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# dualLINK

## DualLINK Digital Box

The **Musictech DualLINK Digital Box** is the natural evolution of the Digital Accordion that has been devised for use by amateur and professional accordionists alike.

The research done during the design procedures of this instrument has enabled us to take into account all the needs of a musician during a performance.

The **DualLINK Digital Box** is divided into two main areas, the PLAY section and the EDIT section.

The programming in the PLAY section is limited to a few basic elements, whereas all the possible options that a musician might need during a live performance whether using the internal sounds or the MIDI Out connection have been incorporated in the most convenient manner.

The EDIT section enables the programming of all the aspects of the instrument to be carried out, whether connected to external instruments or not.

Furthermore the **DualLINK Digital Box** is implemented with two USB sockets and a USB device. By means of these sockets it is possible to load backing tracks, both in Audio (MP3) and Midi files, the latter being played directly by the accordion in the General MIDI sound bank dedicated to this purpose.

These are controlled in the PLAY section that is analysed in detail further ahead.



## DigiSound Module

The **Digisound Module**, contains an important part of the instrument, the Sound Cards, the MIDI and Audio inputs and outputs, as well as a USB input for the MP3s and an additional USB input for future developments. In addition, the jack sockets for connection to the Volume Pedal and the 4 Pedal Programmable Switch Unit.

Once you have unpacked your instrument, connect the volume pedal to the "Volume Pedal" output, connect the pedal with the four Pedal Switches to the "Pedal Switch" output and then the audio outputs (Left and Right, or alternatively only the Left / Mono) to your mixer or amplifier.

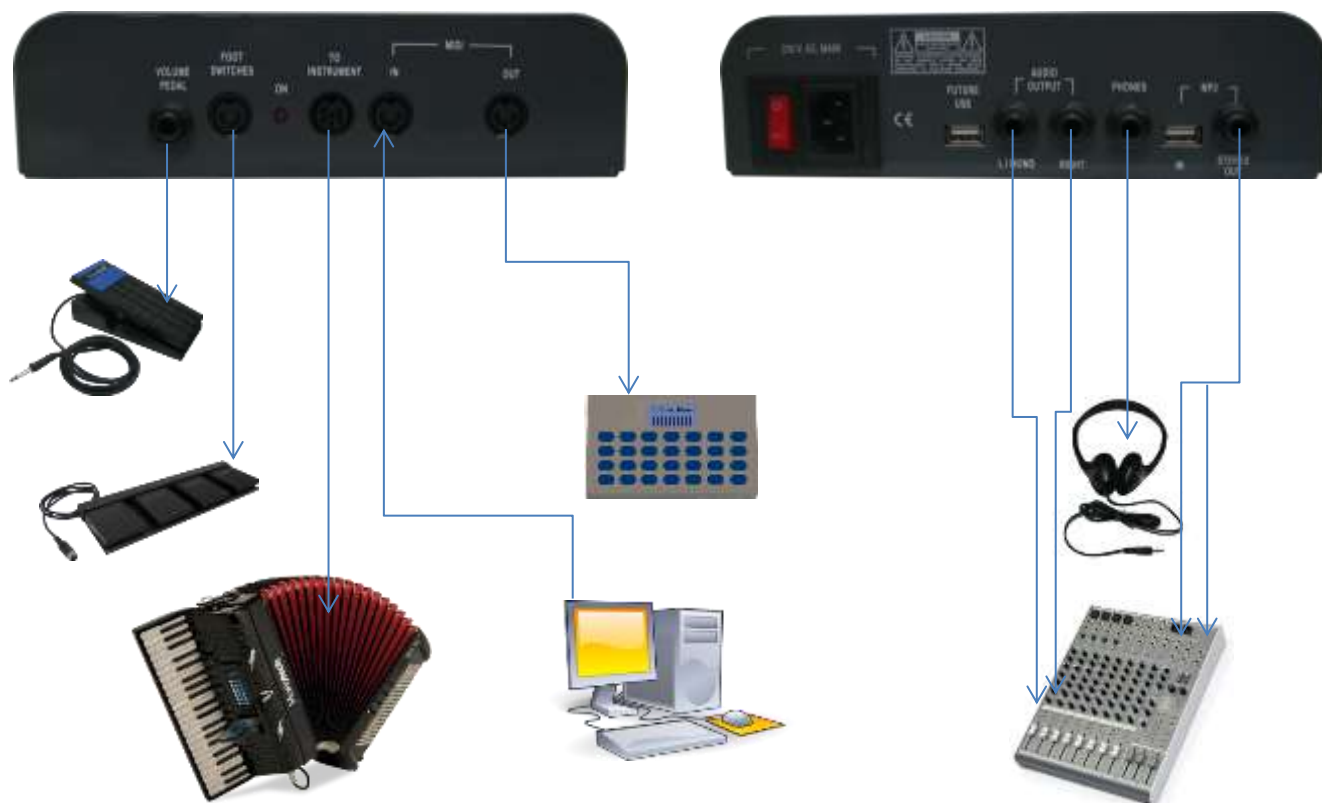
Then finally connect the cable from the "To Instrument" socket to the Digital Box (accordion).

Do not forget to connect the Digisound Module to a power socket with the correct voltage.

Now turn the Digisound Module "ON", and you are ready to go.



## Connections



## Start Up of the Instrument

On switching the instrument 'ON', after a quick check, the display will show:



After a few seconds the 'Start Up' display of the instrument will appear. At this point it is possible to select which section you want to enter.



Pressing **EDIT** enters the programming section of the instrument, whereas selecting **PLAY** puts the instrument into the 'ready to play' condition,

By default, the **DualLINK Digital Box** is already set up with a series of performances (Right and Left Hand sounds) ready to be played.

## Play Now!

Like everyone else, when you have in hand a new instrument, the first thing you want to do is to get your hands on it. Of course, reading the manual is quite important to be able to fully understand the characteristics and potential, but we want to satisfy your desire to get started right now and immediately hear the first sounds.

After selecting the **PLAY** option on the first screen after switching "ON", you'll be able to play. The first screen you will see is this:



As you can see, you are in the Performance section, Bank "0" and Performance "0".

Now simply choose one of the ten keys (**0/9**) to hear combinations of different sounds. Each bank contains 10 Performances, and you have 10 banks, for a total of 100 performances.

If you now press the grey **BANK** key, the screen will change allowing you to choose a new bank. Select the "**3**" key for example and you find yourself in this phase:



Now you are in BANK 3, where you will find the Performance numbers ranging from 30 to 39.

\*Remember: if you want to use the bellows control, press "**D**" on the numeric keyboard panel and press XP (Expression) on the Touch Screen corresponding to "**R**" to activate the Bellows Expression Control on the Right Hand. Press the other XP keys corresponding to **C** (Chords) or **B** (Bass) if you want the Bellows Expression Control also on the left hand.

As you can see it is easy to begin. Of course, if you want to exploit the instrument fully with all the possibilities of combinations, registers (which are also referred to as couplers), MIDI Songs, and all the features it offers, we advise you to carefully read the rest of this manual, that has been developed on two levels to facilitate understanding. The PLAY section will give you all the information to use the instrument during live use, and the EDIT section, which allows you to completely customize the instrument, making it very personal.

## PLAY Section

All the various sections of the instrument are selected by means of the keys on the panel (hereafter referred to as the Numeric Keyboard Panel) in combination with the 'Touch screen'.

### Numeric Keyboard Panel



Each key, or combination of keys, enables entry into a specific section of the instrument, which the touchscreen, with which the various functions can be activated, will show.

- **MIDI:** MIDI Out (for external control of expanders etc. via MIDI)  
Used in combination with other keys to enter various MIDI control sections in 'Real Time'.
- **R:** Right (Right Hand)
- **C:** Chord [Chords key (M, m, 7, dim) Left hand]
- **B:** Bass (Left hand basses)
- **Ps:** Performance Sequence
- **P:** Performance
- **G:** Global
- **D:** Dynamic (dynamic, expression, aftertouch)
- **O:** Octave
- **Tp:** Transpose – Pedal (Transposition– Pedal controls)
- **S:** Song (Song MIDI and/or Audio)
- **A<->B:** Switch between sounds/sections A and B
- **Menu:** Returns display to Main Menu
- **Vol:** Varies the volume of the various sections (General volume)
- **Left Off:** Excludes the Left Hand
- **Right Off:** Excludes the Right Hand
- **- (minus):** Decreases (according to the function)
- **+ (plus):** Increases (according to the function)

Now let's analyse all the sections of the instrument, in order to understand more thoroughly all the available combinations.

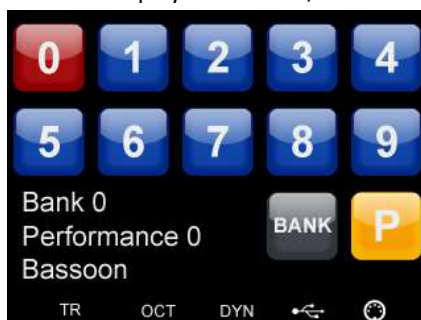
We start with the **PERFORMANCE** key, as this is the first function that appears after selecting **PLAY** in the first display that appears after switching the instrument 'On'. For the explanation of the keys we will follow a logical sequence of practical use.





## Performances

When the PLAY function is enabled, this is the first display that shows, that is Performance 0 of Bank 0:



Remember that the Performances are organised in 10 Banks of 10, for a total of 100 Performances.

Keep in mind that Performance 0 will be activated automatically only after initially switching the instrument 'On'. In all other situations, after selecting the Bank, it is also necessary to select the Performance number desired.

The Performances are for the most part already programmed by the Musictech factory, but can be completely modified in the EDIT section.

