

PSS-795 Quick Reference

How to Use This Booklet

The illustrated two page lay-out which follows shows the complete range of PortaSound functions. If you read the five numbered sections in sequence, you can easily grasp the fundamentals of operating the PortaSound including selecting Voices, Rhythm, Auto Accompaniment, and recording/playback by Song Memory, and a practice song. Of course, you can also read just those sections which are most important to you as needed. The caption, "↔ page xx in Owner's Manual" following the head lines, shows the page number in the Owner's Manual, where information can be found regarding more detailed operations, etc. Or, several functions are also explained in this booklet. They are shown by the caption, "↔ page xx in Quick Reference" following short introduction of them.

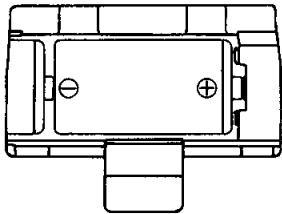
Getting Started

First, complete the set-ups as shown in the following diagrams.

● Setting up the power supply (↔ page 3 in Owner's Manual)

When you are using batteries

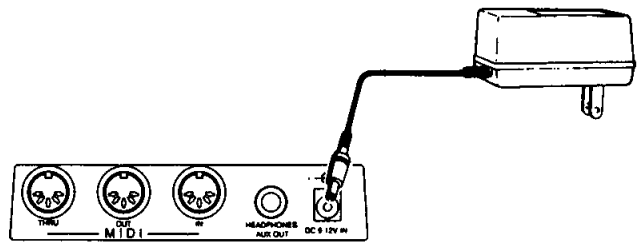
Flip the PortaSound over and open the battery case. Insert six batteries (dry cells: 1.5V SUM-2 or R-14) all facing the same direction as shown. Replace cover.



* In case the batteries' voltage is lowered, you will hear the sounds become distorted. If you continue using the PortaSound, the indication <bt chn> will be displayed, which means "battery change" and warns that it's time to replace all six batteries with new ones.

When using an electrical outlet

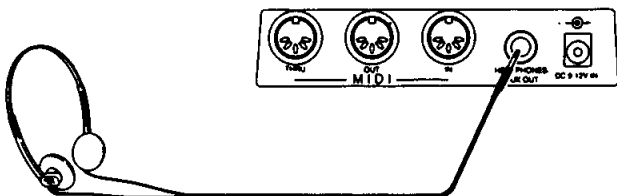
An authorized optional AC adaptor (YAMAHA PA-3, PA-4, or PA-40) must be used. The adaptor is plugged into the DC 9-12V IN terminal located on the back of the instrument.



● Hook-up terminals for connections (↔ page 3 in Owner's Manual)

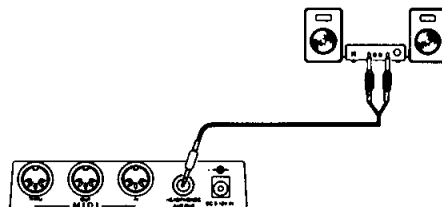
To use headphones

Plug the headphones into the terminal marked: HEADPHONES/AUX. OUT. When the jack is plugged in, the speakers of the PortaSound will no longer play out, thereby enabling you to enjoy making music without disturbing those around you.



To connect to keyboard amplifier or stereo

If you use a keyboard or stereo amplifier you can greatly enhance the overall sound. Plug in an Audio connection cord from the PortaSound's HEADPHONES/AUX. OUT terminal to the amplifier's <LINE IN>, <AUX. IN>, etc.

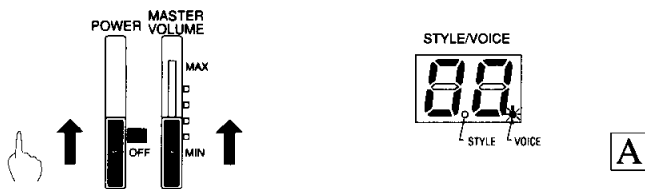


* In both cases of connections, you adjust the volume using the Master Volume control of the PortaSound.

All About the PSS-795

(1) Sound Setup (⇔ page 8 in Owner's Manual)

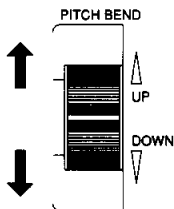
Turn the POWER switch to the ON position and slide the MASTER VOLUME control to a suitable position. As you press the keys, Voice number 00 PIANO sound will be heard.



