

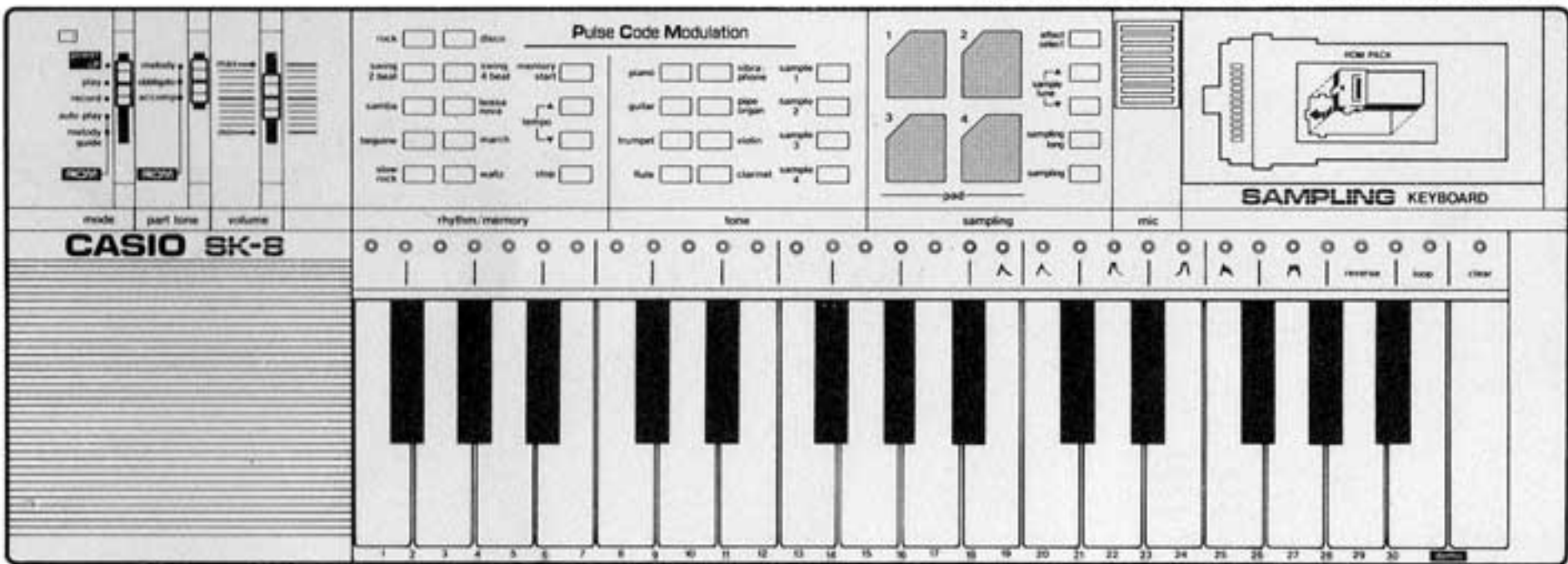
# CASIO SK-8

ELECTRONIC MUSICAL INSTRUMENT  
 INSTRUMENTO MUSICAL ELECTRONICO

## OPERATION MANUAL

2

## TABLEBEAST MODIFICATION 27



# **CASIO SK-8**

## **ELECTRONIC MUSICAL INSTRUMENT**

Thank you and congratulations on your purchase of the Casio SK-8 Sampling Keyboard. Your new keyboard features a melody guide system, which lets you learn how to play your favorite tunes by following LEDs that light above the notes to be played. The tunes of a music ROM pack can be played with any sampled sound as well as 8 preset tones. Other functions such as sample pads, loop and reverse effects, and real time memory will add much to your musical enjoyment.

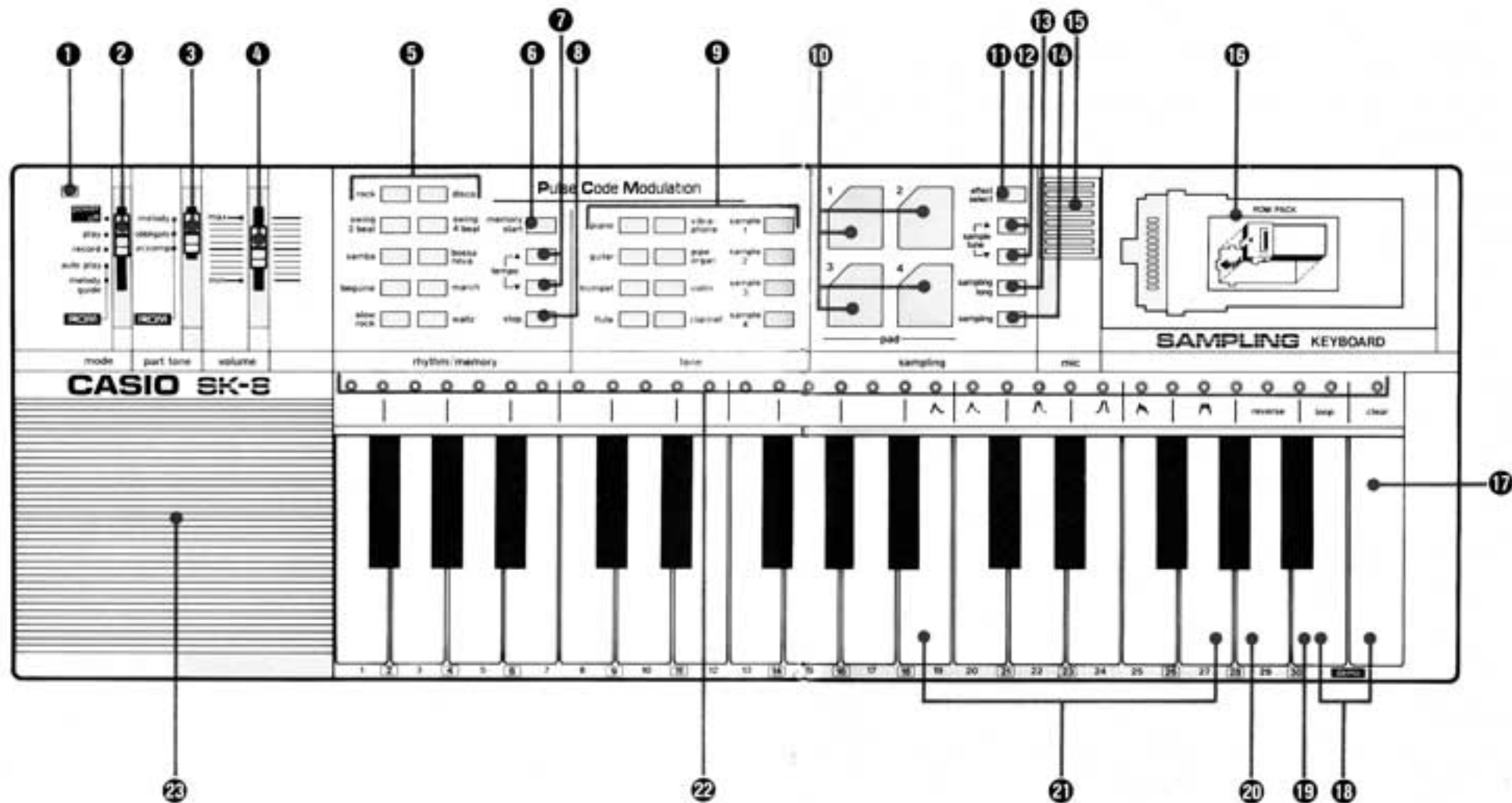
To obtain optimum performance and assure long-term reliability, be sure to read this manual carefully before using this sampling keyboard.

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# 1 Features & Functions



## 1. Features & Functions

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### ❶ Power indicator

### ❷ Mode selector

Used to switch power on/off and to select one of four modes.

### ❸ Part tone selector

Used to select a tone for each melody, obbligato, and accompaniment in the ROM pack tunes.

### ❹ Volume control

Used to control overall volume.

