha.com/en/support/compliance/doc.html
TR	BASİTLEŞTİRİLMİŞ AVRUPA BİRLİĞİ UYGUNLUK BİLDİRİMİ
	İşbu belge ile, Yamaha Corporation, radyo cihaz tipinin [Genos2], Direktif 2014/53/ AB'ye uygunluğunu beyan eder. AB uyumu beyanının tam metni aşağıdaki internet adresinden edinilebilir: https://europe.yamaha.com/en/support/compliance/doc.html

(559-M01 RED DoC URL 02)

Important Notice: Guarantee Information for customers in European Economic Area (EEA) and Switzerland

<p>Important Notice: Guarantee Information for customers in EEA* and Switzerland</p> <p>For detailed guarantee information about this Yamaha product, and Pan-EEA* and Switzerland warranty service, please either visit the website address below (Printable file is available at our website) or contact the Yamaha representative office for your country. * EEA: European Economic Area</p>	English
<p>Wichtiger Hinweis: Garantie-Information für Kunden in der EWR* und der Schweiz</p> <p>Für nähere Garantie-Information über dieses Produkt von Yamaha, sowie über den Pan-EWR*- und Schweizer Garantieservice, besuchen Sie bitte entweder die folgend angegebene Internetadresse (eine druckfähige Version befindet sich auch auf unserer Webseite), oder wenden Sie sich an den für Ihr Land zuständigen Yamaha-Vertrieb. * EWR: Europäischer Wirtschaftsraum</p>	Deutsch
<p>Remarque importante: informations de garantie pour les clients de l'EEE et la Suisse</p> <p>Pour des informations plus détaillées sur la garantie de ce produit Yamaha et sur le service de garantie applicable dans l'ensemble de l'EEE ainsi qu'en Suisse, consultez notre site Web à l'adresse ci-dessous (Le fichier imprimable est disponible sur notre site Web) ou contactez directement Yamaha dans votre pays de résidence. * EEE : Espace Economique Européen</p>	Français
<p>Belangrijke mededeling: Garantie-informatie voor klanten in de EER* en Zwitserland</p> <p>Voor gedetailleerde garantie-informatie over dit Yamaha-product en de garantieservice in heel de EER* en Zwitserland, gaat u naar de onderstaande website (u vindt een afdrukbaar bestand op onze website) of neemt u contact op met de vertegenwoordiging van Yamaha in uw land. * EER: Europese Economische Ruimte</p>	Nederlands
<p>Aviso importante: información sobre la garantía para los clientes del EEE* y Suiza</p> <p>Para una información detallada sobre este producto Yamaha y sobre el soporte de garantía en la zona EEE* y Suiza, visite la dirección web que se incluye más abajo (la versión del archivo para imprimir esta disponible en nuestro sitio web) o póngase en contacto con el representante de Yamaha en su país. * EEE: Espacio Económico Europeo</p>	Español
<p>Avviso importante: informazioni sulla garanzia per i clienti residenti nell'EEA* e in Svizzera</p> <p>Per informazioni dettagliate sulla garanzia relativa a questo prodotto Yamaha e l'assistenza in garanzia nei paesi EEA* e in Svizzera, potete consultare il sito Web all'indirizzo riportato di seguito (è disponibile il file in formato stampabile) oppure contattare l'ufficio di rappresentanza locale della Yamaha. * EEA: Area Economica Europea</p>	Italiano
<p>Aviso importante: informações sobre as garantias para clientes da AEE* e da Suíça</p> <p>Para obter uma informação pormenorizada sobre este produto da Yamaha e sobre o serviço de garantia na AEE* e na Suíça, visite o site a seguir (o arquivo para impressão está disponível no nosso site) ou entre em contato com o escritório de representação da Yamaha no seu país. * AEE: Área Económica Européia</p>	Português
<p>Σημαντική σημείωση: Πληροφορίες εγγύησης για τους πελάτες στον EOX* και Ελλάδα</p> <p>Για λεπτομερείς πληροφορίες εγγύησης σχετικά με το παρόν προϊόν της Yamaha και την κάλυψη εγγύησης σε όλες τις χώρες του EOX και την Ελλάδα, επισκεφτείτε την παρακάτω ιστοσελίδα (Εκτυπώσιμη μορφή είναι διαθέσιμη στην ιστοσελίδα μας) ή απευθυνθείτε στην αντιπροσωπεία της Yamaha στη χώρα σας. * EOX: Ευρωπαϊκός Οικονομικός Χώρος</p>	Ελληνικά
<p>Viktigt: Garantiinformation för kunder i EES-området* och Schweiz</p> <p>För detaljerad information om denna Yamahaprodukt samt garantiservice i hela EES-området* och Schweiz kan du antingen besöka nedanstående webbadress (en utskriftsvänlig fil finns på webbplatsen) eller kontakta Yamahas officiella representant i ditt land. * EES: Europeiska Ekonomiska Samarbetsområdet</p>	Svenska
<p>Viktig merknad: Garantiinformasjon for kunder i EØS* og Sveits</p> <p>Detaljert garantiinformasjon om dette Yamaha-produktet og garantiservice for hele EØS-området* og Sveits kan fås enten ved å besøke nettstedene nedenfor (utskriftsversjon finnes på våre nettsider) eller kontakte Yamahas kontoret i landet der du bor. *EØS: Det europeiske økonomiske samarbeidsområdet</p>	Norsk
<p>Vigtig oplysning: Garantioplysninger til kunder i EØO* og Schweiz</p> <p>De kan finde detaljerede garantioplysninger om dette Yamaha-produkt og den fælles garantiserviceordning for EØO* (og Schweiz) ved at besøge det websted, der er angivet nedenfor (der findes en fil, som kan udskrives, på vores websted), eller ved at kontakte Yamahas nationale repræsentationskontor i det land, hvor De bor. * EØO: Det Europæiske Økonomiske Område</p>	Dansk
