

DEXIBELL

VIVO | S1 |

digital piano

Owner's Manual





For European Countries

This product complies with the requirements of EMC Directive 2004/108/EC.

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.

For Canada

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.

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.

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.

VIVO | S1

Owner's Manual

Welcome to the reference manual of VIVO S1 and congratulations to purchasing this Digital Piano.

VIVO S1 is a portable compat size Digital Piano equipped with great sounds that use the new technology called **T2L (True to Life)**, based on interaction between Sampling and Modelling methods.

As the "VIVO" Digital Piano line, VIVO S1 is the first digital instruments "ALIVE", because reactive to your player articulation.

VIVO S1 has many features, such as sympathetic resonances, harmonics, noises, staccato sounds, timbre variances, real Sustain Pedal simulation etc. that build-up the total my sound using **320 Oscillators with an unlimited notes polyphony**.

The quality standard has been raised-up to **24 bit - 48KHz** with an average of 5 times longer ever recorded samples (15 seconds on lower piano notes).

The sounds was recorded with **holophonic** method for an amazing 3D listening experience.

You can enjoy the best Grand Pianos, Upright Pianos, Vintage Electric Pianos and many more Sounds Categories with the best quality and playability ever heard.

To ensure that you obtain the maximum enjoyment and take full advantage of the piano 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.

1 Important Safety Instruction

PLEASE READ CAREFULLY BEFORE PROCEEDING

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 .



WARNING

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 DYS624-120200W).

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.

Batteries safety

- Never expose batteries to excessive heat such as sunshine, fire or the like.
- Incorrect handling of batteries, rechargeable batteries, or a battery charger can cause leakage, overheating, fire, or explosion. Before use, you must read and strictly observe all of the precautions that accompany the batteries, rechargeable batteries, or battery charger. When using rechargeable batteries and a charger, use only the combination of rechargeable batteries and charger specified by the battery manufacturer.



CAUTION

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. 14).



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.



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.



Batteries handling

If used improperly, batteries may explode or leak and cause damage or injury. In the interest of safety, please read and observe the following precautions:

- Carefully follow the installation instructions for batteries, and make sure you observe the correct polarity.
- Remove the batteries whenever the unit is to remain unused for an extended period of time.
- Avoid using new batteries together with used ones. In addition, avoid mixing different types of batteries.
- If a battery has leaked, use a soft piece of cloth or paper towel to wipe all remnants of the discharge from the battery compartment. Attention, battery leaks can contain caustic chemicals that irritate the skin, lungs, and eyes.
- Never keep batteries together with metallic objects such as ballpoint pens, necklaces, hairpins, etc.



Batteries disposal

Used batteries must be disposed of in compliance with whatever regulations for their safe disposal that may be observed in the region in which you live.



2 Relevant Indications

In addition to the items listed under "Important Safety Instruction" on p. 4, 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 adaptor may become warm after long hours of consecutive use. It can be a normal dissipation of heat through the adaptor casing. To reduce the possibility of overheating place the power adaptor 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, 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 "Auto OFF" (p. 48).

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.
- 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 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 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 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.



Precautions for batteries (not supplied)

- Keep the batteries out of reach of babies or small children.
- Do not use or store batteries at high temperature, such as in strong direct sunlight, in cars during hot weather or directly in front of heaters. This may cause battery fluid leakage, impaired performance and shorten the batteries' service life.
- The temperature range for use of the batteries depends on the battery type being used. Please see the documentation that came with the batteries.
- Do not splash fresh or saltwater on a battery or allow the terminals to become damp. This may cause heat generation and formation of rust on the battery and its terminals.
- Do not alter or remove protective mechanisms or other parts. Never disassemble the batteries.
- Do not strike or drop the batteries. Strong impact can cause leakage of battery fluid, heat generation, bursting or fire.



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.
- Copyright © 2003 by Bitstream, Inc. All rights reserved. Bitstream Vera is a trademark of Bitstream, Inc.
- iPad® and iPhone® are registered trademarks of Apple Inc.
- App Store™ is an Apple's Service Mark.



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.
- Do not to apply strong pressure on the display.
- 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.
- 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

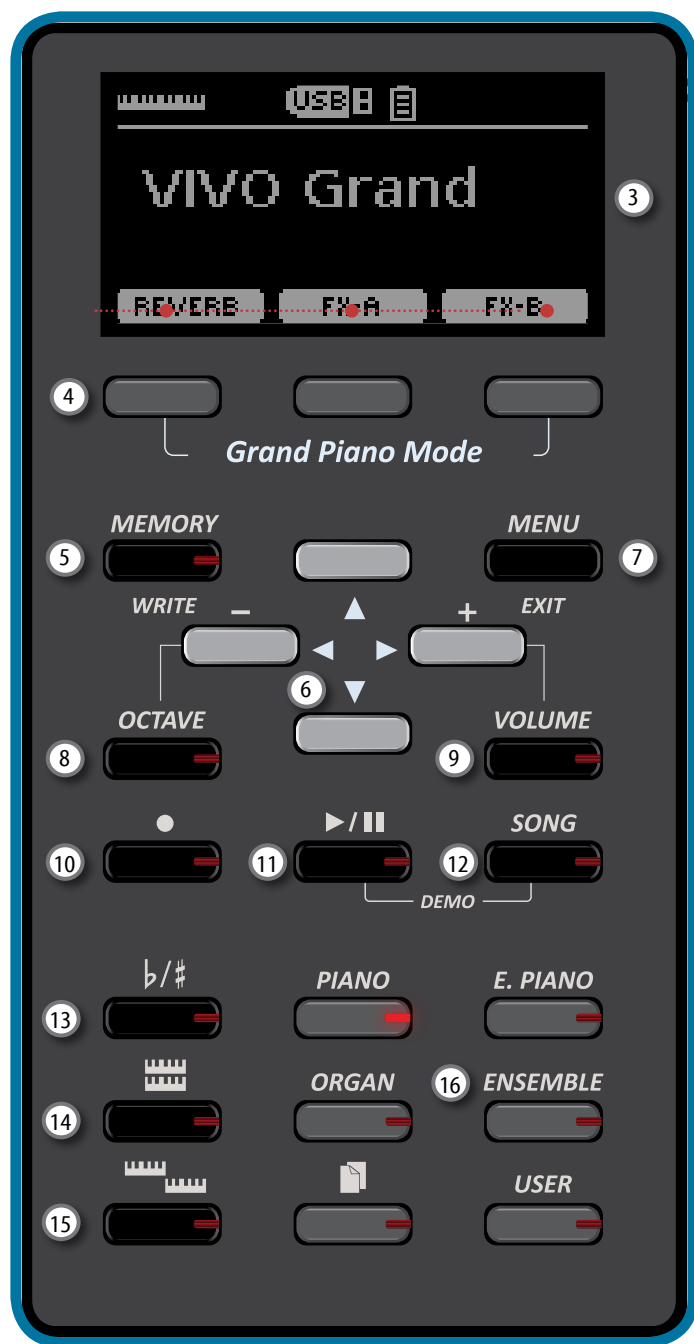
It indicates a useful hint for operation; read it as necessary.

Contents

Important Safety Instruction	4
Relevant Indications	5
Panel Description	8
Connections Quick Guide	11
Quick Guide	12
Before You Start to Play	14
Connecting the AC Adaptor	14
Installing and Removing Batteries	14
Battery charge indication	14
Battery duration	15
Connecting the Pedals	15
Connecting External Audio Amplifier	15
Listening Through Headphones	16
Connecting Digital Player devices	16
Connecting the VIVO S1 to Your Computer	16
Connecting an USB Memory (commercially available)	16
Safely Remove the USB Memory	17
Connecting an USB MIDI Interface (commercially available)	17
Ground Terminal	17
Turning the Power On/Off	17
Turning the Power Off	18
Demo of the VIVO S1	18
Basic Operation	19
About the Display and Cursor Operation	19
Main Page	19
Assigning the Name You Specify	20
Moving the cursor and setting parameter values	20
Selecting Tones	21
Grand Piano Mode	21
How to Select Tones	21
Most Frequently Used Tones (Favorite Tone)	21
Playing Two Sounds Over the Entire keyboard (Layer)	22
Splitting the Keyboard Range and Playing Two Different Tones	22
Playing the Lower, Main and Coupled Part Splitting the Keyboard Range	22
How to change the Split Point	23
Mute the Lower Part	23
Tone MIDI Information	23
Additional Sound	24
Importing USER Sound Library	24
How to Select USER Sound	24
Deleting USER Sound Library	25
Sound Effects	26
Going Around Sound Effects	26
Adding Reverb to the Sound	26
Personalizing Your Sounds	27
T2L Sound Parameters	27
Making Slight Additions or Sound Alterations	28
Other Functions	30
Transposing the pitch of the keyboard	30
Shifting the Tuning of a Keyboard Part in Octave Steps	30
Adjusting the Volume for Each Part	30
Adjusting the Keyboard Response (Key Touch)	30
Adjusting the AUDIO IN Input Level	31
Master Equalizer	31
Master Equalizer Preset	31

Saving Your User Preset	31
Restoring the Factory Settings (Factory Reset)	31
Practice with Song Player	32
Playing a Song	32
Useful Song Controls	32
Recording Your Performance	34
Recording Your Music as audio data (WAVE)	34
How to Record your Performance over an Existing Audio Base (Overdub)	34
Working with the Memories	35
About the Memories and Memory Set structure	35
Saving Your Settings in the Internal Memory	35
Recalling your Settings from Internal Memory	35
Saving Your Settings in the USB Memory (commercially available)	35
Recalling your settings from an USB Memory	37
Renaming a Memory	37
Exporting a Memory Set in the USB Memory	37
Importing a Memory Set from the USB Memory	38
USB MIDI Keyboard Controller	39
Programmable Four MIDI zones	39
Configure the MIDI zones	39
Playing with Audio Backing Tracks	40
Connecting your Mobile Device	40
Playing with X MURE Application	40
MENU Options (Advanced Section)	41
General procedure	41
SETTING Parameters Group	42
T2L EDITOR	43
EFFECTS	43
CONTROL	43
TUNING	44
MEMORY	46
USB REMOVE	46
AUDIO INPUT	46
MIDI	46
GLOBAL	48
SOUND LIBRARY	48
FACTORY RESET	48
VERSION INFO	48
Appendix	49
Effects Types and Parameters List	49
S1 Tone List	51
Troubleshooting	52
Specifications	53
Index	54

3 Panel Description



Turns the power on or off (p. 17).

With the factory settings VIVO S1's power will automatically be switched off 120 minutes after you stop playing or operating the VIVO S1.

If VIVO S1's power has been turned off automatically, you can use the [POWER] switch to turn the VIVO S1 back on. If you don't want the power to turn off automatically, set the "AUTO OFF" parameter to "OFF" (p. 48).

NOTE

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

2 VOLUME

Use this knob to set VIVO S1's overall volume.

3 Display

This display shows information related to your operation.

4 Function buttons

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

5 MEMORY/WRITE button

This button allows you shows the list of memories and then recall one of them. (See p. 35).

Pressing and holding this button to write a memory (See p. 35).

6 Arrow buttons

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

7 MENU/EXIT

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

8 OCTAVE

This button calls up the octave function. You can adjust the octave for each part. See p. 30.

9 VOLUME

This button calls up the volume function. You can adjust the volume for each part. See p. 30.

10 ● (Rec)

This button is used to start or stop the recording of your song (See p. 34).

11 ▶/||

Press this button to start playing. Press it again to stop playing (See p. 32).

Press it together with the [SONG] button to listen the demo song.



12 SONG

This button allows you to switch in Song Mode (See p. 32).

