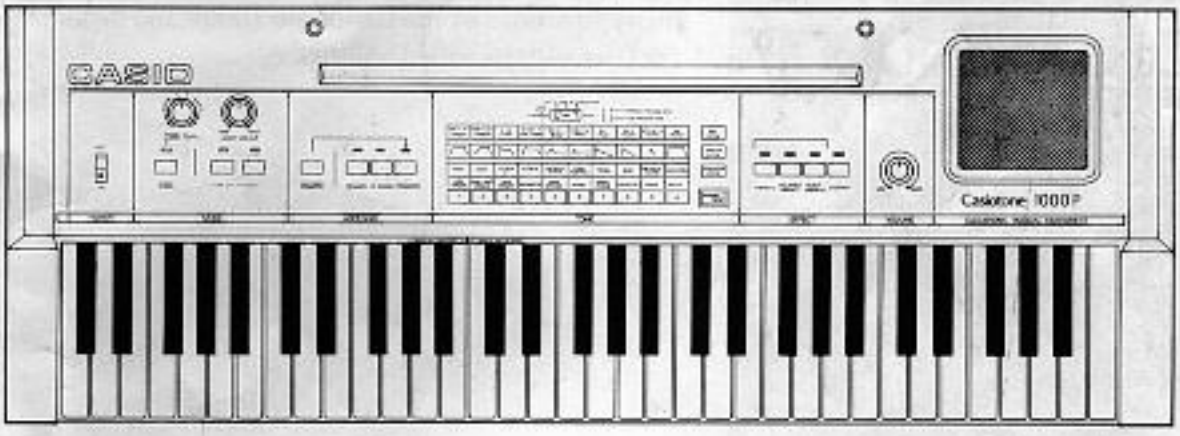
# Casiotone 1000P

## OPERATION MANUAL

## MANUAL DE OPERACION




CASIO

# Casiotone 1000P

ELECTRONIC MUSICAL INSTRUMENT

Thank you very much for purchasing the Casiotone 1000P, we hope it gives you many years of enjoyment.

The Casiotone 1000P is a valuable and exciting introduction to the world of music, assembling myriad sounds onto an electronic keyboard with under-arm portability.
It is different from conventional synthesizers in that it permits sounds to be created simply by combining numbers using the sound programming function. There is also an arpeggio programming function so you can freely combine arpeggio patterns to support your performance on the keyboard or accompany other instruments in a group.

This booklet has been prepared to help you explore the many functions of the Casiotone 1000P and become familiar with its varied abilities.

## CONTENTS

# 1 Unique features of the Casiotone 1000P

**1 Sound programming allows the simple creation of 1000 sounds and storage in 10 memories.**

With the selective use of FEET, ENVELOPE and MODULATION and the combination of numbers shown on the digital display, as many as 1000 different sounds can be created. The ones you like best, up to 10, can be stored in the memory.

**2 A programmable arpeggio function freely combines arpeggio patterns and can also be used as a sequencer.**

Arpeggio patterns can be freely programmed to match the music.
Since up to 127 steps, 9 note pitches and rests can be stored, it is possible to use this function for high class arpeggio or as a sequencer.

**3 A digital frequency display and wide range digital pitch control provides transposing function.**

With a clear digital display of the frequency, tuning can be perfected visually as well as by sound. Since the variable range goes from 221 Hz to 662 Hz, with standard A=442 Hz, transposing is also possible between minus 1 octave and plus 0.5 octave.

**4 10 preset sounds and a 16-step up/down preset arpeggio give big musical scope.**

10 beautiful preset sounds — the Piano, Jazz Organ, Vibraphone, etc. can be selected with one touch. Also, since a 16-step up/down arpeggio pattern is preset, music with a professional background can be enjoyed.

**5 Various sound effects give full play to musical expressions.**

The Casiotone 1000P provides various sound effects such as Sustain — which produces a beautiful lingering effect, Vibrato and Delayed Vibrato — indispensable for delicate, emotional expressions, and Heavy Vibrato — which creates a modern musical ambience.

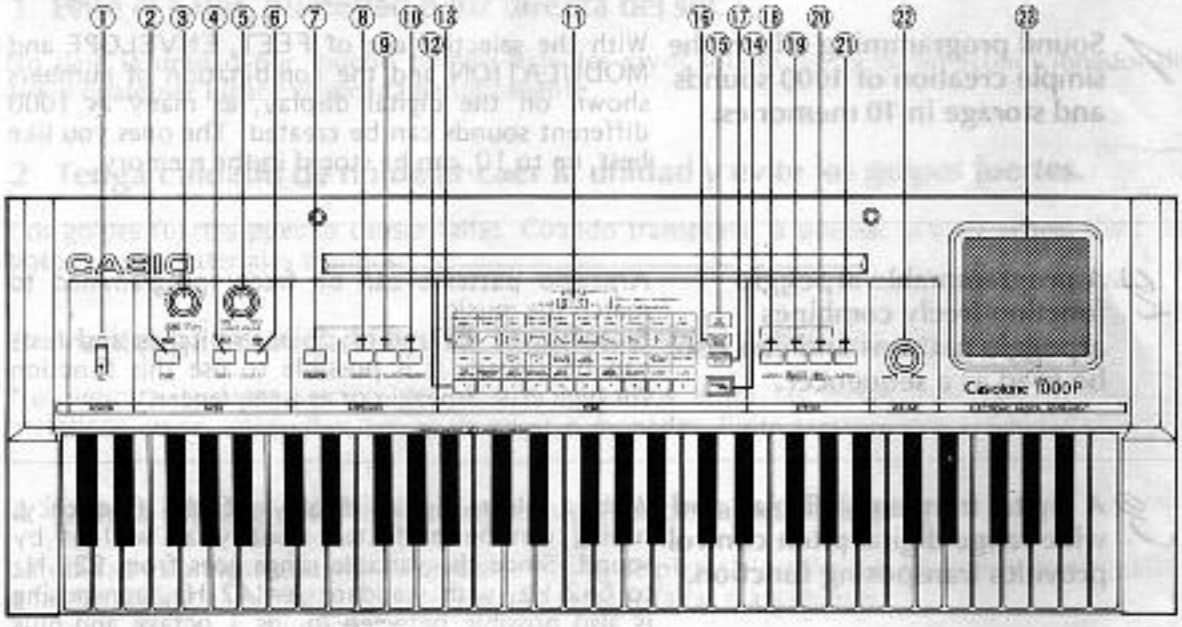
**6 The keyboard split function allows you to play the melody and chord separately with different sounds.**

The 61-key, 5-octave keyboard can be split into 3-octave upper keyboard and a 2-octave lower keyboard with one touch. Since different sounds can be independently set for each section, you can enjoy a wide variation of the performance as if using a two-tiered organ keyboard.