Returning to the display; to change a Performance, just touch one of the buttons of the display (**0-9** or alternatively, one of the registers couplers) of the accordion. If, on the other hand, you want to select a different Bank and/or Performance, you must press BANK, which will become active (yellow colour). Now touching one of the buttons **0-9**, one of the Banks will be selected.

After selecting, for example **BANK 3**, the display will change and the Performance key will immediately become active, enabling the selection of the Performance desired:



Until the Performance button desired is touched, the previous one will remain active, in this case Performance 0 and Bank 0.

This system enables you to prepare a combination of sounds during live performances, activating it only exactly when needed.

**(Warning: the Performances will not change, until all the keys have been released, even if the relative key has been pressed. This is because the performances, can contain up to 6 sounds at the same time for the instrument and another 6 via MIDI, therefore the change will take place only when all keys have been released, to avoid the situation where unwanted sounds or notes can play).**

### Right Hand Accordion Registers (Couplers)

*To activate the Performance, you can also use the Right Hand Couplers (numbered from 0 to 9) that correspond to the ten Performances of the selected Bank.*

To make things clear, if Performance 0 is already active, therefore in Bank 0, you can change Bank, for example to Bank 3 (as explained above) and if you want Performance 36, just press **Coupler N° 6**, and the Performance will be operative. Consequently button 36 will become active (Red colour).

Warning: the couplers follow the display. As long as you are in the Performance display, pressing the couplers will change the Performances but if you change area this function will no longer be active.

But you have another opportunity. The couplers, by default, are programmed to have different sounds (see EDIT section). If you activate the function (see paragraph 2.10), selecting one of the couplers from **0 to 8**, you will have nine different combinations available that can be substituted momentarily in place of the Right Hand sounds of the Performance that you are using. **Key 9**, excludes this function, and the couplers return to the function that was described earlier.



The Performances, although already programmed by the Musictech factory, can be completely re-edited, but there is also the possibility, in PLAY, therefore live, to change sounds and/or parameters, without modifying the Performance already memorised.

The Performances contain an important series of parameters that will be explained in full in the EDIT section. It is important though, to understand that each Performance contains sounds for both the Right Hand and Left Hand (Bass and Chords) relative to the accordion, but also a series of Parameters and Program Changes that are used to command, or not (according to the programming), expanders or external MIDI instruments generally. Furthermore they contain the MIDI Assignment Channels for all types of sound and relative volumes.

*It is important to know that, in the Performances programmed by the Musictech factory, the Right, Chord and Bass MIDI sections are always active, the Chord and Bass transmit exclusively the note signals, without sending the Program Change and Volume commands. This system has been adopted above all for those who, for the first time, want to connect an external expander (sound module) with Arranger functions, without changing or substituting sounds in the arrangements of the expander when changing Performances. And in any case, during Edit, it will be possible to completely change the configuration.*

*By default the instrument transmits on the following MIDI CHANNELS:*

*Section A: Right Hand - CH. 1, Chords - CH. 2, Bass - CH. 3.*

*Section B: Right Hand - CH. 4, Chords - CH. 5, Bass - CH. 6.*

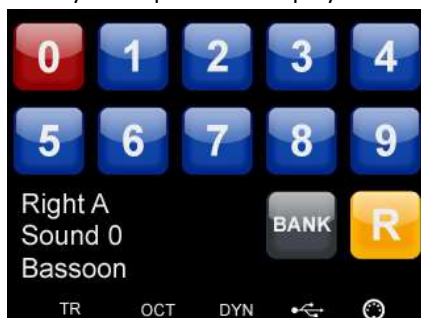


Right


For example, if you want to change the Right Hand sound of a Performance. This is a requirement that could easily present itself in a live performance or when improvising.

In the RIGHT section, you have the possibility to change the sounds of the Right Hand, without modifying the Performance that you are using permanently. In practise, the sound that you select will remain active until you select another or until you change Performance (or select that same Performance again).

When you press the **R** button of the numeric keyboard panel the display will show as follows:



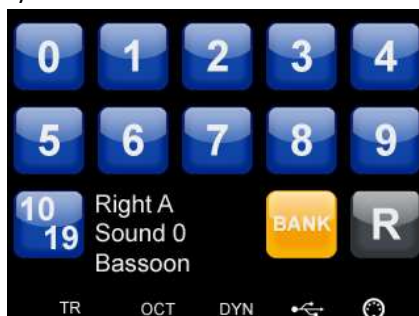
As you will see, the display is the same as that of the Performances. The difference is in the key of reference in the bottom right hand corner, (**R key**) and the descriptions that show the Bank you are using, the name of the Sound and if you are acting on the Sound A or B.

In practise the sound A or B, enables you have two sounds at the same time. By default, only one sound (A) will be active in the major part of the Performances, but nothing prevents you to add a further sound to the Right Hand Section (B) if this has been previously programmed in the EDIT section. To activate Sound B, press the Switch button **A<->B** , on the numeric keyboard panel and the display will show:

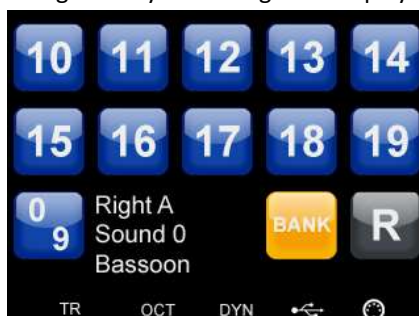


You will see Right B in the lower left hand corner and no longer A. In this case you can select the second sound for the Right Hand. The sounds, whether Right hand, Chords or Bases are also arranged in Banks of ten sounds each Bank. The sounds of accordions, strings, Woodwinds, Brass etc. are more than 154 and to access these the method is the same as for the Performances.

Touching the **BANK** key changes the display to show as follows:



You will see that a key has appeared in the bottom left hand corner with the numbers 10/19, that indicate access to Banks from 10 to 19, to select other sounds. Touching this key will change the display to:




Once you have selected the Bank, the display will show the selected preset, and the keys in that Bank enabling you to select any one of the presets in that Bank.

### Right Hand Accordion Registers (Couplers)

In the RIGHT section it is also possible to change the sounds in the display by using the Right Hand Couplers.



### Chord

The Chord section (Chords) will change the Sounds of this section of the instrument, temporarily modifying the Performance that you are playing. As for the Right section, the function of the Chord section is exactly the same, even the display (that only changes in the descriptions and the key shown in the lower right position). Obviously, also in the Chord section, it is possible to activate a second Sound (B) by means of the SWITCH button **A<->B** .



### Bass

This section is controlled exactly like the Right and Chord sections, but controls the Bass notes of the instrument.

### Left Hand Accordion Registers (Couplers)

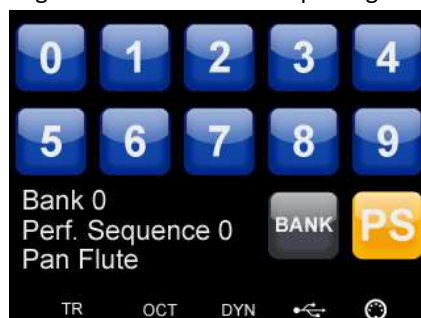
*On the Bass side of the accordion you have 4 Registers /couplers, three of which are operative (1, 2, e 3) and a fourth used for the exclusion of these.*

*The function of these couplers (that will be explained in full in the EDIT section of this manual) is that of substituting the Sounds. They are used in order to have a different or alternative accompaniment (or three actually) always on hand when needed.*



## Performance Sequence

The Performance Sequence button is nothing other than a means of putting the one hundred Performances in order.



In effect this button has the function of putting the Performances in the desired order. The method of programming will be explained in the EDIT section of this manual.

Obviously the display is exactly like that of the Performances, with the difference that you can decide the order.

By default, the Performance Sequence will be the inverse with respect to the Performances.



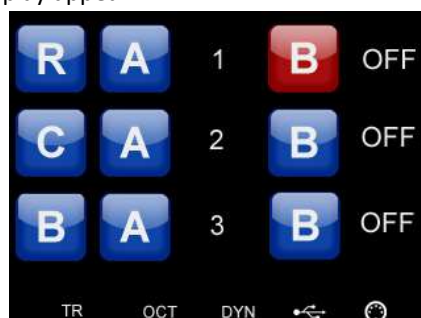
## MIDI

The **MIDI** button on the numeric keyboard panel enables you to decide whether or not and how to control an external expander.

Pressing the MIDI button, enables you to decide on which channels the MIDI output will be activated and/or deactivated.

**WARNING: this button must be pressed a little longer to activate the MIDI output.**

Pressing **MIDI** will make the following display appear:



In effect, the display that appears enables you to select which sections of the instrument you want to programme (**R** - Right, **C** - Chord and **B** - Bass), both on MIDI A and MIDI B (since each section can transmit two summable MIDI channels), and the transmission channel can be selected using the **+/-** buttons on the numeric keyboard panel.


During the programming, according to the key that you have pressed, the **+/-** buttons are used to change the values. This is a simple modification of the channel set by default (or already modified in the EDIT section) that will be immediately active only for transmission of the notes. To change the sound of the connected MIDI instrument, it will obviously be necessary to select a preset (or sound) on the MIDI instrument.

In practise, you have the possibility to change the configuration of the Performance, which also in this case will not be memorized, therefore nothing prevents you to previously programme Performances with the right MIDI channels.

If, on the other hand, you want to change the sounds (these are also programmable in the EDIT stages) you must press the **MIDI + the button corresponding to the section of the instrument** that you want to programme. For example, if you want to change the RIGHT A sound of the instrument connected via the MIDI output, press **MIDI + R**, to change the sound of the BASS, press **MIDI + B**, and likewise to change the sound of the CHORDS press **MIDI + C**.