### ❺ Auto-rhythm selectors

Used to select preset auto-rhythms.

### ❻ Memory start button

Used to start recording in real-time memory in the record mode, and to start playback of memory contents in the play mode.

### ❼ Tempo control

Used to raise or lower rhythm tempo.

### ❽ Stop button

Used to stop auto-rhythm, real-time memory, demonstration tune.

### ❾ Tone selectors

Used to select preset tones or sample sounds.

### ❿ Sample pads

Used to tap out 4 sample sounds.

### ⓫ Effect select button

Used to select reverse effect and/or loop effect, desired envelope.

### ⓬ Sample tune buttons

Used to adjust pitch of sampled sounds.

### ⓭ Sampling long button

Used to perform 1.4-second sampling.

### ⓮ Sampling button

Used to perform 0.7-second sampling.

### ⓯ Built-in microphone

### ⓰ ROM pack compartment

### ⓱ Clear key

Used to clear loop, reverse and envelope effects after effect select button ❾ is pressed.

**18 Demo keys**

Used to play all the ROM pack tunes successively in auto play mode.

**19 Loop key**

Used to set loop effect after effect select button **11** is pressed.

**20 Reverse key**

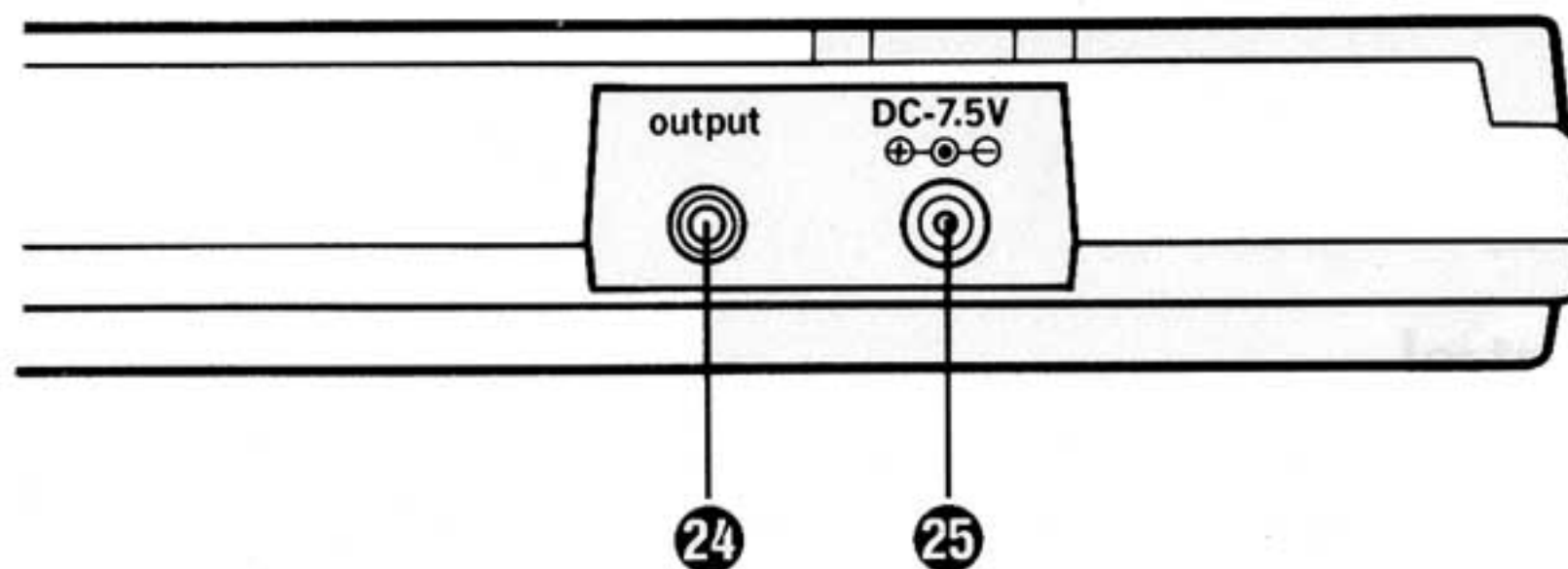
Used to set reverse effect after effect select button **11** is pressed.

**21 Envelope keys**

Used to specify envelope of sampled sounds after effect select button **11** is pressed.

**22 Melody guide indicators****23 Built-in speaker**

(Back panel)

**24 Output jack**

For connection of optional headphones, audio amplifier or keyboard amplifier. Connecting headphones automatically cuts speaker output.

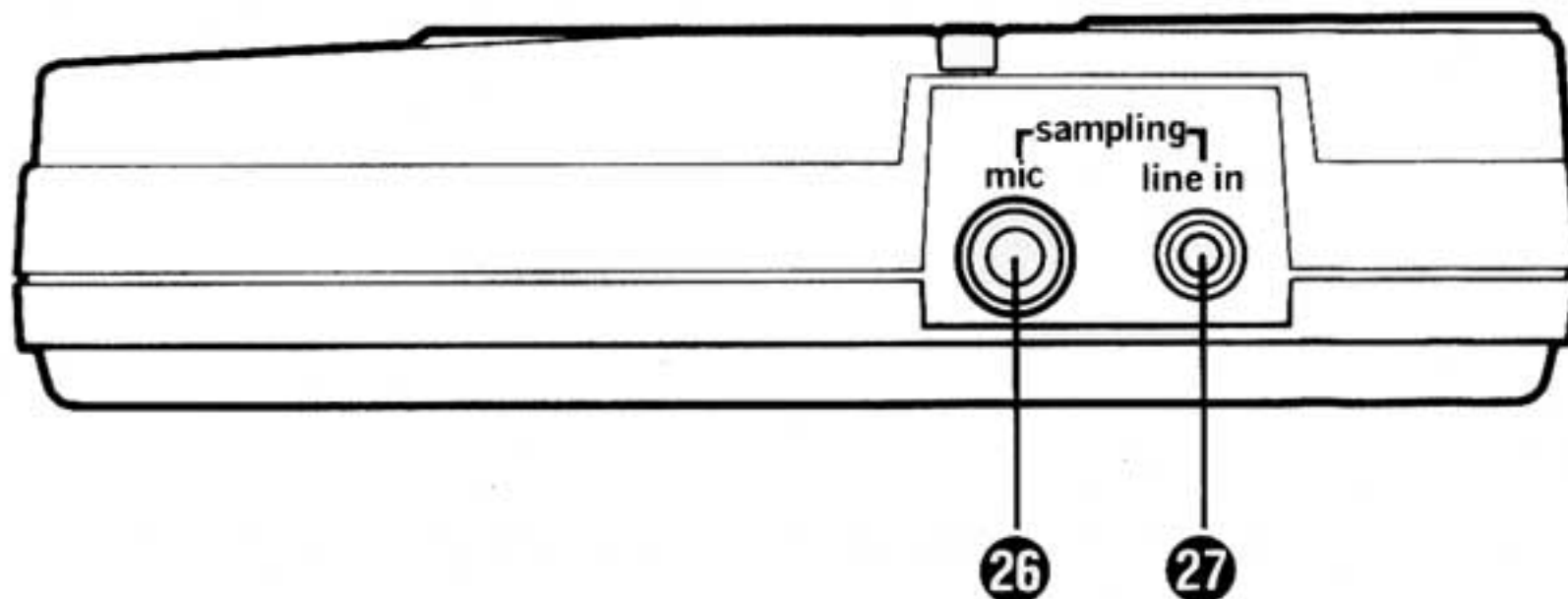
**25 AC adaptor jack**

For connection of optional AC adaptor (AD-1) or car adaptor (CA-1).

# 1. Features & Functions

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(Right side panel)



## 26 Microphone input jack

For connection of external microphone for sampling sounds.

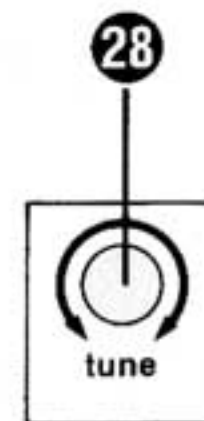
## 27 Line input jack

For connection of audio equipment for sampling.