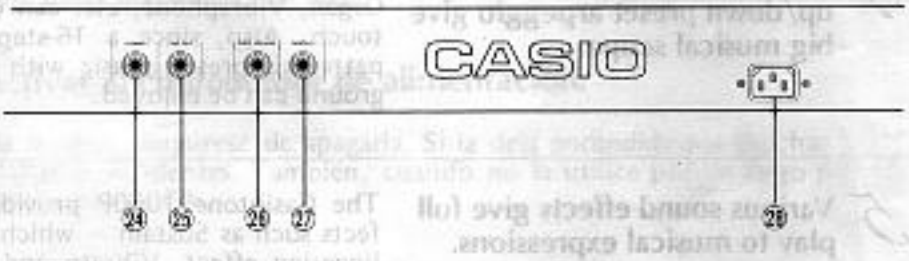
**7 Complete, yet compact keyboard with 61 keys, 5 octaves and 8-note polyphonic.**

The note range accomodates all kinds of music from classics to pops. And, with 8-note polyphonic, chord playing is truly realistic. All this, in an instrument that is easily portable.

# 2 In and around the Casiotone 1000P




(Rear panel)




① Power ON/OFF Switch
② TUNE Button
③ TUNE/ARPEGGIO TEMPO Control Knob
④ TONE SET Button
⑤ LOWER VOLUME Control Knob
⑥ SPLIT Button
⑦ RECORD Button
⑧ MEMORY Button
⑨ UP/DOWN Button
⑩ PROGRAM Button
⑪ Digital Display
⑫ Sound Selection Buttons
⑬ Sound Characteristic Data Chart
⑭ PROGRAM/PRESET Button
⑮ FEET Button
⑯ ENVELOPE Button
⑰ MODULATION Button
⑱ VIBRATO Button
⑲ DELAYED VIBRATO Button
⑳ HEAVY VIBRATO Button
㉑ SUSTAIN Button
㉒ Main Volume Control Knob
㉓ Built-in Speaker

(Rear panel)
㉔ Headphone Jack (PHONES)
㉕ Output Jack (LINE OUT)
㉖ FOOT VOLUME Jack
㉗ SUSTAIN Jack
㉘ AC Power Socket

Each time a button is pressed, it turns the function on and off. When on, a red indicator lamp will light (except for the Sound Selection Buttons). The UP/DOWN Button and the PROGRAM Button indicators will blink in time with the arpeggio tempo which is currently established.

**① Power ON/OFF Switch**
Turns the power on and off.

**② TUNE Button**
Press on when tuning or transposing.

**③ TUNE/ARPEGGIO TEMPO Control Knob**
Adjusts arpeggio speed or note pitch. Turning the knob to the right increases the tempo of the arpeggio or raises the pitch of the notes. Turning the knob to the left decreases the tempo of the arpeggio or lowers the pitch of the notes. If you continue to turn the knob in one direction, it will eventually return to the lowest or highest setting as it employs an endless system control.

**④ TONE SET Button**
Press on to set the sound for the lower keyboard (lower two octaves) when the keyboard is split.

**⑤ LOWER VOLUME Control Knob**
Adjusts the volume of the lower keyboard (lower two octaves) when the keyboard is split. As this is adjusted relative to the main volume, it will not function when the Main Volume Control Knob is set to MIN.

**⑥ SPLIT Button**
Press on to split the upper three octaves and the lower two octaves of the keyboard. In this case, the lower two octaves will become one octave higher.

**⑦ RECORD Button**
Press on the PROGRAM Button and this button at the same time when programming arpeggio patterns.

**⑧ MEMORY Button**
If this button is pressed on, while playing arpeggio, the sounds will continue to be produced until the next chord is pressed even if the fingers are removed from the keyboard.

**⑨ UP/DOWN Button**
Press on when you want to play arpeggio using the preset arpeggio pattern (16-step, up/down pattern).

**⑩ PROGRAM Button**
When programming an arpeggio pattern, press on the RECORD Button and this button at the same time. Also, press on when playing arpeggio using the programmed arpeggio pattern.

**⑪ Digital Display**
Displays the preset sound number, programmed sound memory number, sound characteristic numbers and note pitch (Hz).

**⑫ Sound Selection Buttons**
Press to select preset sounds or programmed sounds. Also, these buttons are used when programming sound characteristics or arpeggio patterns.

**⑬ Sound Characteristic Data Chart**
Shows the various sound characteristics for sound programming. (10 elements each for FEET, ENVELOPE and MODULATION).

⑭ **PROGRAM/PRESET Button**
Each time this is pressed, it selects either the preset sounds or programmed sounds.

⑮ **FEET Button**
Press on to designate the feet while programming a sound.

⑯ **ENVELOPE Button**
Press on to designate the envelope while programming a sound.

⑰ **MODULATION Button**
Press on to designate the modulation while programming a sound.

⑱ **VIBRATO Button**
Press on to give warmth and strong expression to the sound. It allows full and effective tonal reverberation.

⑲ **DELAYED VIBRATO Button**
Press on to get a delayed vibrato effect. It allows a certain delay of the vibrato after depression of a key.

⑳ **HEAVY VIBRATO Button**
Press on to give a heavy vibration to the sound. It creates a modern musical ambience.

㉑ **SUSTAIN Button**
Press on to get a sustain effect. The sound lingers on even after the fingers are removed from the keyboard.

㉒ **Main Volume Control Knob**
Adjusts the volume of the entire instrument. Turning the knob to the right increases the volume.

㉓ **Built-in Speaker**
Delivers ideal sound for home parties, personal listening or musical lessons.

(Rear panel)

㉔ **Headphone Jack (PHONES)**
If a headphone (optional) is connected, the speaker sound will be automatically cut off and playing can be enjoyed privately.

㉕ **Output Jack (LINE OUT)**
If the instrument is connected to audio equipment or a keyboard amplifier, etc. and external speakers, playing can be enjoyed with a more powerful volume. The volume can be adjusted by using the volume control on this instrument or a foot volume control pedal (optional).

㉖ **FOOT VOLUME Jack**
By connecting a foot volume control pedal (optional) to this jack, free volume change can be made by foot during play.

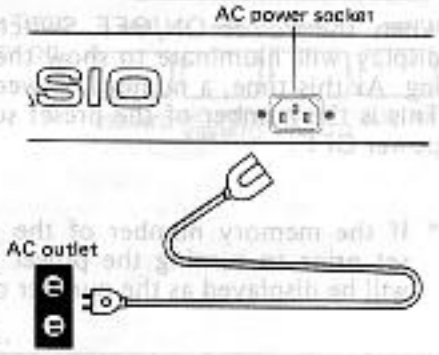
㉗ **SUSTAIN Jack**
If a sustain pedal (optional) is connected, a lingering sustain effect can be obtained while stepping on the pedal, even after keyboard playing has finished.

㉘ **AC Power Socket**
Connect the AC power cord (standard accessory).

# 3 Power Supply

## Main Power Supply

The Casiotone 1000P uses domestic AC for a power supply. Connect the provided AC power cord to the AC power socket on the Casiotone 1000P and plug it into an AC outlet.



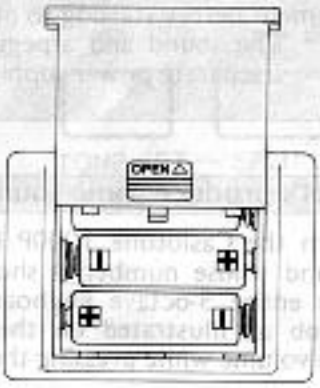

## Memory Protection Power Supply

Any programmed sound and arpeggio will be protected even when the main power supply (Power ON/OFF Switch) is turned OFF. Three AA size manganese dry batteries (UM-3) are used as backup power for memory protection. Battery life is approximately one year, during which time the memory contents will be retained.