<p>Tärkeä ilmoitus: Takuutiedot Euroopan talousalueen (ETA)* ja Sveitsin asiakkaille</p> <p>Tämän Yamaha-tuotteen sekä ETA-alueen ja Sveitsin takuuta koskevat yksityiskohtaiset tiedot saatte alla olevasta nettiosoitteesta. (Tulostettava tiedosto saatavissa sivustollamme.) Voitte myös ottaa yhteyttä paikalliseen Yamaha-edustajaan. *ETA: Euroopan talousalue</p>	Suomi
<p>Ważne: Warunki gwarancyjne obowiązujące w EOG* i Szwajcarii</p> <p>Aby dowiedzieć się więcej na temat warunków gwarancyjnych tego produktu firmy Yamaha i serwisu gwarancyjnego w całym EOG* i Szwajcarii, należy odwiedzić wskazaną poniżej stronę internetową (Plik gotowy do wydruku znajduje się na naszej stronie internetowej) lub skontaktować się z przedstawicielstwem firmy Yamaha w swoim kraju. * EOG — Europejski Obszar Gospodarczy</p>	Polski
<p>Důležité oznámení: Záruční informace pro zákazníky v EHS* a ve Švýcarsku</p> <p>Podrobné záruční informace o tomto produktu Yamaha a záručním servisu v celém EHS* a ve Švýcarsku naleznete na níže uvedené webové adrese (soubor k tisku je dostupný na našich webových stránkách) nebo se můžete obrátit na zástupce firmy Yamaha ve své zemi. * EHS: Evropský hospodářský prostor</p>	Česky
<p>Fontos figyelemzétetés: Garancia-információk az EGT* területén és Svájcban élő vásárlók számára</p> <p>A jelen Yamaha termékre vonatkozó részletes garancia-információk, valamint az EGT*-re és Svájcra kiterjedő garanciális szolgáltatás tekintetében keresse fel webhelyünket az alábbi címen (a webhelyen nyomtatható fájl is talál), vagy pedig lépjen kapcsolatba az országában működő Yamaha képviselői irodával. * EGT: Európai Gazdasági Térség</p>	Magyar
<p>Oluline märkus: Garantiiteave Euroopa Majanduspiirkonna (EMP)* ja Šveitsi klientidele</p> <p>Täpsema teabe saamiseks selle Yamaha toote garantii ning kogu Euroopa Majanduspiirkonna ja Šveitsi garantiiteeninduse kohta, külastage palun veebisaiti alljärgneval aadressil (meie saidil on saadaval printitav fail) või pöörduge Teie regiooni Yamaha esinduse poole. * EMP: Euroopa Majanduspiirkond</p>	Eesti keel
<p>Svarīgs paziņojums: garantijas informācija klientiem EEZ* un Šveicē</p> <p>Lai saņemtu detalizētu garantijas informāciju par šo Yamaha produktu, kā arī garantijas apkalpošanu EEZ* un Šveicē, lūdzam, apmeklējiet zemāk norādīto tīmekļa vietnes adresi (tīmekļa vietnē ir pieejams drukājams fails) vai sazinieties ar jūsu valsti apkalpojošo Yamaha pārstāvniecību. * EEZ: Eiropas Ekonomikas zona</p>	Latviešu
<p>Dėmesio: informacija dėl garantijos pirkėjams EEE* ir Šveicarijoje</p> <p>Jei reikia išsamios informacijos apie šį „Yamaha“ produktą ir jo techninę priežiūrą visoje EEE* ir Šveicarijoje, apsilankykite mūsų svetainėje toliau nurodytu adresu (svetainėje yra spausdintinas failas) arba kreipkitės į „Yamaha“ atstovybę savo šaliai. *EEE – Europos ekonominė erdvė</p>	Lietuvių kalba
<p>Dôležité upozornenie: Informácie o záruke pre zákazníkov v EHP* a Švajčiarsku</p> <p>Podrobné informácie o záruke týkajúce sa tohto produktu od spoločnosti Yamaha a garančnom servise v EHP* a Švajčiarsku nájdete na webovej stránke uvedenej nižšie (na našej webovej stránke je k dispozícii súbor na tlač) alebo sa obráťte na zástupcu spoločnosti Yamaha vo svojej krajine. * EHP: Európsky hospodársky priestor</p>	Slovenčina
<p>Pomembno obvestilo: Informacije o garanciji za kupce v EGP* in Švici</p> <p>Za podrobnejše informacije o tem Yamahinem izdelku ter garancijskem servisu v celotnem EGP in Švici, obiščite spletno mesto, ki je navedeno spodaj (natisljiva datoteka je na voljo na našem spletnem mestu), ali se obrnite na Yamahinega predstavnika v svoji državi. * EGP: Evropski gospodarski prostor</p>	Slovenščina
<p>Важно съобщение: Информация за гаранцията за клиенти в ЕИП* и Швейцария</p> <p>За подробна информация за гаранцията за този продукт на Yamaha и гаранционното обслужване в паневропейската зона на ЕИП* и Швейцария или посетете посочения по-долу уеб сайт (на нашия уеб сайт има файл за печат), или се свържете с представителния офис на Yamaha във вашата страна. * ЕИП: Европейско икономическо пространство</p>	Български език
<p>Notificare importantă: Informații despre garanție pentru clienții din SEE* și Elveția</p> <p>Pentru informații detaliate privind acest produs Yamaha și serviciul de garanție Pan-SEE* și Elveția, vizitați site-ul la adresa de mai jos (fișierul imprimabil este disponibil pe site-ul nostru) sau contactați biroul reprezentanței Yamaha din țara dumneavoastră. * SEE: Spațiul Economic European</p>	Limba română
<p>Važna obavijest: Informacije o jamstvu za države EGP-a i Švicarske</p> <p>Za detaljne informacije o jamstvu za ovaj Yamahin proizvod te jamstvenom servisu za cijeli EGP i Švicarsku, molimo Vas da posjetite web-stranicu navedenu u nastavku ili kontaktirate ovlaštenog Yamahinog dobavljača u svojoj zemlji. * EGP: Evropski gospodarski prostor</p>	Hrvatski