(Bottom panel)

## 28 Tuning control

Adjust the pitch of the entire keyboard within  $\pm 30$  cents and provides easy tuning with other instruments.



## 2 Power Supply

 This unit operates on both AC and DC power.

### DC Power

#### • Dry batteries

This unit can be powered by five AA size (SUM-3) manganese dry batteries. Weakened batteries will result in lower volume or poor tonal quality. The power indicator lamp will gradually lose its brightness when battery power weakens. At this time, change batteries or shift to one of the alternate power sources mentioned below.

#### Battery replacement:

- ① Open the battery compartment cover on the bottom of the unit and take out used batteries.
- ② Load new batteries taking care that polarity is correct.
  - \* *It is advisable to replace all five batteries at the same time for longer battery life.*
  - \* *Refer to the specifications for standard battery life.*

#### • Car battery

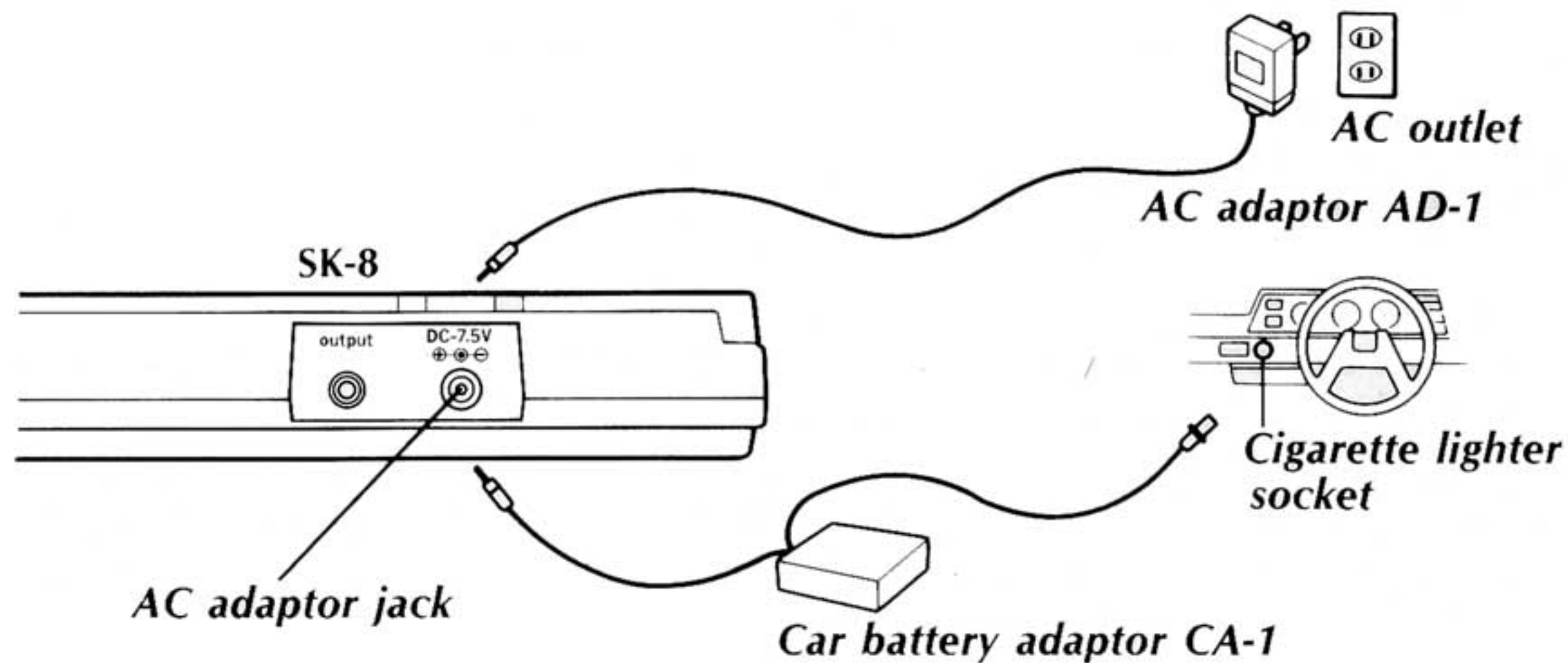
With the car battery adaptor (CA-1, optional), DC power is supplied from a car battery through the cigarette lighter socket.

### AC Power

An AC adaptor (AD-1, optional) is required to connect to an AC outlet. Use only an adaptor with the same voltage rating (100, 117, 220, or 240V) as the power supply in your area to prevent component damage. Plug the AC adaptor into the AC outlet and the cord into the unit. This will automatically cut off the battery power supply.



## 2. Power Supply



### ★ Auto power off function

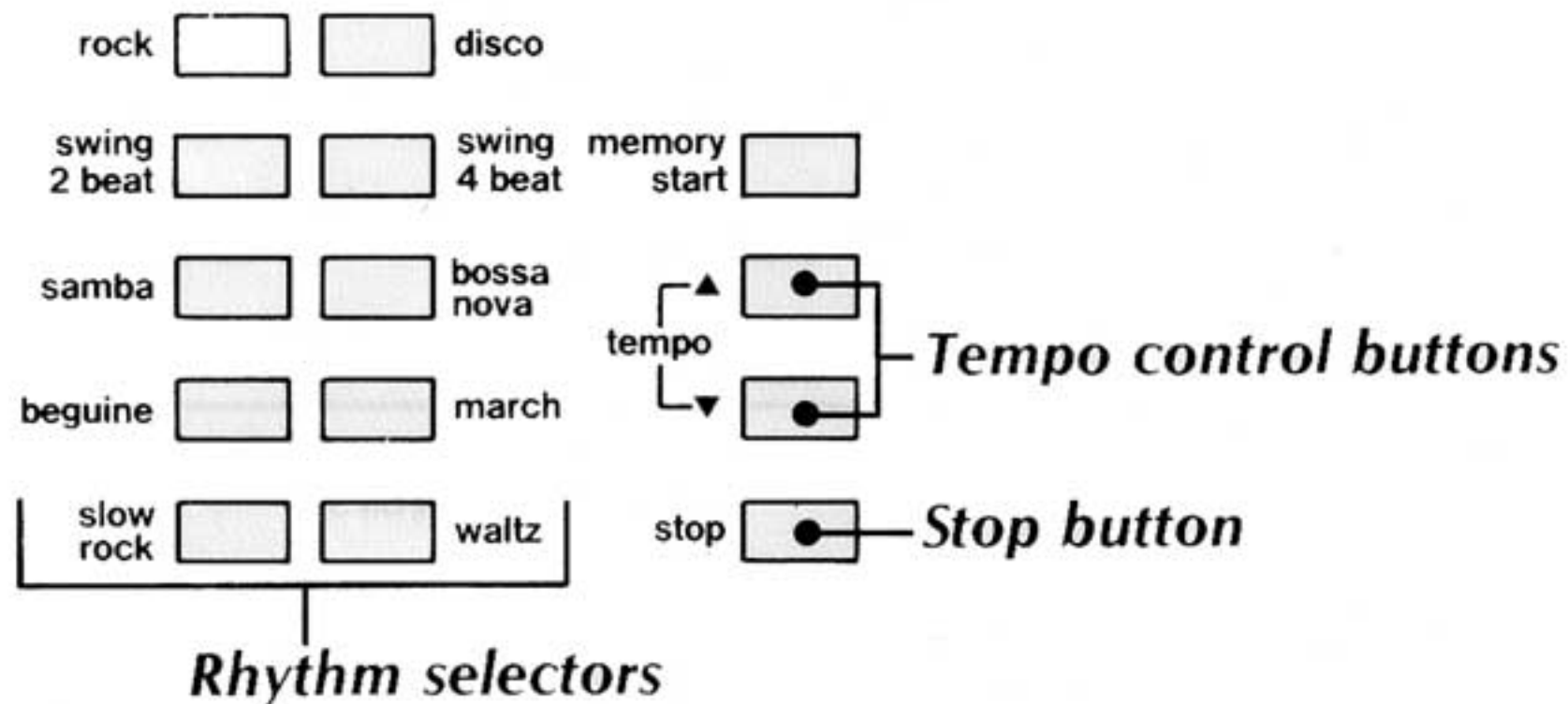
Power is automatically cut off approximately 7 minutes after the last operation of the unit. Power supply can be restored by switching power OFF and then ON again.