At this point, the classic display that enables you to recall BANKS and SOUNDS will appear. You will also note that this also shows some extra parameters (even though they are unlikely to be used). In fact you can select if you want to programme


the A or B Sound (or preset). Exactly the same procedure as used before for the programming of the Sounds of the accordion. To select the if you can programme the MIDI A or MIDI B Sound, use the **A<->B**  Switch button.



Apart from the keys that enable you to select the Sound (or preset) of the MIDI instrument, you can also decide the BANK from which to select the Sound. By default, Bank CC0 (which is the standard Bank 0) will always be active, but nothing prevents you using Bank CC32 if the connected expander (or other MIDI instrument) supports this Control Change.

If you want to select a different Bank to operate in, just touch the relative key on the display and select the value using the Numeric Keys of the Touch Screen. For example, in the above display, if you touch **BANK CC0**, you will be able to vary the Bank, and once you have made the choice, you can select the Preset number.

Not knowing what instrument will be connected, you should write a **three digit number** (Ex. 015) to change the Preset (or Sound) corresponding to the external expander or Sound Module module. Same process for the Bank.

As mentioned earlier, also in this case, you have the possibility to sum two MIDI sounds that you can select (A or B) by means of the Switch button **A<->B** .

The display will change to:



Showing Right B in place of Right A, indicating that you have selected the second MIDI sound of the Right hand. Obviously the Bank could also be different.

Of course, the operation involves carrying out a few steps, above all if you also want to change the Bank, but these are situations in which the accordionist will hardly ever need to get involved in, but it is however a possibility of changing the status of the real-time performance. The best advice is to programme as many Performances as possible, which are adapted to your playing style and type.

By default the MIDI Channels of the Right hand are CH. 1 and CH. 4. In the major part of the Performances in the accordion as supplied by the factory, the MIDI channels are only active in Sound "A", and only transmit the notes without changing either the Volume or the Program Change.

The method of programming the sounds for the Left Hand MIDI sounds, and then the CHORDS and BASS is exactly the same as for the Right Hand.



The **Dynamic** button enables you to activate the Dynamics, Expression and After Touch (only MIDI) in the various sections of the instrument (Right, Chord e Bass).

### D (Dynamics)

*Dynamics emulates the dynamics of the buttons of the accordion keyboard and influences the timbre of the sound. It is recommended for use with percussive sounds such as Piano, Vibraphone, etc.*

### XP (Dynamic Expression)

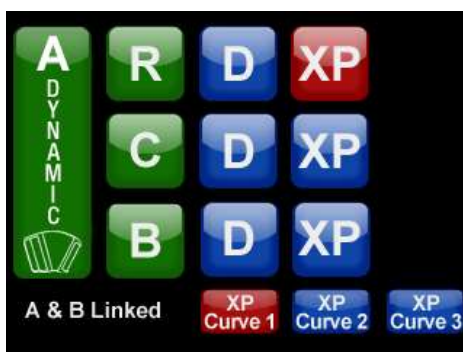
*The Dynamic Expression function follows the sensibility and feeling of the accordionist.*

### AT (After Touch) (only MIDI)

*After Touch is activated by sharp tugs on the bellows. This function is active only in the MIDI sections.*

*It is not recommended to use Dynamics, Expression and After Touch at the same time. To do so, you will need a lot of practise. While combining Dynamics and Expression, Dynamics and After Touch, Expression and After Touch will be much easier and within the reach of most techniques.*


If you want to change the Dynamics of the instrument, just press the “**D**” button on the numeric keyboard panel, and the display will show as follows:

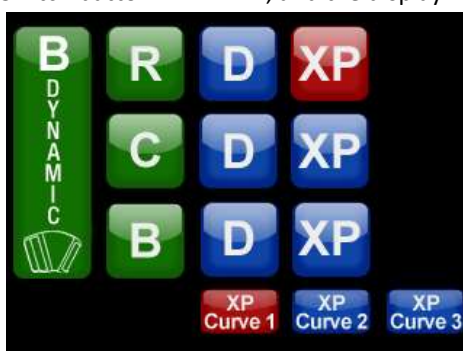


As will be easily understood the left of this display shows the zone in which you are operating, in this case Section A of the instrument (accordion), the various sections of the instrument (Right, Chord and Bass), and on the right of these section keys, the respective Dynamics (**D**) and Expression (**XP**) On/Off keys.

You will see the title “A & B Linked” under the green keys. This is indicating that the Expression and Dynamics will operate both on Sound A and Sound B. To be able to control the Sounds separately (for example, to have Expression on Sound A and Dynamics on Sound B) touch the lower part of the big green key on the left and this title will disappear. You will now be able to activate or deactivate the Dynamics and Expression separately on Sounds A and B, and in this way the bellows control will not have effect on the sounds in an external Expander or other MIDI instrument.

In the lower part of the display you will see: XP Curve 1, XP Curve 2 and XP Curve 3. By default XP Curve 1 will always be selected, but you will be able to select the Expressive Curve according to your needs. These three keys operate in all the sections of the accordion A and B and MIDI A and B, that means that if you change the curve in any section you are in, this will change in all sections.

To change from section A to B, use the Switch button **A<->B** , and the display will show:

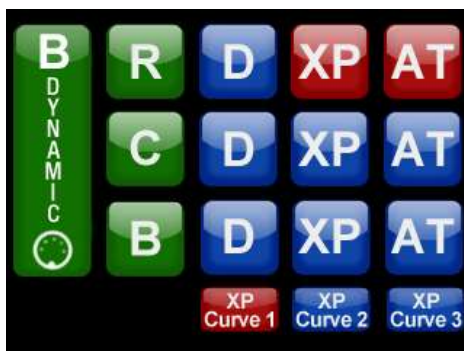



*As you can see, in this case, the control of Dynamics in the various sections is independent.*

As this display is similar to that used for the settings of an externally connected MIDI instrument, to recognise the difference, an accordion or MIDI socket symbol will appear (in the lower part of the big green key), to inform you which section you are operating in.

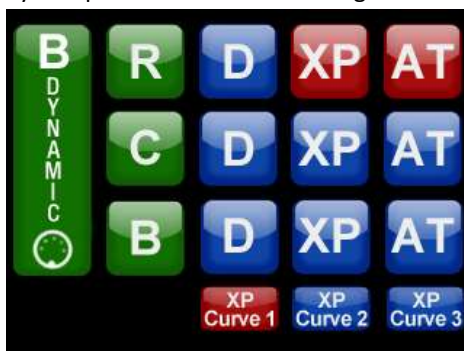


In fact, if you press **"MIDI"** on the Numeric keyboard panel and while keeping this pressed you also press the **"D"** button, the display will show:



This is similar to the previous one but indicating **"MIDI"** (with the accordion symbol) to remind you where you are operating. Also here, using the Switch button **A<->B** , you will change from section A to section B.

You will note that, the MIDI section having been left free, therefore not linkable, no title appears under the big green key, even if you touch it. This choice has been taken to avoid that with a link between two sounds, interference could occur with the expander connected, particularly if implemented with an arranger.



In addition, with respect to the accordion sections, the display shows an **"AT"** key, or After Touch. Many MIDI instruments have this function. When activated, to hear the effect, because an accordion does not have a long movement, the bellows are used. To hear the effect, while playing normally, you will have to jerk the bellows to activate the After Touch effect. You will need to try out these functions to gain confidence with the various techniques of Dynamics, Expression and After Touch.



**Octave**


By pressing the **"O"** button on the numeric keyboard panel, Octave, you enter the page that enables the octaves of the various sections to be programmed. Also in this section it is possible to control this function both on the accordion and on the external MIDI instruments connected to the accordion. Actually, it is a function that will be used above all for the external expanders connected, in order to assure that they adapt to the note range of the accordion. In fact, the internal sounds of the accordion are already programmed to play correctly.

The Octave can reach a maximum of two octave above and two octaves below (+/- 2).

When you press button **"O"** the display will show as follows:





Also in this case you can choose to change the Octave of Sound A or Sound B by means of the Switch button **A<->B** .



To programme the Octave of the MIDI instruments connected to the accordion, press **"MIDI"**, and while keeping this pressed, press **"O"**.



The display will change to:



or



The programming of the Octave is very easy to understand. The display shows arrowed keys indicating the Octave Up or Octave Down control. If the Octave has been raised the key showing an arrow pointing up becomes red in colour, likewise if the Octave has been lowered, this key will also become red and show an arrow pointing down. The value shown in the column between these arrowed keys indicates the Octave shift value of each section (R, C and B).





## Transpose - Pedal

In this display window, apart from Transpose, you have other controls: the On/Off of the single pedals, the programming of the Volume Pedal and the activation of the pre-programmed couplers of the Right Hand.

### Transpose

The Transpose button **Transp. / Tp** on the numerical keyboard panel enables you to change the tuning of the instrument within a range of +/- 12 semitones; up to C one octave above (using the right arrow, which becomes red in colour like the note name) down to C one octave below (using the left arrow, which becomes blue in colour like the note name). Pressing the "**Transp. / Tp**" button will show the following display:



The function is effective on the entire instrument and the connected MIDI channels. Obviously the MIDI Backing Tracks that the instrument plays by means of the USB Stick will also be transposed. The only channel that is not transposed (either in the instrument or via MIDI) is CH. 10, which by General MIDI default is used for the drums.

### Ped Accordion – Ped MIDI

The first activates the Volume Pedal of the right hand of the instrument, while the second, the Volume Pedal of the expanders connected via MIDI. The volume control by means of the pedal can be activated (red = on) or deactivated. The **Ped MIDI** key, however, will allow us to check if the selected Volume Pedal will also act on the levels of the expander or external sound module connected to the instrument. By default, only the Accordion control pedal assigned to the right hand will be active (this parameter is editable in the edit section, both for the Accordion and the MIDI).