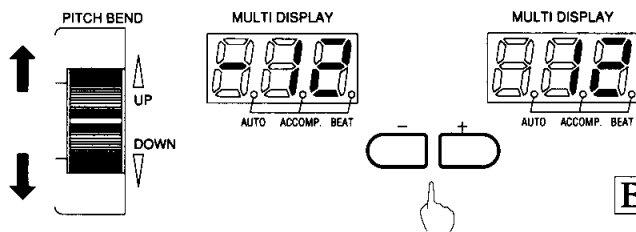
A

Pitch Bend Wheel (⇔ page 9 in Owner's Manual)

By rotating the wheel up or down while playing on the keyboard, you can slide the pitch up or down accordingly for a similar sound by a guitar when bending a string.



To adjust the Pitch Bend Range from the center position (standard pitch): As you rotate the Pitch Bend Wheel all the way up or down, use the Increment <+> or Decrement <-> button to assign the desired value within <+12> (one octave up) to <-12> (one octave down).



B

Drum Pads (⇔ page 17 in Owner's Manual)

By manually pressing the drum pads, you can enjoy playing "live" percussion sounds. The PortaSound comes from the factory with the following pre-assigned drum sounds already programmed:

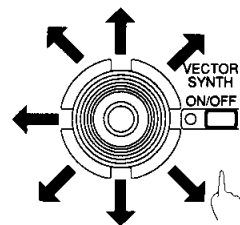


C

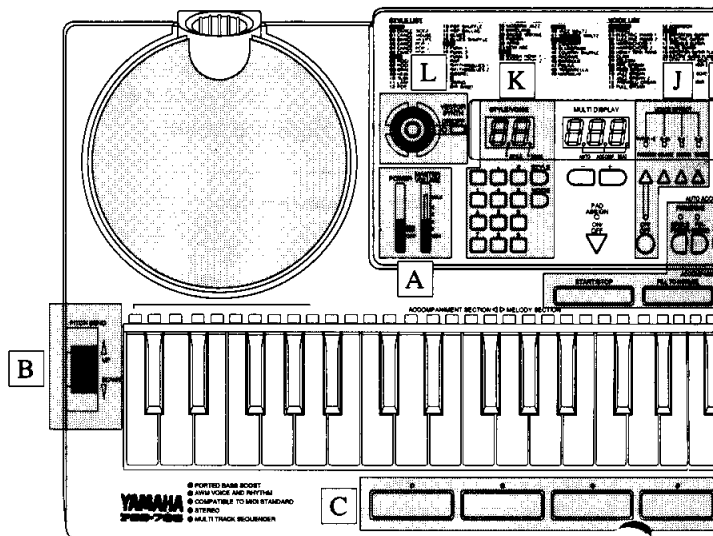
You are free to re-assign your own choices of drum sounds to each pad.

Vector Synthesizer (⇔ page 12 in Owner's Manual)

Use this function to mix and balance any 4 Voices out of the 100 preset Voices to create your own kinds of sounds. Press the VECTOR SYNTH ON/OFF switch, then, as you press the keys, move the Joy Stick around freely. You will then hear the mixed combinations of 4 Voices which has been programmed as a factory preset. Press the ON/OFF switch again to cancel this function. (⇔ page 5 in Quick Reference)



L



(4) Auto Accompaniment

(⇔ page 19 in Owner's Manual)

When chords are played in either SINGLE FINGER or FINGERED methods, the Auto Accompaniment will add arrangements in the Style currently selected.

Single Finger: Use this fingering to establish the whole chord in easy way.

<Example>



C major



C minor



C7



C minor7

D

Fingered: Using this fingering method to play chords normally.

* Consult the easy-to-read Chord Tables on pages 23 to 25 in the Owner's Manual.

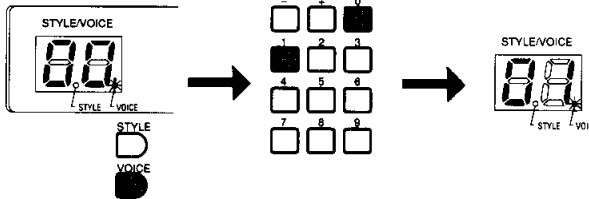
(2) Selection of Voices and Styles

(⇨ pages 8 and 14 in Owner's Manual)

Step 1: To select a Voice, first press the VOICE button, or to select a Style, press the STYLE button.

