

DEXIBELL

COMBO J7

digital organ

Owner's Manual



Regulatory and Safety Information

Users in U.S.A

This product has been tested and found to comply with the limits for a Class B digital devices, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful 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 or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

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

FCC CAUTION: Any unauthorized changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: The manufacturer is not responsible for any radio or tv interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

Radiation Exposure Statement

The available scientific evidence does not show that any health problems are associated with using low power wireless devices. There is no proof, however, that these low power wireless devices are absolutely safe. Low power Wireless devices emit low levels of radio frequency energy (RF) in the microwave range while being used. Whereas high levels of RF can produce health effects (by heating tissue), exposure of low-level RF that does not produce heating effects causes no known adverse health effects. Many studies of low-level RF exposures have not found any biological effects. Some studies have suggested that some biological effects might occur, but such findings have not been confirmed by additional research. This device has been tested and found to comply with FCC radiation exposure limits set forth for an uncontrolled environment and meets the FCC radio frequency (RF) Exposure Guidelines in Supplement C to OET65.

Users in Canada

This device complies with Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions:

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

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

Under Industry Canada regulations, this radio transmitter may only operate using an antenna of a type and maximum (or lesser) gain approved for the transmitter by Industry Canada. To reduce potential radio interference to other users, the antenna type and its gain should be so chosen that the equivalent isotropically radiated power (e.i.r.p.) is not more than that necessary for successful communication.

Conformément à la réglementation d'Industrie Canada, le présent émetteur radio peut fonctionner avec une antenne d'un type et d'un gain maximal (ou inférieur) approuvé pour l'émetteur par Industrie Canada. Dans le but de réduire les risques de brouillage radioélectrique à l'intention des autres utilisateurs, il faut choisir le type d'antenne et son gain de sorte que la puissance isotrope rayonnée équivalente (p.i.r.e.) ne dépasse pas l'intensité nécessaire à l'établissement d'une communication satisfaisante.

Radiation Exposure Statement

The available scientific evidence does not show that any health problems are associated with using low power wireless devices. There is no proof, however, that these low power wireless devices are absolutely safe. Low power Wireless devices emit low levels of radio frequency energy (RF) in the microwave range while being used. Whereas high levels of RF can produce health effects (by heating tissue), exposure of low-level RF that does not produce heating effects causes no known adverse health effects. Many studies of low-level RF exposures have not found any biological effects. Some studies have suggested that some biological effects might occur, but such findings have not been confirmed by additional research. This device has been tested and found to comply with IC radiation exposure limits set forth for an uncontrolled environment and meets RSS-102 of the IC radio frequency (RF) Exposure rules.

Les connaissances scientifiques dont nous disposons n'ont mis en évidence aucun problème de santé associé à l'usage des appareils sans fil à faible puissance. Nous ne sommes cependant pas en mesure de prouver que ces appareils sans fil à faible puissance sont entièrement sans danger. Les appareils sans fil à faible puissance émettent une énergie radioélectrique (RF) très faible dans le spectre des micro-ondes lorsqu'ils sont utilisés. Alors qu'une dose élevée de RF peut avoir des effets sur la santé (en chauffant les tissus), l'exposition à de faibles RF qui ne produisent pas de chaleur n'a pas de mauvais effets connus sur la santé. De nombreuses études ont été menées sur les expositions aux RF faibles et n'ont découvert aucun effet biologique. Certaines études ont suggéré qu'il pouvait y avoir certains effets biologiques, mais ces résultats n'ont pas été confirmés par des recherches supplémentaires. Cet appareil a été testé et jugé conforme aux limites d'exposition aux rayonnements énoncées pour un environnement non contrôlé et respecte les règles d'exposition aux fréquences radioélectriques (FR) RSS-102 de l'IC.

COMBO J7

digital organ

Owner's Manual

Welcome to the reference manual of the COMBO J7 and congratulations for purchasing this instrument.

The COMBO J7 is the ideal all-in one solution for performing keyboard players. Dedicated sections with powerful real-time controls give you maximum expression on stage. The organ section with nine motorised draw-faders and many effects as rotary, percussion, vibrato, chorus, allows you to enjoy full-fledged organ sounds in your performances. Furthermore, the sound section allows you to select the best selection of Pianos, Brass, Synths sounds with undeniable Dexibell sound quality.

By reading this manual, you will discover other features that make this instrument unique.

To ensure that you obtain the maximum enjoyment and take full advantage of the organ functionality, please read all sections of this owner's manual carefully.

Keep this manual handy for future reference.



Start to take advantage of valuable benefits available simply registering your product on www.dexibell.com.

- You can benefit of DEXIBELL's **3 years** extended warranty (*The extended warranty is subject to terms and conditions. Please refer to the related section*).
- Keeps you updated on special offers.
- You can be updated on any new software release and new sounds.

For European countries



	This Symbol indicates that in EU countries, this product must be collected separately from household waste, as defined in each region. Products bearing this Symbol must not be discarded together with household waste.		Tento symbol vyjadruje, že v krajinách EÚ sa musí zber tohto produktu vykonávať oddelene od domového odpadu, podľa nariadení platných v konkrétnej krajine. Produkty s týmto symbolom sa nesmú vyhadzovať spolu s domovým odpadom.
	Questo simbolo indica che nei paesi della Comunità europea questo prodotto deve essere smaltito separatamente dai normali rifiuti domestici, secondo la legislazione in vigore in ciascun paese. I prodotti che riportano questo simbolo non devono essere smaltiti insieme ai rifiuti domestici. Ai sensi dell'art. 13 del D.Lgs. 25 luglio 2005 n. 151.		Ez a szimbólum azt jelenti, hogy az Európai Unióban ezt a terméket a háztartási hulladéktól elkülönítve, az adott régióban érvényes szabályozás szerint kell gyűjteni. Az ezzel a szimbólummal ellátott termékeket nem szabad a háztartási hulladék közé dobni.
	Ce symbole indique que dans les pays de l'Union européenne, ce produit doit être collecté séparément des ordures ménagères selon les directives en vigueur dans chacun de ces pays. Les produits portant ce symbole ne doivent pas être mis au rebut avec les ordures ménagères.		Tämä merkintä ilmaisee, että tuote on EU-maissa kerättävä erillään kotitalousjätteistä kunkin alueen voimassa olevien määräysten mukaisesti. Tällä merkinnällä varustettuja tuotteita ei saa hävittää kotitalousjätteiden mukana.
	Dieses Symbol bedeutet, dass dieses Produkt in EU-Ländern getrennt vom Hausmüll gesammelt werden muss gemäß den regionalen Bestimmungen. Mit diesem Symbol gekennzeichnete Produkte dürfen nicht zusammen mit den Hausmüll entsorgt werden.		Το σύμβολο αυτό υποδηλώνει ότι στις χώρες της Ε.Ε. το συγκεκριμένο προϊόν πρέπει να συλλέγεται χωριστά από τα υπόλοιπα οικιακά απορρίμματα, σύμφωνα με όσα προβλέπονται σε κάθε περιοχή. Τα προϊόντα που φέρουν το συγκεκριμένο σύμβολο δεν πρέπει να απορρίπτονται μαζί με τα οικιακά απορρίμματα.
	Este símbolo indica que en los países de la Unión Europea este producto debe recogerse aparte de los residuos domésticos, tal como esté regulado en cada zona. Los productos con este símbolo no se deben depositar con los residuos domésticos.		See sümbol näitab, et EL-i maades tuleb see toode olemprugist eraldi koguda, nii nagu on igas piirkonnas määratletud. Selle sümboliga märgitud tooteid ei tohi ära visata koos olmeprügiga.
	Dit symbool geeft aan dat in landen van de EU dit product gescheiden van huishoudelijk afval moet worden aangeboden, zoals bepaald per gemeente of regio. Producten die van dit symbool zijn voorzien, mogen niet samen met huishoudelijk afval worden verwijderd.		Ta simbol označuje, daje treba proizvod v državah EU zbirati ločeno od gospodinjinskih odpadkov, tako kot je določeno v vsaki regiji. Proizvoda s tem znakom ni dovoljeno odlagati skupaj z gospodinjinskimi odpadki.
	Este símbolo indica que nos países da UE, a recolha deste produto deverá ser feita separadamente do lixo doméstico, de acordo com os regulamentos de cada região. Os produtos que apresentem este símbolo não deverão ser eliminados juntamente com o lixo doméstico.		Šis simbols norāda, ka ES valstīs šo produktu jāievāc atsevišķi no mājsaimniecības atkritumiem, kā noteikts katrā reģionā. Profuktus ar šo simbolu nedrīkst izmest kopā ar mājsaimniecības atkritumiem.
	Dette symbol angiver, at i EU-lande skal dette produkt opsamles adskilt fra husholdningsaffald, som defineret i hver enkelt region. Produkter med dette symbol må ikke smides ud sammen med husholdningsaffald.		Šis simbolis rodo, kad ES šalyse šis produktas turi būti surenkamas atskirai nuo buitinių atliekų, kaip nustatyta kiekvienoje regione. Šiuo simboliu paženklinėti produktai neturi būti išmetami kartu su buitinėmis atliekomis.
	Dette symbolet indikerer at produktet må behandles som spesialavfall i EU-land, iht. til retningslinjer for den enkelte regionen, og ikke kastes sammen med vanlig husholdningsavfall. Produkter som er merket med dette symbolet, må ikke kastes sammen med vanlig husholdningsavfall.		Symbolen anger att i EU-länder måste den här produkten kasseras separat från hushållsavfall, i enlighet med varje regions bestämmelser. Produkter med den här symbolen får inte kasseras tillsammans med hushållsavfall.
	Symbol oznacza, że zgodnie z regulacjami w odpowiednim regionie, w krajach UE produktu nie należy wyrzucać z odpadami domowymi. Produktów opatrzonych tym symbolem nie można utylizować razem z odpadami domowymi.		Tento symbol udává, že v zemích EU musí být tento výrobek sbírán odděleně od domácího odpadu, jak je určeno pro každý region. Výrobky nesoucí tento symbol se nesmí vyhazovat spolu s domácím odpadem.

1 Important Safety Instructions

PLEASE READ CAREFULLY BEFORE PROCEEDING



WARNING

Always follow the following precaution listed below to avoid user to the risk of serious injury or even death from electrical shock, fire or other hazard .

Only use non-tropical weather

This unit and its AC adaptor can only be safely used in non-tropical weather. The operating temperature range is 5° - 40°C (41° - 104°F).



Do not repair, modify or replace parts by yourself

Do not attempt to repair the unit, modify or replace parts of the product. Please contact all the nearest Dexibell Service Center.



Do not disassemble or modify by yourself

Do not open the unit or its AC adaptor or attempt to disassemble or modify the internal component in any way.



Use only the supplied AC adaptor (DEXIBELL DYS602-240250W).

Use only the AC adaptor included with the unit. Connecting a different AC adaptor can cause serious damage to the internal circuitry and may even pose a shock hazard.



Use only the supplied power cord

Use only the AC power cord supplied with the AC adaptor included in the package.



Do not excessively bend the power cord

Do not excessively twist or bend the power cord otherwise you damage it. Damaged cords may cause fire and shock hazards!



Do not place the unit in an unstable location

Do not place the unit in a unstable position where it might accidentally fall over.



Take care not to allow liquid or foreign objects to enter unit; Do not place containers with liquid on unit

Do not place object filled with liquid (glass of water on this product. Never allow foreign objects (e.g., flammable objects, coins, wires) or liquids (e.g., water or juice) to enter this product. Doing so may cause short circuits, faulty operation, or other malfunctions.



Never place or store the product in the following types of locations

- Exposed to extreme cold or heat (such as in direct sunlight, near a heater, or in a car during the day).
- Subject to steam or smoke.
- Damp (such washroom, baths, on wet floors).
- Subject to salt water exposure.
- Exposed to rain.
- Dusty or sandy.
- Subject to extreme changes of temperature or humidity (The condensation may occur and water may collect on the surface of the instrument. Wooden parts may absorb water and be damaged).
- Subject to high levels of vibration and shakiness.



Do not drop the unit or subject it to strong impact

Do not drop the unit. Protect it from strong impact!



Do not connect the unit to an outlet with an unreasonable number of other devices

Do not connect the unit's power-supply cord to an electrical outlet with an unreasonable number of other devices. This could cause the outlet to overheat and possibly cause a fire.



Adults must provide supervision in places where children are present

When using the unit in locations where children are present, never leave the unit unattended. Keep a special watch over any children so that they don't mishandling of the unit can take place.



Avoid extended use at high volume

This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. DO NOT operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist.



If you notice any abnormality turn off the unit immediately

Turn off the unit and remove the AC adaptor from the outlet when:

- If the AC adaptor, the power-supply cord, or the plug has been damaged.
- If smoke or unusual smells occurs.
- If the product has been exposed to rain.
- If objects have fallen into, or liquid has been spilled into the unit.
- If the unit does not operate or exhibits a marked change in performance.
- If the unit has been dropped, or the enclosure of the product has been damaged.



Contact the nearest qualified Service Center.



CAUTION

Always follow the following precaution listed below to avoid user to the risk of serious injury or even death from electrical shock, fire or other hazard .

Grasp the plug connecting or disconnecting the AC adaptor

When removing the electric plug from the instrument or an outlet, always hold the plug itself and not the cord. Pulling by the cord can damage it.



Do not use wet hands to connect or disconnect AC adaptor

Never handle the AC adaptor or its plugs with wet hands when plugging into, or unplugging from, an electrical outlet.



Keep clean the AC adaptor's plug

At regular intervals, unplug the AC adaptor and using a dry cloth clean the adaptor's plug.

If the unit will be unused for an extended period of time, unplug the AC power cord from the AC outlet.



Keep cables from getting entangled

Try to prevent cords and cables from becoming entangled. Place all cords and cables away from children.



Before cleaning the unit, unplug the AC adaptor from the outlet

To avoid electric shock or damage the unit, before cleaning the unit, turn it off and unplug the AC adaptor from the outlet (p. 19).



If there is a possibility of lightning strike in your area, disconnect the AC adaptor from the outlet

If you know a thunderstorm is predicted in your area, disconnect the AC adaptor from the outlet.



Do not rest your weight on or place heavy objects on the unit.

Avoid to climb on top of, nor place heavy objects on the unit.



Cautions when moving this unit

- The unit should be handled carefully, all the while keeping it level.
- Disconnect the power cord and all connected cables.



Place in a well ventilated location

The unit and the AC adaptor should be located so their location or position does not interfere with their proper ventilation.



Do not use in tropical climates

Use the unit and the AC adaptor only in a moderate climates (not in tropical climates).



Place near the socket outlet

This equipment should be installed near the socket outlet and disconnection of the device should be easily accessible.



In addition to the items listed under "Important Safety Instructions" on p. 5, please read and observe the following:



Power supply related

- Do not plug this unit into the same electrical outlet used same by an electrical appliance that is controlled by an inverter or a motor (such as a refrigerator, washing machine or air conditioner). Doing so, can result an audible noise.
- The power adapter may become warm after long hours of consecutive use. It can be a normal dissipation of heat through the adapter casing. To reduce the possibility of overheating place the power adapter on the floor in a well-ventilated location.
- Before connecting the unit to other equipment, turn off the power to all equipment. Otherwise, electrical shock or damage to the equipment may occur.
- If the unit is not operative for 120 minutes (2 hours), to prevent unnecessary power consumption, this unit features an "AUTO OFF" function that automatically turns the unit off. If you don't want the unit to turn off automatically, change the "AUTO OFF" setting to "OFF" as described on p. 59.

NOTE

The "AUTO OFF" setting is memorized when you switch off the unit.



Maintenance related

- To clean the unit, put a soft cloth in lukewarm water, squeeze it well, then wipe the entire surface using an equal amount of strength. Rubbing too hard in the same area can damage the finish.
- If your unit has a **polished finish**, it needs careful, periodic care. Dust should be removed using a soft feather or wool-type duster. Care should be taken not to apply pressure to the finish or to drag the dust across the finish, which can create fine scratches in the surface. Fingerprints or similar marks can be cleaned with a dampened soft cloth, followed by a dry cloth. In cases of stubborn greasy dirt, using a small amount of mild detergent (such as mild dishwashing liquid) on the damp cloth may help. Do not use any cleaners or detergents, since they might deteriorate the surface of the cabinet, and produce cracks. Do not use dusting cloths that contain chemicals.
- Do not wipe this unit with benzene, alcohol or solvent of any kind. Doing so may result in discoloration and/or deformation of the unit.



Related to appropriate location

- Do not place the unit near power amplifiers (or other equipment containing large power transformers) to avoid induced hum. In case of hum, to reduce the problem, change the orientation of your unit or place it away from the source of interference.
- Do not use this unit in the vicinity of a TV or radio. This unit may interfere with radio and television reception.
- When using this unit along with application on your iPhone/iPad, we recommend that you set "Airplane Mode" to "ON" on your iPhone/iPad in order to avoid noise caused by communication.
- Noise may be produced if cell phones are operated in the vicinity of this unit. In case of noise you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- Do not expose the unit to extreme cold or heat, to direct sunlight or near devices that radiate heat. Do not leave the unit inside a vehicle during the day. Extreme temperature can damage the unit.
- Take care when move the unit from one location to another with drastic changes in ambient temperature. Condensation can occur in the unit due to drastic change of temperature. Using the device while condensation is present can cause damage. If there is reason to believe that condensation might have occurred, leave the device for several hours until the condensation has completely dried out.
- Do not place, for long periods of time, vinyl, plastic or rubber objects on this unit. Such objects can discolor or otherwise harmfully affect the finish.
- Do not place objects for long period of time on top of the keyboard. This can be the cause of malfunction of the keys of the keyboard.
- Do not apply any stickers, decals or self-adhesive material to this unit. The glue is difficult to remove and solvents are damaging the exterior finish.
- Do not place object filled with liquid (glass of water on this unit. Avoid to use alcohol, perfume, hairspray, nail polish, etc., near the unit. In the event of liquid spill on the unit, swiftly wipe away the surface using a dry, soft cloth.



Related to repairs

- Always back up your data on a USB memories before you send this unit for repair to an authorized center. All data contained in the unit's memory may be lost. Important data should always be backed up, or written down on paper (when possible). Dexibell assumes no liability concerning such loss of data.



Related to external memories

- Insert the USB Memory (commercially available) into the slot with care and at the correct angle.
- Take particular care when handling USB Memory:
 - Always ground yourself to something metal before handling an USB Memory.
 - Do not touch the pins of the USB Memory connector, or allow them to become dirty.
 - Do not subject the USB Memory to temperature extremes (e.g., direct sunlight in an enclosed vehicle)-
 - Do not allow the USB Memory to become wet-
 - Do not drop or subject it to excessive shock or vibration.
- Do not disconnect the USB Memory while writing and reading data (i.e., while the USB Memory indicator blinks).
- Never use USB hub to connect USB Memory to the unit.
- This unit allows you to use commercially available USB Memory. You can purchase such devices at a computer store, a digital camera dealer, etc.
- The audio recording require a USB storage device to support high sustained transfer rates. Not all USB devices will guarantee flawless performance.



Related to copyright and trademarks

- Dexibell do not assume legal liability regarding any infringements of the user through the use of this unit.
- Recording, copying, distribution of copyrighted material (songs, live performance, etc.) belonging to a third party in part or in whole without the permission of the copyright owner is forbidden by law.
- iPad® and iPhone® are registered trademarks of Apple Inc.
- App Storesm is an Apple's Service Mark.
- Bluetooth® is registered trademarks of Bluetooth SIG, Inc.



Other precautions

- The contents of memory could be lost due to malfunction or improper operation. To help prevent the loss of your data, we highly recommend that you periodically save a backup copy of important data you have stored in the unit's memory on another storage device. (e.g., USB memories).
- Unfortunately, an error may occur during the data restore previously stored in the USB memories. Dexibell shall not be liable for loss of profits or any consequential loss, loss of data.
- Do not use excessive force when handling unit's buttons, switches, sliders and controls and when use connectors and jacks. Rough handling can cause damage o malfunctions.
- Always pull by the connector when disconnecting a cable, never pull the cable. Not doing so you will cause shorts, or damage to the cable's internal elements.
- Keep the unit's volume levels down. The instrument should be used at a reasonable volume, to avoid disturbing neighbours, especially at night and in the early morning. Use headphones if you want to play your music loud or late at night.
- When you need to transport the unit, put it in its original packaging with padding in the box. Otherwise, you will need to use equivalent packaging materials. When transporting or moving the unit always use two or more people.
- To prevent possible damage, avoid applying excessive force to the music stand.
- For connecting this unit use cable low impedance cables. The use of cables that contain resistor can cause the sound level to be extremely low, or impossible to hear.

Conventions Used in This Manual

The following symbols are used.

NOTE

It indicates an important note; be sure to read it.

MEMO

It indicates a memo regarding the setting or function; It's up to you read it.

TIPS

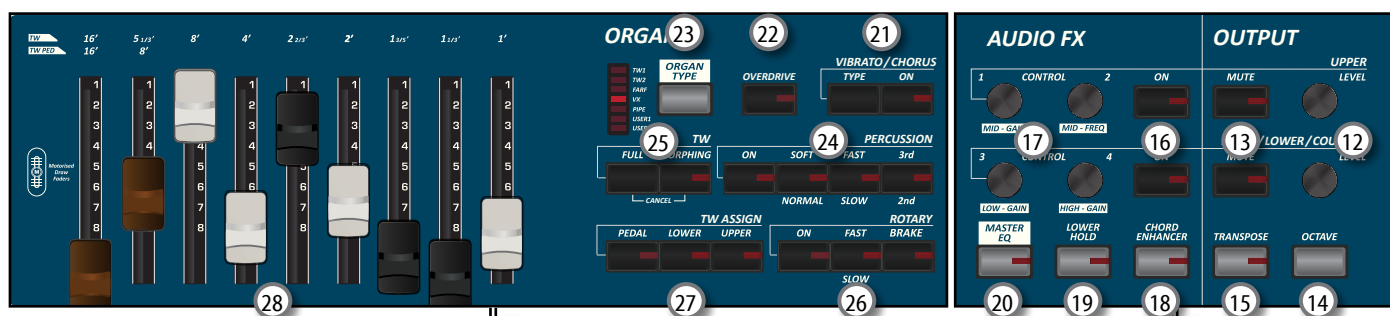
It indicates a useful hint for operation; read it as necessary.

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3 Panel Description



Turns the power on or off (p. 19).

With the factory settings COMBO J7's power will automatically be switched off 120 minutes after you stop playing or operating the COMBO J7.

If COMBO J7's power has been turned off automatically, you can use the [ON] switch to turn the COMBO J7 back on. If you don't want the power to turn off automatically, set the "AUTO OFF" parameter to "OFF" (p. 59).

NOTE

To avoid malfunctions, never disconnect the AC/DC adapter while the instrument is turned on.

2 VOLUME

Use this knob to set COMBO J7's overall volume.

3 Keyboard Mode Section

Use the [PEDAL] and the [LOWER] buttons to split the keyboard and to play the relative part with your left hand.

Use the [UPPER] button to select the Upper part.

Use the [COUPLED] button to add the coupled part.

4 BANK/NUMBER buttons

These buttons allow you to select sounds and memories. When the [SOUND] button is active (it's lit), the first row select the sounds families and the second row select the sound number. See p. "How to Select Tones" (p. 27).

When the [MEMORY] button is active (it's lit), the first row select the bank of memories and the second row select the number. See "Working with the Memories" (p. 40).

5 SOUND

When this button is active (it's lit), you can select sounds by the bank and number buttons.

6 MEMORY/WRITE

When this button is active (it's lit), you can select memories by the bank (Family Tone buttons) and number buttons. See p. 40. Press and hold this button to write a memory. See p. 40.

7 PLAYER section

Press the [SONG] button to switch in Song Mode. See p. 44.

Press it together with the [►/II] button to listen the demo song.

Press the [►/II] button to start playing. Press it again to stop playing (See p. 47).

Press the [●] button to start recording of your song (See p. 46).

8 Arrow buttons

These buttons are used to navigate around the various menus, adjust the parameters value.

9 MENU/EXIT

This button allows you to open and close the menu page where you can view and select all available functions.

10 Function buttons

These buttons are used to select one of three functions/ options shows at the bottom of the display.

11 DATA ENTRY/SONG LEVEL

When a parameter is selected this knob works as Data Entry. In all other cases this knob allows you to set the volume of the song player.

12 LEVEL KNOBS (UPPER and PEDAL/LOWER/COUPLED)

These knobs allow you to adjust the level of the relative part.

13 MUTE (UPPER and PEDAL/LOWER/COUPLED)

Press the relative [MUTE] button to mute the UPPER or the PEDAL/LOWER/COUPLED parts.

14 OCTAVE

This button calls up the octave function. See p. 34.