### Ped 1, Ped 2, Ped 3, Ped 4

The Ped 1, 2, 3 and 4 are programmable pedals (in the Edit section), but at this stage, it is also possible to change the function by simply pressing the **Ped** button concerned, that will turn red to indicate it is active. In the window, shown below, the name of the selected button (**FtSw1, 2, 3 or 4**) will appear, as well as the parameter assigned in the Edit stage. However, you can change the value using the + / - buttons on the numeric keyboard panel.

The assignable parameters are as follows:

- Off                      No function
- PB Up A                The Pitch Bend will be raised by a semitone (Accordion)
- PB Up M                The Pitch Bend will be raised by a semitone (MIDI)
- PB Up A+M            The Pitch Bend will be raised by a semitone (Acc + MIDI)
- PB Dw A                The Pitch Bend will be lowered by a semitone (Accordion)
- PB Dw M                The Pitch Bend will be lowered by a semitone (MIDI)
- PB Dw A+M            The Pitch Bend will be lowered by a semitone (Acc + MIDI)
- Play MIDI              Start/Stop control of the MIDI Song
- Play MP3                Start/Stop control of the MP3 File
- Wheel A                Activates the Modulation Wheel (Accordion)
- Wheel M                Activates the Modulation Wheel (MIDI)
- Wheel A+M             Activates the Modulation Wheel (Acc+MIDI)
- Sust A                  Activates the Sustain (Accordion)
- Sust M                  Activates the Sustain (MIDI)

- Sust A+M Activates the Sustain (Accordion + MIDI)
- Soste A Activates the Sostenuato (Accordion)
- Soste M Activates the Sostenuato (MIDI)
- Soste A+M Activates the Sostenuato (Accordion + MIDI)
- Pf Up A Selects the next Performance (Accordion)
- Pf Up M Selects the next Performance (MIDI)
- Pf Up A+M Selects the next Performance (Acc+MIDI)
- Pf. Dw A Selects the previous Performance (Accordion)
- Pf. Dw M Selects the previous Performance (MIDI)
- Pf. Dw A+M Selects the previous Performance (Acc+MIDI)
- PS Up A Selects the next Performance Sequence(Acc)
- PS Up M Selects the next Performance Sequence(MIDI)
- PS Up A+M Selects the next Performance Sequence(Acc+MIDI)
- PS Dw A Selects the previous Performance Sequence(Acc)
- PS Dw M Selects the previous Performance Sequence(MIDI)
- PS Dw A+M Selects the previous Performance Sequence(Acc+MIDI)
- Oct Up A Raises the RH notes of the MIDI instrument by 1 octave(Accordion)
- Oct Up M Raises the RH notes of the MIDI instrument by 1 octave(MIDI)
- Oct Up A+M Raises the RH notes of the MIDI instrument by 1 octave(Accordion+MIDI)
- Oct Dw A Lowers the RH notes of the Accordion by 1 octave(Accordion)
- Oct Dw M Lowers the RH notes of the Accordion by 1 octave(MIDI)
- Oct Dw A+M Lowers the RH notes of the Accordion by 1 octave(Accordion+MIDI)

### User Programmed Right Registers (Couplers)

This function enables you to activate the programmed couplers of the Right hand. In the Edit stages (Paragraph 4.3), it is possible to programme the couplers according to your needs. The Musictech factory provides the instrument with these couplers already programmed, but they can be re-programmed according to the musician's requirements.

When this function is activated, the Right Hand Couplers no longer follow the Performance or Right displays but will be independent and, as in the Right, Chords and Bass sections, will substitute the Right Hand Sounds of the active performances. To return to the standard use of the couplers, deactivate the function using **Coupler N° 9**.

The active couplers are from "0" to "8". Coupler N° "9" will re-establish the original sounds of the Performance.



### Song – USB A

With the Song button you enter the control page of the Songs loaded with the stick inserted in the USB A port, the one behind the display.

### The Dual Link Songs

*The Song section of the Dual Link, is not a MIDI Sequencer MIDI, but simply a MIDI tracks reader. Therefore the control of the Songs is extremely limited.*

*The only controls available are the exclusion of one or more MIDI Channels, the variation of the Tempo, and the overall Volume Control of the Song.*

*Furthermore, only .MID e .KAR MIDI files in the MIDI 0 format can be read.*

*If a Song is identified as a MIDI 1 format, it will be shown as an error.*

*Several applications are available on the internet for converting MID or KAR from the MIDI 1 format to that of MIDI 0.*

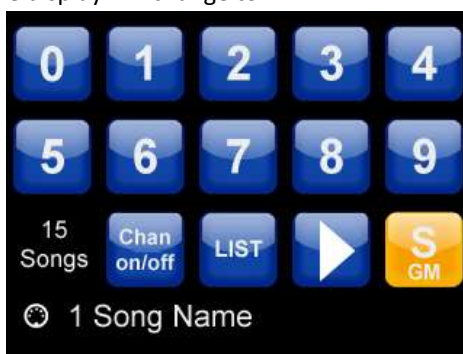
### Advise

*Most backing tracks play well with the Dual Link combined with the DigiSound Module.*

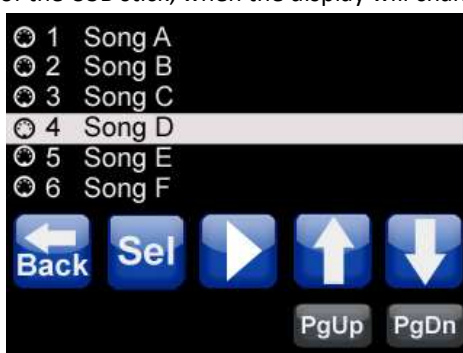
*However, if you have the possibility, to obtain the maximum performance, it is advised that you load the files into musical programme like Cubase, Cakewalk, Pro Tools, etc. and then connect the MIDI output of the PC to the MIDI of the DigiSound Module, optimizing the correct volumes and sounds. Save the Song in the MIDI 0 format in a stick and plug it into the Dual Link, and you will see that there will no difference.*

*This process could become very useful if you use a lot of Backing Tracks, enabling you to obtain results with exceptional sounds.*

As soon as you enter the SONG page, the display will change to:



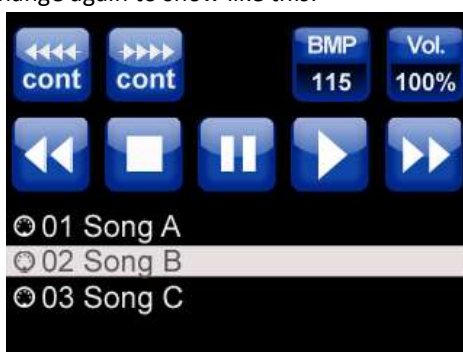
Touch the LIST key to see the contents of the USB stick, when the display will change to:



The list will show the Songs in the stick from the first in the list and you can scroll through these using the **UP** and **DOWN** arrows (or **PgUp** – Page Up and **PgDn** – Page Down) in the display. On the left of the list you will see the MIDI socket symbols indicating that the Song you are selecting is a MIDI Song. To select a Song from the list, scroll through the list and select the one shown in white by touching the "Sel" key or by pressing the **PLAY** key (key with triangle) to immediately start the Song.

The display will automatically return to the previous one; then press **PLAY** (key with triangle) to start the Song. If, on the other hand, you did not want to select any Song, but just wanted to see the list, the "Back" key will enable you to go back without carrying out any operation.

When you are in Play, the display will change again to show like this:

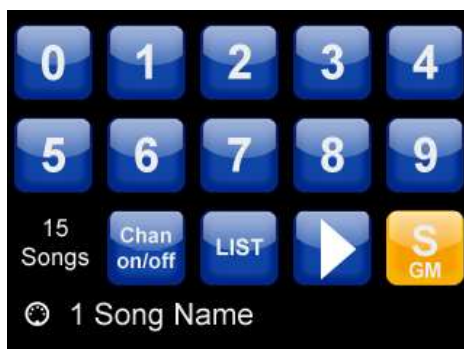


The Play key will be red in colour, showing that the Song has been started. When the Song ends, you can touch the Next key (with two arrows towards the right) to start the next Song (that is shown in the lower line of the display with the name 02). Furthermore, as the Song is a MIDI Song, you will see the Tempo on the display (ex. BPM 120), which can be varied by means of the + /- buttons on the numeric keyboard panel.

The volume of the entire MIDI Backing Track can also be lowered. The value is a percentage, therefore the levels of all the tracks will be lowered by the same percentage. The Volume is set at 80% by default.

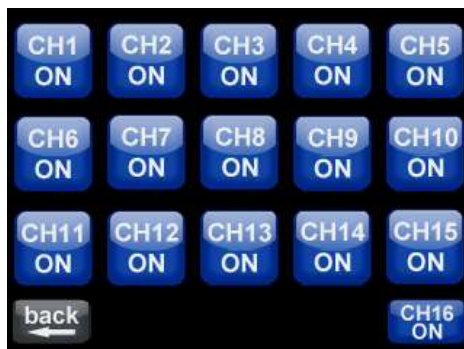
The **>>>>Cont** and **<<<<Cont** keys are used to start the Song continuously according to the order of insertion (01, 02, ecc.) In the case of ">>>>Cont", the sequence will gradually increase, (Ex.: 03, 04, 05, etc.) vice versa with "<<<<Cont" the sequence will gradually decrease (Es.: 05, 04, 03, ecc.).

When you press **STOP**, the screen will show the main Song display.



In this main Song display, the “**Chan on/off**” key will be seen.