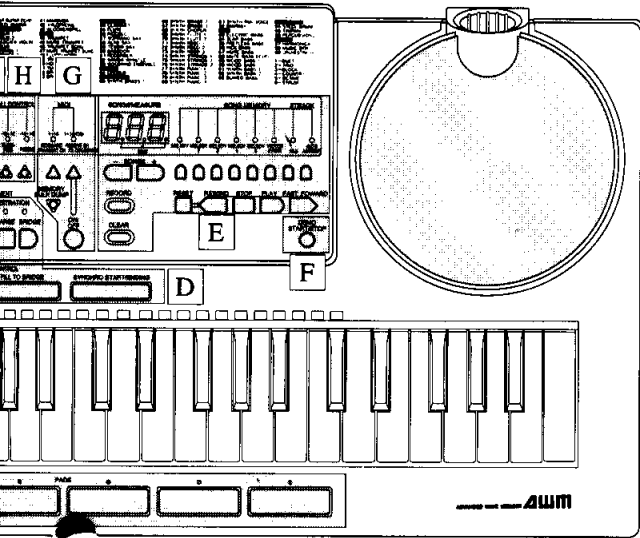
Step 2: Consulting either the Voice or Style List located on the control panel, enter the Voice or Style number using the numerical keypad. Enter a two digit number, the tens column first, then the ones column to be indicated on the STYLE/VOICE display. Use the +/- buttons of the keypad by raising or lowering the current value for another selection. To select Voice number 01: ELECTRIC PIANO 1, press buttons in the order, VOICE, 0, 1.

Step 3: When you press the keys, it will now play in the Voice you have just selected.



K

After a Style selection, press the START/STOP button of the ACCOMPANIMENT CONTROL to start or stop the rhythm.



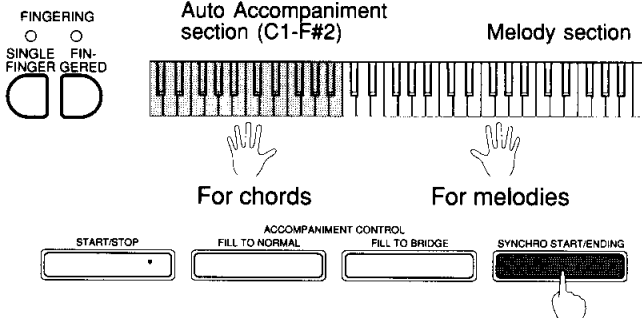
Basic Procedure

Step 1: Select the Fingering (press either button).

Step 2: When you play a chord (with appropriate fingering) within the Auto Accompaniment section of the keyboard, the Auto Accompaniment will automatically start. Play in the Melody section of the keyboard with the current Voice.

Step 3: To stop the Auto Accompaniment, press the STOP button, or by pressing the SYNCHRO START/ENDING button to finish the song after an Ending phrase is played.

(⇨ page 6 in Quick Reference)



Voice Effects (⇨ page 9 in Owner's Manual)

The PortaSound comes equipped with four different effects such as Reverb, which can give the impression of being in a concert hall to your sound, plus Sustain, Volume, and Harmony.

(⇨ page 4 in Quick Reference)

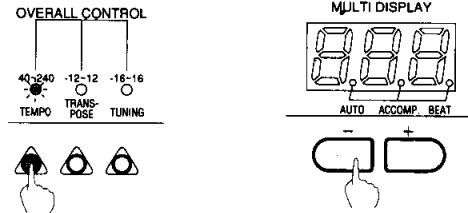
J

(3) Tempo (⇨ page 15 in Owner's Manual)

Each Style has a Preset Tempo, but you can adjust it easily:

Step 1: Press the TEMPO button and the MULTI DISPLAY will indicate the current tempo value.

Step 2: Adjust the Tempo by pressing the Increment <+> or Decrement <-> button located under the MULTI DISPLAY.



I

Tuning/Transposing

(⇨ pages 8 and 9 in Owner's Manual)

When you play along with another instrument or sound source, the Tuning function allows you to match the pitch of the PortaSound to another sound source. On the other hand, with the Transposing function you can easily change the key of the music you play in without changing the fingering at all.

(⇨ page 5 in Quick Reference)

H

MIDI (⇨ page 32 in Owner's Manual)

Using MIDI, you can operate the PortaSound as a master keyboard to play another MIDI instrument, or vice versa.