Press it together with the ►/|| button to listen the demo song.

13 b/\sharp

This button calls up the transposition function (See p. 30). Its settings can be applied to the keyboard.

If the button indicator doesn't light the instrument use its normal pitch.

14

This button enable or disable the layer keyboard mode (See p. 22).

15

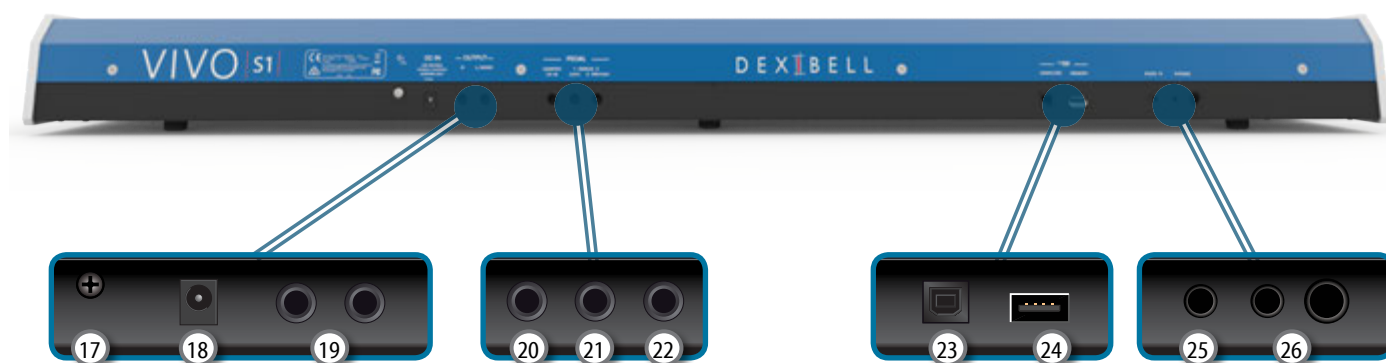
This button enable or disable the split function (See p. 22).

16

These buttons allow you to select tones by category.



Rear Side



17 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. "Ground Terminal" (p. 17).

18 DC IN socket

Connect the supplied AC/DC adaptor here (p. 14).

19 AUDIO OUTPUT R, L/MONO sockets

This sockets allow you to connect an external amplified speakers.

20 DAMPER PEDAL (HOLD)

Use this pedal to sustain the sound (p.43).

NOTE

We suggest to connect at this socket a continuous pedal controller. In this way you can appreciate all the musical nuances of a continuous controller.

21 ASSIGN 1 PEDAL (FOOT)

Connecting an commercially available pedal to this socket allows you to control an assignable function by foot (p. 43). You can connect at this socket only foot-switch (ON/OFF type).

22 ASSIGN 2 PEDAL (EXPRESSION)

Connecting an commercially available pedal to this socket allows you to control an assignable function by foot (p. 44).

This socket automatically recognize any expression pedal connected setting the Expression function, regardless of the current function assigned.

23 USB Computer Port

Use a USB cable to connect the VIVO S1 to your computer via this connector (p. 16).

24 USB Memory Port (or as MIDI interface)

Connect an commercially available USB Memory here (p. 16) or a commercially available USB MIDI interface to connect your VIVO S1 to an external keyboard or other MIDI device (p. 17).

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.

25 AUDIO IN

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

26 PHONES output

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

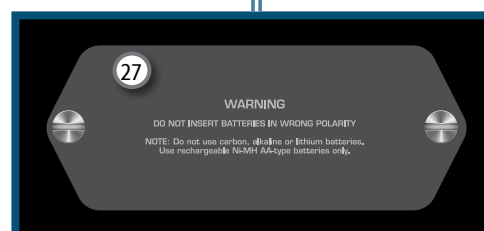
Battery Compartment

Bottom side



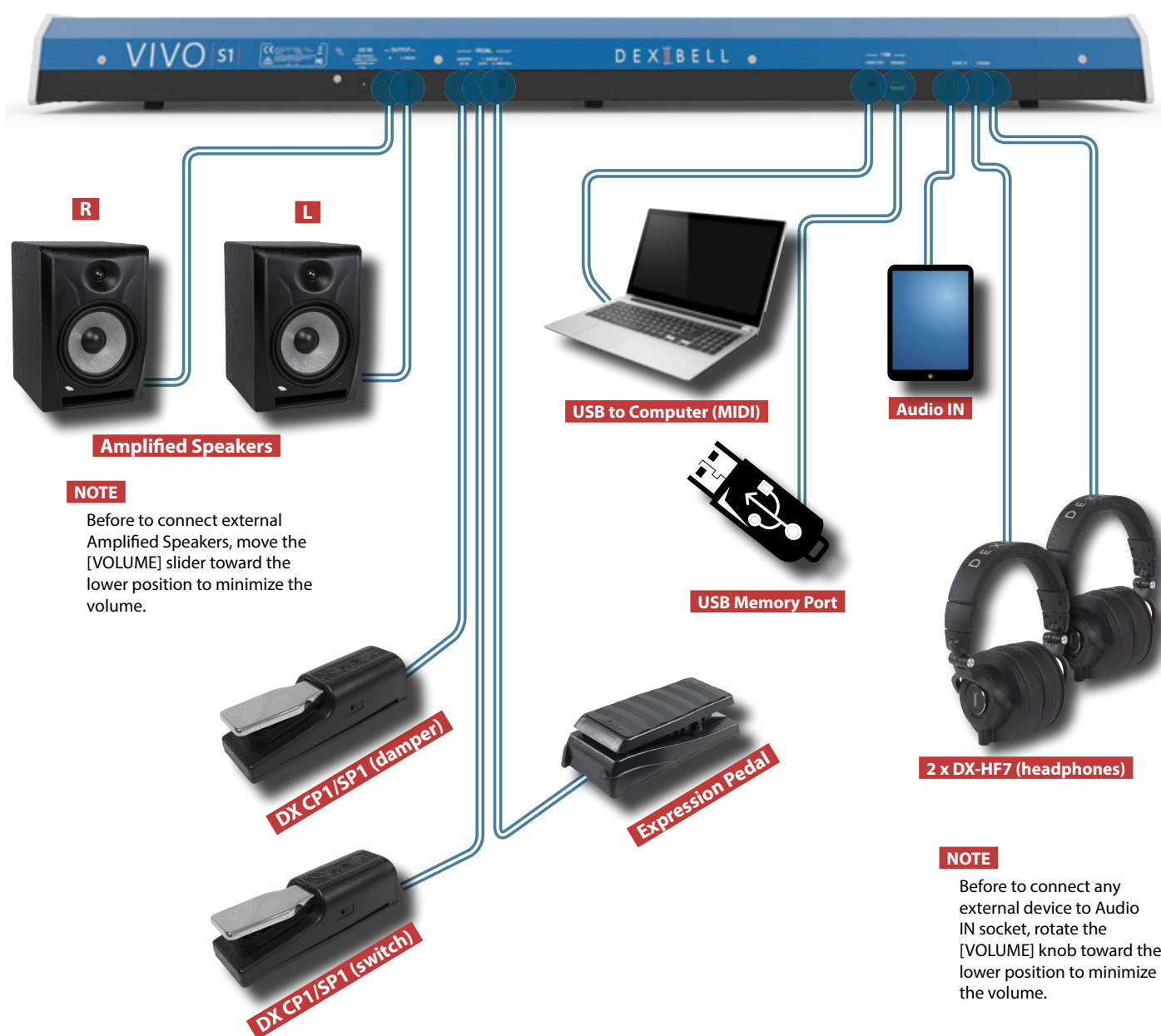
27 Battery compartment

This is where you install 8 commercially available rechargeable AA-type Ni-MH batteries (see p. 14).



4 Connections Quick Guide

Peripheral Devices



Sound Effects (FX-A, FX-B)

Press this Function buttons to open and close the Effect page where you can view or change the type of effect or modify parameters.

Reverberation

You can modify the reverberation to the sound to your liking.

Press the Function button that shows "REVERB" at the bottom of the display.

Use the [▲] [▼] and [◀] [▶] buttons to select a pleasant reverberation.

Function Buttons

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

Grand Piano Mode

When you want to reset various settings and play Grand Piano:

From the Main page, simultaneously press the first and last Function button.

Menu/Exit Button

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

Adjust the Volume for Each Part

Press this button to open the VOLUME page.
Use the [▲] [▼] buttons to select the part.
Use the [◀] [▶] buttons to adjust the value.

Favorite Settings

HOW TO MEMORIZE YOUR FAVORITE SETTING

The VIVO S1 allows you to memorize your favorite settings for easy recall whenever they're needed. Up to 80 complete setups can be saved.

Press and hold the [MEMORY/WRITE] button to call up the memories page.

Use the [▲] [▼] buttons to select one of the memory location.

Press the function button that shows "SAVE" at the bottom of the display

Use the [▲] [▼] and [◀] [▶] buttons to enter the desired name.

To confirm press the function button that shows "OK" at the bottom of the display

HOW TO RECALL YOUR FAVORITE SETTING

Press the [MEMORY] button to call up the memories page.

Use the [▲] [▼] buttons to select one of the memory location.

Press the "RECALL" function button under the display to select the memory.

p. 35


MEMO

Note that it is also possible to memorize and recall directly on an USB Memory (commercial available).

Changing Octave Value for Each Part

Press this button to open the OCTAVE page.
Use the [▲] [▼] buttons to select the part.
Use the [◀] [▶] buttons to adjust the value.

Turning the Power On



Press the VIVO S1's [] switch.

p. 17

Adjusting Volume




Adjust the volume rotating the knob.

Recording a Song

Press the [] button to start recording.
Play your song.
Press the [] button again to stop recording.
Your digital piano allows you to record your performance and save it to an USB storage device.



p. 34

Selecting and Playing a Song

Press the [SONG] button to display the Song main page.
Press the "SONG LIST" Function button.
Use the [] [] buttons to select a song.
Press the [] button to start playing.


p. 32

Keyboard Mode Selection

At power-on, you play a piano sound over the entire keyboard (The [] and [] indicators are off).


Sound A



Press the [] button to play two different sounds over the entire keyboard.

Sound A + Sound B




Press the [] button if you want to play different sounds with your left and right hands.







Split Point

p. 21

Listening the Demo Song

Simultaneously press the [] and [SONG] buttons.

Selecting a Tone

Press one of the family tone buttons.
Press [] [] to select another desired tone in the list.
Press [] [] to select another family tone.




p. 21

HOW TO SET A FAVORITE TONE

Press and hold the family button of the selected tone.

p. 21

Transposing the Keyboard

Press the [] button to call up the page where you can change the transposition value.
Use the [] [] buttons to change the value.

p. 30

6 Before You Start to Play

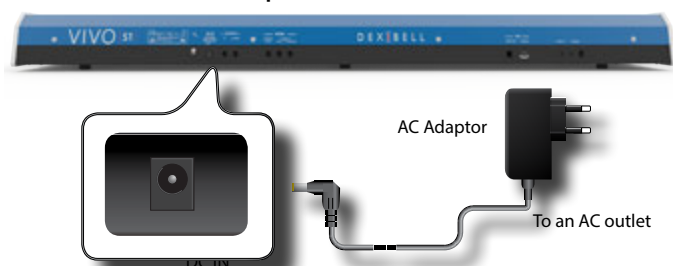
Connecting the AC Adaptor

The VIVO S1 is an electronic instrument that requires some form of electrical power. You can power your VIVO S1 using the supplied adaptor or 8 commercially available rechargeable batteries (AAtype Ni-MH).