### CAUTION

- \* Use only genuine CASIO adaptors to avoid risk of damage.
- \* Remove batteries from the battery compartment when the unit is not used for extended periods. (Battery leakage can damage electrical parts.)
- \* The adaptor may become warm when left connected to an outlet. This is normal, but the adaptor should be disconnected when not in use.
- \* THE FOLLOWING CONDITIONS CAN CAUSE BATTERIES TO BURST:
  1. Use of adaptors other than genuine CASIO adaptors.
  2. Loading batteries with polarities reversed.

# 4 Auto-rhythms

 The SK-8's auto-rhythm function features a total of 10 different rhythms.



Set the mode selector to "play", and press one of 10 auto-rhythm selectors to start an auto-rhythm.

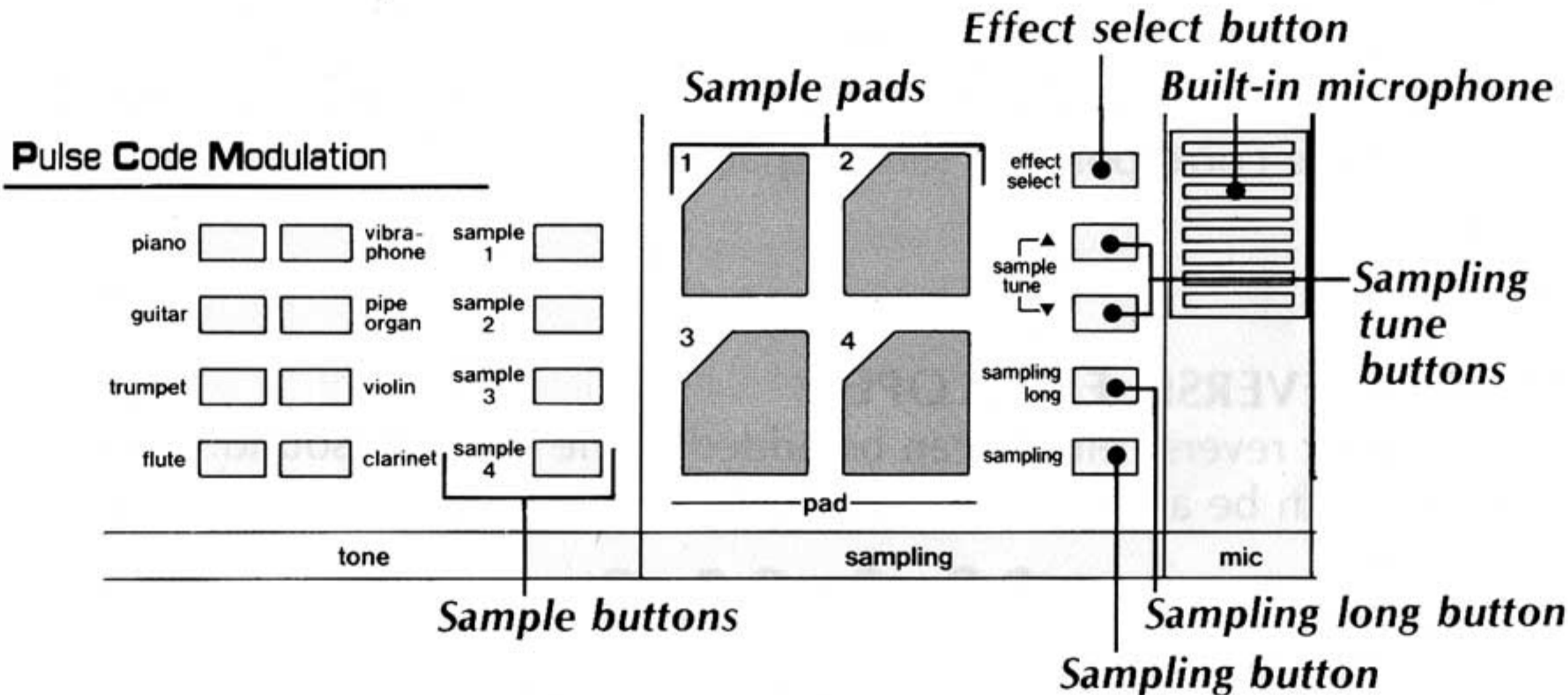


- \* Press the stop button to stop rhythm play.
- \* Tempo can be set in the range of  $\text{♩} = 54\text{--}254$  using the tempo control buttons. Pressing the two tempo control buttons at the same time sets tempo to  $\text{♩} = 110$ .

# 5 Sampling Function

With the SK-8, up to 4 sampled sounds can be stored using 0.7-second sampling. With 1.4-second sampling, up to 2 sampled sounds can be performed.

\* Two sampling methods are available: direct PCM sampling using a built-in microphone, and line input from another source such as a cassette tape recorder.



## [SAMPLING PROCEDURE]

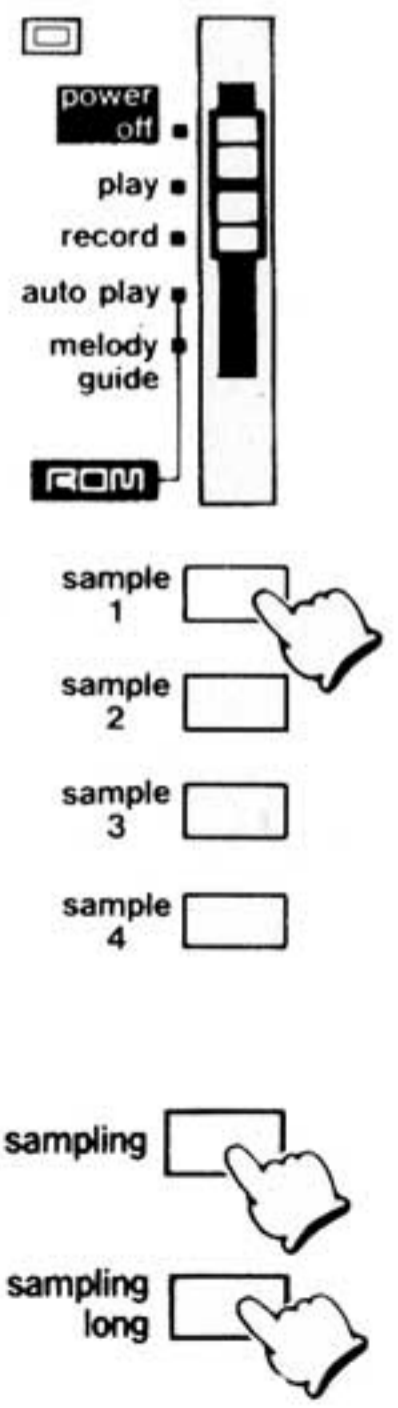
Sampling is always performed in the "play" mode.

① Select one of the 4 sample buttons.

- \* Press sample button 1 or 3 for 1.4-second sampling.
- \* Sample 1 is automatically selected when sampling is performed without specifying a sample button.

② Press the sampling button.

- \* Press the sampling long button for 1.4-second sampling.