15 TRANSPOSE

This button calls up the transposition function. See p. 34. If the button indicator doesn't light the instrument use its normal pitch.

16 ON/OFF AUDIO FX (UPPER and PEDAL/LOWER/COUPLED)

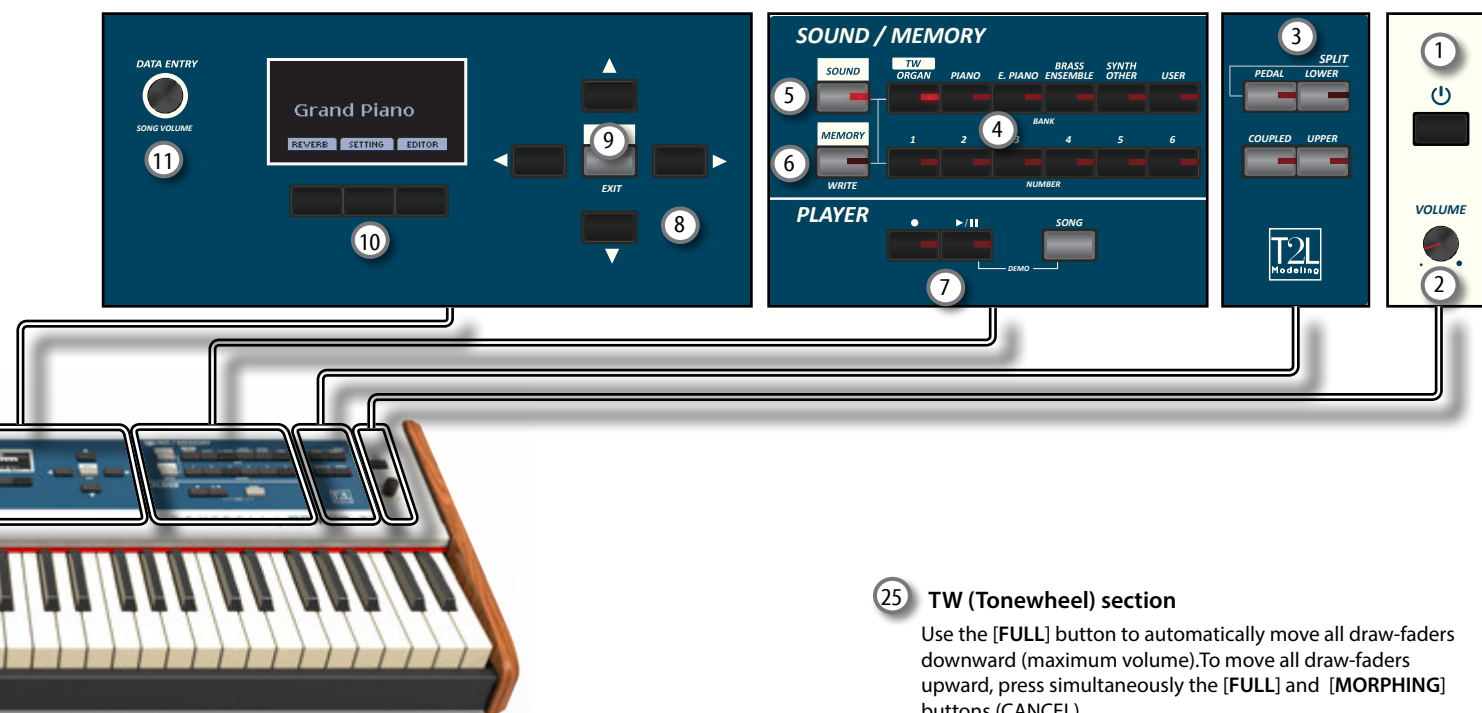
Use these buttons to switch ON/OFF the AUDIO FX processors for the relative parts.

17 CONTROLS KNOB (UPPER and PEDAL/LOWER/COUPLED)

Use these control knobs to adjust the parameter value of the effect related to the current tone.

MEMO

- If the [MASTER EQ] button is lit these controls knob adjust the parameter of the equalizer. See p. 50.



18 CHORD ENHANCER

This button enable the Enhancer function. This function improve the sound adding notes to the played chord.

See p. 34

NOTE

The Chord Enhancer function works when a not percussive tone is selected . See the sounds table "COMBO J7 Orchestral Tones List" (p. 62).

19 LOWER HOLD

Press this button to enable the LOWER HOLD function. This function sustains the notes played in the lower part. See p. 34.

20 MASTER EQ

This button allows you to enable the Control knob ⑦ to adjust the parameters of Master Equalizer.

21 VIBRATO/CHORUS section

Use this section to adjust the vibrato and chorus effect.

Press [TYPE] to select the type of effect.

Press [ON] button to enable or disable the effect.

22 OVERDRIVE

Press this button to active a natural-sounding distortion typical of a vacuum tube amplifier. You can modify some parameters related to this effect. See p. 25.

23 ORGAN TYPE

Press this button to select the desired organ type. See p. 23.

24 PERCUSSION section

Use this section to add the classic crisp attack unique to the vintage organ. See p. 26.

25 TW (Tonewheel) section

Use the [FULL] button to automatically move all draw-faders downward (maximum volume).To move all draw-faders upward, press simultaneously the [FULL] and [MORPHING] buttons (CANCEL).

Use the [MORPHING] button to activate the homonymous function. There are two modes of operation:

- **AUTO** - When you recall a tonewheel, the position of the draw-faders is not achieved immediately, but within a specific time. See p. 24.
- **EXPRESSION** - The transition between two different combinations of draw-faders (FROM, TO) is performed by the movement of the expression pedal. See p. 24.

26 ROTARY section

Use this section to simulate the sound of classic rotary speakers from the past. See p. 26.

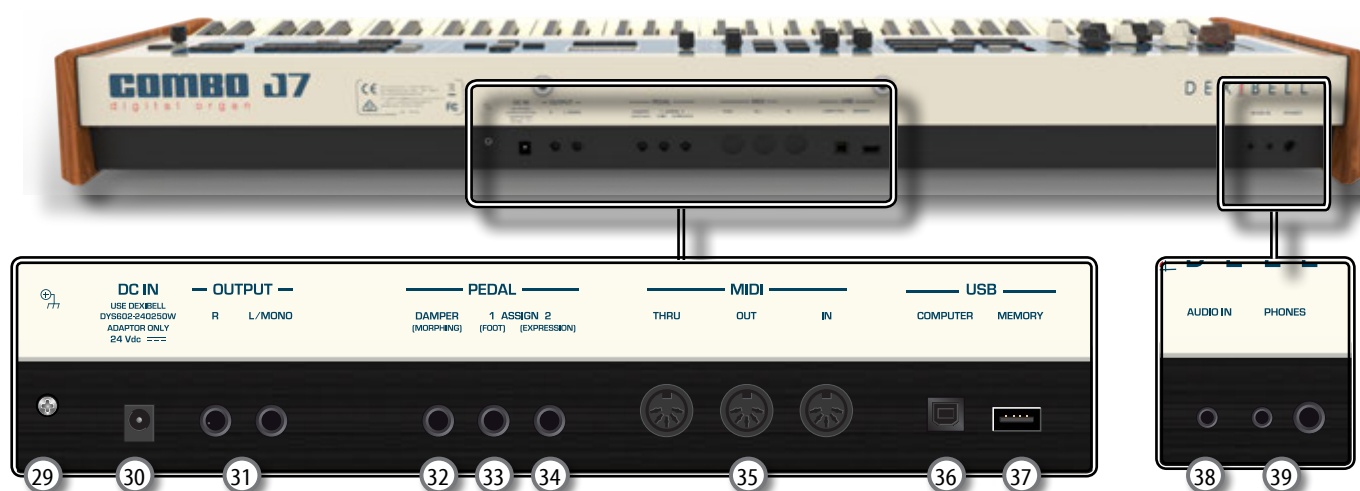
27 TW ASSIGN section

Here you can select which part (PEDAL/LOWER/UPPER) is assigned to the draw-faders. This selection is useful while editing or playing live.

28 Motorised Draw-faders

The 9 draw-faders are used to adjust the volume of each footage. Each draw-fader is labelled with the numbers 1 - 8 along the flat part of the draw-fader. When recalling a presetted tonewheel or a memory, the draw-faders physically will move to reach the new position. See p. 24.

Rear Side



29 Ground terminal

Depending on the circumstances of a particular setup, you could feel a tingling sensation at the point where you touch this device.

You can eliminate this sensation connecting the ground terminal with an external ground. For details see p. 19.

30 DC IN socket

Connect the supplied AC/DC adapter here (p. 16).

NOTE

Be sure to use only the AC adaptor (DEXIBELL DYS602-240250W) supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor body. Other AC adapters may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.

31 OUTPUT R, L/MONO sockets

This socket allows you to connect an external amplified speakers.

32 DAMPER (MORPHING) pedal

Use this pedal to sustain the sound. See p. 16. If you want, you can use this pedal to drive the transitions between two different combinations of draw-faders (MORPHING). See p. 16.

33 ASSIGN 1 [FOOT] pedal

Connecting an optional foot switch to this socket allows you to control an assignable function by foot. See p. 16

34 ASSIGN 2 [EXPRESSION] pedal

Connect an optional expression pedal to this socket to control the volume of one or several parts or another parameter by foot. See p. 16..

35 MIDI THRU/OUT/IN sockets

These sockets allow you to connect the COMBO J7 to external MIDI devices to transmit and receive MIDI messages. See p. 18.

The IN socket allows you to connect a commercial available pedal unit so as to play the pedal section with your feet. If you connect a pedal unit here, the PEDAL section becomes polyphonic.

36 USB Computer Port

Use an USB cable to connect the COMBO J7 to your computer via this connector p. 17.

37 USB Memory Port

Connect an commercially available USB Memory here.

NOTE

* Carefully insert the USB Memory making sure that the connector on the device is appropriate and that it is connected in the proper direction.

* Dexibell does not recommend using USB hubs, irrespective of whether they are active or passive. Please connect only one USB Memory to this port.

38 AUDIO IN socket

This mini jack allows you to connect the audio outputs of an external signal source (CD/mp3 player, etc.).

39 PHONES outputs

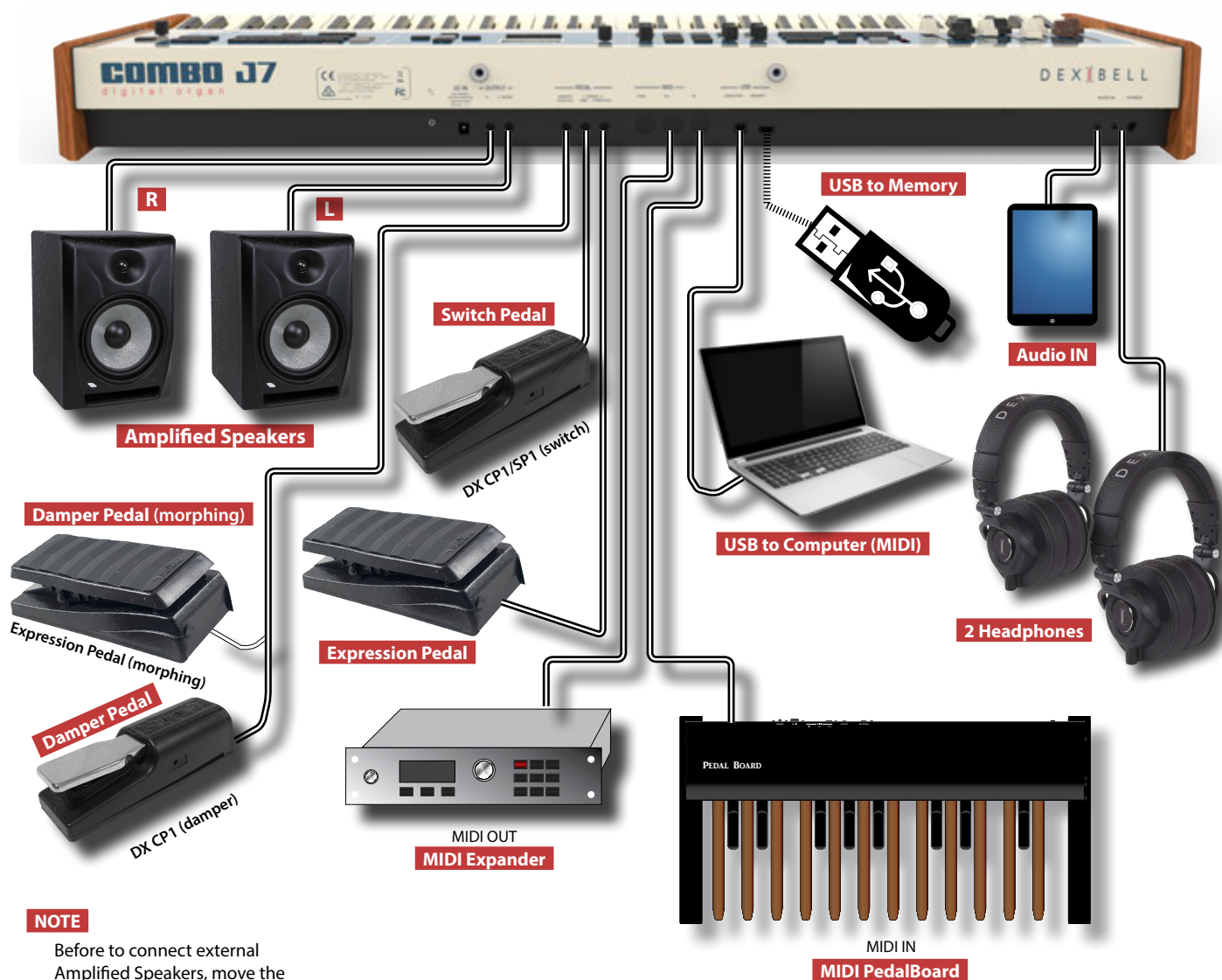
This is where you can connect one or two pairs of optional headphones..

4 Connections Quick Guide

Peripheral Devices

NOTE

Before to connect any external device to Audio IN socket, rotate the [VOLUME] knob counterclockwise to minimize the volume.



NOTE

Before to connect external Amplified Speakers, move the [VOLUME] slider toward the lower position to minimize the volume.

5 Quick Guide

The Motorised Draw-faders

Use these draw-faders in real time to create a variety of tonalities sliding them up and down. When recalling a presetted tonewheel or a memory, the draw-faders physically will move to reach the new current position. The display shows the numbers of each footage.

Select an Organ Type

The COMBO J7 reproduces the tonal characteristics of famous vintage organs. The "USER 1" and "USER 2" allow you to import sounds set downloadable from www.dexibell.com site.

1. Press the button repeatedly until the indicator of the desired organ type lights.

Add Overdrive Distortion

This function add a natural-sounding distortion as heard from a tube amp.

1. Press the [OVERDRIVE] button to activate the distortion. Its indicator lights.

Add Vibrato & Chorus

1. Press the [ON] button to activate the effect.
2. Press the [TYPE] button to select type of effect (V1, C1, V2, C2, V3, C3 and TREMULANT 1 ~ 6 only for the pipe organ sound).

Add Percussion to the Sound

The COMBO J7 give you the possibility to emulate the percussive sounds typical of vintage organ.

1. Press the [ON] button to activate percussion to the sound.
2. Pressing the "SOFT" button the percussion sound will be softer.
3. Pressing the "FAST" button the percussion sound will decay immediately, producing a sharper attack.
4. Press the [3rd/2nd] button to select between the third (the indicator lights) or second harmonics

Add Rotary Effect to the Sound

By this section you turn it on or off the Rotary effect. This effect simulates the typical sound modulation generated by a cabinet with rotating loudspeakers.

1. Press the [ON] button to add the rotary effect. Its indicator lights.
2. Press the [FAST/SLOW] button to select between the fast (the indicator lights) or slow speed.
3. Press the [BRAKE] button to stop the rotation of the rotary.

Morphing Function

By this section you can manage some useful functions related to the movement of the draw-faders.

1. Press the [MORPHING] button to activate the function. For details please refer to the appropriate section.
2. Press the [FULL] button to move the draw faders down (maximum volume).
3. Press simultaneously the [FULL] and the [MORPHING] button to move the draw faders up (minimum volume).

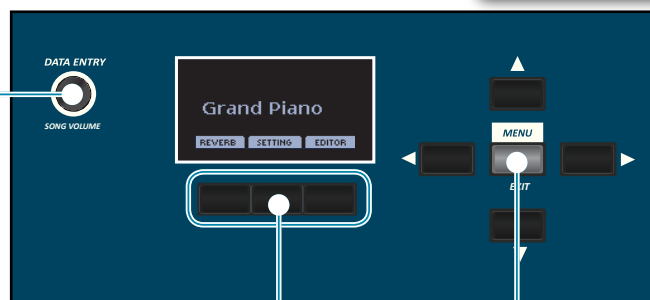
Assigning the Draw-faders

You can select organ sounds for the UPPER, LOWER and PEDAL keyboard parts. It's evident that only one part at the time can be assigned to the draw-faders section.

1. Press [UPPER], [LOWER] or [PEDAL] bottom to assigned the keyboard part to the draw-faders section.

Data Entry/Song Volume

When a parameter is selected this knob works as Data Entry. In all other cases this knob allows you to set the volume of the song player.



Function Buttons

1. Press these buttons to select functions/options shows at the bottom of the display.

Menu/Exit button

1. Press this button to open and close the menu page where you can view and select all available functions.

Effects for Orchestral Sounds

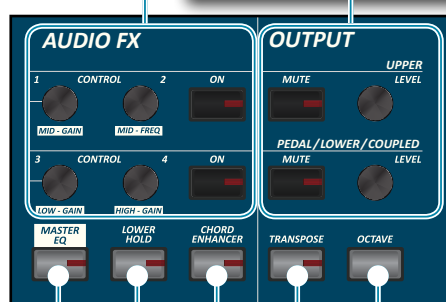
Rotate the [CONTROL] knobs to adjust the parameter value of the effect related to the current orchestral tone.

Press the [ON] button to add or not the effect to the tone.

Level and Mute a Keyboard Part

To adjust the output level, rotate the relative knob.

To mute a Keyboard Part press the relative [MUTE] button.



Change the Keyboard Octave

The Octave function allows you to change the pitch of the selected part in octave steps.

1. Press the [OCTAVE] button.

Transposing the Keyboard

1. Press the [TRANPOSE] button to call up the page where you can change the transposition value.
2. Use the [◀] [▶] buttons to change the value.

Improve the sound (CHORD ENHANCER)

This function improves the sound of the adding notes to the played chord. The Chord Enhancer function works when a not percussive tone is selected. See the Orchestral Sound List.

1. Select a not percussive sound. See the sounds table "COMBO J7 Orchestral Tones List" (p. 62).
 2. Press the [CHORD ENHANCER] to activate the function.
 3. Play a chord on the keyboard.
- The Chord Enhancer function adds notes to the chord you played.

Lower Hold

If this function is active, the notes of the Lower part go on sounding until you play other notes in the left keyboard area

1. Press the [LOWER] button to activate the lower part and split the keyboard.
2. Press the [LOWER HOLD] button to active the function.

Master Equalizer

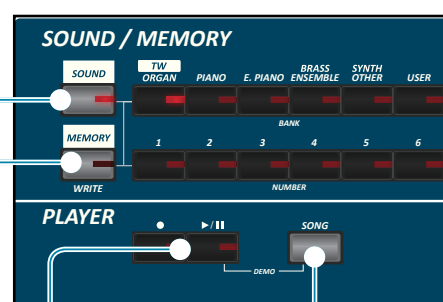
1. Press the [MASTER EQ] button.
2. Use the "CONTROL" knobs to emphasize or reduce a specific frequency range.

Selecting a Tone

1. Press [SOUND] button.
2. Press one of buttons of the sounds family to recall a new tone.
3. Press one of the [1] to [6] button to select another sound in same the family.

HOW TO SET THE SELECTED TONE AS FAVORITE

1. Press and hold the same Sound number button previously pressed.



Song Mode

1. Press the [SONG] button to enter in SONG mode.
 2. Press the "SONG LIST" function button.
- The display shows the contents of the Song internal memory.

Record and Playback a Song

1. Press the [●] button to start recording.
2. Play your song.
3. Press the [●] button to stop recording.
4. Press the [▶/||] button to listen your recording.
5. Press the [▶/||] button again to pause the song.

Favorite Settings

HOW TO MEMORIZE YOUR FAVORITE SETTING

The COMBO J7 allows you to memorize your favorite settings for easy recall whenever they're needed. Up to 36 complete setups can be saved.

1. Press and hold the [MEMORY/WRITE] button to call up the memories page.
2. Use the bank (Sound Families) and number buttons to select the position you want to replace the Memory.
3. Press the function button that shows "SAVE" at the bottom of the display.
4. Use the [DATA ENTRY] and [◀] [▶] buttons to enter the desired name.
5. To confirm press the function button that shows "OK" at the bottom of the display.

HOW TO RECALL YOUR FAVORITE SETTING

1. Press the [MEMORY] button to call up the memories page.
2. Use the bank (Sound Families) and number buttons to select the memory location.

6 Before You Start to Play

Connecting the AC Adaptor

1. Rotate the [VOLUME] knob toward the left position to minimize the volume.



2. Connect the included power cord to the AC adaptor.

The indicator will light once you plug the AC adaptor into a wall outlet.

To an AC outlet



NOTE

Depending on your area, the included power cord may differ from the one shown above.

NOTE

Be sure to use only the AC adaptor (DEXIBELL DYS602-240250W) supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.

NOTE

If you won't be using the COMBO J7 for an extended period of time, disconnect the power cord from the electrical outlet.

NOTE

To avoid malfunctions, never disconnect the AC/DC adapter while the instrument is turned on.

3. Connect the AC adaptor to the COMBO J7's DC IN jack positioned to the rear bottom panel.



Connecting External Audio Amplifier

You can connect the OUTPUT R L/MONO jacks to an external amplifier, mixing consoles, etc.

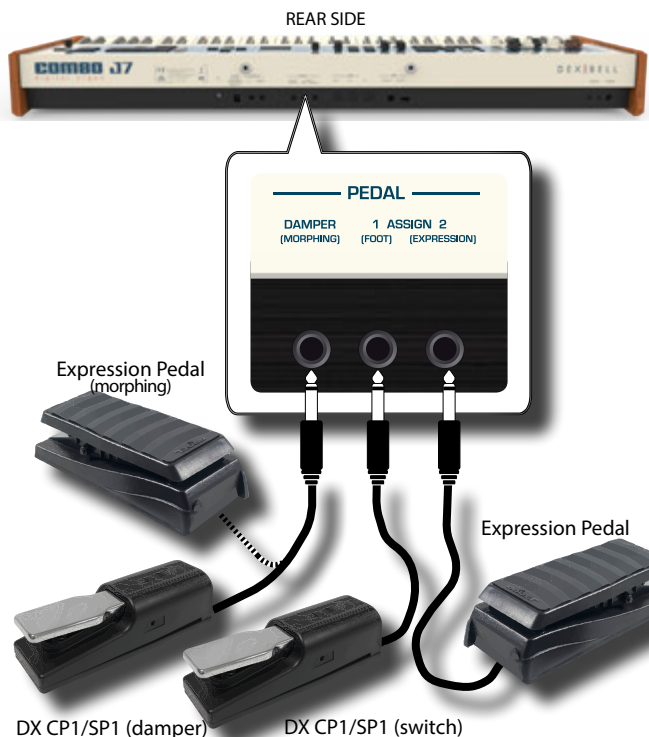
NOTE

If you want to use only one channel on your external amplifier, connect the L/MONO socket to its input. For optimum sound quality, we recommend working in stereo, though.

1. Rotate the [VOLUME] knob toward the left position to minimize the volume.
2. Connect the COMBO J7's OUTPUT jacks to the inputs of your external audio device.



Connecting the Pedals



1. Connect to the DAMPER (MORPHING) socket a sustain pedal.

This is the most commonly used pedal in percussive instruments. When the pedal is pressed, all notes played will continue to sound

until the vibration naturally ceases.

If the Morphing function is active, you can use an expression pedal to drive the transitions between two different combinations of draw-faders (MORPHING). See "Useful Draw-faders Movement Functions (Morphing)" (p. 24).

MEMO

This socket can be used to connect a continuous Damper pedal also. To set the pedal as MORPHING please set the Morphing function. See "Useful Draw-faders Movement Functions (Morphing)" (p. 24).

2. Connect a foot-switch to the ASSIGN 1 socket.

An optional foot-switch connected to the ASSIGN 1 socket can be used to perform various functions. For detail see "PEDAL SETTING" (p. 52).

NOTE

The ASSIGN 1 socket accepts foot-switches ON/OFF type only.

3. Connect an expression pedal to the ASSIGN 2 (EXPRESSION) socket.

You can control the volume of the Organ, Orchestra and Piano sections.