When this is touched, the display below will be shown:



In this display you can establish which MIDI channels you want to exclude. For example, in the main part of MIDI files, CH. 4 is dedicated to the melody line. Touching **CH4 ON**, the key will change colour (red) and it will show CH4 OFF. From this moment on, all the MIDI Songs that you load will not play CH. 4. If you play with a drummer, you can exclude CH.10, which is normally dedicated to the drums.

Once you have selected the required channels, touch **BACK** to return to the main SONG menu.



### Song – USB B

The USB “B” port is on the DigiSound Module and it enables you to load MP3 Backing Tracks.

To select the required USB socket that you want to use, in order to enter in the MP3 section, use the Switch button **A<->B**



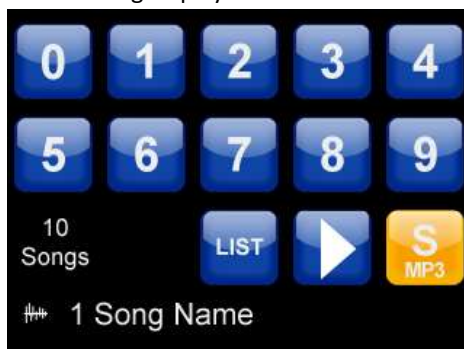
on the Numeric keyboard panel.

**Warning:** when the USB Stick is plugged into the Digisound Module, it can take up to 30 seconds to enable the system to read all the Songs and relative titles that will show in the list. During this period a flashing message, informing you of the read status, will appear. When reading is complete, the flashing message will disappear.

Obviously, while the stick is being read, you can safely navigate in other sections of the instrument (for example, select a Performance), without interfering with the reading process of the stick.

The software will filter the files in the stick in order to show only the MP3 type files, thereby not showing files in the list that cannot be played.


As soon as you enter in the Song page, the following display will be shown:



To see the list of the Songs, touch **LIST** and the display will change to this:



For the rest, the operation is identical to the MIDI Songs.

Naturally, if you start a MIDI Song, the MP3 Songs will be deactivated and vice versa. Or rather, you can prepare a MIDI Song and an MP3 Song, activating them one at a time by means of the Switch button **A<->B** .



**A<->B**

As you will have already seen, by means of this button, you can change from the programming of Preset A to that of Preset B and vice versa, both for the instrument Sounds of the accordion and for the MIDI Program Changes. This button is also used to switch between USB A and USB B for the Songs, and in all the parameters where indicated. Obviously, this is active only in the PLAY section, whereas in the EDIT section the programming of the Sound A and B is performed directly.



**Global**

Press this button to activate the Global function. Global means a series of Registrations, Patches, or any other name the MIDI instrument maker may have used, that incorporate a series of arrangements and sounds ready for use. In Edit, you can edit this function, but in the Play section you have the possibility to select it directly, by entering a number (normally three digits), but obviously this will depend on the parameters of the maker of the MIDI instrument. If the number is less than three digits (one or two, e.g. 3 or 12) just press the **G key** once you have entered the required number and the number will be set. If on the other hand the number is three digits, once you have entered the third digit the value will be set without pressing the **G key** (although even if you press the **G key** nothing will be compromised).

It is also possible to select the Globals in a sequential manner by using the "**Back**" and "**Forward**" arrows on the Touch Screen or the **+/-** buttons of the numeric keyboard panel.



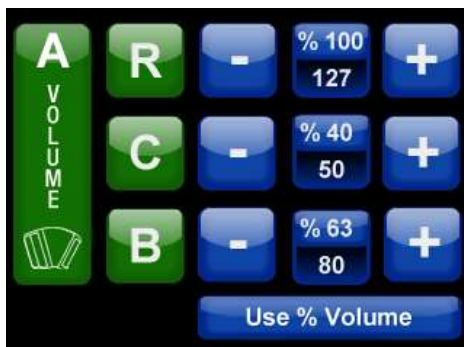
**Menu**

In order to return to the Main Menu, from where it is possible to enter the EDIT or PLAY sections, it is necessary to press the **MENU** button for a longer period than usual, until the Main Menu display shows. This is to avoid that, while playing, you accidentally enter a menu is not appropriate to what you are playing. However, if this occurs, the unit will continue to operate exactly as set. To return to the PLAY menu, just press the **PLAY** button; but in this case you will return to the starting condition, that is Performance 0 of Bank 0. This feature may be useful if we have changed a performance in an excessive way, and we want to restore the basic situation.



## Volume

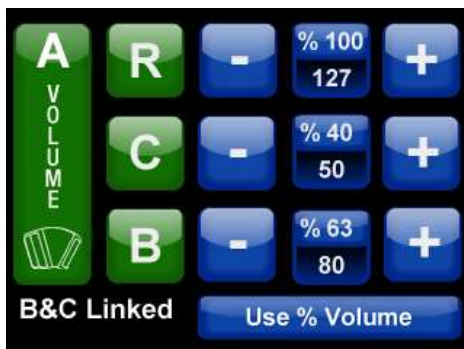
By pressing **VOLUME**, you can vary the Volumes of the various sections:




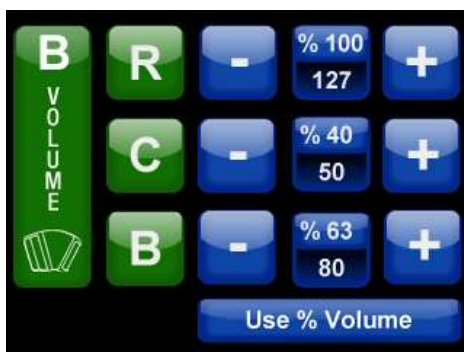
As can be seen, for each section you can use the **-/+** keys to vary the Volume levels; which will be shown in the centre of the two keys. But you also have a percentage value. This value can be used to always have the same volume in all the Performances.

For example, when you activate the **"Use% Volume"** key that will turn red to indicate that it is active, the values of the various sections will be changed to a percentage rather than a number. This set value will remain the same even if you change performance. If you want to employ the volumes that are already programmed in the performances, you have to disable the **"Use % Volume"**.

But there is another rather important feature. Pressing the green button at the bottom (on the accordion symbol) will make **"B & C Linked"** appear:



This will indicate the combination of C (Chords) and B (Bass), which, when selected, will allow us to vary the level of the left hand (Chords and Bass) at the same time simply by pressing the **-/+** keys regardless of whether we select the controls for C or B. Obviously the two values (and displays) will change simultaneously. This function is valid whether you are using the nominal value of the various sections or the percentage value. Also in this case, using the **A<->B** , you can switch to the variation of the volumes in section B of the accordion.

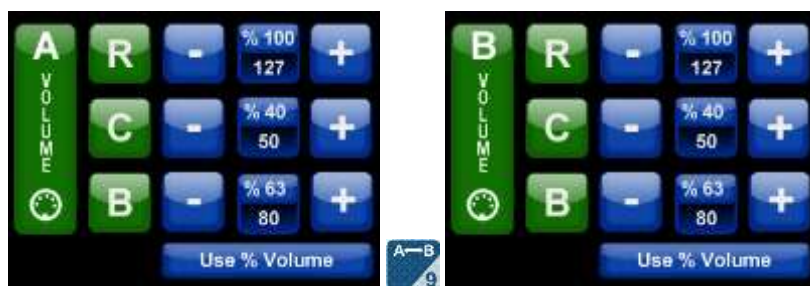


Furthermore, pressing the **MIDI** button together with the **VOL** button, you can control the Volume levels of the MIDI Channels connected:



In this case, you can control the external expanders in the channels already set in both the A and B sections.





These two buttons allow us to completely rule out the sections of the left hand and / or right hand. In practice activating the relative button, this section will not transmit any sound of the instrument. In this case, however, the MIDI backing tracks will continue to be audible.

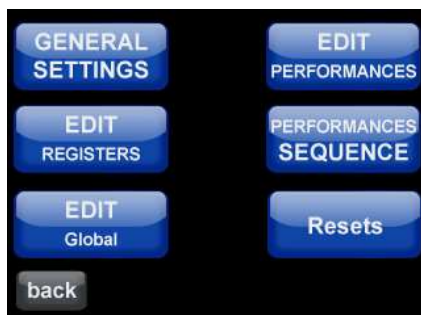


The -/+ buttons are used to increase and/or decrease the values of the indicated sections.



## EDIT Section

When you enter in the EDIT section, you will see a menu that enables the selection of the section that you want operate in:



Now let's look at all the parameters of the various menus at your disposal.

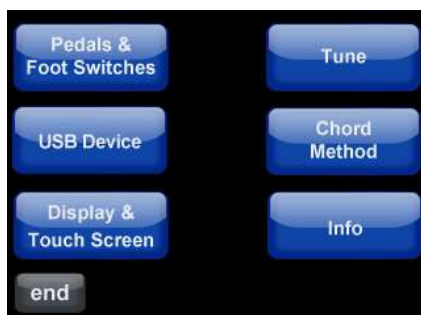
One important thing must be considered. While in the PLAY section, the keys of the numeric keyboard panel controlled the sections, in EDIT, only the numbers will be used, while all parameters will be selected by means of the Touch screen.

The display with respect to PLAY will be a little different, but will allow you to move easily through all the various parameters and the different sections.

### General Settings

When entering General Settings, you will have some parameters that will influence the entire instrument, regardless of from where the Performances, Registers (Couplers) etc. are programmed.

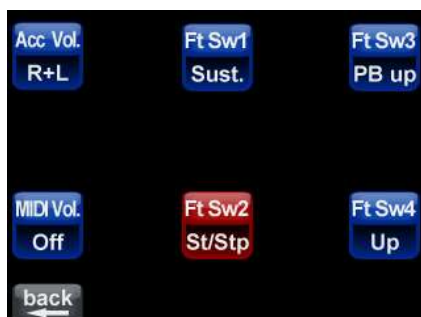
This page will show as follows:



Now let's analyse the various sections:

### Pedals & Foot Switches

When you enter this section you have the possibility to programme the functions of the Volume Pedal and the Footswitches:



### Acc. Vol./MIDI Vol

These two keys allow you to configure the function of the Volume Pedal that can be used for the Digital Box or MIDI sounds.