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



2. Connect the AC adaptor to VIVO S1's DC IN jack positioned to the rear bottom panel.



NOTE

Be sure to use only the AC adaptor (DEXIBELL DYS624-120200W, 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 VIVO S1 for an extended period of time, disconnect the power cord from the electrical outlet.

NOTE

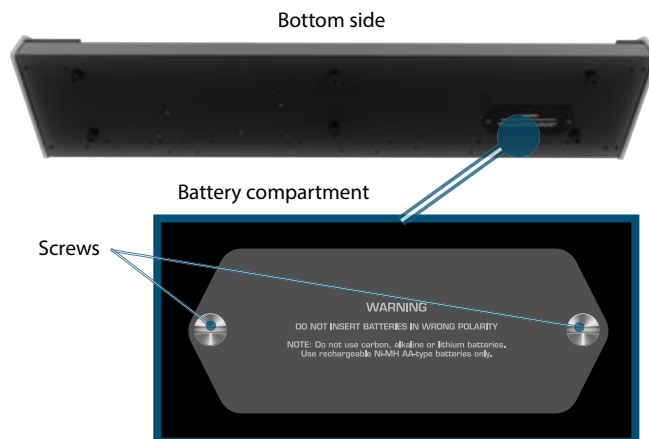
To avoid malfunctions, never disconnect the AC/DC adaptor while the instrument is turned on.

3. Plug the AC Adaptor into a power outlet.

Installing and Removing Batteries

The VIVO S1 has a compartment into which you can install 8 commercially available AA-type Ni-MH batteries (which are rechargeable). You can therefore play your instrument without connecting the supplied adaptor.

1. Switch off the VIVO S1.
2. The battery compartment is positioned on side bottom of the instrument. Turn upside down the instrument placing it on a soft cloth to avoid scratching.



3. Use a coin to unscrew the screws holding the cover of battery compartment and lifting the cover.
4. Insert 8 rechargeable AA-type Ni-MH batteries into the compartment, taking care to orient them in accordance with the "+" and "-" indications.

NOTE

Use rechargeable AA-type Ni-MH batteries only. Do not use carbon, alkaline or lithium batteries.

5. Close the battery compartment and use a coin to screw the screws that hold the cover.

NOTE

Be aware that the batteries cannot be recharged simply by leaving them in the VIVO S1's compartment. You will need an external charging unit.

NOTE

When replacing batteries, be sure to insert them correctly (ensure correct polarity).





NOTE

Remove the batteries whenever the VIVO S1 is to remain unused for an extended period of time.

Battery charge indication

NOTE

If, while using batteries, the "System will turn off in a few minutes" message appears in the display, you need to replace the batteries right away (or use the supplied adaptor).

Icon	Explanation
	It means that the charge is still at the maximum level.
	It refers to a medium level.
	Low charge level.
	Warning! Replace the batteries at your earliest convenience.

NOTE

The battery charge indication is only an approximation.

Battery duration

New or fully charged batteries should last about 4 hours (for 2450mAh Ni-MH batteries) during continuous operation.

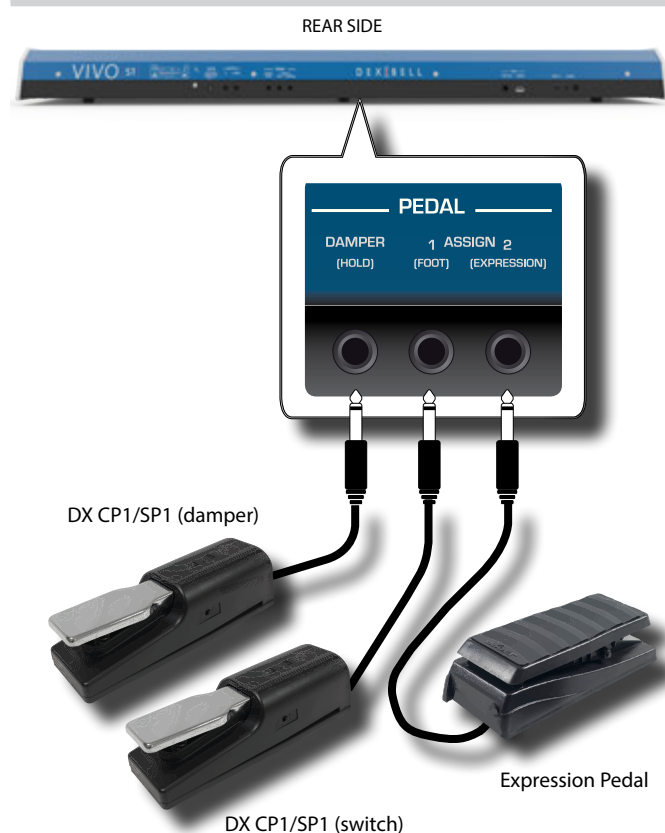
NOTE

Actual battery life varies according to usage conditions, the quality of the batteries and the number of charging cycles.

NOTE

Certain batteries can be recharged several times before they need to be replaced with new ones. Note that it is normal for the batteries to last increasingly shorter as time goes by. At the end of their life cycle, they may only last one hour, for example. But that is a gradual process.

Connecting the Pedals



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

This is the most commonly used pedal in a digital piano. When pressed, all notes played will continue to sound until the vibration naturally ceases.

A MOST IMPORTANT THING TO KNOW

To have a complete simulation of damped strings of an acoustic piano appreciating all the musical nuances, we suggest to connect, at the DAMPER (HOLD) socket, a continuous pedal controller instead of an on/off pedal.

NOTE

The DAMPER (HOLD) socket accepts both types of pedals, continuous or foot-switch (ON/OFF type).

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

This pedal is useful to control many functions by foot. You can

assign one of the available functions. See "PEDAL ASSIGN 1" (p. 43).

NOTE

The PEDAL ASSIGN 1 socket accepts only foot-switch (ON/OFF type).

3. Connect to the PEDAL ASSIGN 2 socket an Expression pedal.

This pedal is useful to control different aspects of the sound, commonly volume. It's used for organs, strings sounds, etc.

Automatic recognition of a EXPRESSION pedal

The PEDAL ASSIGN 2 socket automatically recognize any expression pedal connected setting the Expression function, regardless of the current function assigned.

You can assign one of the available functions. See "PEDAL ASSIGN 2" (p. 44).

NOTE

The PEDAL ASSIGN 2 socket accepts both types of pedals, continuous or foot-switch (ON/OFF type). If you connect a continuous pedal, it's automatically recognized as Expression pedal.

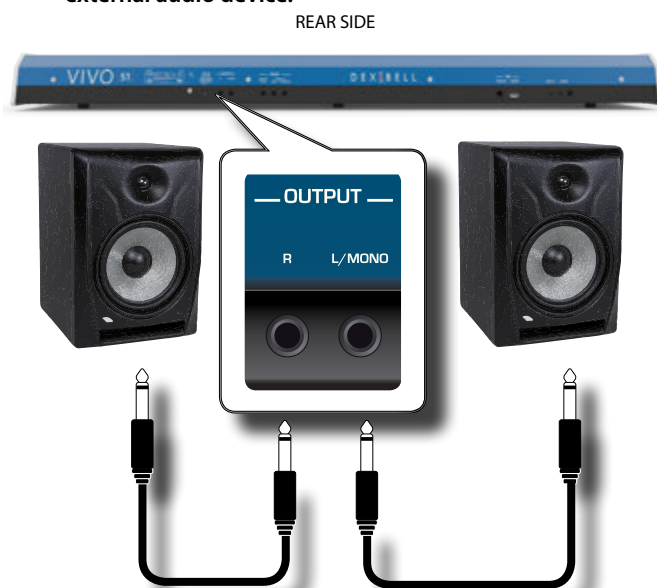
Connecting External Audio Amplifier

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.

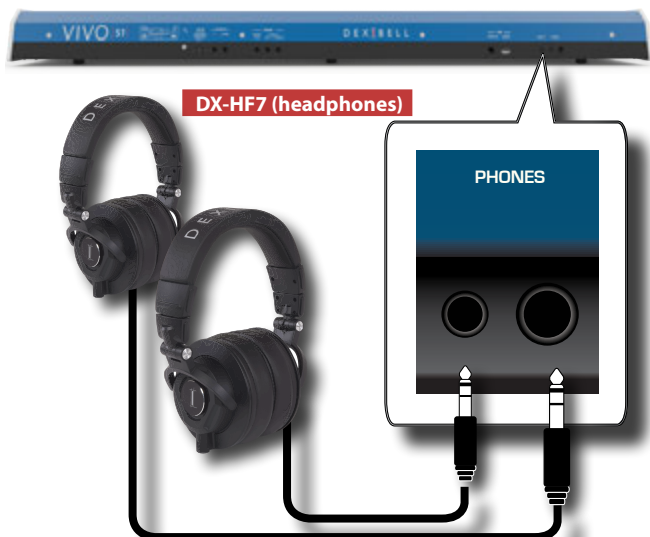
1. Rotate the [VOLUME] the knob toward the left position to minimize the volume.
2. Connect the VIVO S1's OUTPUT jacks to the inputs of your external audio device.



Listening Through Headphones

You can use headphones to enjoy the VIVO S1 without disturbing those around you, such as at night.

1. Here you can connect stereo headphones. VIVO S1 has two headphones jacks. Two people can use headphones simultaneously.



2. Rotate the VIVO S1'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 jack to an audio playback device.

The audio of playback will be reproduced with the VIVO S1's OUTPUT sockets.

1. Rotate the [VOLUME] the knob toward the left position to minimize the volume.
2. Connect the VIVO S1's AUDIO IN jack to the output of an external signal source.



MEMO

You can adjust the volume of device connected to the VIVO S1's INPUT jack. See "AUDIO INPUT" (p. 46).

Connecting the VIVO S1 to Your Computer

- If you use a USB cable (commercially available) to connect the COMPUTER port located on the VIVO S1's rear panel to the USB port of your computer, you'll be able to transfer MIDI data between the VIVO S1 and your sequencer software.

NOTE

VIVO S1 does not support GM/GS standard.

What do you need to connect the VIVO S1 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 VIVO S1 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 VIVO S1 before you start up the MIDI application on your computer. Never turn the VIVO S1's power on/off while your MIDI application is running.

Connecting an USB Memory (commercially available)

1. Plug an USB Memory to the MEMORY port on the VIVO S1's rear panel.

Connecting an USB MIDI Interface (commercially available)



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.

Safely Remove the USB Memory

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.

1. Press the "MENU" 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:



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

Now you can unplug the USB Memory safely.

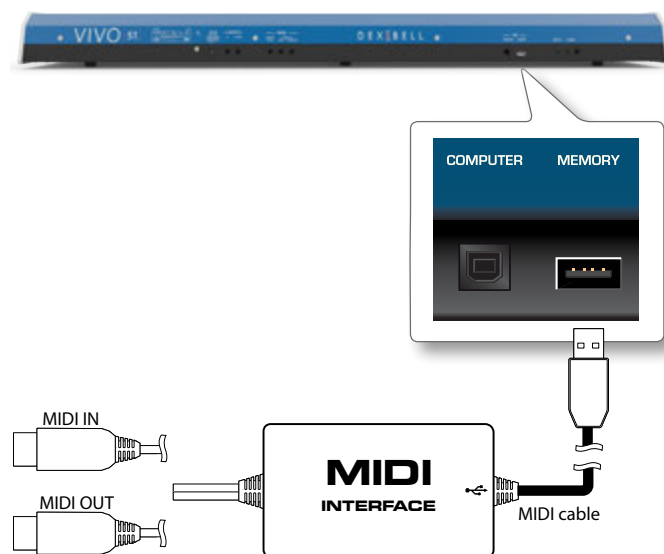
Connecting an USB MIDI Interface (commercially available)

It may be useful to connect devices such as keyboards that are equipped with a MIDI connector to transmit or receive messages. MIDI is a universal standard, which means that musical data can be sent to and received by instruments of different types and manufacturers.