The EXPRESSION socket is assignable in a way that various functions can be assigned to it. For detail see "PEDAL SETTING" (p. 52).

Listening Through Headphones

You can use headphones to enjoy the COMBO J7 without disturbing those around you.

1. Here you can connect stereo headphones. The COMBO J7 has two headphones jacks. Two people can use headphones simultaneously.



2. Rotate the COMBO J7's [VOLUME] knob to adjust the volume of the headphone.

Cautions when using headphones

- To prevent damage to the cord's internal conductors, avoid rough handling. When using headphones, mainly try to handle either the plug or the headset.
- Your headphones may be damaged if the volume of a device is already turned up when you plug them in. Minimize the volume before you plug in the headphones.
- Excessive input will not only damage your hearing, but may also strain the headphones. Please enjoy music at a reasonable volume.

Connecting Digital Player Devices

You can connect the INPUT mini jack to an audio playback device.

1. Rotate the [VOLUME] knob toward the left position to minimize the volume.
2. Connect the COMBO J7's AUDIO IN mini jack to the output of an external signal source.



3. To adjust the input level the COMBO J7's AUDIO IN, press the [MENU] button and select the AUDIO INPUT function..

Connecting the COMBO J7 to Your Computer

Use a USB cable (commercially available) to connect the COMPUTER port, located on the COMBO J7's rear panel, to the USB port of your computer. You'll be able to transfer MIDI data between the COMBO J7 and your sequencer software.

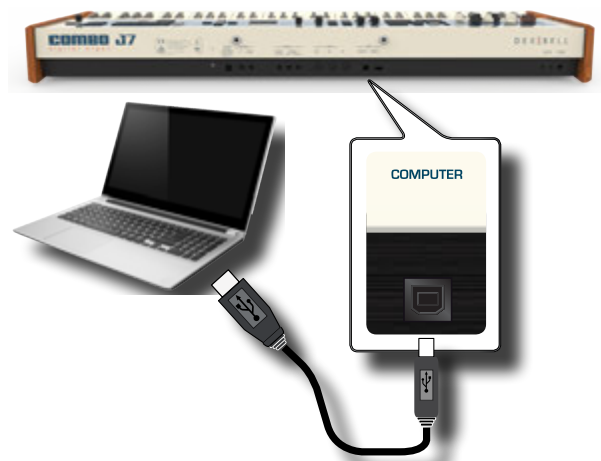
NOTE

The COMBO J7 does not support GM/GS standard.

What do you need to connect the COMBO J7 with your computer?

- USB cable (type A-male - type B-male: commercially available)

1. Use a standard USB cable (A→B-type connectors, commercially available) to connect the COMBO J7 to your computer as shown below.



NOTE

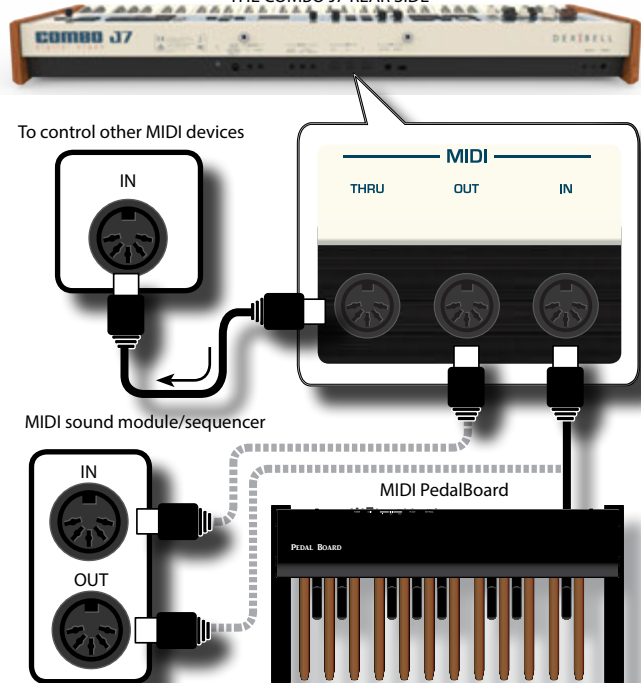
- To avoid the risk of malfunction and/or damage to external speakers, always turn the volume all the way down and switch off the power on all devices before you make any connections.
- Only MIDI data can be transmitted and received via USB. Audio data cannot be transmitted or received.
- Switch on the power to the COMBO J7 before you start up the MIDI application on your computer. Never turn the COMBO J7's power on/off while your MIDI application is running.

Connecting the COMBO J7 to MIDI devices

MIDI is an universal standard, which means that musical data can be sent to and received by instruments of different types and manufacturers. MIDI allows you to connect your instrument to another devices as an MIDI sound module.

Here below an example of MIDI connection:

THE COMBO J7 REAR SIDE



1. Use a optional standart MIDI cable (code: CHL400LU15) to connect the COMBO J7 MIDI OUT socket to the MIDI IN socket of the external MIDI device.
2. If necessary, use an optional standard MIDI cable (code: CHL400LU15) to connect the MIDI OUT socket of the external device to the COMBO J7 MIDI IN socket.
3. If you need to re-send the MIDI messages received by the COMBO J7 OUT socket to another device, connect the THRU socket using an additional MIDI cable (code: CHL400LU15) to the relative MIDI IN socket.

For details on MIDI settings of the external device, refer to its owner's manual.

Connecting an USB Memory (commercially available)

1. As shown in the illustration, connect an USB Memory to the MEMORY port.



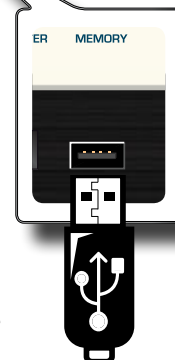
NOTE

Carefully insert the USB Memory making sure that the connector on the device is appropriate and that it is connected in the proper direction.

NOTE

The COMBO J7 supports all USB memory (FAT 32 formatted).

Anyway, because there are so many USB memory on the market and it is almost impossible to check all types of memories, it could happen that a memory is not compatible with your instrument.



Safely Remove the USB Memory

IMPORTANT

You should always safely eject the USB Memory before physically unplugging it from USB socket. Before to unplug the USB Memory use the "USB REMOVE" function.

1. Press the [MENU/EXIT] button.



2. Use the [▲] [▼] buttons to scroll the list and select the "USB REMOVE" function .
3. Press the [▶] buttons to access the function.

The display shows:

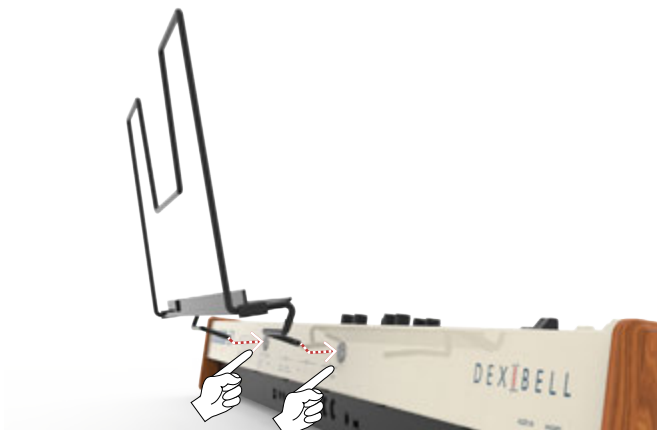


1. Press the "YES" Function button to safely remove the USB Memory.

Now you can unplug the USB Memory safely.

Installing Music Rest

Install the included music rest as shown in the illustration below.



Ground Terminal

Depending on the circumstances of a particular setup, you could feel a tingling sensation at the point where you touch this device.

You can eliminate this sensation connecting the ground terminal with an external ground.

THE COMBO J7 REAR SIDE



1. Use the screw-type ground terminal to connect to ground or to connect to the chassis of the mixer, preamp, or other device in your system.

Turning the Power On

Once everything is properly connected, be sure to follow the procedure below to turn on their power.

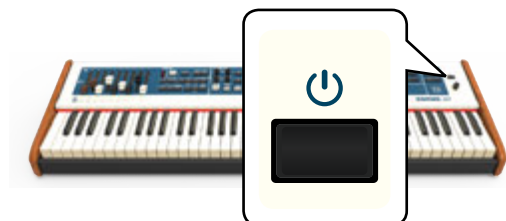
1. Rotate the [VOLUME] knob toward the left position to minimize the volume.

NOTE

Before turning the COMBO J7 on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the COMBO J7 on/off.

However, this is normal and does not indicate a malfunction.

2. Press the COMBO J7's [] button located on the right panel to switch it on.



The power will turn on, a progress bar appear in the COMBO J7's display.



After a brief interval, the main page will appear. and COMBO J7 will be ready to produce sound.



3. Use the [VOLUME] knob to adjust the volume.

NOTE

This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally.

Turning the Power Off

1. Rotate the [VOLUME] knob toward the left position to minimize the volume.

NOTE

To avoid malfunctions, never disconnect the AC/DC adapter while the instrument is turned on.

2. Press the COMBO J7's [] switch.

A power off confirmation message appears:



3. Press the "YES" Function button to confirm.

The display shows the following message:



and the unit will turn off after few seconds.

If you do not want power off press the "NO" Function button.

NOTE

If you need to turn off the power completely, first turn off the instrument, then unplug the power cord from the power outlet. Refer to "Connecting the AC Adaptor" (p. 16).

If you do not operate the unit for a certain period of time while the power is on, this unit turns off automatically.

If you don't want the power to turn off automatically, turn the "AUTO OFF" setting off!

With the factory settings, the unit's power will automatically be switched off 120 minutes after you stop playing or operating the unit.

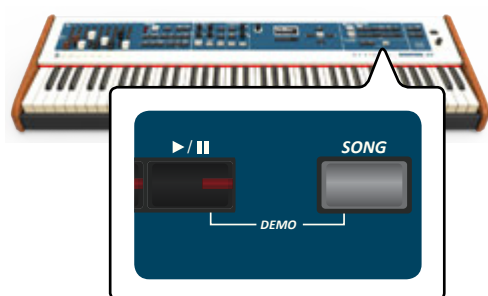
Shortly before the COMBO J7 shuts down automatically, the display starts counting down the seconds. If you want to keep using the COMBO J7 at this stage, press any button.

If you don't want the power to turn off automatically, change the "AUTO OFF" setting to "OFF" as described on p. 59.

Demo of the COMBO J7

Your COMBO J7 contains a demo that introduces all the best of its tones.

1. To start playback of all demo songs simultaneously press the **▶/||** and **[SONG]** buttons.



Playback starts automatically with the demo song.

2. Press the **[MENU/EXIT]** button to leave the demo function.

NOTE

No data for the music that is played back will be output from MIDI OUT.

NOTE

All rights reserved. Unauthorized use of this material for purposes other than private, personal enjoyment is a violation of applicable laws.

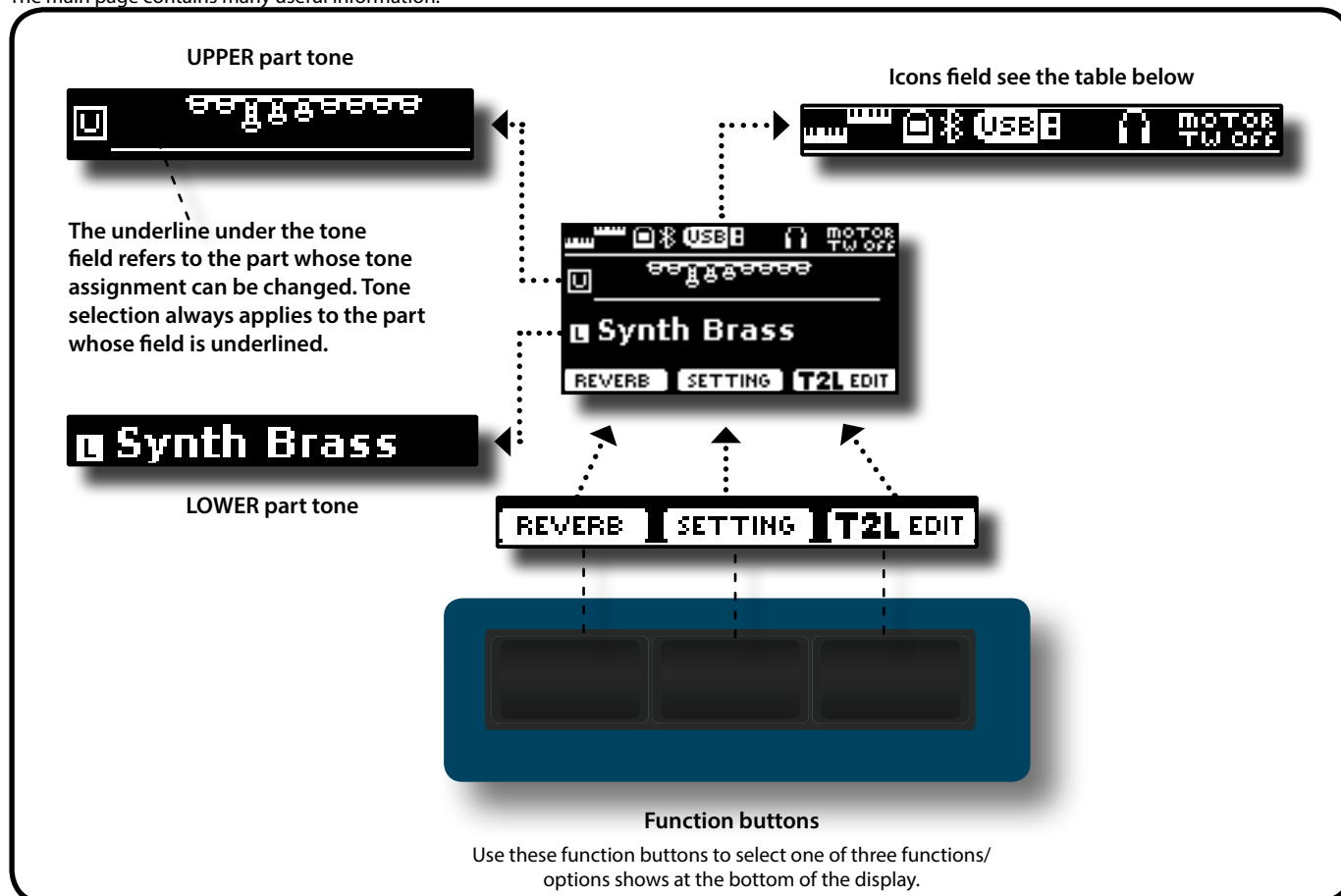
7 Basic Operation

About the Display and Cursor Operation

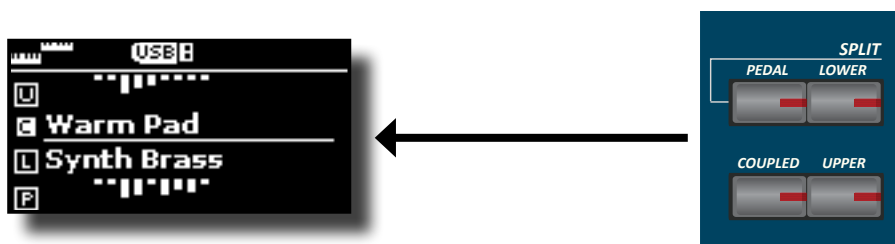
This section introduces the information that appear on the main page. Moreover this section illustrates how to navigate the menu.

Main Page

The main page contains many useful information.



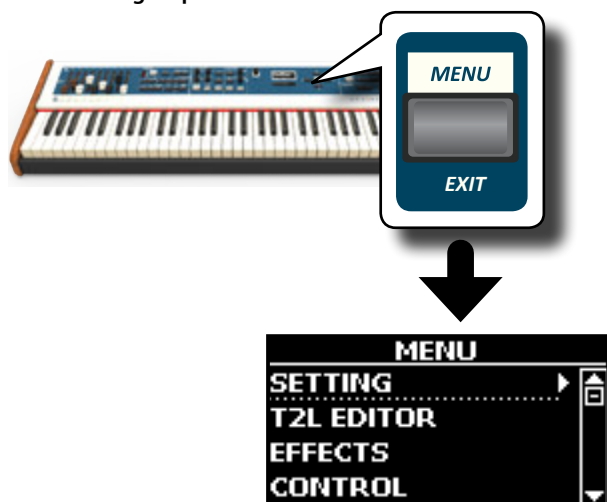
Example of main window with all keyboard parts active.



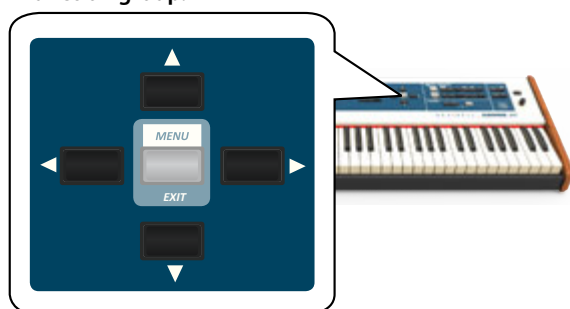
Icons Field	Explanation	Icons Field	Explanation
	Keyboard Mode:		Bluetooth indicator <ul style="list-style-type: none"> Steady icon: Connected to a device. Blinking icon: Connecting to a device.
	<ul style="list-style-type: none"> No SPLITED (Only UPPER or/and COUPLED) SPLITTED (PEDAL or/and LOWER) 		A USB memory is connected to your unit.
	A computer is connected to the COMBO J7's USB "COMPUTER" port.		An headphone is plugged into the PHONES output jack.
			The "Motor Slider" parameter is set to "Off". See "Motor Slider" (p. 59).

Moving the Cursor and Setting Parameter Values

1. Press the [MENU/EXIT] button to access to the available function groups.



2. Use the [▲] [▼] buttons to select the entry of the desired function group.



3. Press the [▶] button to enter in the selected function group.



4. Use the [▲] [▼] buttons to scroll the list of settings and press the [▶] button to enter in the selected setting.

5. Use the [▲] [▼] buttons to scroll the list of parameters. The selected parameter field is displayed in reverse

6. Use the [DATA ENTRY] knob or the [◀] [▶] buttons to set the desired value.



7. Press the [MENU/EXIT] button to return to the main page.

Assigning the Name You Specify

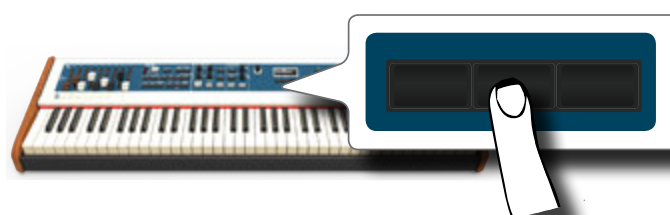
In many cases you'll have to assign a name to a file. In the following example, we will learn how to give a Memory name.

After the selection of saving a Memory, the display looks as follows:

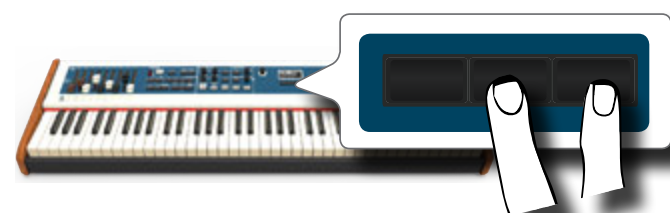


A Memory name is suggested by the COMBO J7.

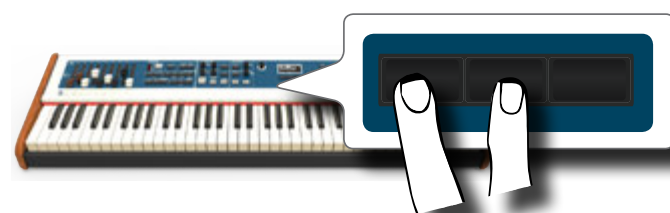
1. Use the [DATA ENTRY] knob or the [▲] [▼] buttons to select a different character.
2. Use the [◀] [▶] buttons to select the next character position you want to change, then select the new character using the [DATA ENTRY] knob or the [▲] [▼] buttons.
3. You can press the [A/a/#] Function button to switch between upper- and lower-case characters as well as numbers.



4. To delete the selected character, simultaneously press the central and right Function button.



5. To insert a character, simultaneously press the left and central Function button.



8 Organ Section

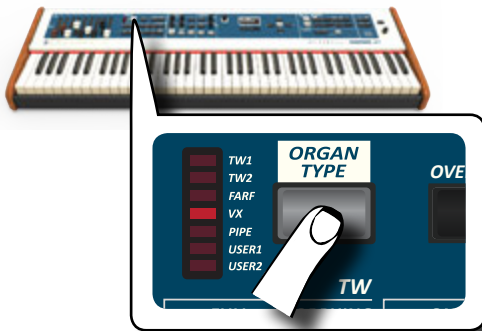
The COMBO J7 has a section that simulates famous electric organs. By sliding the nine motorised draw-faders in and out you can create a wide variety of tonalities. You can add various typical effects of an electric organ as a Leslie speaker.

Selecting Various Organ Types

The COMBO J7 comes with various organ models that reproduce the tonal characteristics of both tonewheel and transistor types organ: TW1, TW2, FARF, VX and PIPE. Moreover you have two user organ memory location (USER 1, USER 2) that allows you to expand the tonal resources of the instrument. You can download this selection of sounds from the www.dexibell.com website. See "Importing USER Sound Library" (p. 30).

The modification of the sound within the Organ section is primarily done through the use of Draw-faders. You can recall various position setting of them by the selection of bank and number buttons in the SOUND/MEMORY section.

1. Repeatedly press the [ORGAN TYPE] button until the indicator of the desired selection lights.



Organ Type	Explanation
TW1	It's a simulation of a organ style cabinet that use an tonewheel apparatus for generating electric musical note.
TW2	It's a simulation of an "home organ" style cabinet with some built-in speakers" that use an tonewheel apparatus for generating electric musical note.
FARF	This is a simulation of a portable transistors-based organ.
VX	This is a simulation of transistor-based combo organ.
PIPE	This simulate a pipe organ. It's a musical instrument that produces sound by driving pressurized air through organ pipes.
USER1	You can download sounds from the www.dexibell.com website. See "Additional Sound (User Sounds)" (p. 30).
USER2	

The organ type selection is now available.

2. See "Selecting Presetted Organ Sounds" (p. 23) to select a tonewheel for that organ type.

Selecting Presetted Organ Sounds

1. Select the organ model you desired. See "Selecting Various Organ Types" (p. 23).
2. If the [SOUND] button is not already lit, press it to enable the six family and number buttons to select tones.



The [SOUND] button lit.

3. Press the [TW ORGAN] button to select the tonewheel organ family.



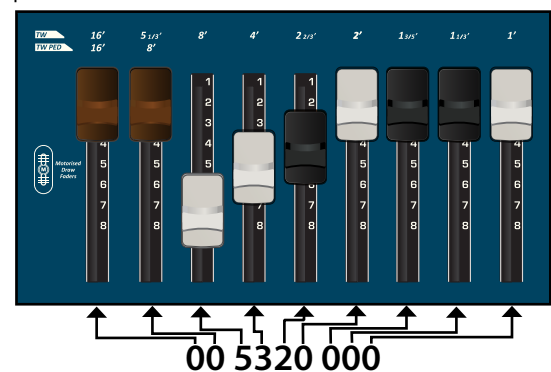
The last sound you selected for the organ category is recalled and the draw-faders move to reach the new footage value.

The button indicator lights and a temporary window shows the list of draw-faders where the recalled combination is underlined:



"Manual" indicate the current position of draw-faders.

The other items of the list indicate the most used combinations. Each number is the indication of the single draw-faders position value. For example, the "00 5320 000" corresponds to the following position of draw-faders:



MEMO

While the tone window is active, use the [▲] [▼] buttons to select a tone in the same category. If during normal operation the window closes automatically, press the tone family buttons again.

4. Press the desiderate [1 ~ 6] button to select the sound in the same category.



The tonewheel is selected and the window highlight the configuration of the draw-faders. The draw-faders move to reach the new footages position.

After few seconds of inactivity of the change tone operation, the Main page is shown. The main page shows the current position of each draw-faders and the footage indication.



On the instrument panel, under or above each draw-fader, the feet used for each type of organ are listed.

5. Play the keyboard to enjoy the organ sound.
6. Use the draw-faders to change in real time the volume of each footage (See "Altering the Sound using Draw-faders" (p. 24)) or select another tonewheel.

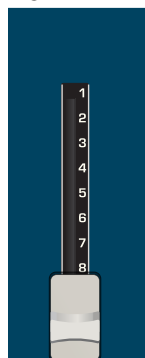
Motorised Draw-faders

The draw-faders are the heart and soul of the sound of your organ. You can change the variety of sound through the manipulation of draw-faders.