(⇨ page 10 in Quick Reference)

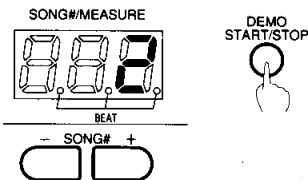
G

Demonstration

To hear the demonstration songs (1: Fusion, 2: Latin), press the DEMO START/STOP button anytime. The songs will keep repeating until you press the button once again.



To start with the second song (Latin), use the Song number select buttons (+/-) located under the SONG#/MEASURE display to change the value to "002".



Starts with Latin demonstration song.

F

(5) Song Memory (⇨ page 26 in Owner's Manual)

By using the Song Memory function you can easily record or playback your performances. But even better, there are 8 separate tracks available for each song, and a total of 8 songs can be memorized at a time, which supplies you with lots of opportunity for making Multi-Track recordings and also creating and storing original Songs.

(⇨ page 7 in Quick Reference)

E

Voice Effects (⇒ page 9 in Owner's Manual)

Four different Voice Effects are provided as follows:

Harmony

While playing a single melody line, this effect allows you to easily add colorful chordal type harmonies. The PortaSound provides you with 6 different types of Harmony Effects: 1) DUET, 2) TRIO, 3) BLOCK, 4) COUNTRY, 5) OCTAVE, and 6) STRUM. They work especially well when you use the Auto Accompaniment because they varies according to the chords being played in Auto Accompaniment section.

Volume

This effect allows you to adjust the volume of Voice selections you play with, to contrast them with Rhythm or Accompaniment sounds. The volume levels can be assigned in the range of: 0 to 24. Note that the value <0> makes no sound reproduction for melodies.

Sustain

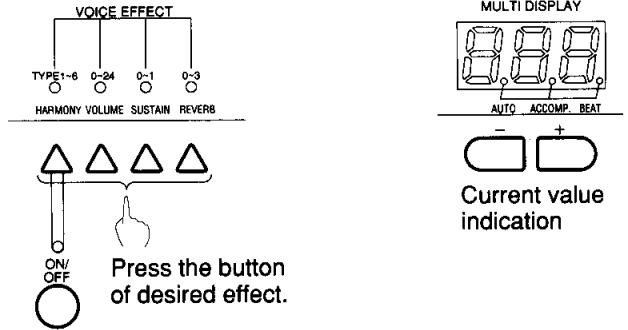
This Effect adds Sustain to the Voice selections which holds the notes even after releasing the keys and lends warmth to the mood. It is possible to assign as either 0=OFF, or 1=ON.

Reverb

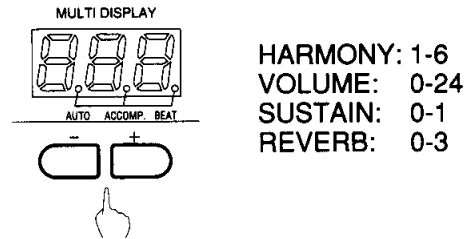
This effect adds Reverberations to your sounds. It gives width and depth to your music that almost gives the impression of being in a concert hall. The Reverb effect can be assigned within the range of: 0=OFF, 1=shallow to 3=deep.

• Assigning Voice Effects

Step 1: Press the button of the desired effect located in the VOICE EFFECT select, the LED will light up and the MULTI DISPLAY shows the current value of that effect (or in the case of Harmony Effect, the Harmony type is shown).

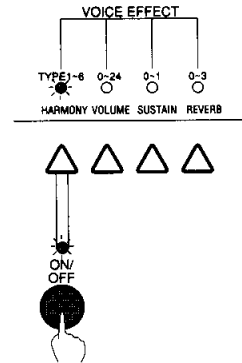


Step 2: Assign the desired value using the Increment <+> / Decrement <-> buttons located under the MULTI DISPLAY. If the indication <--> is shown in the MULTI DISPLAY, this means that the Voice Effect value for the current Voice has been pre-fixed.



Step 3: Only for Harmony effect:

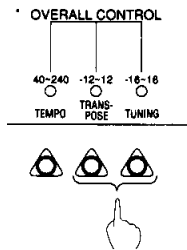
To press the HARMONY ON/OFF button, the LED will light up. And the Harmony Effect will now be activated to play the Harmony type.