When batteries become weak, a distorted sound, different from the one you programmed, may be produced or an erroneous display appears. It is advisable to replace the batteries once a year to avoid the above conditions.

**[Battery Replacement]**

The battery compartment is located on the back panel of the instrument. Slide open the lid and replace the batteries making sure the ⊕ and ⊖ terminals are facing correctly.




**Note:**

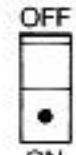
Since the lifespan of UM-3 or SUM-3 batteries is approximately one year, replace all three batteries once a year. The original batteries are installed at the factory, so the first replacement should be made within approximately 8 to 10 months. Also, when the instrument is to be left unused for a long time, remove the batteries to avoid damage caused by leakage.

Removing the batteries clears the memory contents. So, when the power is switched ON just after battery replacement, the sound or display may be confused. Press a Sound Selection Button to return to a normal condition. However, the programmed sound and arpeggio need to be re-programmed.

# 4 Casiotone 1000P - Starting to Play

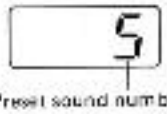
## Turn the power ON.

When the Power ON/OFF Switch is turned ON, the digital display will illuminate to show the Casiotone 1000P is operating. At this time, a number between 0 and 9 will be displayed. This is the number of the preset sound set prior to turning the power OFF.



POWER

* If the memory number of the programmed sound was last set prior to turning the power OFF, that memory number will be displayed as the number of the preset sound.



Preset sound number

Switching the power OFF and then ON again turns off all of the buttons on the Casiotone 1000P. This Operation Manual will explain the instrument from this initial condition. Therefore, switch the power OFF and then ON again to prepare the instrument before starting to play.

* The sound and arpeggio which have been preset or programmed are protected by a separate power supply.

## Let's produce some sounds.

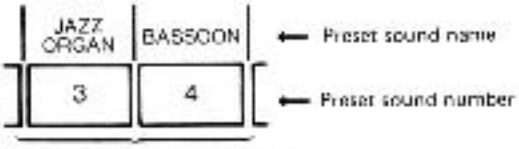
With the Casiotone 1000P in this initial condition, the preset sound whose number is shown on the digital display is set in the entire 5-octave keyboard. Set the Main Volume Control Knob as illustrated on the right and play the keys. Adjust the volume while pressing the keys.

VOLUME

## Now, select one of 10 preset sounds.

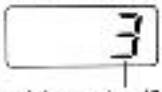
The Casiotone 1000P has 10 preset sounds such as Jazz Organ, Piano, Vibraphone . . . and by pressing the Sound Selection Buttons, any one can easily be selected. The number of the selected preset sound will appear on the digital display.

* The CHIME sound can be used as a sound effect as it contains various musical intervals.



Sound Selection Buttons

(Preset sound display)



A single-digit number (0–9) shows the preset sound number.

Each time the PROGRAM/PRESET Button is pressed, the two sets of information shown below will change alternately on the display. When only one digit is displayed, the preset sound can be selected by using the Sound Selection Buttons.

(Preset sound display) (Sound programming display)

## Experiment with some effects.

There are four effect buttons as shown on the right. Each time the buttons are pressed they turn on and off. When they are on, the respective indicators will light up.

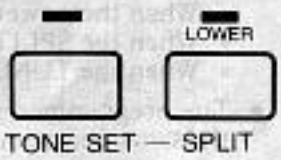

- **VIBRATO**
This is a normal vibrato effect.
- **DELAYED VIBRATO**
This is a delayed vibrato effect.
- **HEAVY VIBRATO**
This gives a heavy vibration to the sound.

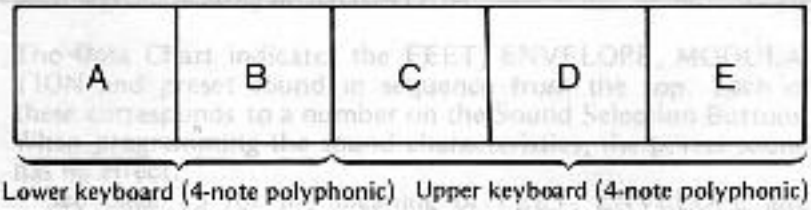
* Only one vibrato effect may be selected at one time.

- **SUSTAIN**
A lingering sound remains even after the fingers are removed from the keyboard.

## How to split the keyboard.

If the SPLIT Button is pressed, the 61-key, 5-octave keyboard will be split into a 3-octave upper keyboard and a 2-octave lower keyboard, each one adopting 4-note polyphonic. At this time, the lower keyboard note range will raise one octave and become a note range suitable for accompaniment.




* Since the note range of A and B is raised one octave, B becomes in the same note range as C.

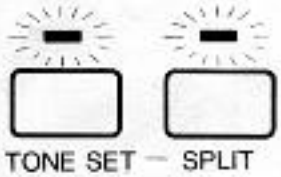
### Lower Keyboard Volume Adjustment

The volume of the lower keyboard (lower two octaves) can be independently adjusted. This is done by using the LOWER VOLUME Control Knob. Turning the knob to the right increases the volume. However, if the Main Volume Control Knob is set to MIN, even if the LOWER VOLUME Control Knob is set to MAX, no sound will be produced.


### Lower Keyboard Sound Selection

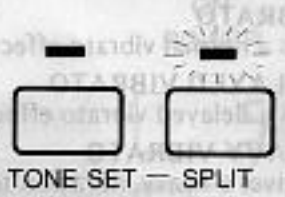
Different sounds can be independently set for the lower and upper keyboards.

(1) Press both the SPLIT Button and the TONE SET Button on.
- The SPLIT and TONE SET indicators will light.



(2) Press the desired Sound Selection Button.
- The number of the selected preset sound will be displayed on the digital display.


(3) Press the TONE SET Button off.
- The TONE SET indicator will go off.

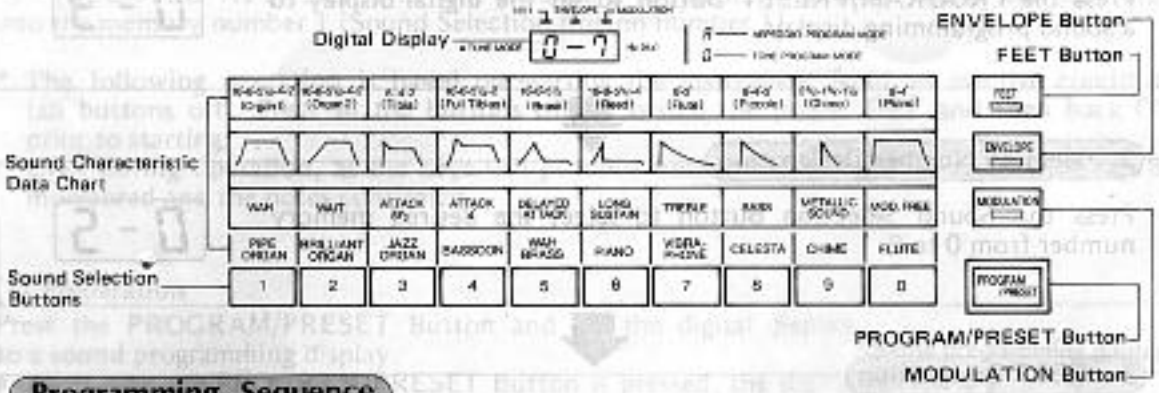



* With the above operation, the desired sound pressed in Step 2, above, is now set in the lower keyboard.
When the Sound Selection Button is pressed in Step 3 (TONE SET Button: off, SPLIT Button: on), that sound can be set only in the upper keyboard.