To do this, you can use of commercially available USB MIDI interface connected to the USB Memory port of your VIVO S1.

1. Plug a commercially available USB MIDI interface to the MEMORY port on the VIVO S1's rear panel.
2. Connect by a MIDI cable the MIDI IN of MIDI interface to the MIDI OUT connector of the keyboard or other device.

3. Connect by another MIDI cable the MIDI OUT of the MIDI interface to the MIDI IN connector of the keyboard or other device.



Ground Terminal

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

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

VIVO S1 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/Off

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 VIVO S1 on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the VIVO S1 on/off.

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

2. Press the VIVO S1's [⏻] button located on the right panel to switch it on.



The power will turn on, a progress bar appear in the VIVO S1's display.



After a brief interval, the main page will appear. and VIVO S1 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

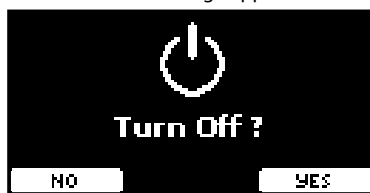
1. Rotate the [VOLUME] knob toward the left position to minimize the volume.

NOTE

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

2. Press the VIVO S1's [⏻] switch.

A power off confirmation message appears:



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

The display shows the following message:

Turning Off ...

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 [⏻] button, then unplug the power cord from the power outlet. Refer to "Connecting the AC Adaptor" (p. 14).

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 VIVO S1 shuts down automatically, the display starts counting down the seconds. If you want to keep using the VIVO S1 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. 48.

Demo of the VIVO S1

Your VIVO S1 contains a demo that introduces all the best of its tones.

1. Simultaneously press the [▶/II] and [SONG] buttons.



Playback starts automatically with the demo song.

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

NOTE

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

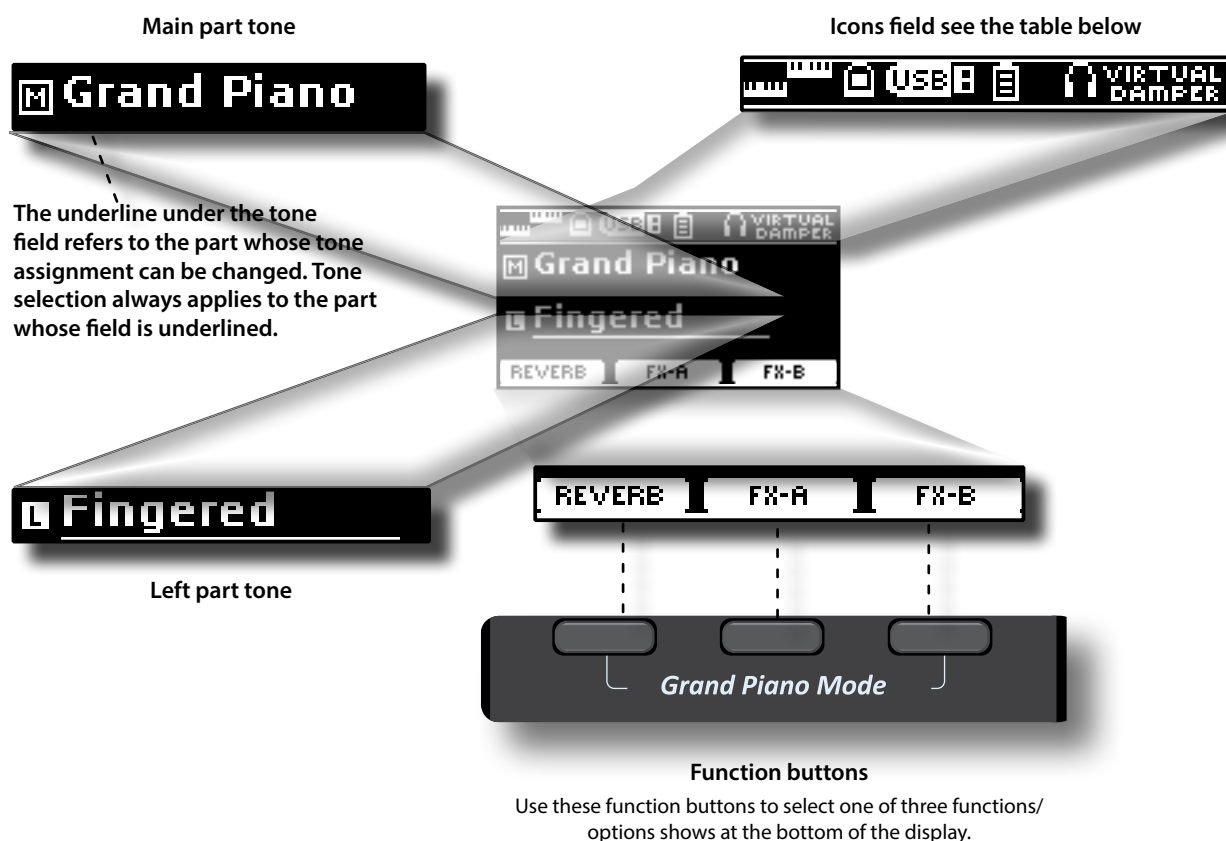
7 Basic Operation










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 VIVO S1 main page contains many useful information.



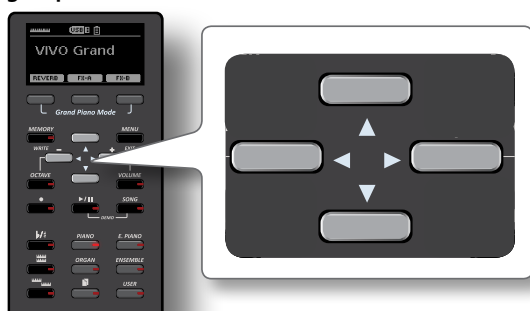
Icons Field	Explanation	Icons Field	Explanation
	Keyboard Mode:		Battery charge indication.
• Split 			An headphone is plugged into the PHONES output jack.
• Layer 			A computer is connected to the VIVO S1's USB "COMPUTER" port
• Split + Layer 			The Virtual Damper function is active. See "Virtual Damper" (p. 43).
	A USB memory is connected to your unit		

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 desired function group.



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



4. Use the [▲] [▼] buttons to scroll the list of parameters. The selected parameter field is underlined.
5. Use the [◀] [▶] buttons to set the desired value.
6. Press the [MENU/EXIT] button to return to the main page.



Assigning the Name You Specify

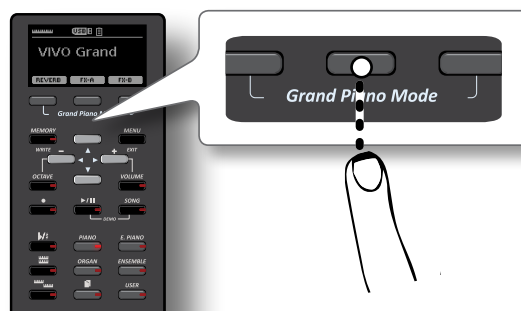
In many cases you'll have to assign a name to a file. In the following example, we will learn how to give a Memory name.

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

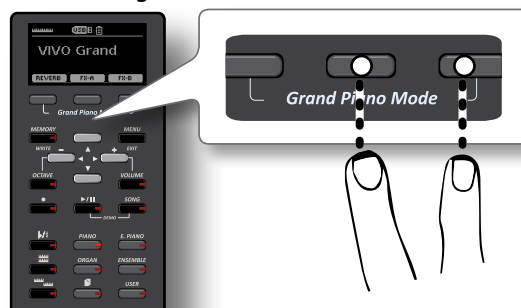


A Memory name is suggested by the VIVO S1.

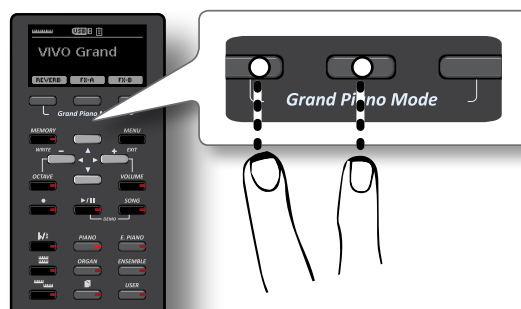
1. Use the [▲] [▼] buttons to select a different character.
2. Use the [◀] [▶] buttons to select the next character position you want to change, then use the [▲] [▼] buttons again.
3. You can press the [A/a/#] Function button to switch between upper- and lower-case characters as well as numbers.



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



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



6. Repeat steps (2) and (3) to complete the name.

8 Selecting Tones

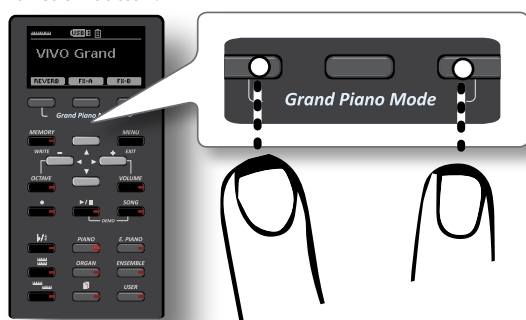
VIVO S1 has a wide selection of high quality tones arranged in six categories. In particular, thanks to new sound engine, the Piano tones are faithfully reproduced with all the subtle nuances of a real acoustic piano. The VIVO S1 allows you to assign any of the available tones to any of the three real-time parts. Tone selection always applies to the part (Main, Coupled or Lower) whose field is currently underlined in the main page.

Grand Piano Mode

NOTE

At power-on, the instrument is automatically selected in Grand Piano Mode.

1. From the Main page, simultaneously press the first and last Function button.



The "Grand Piano" tone is called and all various parameters are modified to play the best piano sound.

2. Play the keyboard to enjoy the piano sound.

All keyboard plays piano sound.

Main Part



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

2. 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 button again.

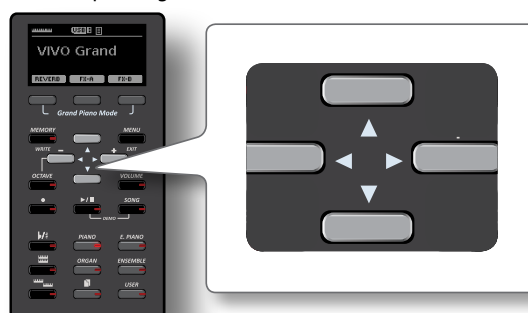
See "S1 Tone List" (p. 51) for the list of available tones.

3. 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 Tone button.



4. While the tone window is active, press the [◀] [▶] buttons to select the previous or next tone category or press another desiderate tone buttons.

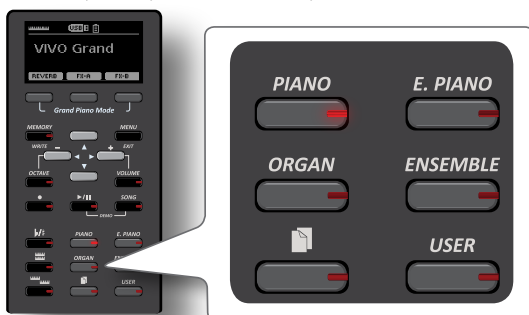
After few seconds of inactivity of the change tone operation, the Main page is shown.

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.

How to Select Tones

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



The last sound you selected for that category is recalled.