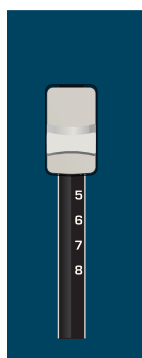
The COMBO J7 has a powerful section of draw-faders. The motorized draw-faders are always in the right position ready for immediate use in real time. This solve the common problem in every Organ Keyboard: the draw-fader position that does not change after a preset/memory call.

Altering the Sound using Draw-faders

There are nine motorised draw-faders, each of them is coupled with one footage.



FULL VOLUME

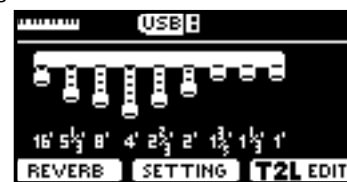


NO VOLUME

1. Move a draw-fader down to increase the volume in incremental steps from 0 (no sound) to 8 (maximum volume).

2. Move the draw-fader up to decreases the volume of that footage.

The main page shows the current position of each draw-faders and the footage indication.

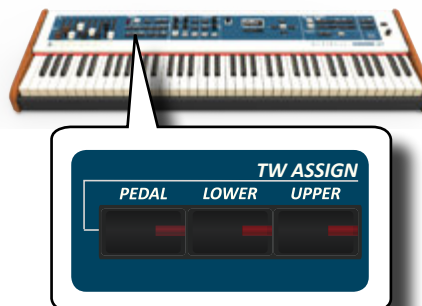


Assigning the Draw-faders (TW ASSIGN)

You can select organ sounds for the UPPER, LOWER and PEDAL keyboard parts. It's evident that only one part at a time can be assigned to the draw-faders section.

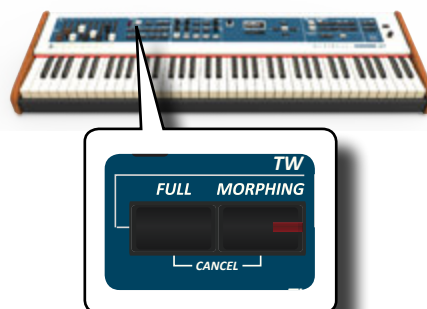
There are three buttons (UPPER, LOWER and PEDAL) that allow you to specify which keyboard part is assigned to the draw-faders section.

1. Press [UPPER], [LOWER] or [PEDAL] bottom to assigned the keyboard part to the draw-faders section.



Useful Draw-faders Movement Functions (Morphing)

By this section you can manage some useful functions related to the movement of the draw-faders.



Morphing

This function acts on the automatic movement of draw faders. There are two modes of operation:

- **AUTO** - When you recall a preset of tonewheel, the position of the draw-faders is not achieved immediately, but within a specific time.
- **EXPRESSION** - The transition between two different combinations of draw-faders (FROM, TO) is performed by the movement of the expression pedal connected to the "DAMPER (MORPHING)" socket. See "Connecting the Pedals" (p. 16).

Activating Morphing Function

1. Press the [MORPHING] button to activate the function.

Its indicator lights.

Selecting the AUTO Mode

1. Press and hold the [MORPHING] button until the MORPHING page appears:



2. Set the "Auto" mode. See "Moving the Cursor and Setting Parameter Values" (p. 22).
3. Select the time value you want for the movement of the draw faders: Slow, Medium and Fast.

Selecting the EXPRESSION Mode

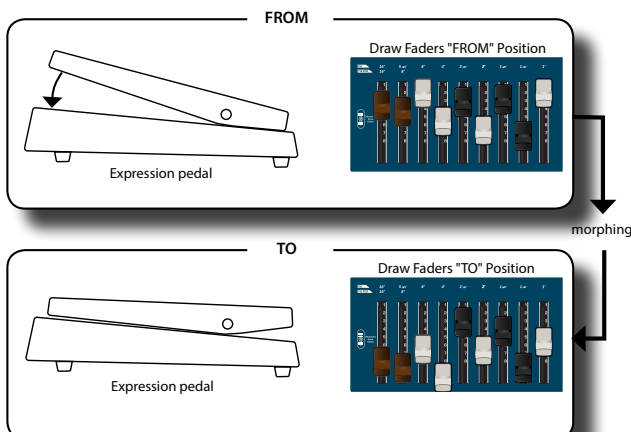
1. Press and hold the [MORPHING] button.
2. Set the "Expression" mode. See "Moving the Cursor and Setting Parameter Values" (p. 22).

The display changes as follow:



Now you can set the following parameters:

Parameter	Value	Steps
Part	Upper, Lower, Pedal	3. Select the keyboard part on which the function act.
From	Draw faders position	Starting position of draw faders. 4. Select the "From" parameter and move the draw faders to set the desired "From" position.
To	Draw faders position	Destination position of draw faders 5. Select the "To" parameter and move the draw faders to set the desired "To" position.



6. Moving the expression pedal from toe up to toe down, the draw faders will move gradually from the "FROM" to the "TO" combination.

FULL and CANCEL

Using this function you can easy move all draw faders down (FULL) or up (CANCEL), all in only one touch. If the morphing function is active and the mode is set to "AUTO", the draw faders will reach the new position gradually. For details see "Morphing" (p. 24).

1. Press the [FULL] button to move the draw faders down (maximum volume).
2. Press simultaneously the [FULL] and the [MORPHING] button to move the draw faders up (minimum volume).

Applying Vibrato/Chorus Effect

The COMBO J7 has a vibrato effect and a chorus effect to enrich your performances. The vibrato and chorus system consists of six settings, V1, V2, V3, C1, C2 and C3 (i.e., 3 vibrato and 3 chorus), which can be selected via the [TYPE] button.



1. Press the [ON] button to activate the effect. Its indicator lights.
2. Press the [TYPE] button to open the VIBRATO/CHORUS page and change effect.
3. Use the [DATA ENTRY] knob or the [◀] [▶] buttons to set the desired effect and depth.
4. You can press also the [TYPE] button to select the next effect.

Setting	Explanation
V1,C1	Vibrato or Chorus light depth effect
V2, C2	Vibrato or Chorus standard depth effect
V3,C3	Vibrato or Chorus deepest effect
TREMULANT 1 ~ 6	It's a characteristic effect of the pipe organ that produces a fluctuation of the amplitude and pitch of the sound, producing a tremolo and vibrato effect. NOTE This effect can be selected in the presence of an pipe organ sound.

Adding Overdrive Effect

This is the typical effect of vacuum tube amplifier and it is achieved by "overdriving" the valves.

1. Press the [OVERDRIVE] button to add overdrive effect. Its indicator lights.
The display shows the overdrive value.
2. Use the [DATA ENTRY] knob or the [◀] [▶] buttons to set

the desired value.

Parameter	Setting
DRIVE	1~100

Editing Overdrive Parameter

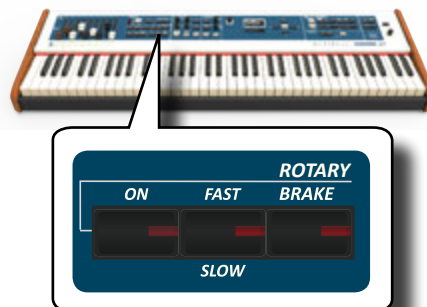
1. Press the [OVERDRIVE] button to open the "OVERDRIVE" page.
2. Press the "EDIT" function button to access the "OVERDRIVE EDIT" page.
3. You can adjust the following parameter:

Parameter	Setting	Explanation
Drive	1~100	Adjust the amount of effect. Also changes the volume.
Tone	1~100	Adjusts the tonal quality of the sound.
Level	1~100	Use this parameter to compensate for exaggerated level differences resulting from the settings you made.
Eq Low freq	80 ~ 400 Hz	Selects the frequency of the low range.
Eq Low gain	-12dB~0~12dB	Gain of the low frequency range.
Eq High freq	800Hz ~ 8KHz	Selects the frequency of the high range.
Eq High gain	-12dB~0~12dB	Gain of the high frequency range.

4. Press the [MENU/EXIT] button to come back to main page.

Adding Rotary Effect

By this section you turn it on or off the Rotary effect. This effect simulates the typical sound modulation generated by a cabinet with rotating loudspeakers.



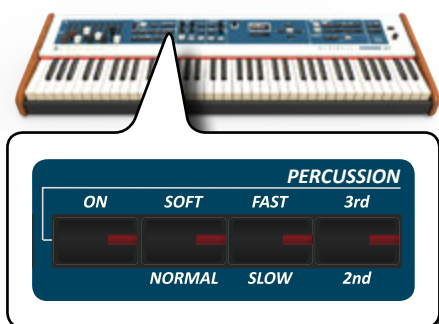
1. Press the [ON] button to add the rotary effect. Its indicator lights.
2. Press the [FAST/SLOW] button to select between the fast (the indicator lights) or slow speed.
3. Press the [BRAKE] button to stop the rotation of the rotary. When this is turned on (button's indicator lit), the rotation will gradually stop. When it is turned off, the rotation will gradually resume.

Adding Harmonic Percussion

It's the classic crisp attack unique to the vintage organ. This effect was designed to emulate the percussive sounds of the harp, xylophone and marimba. When the percussion is selected, this feature adds a decaying second- or third-harmonic overtone when a key is pressed.

NOTE

The harmonic percussion feature is available for the TW1 and TW2 organ type and only on the UPPER or LOWER keyboard part.



1. Press the [ON] button to add the percussion to the sound. Its indicator lights.
2. Press the [SOFT/NORMAL] button to select between a soft (the indicator lights) or hard percussion levels.
3. Press the [FAST/SLOW] button to select between a fast (the indicator lights) or slow decay.
4. Press the [3rd/2nd] button to select between the third (the indicator lights) or second harmonics.

9 Selecting Tones

COMBO J7 has a wide selection of high quality tones arranged in six categories.

The COMBO J7 allows you to assign any of the available tones to any of the three real-time parts. Tone selection always applies to the part (Upper, Coupled, Lower or Pedal) whose field is currently underlined in the main page.

How to Select Tones

If you want to select the [TW/ORGAN] sounds, please refer to the "Organ Section" (p. 23).

1. If the [SOUND] button is not already lit, press it to enable the six family and number buttons to select tones.



The [SOUND] button lit.

2. Press the desiderate Family Tone button to select the sound category that you want to play.



The last sound you selected for that category is recalled.

The button indicator lights and a temporary window shows the list of tones where the recalled sound is underlined:



In the example was pressed [E. PIANO] button.

MEMO

While the tone window is active, use the [▲] [▼] buttons to select a tone in the same category. If during normal operation the window closes automatically, press the tone family buttons again.

3. Press the desiderate [1 ~ 6] Tone button to select a tone in the same category.



The tone is selected and the window highlight you the name of the tone. After few seconds of inactivity of the change tone operation, the Main page is shown.

See page 62 for a list of available Tones.

4. Play the keyboard.

You'll hear the sound of the selected instrument.

MEMO

The last sound you select in each category is memorized temporarily and will be recalled every time you press the corresponding Family Tone button

MEMO

While the tone window is active, press the [◀] [▶] buttons to select the previous or next tone category. After few seconds of inactivity of the change tone operation, the Main page is shown.

TIPS

A quick way to change a tone from the Main page: use the [◀] [▶] buttons to select a next or previous tone in the same category.

Most Frequently Used Tones (Favorite Tone)

The "Favorite Tone" function lets you an easy recall of most frequently used sounds. You can memorize a Favorite Tone for each of nine categories and recall it simply pressing the tone button. It will be helpful in a live performance situation.

1. Select a tone you prefer. See "How to Select Tones" (p. 27).
2. Press and hold the Family Tone button that contains the selected tone to memorize it.



The display shows a confirmation message.

The position of the sound you selected is memorized and will be recalled every time you press the corresponding Tone button.

The instrument will remember your choice at the next power on.

NOTE

This function is not available for the "TW/ORGAN" family tone.

Playing Two Sounds Over the Entire keyboard (Layer)

In the previous paragraph "How to Select Tones", you learned how to select a Tone. Below you'll learn how to add a second sound over the entire keyboard.

1. Press the [COUPLED] button to add a second tone (Coupled Part) over the entire keyboard.



The Coupled part [C] is automatically selected.
If the main page is displayed shows:



The Coupled part [C] field in the main page is underlined to inform you that the tone selection is applied on this part.

NOTE

For Tone selection, it would be a good idea to check on the main page which part is currently selected to ensure that you don't select a Tone for the wrong part.

NOTE

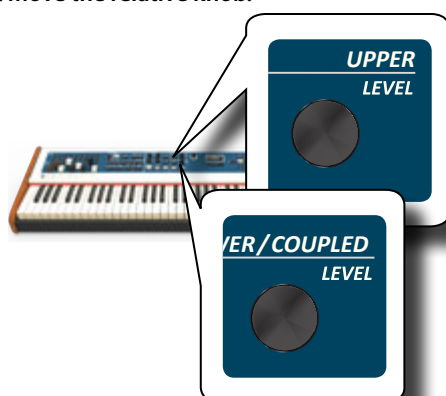
Note that you cannot select a tonewheel preset for the Coupled part. This because the Coupled part is not a typical organ part. The organs have only three keyboard parts: Upper, Lower and Pedal.

2. Play the keyboard.

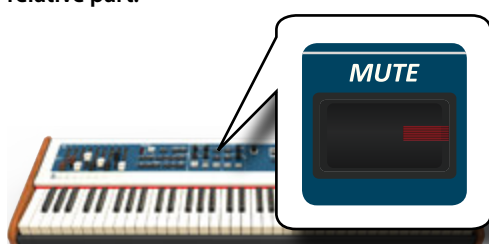
You'll hear the tones of Upper part [U] and Coupled part [C] playing together.

3. To adjust the overall volume use the VOLUME knob.

4. To adjust the volume for the Upper and Coupled keyboard part move the relative knob.



To mute a keyboard part press the [MUTE] button of the relative part.



5. To change a tone of the Coupled part, see "How to Select Tones" (p. 27).

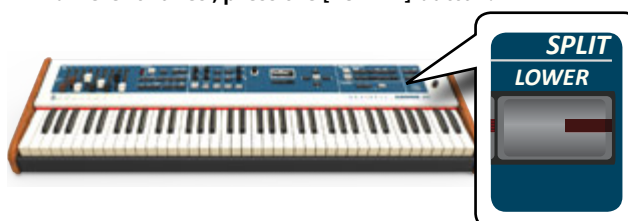
6. To select the Upper part, from the main page, use the [▲] [▼] buttons to select it.

7. To change a tone of the Upper part, see "How to Select Tones" (p. 27).

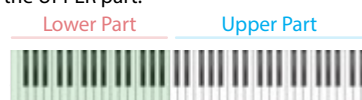
Splitting the Keyboard Range and Playing Two Different Tones (LOWER)

Split mode enables you to play two different voices on the keyboard, one with the left hand (LOWER) and another with the right hand (UPPER).

1. If you want to use your left and right hands to play different Tones, press the [LOWER] button.



The Keyboard is divided into two sections. The region of the keyboard to the left of the split point becomes the LOWER part while the region of the keyboard to the right of the split point becomes the UPPER part.



If the main page is displayed shows:



The Lower part [L] field in the main page is underlined to inform you that the tone selection is applied on this part.

2. Play the keyboard.

Turn the VOLUME slider to adjust the volume.

MEMO

The default split point is set between keys B3 and C4. To change the split point see "How to change the Split Point" (p. 29).

MEMO

In Split mode, the most suitable octave settings for each tone are applied automatically.

3. To adjust the volume for the Upper and Lower keyboard part move the relative knob.

4. To mute a keyboard part press the [MUTE] button of the relative part.

5. To change a tone of the Lower part, see "How to Select Tones" (p. 27).

6. To select the Upper part, from the main page, use the [▲] [▼] buttons.

7. To change a tone of the Upper part, see "How to Select Tones" (p. 27).

Adding the PEDAL Part

The Pedal part can be played via the keyboard, or with an commercially available MIDI pedalboard.

1. Press the [PEDAL] button to add the pedal part on the keyboard. Its indicator lights.



The Keyboard is divided into two halves. The region of the keyboard to the left of the split point becomes the Pedal part, while the region of the keyboard to the right of the split point becomes the Upper part.

If the Lower part is active, the pedal part is monophonic and the leftmost note played on the keyboard is added. In all other cases the Pedal part is polyphonic.

2. To change a tone of the PEDAL part, see "How to Select Tones" (p. 27).
3. Play the keyboard.

Turn the VOLUME slider to adjust the volume.

MEMO

The default split point is set between keys B3 and C4. To change the split point see "How to change the Split Point" (p. 29).

MEMO

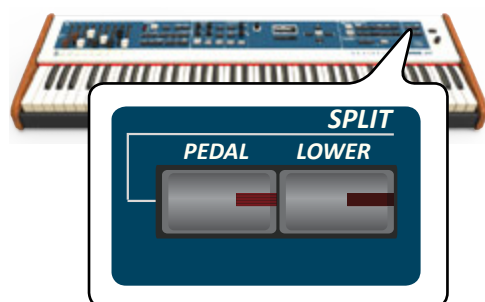
In Split mode, the most suitable octave settings for each tone are applied automatically.

4. To adjust the volume for the Upper and Pedal keyboard part move the relative knob
5. To mute a keyboard part press the [MUTE] button of the relative part.

Special Pedalboard Tones: "Pedal Bass" and "Pedal DoublBs".

In the sounds set of the COMBO J7 there are two special sounds that came in handy when you play bass note in rapid succession like jazz. The "Pedal Bass" and "Pedal DoublBs" sounds were sampled with a little bit sustain. In this way, lengthening the release of the sound, allows the organist to play the "walking" bass line.

How to change the Split Point



1. Press and hold the [LOWER] or the [PEDAL] button until

the display shown the following page.



2. Use the [DATA ENTRY] or the [◀] [▶] buttons to change the split point value.

Parameter	Setting
Split Point	F1 ~ E7 Default: E4

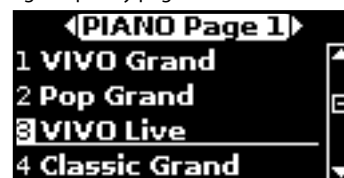
3. Press the "←" function button to return to the previous page or press [MENU/EXIT] button to go directly to the main page

Tone MIDI Information

Tones can also be selected via MIDI. To this effect, they use an "internal" address, which is not usually displayed. For MIDI applications involving sequencers or external controllers, knowing the "official" address may come in handy. The COMBO J7 has a handy system that provides this information instantly—there is thus no need to look up the MIDI address in the tones list at the end of this manual.

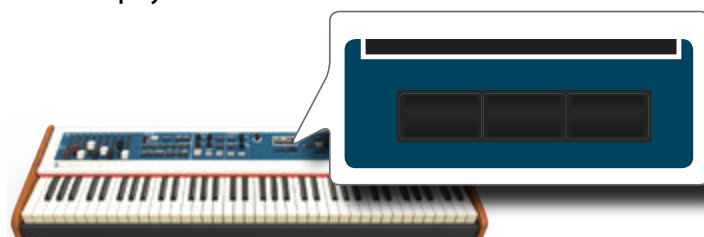
1. Select a tone. See "How to Select Tones" (p. 27).

The following temporary page is showed:



In the example above we selected "VIVO Live" tone.

2. Press one of the Function buttons located below the display



The tone MIDI information are temporary showed:



10 Additional Sound (User Sounds)

The User Sounds are only available after installing optional new sounds into the COMBO J7. The COMBO J7 has two areas of user sounds: one is dedicated to organ sounds. In this section you can load tonewheel sounds. The other area is dedicated to orchestral sounds.

Sound Library



COMBO J7 give you the possibility to install new sounds from:

- ☐ DEXIBELL Official Sounds (.DXS extension)

These sounds will be available and downloadable from the following website:

<http://www.dexibell.com/>

Stay tuned for new sounds and updates by visiting our website regularly!

- ☐ third-party sounds (.SF2 extension)

You can easily find in the web many sounds library with .SF2 extension. COMBO J7 is compatible with these types of sounds.

"Space not available!" message is showed.

- Press the "USB" function button to list the sound libraries in the USB Memory.



MEMO

COMBO J7 shows the sounds contained in the USB Memory's "\SOUND" folder.

- Use the [▲] [▼] buttons to select the sound library you prefer.
- To open the sound library, press the "OPEN" function button or the [▶] button.



The sound/sounds contained in the selected library are displayed.

- Use the [▲] [▼] buttons to select the sound you want to listen.
- Play the keyboard.
You'll hear the sound selected in the library.

Importing the sound library

If the sound is to your liking, you can import the library into the internal memory.

- Press the "IMPORT ALL" Function button to import the sound library.

A confirmation message informs you that the sound library has been imported and in what area was loaded.

Importing USER Sound Library

You can import sounds library in the internal memory of COMBO J7 and use them in your performances. To import you need a USB Memory and your Personal computer.

Loading a sounds library in the USB Memory

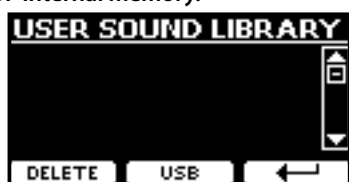
- Using your computer, download the new sound library from the DEXIBELL web site (.DXS) or from any other web site (.SF2). You can download tonewheel and orchestral sounds.
- Create a folder "SOUND" in the root of the USB Memory.
- Copy the sound library (.DXS/.SF2) into the USB Memory's "/SOUND" folder.
- Insert the USB Memory into the COMBO J7 USB port. See "Connecting an USB Memory (commercially available)" (p. 18).

Listening to the sound library before to import it

- Press the [MENU/EXIT] button and use the [▲] [▼] buttons to select the "SOUND LIBRARY" function group.



- Press the [▶] button to display the sound libraries in COMBO J7 internal memory.



The above example shows that no library was loaded.

NOTE

If the sound library exceeds the size of the internal memory, the

How to Select USER Sounds

As mentioned earlier, the COMBO J7 has two memory areas.

The first area, divided in USER1 and USER2, is selectable from the [ORGAN TYPE] button.

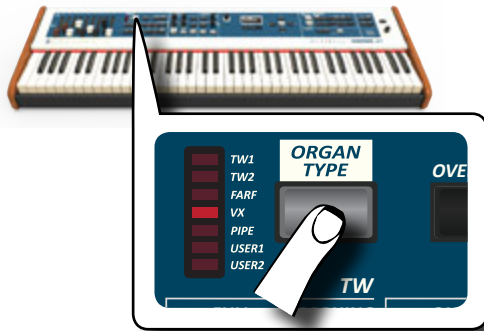
The second area is selectable from the [USER] button in the orchestral sounds selection panel.

To select a User sound, please see "Selecting Various Organ Types" (p. 23).

How to Select USER Organ Sounds

Before to select a USER sound, you need to import sounds. Please see "Importing USER Sound Library" (p. 30).

- Repeatedly press the [ORGAN TYPE] button until the indicator select the USER1 or USER 2 type organ.



2. If a Tonewheel is not already selected, you need to select one of them. If the [SOUND] button is not already lit, press it to enable the six family and number buttons to select tones.



3. Press the [TW ORGAN] button to select the tonewheel organ family.



The display shows the list of the tonewheel preset.

4. Press the desiderate [1 ~ 6] Sound button to select the User preset.

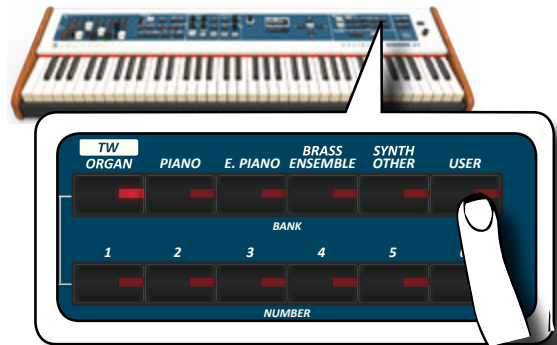
How to Select USER Orchestral Sounds

Before to select a USER sound, you need to import sounds. Please see "Importing USER Sound Library" (p. 30).

1. If the [SOUND] button is not already lit, press it to enable the six family and number buttons to select tones.

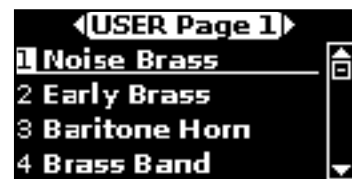


2. Press the "USER" button.



The last sound you selected is recalled.

The button indicator lights and a temporary window shows the list of User tones where the recalled sound is underlined:



3. Press the desiderate [1 ~ 6] Sound button to select a User sound.

The User sound is selected and the window highlight you the name of the sound. After few seconds of inactivity of the change sound operation, the Main page is shown.

4. The User sounds are arranged in pages of 6 sounds. While the sound window is active, press the [◀] [▶] buttons to select the previous or next tone User page. After few seconds of inactivity of the change tone operation, the Main page is shown.