- The sound set in the lower keyboard will be deleted and the sound set in the upper keyboard will be automatically set in the lower keyboard in the following cases.
  - When the power is switched OFF.
  - When the SPLIT Button is pressed off.
  - When the TUNE Button is pressed off.
- The programmed sound (see page 9) can also be set in the lower keyboard by using the same operation.

# 5 Sound Programming Function

With this instrument, 10 elements each for FEET, ENVELOPE and MODULATION can be combined to create up to 1000 different sound characteristics and 10 of these can be stored in the memory.

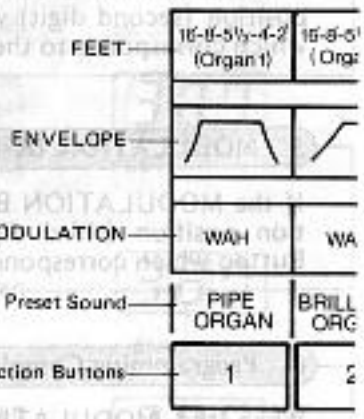



## Programming Sequence

First, based on the Sound Characteristic Data Chart, select a three-digit number which corresponds to the elements to be combined in producing the desired overall sound characteristic. The respective digits range from 0 to 9 with the first digit indicating the FEET, the second digit the ENVELOPE and the third digit indicating MODULATION.


The Data Chart indicates the FEET, ENVELOPE, MODULATION and preset sound in sequence from the top. Each of these corresponds to a number on the Sound Selection Buttons. When programming the sound characteristics, the preset sound has no effect.

* See page 13 for the meaning of FEET, ENVELOPE and MODULATION.




For example, the three-digit number "111" would indicate a sound characteristic with elements as follows.

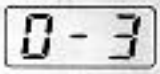
FEET = 16'-8'-5 1/3'-4'-2'
ENVELOPE = /‾\
MODULATION = WAH

After determining the three-digit number, use the PROGRAM/PRESET Button, the FEET Button, the ENVELOPE Button, the MODULATION Button and the Sound Selection Buttons to perform programming.

The basic operating sequence is as follows.

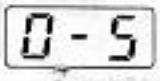
**1 Preparation**

Press the PROGRAM/PRESET Button to set the digital display to a sound programming display.




**2 Memory Number Designation**

Press the Sound Selection Button to select the desired memory number from 0 to 9.




**3 FEET Designation**

If the FEET Button is pressed, the number in the feet position (first digit) will blink. Press the Sound Selection Button which corresponds to the desired feet.


**4 ENVELOPE Designation**

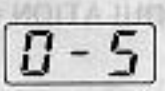
If the ENVELOPE Button is pressed, the number in the envelope position (second digit) will blink. Press the Sound Selection Button which corresponds to the desired envelope.


**5 MODULATION Designation**

If the MODULATION Button is pressed, the number in the modulation position (third digit) will blink. Press the Sound Selection Button which corresponds to the desired modulation.


**6 Programming Completion**

When the MODULATION Button is pressed, the digital display will return to a sound programming display and programming is complete.




The sequence of Step 3 through 5 above may be changed. In this case, at Step 6, press the button (FEET, ENVELOPE or MODULATION) corresponding to the position that is blinking.

**EX.)** When the number in the middle (envelope) is blinking, if the ENVELOPE Button is pressed, the digital display will return to the sound programming display.

## Programming Demonstration

**Example:**

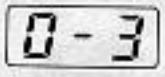
To set the FEET to "3" (8'-4'-2'), the ENVELOPE to "8" ( ⌐ ) and the MODULATION to "5" (DELAYED ATTACK). This will produce a sound like raindrops which can be stored into the memory number 1 (Sound Selection Button number 1).

* The following operation is based on starting the instrument from an inactive condition (all buttons off). Press all the buttons off or switch the power OFF and then back ON prior to starting.
  Even during operation, as the keys will produce notes when pressed, programming can be monitored and the notes confirmed.

### (1) Preparation

Press the PROGRAM/PRESET Button and set the digital display to a sound programming display.

- Each time the PROGRAM/PRESET Button is pressed, the digital display is alternately changed to a sound programming display or to a preset sound display.

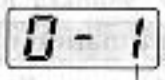


〈Sound programming display〉

### (2) Memory Number Designation

Press the Sound Selection Button number 1.

- The display is as shown on the right and it indicates that memory number 1 has been called out.



Memory number

### (3) FEET Designation

Press the FEET Button and press the Sound Selection Button number 3.

- When the FEET Button is pressed, the sound characteristic number previously stored will be displayed (a three-digit number) and the first digit (FEET) will blink. If the Sound Selection Button number 3 is pressed, the blinking first digit will become "3".

FEET

### (4) ENVELOPE Designation

Press the ENVELOPE Button, the second digit will blink, then press the Sound Selection Button number 8.

ENVELOPE

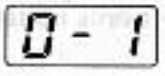
### (5) MODULATION Designation

Press the MODULATION Button, the third digit will blink, then press the Sound Selection Button number 5.

MODULATION

### (6) Programming Completion

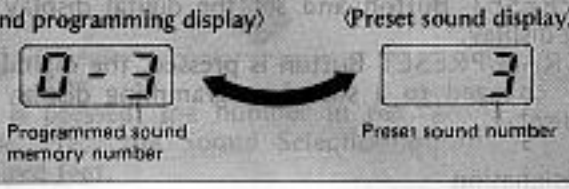
When the MODULATION Button is pressed again, the display will return to a sound programming display and programming is complete.
Thereafter, whenever the display is "0-1", playing can be performed which has sound characteristic number 385.



## Storage and Callout of the Programmed Sound

As previously explained in Step 2 of "Memory Number Designation", by pressing one of the Sound Selection Buttons from 0 to 9, up to 10 kinds of programmed sound can be stored in the memory.
When the digital display is a sound programming display, the stored programmed sound can be called out by pressing the Sound Selection Button of that memory number, and you can play with that programmed sound.

Each time the PROGRAM/PRESET Button is pressed, the preset sound display and sound programming display will alternately appear in the digital display. The programmed sound can be called out by pressing the Sound Selection Button when the digital display shows a sound programming display. Likewise, the preset sound can be called out when the digital display shows a preset sound display.



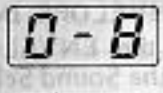

## Confirmation of the Programmed Sound

In order to confirm what kind of sound characteristic is stored, perform the following operation.

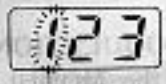
**Example:**
To confirm the sound characteristic which is stored in memory number 8 (Sound Selection Button number 8).