<https://europe.yamaha.com/warranty/>

URL_5



Important Notice:

U.S. LIMITED WARRANTY for Customers in the United States

For detailed information about this Yamaha product and warranty service, please either visit the following website address (printable file is available at our website) or contact Customer Service at the address or telephone number identified below.

Website Address:

<https://yamaha.io/AWWarranty>

Customer Service:

Yamaha Corporation of America
6600 Orangethorpe Avenue, Buena Park, CA 90620
Telephone: 800-854-1569



For details of products, please contact your nearest Yamaha representative or the authorized distributor listed below.

Pour plus de détails sur les produits, veuillez-vous adresser à Yamaha ou au distributeur le plus proche de vous figurant dans la liste suivante.

Die Einzelheiten zu Produkten sind bei Ihrer unten aufgeführten Niederlassung und bei Yamaha Vertragshändlern in den jeweiligen Bestimmungsländern erhältlich.

Para detalles sobre productos, contacte su tienda Yamaha más cercana o el distribuidor autorizado que se lista debajo.

NORTH AMERICA

CANADA

Yamaha Canada Music Ltd.
135 Milner Avenue, Toronto, Ontario M1S 3R1,
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Tel: +1-416-298-1311

U.S.A.

Yamaha Corporation of America
6600 Orangethorpe Avenue, Buena Park, CA
90620, U.S.A.
Tel: +1-714-522-9011

CENTRAL & SOUTH AMERICA

MEXICO

Yamaha de México, S.A. de C.V.
Av. Insurgentes Sur 1647 Piso 9, Col. San José
Insurgentes, Delegación Benito Juárez, CDMX,
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BRAZIL

Yamaha Musical do Brasil Ltda.
Praça Professor José Lannes, 40-Cjs 21 e 22,
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Paulo – SP, Brazil
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ARGENTINA

**Yamaha Music Latin America, S.A.,
Sucursal Argentina**
Olga Cossetini 1553, Piso 4 Norte,
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Buenos Aires, Argentina
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Ciudad de Panamá, Rep. de Panamá
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EUROPE

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SWITZERLAND/LIECHTENSTEIN

**Yamaha Music Europe GmbH, Branch
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Tel: +41-44-3878080

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POLAND

**Yamaha Music Europe
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BULGARIA

Dinacord Bulgaria LTD.
Bul.Iskarsko Schose 7 Targowski Zentar
Ewropa 1528 Sofia, Bulgaria
Tel: +359-2-978-20-25

MALTA

Olimpus Music Ltd.
Valletta Road, Mosta MST9010, Malta
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NETHERLANDS/BELGIUM/ LUXEMBOURG

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Major Music Center
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OTHER EUROPEAN REGIONS

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MIDDLE EAST

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Yeni Sülün Sokak No. 10
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