TIPS

A quick way to change a tone from the Main page: use the [◀] [▶] buttons to select a next or previous sound in the same category.

Deleting USER Sound Library

1. Press the [MENU/EXIT] button and use the [▲] [▼] buttons to scroll the cursor and select the "SOUND LIBRARY" function group.
2. Press the [▶] button to display the sound libraries in COMBO J7 internal memory.



3. Use the [▲] [▼] buttons to select the sound library that you want to delete.
4. Use the [DELETE] Function button to delete the sound library selected.

A confirmation message informs you that the sound library has been deleted.

11 Adding Effects to Orchestral Sound

NOTE

This effects section is not available for the Tonewheel sounds.

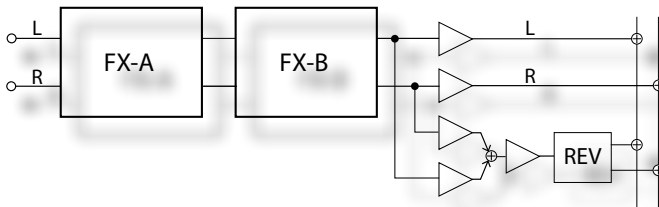
Going Around Sound Effects

COMBO J7 is quite simply a superlative instrument with the most advanced and best sound generation technology Dexibell has to offer.

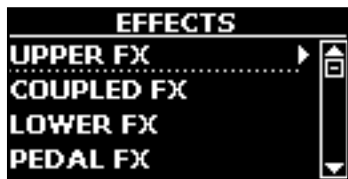
When you recall a Tone the instrument automatically add the appropriate effects for that sound.

Anyway, COMBO J7 give you the possibility to change type of effect or modify some parameter of it.

COMBO J7 manage two units of effectors (FX-A and FX-B) for each keyboard part (Upper, Lower, Coupled and Pedal).



1. To access the "EFFECTS" page, press the [MENU] button and select the page using [▲], [▼] and [▶] button.



2. Use the [▲], [▼] and [▶] button to select one of FX page relative to the keyboard part ("UPPER FX", "COUPLED FX", "LOWER FX" and "PEDAL FX").



In the example we selected the "UPPER FX" page.

3. Use the DATA ENTRY knob or the [◀] [▶] buttons to choose the Type of effect.

Press the "FX-A OFF" Function button if you don't need the FX processor.

For the list of effects see "Effects Types and Parameters List" (p. 56).

4. Use the [▲] [▼] buttons to select the parameter relative to the chosen effect.

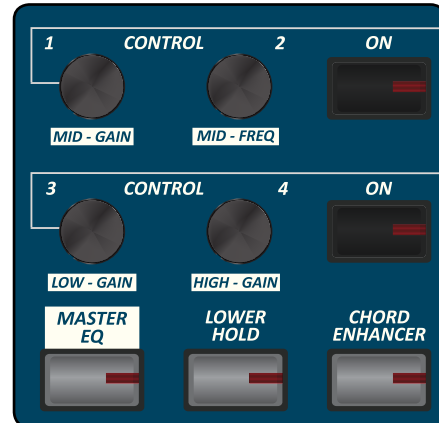
5. Use the [DATA ENTRY] knob or the [◀] [▶] buttons to adjust the parameter value.

For details about the parameters for each effects, see p. 56.

6. To edit the second FX processor, press the "FX-B" Function button.

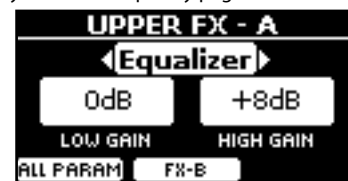
Adjusting the Sound Effect Parameters

When you recall a Tone, COMBO J7 automatically add the appropriate effects for that sound. Two of the relevant parameters of the current effect are automatically assigned to the knobs (CONTROL 1/2 for the Upper part and CONTROL 3/4 for the Coupled, Lower or Pedal part). In this way you can adjust the values in real time.



1. Rotate one of the four knobs.

The display shows a temporary page with the current values.



In the example above we rotated the knob 1 of the Upper part.

If the current sound is a tonewheel, the COMBO J7 reminds you that this section is only available for orchestral sounds.



MEMO

The CONTROL 1/2 adjust the parameters of the assigned effect for the Upper part.

The CONTROL 3/4 adjust the parameters of the assigned effect for the Pedal, Lower or Coupled part.

2. Continue to rotate the knob to change the value.

3. Press the "FX-B" Function button to access to the parameters page of the 2nd effector.



Press the "FX-A" Function button to come back to the 1st effector.

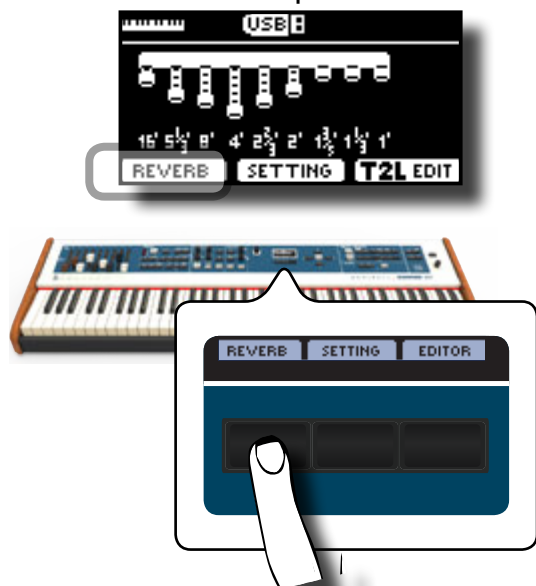
4. If you want, you can switch on and off the effect assigned to the Pedal, Lower or Coupled part by pressing the relative "ON" button.

5. While the "FX-A" or "FX_B" effector page is active you can select another effect using the [◀] [▶] buttons.

Adding Reverb to the Sound

The reverb enables you to select various digital reverb effects that would add extra depth and expression to the sound to create a realistic acoustic ambience. You can adjust the reverb value for each part.

1. While the main page is displayed, press the left Function button to access the Reverb parameters.



The display shows the Reverb page:



As you can see, you have an additional part, the **ORGAN** part. The ORGAN part is the part of the tonewheel. For example, if you selected a tonewheel in the Upper part, to adjust the reverb you have to change the value of the ORGAN part and not the Upper part.

MEMO

You can also select this function pressing [MENU] button
→EFFECTS →REVERB.

2. Use the [▲] [▼] buttons to specify the part you wish to change the Reverb level.
3. Use the DATA ENTRY knob or the [◀] [▶] buttons to adjust the Reverb level.

Changing the Reverb Type

This parameter allows you to specify what kind of reverb effect you need.



1. While the Reverb page is displayed, press the "TYPE" Function button to access the Reverb Type page.



2. Use the DATA ENTRY knob or the [◀] [▶] buttons to choose the Macro Type you prefer.

The available Macro reverb types are:

Setting

Hall, Dark Hall, Mid Hall, Concert Hall, Large Hall, Chathedral, Arena, Cave, Chamber, Room, Venue, Ambience, Wooden Room, Brick Room, Studio Booth, Small Room, Living Room, Office, Warehouse, Music Club, Plate, Small Spring, Bright Spring, AmpSpring

12 Other Functions

Transposing the pitch of the keyboard

The Transpose setting allows the pitch of your digital piano keyboard to be raised or lowered in semi-tone steps.

This is particularly useful when accompanying instruments tuned for different keys, or when a song learned in one key must be played in another key or when a singer sing in a key different than the original music.

1. Press the [TRANPOSE] button.



The display shown the following page.



2. Use the DATA ENTRY knob or the [◀] [▶] buttons to adjust the transposition value.

"Transpose" setting

-12 ~ 0 ~ +12 (semitone units)

If you set a value different than 0, the [TRANPOSE] button indicator lights and the keyboard is transposed.

MEMO

You can also select this parameter pressing [MENU] button
SETTING → TRANPOSE.

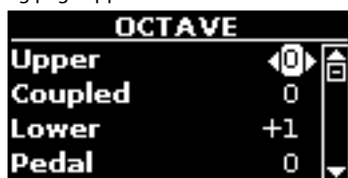
Shifting the Tuning of a Keyboard Part in Octave Steps

The Octave function is an useful parameter that allows you to change the pitch of the selected part in octave steps (12 semitones at a time).

1. Press the [OCTAVE] button.



The following page appears:



The display shown the octave value for each part.

2. Use the [▲] [▼] buttons to select the keyboard part you want to change the octave.
3. Use the DATA ENTRY knob or the [◀] [▶] buttons to set the desiderate octave for the selected part.

Improve the Sound (Chord Enhancer)

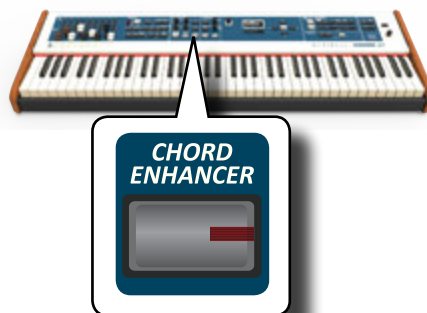
This function automatically adds notes to the chord that you are playing.

The Chord Enhancer function works when a not percussive tone is selected and the function is active (CHORD [ENHANCER] button indicator is lit).

1. Select the opportune sound. See "How to Select Tones" (p. 27).

To identify which sound can be used for this function, please see the sounds table "COMBO J7 Orchestral Tones List" (p. 62).

2. Press the CHORD [ENHANCER] button.



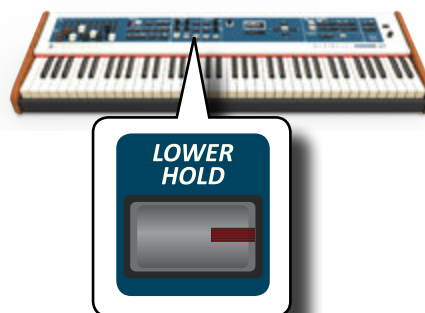
The [CHORD ENHANCER] button indicator lights and the Chord Enhancer function is active.

3. Play a chord on the keyboard.
The Chord Enhancer function adds notes to the chord you played.
4. Press the [CHORD ENHANCER] button to leave this function.

Lower Hold Function

If this function is active, the notes of the Lower and pedal part go on sounding until you play other notes in the left keyboard area.

1. Press the [LOWER] button to activate the lower part and split the keyboard.
2. Press the [LOWER HOLD] button to active the function.



The [LOWER HOLD] button lights to indicate that the function is active.

Adjusting the Keyboard Response (Key Touch)

This parameter is only for the orchestral sounds. As you know, the organ sounds have fixed dynamics.

If you selected an orchestral sounds and the keyboard response don't meet your taste, you can adjust it. You can choose until to five dynamic response.

1. Press [MENU/EXIT] button and select SETTING→KEYBOARD TOUCH function using the [▲], [▼] and [▶] buttons. See "Moving the Cursor and Setting Parameter Values" (p. 22).
2. Use the [DATA ENTRY] knob or the [◀] [▶] buttons to choose your desiderate dynamic response.

The following settings are available:

Setting	Value	Explanation
Keyboard Touch	Light+, Light, Normal, Heavy, Heavy+, Fixed [1~127]	<p>"Heavy" range: Select this setting for maximum expressiveness. Even small variations of the force with which you strike a key produce audible changes. The trade-off is, however, that you have to strike the keys forcefully to reach the maximum volume.</p> <p>"Normal": Medium velocity sensitivity. The keyboard responds to velocity changes, but the maximum volume can be obtained more easily than with "Hard".</p> <p>"Light" range: Select this settings if you do not want velocity changes to bring about major volume changes.</p> <p>"Fixed": Select this setting if all notes you play on the keyboard should have the same velocity value. When you set this parameter, the "Fixed value" field can be edited.</p>
*Fixed Value	1~127	Allows you to set the value when "Curve" is set to "Fixed".

[*] This parameter can only be edited if the "Keyboard Touch" parameter is set to "Fixed".

Adjusting the AUDIO IN Input Level

The input level of the audio source you connect can be set with the "AUDIO INPUT Level" parameter.

1. Press [MENU/EXIT] button and select SETTING→AUDIO INPUT function using the [▲], [▼] and [▶] buttons. See "Moving the Cursor and Setting Parameter Values" (p. 22).



2. Use the [DATA ENTRY] knob or the [◀] [▶] buttons to adjust your desiderate the AUDIO IN level.

Restoring the Factory Settings (Factory Reset)

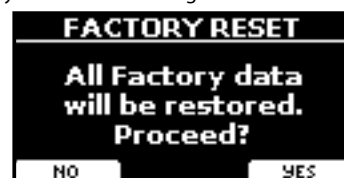
The following function allows you to recall the COMBO J7's original factory settings.

WARNING

All data will be deleted. Backup your own settings to an USB memory.

1. Press [MENU/EXIT] button and select FACTORY RESET function using the [▲], [▼] and [▶] buttons. See "Moving the Cursor and Setting Parameter Values" (p. 22).

The display shows the following window.



2. Press the "YES" Function button proceed.

The message "Complete" informs you that the COMBO J7 has been initialized.

NOTE

The Factory Reset function doesn't initialize the Global Area.

13 Personalizing Your Sounds (T2L)

T2L-Modelling



The revolutionary technology found on all models of DEXIBELL keyboards.

T2L-Modelling is the combination of innovative technologies developed to achieve maximum timbre accuracy and precise sound responsiveness.

T2L modelling has many algorithms that simulate all the characteristics of an acoustic instrument. It take care of many aspect of the sound. You can change many sound parameters at will.

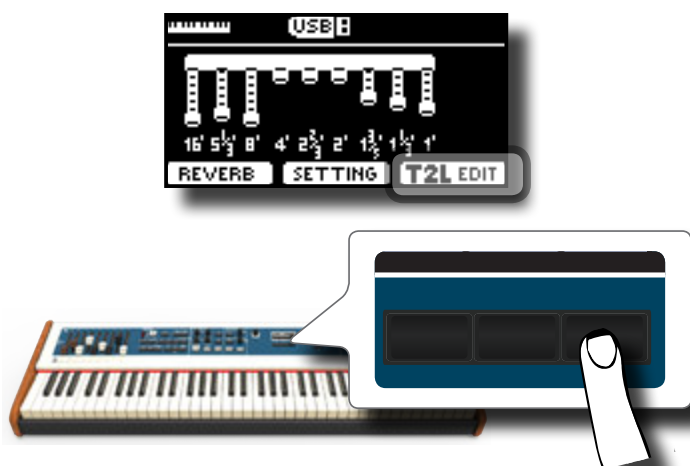
Making Slight Additions or Sound Alterations

Although Dexibell sound are developed to achieve the maximum sound accuracy, you can necessity to modify them at your taste them or create new sonority.

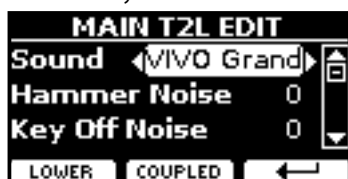
1. Select the sound that you want personalize. See "How to Select USER Sounds" (p. 30).
2. From the main page press the "T2L" Function button to access the Editor function.

MEMO

You can also select this function pressing [MENU] button → T2L EDITOR.



The display shows the Editor sound page that contains all possible parameters for the tone you selected:



In the example above the VIVO Grand piano was selected.

3. Use the [▲] [▼] buttons to select the parameter you wish to modify.

4. Use the [DATA ENTRY] knob or the [◀] [▶] buttons to adjust the value.
5. To modify a tone in the LOWER or COUPLED part press the relative Function button.

Saving your changing

All you need to do is to save your setting in a memory. See "Working with the Memories" (p. 40).

Parameters to be edited

The parameter list depends on the characteristics of the selected sound.

Tonewheel parameters

Volume

This parameter reduce the volume of the tonewheel. When you set the "Soft" value the volume of the tonewheel became slightly softer in volume and equalization.

Parameter	Setting
Volume	Normal, Soft

Leakage

In the vintage electro-mechanical organs, sometimes the signal from adjacent tonewheels causes pickups to overhear tonewheels other than their own. This noise, originally considered to be a defect, grew to be an integral part of the electro-mechanical organ sound. Use this parameter to modify the amount of leakage.

Parameter	Setting
Leakage	0 ~ 127

Hum noise

The sound of the organ is produced by an electro-magnetic pick-up. So some hum is normal and unavoidable in an electro-mechanical organ. If you think you suffer from excessive hum, you can modify the level.

Parameter	Setting
Hum noise	0 ~ 127

Click On Noise and Click Off Noise

Some electro-mechanical organs have an audible pop or click when a key is pressed or released. Originally, key click was considered a design defect and the designers worked to eliminate or at least reduce it with equalization filters. Over time has become a characteristic part of the sound and it has been accepted as part of the classic sound. Use this parameter to adjust the amount of click noise.

Parameter	Setting
Click On Noise	0 ~ 127
Click Off Noise	

Perc. Manual

It's the classic crisp attack unique to the vintage organ. See "Adding Harmonic Percussion" (p. 26). The percussion is a typical register in

the upper manual. With this parameter, you can choose which part of the keyboard (UPPER or LOWER) to add the percussion effect.

Parameter	Setting
Perc. Manual	Upper, Lower

Expression Min

The expression pedal is an important control for many musical instruments including organs. Use this parameter to set the minimum value of the expression when the pedal is lifted.

Parameter	Setting
Expression Min	0 ~ 127

Express. Tone

When the volume falls, the sound of the high or low frequencies becomes difficult to hear. When this parameter is set to "On", when the volume falls, the low frequency are less attenuated than Mid/high frequencies.

Parameter	Setting
Express. Tone	Off, On

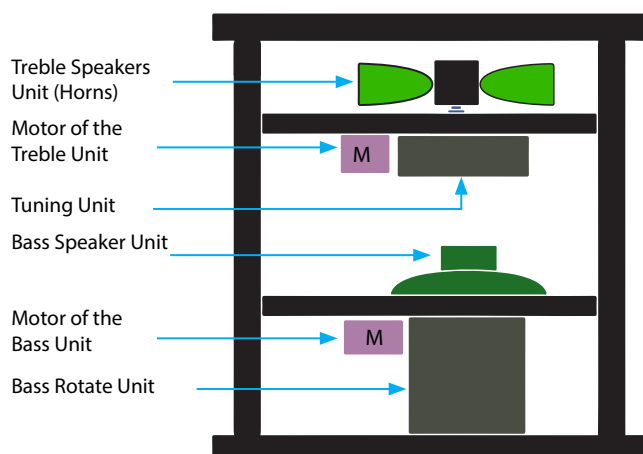
Brilliance

This parameter is enabled when you select a Pipe organ type. You can adjust the brightness of sound.

Parameter	Setting
Brilliance	-12 ~ +12

Rotary Parameters

Rotary Block Diagram



Rotary Noise

This is the noise when the motor is running. Use this parameter to adjust the amount of the noise.

Parameter	Setting
Rotary Noise	0 ~ 127

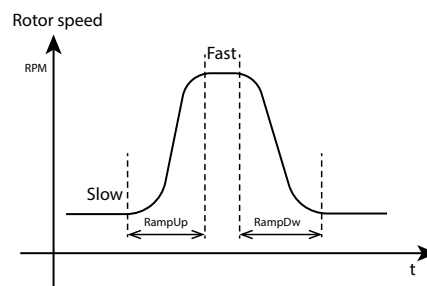
Horn Slow RPM and Horn Fast RPM

These parameter adjust the speed of the horn rotor at the slow and fast mode.

Parameter	Setting
Horn Slow RPM	20 ~ 100
Horn Fast RPM	300 ~ 500

Horn RampUp and Horn RampDw

These parameters set the time for the horn rotors to "ramp up" and to "ramp down" when switching from slow to fast (Horn RampUp) or when switching from fast to slow (Horn RampDw).



Parameter	Setting
Horn RampUp	0.2 ~ 15 sec.
Horn Ramp Down	

Bass Slow RPM and Bass Fast RPM

These parameter adjust the speed of the bass rotor at the slow and fast mode.

Parameter	Setting
Bass Slow RPM	20 ~ 100
Bass Fast RPM	300 ~ 500

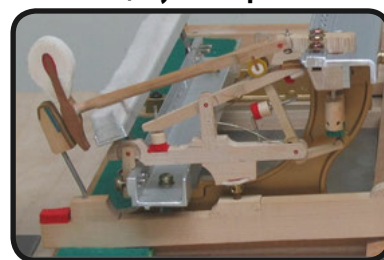
Bass RampUp and Bass RampDw

These parameters set the time for the bass rotors to "ramp up" and to "ramp down" when switching from slow to fast (Bass RampUp) or when switching from fast to slow (Bass RampDw).

Parameter	Setting
Bass RampUp	0.2 ~ 15 sec.
Bass RampDw	

Orchestral Sounds Parameters

Hammer-Noises (Key On impulsive Noises)



Attack of notes contains an impulsive portion of sound produced by the hit of the Hammer to the strings, amplified and sustained by the resonance of the piano body. A function is available to reduce/increment this element of the sound.

Parameter	Setting
Hammer Noise	-64 ~ 0 ~ +63

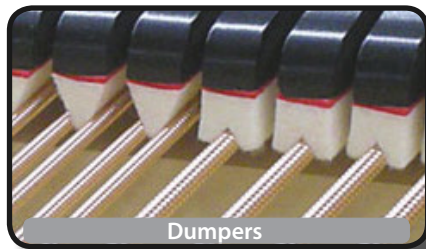
Key Off Noise (Key Off Mechanical Noises)

The release of keys causes mechanical noises proportional to the speed of the release itself. This behavior of the acoustic instrument is reproduced by this function

Parameter	Setting
Key Off Noise	-64 ~ 0 ~ +63

Damper Noise

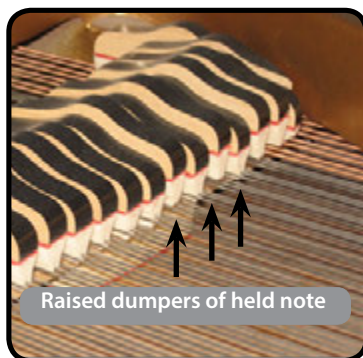
This is the typical noise of an acoustic piano when the pedal sustain is pressed (lift all dampers) or released (lower all dampers).



Parameter	Setting
Damper Noise	-64 ~ 0 ~ +63

String Reso (Sympathetic Harmonic Resonances)

As in the acoustic Piano, while holding down some keys and playing other notes in staccato mode, a multitude of additional harmonics can be listened, thanks to "sympathetic resonance" generated by the free to vibrate strings (due to raised dampers) of the held notes.



Parameter	Setting
String Reso	-64 ~ 0 ~ +63

Damper Reso

It's the typical noise generated by the free to vibrate strings (all dumper raised) when the dumper pedal is pressed.

Parameter	Setting
Damper Reso	-64 ~ 0 ~ +63

Cabinet Reso (for Wurly, Ac. Guitar, and Harp)

Thanks to this parameter you can increase or decrease the cabinet resonance.

Parameter	Setting
Cabinet Reso	-64 ~ 0 ~ +63

Bell (for Electric Piano)

The "bell sound" is characteristic of some electric pianos that became particularly popular throughout the 1970s.

You can adjust the quantity of this typical sound.

Parameter	Setting
Bell	-64 ~ 0 ~ +63

Click (for Vintage Organ)

The key click is typical of vintage organs. It's a electrical pop which was the result of the keys making contact. It was considered a defect, there were all kinds of efforts to reduce it, but it never could be eliminated. Meanwhile it has become a characteristic "click" for rock and modern musicians. You can adjust quantity of click sound when press and release a key.

Parameter	Setting
Click	-64 ~ 0 ~ +63

Growl (for Electric Piano)

This is a typical distortion of the sound during the phase attack that give a "growling" effect. Thank to this parameter you can increase or decrease the effect.

Parameter	Setting
Growl	-64 ~ 0 ~ +63

Off Noise (for Clavinet, Harpsy, Church Organ, E. Piano, Bass, Trumpet)

You can adjust the quantity of the noise effect that some instrument produce when the key is released.

Parameter	Setting
Off Noise	-64 ~ 0 ~ +63

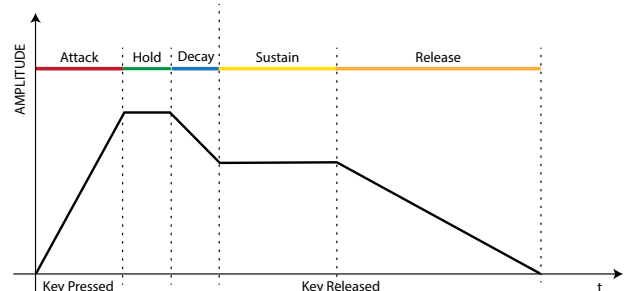
On Noise (for Trumpet, Flugelhorn)

This parameter adjust the quantity of the noise of the trumpet when the piston is pressed.