(1) Press the PROGRAM/PRESET Button and set the digital display to a sound programming display.


(2) Press the Sound Selection Button number 8.

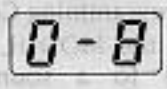



(3) Press either the FEET Button, ENVELOPE Button or MODULATION Button. The number displayed at this time will be the number of the programmed sound stored in memory number 8.




When the FEET Button is pressed, the first digit (FEET) will blink.

(4) If the button which was pressed in Step 3 is pressed once more, the digital display will return to a sound programming display and the operation is complete.




- Even if the power is switched OFF, the programmed sound will be protected by a separate power supply.
- The programmed sound can also be set in the lower keyboard when the keyboard has been split.

## Casiotone 1000P Sound Creation System

The Casiotone 1000P sound programming function allows the creation of 1000 different sound characteristics by combining FEET, ENVELOPE and MODULATION, which are important sound determining elements. The following is a simple explanation of these three elements.

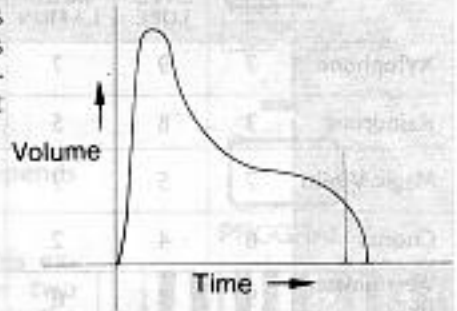
### FEET

The lengths of pipes in a pipe organ are normally expressed in terms of feet and these are used as units to express the harmonic numbers which determine sounds. Sounds are varied by combining feet such as 8', 4', 5 1/3', etc. The Casiotone 1000P has 10 combinations assembled in advance (such as "8'-4', etc.), and the sound name is shown in parentheses. Since the relationship between the harmonics and the sounds require a rather specialized theory, all that is required to be understood here is that feet are elements which determine the sound. Furthermore, among the 10 elements of FEET, since CHIME (2 2/3'-1 3/5'-1 1/3') does not include whole number harmonics, it cannot be heard as the sound of a musical interval. So please use it as a sound effect.

### ENVELOPE

Envelope is normally defined as the "excess characteristic". However, it might be more easily defined as the variation in the sound intensity from the moment the sound is produced until it is gone. The envelope differs according to the musical instrument. For example, with a violin the envelope gradually becomes higher, whereas a guitar sound reches its peak the moment the string is plucked and then drops. When the envelope is different, even if the basic sound is the same, a different effect will be heard. For example, if the envelope of strings ( ⟋⟍ ) is applied to the Flute sound, it will sound similar to that of a harp.
The Casiotone 1000P has 10 kinds of envelope already set and each has an envelope curve* as shown on the Sound Characteristic Data Chart.

**Envelope Curve:**
The volume variation over a specific period of time is graphically represented as shown in the figure and this is called the "envelope curve". These graphic representations are located on the Sound Characteristic Data Chart on the Casiotone 1000P.



(Envelope curve of the piano sound)

### MODULATION

Modulation means a creative sound effect obtained by modulating the frequency or amplitude like the Wah or Treble effects. The Casiotone 1000P has 10 kinds of modulation already set as shown on the Sound Characteristic Data Chart.

| | |
|---|---|
| WAH | Adds a Wah effect to the sound at the moment it is produced. |
| WAIT | Modulates the sound to "5 1/3' " and then to "4'-2' ". |
| ATTACK 5 1/3' | Gives a "5 1/3' " percussive effect on the sound. |
| ATTACK 4' | Gives a "4' " percussive effect on the sound. |
| DELAYED ATTACK | Modulates the sound to "5 1/3' ", "4' " and then to "2' ". |
| LONG SUSTAIN | Gives a long sustain effect.<br>* Press the SUSTAIN Button on during play. |
| TREBLE | Emphasizes the high note range. |
| BASS | Emphasizes the low note range. |
| METALLIC SOUND | Modulates the sound to a metallic tone.<br>* Useful for sound effect only. |
| MOD. FREE | No modulation is applied. |

## Sound Programming Examples

The following are some sound programming examples. Please use these for reference when creating sounds.

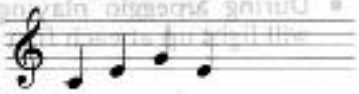
| Sound Name | Programming | | | Effect | | | | Remarks |
|---|---|---|---|---|---|---|---|---|
| | FEET | ENVE-LOPE | MODU-LATION | VIBRATO | DELAYED VIBRATO | HEAVY VIBRATO | SUS-TAIN | |
| Xylophone | 7 | 9 | 7 | | | | ○ | |
| Raindrops | 3 | 8 | 5 | ○ | | | ○ | A sound like rain falling |
| Magic Violin | 7 | 5 | 7 | | ○ | | ○ | A beautiful, high-pitched, ethereal sound |
| Chorus | 6 | 4 | 2 | | ○ | | | Playing chords gives a human choral effect |
| Westminster Bells | 9 | 7 | 6 | | | | ○ | Most appropriate for sound effects |
| Honky-tonk Piano | 3 | 9 | 0 | | | | ○ | |
| Space Sound | 9 | 2 | 6 | | | ○ | ○ | |
| Electric Bass | 6 | 0 | 8 | | | | | An imposing, low-range bass sound |
| Oboe | 6 | 1 | 1 | | ○ | | | |
| Horn | 5 | 1 | 0 | | | | ○ | An alpine meadow sound |
| Violin | 8 | 1 | 7 | | ○ | | ○ | An impression of the violin, especially in the higher note range |

# 6 Arpeggio Programming Function

The Casiotone 1000P arpeggio programming function allows your favorite arpeggio patterns to be programmed using the Sound Selection Buttons and if the lower keyboard (lower two octaves) is played, the note pressed will emerge in accordance with the programmed pattern.

## Programming Basic and Playing Method

**Example:**
Play three-finger chords (C, Am, etc.) using an arpeggio pattern as shown on the right.

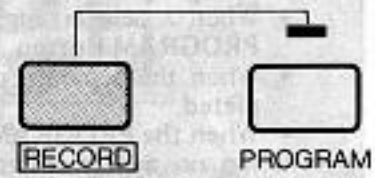


### Programming

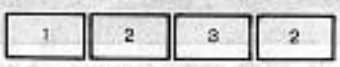
(1) **Number the notes (1 through 9) in sequence beginning with the lowest note.**
- Assign number 1 to the lowest note and then use numbers 2, 3, etc. in sequence.
- Assign identical numbers to identical notes.

The numbering sequence for this example is "1, 2, 3, 2" and this becomes the program contents.
* These numbers will hereafter be referred to as "program number".


(2) **Press the RECORD Button and the PROGRAM Button simultaneously.**
- This should bring an " A " to the digital display.




(3) **Press the Sound Selection Buttons in the sequence determined in Step 1.**
* If you press an incorrect button, re-start from Step 2.




(4) **Press the RECORD Button.**
This completes programming.


### Arpeggio Playing

(5) **Press the PROGRAM Button on.**
- The indicator will blink. (The rate of blinking depends upon the current ARPEGGIO TEMPO setting.)