The possible programming is: **Off** (pedal deactivated), **R** (will only function for the sounds of the right hand) and **R + L** (will be active for sounds of both the Right and Left hands).

You will find these controls in the PLAY section (see paragraph 3.10.1)

Both pedals have the same type of programming, but can be programmed independently from each other, while being physically the same pedal.

#### **Ft Sw1, 2, 3, 4**

The other four keys are used programming the pedals supplied with the accordion. Each pedal can be programmed for a specific function. By default, they are programmed as follows:

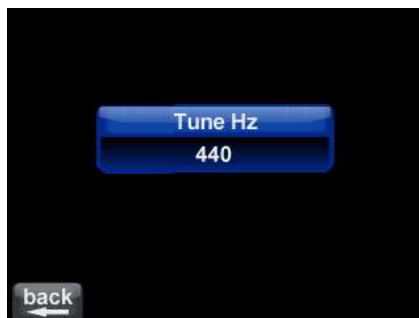
Ped. 1	Sustain
Ped. 2	Pitch Bend Up
Ped. 3	Start/Stop
Ped 4	Perf. Up

The programmable functions are:

- Off No function
- PB Up A The Pitch Bend raises the notes 1 semi-tone (Acc.)
- PB Up M The Pitch Bend lowers the notes 1 semi-tone (MIDI)
- PB Up A+M The Pitch Bend raises the notes 1 semi-tone (Acc + MIDI)
- PB Dw A The Pitch Bend lowers the notes 1 semi-tone (Acc.)
- PB Dw M The Pitch Bend lowers the notes 1 semi-tone (MIDI)
- PB Dw A+M The Pitch Bend lowers the notes 1 semi-tone (Acc + MIDI)
- Play MIDI Start/Stop control of the MIDI Song
- Play MP3 Start/Stop control of the MP3 File
- Wheel A Activates the Modulation Wheel (Acc.)
- Wheel M Activates the Modulation Wheel (MIDI)
- Wheel A+M Activates the Modulation Wheel (Acc+MIDI)
- Sust A Activates the Sustain (Accordion)
- Sust M Activates the Sustain (MIDI)
- Sust A+M Activates the Sustain (Accordion + MIDI)
- Soste A Activates the Sostenuato (Accordion)
- Soste M Activates the Sostenuato (MIDI)
- Soste A+M Activates the Sostenuato (Accordion + MIDI)
- Pf Up A Selects the next Performance (Accordion)
- Pf Up M Selects the next Performance (MIDI)
- Pf Up A+M Selects the next Performance (Acc+MIDI)
- Pf. Dw A Selects the previous Performance (Accordion)
- Pf. Dw M Selects the previous Performance (MIDI)
- Pf. Dw A+M Selects the previous Performance (Acc+MIDI)
- PS Up A Selects the next Performance Sequence (Acc)
- PS Up M Selects the next Performance Sequence (MIDI)
- PS Up A+M Selects the next Performance Sequence (Acc+MIDI)
- PS Dw A Selects the previous Performance Sequence (Acc)
- PS Dw M Selects the previous Performance Sequence (MIDI)
- PS Dw A+M Selects the previous Performance Sequence (Acc+MIDI)
- Oct Up A Raises the Right Hand by 1 Octave (Accordion)
- Oct Up M Raises the Right Hand notes by 1 Octave (MIDI)
- Oct Up A+M Raises the RH notes by 1 Octave (Accordion+MIDI)
- Oct Dw A Lowers the Right Hand notes by 1 Octave (Accordion)
- Oct Dw M Lowers the Right Hand notes by 1 Octave (MIDI)
- Oct Dw A+M Lowers the RH notes by 1 Octave (Accordion+MIDI)

Once the programming is finished, press **back**, to return to the Main Menu of the General Settings.

## Tune



The Tune function enables you to set the basic pitch of the instrument. By default, the instrument is tuned to A= 440 Hz, but this can be varied over a range of 20 steps (+/-10) that is from 430 to 450 Hz. Press **back** to return to the GENERAL SETTINGS page.

## USB Device



The USB Device function, enables you to establish which part of the MIDI will exit the USB device. By selecting Accordion, all the internal channels of the instrument (Right, Accordion and Bass both A and B) will be directed to this USB output, on the other hand, selecting General MIDI, all the channels related to the Song you are going to start with PLAY will be directed to this device.

## Chord Method



Chord Method, allows you to establish the method used by the chord section of the accordion. You have two parameters available:

- **Single**  
With this setting, only one chord at a time can be played. This function could be useful when working frequently with arranger units connected to the instrument.
- **Multiple**  
In this case the Chords are free, and several Chord buttons can be played simultaneously. This function will prove to be very useful when the accordionist needs to play two Chords together to create ninths, thirteenth, etc.

By default the Chords will be configured as Multiple.

Press **back** to return to the previous screen.

## Display



In the Display section, you can vary the Brilliance with values from 0 to 100 and the Contrast also with values from 0 to 100.

The MusicTech logo above the parameter keys will enable you to see the variations that you make during the adjustment of the two parameters.

Pressing **back**, will return to the General Settings screen.

## Info

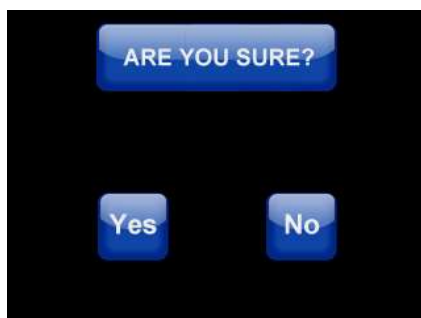


In this page, all the details concerning the software version in use and the manufacturer are shown.

When you have finished configuring the General Settings, you can press **END** to save your changes.



You can choose whether to save or exit without saving, in any case, the following screen appears:

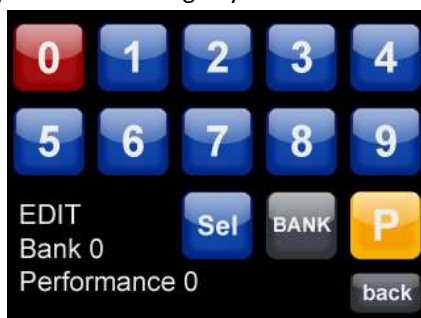


Pressing **Yes**, will confirm the choice made, on the contrary, pressing **No** will show the EDIT screen of the General Settings.

## Edit Performances

The Performances are the basis of the entire instrument, therefore when you edit a good Performance, it means you prepare the instrument to perform according to our needs.

First, you must choose the Performance you want to change by means of this familiar screen that will appear:



Select the Performance in which you want to change the parameters (by means of the **BANK** key and the **Performance number**) then press Select to enter the live programming phase.

Once you select a Performance to be edited, the accordion will be activated, to enable you to hear the changes made.



### Accordion A/B

Here you enter in the main part of the programming section of the Accordion, where all the parameters that affect the performance of the sounds of the accordion are concerned.

The Right A, Chord A and Bass A keys only serve as reference points (except for the presets in this section, as you'll see), while all the others are always operative. As an example you are programming Sound A (i.e. the main sound) of each section of the accordion.

### Preset

Pressing Preset the button R, you will change the value for the preset in the right hand section. You have to write a two-digit number (00/99) using the Numeric Keyboard Panel. In this case, you don't use the usual **Bank/Preset** method, but simply write the preset number, since they are consecutive, using the **numeric buttons** on the Numeric Keyboard Panel. To find the sound you're looking for, you also have the option of pressing the **list** button,



Scrolling with the **arrow keys**, highlight the sound you want and press **Sel** (select) to insert it in the section you are in. We can also press **Back** and therefore return to the previous screen and write the relative number.

**Vol. (Volume)**

The Volume button allows you to determine the value (using the small keys  $-/+$  on the Numeric Keyboard Panel) for each section.

**VelLo (Velocity Lo)**

The Velocity Lo button allows you to set the minimum velocity value, which obviously must be less than the value of Velocity Hi. The higher the Velocity Lo value is, the higher the sound level for a minimum displacement of the bellows will be.

**VelHi (Velocity Hi)**

The Velocity Hi button, allows us to set the maximum velocity value of the bellows sound control. Can be very useful when you want to calibrate the bellows control of a sound based on the needs of the song or musician. Obviously, the value of Velocity Hi cannot be less than the Velocity Lo. To get the maximum velocity in the instrument, you should set the Velocity Hi between 0 and 10, and between 110 and 127 for Velocity Hi.

Pressing the “**next**” key, will show the second programming display:

**Oct. (Octave)**

The Octave button, allows us to set the octave level, based on the sound selected, according to the needs of the musical performance. The value, which by default is "0", can be varied by  $\pm 2$  in steps of 1.

**Sust. (Sustain)**

The Sustain button allows us to extend the decay of the sound chosen (in reality we are talking about Release, which is the last phase of the sound), or stretch a little sound, which could be very useful in sound pinched or in some low but can be inserted at any instrument, according to the needs of the musician.

**Rev. (Reverb.)**

The Reverb button, allows us to activate a certain level of this effect, up to a maximum value of 127. It can be very useful to give a little dimension to some special sounds.

**Pan. (Panorama Stereo)**

With Pan, you can assign the sound in a particular point of the stereo spectrum. This function will prove to be very interesting because, as you can use two instruments for each section, with the stereo effects that are available, you can create an out of ordinary spatial sound. The control has a range from "0" (central) to "-15" (full left) e "+15" (full right).