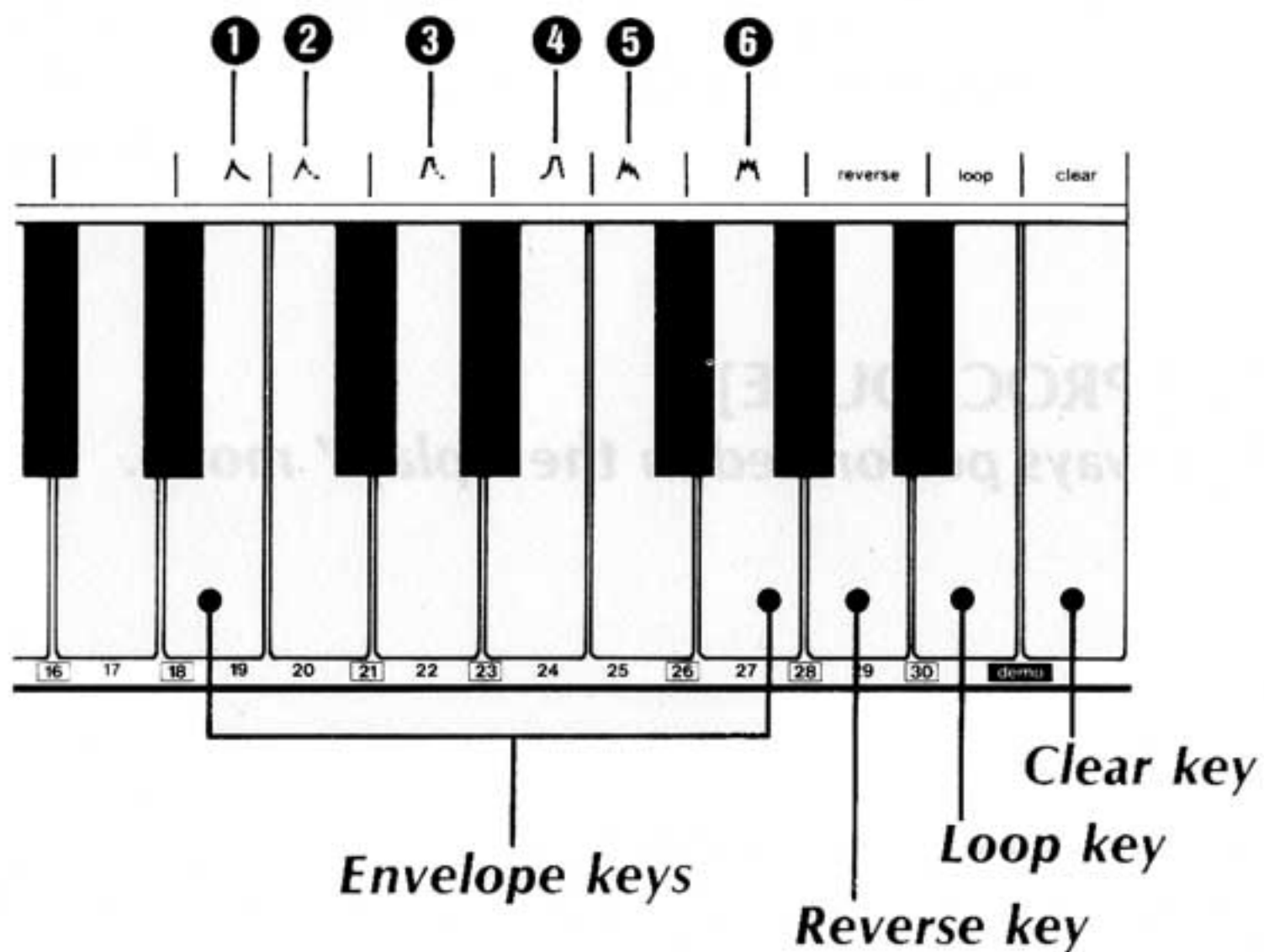


## 5. Sampling Function

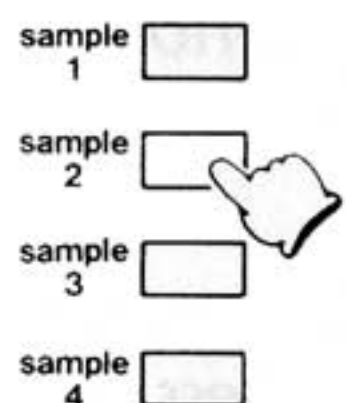
- ③ Enter the sound using the built-in microphone, an external microphone or line in.
- \* Any sampled sound previously present in the selected memory is deleted.
  - \* A cymbal sound will be heard to indicate that sampling is complete.
  - \* If no sound is entered for approximately 12 seconds, a hi bongo sound will be heard to indicate that sampling standby is cancelled.
- ④ Now the sampled sound can be played on the 32 keyboard keys or tap out on the corresponding sample pads.

### [LOOP, REVERSE, ENVELOPE]

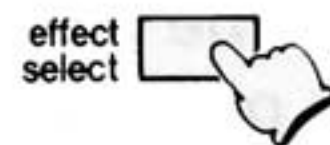
Loop and/or reverse effects can be added to the sampled sound. Also, an envelope can be applied to the sampled sound.



- ① Select one of the 4 sample buttons.



② Press the effect select button followed by any desired effect key (loop, reverse, 6 envelopes).



- \* A cymbal sound will mark the engagement of the selected effect.
- \* The reverse effect takes more time to apply than other effects. Continuous rim shot sounds will be heard during internal processing until the final cymbal sound is heard.
- \* Loop and reverse effects can be performed and cancelled by turns each time the effect key is pressed.
- \* Three effects (loop, reverse, one of 6 envelopes) can be simultaneously applied to a sample sound.
- \* All effects can be cancelled by pressing the effect select button followed by the clear key.

### <6 envelopes>

- ① (  $\wedge$  ).....Piano/guitar damped tone, slow decay.
- ② (  $\wedge$  ).....Long release (damped tone), slower decay than ①.
- ③ (  $\wedge$  ).....Reverb, some sustain after decay begins.
- ④ (  $\wedge$  ).....Slow attack, slow increase of volume at beginning.
- ⑤ (  $\wedge$  ).....Tremolo I, fade out with slight vibrato.
- ⑥ (  $\wedge$  ).....Tremolo II, slight vibrato.

### [SAMPLE PAD]

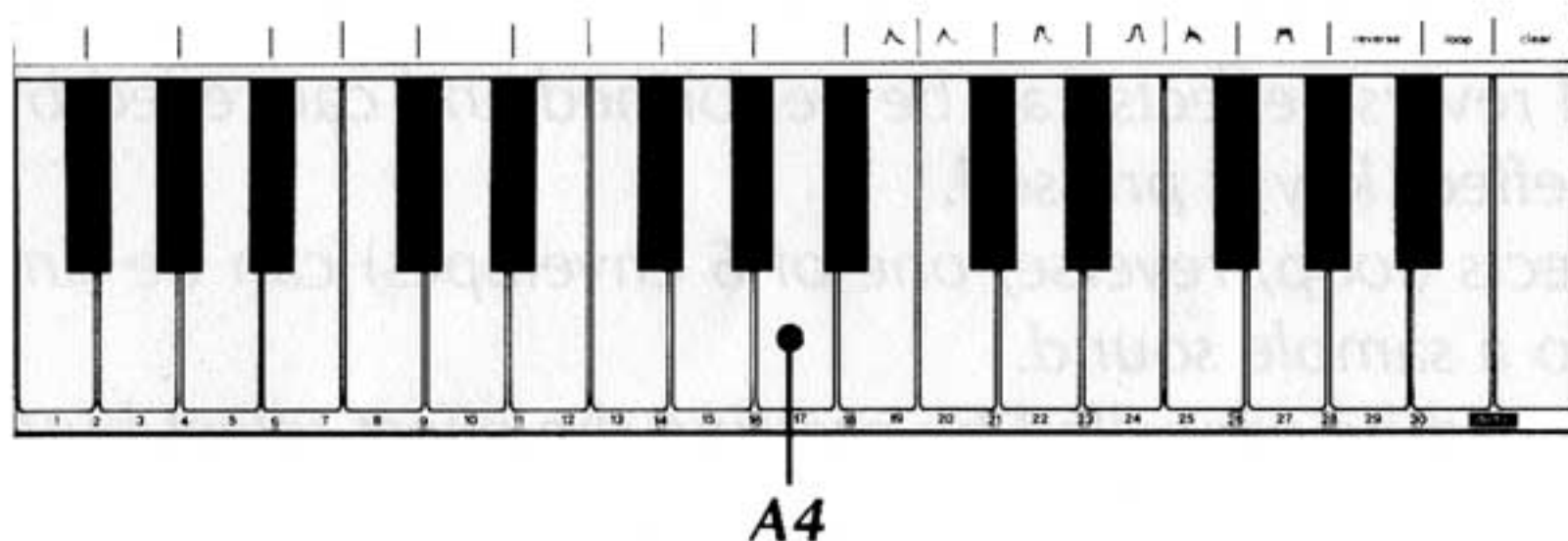
Sampled sounds can also be tapped out on the sample pads. Sample pads 1—4 correspond respectively to sample buttons 1—4.