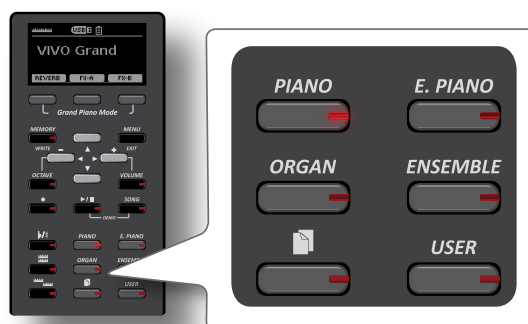
The button indicator lights and a temporary window shows the list of tones where the recalled sound is underlined:



Most Frequently Used Tones (Favorite Tone)

The "Favorite Tone" function lets you an easy recall of most frequently used sounds. You can memorize your Favorite Tone for each of six 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 "Selecting Tones" (p. 21).
2. Press and hold the 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.

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 [] 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.

2. Play the keyboard.

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


3. To change a tone of the Coupled part, see "How to Select Tones" (p. 21).
4. To select the Main part, from the main page, use the [▲] [▼] buttons to select the it.
5. To change a tone of the Main part, see "How to Select Tones" (p. 21).

NOTE

You can set the keyboard range for the Coupled part (Note Low, Note High). See "COUPLED SETTING" (p. 42).

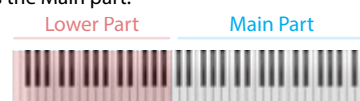
Splitting the Keyboard Range and Playing Two Different Tones

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

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

You'll hear the tones of Main part [M] on the right side of the keyboard and Lower part [L] on left.



MEMO

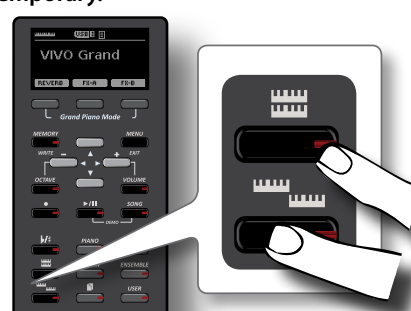
To change the split point see "How to change the Split Point" (p. 23).

3. To change a tone of the Left part, see "How to Select Tones" (p. 21).
4. To select the Main part, from the main page, use the [▲] [▼] buttons to select the it.
5. To change a tone of the Main part, see "How to Select Tones" (p. 21).

Playing the Lower, Main and Coupled Part Splitting the Keyboard Range

This mode split the keyboard and allows you to play three different voices.

1. If you want to use your left and right hands to play three Tones, press the [] and [] buttons contemporary.



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 Main and Coupled part.



If the main page is displayed shows:



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

2. Play the keyboard.

MEMO

To change the split point see "How to change the Split Point" (p. 23).

3. To change a tone, select the part using the [▲] [▼] button from the Main page and change the tone. See "How to Select Tones" (p. 21).

How to change the Split Point

1. Press and hold the [] button until the display shown the following page.



2. Use the [◀] [▶] buttons to set the new split point or press the desiderate key on the keyboard.

Parameter	Setting
Split Point	F1 ~ C#7

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

Mute the Lower Part

Use this function to mute the Lower part. This function can be useful when you want to play only an external device connected via MIDI.



1. From the SPLIT page, press the "MUTE ON" Function

button.

The note played on the Lower part don't produce sound.

The name of Function button change in "MUTE OFF".



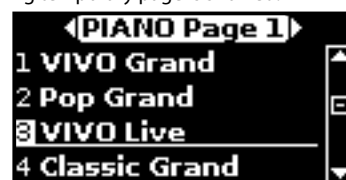
2. Press again the "MUTE OFF" Function to exit from mute function.

Tone MIDI Information

Tones can also be selected via USB 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 VIVO S1 has an 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.

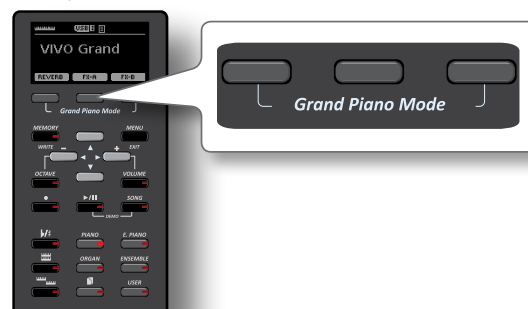
1. Select a tone. See "How to Select Tones" (p. 21).

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:



9 Additional Sound

Sound Library



VIVO S1 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. VIVO S1 is compatible with these types of sounds.

Importing USER Sound Library

You can import sounds library in the internal memory of VIVO S1 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

1. Using your computer, download the new sound library from the DEXIBELL web site (.DXS) or from any other web site (.SF2).
2. Create a folder "SOUND" in the root of the USB Memory.
3. Copy the sound library (.DXS/.SF2) into the USB Memory's "/SOUND" folder.
4. Insert the USB Memory into the VIVO S1 USB port. See "Connecting an USB Memory (commercially available)" (p. 16).

Listening to the sound library before to import it

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



2. Press the [▶] button to display the sound libraries in VIVO S1 internal memory.



The above example shows that no library was loaded.

NOTE

If the sound library exceeds the size of the internal memory, the "Space not available!" message is showed.

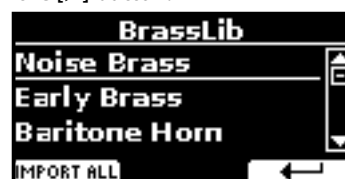
3. Press the "USB" function button to list the sound libraries in the USB Memory.



MEMO

VIVO S1 shows the sounds contained in the USB Memory's "\SOUND" folder.

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



The sound/sounds contained in the library are displayed.

6. Use the [▼] [▲] buttons to select the sound you want to listen.
7. 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.

8. Press the "IMPORT ALL" Function button to import the sound library.
A confirmation message informs you that the sound library has been imported.

How to Select USER Sound

1. 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:



2. While the tone window is active, use the [▲] [▼] buttons to select a User sound.

If during normal operation the window closes automatically, press the Tone button again.

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 VIVOS1 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.

10 Sound Effects

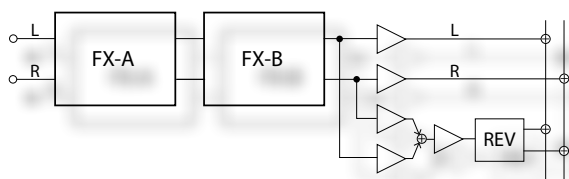
Going Around Sound Effects

VIVO S1 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, VIVO S1 give you the possibility to change type of effect or modify some parameter of it.

VIVO S1 manage two units of effectors (FX-A and FX-B) for each keyboard part (Main, Lower, Coupled).



1. While the main page is showed, press the "FX-A" or "FX-B" function button.



MEMO

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

The "FX-A" page of the "MAIN" part is showed:



MEMO

You can select another active part using the [▲] [▼] buttons from the main page.

2. Use the [◀] [▶] buttons to choose the Type of effect.
Press the "ON/OFF" Function button if you want to exclude or not the FX processor.
For the list of effects see "Effects Types and Parameters List" (p. 49).
3. Use the [▲] [▼] buttons to select the parameter relative to the chosen effect.
4. Use the [◀] [▶] buttons to adjust the parameter value.
For details about the parameters for each effects, see p. "Effects Types and Parameters List" (p. 49).
5. To edit the second FX processor, press the "FX-B" Function button.

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.

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



The display shows the Reverb page:



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 [◀] [▶] 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 [◀] [▶] 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.

11 Personalizing Your Sounds

T2L-Modelling



The revolutionary technology found on all models of DEXIBELL digital Pianos.

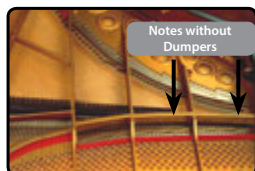
T2L-Modelling is the combination of innovative technologies developed to achieve maximum timbre accuracy and precise sound responsiveness to the multiple articulations of a pianist.

T2L modelling has many algorithms that simulate all the characteristics of an acoustic piano. It takes care of many aspects as:

No Damper ("No Damper" on high notes)

The last 18 higher notes, like in the acoustic instrument, do not have the presence of the dampers and then are free to vibrate even when keys are released.

The duration of these notes, playing in staccato mode, is much longer than the previous notes that instead have the presence of the damper.



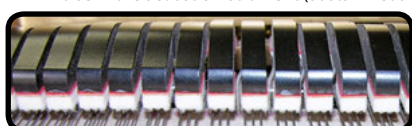
FP-Simulation ("Forte Pedal" multi actions simulation)

The "Forte" Pedal (Sustain), performs several actions that are simulated through this function.

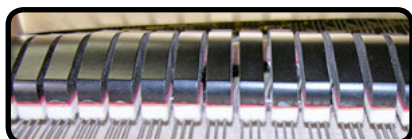
A) When the "Forte" pedal is pressed, a sound is generated to simulate the damper friction noises of felts when releasing from the strings (Damper Friction Noise).

B) Pressing the "Forte" pedal, the active notes will be enriched with resonances produced by all strings free to vibrate, thanks to the raised dampers (Strings Resonance). The result of the Strings Resonance makes the sound of a sustained note by the use of the "Forte" pedal substantially different from the sound of a just held note.

C) When the "Forte" pedal is released, a noise is simulated like the mechanical noise in the acoustic instrument (Sustain Pedal Mechanical Noise).



(A) & (B) "Forte" pedal is pressed, felt dampers are raised.



(C) "Forte" pedal is released, felt dampers are resting on strings.

SP-Simulation ("Soft Pedal" Simulation)

The "Soft" Pedal, acts a change of volume and timbre color of the sound, simulating the "soft" function on the acoustic piano.



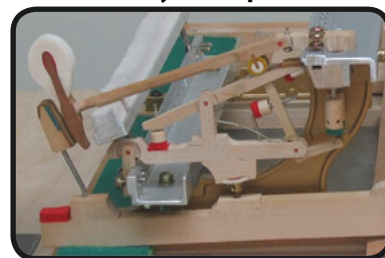
Soft Pedal

T2L Sound Parameters

VIVO S1 allows you to personalize the tones of your Piano keyboard by adjusting various factors that affect the sound.

Each Tone has available a number of parameters that allow you to personalize the sound. Below, you'll find an example of some parameters characterizing the piano sound.

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 sounds.

Parameter	Setting
Hammer Noise	-64 ~ 0 ~ +63

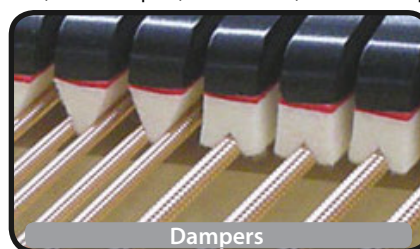
Key Off Noise (Key Off Mechanical Noises)

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

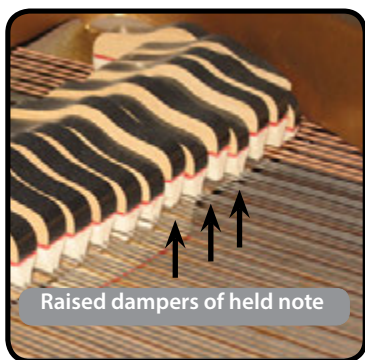
This is the typical noise of an acoustic piano when the pedal sustain is pressed (lift all dampers) or released (lower all dampers).



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 damper raised) when the damper pedal is pressed.