(6) **If a chord (three-finger chords, C, Am, etc. for this example) is played using the lower keyboard (lower two octaves), arpeggio will be played in accordance with the programmed pattern.**

- The tempo of the arpeggio is controlled using the TUNE/ARPEGGIO TEMPO Control Knob. Adjustment can be made within the range of ♩ = 57 ~ 1064 (When an arpeggio note is ♩).


- When the MEMORY Button is pressed on, arpeggio will continue until the next chord is played, even after your fingers are removed from the keyboard. This is most convenient for playing music which has few tempo adjustments or chord variations.

- When the SPLIT Button is pressed on, the note range of arpeggio will be raised one octave. At this time, the arpeggio sound and volume can be independently set and adjusted. (See page 7 for the operating method.)


- During arpeggio playing, the PROGRAM Button indicator will light up at each first beat of the arpeggio pattern.


- When you want to stop arpeggio and perform normal playing, press the PROGRAM Button off. Even if the Power ON/OFF Switch is turned OFF, the program contents will be protected by a separate power supply. Arpeggio can be performed at any time by simply pressing the PROGRAM Button on. However, in the following cases, the program contents will be deleted.
  - When a new arpeggio pattern is programmed. (When the RECORD Button and PROGRAM Button are simultaneously pressed.)
  - When the separate program protection power supply (see page 5) has been depleted.
  - When the PROGRAM Button is pressed in the course of programming.
- When no arpeggio has been programmed, if the PROGRAM Button is pressed, the UP/DOWN Button indicator will blink and playing can be performed using the Preset Arpeggio Function. (See page 20.)


## Programmable Note Pitches and Number of Steps

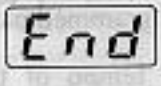
### 9 note pitches + rests

Sound Selection Button numbers 0 through 9 are used for programming. Since 0 is used for rests, a pattern of up to 9 kinds of note pitch is programmable.

### 127 steps

A maximum of 127 steps can be programmed. No dividing is possible.

* While programming, one press of a Sound Selection Button is counted as one step. The previous example is a four-step program. When 127 steps have been programmed and another step is attempted, " End " will be shown on the digital display.

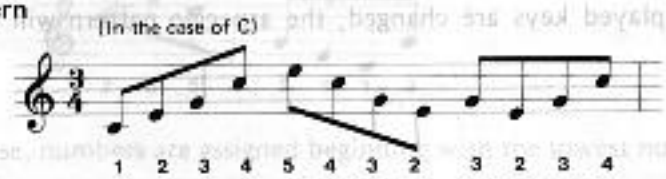


## Programming Examples

### Example 1 Arpeggio with notes that climb an octave higher

Arpeggio with notes other than those played on the keyboard can be performed.

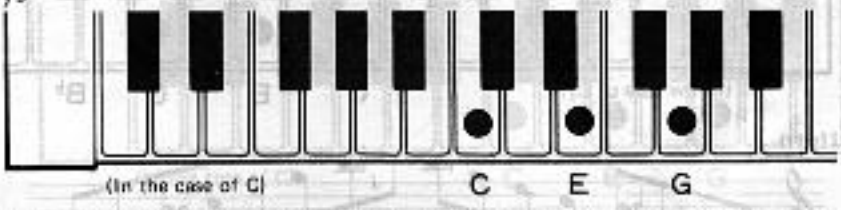
- **Arpeggio pattern**




- **Program contents**

**1, 2, 3, 4, 5, 4, 3, 2, 3, 2, 3, 4**

- **Played keys**




* Five kinds of note pitches, numbered 1 through 5, are used for the program contents and only three keys are played. In this case, the program numbers correspond to the arpeggio notes as shown below.

**1 = C (Do), 2 = E (Mi), 3 = G (So), 4 = Ċ (Ḋo) (one octave higher), 5 = Ė (Ṁi) (one octave higher)**

In other words, program numbers will be set, which climb and octave higher than the number of played keys (in this example, 4 and 5).

### Example 2 Up/Down Arpeggio

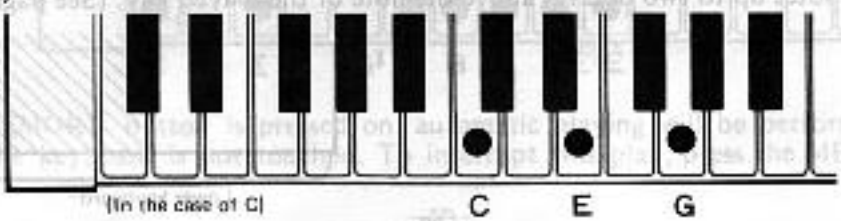
This applies to Example 1. This arpeggio pattern is the same as the one preset in the Casiotone 1000P. (See page 20.)

- **Arpeggio pattern**


- **Program contents**

**1, 2, 3, 4 5, 6, 7, 8, 9, 8, 7, 6, 5, 4, 3, 2**

- **Played keys**



* In this case, the program numbers correspond to arpeggio notes as shown below.

1 = C (Do), 2 = E (Mi), 3 = G (So), 4 = $\dot{C}$ ($\dot{D}o$), 5 = $\dot{E}$ ($\dot{M}i$), 6 = $\dot{G}$ ($\dot{S}o$),

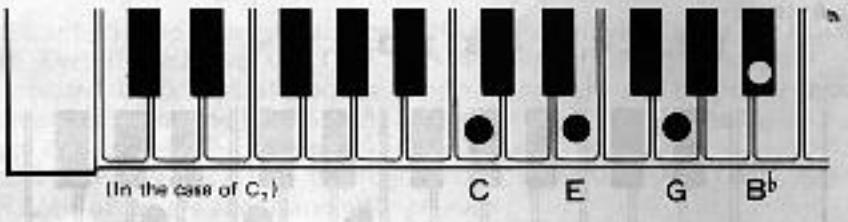
7 = $\ddot{C}$ ($\ddot{D}o$), 8 = $\ddot{E}$ ($\ddot{M}i$), 9 = $\ddot{G}$ ($\ddot{S}o$)

* "·" denotes one octave higher and ":" denotes two octave higher.

At this time, if the played keys are changed, the arpeggio pattern will become as shown below.