Tuning and Transposing

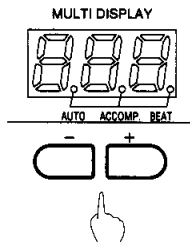
(⇔ pages 8 and 9 in Owner's Manual)

Step 1: Press the button of the desired function located in the OVERALL CONTROL select (TUNING or TRANSPOSE), the corresponding LED will light up, and the MULTI DISPLAY shows the value currently assigned.



Press either button.

Step 2: Press the Increment <+>/Decrement <-> buttons located under the MULTI DISPLAY to assign a new value. The possible range of Tuning and Transposing value are as follows:



Tuning:

- 16 = approx. a quarter tone lower than standard pitch
- 0 = Standard pitch
- 16 = approx. a quarter tone higher than standard pitch

Transposing:

- 12 = one octave down
- 0 = Standard pitch
- 12 = one octave up

Vector Synthesizer

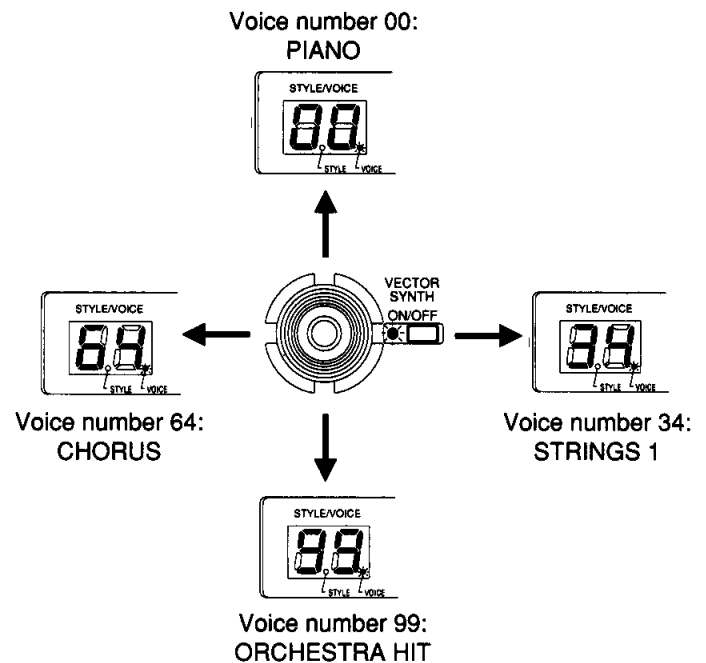
(⇔ page 12 in Owner's Manual)

Assigning 4 Voices

When the Vector Synthesizer is activated, and you move the Joy Stick all the way Upward, Downward, Left, or Right, the STYLE/VOICE display shows each of the 4 Voice numbers currently assigned.

Select a Voice using the numerical keypad in the same way you usually make a Voice selection. You can also apply Reverb or Sustain effects individually to each Voice.

By repeating above steps to the other 3 directions, assign all 4 Voices.

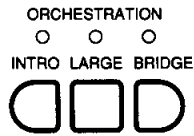


Auto Accompaniment

(⇒ page 19 in Owner's Manual)

Now that we have explained the basic operations on previous pages, here we will explain additional functions of Auto Accompaniment.

● Orchestration



INTRO button: If you press this button, the LED will light up, and when the Auto Accompaniment is started, it will play an Introduction pattern first. The length and type of pattern differ depending on the Style currently selected.

LARGE button: This button is for selecting (even during play) the Type of Instrumentation for the Auto Accompaniment: Large or Small ensemble. When you press the LARGE button and the LED lights up, you will have the Large ensemble effect, and when the LED is not lit, the Small ensemble effect.

BRIDGE button: This button is for adding a variation to the Rhythm or Arrangement in the current Style. Any time you press the BRIDGE button, the LED will light up, and the Bridge pattern will be selected. When the LED is not lit up, the Normal pattern will be set up.

● Accompaniment Control

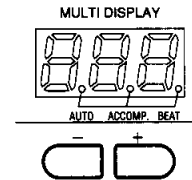


START/STOP button: Normally activates or disactivates the Auto Accompaniment.

FILL TO NORMAL button: During play, this provides a fill-in pattern in the currently selected Style, which then continues to play the Normal accompaniment pattern.

FILL TO BRIDGE button: During play, this provides a fill-in pattern which then continues to play the accompaniment pattern used in the Bridge section of a song.