Parameter	Setting
Damper Reso	-64 ~ 0 ~ +63

Cabinet Reso (Wurly, Ac. Guitar, 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, Fingered Bass)

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

Percussion (Vintage Organ)

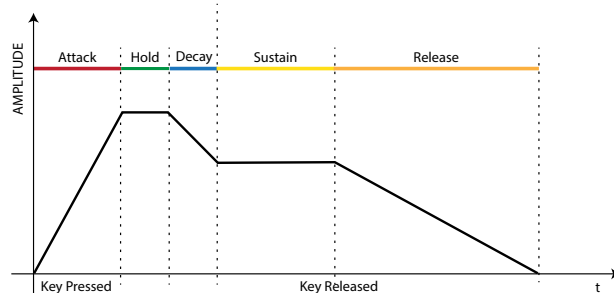
Not to be confused with the key click of pop organ. The percussion was introduced with the advent of electronic organs to emulate the percussive sounds of the harp, xylophone and marimba.

The percussion is a typical register in the upper manual. This parameter adjust the quantity of percussive sound.

Parameter	Setting
Percussion	-64 ~ 0 ~ +63

Attack, Hold, Decay, Sustain and Release

These parameters characterize the envelope of the sound. When a pipe organ's key is pressed, for example, 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

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.
2. Press the [MENU/EXIT] button and use the [▲] [▼] buttons to select the "T2L EDITOR" function group.



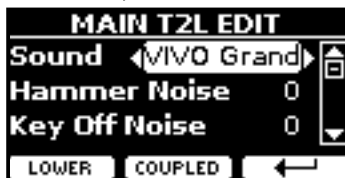
- 3.** Press the button [▶] to access the “T2L EDITOR” page.

The following page appears:



- 4.** Now select in which part of the keyboard you want to modify the sound selected in the step 1.

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.

- 5.** Use the [▲] [▼] buttons to select the parameter you wish to modify.
- 6.** Use the [◀] [▶] buttons to adjust the value.
- 7.** 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. 35).

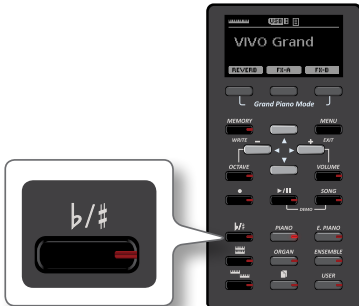
12 Other Functions

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 b/\sharp button.



The display shown the following page.



2. Use the \leftarrow \rightarrow buttons to adjust the transposition value.

"Transpose" setting

-12 ~ 0 ~ +12 (semitone units)

If you set a value different than 0, the b/\sharp button indicator lights and the keyboard is transposed.

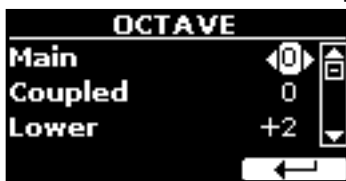
MEMO

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 to access to its page.



2. Use the \uparrow \downarrow buttons to select the keyboard part.
3. Use the \leftarrow \rightarrow buttons to set the desiderate octave for that part.

Adjusting the Volume for Each Part

You can adjust the VIVO S1's overall volume using the "VOLUME" knob. If you need to adjust the volume of a single part, please follow the steps below:

1. Press the "VOLUME" button.



2. Use the \uparrow \downarrow buttons to select the keyboard part you want adjust.
3. Use the \leftarrow \rightarrow buttons to set the desiderate volume for that part.

Adjusting the Keyboard Response (Key Touch)

If the keyboard response don't meet your taste, you can adjust it. You can choose until to four dynamic response.

1. Press [MENU/EXIT] button and select SETTING→KEYBOARD TOUCH function using the \uparrow , \downarrow and \rightarrow buttons. See "Moving the cursor and setting parameter values" (p. 20).

The following page is shown.



2. Use the \leftarrow \rightarrow buttons to choose your desiderate dynamic response.

The following settings are available:

Setting	Value	Explanation
Keyboard Touch	Light++	<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 are used to playing on an electronic organ or 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>
	Light+	
	Light	
	Normal	
	Heavy	
	Heavy+	
	Heavy++	
	Fixed [1~127]	
*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. 20).

The following page is shown.



2. Use the [◀] [▶] buttons to adjust your desired the AUDIO IN level.

Master Equalizer

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 [MENU/EXIT] button and select EFFECTS→MASTER EQ



1. Use the [▲], [▼] buttons to select the parameter and use 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

VIVO S1 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.



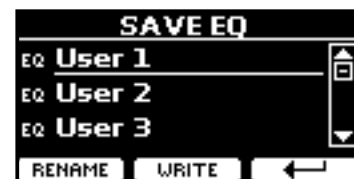
2. Use the [▲], [▼] buttons to select the desired preset.
3. Press the "SELECT" Function button to confirm your choice.

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. 20).
3. Press the "WRITE" Function button to save your preset.

The display shows a confirmation message.

Restoring the Factory Settings (Factory Reset)

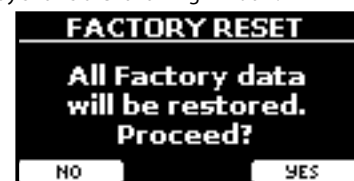
The following function allows you to recall the VIVO S1's original factory settings.

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. 20).

The display shows the following window.



2. Press the "YES" Function button proceed.

The message "Complete" informs you that the VIVO S1 has been initialized.

13 Practice with Song Player

This section explains how to playback audio songs stored in the internal memory or in the USB Memory (commercially available).

You can practice playing along backing song.

VIVO S1 play back the following file types:

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

Playing a Song

Loading a Song

1. Press the [SONG] button. Its indicator lights.



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



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



Loading from Song Internal Memory

1. Use the [▲] [▼] buttons to scroll through the files to choose the song to load.
2. Press the "SELECT" Function button to load the song you want to practice.

Loading from USB Memory

1. Insert an USB Memory that contains songs. See "Connecting an USB Memory (commercially available)" (p. 16).

2. To list the USB Memory contents, press the "USB" Function button.

The display shows the contents of the USB Memory.



3. Use the [▲] [▼] buttons to scroll through files and folders.
4. 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.
5. Press the "SELECT" Function button to load the song you want to practice. The song icon is highlighted to indicate the song selected.

Playing the loaded song

1. Press the [▶/||] button.



The [▶/||] button's indicator lights and song playback starts.

2. Press the [▶/||] button again to pause song playback. The [▶/||] button goes dark.
3. To return to the beginning of the song, press the Function button [⏮].

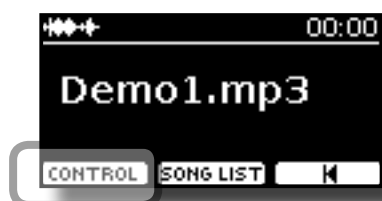


4. Press [▶/||] yet again to resume playback.

Useful Song Controls

VIVO S1 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 "Playing a Song" (p. 32).



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 [◀] [▶] buttons to choose your setting.

Parameter	Value	Explanation
Volume	0~127	Adjust the Volume of the song player.
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	<p>"OFF": No loops. Playback stops at the end of the selected song current.</p> <p>"SONG": Continuously repeats playback of the current selected song. The playback is repeated until select a different song or stop the song playback.</p> <p>"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.</p>

14 Recording Your Performance

Your digital piano allows you to record your performance and save it internally or to an USB storage device.

Record and play back what you've played on the instrument can be an effective practice aid.

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 a USB drive (sold separately) to the USB Memory port (p. 16).

Recording Your Music as audio data (WAVE).

This useful function allows professional quality stereo recordings.

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

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

In addition, the VIVO S1 digital piano allows you to record everything is connected to the AUDIO IN socket. You can reproduce a backing audio track by external player connected to the AUDIO IN socket, play your piano along to in order to practice and then record your performance.

NOTE

- You will need a 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. 16).
2. Prepare everything you want to record: select the tone and the keyboard mode that you want to use for performing. See "Selecting Tones" (p. 21).

Starting/stopping recording

3. Press the [●] (Rec) button to start recording.
The indicator of the [●] button lights and the VIVO S1 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 stop and the display shows a confirmation message. Your audio file is saved to the "Recording" folder on the USB memory.

NOTE

Do not disconnect the USB Memory during the song recording or before the confirmation message is shown at the end of recording.

About the Recording Files

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

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

The song 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 your song.

If you want to re-record again, repeat from step 4.

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. 17).

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

This is a technique used in audio recording. While listening to an existing recorded audio base, play a new performance along with it. 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. 16).
2. Prepare everything you want to record: select the tone and the keyboard mode that you want to use for performing. See "Selecting Tones" (p. 21).
3. Load a existing audio base. See "Loading a Song" (p. 32).
4. Press the [●] (Rec) button to start recording.
5. Press the [▶/||] button to start the playback of the audio base as background.
6. Play your performance while listen the audio base.
7. At the end of song, press the [●] (Rec) button to stop recording.

The recording stop and the display shows a confirmation message.

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

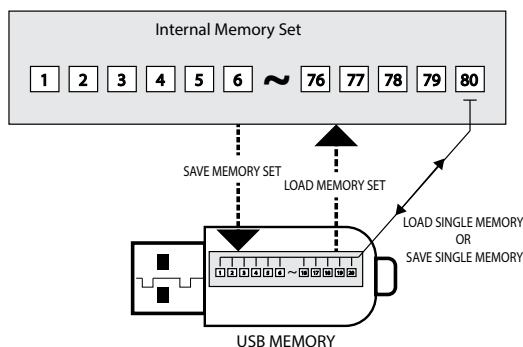
15 Working with the Memories

Using the Memories is a lot faster than calling up one of the VIVO S1's functions, modifying the settings, etc., while playing.

VIVO S1 provides 80 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. 41.
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 [▲][▼] buttons to move the cursor inside the list in the position you want to replace the Memory.
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. 20) 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 [▲][▼] buttons to move the cursor inside the list to select the Memory you want to recall.
 3. Press the "RECALL" Function button to recall the Memory.
- 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. 16).
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.

- 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 in the New Memory Set" below.

Saving in the Memory Set previously saved

- 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.

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

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



- Use the [▲][▼] buttons to move the cursor inside the list in the position you want to replace the Memory.
- Press the "SAVE" Function button to confirm.

The display changes to:



- If you want to name your new Memory, see "Assigning the Name You Specify" (p. 20) for details.

- Press the "OK" Function button to save the Memory.
The memory will be saved and the list of memories is shown.



Saving in the New Memory Set

- 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 VIVO S1.



- If you want to name your new Memory Set, see "Assigning the Name You Specify" (p. 20) for details.

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

The display shows contents of the new Set just created.



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

- Press the "SAVE" Function to confirm.

The display changes to:



A Memory name is suggested by the VIVO S1.

- If you want to name your new Memory, see "Assigning the Name You Specify" (p. 20) for details.

- 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 an USB memory to the VIVO S1. For details see p. 16.

A USB icon appears in the Icons field of Main page. See "Main Page" (p. 19).

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 [▲][▼] 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 selected 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 [▲][▼] and the [◀][▶] buttons to rename the Memory. See "Assigning the Name You Specify" (p. 20) 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 a Memory 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 VIVO S1. For details see p. 16.

A USB icon appears in the Icons field of Main page. See "Main Page" (p. 19).

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 VIVO S1.

5. If you want to name the Memory Set, see "Assigning the Name You Specify" (p. 20) for details.
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. 17).



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. 17).

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 VIVO S1. For details see p. 16.

A USB icon appears in the Icons field of Main page. See "Main Page" (p. 19).

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.

16 USB MIDI Keyboard Controller

The VIVO S1 is also designed to connect directly to your Mac or PC through USB bus. You can use many commercial software application for sequencing, notation and so on.

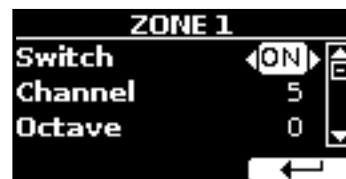
To connect the VIVO S1 to your PC, see "Connecting the VIVO S1 to Your Computer" (p. 16).