〈Example 2-1〉

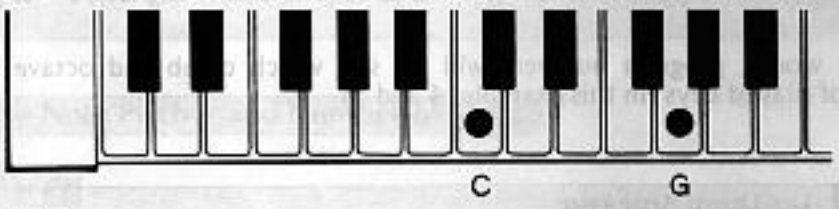
• Played keys



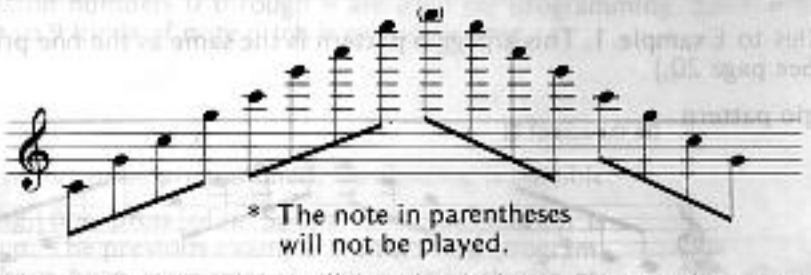

• Arpeggio pattern

〈Example 2-2〉

• Played keys

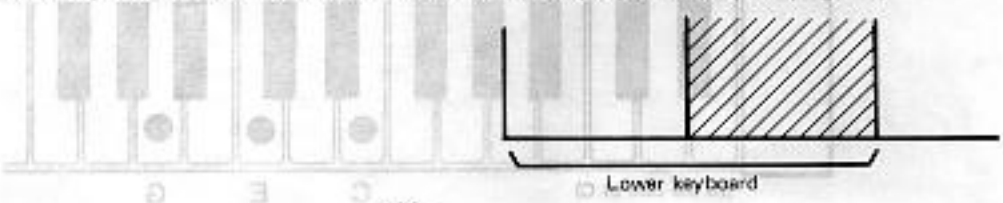



• Arpeggio pattern



* The note in parentheses will not be played.

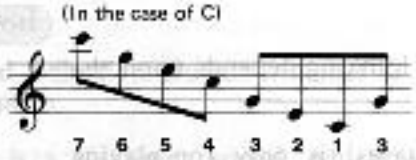
* The maximum note range in arpeggio will be identical notes up to three octaves above the note of the played key. In Example 2-2, since the note in parentheses is a C (Do), which is four octaves higher, it is not played. Also, when the keyboard is split and the upper octave of the lower keyboard is played, the maximum note range in arpeggio will be identical notes up to two octaves above the note of the played key. (See page 7.)



## Example 3 Down Arpeggio

This is an arpeggio pattern which starts in a downward direction.

- **Arpeggio pattern**

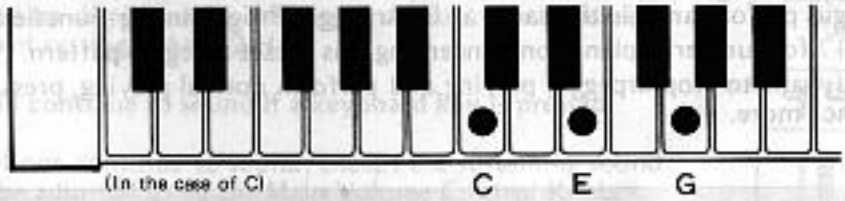



* Even in this case, numbers are assigned beginning with the lowest note.

- **Program contents**

**7, 6, 5, 4, 3, 2, 1, 3**

- **Played keys**

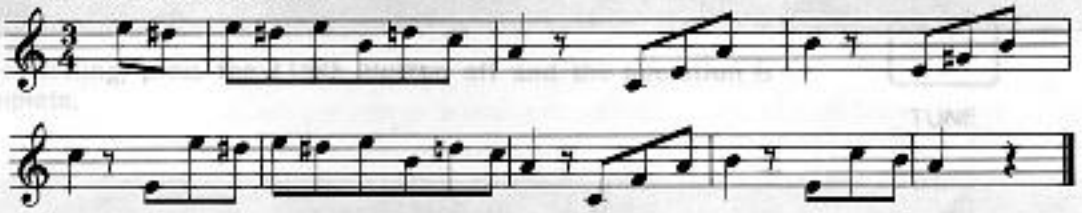



## Example 4 Operating as a Sequencer

The Casiotone 1000P can be used as a sequencer within the range of 127 steps, with up to 9 note pitches. However, since the duration of each note is fixed, use the rests (Program number 0) skillfully.

- **Programmed music**

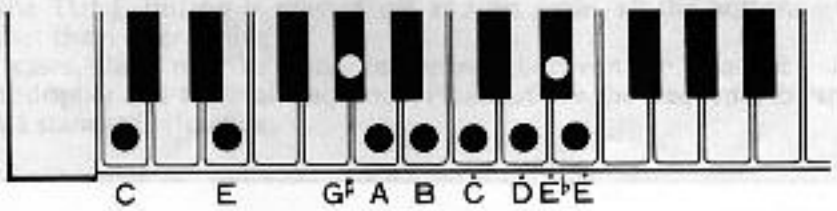
From "Für Elise" by Beethoven



- **Program contents**

**98 989576 400124 500235**
**600298 989576 400124 500265 4000**

- **Played keys**




* If the MEMORY Button is pressed on, automatic playing will be performed repeatedly even if the keyboard is not touched. To interrupt this play, press the MEMORY Button off.

# 7 Preset Arpeggio Function

Since the Casiotone 1000P has a preset arpeggio function (16-step, up/down arpeggio pattern), arpeggio playing can be simply enjoyed at any time.

## How to Use

(1) **Press the UP/DOWN Button on.**

- The indicator will blink. (The rate of blinking depends upon the current ARPEGGIO TEMPO setting.)
- The lower keyboard (lower two octaves) is only for playing arpeggio.


(2) **If a chord is played on the lower keyboard (lower two octaves), a 16-step, up/down arpeggio pattern will emerge.**

- The indicator will light on the first beat of the arpeggio pattern.
- An operation using the MEMORY Button, SPLIT Button or TEMPO Control Knob while the arpeggio performance is the same as in Arpeggio Programming Function (see page 15).

* See page 17 for further explanation concerning this preset arpeggio pattern.

★ When you want to stop arpeggio playing and perform normal playing, press the UP/DOWN Button once more.

**UP/DOWN Button and PROGRAM Button:**

When using the arpeggio programming function, press the PROGRAM Button on and when using the preset arpeggio function, press the UP/DOWN Button on. However, when either of the above button is on, use of the alter one overrides the first button.
Also, when no arpeggio program has been programmed, if the PROGRAM Button is pressed, the preset arpeggio function will be called out and the UP/DOWN Button indicator will blink.


# 8 Tuning (Transposing)

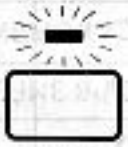
Frequency is displayed on the digital display and tuning can be perfected visually as well as by sound. Also, since the variable range is one and a half octaves, transposing is also possible. By using this transposing function, you can play any tune in the C scale.

## Operating Method

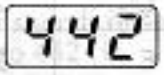
(1) Press the Sound Selection Button number 0 (Flute) in the preset sound display.


- The flute sound is a sustaining sound, which will continue to sound while a keyboard key is being pressed, and has almost a sine wave sound characteristic. So it is suitable for tuning although other sounds will do.

(2) Press the TUNE Button on.




- " 442 " will be displayed on the digital display which indicates that the current setting is A=442 Hz.




(3) The note will continue to sound if a keyboard key is pressed.

- The note will not continue to sound, except the sustaining sound.
- Volume can be adjusted using the Main Volume Control Knob.

(4) Set to the desired pitch by turning the TUNE/ARPEGGIO TEMPO Control Knob.


- Turning the knob to the right raises the pitch. Turning the knob to the left lowers the pitch. If the knob is turned continuously, the setting will go from maximum to minimum (or vice versa). This is called an "endless system". The variable range is A=221 Hz to 662 Hz.
- The pitch of the standard sound A will be displayed on the digital display.