SYNCHRO START/ENDING button: Synchro Start is to start the Auto Accompaniment by the first touch of the keys. Normally, at the time when you have assigned the Fingering, the PortaSound will automatically be in the Synchro Start stand by position. To start the accompaniment, play the Auto Accompaniment keys. If you wish to cancel SYNCHRO START, press the SYNCHRO START/ENDING button which acts as an Off button at this point. When SYNCHRO START is selected, the three dots located in the MULTI DISPLAY blink simultaneously. However, during play this button provides an Auto Accompaniment Ending pattern which starts in the next measure, for when you're ready to finish a song.



When SYNCHRO START is selected
(: Stand By position)

So far, we have explained the use of these buttons from the standpoint of Auto Accompaniment, but if you operate these buttons without selecting a Fingering (in other words, not using other accompaniment except Rhythm) they will still work in the same way. At this time you can use the current Voice on all the keys, including the Auto Accompaniment section.

* In case you use the PortaSound without selecting a Fingering, Synchro Start will start a rhythm by the touch of any key.

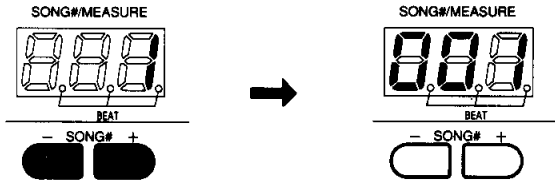
Song Memory

(⇨ page 26 in Owner's Manual)

• How to Record a Song

Step 1: Select a Song number.

Choose the Song (1-8) which you want to record on by pressing the Song Number Select buttons (+/-).



Select a Song number by pressing Song Number Select buttons.

After a few seconds, changes to <001> (Measure number indication).

Select a Song number for playback, in the same way.

Step 2: Prepare for recording.

Before selecting a recording track, you might need some preparation depending on which track you wish to record on. So note the following preparations:

Preparation for MELODY tracks 1-5 : Select the Voice desired. (⇨ page 3 in Quick Reference)

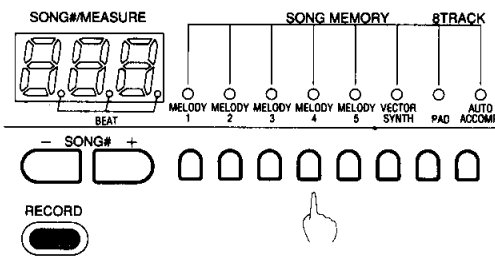
Preparation for VECTOR SYNTH track : Select the desired 4 Voices. (⇨ page 5 in Quick Reference)

Preparation for PAD track : Select and assign the desired percussion sounds to the 8 Pads. (⇨ page 17 "Pad Assigning" in Owner's Manual)

Preparation for AUTO ACCOMP. track : Select the desired Style, Orchstration, and Fingering for Auto Accompaniment. (⇨ pages 2 and 6 in Quick Reference)

Step 3: Select the recording track.

While pressing the RECORD button, simultaneously press the Track Select button of desired track to enter Recording Stand By position. At this time the Metronome will start in the currently assigned tempo.

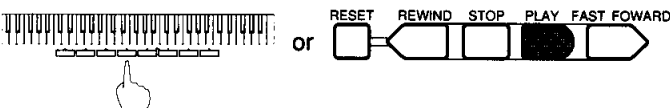


While pressing the RECORD button,

Press the desired Track Select button to blink the Track LED.

Step 4: Start recording.

Start the recording by touching any key (Synchro Start), or by pressing any Pad, or pressing the PLAY button. At this point, the MULTI DISPLAY shows the Tempo, and the SONG#/MEASURE display will show the measure number. On recording except Auto Accompaniment, the Metronome will sound as a guide rhythm.



Step 5: Stop recording.

You can stop recording by pressing the STOP button. Or, when you're recording on the AUTO ACCOMP. track, you can finish the recording with an Ending pattern by pressing the SYNCHRO START/ENDING button of ACCOMPANIMENT CONTROL.

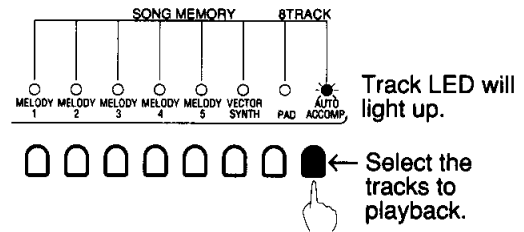


• How to Playback a Song

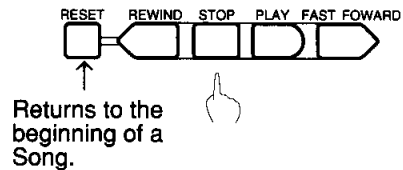
Step 1: First, choose the Song number which you want to playback (same way as when you recorded).