- \* The sounds of the sample pads correspond to the preset tones as follows when no sampling is performed.

sample 1.....piano  
 sample 2.....vibraphone  
 sample 3.....guitar  
 sample 4.....pipe organ

## 5. Sampling Function

- \* The pitch of sampled sounds played back with the sample pads corresponds to A4 of the keyboard.
- \* 4 sample pad sounds can be simultaneously played back in the play and record modes.

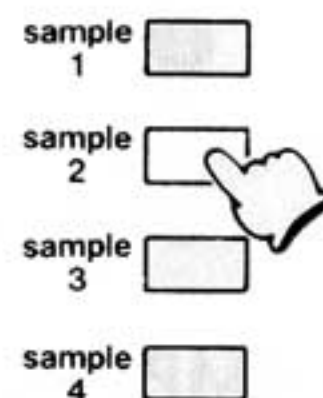


### [SAMPLE TUNE]

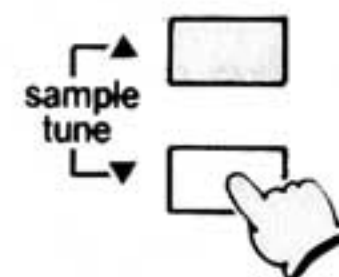
The pitch of sampled sounds can be easily tuned to standard pitch (A4=442Hz) with the sample tune function.

- ① Press one of 4 sample buttons to be tuned, followed by either of the sample tune buttons (▲) (▼).

\* A continuous sound in the standard pitch (A4=442Hz) will be heard together with the sampled sound for comparison.




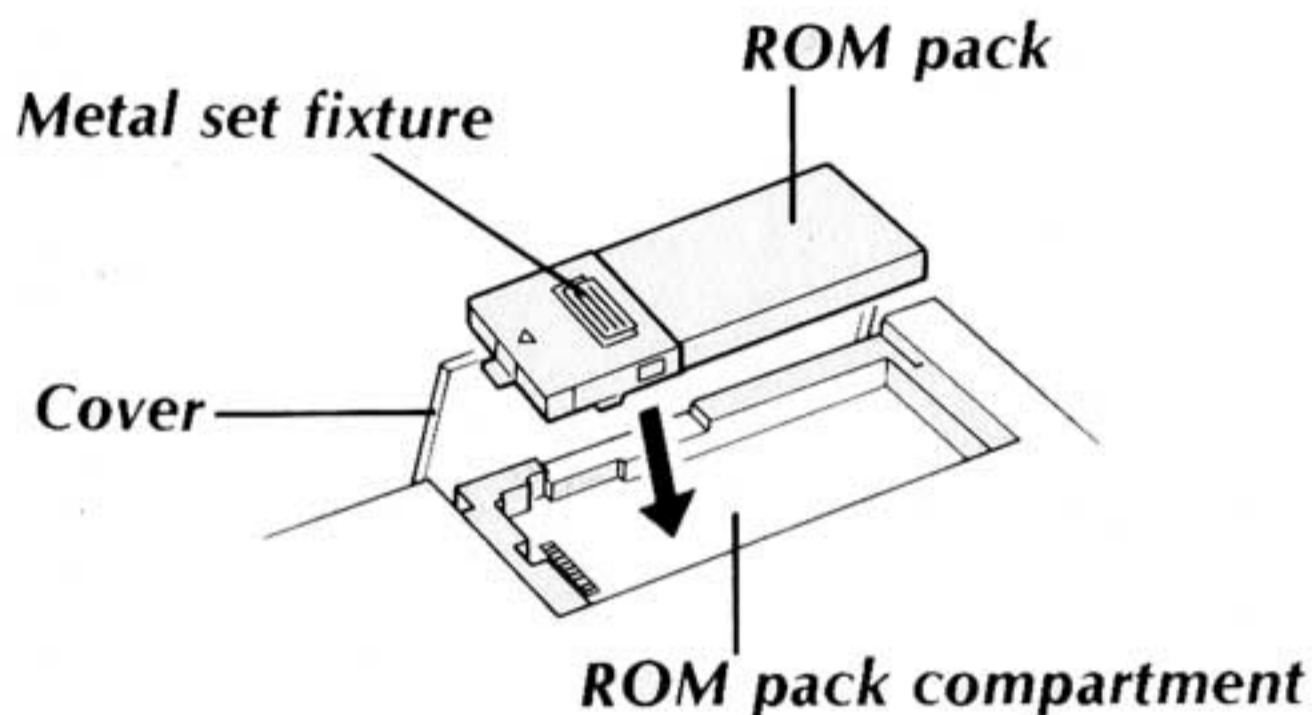
- ② Hold down the tune up button (▲) to raise the pitch, or the tune down button (▼) to lower the pitch. Release the button at the point where the standard pitch sound and the sampled sound are tuned.



- \* The pitch of the sampled sound can be changed in the range of one octave, with the original pitch being at the mid-point of the octave.
- \* Simultaneously pressing the tune up (▲) and down (▼) buttons allows comparison between the sampled sound and standard pitch (A4=442) without raising or lowering the original pitch of the sampled sound.
- \* Sample pad sounds are also set at the adjusted pitch.

# 6 ROM Pack Play

 Casio's music ROM packs let you freely change the selection of available songs for playing along or listening.



## [LOADING ROM PACKS]

- ① Open the ROM pack compartment cover.
- ② Load a ROM pack with the metal set fixture to the right after ensuring that the metal set fixture is slid to the right as far as it will go.
- ③ Slide the metal set fixture of the ROM pack to the left as far as it will go.
- ④ Close the ROM pack compartment cover.

## NOTES

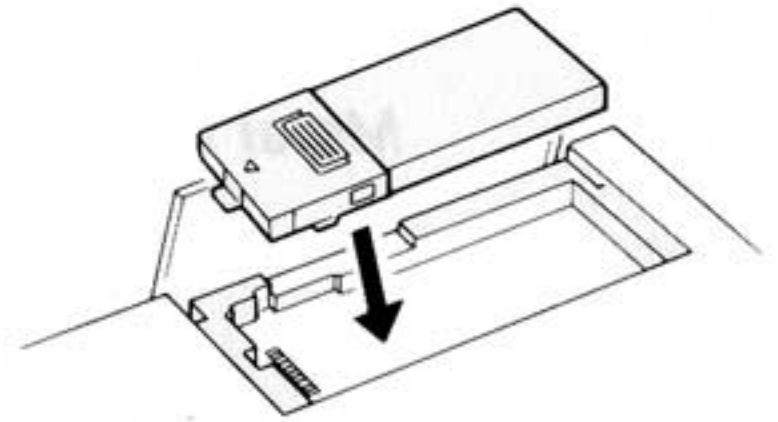
- Touch a doorknob or some other metal object to ground yourself to protect against static electricity damage to the contents of the ROM pack.
- Avoid touching the terminals of the ROM pack or ROM pack compartment.