Parameter	Setting
On Noise	-64 ~ 0 ~ +63

Attack, Hold, Decay, Sustain and Release (For Brass, Strings, Pad, Choir, Synth)

These parameters characterize the envelope of the sound. For example, when a strings key is pressed, it plays a note at constant volume; the sound dies quickly when the key is released. By contrast, the sound of a guitar is loudest immediately after a string is plucked, and quickly fades. Try to change the envelop of a sound by these parameters.



Parameter	Setting
Attack	-64 ~ 0 ~ +63
Hold	
Decay	
Sustain	
Release	

Ride

This parameter increase or decrease the volume of Ride Cymbals sound contained in the "Ac. Bass&Ride" tone.

Parameter	Setting
Ride	-64 ~ 0 ~ +63

Amp noise

This parameter simulates the noise of the bass amplifier.

Parameter	Setting
Amp noise	-64 ~ 0 ~ +63

String noise

This parameter simulates the resonance of the bass strings.

Parameter	Setting
String noise	-64 ~ 0 ~ +63

Key Noise

This parameter simulates the noise of Saxophone Key.

Parameter	Setting
Key noise	-64 ~ 0 ~ +63

Polyphonic

This parameter becomes useful when you use some solo instruments like flute, violin, saxophone, trumpet and accordion.

Parameter	Setting	Explanation
Polyphonic	Low, High, Last, Poly	<p>Low - The part becomes monophonic and play the leftmost note you played.</p> <p>High - The part becomes monophonic and play the rightmost note you played.</p> <p>Last - The part plays monophonic.</p> <p>Poly - The part plays polyphonic.</p>

Blow

Blowing is possibly the most important part of any woodwind instrument. This parameter adjusts the amount of blowing in a flute sound.

Parameter	Setting
Blow	-64 ~ 0 ~ +63

Pluck

This parameter is used to emphasize the sounds of "Pedal Bass" e "Pedal DoubleBs". It works to emphasize the attack phase of the sound.

Parameter	Setting
Pluck	-64 ~ 0 ~ +63

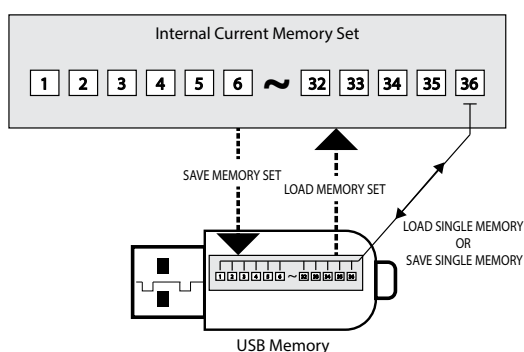
14 Working with the Memories

Using the Memories is a lot faster than calling up one of the COMBO J7's functions, modifying the settings, etc., while playing.

The instrument provides some Memories (36 memories) that allow you to store almost all settings (or registrations) you make on the front panel and the various display pages. Additional Memories can be imported directly from a USB Memory.

About the Memories and Memory Set structure.

The Memories you create are saved in the internal Memory Set or in an external Memory Set previously saved in the USB Memory. This allows you to prepare one set of Memories for weddings, another for corporate events, a third for anniversaries, etc.



Saving Your Settings in the Internal Memory

1. Change all settings the way you want to save them.
For details on settings memorized, see p. 51.
2. Press and hold the [MEMORY/WRITE] button until the display shows:



The [MEMORY/WRITE] button indicator lights and the list of Internal Memory is shown.

MEMO

You can also select this function pressing [MENU] button
→MEMORY→WRITE.

3. Use the bank (Sound Families) and number buttons to select the position you want to replace the Memory.
You can also use the [▲][▼] buttons to move the cursor inside the list to select the Memory you want to replace.
4. Press the "SAVE" Function button to confirm.
The display changes to:



5. If you want to name your new Memory, see "Assigning the Name You Specify" (p. 22) for details.

6. Press the "OK" Function button to save the Memory.

The memory will be saved and the list of Internal Memory is shown.



Recalling your Settings from Internal Memory

1. Press the [MEMORY/WRITE] button.

The [MEMORY/WRITE] button indicator lights steady and the list of Internal Memory is shown.



MEMO

You can also select this function pressing [MENU] button
→MEMORY→RECALL.

2. Use the bank (Sound Families) and number buttons to recall the Memory you want.
You can also use the [▲][▼] buttons to move the cursor inside the list to select the Memory you want to recall and press the "RECALL" Function button.
The Memory is recalled and the display shows the Memory highlighted.



Saving Your Settings in the USB Memory (commercially available)

1. Connect the USB Memory to which you wish to save the Memory. See "Connecting an USB Memory (commercially available)" (p. 18).
2. Change all settings the way you want to save them.
3. Press and hold the [MEMORY/WRITE] button until the display shows:



The list of Internal Memory is shown.

MEMO

You can also select this function pressing [MENU] button
→MEMORY→WRITE.

4. Press the [USB] Function button to select the destination memory.

The display shows a list of all files and folders on the USB storage device you have just connected.



Now you can save:

- In a Memory Set previously saved. Continue from step (5)
- In a new Memory Set. See "Saving your changing" below.

Saving in a Memory Set previously saved

5. Use the [▲][▼] buttons to scroll through files and folders to select the Memory Set.

Memory Set Icon	Memory Set file extension
	.rif

Use the "OPEN" Function button if you need to enter in a folder.

If you opened a folder by mistake, press the [↶] button to return to a higher level.

6. Press the "OPEN" Function button to recall the Memory Set.

The display shows the list of memories in the Memory Set.



7. Use the bank (Sound Families) and number buttons to select the position you want to replace the Memory.

You can also use the [▲][▼] buttons to move the cursor inside the list to select the the Memory Set you want to save and press the "SAVE" Function button.

8. Press the "SAVE" Function button to confirm.

The display changes to:



The name of the current memory is suggested.

9. If you want to name your new Memory, see "Assigning the Name You Specify" (p. 22) for details.

10. Press the "OK" Function button to save the Memory.

The memory will be saved and the list of memories is shown.



Saving in a New Memory Set

1. Press the "NEW SET" Function button to create an empty Memory Set.

This page allows you to create a new Memory Set List whose name is selected automatically by the COMBO J7.



2. If you want to name your new Memory Set, see "Assigning the Name You Specify" (p. 22) for details.

3. Press the "OK" Function button to confirm the name.

The display shows contents of the new Set just created.



4. Use the bank (Sound Families) and number buttons to select the position you want to write the Memory.

You can also use the [▲][▼] buttons to move the cursor inside the list to select the position of the memory you want to save and press the "SAVE" Function button.

5. Press the "SAVE" Function to confirm.

The display changes to:



The name of the current memory is suggested.

6. If you want to name your new Memory, see "Assigning the Name You Specify" (p. 22) for details.

7. Press the "OK" Function button to save the Memory.

The memory will be saved and the list of Memories is shown.



Recalling your settings from an USB Memory

1. Connect the USB Memory to which you wish to save the Memory. See "Connecting an USB Memory (commercially available)" (p. 18)..

A USB icon appears in the Icons field of Main page. See "Main Page" (p. 21).

2. Press the [MEMORY/WRITE] button.

The [MEMORY/WRITE] button indicator lights steady and the list of Internal Memory is shown.



MEMO

You can also select this function pressing [MENU] button →MEMORY→RECALL.

3. Press the "USB" Function button.

The display shows a list of all files and folders on the USB storage device you have just connected.



4. Use the [▲][▼] buttons to scroll through files and folders to select the Memory Set.

Memory Set Icon	Memory Set file extension
	.rif

Use the "OPEN" Function Button to enter in a folder.

If you opened a folder by mistake, press the [←] button to return to a higher level.

5. Press the "OPEN" Function button to open the selected Memory Set.

The display shows the list of Memories:



6. Use the bank (Sound Families) and number buttons to recall the Memory you want.

You can also use the [▲][▼] buttons to move the cursor inside the list to select the Memory you want to recall.

7. Press the "RECALL" Function button to recall the Memory.

The Memory is recalled and the display shows the Memory highlighted.



MEMO

To display the Internal Memories again, press the "INTERNAL" Function button.

Renaming a Memory

This function allows you to change the name of a Memory.

1. Press the [MENU] button and select MEMORY→RENAME.

The list of Internal Memory is shown:



2. Use the [▲][▼] buttons to move the cursor inside the list in the position you want to rename the Memory.

3. Press the "RENAME" Function button to confirm.

The display changes to:



4. Use the [DATA ENTRY] knob and the [◀][▶] buttons to rename the Memory. See "Assigning the Name You Specify" (p. 22) for details.

5. Press the "OK" Function button to confirm the name.

The memory will be renamed and the list of Internal Memory is shown.



Exporting All Internal Memories in a Set in the USB Memory

Use this function for exporting the Internal Memory Set in the USB Memory (commercially available).

This function is useful to create special sets for each event and import them at your convenience.

You can also use this function to backup the Internal Memories.

1. Connect an USB memory to the COMBO J7. For details see p.18.

An USB icon appears in the Icons field of Main page. See "Main Page" (p. 21).

2. Press the [MENU] button and select MEMORY→EXPORT SET.



The display shows a list of all files and folders on the USB storage device you have just connected.



3. Use the [▲][▼] buttons to scroll through folders to select the destination folder.

Use the "OPEN" Function button to enter in a folder.

If you opened a folder by mistake, press the [←] button to return to a higher level.

4. Press the "EXPORT" Function button to confirm your selection.

The display changes to:



A Memory Set name is suggested by the COMBO J7.

5. If you want to name the Memory Set, see "Assigning the Name You Specify" (p. 22).
6. Press the "OK" Function button to export the Memory Set.

A message confirm the operation.

NOTE

You should always safely eject the USB Memory before physically unplugging it from USB socket. Before to unplug the USB Memory use the "USB REMOVE" function. See "Safely Remove the USB Memory" (p. 18).

Importing a Memory Set from the USB Memory.

Use this function for importing Sets from the USB Memory (commercially available) to Internal Memory.

1. Connect an USB memory that contains Memory Sets to the COMBO J7. For details see p.18.

An USB icon appears in the Icons field of Main page. See "Main Page" (p. 21).

2. Press the [MENU] button and select MEMORY→IMPORT SET.

The display shows a list of all files and folders on the USB storage device you have just connected.



3. Use the [▲][▼] buttons to scroll through folders to select the Memory Set to import.



Use the "OPEN" Function button to enter in a folder.

If you opened a folder by mistake, press the [←] button to return to a higher level.

4. Press the "IMPORT" Function button to confirm your selection.

A message confirm that the Memory Set was imported.

NOTE

You should always safely eject the USB Memory before physically unplugging it from USB socket. Before to unplug the USB Memory use the "USB REMOVE" function. See "Safely Remove the USB Memory" (p. 18).

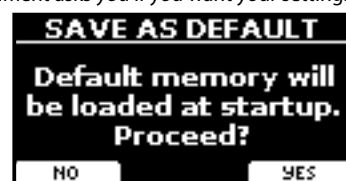
How to Automatically Recall Your Favorite Setting at the Power On.

The COMBO J7 give you the possibility to have your favorite setting directly at the startup of the instrument. To do this, follow the procedure below:

1. Set all the parameters you want when you turn on the instrument.
2. Press the [MENU] button and select MEMORY→SAVE AS DEFAULT.



The instrument asks you if you want your settings as default.



3. Press the "Yes" Function button to confirm the operation. Press "No" to quit the function,

15 Playing a Music Audio File

The COMBO J7 can play back audio files in the mp3 and WAV formats directly from a USB memory you connect to its USB MEMORY port.

You can play along a backing song.

The COMBO J7 can play back the following file types:

File Type	Extension
Audio files	.mp3
	.wav
	.aiff or .aif

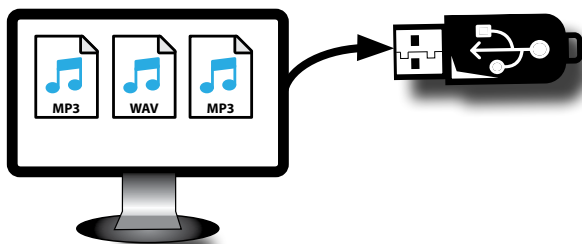
Before Playing Songs

Before being able to play back audio (mp3 or WAV) on the COMBO J7, you must load songs into an USB Memory.

For performing these operations you need a personal computer.

Copying Audio Files to an USB Memory

1. Insert your USB Memory into the USB socket of your computer.
2. Copy all audio files into the USB Memory.



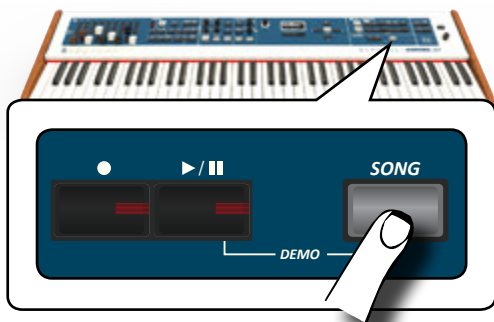
3. Disconnect your USB Memory safely.

Selecting and Playing a Song

1. Insert an USB Memory that contains songs. See "Connecting an USB Memory (commercially available)" (p. 18) and see "Before Playing Songs" (p. 44).

Select the song

2. Press the [SONG] button to enter in SONG mode.



The display shows the Song main page and the name of the current song is shown if already loaded.



3. Press the "SONG LIST" function button. The display shows the contents of the Song internal memory.



4. Press the "USB" function button if you want to select a song into the USB memory. The display shows the contents of the USB memory.



5. Use the [▲][▼] buttons to scroll through files and folders.
6. If the song you need is located inside a folder, you must first select that folder, press the "OPEN" Function button to see its contents and then select the song. If you opened a folder by mistake, press the "↶" Function button to return to a higher level.
7. Press the "SELECT" Function button to load the song you want to play.



The song icon is highlighted to indicate the song selected

Play the song

8. Press the [▶/||] button.
The [▶/||] button's indicator lights and song playback starts.
9. Press the [▶/||] button again to pause song playback.
The [▶/||] button goes dark.
10. Press [▶/||] again to resume playback.
11. Turn the [DATA ENTRY/SONG VOLUME] knob to adjust the volume of song playback.
The song level page is temporarily shown:



MEMO

The [DATA ENTRY/SONG VOLUME] knob when a parameter is selected works as Data Entry. In all other cases this knob allows you to set the volume of the song player.

Useful Song Controls

COMBO J7 has useful song controls that allow you to adjust the volume, rewind or fast-forward within the currently selected song, etc.

- 1. Load the song you want to play back. See "Selecting and Playing a Song" (p. 44).



- 2. From the Song main page, press the "CONTROL" Function button.

The display shows:



- 3. Use the [▲][▼] buttons select the control parameter.
- 4. Use the [DATA ENTRY] knob or the [◀][▶] buttons to choose your setting.

Parameter	Value	Explanation
Volume	0~127	Adjust the Volume of the song player. You can directly adjust the song volume by the [DATA ENTRY/SONG VOLUME] knob.
Time	It depends on the duration of the song	<ul style="list-style-type: none">• Press the [◀] to rewind within the song• Press the [▶] to fast-forward within the song
Loop Mode	OFF, SONG, LIST	"OFF":No loops. Playback stops at the end of the selected song current. "SONG": Continuously repeats playback of the current selected song. The playback is repeated until select a different song or stop the song playback. "LIST": Continuously repeats playback of all music files available in a folder, in consecutive order. The playback is repeated until select a different song or stop the song playback.

16 Recording Your Performance

The COMBO J7 allows you to record your performance and save it to an USB storage device.

Recording as Audio Data

Your performance will be recorded as audio data. The recorded song can be used on your computer, phone and in any audio player.

NOTE

To use this method of recording, you must connect an USB drive (sold separately) to the USB Memory port (p. 18).

Recording Your Music as Audio Data (WAVE).

This useful function allows professional quality stereo recordings.

You can reproduce directly by a portable music player by using a computer.

Recording are saved in the external USB Memory (commercially available).

In addition, the COMBO J7 allows you to record everything that is connected to the AUDIO IN socket. You can reproduce a backing audio track by an external player connected to the AUDIO IN socket, play along with your instrument in order to practice and then record your performance.

NOTE

- You will need an USB Memory (commercially available) to record your performance.

Audio Recorder format specifications

Audio Format	Specification
WAV	48 kHz, 32 bit, Stereo

Before you start recording

1. Connect the USB Memory to which you wish to save the audio data. See "Connecting an USB Memory (commercially available)" (p. 18).
2. Prepare everything you want to record: select the tone and the keyboard mode that you want to use for performing.

Starting/stopping recording

3. Press the [●] (Rec) button to start recording.
The indicator of the [●] button lights and the COMBO J7 starts to recording everything you play on the keyboard.
4. At the end of the song, press the [●] (Rec) button to stop recording.
The recording stops and the [●] (Rec) button lights off.
Your audio file is saved to the "Recording" folder on the USB memory.

NOTE

Do not disconnect the USB Memory during the song recording.

About the Recording Files

The audio files are saved in the "Recording" folder on the USB Memory.

If the "Recording" folder doesn't exist, it is automatically created within the first recording.



The songs are saved with a different progressive number: rec_0001.wav, rec_0002.wav and so on.

Listening to your recording

5. Press the [▶/||] button to listen to your song.

If you want to re-record again, repeat from step 3.

NOTE

You should always safely eject the USB Memory before physically unplugging it from USB socket. Before to unplug the USB Memory use the "USB REMOVE" function. See "Safely Remove the USB Memory" (p. 18).

How to Record your Performance over an Existing Audio Song (Overdub)

This is a technique used in audio recording, is a process that allows performances to be recorded synchronously with pre recorded materia. All is recorded in a new song.

1. Connect the USB Memory to which you wish to save the audio data. See "Connecting an USB Memory (commercially available)" (p. 18).
2. Prepare everything you want to record.
3. Load a existing audio song. See "Select the song" (p. 44).
4. Press the [●] (Rec) button to start recording.
5. Press the [▶/||] button to start the playback of the audio song pre-recorded.
6. Play your performance while listening to the audio song pre-recorded.
7. At the end of song, press the [●] (Rec) button to stop recording.
The recording stop and the [●] indicator lights off.
8. Press the [▶/||] button to listen your new song.

17 Playing with Audio Backing Tracks

Thanks to X MURE® application and the COMBO J7 you can play your favourite melodies while controlling an audio pattern.



X MURE® is a DEXIBELL® software product

WHAT IS X MURE

- X-MURE is an application that runs on iPhone or iPad.
- Using "Harmony Poly Fragmentor" (the world first algorithm able to modify "audio tracks" in real time), "X MURE" allows you to play music directly on the screen of your iPad/iPhone or with a musical instrument connected via USB.
- "X MURE" does not use sound generators, virtual instruments or "Standard MIDI file", it is exclusively based on audio tracks recorded by real musical instruments, so it does not simulate reality... it is the reality.

WHAT YOU CAN DO WITH X MURE

- Control X MURE audio patterns by live chord progression played by the COMBO J7.
- Re-arrange your favourite music tracks using countless musical genres or create a completely new song hit.

WHAT YOU NEED TO USE X MURE

- The COMBO J7 Digital Organ.
- Apple iPad Camera Connection Kit (Camera connectors made by Apple Inc.).
- USB cable (type A—male - type B—male: commercially available).
- Audio cable (3.5 mm jacks).
- Download X MURE application from App Store.

Connecting your Mobile Device

1. Connect your iPad with your COMBO J7 by using a USB iPad camera connector and a USB cable.



2. Rotate the [VOLUME] knob toward the lower position to minimize the volume.
3. Connect the COMBO J7's INPUT jack positioned to the rear panel to the output socket of your mobile device. See "Connecting Digital Player Devices" (p. 17).

Playing with X MURE Application

1. Turn your COMBO J7 and your iPad on.
2. Touch the X MURE icon in your iPad to open the app.

Now you have three possible choices:



3. Touch Dexibell VIVO icon to have the maximum performance with COMBO J7.

The following page appears:



4. Play a note in the keyboard to inform X MURE which part you want use to control it.
5. On X MURE select the audio pattern you want play back.
6. Touch the play icon of the X MURE application.
The pattern start to play back.
7. Play chords in the keyboard. The audio pattern follows your chord progression.
8. On X MURE touch the "A", "B", "C", "D" icon button to chose a different scene.

MEMO

You can use a pedal to Play or Stop the play back of the pattern. See "CONTROL" (p. 53).

MEMO

You can use a pedal to select different scene. See "CONTROL" (p. 53).

9. On X MURE touch the "1", "2", "3", "4" icon button to chose a different drum pattern.

MEMO

You can use a pedal to select different drum pattern. See "CONTROL" (p. 53).

18 Wireless Function

Bluetooth® Audio Connectivity

The COMBO J7 is equipped with Bluetooth® Audio function.

Thanks to this technology, you'll be able to stream music wirelessly from a Bluetooth® capable smartphone, tablet or computer to the COMBO J7.



Preliminary Operation, Pairing a Mobile Device

The first time you use a new mobile device, you need to "pair" it with your device so that both devices know how to connect securely to each other.



NOTE

Please take in consideration that the explanation to pair your mobile device with the COMBO J7 is as an example. The operations to pair your mobile device can be different from our explanation and depend on the operating system of your device. For details, please refer to the owner's manual of your mobile device.

1. Place the mobile device within 1 meter (3 ft) from the COMBO J7.

NOTE

When pairing, make sure that other devices are off or out of range.

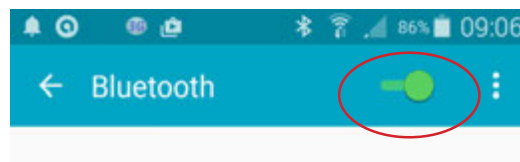
2. Make sure that COMBO J7 is visible to other devices. To do it, press the [MENU] button and select Bluetooth® page.



3. If necessary, use the [▲][▼] buttons to select the

"Visible" parameter.

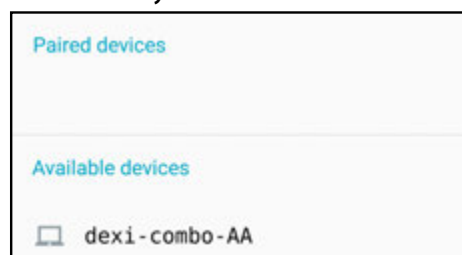
4. Use the [DATA ENTRY] or the [◀] [▶] buttons to set it "On".
Your piano is now visible to other devices.
5. On the mobile device that you want to connect, turn on the Bluetooth® function and, if necessary, search for the available devices.



For details on how to enable the Bluetooth® function, refer to the owner's manual of your mobile device.

The list of available devices is now shown in your mobile device.

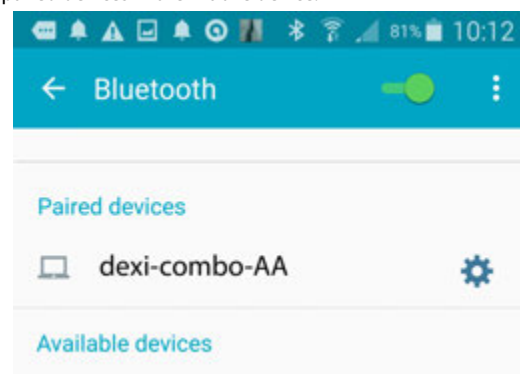
6. Select the "dexi-combo-xx" device that is shown in the Bluetooth® list of your mobile device.



In example above the device name is "dexi-combo-AA".

7. If the mobile device and the COMBO J7 ask you to confirm the connection showing the "passkey" screen, confirm on your mobile device.

When pairing succeeds "dexi-combo-xx" is added to the list of paired devices in the mobile device.



8. Select the "dexi-combo-xx" device that is shown in the paired devices list of your mobile device.

The connection is now established and a Bluetooth® icon is shown in the main menu. The music data played back by the mobile device can be heard through the COMBO J7.

MEMO

For details, refer to the owner's manual of your mobile device.

MEMO

Once the devices have been paired, there is no need to perform pairing again. See "Connecting an Already Paired Mobile Device" (p. 49) to connect the COMBO J7 with a mobile device already paired.

NOTE

Pairing is required again if you execute a Factory Reset (p. 34).

Connecting an Already Paired Mobile Device

NOTE

Please take in consideration that the explanation to connect your mobile device with the COMBO J7 is as an example. The operations to connect your mobile device can be different from our explanation and depend on the operating system of your device. For details, please refer to the owner's manual of your mobile device.

- 1. Place the mobile device within 1 meter (3 ft) from the COMBO J7.**
- 2. If necessary, turn on the Bluetooth® function on the mobile device.**
- 3. Select the "dexi-combo-xx" device that is shown in the Bluetooth® list of your mobile device.**

The music data played back by the mobile device can be heard through the COMBO J7.