MIDI Connections Possibilities

You can also connect devices such as keyboards that are equipped with a MIDI connector to transmit or receive messages.

To do this, you can use of commercially available **USB MIDI interface** connected to the USB Memory port of your VIVO S1. See "Connecting an USB MIDI Interface (commercially available)" (p. 17).



In the example above we selected "ZONE".

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

4. Use the [◀][▶] buttons to adjust the value.

Here is a brief explanation of MIDI zone configuration parameters:

Parameter	Setting	Explanation
Switch	OFF, ON	Disable or enable the MIDI zone.
Channel	1~16	Select the MIDI transmit channel.
Octave	-4 ~ 0 ~ +4	Adjust the Octave value.
Transpose	-12 ~ 0 ~ +12	Adjust the Transpose value.
Note Low	C-1 ~ G-9	Set the keyboard range.
Note High	C-1 ~ G-9	MEMO An easy way to set the range, - Select the parameter (Note Low or Note High). - Press a key on the keyboard.
CC00	0 ~ 127	These messages are used to select a sound on the external device when you active the zone.
CC32	0 ~ 127	
PC	1 ~ 128	Select the triplet (cc00, cc32, PC) to define the sound.
Level	0 ~ 127	Set the volume level to send to the external device.
Panpot	-64 ~ 0 ~ 63	Set the panpot value to send to the external device.
PC Send	OFF, ON	OFF: use this setting if you do not want the triplet (cc00, cc32, PC) is sent via MIDI. ON: use this setting to send the triplet (cc00, cc32, PC) via MIDI.
Bender	OFF, ON	OFF: The bender wheel is decoupled. On: The bender wheel is coupled with the zone. The bender values are transmitted via MIDI.
Modulation	OFF, ON	OFF: The modulation wheel is decoupled. On: The modulation wheel is coupled with the zone. The modulation values are transmitted via MIDI.
Foot SW	OFF, ON	OFF: The function of the pedal is decoupled. On: The function linked to the pedal is coupled with the zone. The values are transmitted via MIDI.
Damper	OFF, ON	
Expression	OFF, ON	

Programmable Four MIDI zones

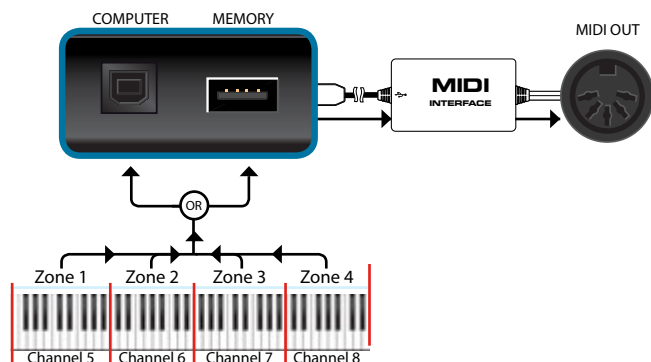
VIVO S1 has four programmable separated MIDI zones. For each zone you can select the MIDI channel, the keyboard range, adjust the Octave, Transpose and many other parameters.

MEMO

The zone settings can be saved in the memories. See "Working with the Memories" (p. 35).

MEMO

To facilitate the MIDI settings using the zones, you have a special MIDI SET called "KeyboardZone". Please see "MIDI SET" (p. 48).



Configure the MIDI zones

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



2. Use the [▲][▼] buttons to select the ZONE you want to configure and press the [▶] button.

17 Playing with Audio Backing Tracks

Thanks to X MURE® application and VIVO S1 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 VIVO S1.
- Re--arrange your favourite music tracks using countless musical genres or create a completely new song hit.

WHAT YOU NEED TO USE X MURE

- VIVO S1 Digital Piano.
- 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.

2. Rotate the [VOLUME] knob toward the lower position to minimize the volume.
3. Connect the VIVO S1's INPUT jack positioned to the left front bottom panel to the output of your mobile device. See "Connecting Digital Player devices" (p. 16).

Playing with X MURE Application

1. Turn your VIVO S1 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 VIVO S1.

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.

MEMO

You can use a pedal to Play or Stop the play back of the pattern. See "CONTROL" (p. 43).

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 select different scene. See "CONTROL" (p. 43).

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. 43).

Connecting your Mobile Device

1. Connect your iPad with your VIVO S1 by using a USB iPad camera connector and a USB cable.



18 MENU Options (Advanced Section)

The VIVO S1'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. 20).

The following parameters and functions are available:

Parameters Group



SETTING Parameters Group	42
MAIN SETTING	42
Level	42
Panpot	42
Octave	42
Mute	42
LOWER SETTING	42
COUPLED SETTING	42
Level	42
Panpot	42
Octave	42
Coarse Tune	42
Fine Tune	42
Note Low	42
Note High	42
ZONE 1 SETTING	42
ZONE 2 SETTING	42
ZONE 3 SETTING	42
ZONE 4 SETTING	42
KEYBOARD TOUCH	42
TRANPOSE	42
SPLIT MODE	42
Split Point	43
T2L EDITOR	43
EFFECTS	43
MAIN FX	43
LOWER FX	43
COUPLED FX	43
REVERB	43
MASTER EQ	43
CONTROL	43
DAMPER PEDAL	43
Part	43
Virtual Damper	43

PEDAL ASSIGN 1	43
Funct	44
Part	44
PEDAL ASSIGN 2	44
Funct	44
Part	44
EXPRESSION PEDAL	44
Funct	44
Part	44
TUNING	44
MASTER TUNE	44
TEMPERAMENT	45
Equal Flat	45
Equal Stretch (default)	45
VIVO Stretch	45
Vallotti	45
Just Major	45
Pythagorean	45
Mean-Tone	45
Werckmeister III	45
Kimberger III	45
User 1, User 2, User 3	45
MEMORY	46
USB REMOVE	46
AUDIO INPUT	46
LEVEL	46
MIDI	46
RECEPTION	46
Main, Coupled, Lower	47
Status	47
Channel	47
Shift	47
Modulation	47
Volume	47
Panpot	47
Expression	47
Reverb	47
Chorus	47
Hold	47
Sostenuto	47
Soft	47
PG (Program Change)	47
PB (Pitch Bender)	47
Memory	47
Status	47
Channel	47
TRANSMISSION	47
Main, Coupled, Lower	47
Status	47
Channel	47
Shift	47
Local	47
Modulation	47
Volume	47
Panpot	47
Expression	47
Reverb	47
Chorus	47
Hold	47
Sostenuto	47
Soft	47
PG (Program Change)	47
PB (Pitch Bender)	47
Memory	47

Status.....	47
Channel.....	47
Common.....	48
Active Sensing (FEH).....	48
MIDI SET.....	48
SAVE MIDI SET.....	48
GLOBAL	48
Auto OFF.....	48
Pedal.....	48
SOUND LIBRARY	48
FACTORY RESET	48
VERSION INFO	48

NOTE

The parameters can be stored in various memory areas. The following table shows you how to know in which area it is stored.

Icons	Explanation
	This symbol indicates that the parameter or the parameters group can be stored in the Internal Memory area. See "Working with the Memories" (p. 35).
	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.

Parameter	Setting	Explanation
Level	0 ~ 127	Adjusts the volume of the Main keyboard part. Selecting "0" means that the part in 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 selected instrument up or down by up to 4 octaves.
Mute	OFF, ON	Select "ON" to mute the keyboard part.

► LOWER SETTING

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

► COUPLED SETTING

Contains the parameters for the Coupled part.

Parameter	Setting	Explanation
Level	0 ~ 127	Same settings as Main part. See above.
Panpot	-64 ~ 0 ~ +63	
Octave	-4 ~ 0 ~ +4	
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	A1 ~ Eb7	You can set the keyboard range for the Coupled part.
Note High	Bb1 ~ E7	

► ZONE 1 SETTING

► ZONE 2 SETTING

► ZONE 3 SETTING

► ZONE 4 SETTING

See "USB MIDI Keyboard Controller" (p. 39).

► KEYBOARD TOUCH

See "Adjusting the Keyboard Response (Key Touch)" (p. 30).


► TRANSPOSE

This function allows you to transpose the VIVO S1's pitch in semi-tone steps. Depending on the mode setting, this transposition applies to all sections or just a specific setting. For more details see "Transposing the pitch of the keyboard" (p. 30).

► SPLIT MODE

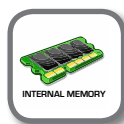
This parameter allows you to set the point of keyboard split.

MEMO

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

SETTING Parameters Group

[MENU] button → SETTING



In this parameters group you can access to the important settings of your digital piano.



► MAIN SETTING

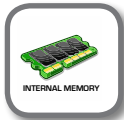
This is where you can edit parameters related to keyboard Main part.



Parameter	Setting	Explanation
Split Point	F1 ~ C#7	See "How to change the Split Point" (p. 23).

T2L EDITOR

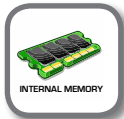
[MENU] button → T2L EDITOR



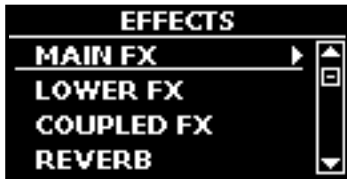
See "Personalizing Your Sounds" (p. 27).

EFFECTS

[MENU] button → EFFECTS

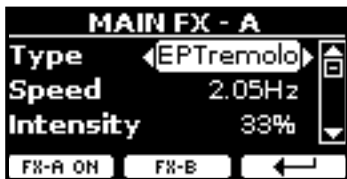


Your instrument contains two multi-effects (FX-A and FX-B) processor that can be used for processing any Keyboard part you like.



► MAIN FX

This selection provides access to the display pages where you can set the effects parameters of the VIVO S1's Main part.



For details regarding effects parameters, refer to the "Effects Types and Parameters" table p. 49.

For more details about the selection of FXs and the relative parameters, see the section "Sound Effects" (p. 26).

► LOWER FX

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

► COUPLED FX

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

► REVERB

See "Adding Reverb to the Sound" (p. 26).

► MASTER EQ

See "Master Equalizer" (p. 31).

CONTROL

[MENU] button → CONTROL



This group of parameter is related to the pedals and assign switches controls The VIVO S1 allows you to manage and assign various function to the pedals connected to the PEDAL sockets. See "Connecting the Pedals" (p. 15).

Here you can assign functions.

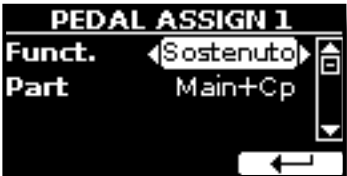


► DAMPER PEDAL



Parameter	Setting	Explanation
Part	Off, Main, Coupled, Lower, Main+Lw, Main+Cp, Main+Lw+Cp, Lower+Cp	OFF: Select "OFF" if you don't need damper pedal. MAIN, COUPLED, LOWER, MAIN+LW, MAIN+CP, MAIN+LW+CP, LOWER+CP: the damper pedal is assigned to the specified part or parts.
Virtual Damper	Off, On	OFF: The "Virtual Damper" function is not enabled. ON: The "Virtual Damper" function is enabled. This function allows you to sustains notes even without using the Damper pedal. Now, the trick is to play legato to enable the sustain or play staccato to disable the sustain. In other words, if you play a key and then press a second key without releasing the previous key, the sustain is automatically enabled. It is as if the Damper pedal was pressed. Instead, if you play staccato the sustain is not enabled. MEMO This parameter acts on the currently selected part. NOTE This parameter can not be saved in memories and in the global internal memory.