## 6. ROM Pack Play

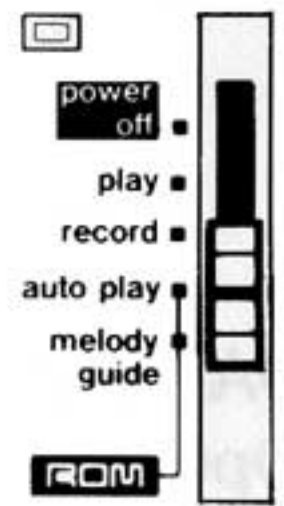
### [AUTO PLAY]

Auto play lets you listen to a selection included on the ROM pack.

- ① Load the ROM pack that contains the tune you want to hear.

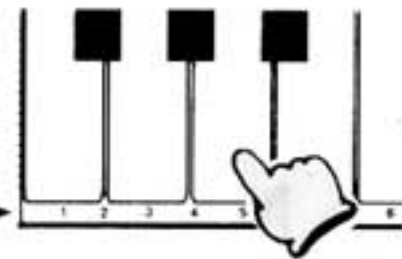


- ② Set the mode selector to the "auto play" position.



- ③ Select one of the tunes on the ROM pack by pressing the corresponding key on the keyboard. Pressing any other key on the keyboard will automatically select the first tune on the ROM pack.

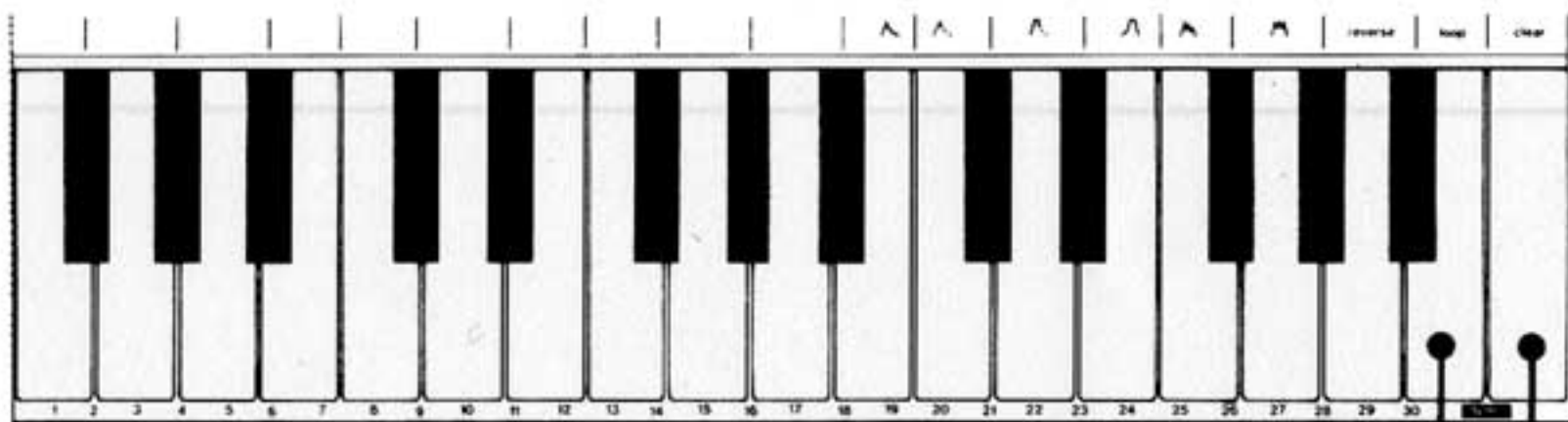
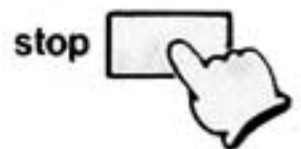
*Tune numbers* →



- \* Use the volume control to set the volume level.
- \* Use the tempo control buttons to adjust the tempo.

- ④ Press stop button to stop auto play.

- \* All the ROM pack tunes are played successively, when either demo key is pressed.

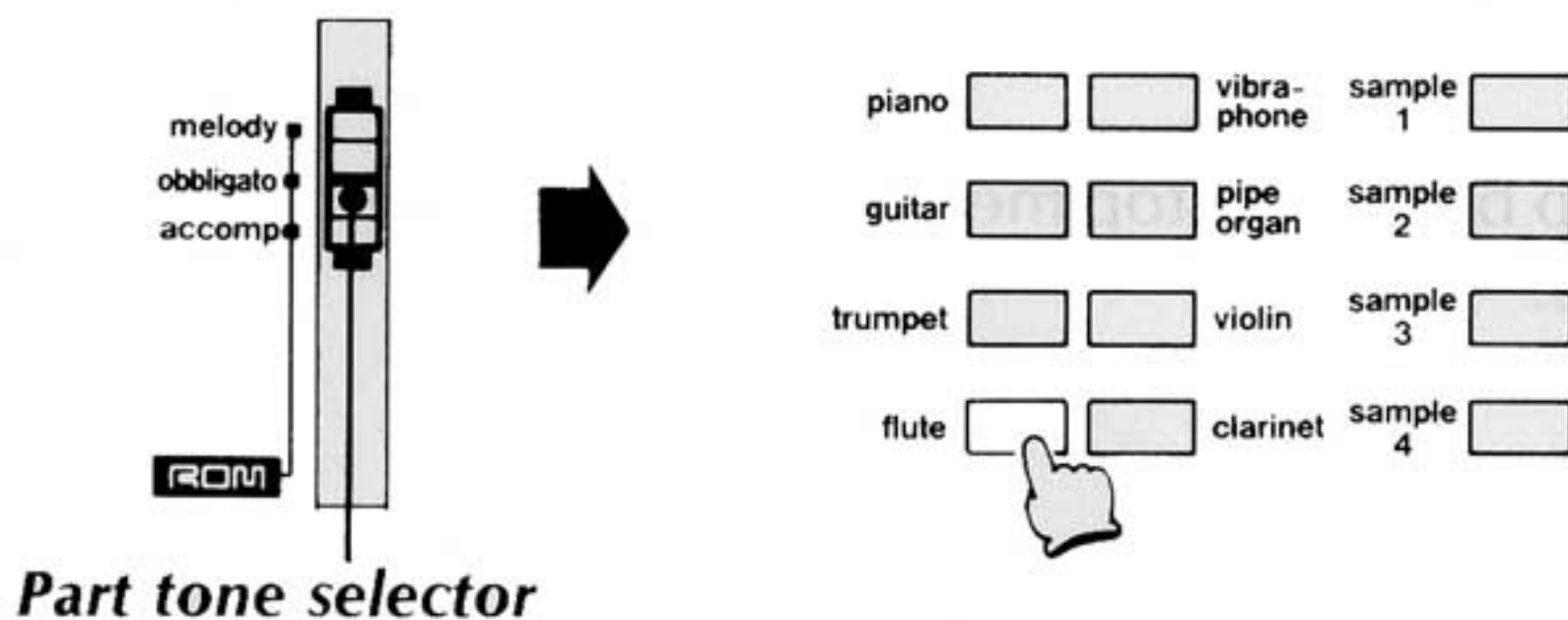


*Demo keys*



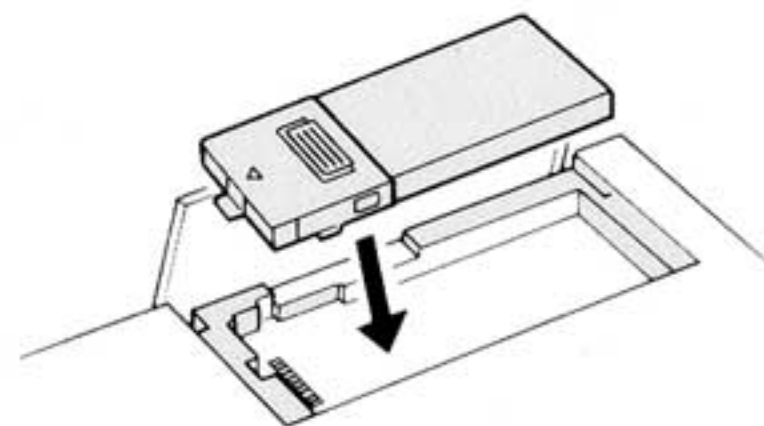
**[PART TONE SELECT]**

Each part of the ROM pack tunes can be changed to any of the 8 preset tones or 4 sampled sounds. Set the part tone selector to one of the three parts ("melody", "obbligato", "accomp"), and press the desired tone. The tune is played with the part tone as selected.