If you need to carry out no other programming, you can press the **end** key, and go directly to SAVE or continue programming by pressing **next** to edit the drum sound in the A section.



Here you can assign the classic kit of General MIDI drum sounds to the Chords and Basses. By selecting notes in the part desired (Chords or Basses), you can assign the instrument with the **-/+** buttons. On the left you will see the name of the associated instrument.

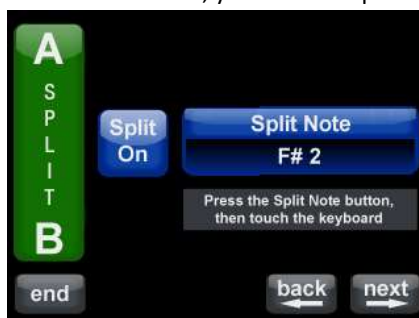
After setting the drum for the instrument A, press **next** to go to the B sound of the accordion:

The screens of Section B of the instrument are shown in sequence below:



The Edit procedure is the same as the A section, but here you are programming the second sound (or if you prefer you can put it off, simply by placing the preset values to "OFF").

At the end of the programming of sounds of the instrument, you have the possibility to "split" the sound of A and B.



To select the split position, as described on the screen, press **Split Note**, then press the **right hand note** at the point where you want to divide the two sounds.

To remove the split, simply press **Split Off**.

Pressing **next** again, you enter the MIDI section of the Performance, respectively for Sound A and Sound B.

### MIDI A/B

When you enter into MIDI programming, the situation will be similar to the previous, but with less parameters. In fact, the programming is limited to Preset, Volume and Octave, in addition to the MIDI channel and the Bank. In fact you won't find the parameters of Velocity.



### Right A, Chord A, Bass A

The Right A, Chord A and Bass A, have been integrated with the MIDI channel key (A or B).

To begin with, we must select the MIDI channel for each section, and then pressing the corresponding key (for example Right A), the button will turn "Red" showing that it is active and you can write the number of the channel using the numeric buttons on the numeric keyboard panel (you can also use the **-/+** keys to select the channel).

### Bank – CC0 – CC32

Once you have selected the channel for each section, you have to choose the Bank. By default you will find Bank 000. If you look carefully at the screen, you will also see that at the bottom there are two buttons, **CC0** (Control Change 0) and **CC32** (Control Change 32). Normally the CC0 allows you to choose between 128 Banks (000-127) the sound of the desired



preset (refer to the manual of the connected MIDI instrument). There are some companies that also use the CC32 (again, there are 128 Banks) for banks of special sounds. In this case, when you press the **Bank** button of the desired section, press **CC32**, and in that bank (and only that one) will CC32 be active. Changing section, you will see that CC0, that is set by default, returns to be active. In this way, we have full freedom to choose the sounds or presets of the three sections in various banks and Control Changes.

### Preset

By selecting **Preset** in the desired section, you can change the number, in order to set the Preset in the Expander or MIDI keyboard connected to the accordion. Here, too, you need a three-digit number.

### Vol. (Volume)

Press **Vol.**, to adjust the Volume of each section (using the **-/+** buttons of the numeric keyboard panel).

### Oct. (Octave)

Press **Oct.**, to set the Octave of the sound, in order to adequately adapt it to the note range of the accordion.

Pressing **next**, will change the display very little, in that the keys on the right of the display will show **VelLo** and **VelHi**, i.e., Velocity Lo and Velocity Hi.



### VelLo (Velocity Lo)

The Velocity Lo button allows you to set the minimum velocity value, which obviously must be less than the value of Velocity Hi. The higher the Velocity Lo value is, the higher the sound level for a minimum displacement of the bellows will be.

### VelHi (Velocity Hi)

The Velocity Hi button, allows us to set the maximum velocity value of the bellows sound control. Can be very useful when you want to calibrate the bellows control of a sound based on the needs of the song or musician. Obviously, the value of Velocity Hi can not be less than the Velocity Lo. To get the maximum velocity in the instrument, you should set the Velocity Hi between 0 and 10, and between 110 and 127 for Velocity Hi.

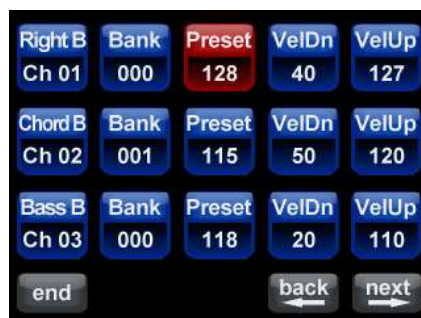
Pressing **next**, you will be able to programme MIDI B.

### MIDI B

The programming of MIDI B, is practically the same as that of MIDI A. The only difference is that you will be programming the second MIDI sound (B) that you can add to MIDI A.



Going ahead again by pressing **next**, you can programme Velocity Lo and Hi as in Sound A.



Pressing **next**, the display returns to the first programming page (Right A Accordion), signifying that you have programmed all the parameters of the Performance. Nothing prohibits you from going ahead to control everything you have programmed. Once you have finally finished the programming, press **end**.

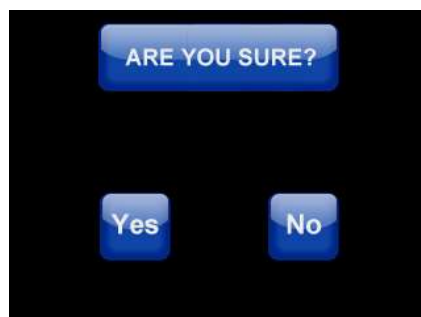
### Save

Pressing **end**, you enter in the SAVE phase, and you will see a display as follows:



If you want to save the Performance in the position from which you started out, press “**Save in the same position**”.

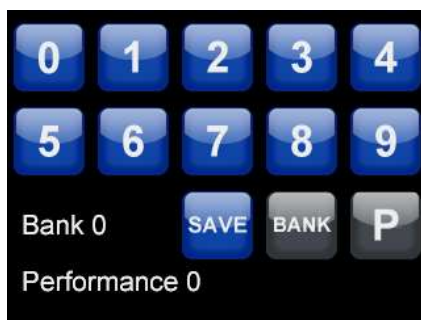
The display will change to show:



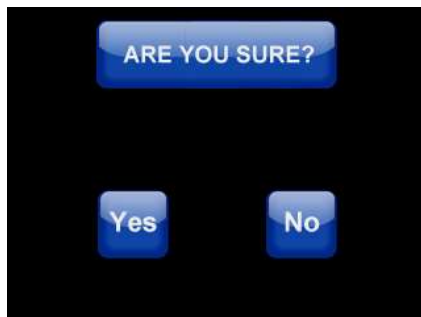
If you are sure, press **Yes**, otherwise press **No**, and you return to the previous display:



If you press “**Change Position**”, the display will show as follows, enabling you to select the position number:



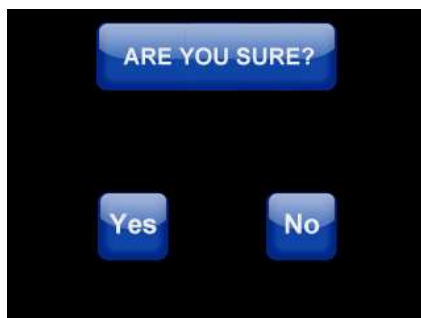
Select the position using the **BANK** and **Preset** keys, and then press **SAVE**.  
The following display will show:



Press **Yes** if you are sure, or repeat the procedure by pressing **No**.  
You will return to the previous display once again:

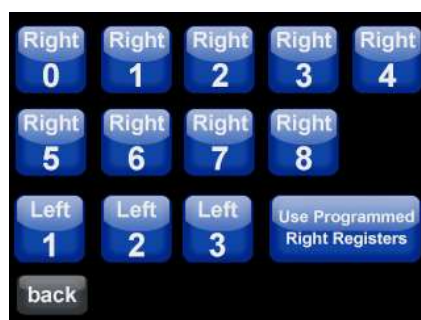


To leave the programming without saving the changes, press "**Exit without saving**".  
You will be asked again as follows:



### Edit Registers (Couplers)

The Edit Registers (Couplers) section is very similar to the Performance section, but in this case you are going to set up only the sounds associated with the traditional accordion couplers of the left hand and the right hand.



The Right Registers/Couplers 0-8, are the programmable ones, which are going to be implemented on the right hand. By default, the Right Hand Couplers follow the screens, that is, if you are in the Performance page of the Play section, they will correspond to the Performance on the display, the same goes for the Right section (accessible by pressing R on the numeric keyboard panel).

Activating the **"Use Programmed Right Couplers"** button, the Right Hand Registers/Couplers will always have the programmed sounds in this phase.

The programming of the nine couplers is identical. Let's see how to program a coupler, such as the "Right 0". When you press, the screen will change to:



The programming is done exactly as for the Performances, but in this case, you have the two sounds A and B in the same screen. If you press **back**, you will gain access to the main page of the programming of the couplers. All the changes made will remain in temporary memory, even if we program all the Right and Left Hand Couplers.

At the end of programming, press **"end"**, you will be asked to save the changes.

Pressing **"next"** activates the second page:

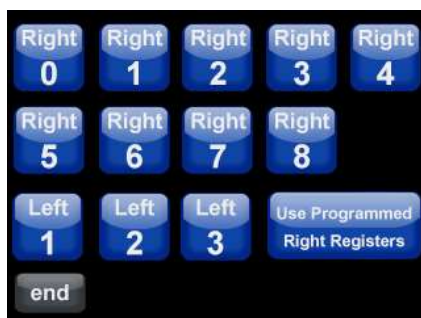


Continuing the programming, you move to Page 3:



Here you program the MIDI section combined to the Register/Coupler. To avoid using the MIDI of the coupler, set the MIDI channel to "Off".