Step 2: Press the Select button of the Track which you want to playback, the LED of that track will light up (Playback Stand By position). If a track has no record, the Track LED will not light even when the Select button is pressed.

Step 3: When you press the PLAY button the recorded performance will be played back. When you reach the end of the Song, the playback will stop automatically. Or, you can stop the playback at any time, by pressing the STOP button.



Select the tracks to playback.



• Multi-Track Recording

You can now record on the remaining track(s) using the same recording procedure. If you want to listen to the playback of the track(s) already recorded during other recording, press the Track Select button(s) to light up the Track LED(s).

Let's Practice!

The following music has been based on the second Latin demonstration song, but is arranged in a Dance Pop style. Using the operations outlined on the next page, let's try actually recording into the Song Memory.

SONG#/MEASURE display indication

001 Am 002 D7 003 Am 004 D7

Melody

Obbligato

Chord

005 Am 006 D7 007 Am 008 D7

1X TACET

009 Gm 010 C7 011 F 1. 012 E7

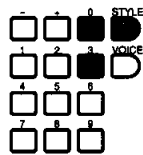
2. 020 E7 021 Am 022

The musical score is arranged in three systems. Each system contains three staves: Melody (treble clef), Obbligato (treble clef), and Chord (treble clef). Above the first staff of each system are chord diagrams and measure numbers. The first system covers measures 001-004 with chords Am, D7, Am, and D7. The second system covers measures 005-008 with chords Am, D7, Am, and D7, and includes a '1X TACET' instruction. The third system covers measures 009-012 with chords Gm, C7, F, and E7. A first ending bracket is shown above measure 012. The fourth system covers measures 020-022 with chords E7 and Am. The chord part in the fourth system contains rests for measures 020 and 021, and a chord for measure 022.

↑ Press SYNCHRO START/ENDING button.

● Recording of Accompaniment section

Step 1: Select the Style number 03: DANCE POP 1.

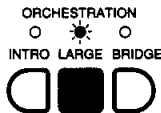


Press buttons in the order, STYLE, 0, and 3.

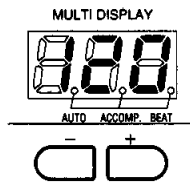
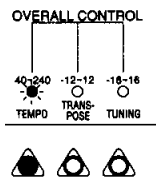
Step 2: Select the Fingering for the Auto Accompaniment. Press the SINGLE FINGER button.



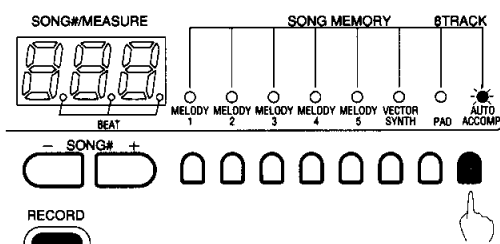
Step 3: Set the Orchestration to Large ensemble.



Step 4: Set the Tempo at 120.



Step 5: While you press and hold the RECORD button in the Song Memory, select the AUTO ACCOMP. Track button furthestmost to the right of the 8 tracks. At this time you will be in Recording Stand By position as the Metronome sound will start.



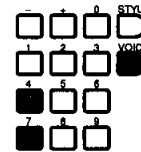
Press and hold the RECORD button,

Press the Track button.

Step 6: Now start recording the accompaniment section making use of the Metronome beat and Measure indication in the SONG#/MEASURE display. Reading through the chords of the song, play until finished.

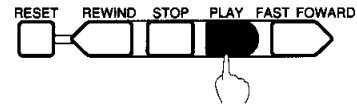
● Recording of Obligato section

Step 7: Select the Voice number 74: SYNTH STRINGS 1.



Press the buttons in the order, VOICE, 7, and 4.

Step 8: While you press and hold the RECORD button in the Song Memory, press the MELODY 1 Track button furthestmost to the left of the 8 tracks (Recording Stand By position).



Step 9: Press the PLAY button of Song Memory. As you listen to the playback of the accompaniment section already recorded, you can record the obligato section of the song. (Start to play phrase with the SONG#/MEASURE display at <013> indication.)