MEMO

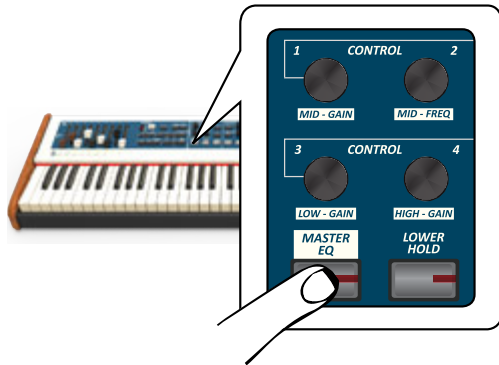
For details, refer to the owner's manual of your mobile device.

19 Master Equalizer

COMBO J7 is provided of an useful Master Equalizer. You can adjust Low Gain, Middle Frequencies, Middle Gain and High gain to obtain the best possible sound when listening through an external reproduction system or adapt the sound response of a room.

Real Time Controls

1. Press the [MASTER EQ] button to adjust the parameters of the equalizer via the knobs (1, 2, 3, 4).



Now the knobs are assigned to the parameters of equalizer.

2. Rotate one of the knobs to adjust the desired parameter.

The following temporary window is shown:



3. Use the other knobs to choose the best equalization.

For more information regarding the Master Equalizer parameters, see "MASTER EQ" (p. 53).

4. Press the [MASTER EQ] button again to leave this ambient.

Master Equalizer Adjusting

The equalizer give you the possibility to boosting or reducing the low-frequency or high-frequency range of the sound. Adjust the Master EQ parameters to reach the best possible sound when listening through different reproduction systems, headphones, or an external speaker system.

1. Press and hold the [MASTER EQ] button until the display shows:

The list of parameter is shown.



MEMO

You can also select this function pressing [MENU] button →EFFECTS→MASTER EQ.

1. Use the [▲], [▼] buttons to select the parameter and use the [DATA ENTRY] knob or the [◀] [▶] buttons to adjust the value.

Parameter	Setting	Explanation
High Gain	-12~ 0 +12 dB	Use this parameter to set the level of the high frequency. Positive values boost (increase) the volume of that frequency. Negative values cut (attenuate) it.
Mid Freq	200 ~ 8000 Hz	This parameter allows you to set the cutoff frequency of the middle band.
Mid Gain	-12~ 0 +12 dB	Use this parameter to set the level of the selected MID frequency. Positive values boost (increase the volume of) that frequency. Negative values cut (attenuate) it.
Low Gain	-12~ 0 +12 dB	Use this parameter to set the level of the low frequency. Positive values boost (increase) the volume of that frequency. Negative values cut (attenuate) it.

Master Equalizer Preset

COMBO J7 comes with some Presets that can be handy in particular situations or a good way to get you started. You might want to start with a preset, then customize it until it is just right and save it in the user area.

1. From the "MASTER EQ" page press the "PRESET" Function button.



2. Use the [▲], [▼] buttons to select the desired preset.

3. Press the "SELECT" Function button to confirm your choice.

Its "EQ" icon is highlighted to indicate that the preset has been loaded.

Saving Your User Preset

Make the necessary adjustments to obtain the sound that suits you best.

1. From the "MASTER EQ" page, press the "SAVE" Function button.



2. If you wish, you can give a name to the preset pressing the "RENAME" Function button. For details how to rename see "Assigning the Name You Specify" (p. 22).

3. Press the "WRITE" Function button to save your preset.

The display shows a confirmation message.

20 MENU Options (Advanced Section)

The COMBO J7's [MENU] button provides access to the available parameters and functions.

General procedure

1. Press the [MENU] button.

The display changes to:



2. Use the [▲] [▼] buttons to select the entry of the desired function group.

3. Press the [►] button to go to the display page where you can edit the parameters of the selected group, or to execute the selected command.

For more details about the parameters selection, see "Moving the Cursor and Setting Parameter Values" (p. 22).

The following parameters and functions are available

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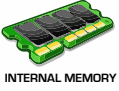

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PARAMETERS MEMORY AREA

The parameters of the instrument are stored in two memory areas. Each icon will show you on which area the parameters will be stored.

Icons	Explanation
 INTERNAL MEMORY	This symbol indicates that the parameter or the parameters group can be stored in the Internal Memory area. See "Working with the Memories" (p. 40).
 GLOBAL MEMORY	This symbol indicates that the parameter or the parameters group can be stored in the Global Internal Memory area. The Global Internal Memory Area is automatically saved when you turn off the instrument.

NOTE

Use the appropriate button to turn off the instrument. Do not disconnect the power adapter from the outlet before the instrument is turned off.

instrument.



► UPPER SETTING

This is where you can edit parameters related to keyboard Upper part.

Parameter	Setting	Explanation
Level	0 ~ 127	Adjusts the volume of the Upper keyboard part. Selecting "0" means that the part is question is no longer audible.
Panpot	-64 ~ 0 ~ +63	Use this parameter to set the stereo placement of the selected instrument. "0" means "no change", negative values shift the instrument towards the left, and positive values shift it towards the right.
Octave	-4 ~ 0 ~ +4	Use this parameter to transpose the Upper part up or down by up to 4 octaves.
Mute	OFF, ON	Select "ON" to mute the keyboard part.

► COUPLED SETTING

Contains the parameters for the Coupled part.

Parameter	Setting	Explanation
Level	0 ~ 127	Same settings as Upper part. See above.
Panpot	-64 ~ 0 ~ +63	
Octave	-4 ~ 0 ~ +4	
Mute	OFF, ON	Select "ON" to mute the keyboard part.
Coarse Tune	-24 ~ 0 ~ +24	The Coarse and Fine Tune are used to create interference pattern between two sounds of slightly different frequencies. Changes the pitch in semi-tone steps.
Fine Tune	-99 ~ 0 ~ +99	Changes the pitch in steps of 1 cent (1/100 semi-tone).
Note Low	A0 ~ B7	You can set the keyboard range for the Coupled part.
Note High	Bb0 ~ C8	

► LOWER SETTING

Contains the parameters for the keyboard Lower part. Same settings as Upper part. See above.

► PEDAL SETTING

Contains the parameters for the keyboard Pedal part. Same settings as Upper part. See above.

► KEYBOARD TOUCH

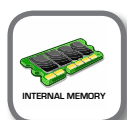
See "Adjusting the Keyboard Response (Key Touch)" (p. 35).

► OCTAVE

Parameter	Setting	Explanation
Upper	-4 ~ 0 ~ +4	Use this parameter to transpose the selected keyboard part up or down by up to 4 octaves.
Coupled	-4 ~ 0 ~ +4	
Lower	-4 ~ 0 ~ +4	
Pedal	-4 ~ 0 ~ +4	

SETTING Parameters Group

[MENU] button → SETTING



► **TRANPOSE**

This function allows you to transpose the COMBO J7's pitch in semi-tone steps. For more details see "Transposing the pitch of the keyboard" (p. 34).

► **SPLIT MODE**

This parameter allows you to set the point of keyboard split.

MEMO

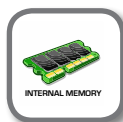
You can also select this parameter pressing and holding the [LOWER] or [PEDAL] button until the display shown the following page:



Parameter	Setting	Explanation
Split Point	F1 ~ E7 Default: F3	See "How to change the Split Point" (p. 29).

T2L EDITOR

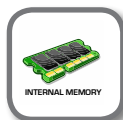
[MENU] button → T2L EDITOR



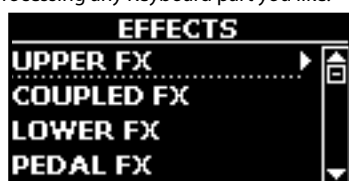
See "Personalizing Your Sounds (T2L)" (p. 36).

EFFECT

[MENU] button → EFFECT



Your instrument contains two multi-effects (FX-A and FX-B) processor that can be used for processing any Keyboard part you like.

► **UPPER FX**

This selection provides access to the display pages where you can set the effects parameters of the COMBO J7's Upper part.



For details regarding effects parameters, refer to the "Effects Types and Parameters" table p. 60.

For more details about the selection of FXs and the relative parameters, see "Adding Effects to Orchestral Sound" (p. 32).

► **COUPLED FX**

Contains the effect parameters for the Coupled part.
Same settings as Upper part. See above.

► **LOWER FX**

Contains the effect parameters for the keyboard Lower part.
Same settings as Upper part. See above.

► **PEDAL FX**

Contains the effect parameters for the keyboard Pedal part.
Same settings as Upper part. See above.

► **REVERB**

See "Adding Reverb to the Sound" (p. 33).

► **MASTER EQ**

Please see "Master Equalizer Adjusting" (p. 50).

CONTROL

[MENU] button → CONTROL

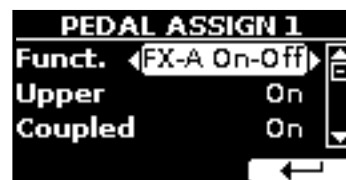


This group of parameter is related to the pedals controls. The COMBO J7 allows you to manage and assign various function to the pedals connected to the PEDAL sockets. See "Connecting the Pedals" (p. 16).

Here you can assign functions.

► **DAMPER PEDAL**

Parameter	Setting	Explanation
Upper	Off, On	Off: Select "OFF" if you don't need damper pedal. On: Select "On" if you need damper pedal to the keyboard part.
Coupled		
Lower		
Pedal		

► **PEDAL ASSIGN 1**

Parameter	Setting	Explanation
Funct.	OFF, Sostenuto, Soft, Damper, FXA On-Off, FXB On-Off, Mem. Prev, Mem. Next, Rotary On/Off, Rotary S/F, Rotary Brake, Perc. On/Off, VibChoOn/Off, Drive On/Off, Morph On/Off, Part On/Off, XMure FillUp, XMure FillDw, XMure SceneUp, XMure SceneDw, XMure Play, XMure Ending. Default: Rotary S/F	OFF: No function assigned. See "Pedal Functions Explanation" (p. 54). MEMO Some functions are commands that do not need to specify the part (Upper, Coupled, Lower or Pedal).
Upper	Off, On	Off: Select "OFF" if you don't need of pedal. On: the pedal is assigned to the specified part.
Coupled		
Lower		
Pedal		

► PEDAL ASSIGN 2



Parameter	Setting	Explanation
Funct.	OFF, Sostenuto, Soft, Damper, FXA On-Off, FXB On-Off, Mem. Prev, Mem. Next, Rotary On/Off, Rotary S/F, Rotary Brake, Perc. On/Off, VibChoOn/Off, Drive On/Off, Morph On/Off, Part On/Off, XMure FillUp, XMure FillDw, XMure SceneUp, XMure SceneDw, XMure Play, XMure Ending. Default: VibChoOn/Off	OFF: No function assigned. See "Pedal Functions Explanation" (p. 54). MEMO Some functions are commands that do not need to specify the part (Upper, Coupled, Lower or Pedal).
Upper	Off, On	Off: Select "OFF" if you don't need of pedal. On: the pedal is assigned to the specified part.
Coupled		
Lower		
Pedal		

Pedal Functions Explanation

Function	Explanation
Sostenuto	The pedal is used as Sostenuto.
Soft	The pedal is used as Soft. The soft pedal reduces the volume and slightly changes the timbre of notes played while the pedal is pressed.

Function	Explanation
Damper	The pedal is used as a damper.
FXA On-Off FXB On-Off	Allows you to switch the MFXA/B on and off.
Mem. Prev Mem. Next	Allows you to select the next or previous Memory.
Rotary On/Off	Turns the rotary on or off.
Rotary S/F	This function alternate between the fast and slow Rotary speeds. It does the same function as the [FAST/SLOW] button in the ROTARY panel section.
Rotary Brake	This function gradually stops the rotary. It does the same function as the [BRAKE] button in the ROTARY panel section.
Perc On/Off	Add or not the percussion. It does the same function as the [ON] button in the PERCUSSION panel section.
VibChoOn/Off	Enable or disable the vibrato or chorus effect. It does the same function as the [ON] button in the VIBRATO/CHORUS panel section.
Drive On/Off	This is the typical effect of vacuum tube amplifier. Add or not the overdrive effect. It does the same function as the [OVERDRIVE] button in the ORGAN panel section.
Morph On/Off	Enable or disable the morphing function. It does the same function as the [MORPHING] button in the TW panel section.
Part On/Off	Enable or disable the selected keyboard part.
XMure FillUp XMure FillDw	Using these functions you can select a the next or the previous drum pattern in the XMure® application.
XMure SceneUp XMure SceneDw	These functions allow you to change scene of the accompaniment in the XMure® application.
XMure Play	Play or Stop the playback of a XMure® pattern.
XMure Ending	Select the Ending pattern.

► EXPRESSION PEDAL



Parameter	Setting	Explanation
Funct.	Expression, Modulation	Expression: The pedal is assigned to the expression. Modulation: The pedal is assigned to the Modulation.
Organ	Off, On	Off: Select "OFF" if you don't need expression pedal. On: the pedal is assigned to the specified part.
Upper		
Coupled		
Lower		
Pedal		

TUNING

[MENU] button → TUNING



► MASTER TUNE



Setting	Explanation
415.30 Hz~ 440.00 Hz~ 466.10 Hz	Select the desiderate tuning.
"440.00 Hz" Function button	Use the "440.00 Hz" and "442.00 Hz" Function buttons to tuning the instrument at those values.
"442.00 Hz" Function button	

Some Information About the Master Tune

The instruments are generally tuned to an A 440 pitch standard that was adopted during the early 1900s in response to widely varying standards. Previously the pitch standards had gradually risen from about A 415 during the late 1700s and early 1800s to A 435 during the late 1800s. Though A 440 is generally the standard, some orchestras, particularly in Europe, use a higher pitch standard, such as A 444.

► TEMPERAMENT



NOTE

This function doesn't work when a TW1, TW2, FARF or VX type organ is selected.

The modern instruments are tuning in Equal Stretch temperament, in which every pair of adjacent pitches is separated by the same interval.

There are other scale used in different music style. Modern musical scale in western culture are different in one other way from older classic music. At the time of Bach the scales were based on the note A being about 415 Hz. In the Handel's time the frequency A was 422.5 Hz and today it is 440.0 Hz.

Setting	Explanation
Equal Flat	This tuning divides each octave into 12 equal steps (intervals).
Equal Stretch (default)	Equal Stretch: This tuning is a correction of Equal Flat. A benefit of stretching octaves is the correction of dissonance that equal temperament imparts to the perfect fifth.
VIVO Stretch	This tuning is similar to the Equal Stretch with small adjustments to make it more suitable for piano sounds.
Vallotti	This tuning is the default for many of today's Baroque musicians.
Just Major	This is a just scale for pieces in mayor keys.
Pythagorean	This system was invented in ancient Greece. It resolves the ambiguity of fourths and fifths. Though thirds are somewhat imperfect, melodies sound clearer.
Mean-Tone	A temperament that adds some compromises to the just temperament and facilitates transposition.

Setting	Explanation
Werckmeister III	A combination of the Mean Tone and Pythagorean temperaments, this tuning allows for playing in any key.
Kimberger III	As a result of improvements made to the Mean Tone and Just temperaments, this tuning system is relatively tolerant towards transposition and can be used to play in all keys.
User 1, User 2, User 3	User 1, User 2, User 3: These settings refer to the tuning systems programmed by yourself (or someone else).

1. Select your favorite temperament scale .
2. Press the "RECALL" Function button to load the scale.
The temperament scale is recalled.

Editing the Equal Flat, Equal Stretch or Vivo Stretch scale

If you selected the Equal Flat, Equal Stretch or Vivo Stretch scale:

The "EDIT" Function button appears.

1. Press the "EDIT" Function button to program your scale.



In the example above we select the Equal Stretch scale.

2. To select a note, use the [▲][▼] or play a note on the keyboard.
3. Use the [◀][▶] buttons or the [DATA ENTRY] knob to modify the tuning of the selected note.
4. Press [HERTZ/CENT] Function button to change the tuning in steps of 1/100 of cent.

+2, 10
 ↓ ↓
 HERTZ CENT

Setting	Explanation
-99.99 ~ 0 ~ +99.99 (cent)	Set the note tuning.

5. Press the "WRITE" Function button to save your scale.

The following page appears:



6. Use the [▲][▼] buttons to select the USER scale where you want save your scale.
7. Press the "WRITE" Function button to save your scale.
A message of confirmation appears.

If you selected a scale other than equal temperament:

1. If you selected a scale other than equal temperament as Pythagorean, Mean-Tone, Werckmeister III, Kimberger III and the Just Major and Minor temperament scale, you can specify the root note:
The "ROOT NOTE" Function button appears.



- Press the "ROOT NOTE" Function button if you want specify the base note.



- Select the root note.

Setting	Explanation
C, C#, D, Eb, E, F, F#, G, Ab, A, Bb, B	Select the base note of the temperament scale.

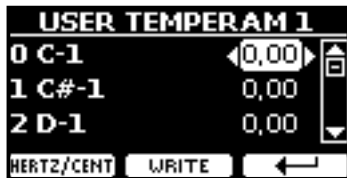
- Press the "←" Function button come back to previous page.

If you selected one of USER scales:

The "EDIT" Function button appears.



- Press the "EDIT" Function button to program your scale.



- To select a note, use the [▲][▼] or play a note on the keyboard.
- Use the [◀][▶] buttons or the [DATA ENTRY] knob to modify the tuning of the selected note.
- Press [HERTZ/CENT] Function button to change the tuning in steps of 1/100 of cent.

Setting	Explanation
-99.99 ~ 0 ~ +99.99 (cent)	Set the note tuning.

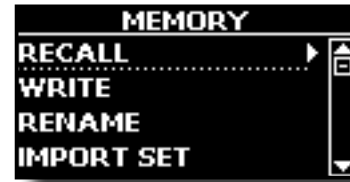
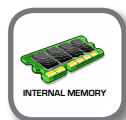
- Press the "WRITE" Function button to save your scale.

A message of confirmation appears.

- Press the "←" Function button come back to previous page.

MEMORY

[MENU] button →MEMORY



For the explanation of this section please refer to "Working with the Memories" (p. 40).

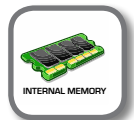
USB REMOVE

[MENU] button →USB REMOVE

Before to unplug the USB Memory, use this function to safely remove it. See "Safely Remove the USB Memory" (p. 18).

AUDIO INPUT

[MENU] button →AUDIO INPUT

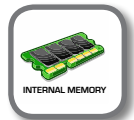


▶ LEVEL

Setting	Explanation
0~ 127	Here you can adjust the input level of the signals received via Audio In socket.

BLUETOOTH

[MENU] button →BLUETOOTH



COMBO J7 is equipped with Bluetooth® Audio function.

Thanks to this technology, you'll be able to stream music wirelessly from a Bluetooth® capable smartphone, tablet or computer to COMBO J7.



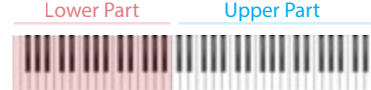
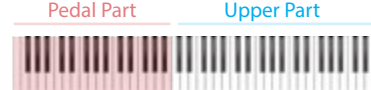
See "Wireless Function" (p. 48).

MIDI

[MENU] button →MIDI



Here is a brief explanation of COMBO J7 keyboard parts:

Part	Explanation
Upper	<p>If an orchestral or organ (tonewheel) sound is selected, the note played in the upper keyboard are sent to the MIDI Upper part.</p> <p>Upper Part</p> 
Coupled	<p>This part can be combined with the Upper part. To do this press the [COUPLED] button. The second part (COUPLED Part) play over the entire keyboard in combination with the Upper part.</p> <p>Upper Part + Coupled Part</p> 
Lower	<p>This part is activated pressing the [LOWER] button. The keyboard is automatically split into two halves: Left and Right. The region of the keyboard to the left of the split point becomes the Lower part, while the region of the keyboard to the right of the split point becomes the Upper part.</p> <p>Lower Part Upper Part</p> 
Pedal	<p>This part is activated pressing the [PEDAL] button. The keyboard is automatically split into two halves. The region of the keyboard to the left of the split point becomes the Pedal part, while the region of the keyboard to the right of the split point becomes the Upper part.</p> <p>Pedal Part Upper Part</p>  <p>If the Lower part is active, the pedal part is monophonic and the leftmost note played on the keyboard is added. In all other cases the Lower part is polyphonic.</p>
Memory	This part is used to receive or send MIDI messages for the selection of the memories by an external instrument.
Organ control	This part is used to control the position of the draw-faders via MIDI.

1. Select the group of parameters you need (Reception, Transmission, MIDI Set and Save MIDI Set)

► RECEPTION



You can configure the MIDI receive parameters of Upper, Coupled, Lower and Pedal part. Additionally, you can manage the received MIDI messages for the memories and Organ control.

1. Select the part you want to edit (Upper, Coupled, Lower and Pedal).



In the example above we selected the Upper part.

Upper, Coupled, Lower, Pedal		
Parameter	Setting	Explanation
Status	OFF, ON Default: On	Select "On" if you want the selected part to receive MIDI data.
Channel	1 ~ 16	Allows you to assign a MIDI receive channel to the selected part.

Upper, Coupled, Lower, Pedal		
Parameter	Setting	Explanation
Shift	-48~-0~+48 Default : 0	This parameter allows you to transpose the received note messages before sending them to the COMBO J7's tone generator. The maximum possible transposition is four octaves up (48) and down (-48). Each step represents a semi-tone.
Modulation	OFF, ON Default: On	These filters allow you to specify whether (On) or note (Off) the messages in question should be received.
Volume		
Panpot		
Expression		
Reverb		
Chorus		
Hold		
Sostenuto		
Soft		
PG (Program Change)		
PB (Pitch Bender)		

Part	MIDI RX channel (default)
Upper	1
Coupled	2
Lower	3
Pedal	4
Memory	15
Organ control	14

2. If you selected the "Memory" part, the following page is showed:



Memory		
Parameter	Setting	Explanation
Status	OFF, ON Default: On	Select "On" if you want to receive MIDI messages for the memories selection.
Channel	1 ~ 16 default: 15	Allows you to assign a MIDI receive channel to the "Memory" part.

3. If you selected the "Organ Control" part, the following page is showed:



Memory		
Parameter	Setting	Explanation
Status	OFF, ON Default: On	Select "On" if you want to receive draw-faders MIDI messages. For details regarding the MIDI messages received, see "Draw-faders MIDI Controls" (p. 63).
Channel	1 ~ 16 default: 14	Allows you to assign a MIDI receive channel to the "Organ control" part.

TRANSMISSION



You can configure the MIDI transmission parameters of Upper, Coupled, Lower and Pedal part. Additionally, you can manage the transmitted MIDI messages for the memories and Organ control. By the "COMMON" section, you can decide whether to send or not the "Active Sensing" MIDI messages.

1. Select the part you want to edit (Upper, Coupled, Lower and Pedal).



In the example above we selected the Upper part.

Upper, Coupled, Lower		
Parameter	Setting	Explanation
Status	OFF, ON Default: On	Select "On" if you want the selected part to transmit MIDI data.
Channel	1 ~ 16 Default: 1	Allows you to assign a MIDI transmit channel to the selected part.
Shift	-48~0~+48 Default : 0	This parameter allows you to transpose the note messages before they are transmitted to an external MIDI device. The maximum possible transposition is four octaves up (48) or down (-48).
Local	OFF, ON Default: On	You can disconnect the part from the internal sound source ("Off") – or re-establish that connection ("On").
Modulation	OFF, ON Default: On	These filters allow you to specify whether (On) or note (Off) the messages in question should be transmitted.
Volume		
Panpot		
Expression		
Reverb		
Chorus		
Hold		
Sostenuto		
Soft		
PG (Program Change)		
PB (Pitch Bender)		

2. If you selected the "Memory" part, the following page is shown:



Memory		
Parameter	Setting	Explanation
Status	OFF, ON Default: On	Select "On" if you want to transmit MIDI messages when you recall a memory. See "Working with the Memories" (p. 40).

Memory		
Parameter	Setting	Explanation
Channel	1 ~ 16 default: 15	Allows you to assign a MIDI transmit channel to the "Memory" part.

3. If you selected the "Organ Control" part, the following page is shown:



Memory		
Parameter	Setting	Explanation
Status	OFF, ON Default: On	Select "On" if you want transmit position MIDI messages of the draw-faders. For details regarding the MIDI messages transmitted, see "Draw-faders MIDI Controls" (p. 63).
Channel	1 ~ 16 default: 14	Allows you to assign a MIDI transmit channel to the "Organ control" part.