When you have finished programming Coupler "0", press the **"back"** key to return to the main screen.

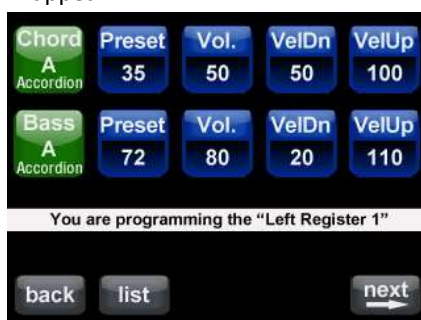


Now Register/Coupler "0" has already been programmed, and you can program all the other couplers in the same way.

If you want to program the Left hand Couplers, you have to use the **Left 1-3** keys.

The Left Hand Registers/Couplers, will always be operative, unlike the Right Hand Registers/Couplers, but in the Left Hand, you have the ESC Register/Coupler (this is marked so it can be detected by touch) that will exclude control by the couplers and recall the programming carried out in the Performances.

Now you can program the Left Hand Registers/Couplers. Take for example the Register/Coupler "Left 1". Pressing the corresponding key, the first screen that will appear:

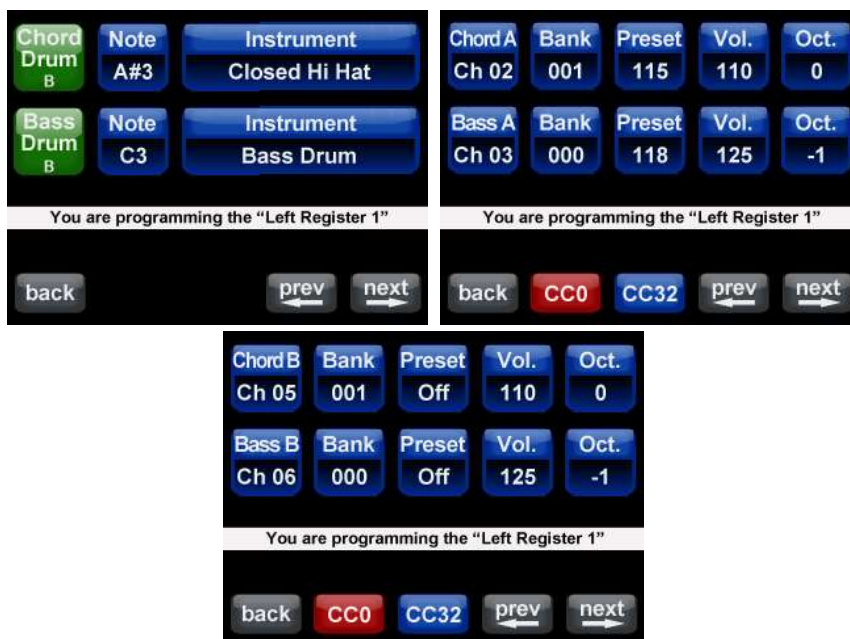


Here too, the programming is done as in the Performances, but you see a few more displays, because you will be programming the Sounds for the Chords and the Bass.

The sequence of the displays is as follows:



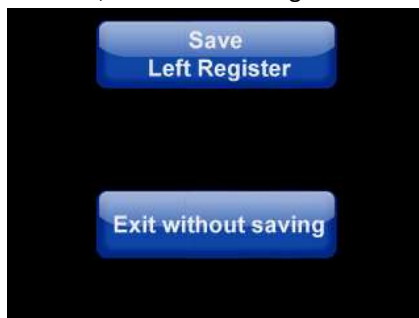




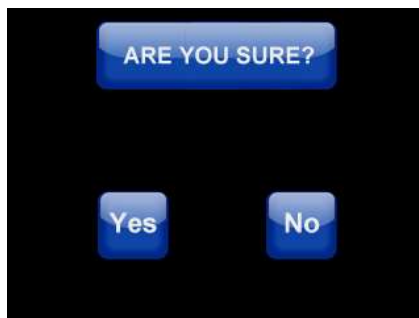
Also here, as previously, once you have finished the programming, press "**back**" to show the main display:



Once the programming is terminated, press "**end**", to save the changes and the display will change to:



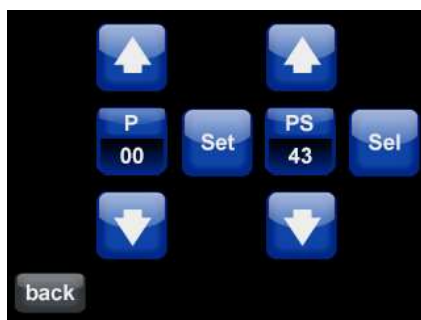
In this case, you can save the changes or decide to leave this phase without saving. In either case, the following display will appear:



If you press **No**, you will return to the EDIT REGISTERS (COUPLERS) phase, otherwise you will go to the EDIT menu.

## Performance Sequence

By programming the Performance Sequences, you will be able to put the Performances in your preferred sequence. Entering **EDIT**, you will see the following screen:



As you can see, you have a P section (Performance) and a PS section (Performance Sequence).

#### *P (Performance)*

This is the Performance number you have chosen that you're going to match to the number of the Performance Sequence.

#### *PS (Performance Sequence)*

This is the Performance Sequence number to which we want to match the number of the original performance

#### *Set*

Once you have set the value of the Performance and its Performance Sequence, press the SET button to memorize the value.

#### *Sel*

The **Sel** button, just confirms that the Performance Sequence has already been set. In fact, when the Set button is pressed, the Sel button turns red, indicating that the Performance Sequence is stored. If you change the value of the combined performance, the Sel key becomes blue, waiting for the new value to be set, after which you must press the Set key to store it.

### Edit Global

When you enter the GLOBAL phase in the programming, the display will show as follows:



As you will soon understand, the programming is extremely easy.

#### *MIDI*

Here you can set the MIDI channel on which the instrument transmits the MIDI data. The default channel is 16, but nothing prohibits you from changing this if the connected instrument uses a different channel. You can either use the arrowed keys to change this or directly write the number using the Numeric buttons on the numeric keyboard panel.

#### *Global*

Indicates the number of the Global that you will select in the PLAY section, and is connected to the **Prg** key. You can choose the Global with the arrows or directly write the number on the keypad of the numeric keyboard panel.

#### *Prg*

This is the program of the connected MIDI instrument that you're going to match to the Global Programme number of the accordion. By default, the **Global** and the **Prg** will have the same values, but you can choose a new order of matching according to your needs. You can select with the arrows or write the number on the keypad of the numeric keyboard panel.



## SET

Once you have set the Global and relative PRG number, press **SET** to save the settings in the memory.

## Save & Load

Save and Load allows you to download (save) various parts of the instrument that you have programmed, a very useful facility if you happen to perform a reset (see next paragraph) which will erase all or part of our changes to the various sections of the instrument. Downloads and uploads are via the USB port behind the touchscreen display.

Once you enter into Save & Load, this screen will be displayed:



In this section, you can Save and/or Load configurations of Performances, Registers (Couplers), or the whole system globally (including the general settings, etc.).

*Obviously, when you enter the Load process, a screen will warn you that you are about to overwrite all or part of memory.*

### Save Performances/Load Performances

With these two functions, you can Save and Load Performances.

When files are saved in the USB drive, if there is not one already, a Musictech folder will be created, and a sub-folder called Backup, and this is where the files will be saved. Every time you save, the files will be overwritten, so if we need to save multiple configurations of performance, you will need to use a different USB stick. This system will apply to all save operations via USB.

### Save General Settings/Load General Settings

These functions, as can be imagined, allow us to save all of the parameters of the General Settings. The method of saving is the same as described in the previous paragraph.

### Save All System/Load All System

Here, you can save and / or reload the system. This is advisable if you have made major changes, before making a General Reset to avoid losing vital settings.

## Resets

In the Resets section, you have the possibility to reset the instrument back to its original state either totally or partially.



In this section, you can perform various types of Reset on the instrument

### Reset Performances

With Reset Performances, all the values of the Performances (All values of the accordion and the MIDI sections) will be restored to the original factory settings.

### *Reset Accordion Performances*

With Reset Accordion Performances, all the values of the Performances relative to the settings of the Accordion part (not the MIDI parts) will be restored to the original factory settings.

### *Reset MIDI Performances*

With Reset MIDI Performances, all the values of the Performances relative to the MIDI settings of the instrument will be restored to the original factory settings.

### *Reset Registers (Couplers)*

Reset Registers (Couplers) performs a Reset on all the programming done to the Right and Left Hand Couplers, restoring the original factory settings.

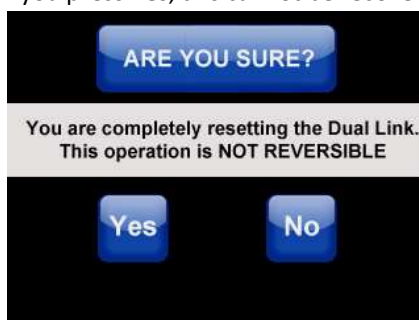
### *General Settings Reset*

With General Settings Reset all the configurations regarding the settings of the instrument that have been modified will be restored to the original factory settings.

### *Complete Reset Of The Instrument*

To perform a Complete Reset of the instrument it is necessary to carry out three operations: "Reset Performances", "Reset Registers (Couplers)" and "General Settings Reset".

Each time you carry out a Reset, a display will warn you that you are about to perform a definite action and that once you have confirmed the cancellation of data, if you press **Yes**, this cannot be recovered.



For any questions, you can send an email to our e-mail address: [info@musictech.it](mailto:info@musictech.it). You will receive an answer in the least possible time.