● Recording of Melody section

Step 10: Select the Voice number 52: BRASS ENSEMBLE.

Step 11: While you press and hold the RECORD button in the Song Memory, press the MELODY 2 Track button second from the left of the 8 tracks (Recording Stand By position).

Step 12: Press the PLAY button of Song Memory. As you listen to the playback of accompaniment and obligato sections already recorded, you can record the melody section of the song. (Start to play phrase with the SONG#/MEASURE display at <004> indication.)

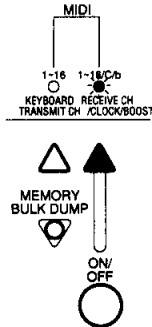
* The "Demo Tunes" of this keyboard are strictly for demonstration purposes. In certain cases they cannot be reproduced.

MIDI Functions and Operations (↔ page 32 in Owner's Manual)

The Owner's Manual starting on page 32, explains fully about MIDI in easy-to-understand terminology, so we recommend you read it through once. Here, we will explain the PortaSound's MIDI functions and operations.

• Receive Channel Selection

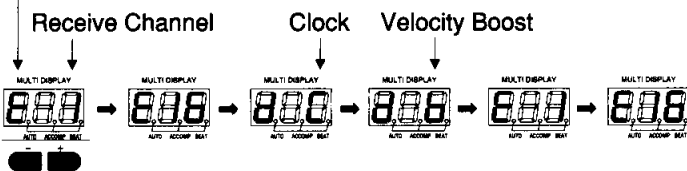
Specifies Receive Channel On/Off, MIDI Clock reception, and Velocity Boost.



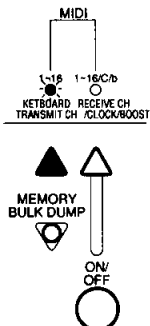
Step 1: When you press the RECEIVE CH/CLOCK/BOOST button of the MIDI select, the corresponding LED will light up, and the MULTI DISPLAY will show the current setting.

Step 2: Each time you press the Increment <+> button under the MULTI DISPLAY, the indication will change and then loop as shown. You can loop in the opposite direction by using the Decrement <-> button.

<E>: Enable to Receive or ON
<d>: Disable to Receive or OFF



Step 3: Assign <E> (Enable to Receive or ON), or <d> (Disable to Receive or OFF) to: each Receive Channel, MIDI Clock, and Velocity Boost by pressing the ON/OFF button located under the RECEIVE CH/CLOCK/BOOST button, which alternately selects <E> or <d>.

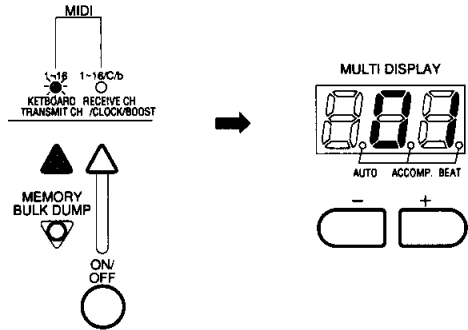


Receive Channel (1-16): <E>; Received, <d>; Not Received
MIDI Clock: <E>; Received, <d>; Not Received
Velocity Boost: <E>; ON, <d>; OFF

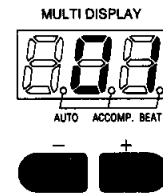
• Transmit Channel Selection

Specifies Transmit Channel of the keyboard and Transmits the System Exclusive data of the PortaSound (Bulk Dump).

Step 1: As you press the KEYBOARD TRANSMIT CH button of the MIDI select, the corresponding LED will light up and the MULTI DISPLAY will show the current Transmit Channel of the keyboard.



Step 2: If you want to change the value, press the Increment<+> or Decrement<-> buttons to select the Transmit Channel.



Step 3: As a consecutive operation to Step 1, press the MEMORY BULK DUMP button once, the MULTI DISPLAY will show: <b d P> indicating the PortaSound will now be in the Bulk Dump mode and all other functions will automatically Stop.

When you press the MEMORY BULK DUMP button once again, the Bulk Dump process will begin execution. On the completion of Bulk Dump process, the MULTI DISPLAY will automatically return to the current Tempo indication. In the Bulk Dump mode, you can transfer all data contained in the Song Memory at once to a sequencer, etc.