4. If you selected the "Common" part, the following page is shown:



Common		
Parameter	Setting	Explanation
Active Sensing (FEH)	OFF, ON Default: On	This MIDI messages is transmitted constantly at intervals of approximately 250 ms. This MIDI message is used to monitor the MIDI connection. If there was a disconnection, after a connection has been made, the connected device no longer receives the active sensing (FEH) message and reset all notes that have remained actives. Select "On" if you want to transmit the Active Sensing MIDI.

MIDI SET

MIDI Sets are memories for MIDI settings. The COMBO J7 provides five MIDI Set memories.

The first MIDI Set, called "Dexibell", is read-only and allows you to restore the MIDI factory setting.

The second MIDI Set called "Pedalboard", it is read-only. It's a quick way to configure the MIDI channels using an external Pedalboard. The keyboard pedal part is set Local Off. In other words, the internal connection between the keyboard part and the tone generator is interrupted.

The other three memories (User 1, User 2, User 3) allow use to memorize and recall your MIDI configuration.



1. Use the [▲][▼] to select the MIDI Set and press the "RECALL" Function button to load it.
2. Press the "SAVE" Function button to jump in the SAVE MIDI SET page.

► SAVE MIDI SET



1. Use the [▲][▼] to select the MIDI Set memory and press the "WRITE" Function button to save your configuration.

GLOBAL

[MENU] button →GLOBAL



This parameter is automatically saved in the COMBO J7 global memory area.



Parameter	Setting	Explanation
Auto OFF	Off, 5 min, 10 min, 30 min, 2 hours, 4 hours Default: 2 hours	This parameter allows you to cause the COMBO J7 to switch itself off after the selected number of minutes has elapsed if you are not using it. Select "Off" if you prefer not to use this function.
Pedal	Global, Memory Default: Global	Global: Set this value if you want the pedal assignments are saved in the global area. The pedal assignment does not depend on the recalled memory. Memory: Set this value if you want the pedal assignments are saved in the Memories. The pedal assignment depends on the recalled memory.
Motor Slider	Off, On Default: On	On: Set this value if you want the draw faders motorised. Off: Set this value if you do not want the draw faders motorised.

SOUND LIBRARY

[MENU] button →SOUND LIBRARY

You can import sounds library in the internal memory of COMBO J7 and use them in your performances. For details see "Additional Sound (User Sounds)" (p. 30).

FACTORY RESET

[MENU] button →FACTORY RESET

This function allows you to recall the COMBO J7's original factory settings. Please see "Restoring the Factory Settings (Factory Reset)" (p. 35).

VERSION INFO

[MENU] button →VERSION INFO

This page shows you the version number of the COMBO J7's operating system.

21 Appendix

Effects Types and Parameters List

1: Thru

The effects processor is bypassed.

2: EP Tremolo

This effect cyclically modulates (Speed) the amplitude (Intensity) to add tremolo to the sound. It's the electric piano typical effect.

Parameter	Setting	Explanation
Speed	0.10 ~ 12.50 Hz	Sets the speed of the tremolo effect.
Intensity	0 ~ 100	Depth to which the effect is applied.

3: Equalizer

This is a four-band stereo equalizer (low, mid x 2, high).

Parameter	Setting	Explanation
Low Freq	80 ~ 400	Selects the frequency of the low range.
Low Gain	-12 ~ 0 ~ +12	Adjusts the gain of the low frequency.
High Freq	800Hz ~ 8KHz	Selects the frequency of the high range.
High Gain	-12 ~ 0 ~ +12	Adjusts the gain of the high frequency.
Mid1 Freq	200Hz ~ 4KHz	Selects the frequency of the Mid1 range.
Mid1 Gain	-12 ~ 0 ~ +12	Adjusts the gain of the Mid1 frequency.
Mid1 Q	0.5 ~ 12.0	Move this parameter to adjust the width of the area around the Middle 1 frequency that will be affected by the Gain setting. Higher values of Mid1 Q set narrowest area.
Mid2 Freq	200Hz ~ 4KHz	Selects the frequency of the Mid2 range.
Mid2 Gain	-12 ~ 0 ~ +12	Adjusts the gain of the Mid2 frequency.
Mid2 Q	0.5 ~ 12.0	Move this parameter to adjust the width of the area around the Middle 2 frequency that will be affected by the Gain setting. Higher values of Mid2 Q set narrowest area.

4: Vibrato

Vibrato is a musical effect consisting of a regular, pulsating change of pitch. It is used to add expression to instrumental music.

Parameter	Setting	Explanation
Rate	0.10 ~ 12.50 Hz	Sets the speed of the vibrato effect.
Intensity	0 ~ 100	Allows you to set the vibrato intensity.

5: Flanger

This effect gives a significant swell and movement of pitch to the sound. It produces a metallic resonance effect.

Parameter	Setting	Explanation
Rate	0.10 ~ 12.50 Hz	Adjust the modulation speed.
Intensity	0 ~ 100	Allows you to set the flanger intensity.

Parameter	Setting	Explanation
Feedback	-96 ~ +96 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Balance	0 ~ 100	Balance the Volume between the direct and the effect sound.
PreDelay	0 ~ 100 ms	Adjusts the delay from the direct signal and the moment when the flanger starts working.
Phase	0 ~ 180 deg	This sets the LFO phase difference between the left and right, in steps of 10 degrees. It gives more spatial of the sound.

6: Chorus

This effect adds thickness and warmth to the sound by modulating the delay time of the input signal. You can add spread to the sound by offsetting the phase of the left and right LFOs from each other.

Parameter	Setting	Explanation
Rate	0.10 ~ 12.50 Hz	Adjust the modulation speed.
Intensity	0 ~ 100	Allows you to set the chorus intensity.
Feedback	-96 ~ +96 %	Adjusts the proportion of the chorus sound that is fed back into the effect. Negative (-) settings will invert the phase.
Balance	0 ~ 100	Balance the Volume between the direct and the effect sound.
PreDelay	0 ~ 100 ms	Adjusts the delay from the direct signal and the moment when the chorus starts working.
Phase	0 ~ 180 deg	This sets the LFO phase difference between the left and right, in steps of 10 degrees.

7: Phaser

This effect creates a swell by shifting the phase. It is very effective on electric piano sounds. You can add spread to the sound by offsetting the phase of the left and right LFOs from each other.

Parameter	Setting	Explanation
Rate	0.10 ~ 12.50 Hz	Adjust the modulation speed.
Intensity	0 ~ 100	Allows you to set the phaser intensity.
Feedback	-96 ~ +96 %	Adjusts the proportion of the phaser sound that is fed back into the effect. Negative (-) settings will invert the phase.
Phase	0 ~ 180 deg	This sets the LFO phase difference between the left and right, in steps of 10 degrees.

8: Reverb

This effect adds reverberation to the sound, simulating an acoustic space as a room or a larger halls or stadiums.

Parameter	Setting	Explanation
Level	0 ~ 127	Set the quantity of Reverb effect
Damping	0 ~ 127	Adjusts the amount of damping of the room (Carpet, Wood, Brick, Concrete, Marble). Higher values increase the amount of high-frequency attenuation.

Parameter	Setting	Explanation
Room Size	0 ~ 127	It determines the size of the simulated room.
Width	0 ~ 127	Adjusts the stereo width of the Reverb effect. Higher value increase the stereo width.
PreDelay	0 ~ 100 ms	Adjusts the delay from the direct signal and the moment when the reverb starts working. This is used to simulate the distance between the original signal and the reflective surfaces.

9: Delay

The delay effect is used to simulate echo (repetition).

Parameter	Setting	Explanation
Delay L	0 ~ 750 ms	Sets the delay time for the left channel.
Delay R	0 ~ 750 ms	Sets the delay time for the right channel.
Feedback	-96 ~ +96 %	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (–) settings will invert the phase.
Wet	0 ~ 100 %	Adjust the quantity of the delayed ("wet") signal.
Dry	0 ~ 100 %	Adjust the quantity of the unmodified ("dry") signal.

10: Cross Delay

Cross Delay allows you to create advanced stereo delay.

Each echo can be sent to the opposite channel from the source signal (echo of the left channel is heard on the right).

Parameter	Setting	Explanation
Delay L	0 ~ 750 ms	Sets the delay time for the left channel.
Delay R	0 ~ 750 ms	Sets the delay time for the right channel.
Feedback	-96 ~ +96 %	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (–) settings will invert the phase.
Wet	0 ~ 100 %	Adjust the quantity of the delayed ("wet") signal.
Dry	0 ~ 100 %	Adjust the quantity of the unmodified ("dry") signal.

11: Triple Tap Delay

The Triple Tap Delay produces three delay sounds: center, left and right..

Parameter	Setting	Explanation
Delay L	0 ~ 750 ms	Sets the delay time for the left channel.
Delay R	0 ~ 750 ms	Sets the delay time for the right channel.
Delay C	0 ~ 750 ms	Sets the delay time for the center (L+R) channel.
Feedback	-96 ~ +96 %	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (–) settings will invert the phase.
Level L	0 ~ 100	Adjust the volume of the left delay sound.
Level R	0 ~ 100	Adjust the volume of the right delay sound.
Level C	0 ~ 100	Adjust the volume of the center delay sound.
Wet	0 ~ 100 %	Adjust the quantity of the delayed ("wet") signal.
Dry	0 ~ 100 %	Adjust the quantity of the unmodified ("dry") signal.

12: Rotary

The rotary is a typical effect generated by the rotation of the speakers, this rotation creates a Larsen effect. It gives spaciousness to the sound.

Parameter	Setting	Explanation
Speed	Slow, Fast	Switches the speaker rotation speed between slow and fast.
Brake	OFF, ON	This parameter allows you to manually control the wheel brake. Off is the default; the tone wheels will turn normally. Changing this to On will make the tone wheels gradually slow down and stop.
Vibrato Sw	OFF, ON	Disable and enable the vibrato effect.
Vibrato Type	V1, C1, V2, C2, V3, C3	This selects one of the six classic Vibrato/Chorus presets. "V" stands for Vibrato, and "C" stands for Chorus.

13: Tremolo

This effect cyclically modulates (Speed) the amplitude (Intensity) to add tremolo to the sound.

Parameter	Setting	Explanation
Speed	0.10 ~ 12.50 Hz	Sets the speed of the tremolo effect.
Intensity	0 ~ 100	Depth to which the effect is applied.

14: Tremolo Pan

This effect is similar to the Tremolo. It include an extra parameter that indicate the phase between the left or right channel.

Parameter	Setting	Explanation
Speed	0.10 ~ 12.50 Hz	Sets the speed of the tremolo effect.
Intensity	0 ~ 100	Depth to which the effect is applied.
Phase	0 ~ 180 deg	This sets the LFO phase difference between the left and right, in steps of 10 degrees.

15: Overdrive

This effect is designed to work and sound like an old tube amp turned up loud. It suitable for hard rock and similar musical genres.

Parameter	Setting	Explanation
Drive	1 ~ 100	Higher Drive settings, mean more distortion.
Tone	100 Hz ~ 10.0 KHz	Use this parameter to accent or attenuate certain dominant or unwanted overtones.
Level	0 ~ 100	Increase or decrease the volume of the effect.
Low Freq	80 ~ 400	Selects the frequency of the low range.
Low Gain	-12 ~ 0 ~ +12	Adjusts the gain of the low frequency.
High Freq	800Hz ~ 8KHz	Selects the frequency of the high range.
High Gain	-12 ~ 0 ~ +12	Adjusts the gain of the high frequency.

COMBO J7 Orchestral Tones List

MEMO

The bold tone number indicates that it can be used for the Chord Enhancer function.

Num.	Name	PC	CC00
PIANO			
0001	VIVO Grand	2	0
0002	Pop Grand	2	1
0003	VIVO Live	2	2
0004	Classic Grand	1	0
0005	Elec. Grand	3	2
0006	Rock Piano	3	1
0007	Vibraphone	12	0
0008	Xilophone	14	0
0009	Marimba	13	0
0010	Pop Harpsi	7	3
0011	Celesta	9	0

E.PIANO			
0012	Dyno Stage	5	0
0013	Suitcase	5	1
0014	Phaser EP	5	2
0015	Wurly	5	5
0016	Trem. Wurly	5	6
0017	Soft E. Piano	5	3
0018	Bright E. Piano	5	4
0019	FM Full Tines	6	0
0020	FM E. Piano	6	1
0021	Cool Clav	8	0
0022	Groovy Clav	8	1
0023	Doctor Clav	8	2
0024	Funky Clav	8	3

BRASS/ENSEMBLE			
0025	Brass Sect.	62	0
0026	Brass Ens.	62	1
0027	Power Brass	62	2
0028	Full Brass	62	3
0029	Synth Brass	63	0
0030	Poly Brass	63	1
0031	Analog Brass	63	2
0032	Fat Syn Brass	63	3
0033	Warm Pad	90	0
0034	Soft Pad	90	1
0035	Square Pad	90	2
0036	Organ Pad	90	3

Num.	Name	PC	CC00
0037	Dark Pad	54	0
0038	90's Pad	51	2
0039	Slow Strings	50	0
0040	Strings	50	1
0041	Fast Strings	49	0
0042	Strings Ens.	50	2
0043	Orchestra	49	1
0044	Dark Strings	50	3
0045	Orchestral Strings	50	4
0046	Strings Pad	51	0
0047	Syn. Strings	51	1
0048	80's Strings	52	0
0049	Analog Strings	52	1
0050	Classic Choir	53	1
0051	Mmh Choir	53	0
0052	Choir Pad	54	1
0053	Synth Vox	55	0
0054	Space Vox	55	1

SYNTH/OTHER			
0055	OB Synth 1	81	0
0056	OB Synth 2	81	1
0057	OB Synth 3	81	2
0058	OB Synth 4	81	3
0059	Lyle Lead	81	4
0060	Super Saw	91	1
0061	Fast Synth	91	2
0062	Poly Saw	91	3
0063	Euro Synth	91	4
0064	Euro Stack	94	0
0065	Poly Chord	94	1
0066	Dexi Heaven	101	1
0067	Urban Harp	47	1
0068	Pedal Bass	39	5
0069	Pedal Double Bs	33	0
0070	Acoustic Bs.	33	0
0071	Double Bass	33	3
0072	Ac. Bass & Ride	33	1
0073	Double Bs & Ride	33	4

Num.	Name	PC	CC00
0074	Fingered Bs.	34	0
0075	5 String Bass	34	1
0076	Picked Bs.	35	0
0077	Smooth Bass	40	1
0078	Synth Bass	39	0
0079	Modular Bass	39	1
0080	Fat Bass	39	2
0081	Reso Bass	39	3
0082	Big Reso Bass	39	4
0083	FM Bass	40	3
0084	Nylon Guitar	25	0
0085	Steel Guitar	26	0
0086	Jazz Guitar	27	0
0087	Overdrive GT.	30	0
0088	Power GT.	30	1
0089	Muted GT.	30	2
0090	Harp	47	0
0091	Flauto	74	0
0092	Violino	41	0
0093	Viola	42	0
0094	Soprano Sax	65	0
0095	Alto Sax	66	0
0096	Tenor Sax	67	0
0097	Harmonica	23	0
0098	Bandoneon	24	0
0099	Musette	22	0
0100	Trumpet	57	2
0101	Classic Trumpet	57	0
0102	Trumpet Sect.	57	3
0103	Trombone	58	0
0104	Flugelhorn	57	1
0105	Horns	61	0

USER			

Draw-faders MIDI Controls

CC number	Value	Description	Part	Draw-faders
CC 16	0 ~ 127	0 = 0 1 = 1 2 = 2 3 = 3 4 = 4 5 = 5 6 = 6 7 = 7 8 = 8	Upper	Drawbars 16'
CC 17			Upper	Drawbars 5 1/3'
CC 18			Upper	Drawbars 8'
CC 19			Upper	Drawbars 4'
CC 20			Upper	Drawbars 2 2/3'
CC 21			Upper	Drawbars 2'
CC 22			Upper	Drawbars 1' 3/5'
CC 23			Upper	Drawbars 1 1/3'
CC 24			Upper	Drawbars 1'
CC 70			Lower	Drawbars 16'
CC 71			Lower	Drawbars 5 1/3'
CC 72			Lower	Drawbars 8'
CC 73			Lower	Drawbars 4'
CC 74			Lower	Drawbars 2 2/3'
CC 75			Lower	Drawbars 2'
CC 76			Lower	Drawbars 1' 3/5'
CC 77			Lower	Drawbars 1 1/3'
CC 78			Lower	Drawbars 1'
CC 14			Pedal	Drawbars 16'
CC 15			Pedal	Drawbars 5 1/3'
CC 25			Pedal	Drawbars 8'
CC 26			Pedal	Drawbars 4'
CC 27			Pedal	Drawbars 2 2/3'
CC 28			Pedal	Drawbars 2'
CC 29			Pedal	Drawbars 1' 3/5'
CC 30			Pedal	Drawbars 1 1/3'
CC 31			Pedal	Drawbars 1'

CC number	Value	Description	Percussion
CC 87	0 ~ 63~ 64 ~127	0 = Off, 1 = On	On/Off
CC 88		0 = Normal, 1 = Soft	Normal/Soft
CC 89		0 = Slow, 1 = Fast	Slow/Fast
CC 95		0 = 2nd, 1 = 3rd	2nd/3rd

CC number	Value	Description	Vibrato
CC 84	1,2,3,4,5,6	1 = V1, 2 = C1, 3 = V2, 4 = C2, 5 = V3, 6 = C3	Vibrato mode
CC 69	0 ~ 63~ 64 ~127	0 = Off, 1 = On	ON/OFF panel
CC 85		0 = Off, 1 = On	Upper On/Off
CC 86		0 = Off, 1 = On	Lower/Pedal On/Off

CC number	Value	Description	Rotary Leslie
CC 80 (general purpose)	0 ~ 63~ 64 ~127	0 = Off, 1 = On	On/Off
CC 82 (general purpose)		0 = Slow, 1 = Fast	Slow/Fast
CC 81 (general purpose)		0 = Off, 1 = On	Brake On/Off

CC number	Value	Description	Overdrive
CC 83	0 ~ 63~ 64 ~127	0 = Off, 1 = On	On/Off
CC 92	1 ~ 100		Drive
CC 94			Tone
CC 90			Level

22 Troubleshooting

Symptom	Action	Page
Power turns automatically off.	This is normal and due to the Auto Power Off function. If necessary, set the parameter of the Auto Power Off function. If you don't need the power to turn off automatically, turn the "AUTO OFF" setting "Disable".	59
The instrument does not turn on.	Is the AC adaptor/power cord correctly connected to an AC outlet and to the COMBO J7?	16
	NOTE Do not use any AC adaptor or power cord other than the ones included. Doing so will cause malfunctions.	
	Could you have turned the power on again immediately after turning the power off? Allow an interval of at least five seconds before turning the power on again.	-
No sound from the COMBO J7.	Did you switch the COMBO J7 on?	19
	Could the [VOLUME] knob be turned down? Select a higher setting.	-
	Did you selected a sound (organ or orchestral)?	23, 27
The volume level of the instrument is too low when it is connected to an amplifier.	Are you using a connection cable that contains a resistor? Use a connection cable that doesn't contain a resistor.	-
Insufficient volume from a device connected to the COMBO J7's INPUT jack.	Could you be using a connection cable that contains a built-in resistor? Use a connection cable that does not contain a resistor.	-
	Could the AUDIO IN Level be down? Select a higher setting.	56
The pitch of the instrument is incorrect.	Is the "Tuning" or "Temperament" setting appropriate? Check the parameters.	55
	Did you transpose the instrument?	34
A "buzz" is heard from the external amplifier.	Is the external amplifier or other device used with the COMBO J7 connected to a different AC power outlet?	-
	Connect the amplifier or other device to the same AC outlet as the COMBO J7.	
	The noise may be due to interference caused by the use of a mobile phone in close proximity to the instrument. Turn off the mobile phone, or use it further away from the instrument.	-
Unable to read from/write to USB Memory.	Check the format of your USB Memory. The COMBO J7 can use USB Memory that has been formatted as FAT. If your USB Memory was formatted using any other method, please re-format it as MS-DOS FAT.	-
Can't save to USB Memory.	Could the USB Memory be write protected?	-
	Is there sufficient free space on the USB Memory?	-
Audio recording won't start or stops unexpectedly.	Is there sufficient free space on the USB Memory?	-
The songs won't play.	The file type of the song is not one of the file types that the COMBO J7 can play.	46
	It may be that the song data is damaged.	-
This "dexi-organ-xx" model name does not appear in the Bluetooth device list of your mobile device.	Have you made the instrument visible to other devices?	48
The music data played back by the mobile device cannot be heard through the COMBO J7.	Was the pairing function initiated between this unit and the mobile device?	47
The motorised draw-faders do not move automatically.	Is the "Motor Slider" parameter is set to ON? Please set the parameter to ON.	59

23 Specifications

ITEMS		COMBO J7
KEYBOARD TYPE		73 Keys waterfall type
tone generator		T2L: Sampling and Modelling Technology
MODELLING		Reactive to player articulation (Orchestral sounds)
SAMPLING		XXL wave size, holophonic recording up to 15 seconds on lower piano notes
SOUND WAVE FORMAT		24 bit linear - 48 KHz (Internal processing and DSP at 32 bit floating)
DIGITAL ANALOG CONVERSION (DAC)		24 bit linear - 48 KHz, Dynamic Range, S/N:106dB
MAXIMUM POLYPHONY		Unlimited with 320 Oscillator
ORGAN TYPES		TW1, TW2, FARE, VX, PIPE + User1, User2 downloadable from website
SOUNDS		Over 100 Organ Preset + 105 Sounds + User downloadable from website (Compatible with .sf2)
tone wheel		9 motorised
MEMORY		Internal: 36 User: Unlimited loadable from USB Memory
KEYBOARD MODE		4 Parts (UPPER, LOWER, COUPLED, PEDAL)
TOUCH SENSITIVITY		5 Types + Fixed
REVERB		24 Types
EFFECTS		Rotary, Overdrive, Vibrato/Chorus for Organ + 2 FX x 14 types for each part
MASTER EQUALIZER		3-band Digital Equalizer
MASTER TUNING		7 hystorical presets + fine adjustable
CHORD ENHANCER		Yes
CONTROLLERS		Part Level Encoder x 2
		EQ/FX Encoder x 4
		Data Entry/Song Level Encoder x 1
		Master Volume Knob
PLAYER AUDIO		.wav, .aiff, .mp3, in all format, frequency and bit rate
RECORDER AUDIO		.wav (48 kHz, 32-bit floating) on USB Memory
MASTER TUNING		YES: 415,4Hz to 466,1 Hz (adjustable increments of 0,1 Hz) + 2 Preset (440 Hz, 442 Hz)
TEMPERAMENT		9 Types + 3 User
WIRELESS CONNECTION		• Bluetooth® audio streaming
RHYTHM PATTERNS		X MURE APP for i-Phone and i-Pad (FREE) with multitracks audio patterns
CONNECTORS	DC IN socket	for supplied AC adaptor
	AUDIO IN jack	Stereo miniature phone type
	Output (L/Mono, R) jacks	1/4-inch phone type x 2
	Phones jacks	1 x Stereo miniature phone type 1 x Stereo 1/4-inch phone type
	USB COMPUTER port	Type B
	USB MEMORY port	Type A
	DAMPER Pedal (MORPHING) socket	Assignable
	ASSIGN 1 Pedal [FOOT] socket	Assignable
	ASSIGN 2 Pedal [EXPRESSION] socket	Assignable
POWER SUPPLY		24V DC 2.5A , supplied AC/DC adaptor
POWER CONSUMPTION		Stand By: < 0,2 W Maximum: 11 W "ErP" LEVEL VI for Echo efficiency on stand-by consumption
DIMENSIONS		1058 (W) x 338 (D) x 112 (H) 41-11/16 (W) x 13-5/16 (D) x 4-7/16 (H) inches
WEIGHT		10 kg (excluding AC adaptor) 2 lbs 4 oz (excluding AC adaptor)
SUPPLIED ACCESSORIES		Quick Guide AC adaptor (DEXIBELL DYS602-240250W)
OPTIONS (sold separately)		DX CP1 Continuous Pedal with ON-OFF Switch, DX HF7 Professional Headphones

• Bluetooth® is registered trademarks of Bluetooth SIG, Inc.

NOTE

In the interest of product, the specification and description are subject to change without notice.

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Y

Z



This product complies with the requirements of EMC Directive 2004/108/EC.

For European Countries

NOTICE

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

AVIS

Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

For Canada

EUROPEAN COMMUNITY DECLARATION OF CONFORMITY Radio and Telecommunications Terminal Equipment.

Dexibell declares that the wireless module of this unit is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.

For European Countries

IMPORTANT NOTICE FOR THE UNITED KINGDOM

IMPORTANT: THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE.

BLUE: NEUTRAL
BROWN: LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.

The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.

Under no circumstances must either of the above wires be connected to the earth terminal of a three pin plug.

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