**[MELODY GUIDE]**

Melody guide helps you learn to play your favorite songs and progress right up to the point where you are able to play songs without assistance.

- ① Load the ROM pack that contains the tune you want to play.

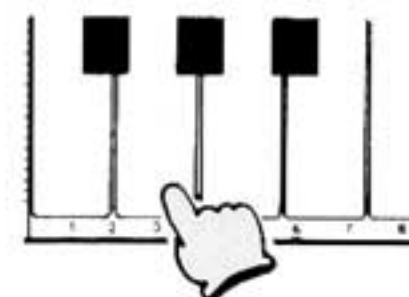


- ② Set the mode selector to the "melody guide" position.



- ③ Select one of the tune numbers on the ROM pack by pressing the corresponding key on the keyboard.

\* An LED lights above the key to be played and the unit waits until you press the proper key on the keyboard.



## 6. ROM Pack Play

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### —NOTES—

- Some tunes have introductions and some do not. Become familiar with a song by listening to auto play before attempting melody guide play.
  - Press the key indicated by the LED. Keep pressing the key until the LED goes off.
  - A blinking LED will indicate the next key to be pressed. Do not press the key until the LED stops blinking.
- ④ Press the stop button to stop melody guide and select another tune.

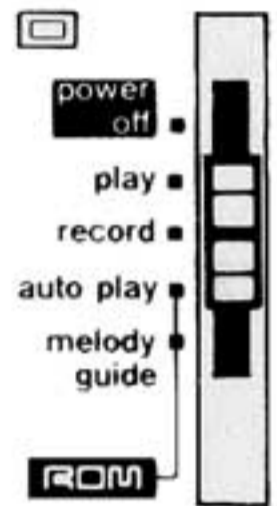


# 7 Real-time memory

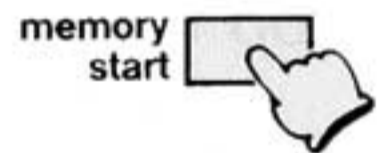
The real-time memory function of the SK-8 makes it possible to record and store tunes in memory for later playback. Stored tunes are retained in memory even when the power of the unit is switched off.

## [RECORDING]

① Set the mode selector to "record".

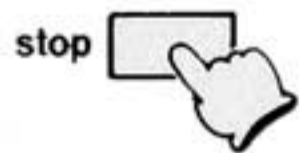


② Press the memory start button.



- \* Recording starts with a count sounding.
- \* Select an auto-rhythm if desired before pressing the memory start button.
- \* If an auto-rhythm was not selected, recording starts as soon as a keyboard key or a pad is played, or when an auto-rhythm is started.
- \* An auto-rhythm can be added at any time during recording by pressing the auto-rhythm selector.
- \* Any data previously stored in memory are deleted.

③ Press the stop button to stop recording.



- \* Recording can be halted at any time by pressing the stop button.

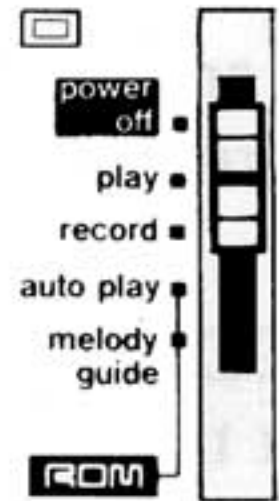
- Total memory capacity is 496 steps, with one step being defined as follows:
  - Keyboard play: 1 step/note
  - Sample pad play: 1 step/operation
- Record operations are automatically terminated when memory capacity is exceeded.

## 7. Real-time memory

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### [PLAYBACK]

① Set the mode selector to “play”.



② Press the memory start button.



\* Playback returns to the beginning and continues to play in an endless loop when the end of the recorded tune is reached.

# 8 Troubleshooting

*\*For any malfunction, always check battery condition first. (see page 9)*

Symptoms	Possible cause	Remedy
<b>No sound even when keys are pressed.</b>	Volume control at minimum.	Reset volume control.
<b>Occasional interference.</b>	Refrigerator, washing machine or other electrical appliance.	Use outlet as far away as possible from appliance thought to be cause.
<b>No sound when connected to external amplifier.</b>	<ol style="list-style-type: none"><li>1. Keyboard volume set at minimum.</li><li>2. Defective connection cord.</li></ol>	<ol style="list-style-type: none"><li>1. Adjust keyboard volume control.</li><li>2. Connect correctly.</li></ol>

# **9** *Care of Your Unit*

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## **1. Avoid heat, humidity, and direct sunlight.**

Do not overexpose the unit to direct sunlight, place it near a heater, or in any area subject to high temperature.

## **2. Avoid severe impacts and do not drop.**

Severe impacts can result in malfunction. When carrying or transporting the unit, protect the keyboard and buttons by packing with soft cloth.

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

Do not allow foreign matter to enter between the keys. Be especially careful of metallic objects such as hairpins, sewing needles or coins. Also, do not allow the unit to get wet.

## **4. Never attempt to modify any part of the unit.**

Your keyboard is a precision musical instrument made up of sophisticated electronic parts. Any modification of, or tampering with internal components can cause trouble or malfunction.

## **5. Do not use lacquer thinner or similar chemicals for cleaning.**

Clean the keyboard with a soft cloth dampened with a mild detergent solution. Soak the cloth in the detergent solution and squeeze it until almost dry.

## **6. Remove batteries before extended storage.**

Batteries left in the unit for long periods can leak and cause damage to electronic circuitry.

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

Check whether buttons and connections are set correctly as indicated in the troubleshooting chart. If the unit still does not work properly, contact the original retailer or a nearby dealer. Never attempt to repair the unit yourself. This can result in serious damage of the components.

# 10 Specifications

<b>Model:</b>	SK-8
<b>Number of keys:</b>	32 mini keys
<b>Polyphonic:</b>	4-note polyphonic
<b>Preset tones:</b>	8 (piano, vibraphone, guitar, pipe organ, trumpet, violin, flute, clarinet)
<b>Auto-rhythms:</b>	10 (rock, disco, swing 2 beat, swing 4 beat, samba, bossa nova, beguine, march, slow rock, waltz)
<b>Rhythm source:</b>	Pulse Code Modulation
<b>Sampling rate:</b>	8-bit
<b>Sampling time:</b>	0.7-second sampling ( × 4 ) 1.4-second sampling ( × 2 )
<b>Sample tune:</b>	±1 octave
<b>Built-in speaker:</b>	8cm dia. (Output=1W)
<b>Built-in pads:</b>	4 sample pads
<b>ROM pack play:</b>	Auto play, Melody guide
<b>Real-time memory:</b>	496 steps
<b>Terminals:</b>	Output; Output impedance=68 Ω Output voltage=1.6 V (RMS) max. Mic; Input impedance=10 KΩ Input sensitivity=4 mV Line in; Input impedance=100 KΩ Input sensitivity=100 mV
<b>Power:</b>	5 AA-size dry cells, AC adaptor AD-1 (option) or car adaptor CA-1 (option)
<b>Auto power off function:</b>	7 minutes after last operation
<b>Power consumption:</b>	1.8 W

## 10. Specifications

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<b>Dimensions:</b>	470 (W) × 169 (D) × 47 (H) mm [18 1/2'' (W) × 6 5/8'' (D) × 1 13/16'' (H)]
<b>Weight:</b>	1.4 kg (3.1 lb)
<b>Standard accessories:</b>	5 AA-size manganese dry batteries, ROM pack

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*\*Design and specifications are subject to change without notice.*

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

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

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

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



**CASIO®**

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