(5) After setting, press the TUNE Button off and the operation is complete.

- If the power is switched OFF, the pitch which has been set will be deleted and the pitch of A=442 Hz will be automatically set.
- When the TUNE Button is on, the VIBRATO Button, SUSTAIN Button, SPLIT Button and MEMORY Button etc. will not function.
  Also, if the TUNE Button is pressed off and on again, all the buttons will revert to off. Reset them after tuning.
- In a few cases, there may be some discrepancy between the frequency shown on the digital display and the real frequency. Please utilize the frequency on the digital display as a standard reference.

## Pitch/Scale Table (How to Transpose)

If the pitch is adjusted by referring to the table below, scale transposition can be accomplished and you can play any tune in the C scale.

**Example:**
If "393" is set, the scale will be B♭ and a clarinet (B♭ instrument) ensemble can be played using a C scale.

| SCALE | PITCH | SCALE | PITCH | SCALE | PITCH | SCALE | PITCH |
|---|---|---|---|---|---|---|---|
| C | 221 | F | 294 | B♭ | 393 | E♭ | 525 |
| D♭ | 234 | F♯ | 312 | B | 417 | E | 556 |
| D | 248 | G | 331 | C | 442 | F | 589 |
| E♭ | 262 | A♭ | 350 | D♭ | 468 | F♯ | 625 |
| E | 278 | A | 371 | D | 496 | G | 662 |

* The above table is reference to the standard pitch of each scale when A=442 Hz. It is recommended that other instruments be used for practical tuning.
* When the scale is set to the extreme upper or lower limit, depending upon the sound, the permissible note range of this instrument may be exceeded.

# 9 Troubleshooting Chart

| Symptom | Possible Cause | Remedy |
|---|---|---|
| No sound comes out of the speaker even when pressing the keyboard keys. | 1. The AC cord is not plugged in correctly.<br>2. The Power Switch is OFF.<br>3. The Main Volume Control Knob is at its minimum.<br>4. The Foot Volume Control Knob is at its minimum.<br>5. Headphone is connected. | 1. Plug the AC cord properly.<br>2. Turn the Power Switch ON.<br>3. Adjust the volume level to the desired level.<br>4. Adjust the volume level to the desired level.<br>5. Disconnect the headphone. |
| The note continues to sound even after fingers are removed from the keyboard keys. | 1. The MEMORY Button is on.<br>2. The TUNE Button is on. | 1. Press the MEMORY Button off.<br>2. Press the TUNE Button off. |
| The sound does not come out or is not in tune in high note range. | Since the permissible note range of this instrument may be exceeded when the pitch is set to the extreme upper limit, there may be these cases. This especially applies to the preset sound of "CHIME" or the programmed sounds which incorporate the FEET elements of "CHIME". | Select other sounds or set the pitch close to 442 Hz. |
| The sound does not change even when the Sound Selection Button is pressed. | When the TONE SET Button is on, only the sound of the lower two octaves change. | Press the TONE SET Button off. |
| Noise is present | Noise from electric appliances such as refrigerator or washing machine. | Use an AC outlet located as far as possible from motorized appliances. |
| No sound comes out even an external amplifier is connected. | 1. The Main Volume Control on the Casiotone is at its minimum.<br>2. The connection cord is bad. | 1. Adjust the volume level to the desired level.<br>2. Replace the connection cord. |

# 10 Care of Your Unit

## 1 Avoid heat, humidity or direct sunlight.

Do not overexpose the unit to direct sunlight, place near an air conditioner, or in any extremely hot place.

## 2 Take care not to drop the unit and avoid strong shocks.

A strong shock may cause trouble. When carrying or transporting the unit, protect the keyboard and switches with soft materials.

## 3 Keep the unit free of liquids, dust, particles etc.....

Do not allow bits and pieces to get between the keys, especially metallic objects such as hairpins, sewing needles or coins. Also, do not wet the unit.

## 4 Never attempt to modify any parts of the unit.

The unit is built with precise electronic parts. Any modification of, or tampering with, inner parts may cause trouble or accidents.

## 5 Do not use a lacquer thinner or similar chemical.

Clean the unit with soft cloth dampened with a mild detergent. (Soak the cloth in a detergent and squeeze until almost dry.)

## 6 Do not forget to turn off the power switch.

After using the unit, be sure to turn off the power switch. If the unit is left for many hours with the power switch turned on, trouble or accidents may occur. Also when not using the unit for a long period, plug out the AC cord.

## 7 In case of malfunction.....

When the unit does not work properly, check whether switches, connections, etc. are set correctly as indicated in the Troubleshooting Chart on page 23. If the unit still does not work, please contact the original retailer or nearby dealer. Never attempt to repair it yourself. It may result in serious damage of components.

# 11 Specifications

| | |
|---|---|
| **Model** | Casiotone 1000P |
| **Number of keys** | 61 keys (5 octaves)<br>* Variable from minus 1 to plus 0.5 octaves using the transposing function. |
| **Chords** | 8-note polyphonic (simultaneous sound: 8 notes at max.)<br>* During keyboard split: 4 notes (lower 2 octaves) plus 4 notes (upper 3 octaves) |
| **Preset sounds** | 10 sounds;<br>Pipe Organ, Brilliant Organ, Jazz Organ, Bassoon, Wah Brass, Piano, Vibraphone, Celesta, Chime and Flute. |
| **Programmable sounds** | 1000 sounds;<br>**Programmable items:** FEET, ENVELOPE and MODULATION<br>**Program memory:** 10 |
| **Arpeggio** | **Preset pattern:** 1 (16-step, up/down)<br>**Programmable patterns:** Maximum of 127 steps with 9 note pitches. Rests are also programmable. Storage in memory is possible.<br>**Arpeggio tempo:** Variable using TUNE/ARPEGGIO TEMPO Control Knob |
| **Sound effects** | Sustain, Vibrato, Delayed Vibrato and Heavy Vibrato. |
| **Pitch control** (incorporating transposing function) | Digital tuning system (frequency is displayed digitally)<br>Variable frequency range: A=221 Hz to 662 Hz (within ±1.6 Hz) |
| **Display** | 3-digit, LED display |
| **Built-in speaker** | 10 cm (4") dia. x 1 (Output = 10 W) |
| **Output jack** (LINE OUT) | Output impedance = 5 kΩ<br>Output voltage = 1.4 V max. |
| **Power source** | AC 100, 120, 220 or 240 V, 50/60 Hz. |
| **Memory protection batteries** | Three AA size manganese dry batteries<br>* Battery life = Approx. one year |
| **Power consumption** | 27 W |
| **Dimensions** | 117 mmH x 916.5 mmW x 363.5 mmD<br>(4-5/8"H x 36"W x 14-3/8"D) |
| **Weight** | 10.2 kgs (22.5 lbs) |
| **Body finish** | Velvet black |
| **Standard accessories** | AC power cord, score holder, dust cover and Three AA size manganese dry batteries (UM-3) (installed at the factory). |

* *Design and specifications may be subject to change without notice.*

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

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

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

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems". This booklet is available from the US Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.