► PEDAL ASSIGN 1



MENU Options (Advanced Section)

Parameter	Setting	Explanation
Funct.	OFF, Sostenuto, Soft, FXA On-Off, FXB On-Off, Memory Prev., Memory Next, Rotary S/L, Part On/Off, XMure FillUp, XMure FillDw, XMure SceneUp, XMure SceneDw, XMure Play/Stop, XMure Ending Default: Rotary S/L	OFF: No function assigned. See "Pedal Functions Explanation" (p. 51).
	Off, Main, Coupled, Lower, Main+Lw, Main+Cp, Main+Lw+Cp, Lower+Cp	OFF: Select "OFF" if you don't need of pedal. MAIN, COUPLED, LOWER, MAIN+LW, MAIN+CP, MAIN+LW+CP, LOWER+CP: the pedal is assigned to the specified part or parts.
Part		

Parameter	Setting	Explanation
Funct.	Expression, Modulation	Expression: The pedal is assigned to the expression. Modulation: The pedal is assigned to the Modulation.
Part	Off, Main, Coupled, Lower, Main+Lw, Main+Cp, Main+Lw+Cp, Lower+Cp	OFF: Select "OFF" if you don't need expression pedal. MAIN, COUPLED, LOWER, MAIN+LW, MAIN+CP, MAIN+LW+CP, LOWER+CP: the damper pedal is assigned to the specified part or parts.

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.
FXA On-Off FXB On-Off	Allows you to switch the MFXA/B on and off.
Memory Prev. Memory Next	Allows you to select the next or previous Memory.
Rotary S/L	This function alternate between the fast and slow Rotary speeds.
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/Stop	Play or Stop the playback of a XMure® pattern.
XMure Ending	Select the Ending pattern.

► PEDAL ASSIGN 2



Parameter	Setting	Explanation
Funct.	Off, Sostenuto, Soft, FXA On-Off, FXB On-Off, Memory Prev., Memory Next, Rotary S/L, Part On/Off, XMure FillUp, XMure FillDw, XMure SceneUp, XMure SceneDw, XMure Play/Stop XMure Ending Default: Soft	OFF: No function assigned. See "Pedal Functions Explanation" (p. 51).
	Same as "Int. Part" of ASSIGN 1 pedal. See the above explanation.	
Part		

► EXPRESSION PEDAL



TUNING

[MENU] button → TUNING



► MASTER TUNE



Setting	Explanation
415.4 Hz~ 440.00 Hz~ 466.1 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

Pianos 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



The modern pianos 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.

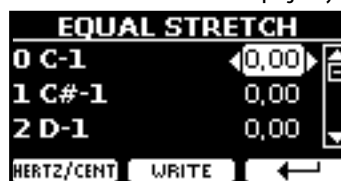
Setting	Explanation
Equal Flat	This tuning divides each octave into 12 equal steps (intervals).
Equal Stretch (default)	Equal Stretch: This tuning is a correction of Equal Flat. A benefit of stretching octaves is the correction of dissonance that equal temperament imparts to the perfect fifth.
VIVO Stretch	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.
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.



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 Pythagorea, 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.



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



3. 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 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.

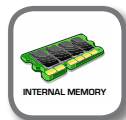
- Press the "WRITE" Function button to save your scale.

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. 35).

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. 17).

AUDIO INPUT

[MENU] button → AUDIO INPUT

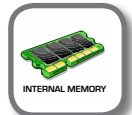


► LEVEL

Setting	Explanation
1 ~ 127	Here you can adjust the input level of the signals received via Audio In socket.

MIDI


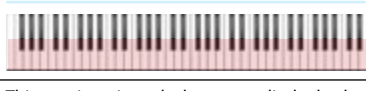
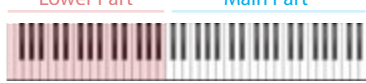
[MENU] button → MIDI



This group allow you to configure the MIDI parameters. You can transfer MIDI data between the VIVO S1 and your sequencer software.



Here is a brief explanation of VIVO S1 keyboard parts:

Part	Explanation
Main	At power-on, the instrument is automatically selected in Grand Piano Mode. All keyboard play note in the Main part. 
Coupled	This part can be combined with the Main part. To do this press the [] button. The second part (Coupled Part) play over the entire keyboard in combination with the Main part. 
Lower	This part is activated when you split the keyboard in two zone: Left and Right. To split the keyboard press the [] button. The Keyboard is now 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 Main part. 

- Select the group of parameters you need (Reception, Transmission and Global).

► RECEPTION



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

1. Select the part you want to edit (Main Coupled and Lower).



In the example above we selected the Main keyboard part.

Main, Coupled, Lower		
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.
Shift	-48~0~+48 Default : 0	This parameter allows you to transpose the received note messages before sending them to the VIVO S1'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)
Main	1
Coupled	2
Lower	3
Memory	15

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.

► TRANSMISSION



You can configure the MIDI transmission parameters of Main,

Coupled and Lower part. Additionally, you can manage the transmitted MIDI messages for the memories control. Selecting the "Common" you can decide whether to send or not the "Active Sensing" MIDI messages.

1. Select the part you want to edit (Main Coupled and Lower).



In the example above we selected the Main part.

Main, 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	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)		

Part	MIDI TX channel (default)
Main	1
Coupled	2
Lower	3
Memory	15

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 transmit MIDI messages when you recall a memory. See "Working with the Memories" (p. 35).
Channel	1 ~ 16 default: 15	Allows you to assign a MIDI transmit channel to the "Memory" part.

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



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 messages. Select "On" if you want to transmit the Active Sensing MIDI.



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 VIVO S1 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	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.

► MIDI SET

MIDI Sets are memories for MIDI settings. The VIVO S1 provides four MIDI Set memories.

The first MIDI Set, called "Dexibell", is read-only and allows you to restore the MIDI factory setting. The other three memories allow use to memorize and recall your MIDI configuration.

The second MIDI Set called "KeyboardZone", it is read-only and is a fast way to configure the MIDI channels using the zones.



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



These parameters allow you to adjust some global aspect of your piano.
These parameters are automatically saved in the VIVO S1 global memory area.

SOUND LIBRARY

[MENU] button →SOUND LIBRARY

You can import sounds library in the internal memory of VIVO S1 and use them in your performances. For details see "Additional Sound" (p. 24).

FACTORY RESET

[MENU] button →FACTORY RESET

This function allows you to recall the VIVO S1's original factory settings. Please see "Restoring the Factory Settings (Factory Reset)" (p. 31).

VERSION INFO

[MENU] button →VERSION INFO

This page shows you the version number of theVIVO S1's operating system.

19 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.
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.

Parameter	Setting	Explanation
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 give 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.
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 ~ 500 ms	Sets the delay time for the left channel.
Delay R	0 ~ 500 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 ~ 500 ms	Sets the delay time for the left channel.
Delay R	0 ~ 500 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 ~ 500 ms	Sets the delay time for the left channel.
Delay R	0 ~ 500 ms	Sets the delay time for the right channel.
Delay C	0 ~ 500 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.

S1 Tone List

Num.	Name	PC	CC00
PIANO			
0001	VIVO Grand	2	0
0002	Pop Grand	2	1
0003	VIVO Live	2	2
0004	VIVO Upright	1	2
0005	Classic Grand	1	0
0006	Romantic	1	1
0007	Elec. Grand	3	2
0008	E. Grand Trem	3	3
0009	Rock Piano	3	1
0010	Ragtime	4	0
0011	Honky Tonk	4	1
0012	Harpsi 8'	7	0
0013	Harpsi 4'	7	1
0014	Coupled Hps.	7	2
0015	Pop Harpsi	7	3
E. PIANO			
0016	Dyno Stage	5	0
0017	Suitcase	5	1
0018	Phaser EP	5	2
0019	Wurly	5	5
0020	Trem. Wurly	5	6
0021	Soft E. Piano	5	3
0022	Bright E. Piano	5	4
0023	FM Full Tines	6	0
0024	FM E. Piano	6	1
0025	Cool Clav	8	0
0026	Groovy Clav	8	1
0027	Doctor Clav	8	2
0028	Funky Clav	8	3
ORGAN			
0029	Jazz Organ	18	0
0030	Blues Organ	18	1
0031	Reggae Organ	17	0
0032	R&B Organ	17	1
0033	Pop Organ	17	2
0034	Rock Organ	19	0
0035	Gospel Organ	19	1
0036	Principal	20	0
0037	Princip&Flute	20	1
0038	Church	20	2
0039	Mixture	20	3
ENSEMBLE			
0040	Slow Strings	50	0
0041	Strings	50	1
0042	Fast Strings	49	0

Num.	Name	PC	CC00
0043	Strings Ens.	50	2
0044	Orchestra	49	1
0045	Dark Strings	50	3
0046	Strings Pad	51	0
0047	Syn. Strings	51	1
0048	80's Strings	52	0
0049	Classic Choir	53	1
0050	Space Vox	55	1
0051	Mmh Choir	53	0
0052	Choir Pad	54	1
0053	Synth Vox	55	0
0054	Warm Pad	90	0
0055	Dark Pad	54	0
0056	Soft Pad	90	1
0057	Square Pad	90	2
0058	Fanta Bell	101	0
0059	Dexi Heaven	101	1
0060	Brass Sect.	62	0
0061	Brass Ens.	62	1
0062	Synth Brass	63	0
0063	Poly Brass	63	1
0064	Poly Synth	91	0
0065	Super Saw	91	1
0066	Fast Synth	91	2
 (MORE)			
0067	Vibraphone	12	0
0068	Marimba	13	0
0069	Celesta	9	0
0070	Harp	47	0
0071	Xilophone	14	0
0072	Nylon Guitar	25	0
0073	Steel Guitar	26	0
0074	Jazz Guitar	27	0
0075	Overdrive GT.	30	0
0076	Acoustic Bs.	33	0
0077	Fingered Bs.	34	0
0078	Picked Bs.	35	0
0079	Ac. Bass & Ride	33	1
0080	Synth Bass	39	0

20 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".	48
The instrument does not turn on.	Is the AC adaptor/power cord correctly connected to an AC outlet and to the VIVO S1?	14
	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 VIVO S1.	Did you switch the VIVO S1 on?	17
	Could the [VOLUME] knob be turned down? Select a higher setting.	-
	Could the part volume settings have been minimized? Check the "LEVEL" setting of each part.	42
The volume level of the instrument is too low when it is connected to an amplifier.	Could you be 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 VIVO S1'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.	46
The keyboard volume is lower than the Song playback volume.	The volume level for the keyboard performance is set too low. Adjust the volume balance to increase the keyboard volume via the Song Control Menu.	32
The pitch of the instrument is incorrect.	Is the "Tuning" or "Temperament" setting appropriate? Check the parameters.	44
	Did you transpose the instrument?	42
A "buzz" is heard from the external amplifier.	Is the external amplifier or other device used with the VIVO S1 connected to a different AC power outlet? Connect the amplifier or other device to the same AC outlet as the VIVO S1.	-
	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.	-
After connecting the VIVO S1's USB COMPUTER port to your computer, the VIVO S1 doesn't receive MIDI messages.	The VIVO S1 may be receiving on a MIDI channel on which the MIDI controller doesn't transmit. Correct the MIDI controller's transmit channel.	46
Unable to read from/write to USB Memory.	Check the format of your USB Memory. The VIVO S1 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 VIVO S1 can play.	32
	It may be that the song data is damaged.	-

21 Specifications

ITEMS		VIVO S1
KEYBOARD TYPE		68 - Keys Light Weighted - Dual contact
TONE GENERATOR		T2L: Sampling and Modelling Technology
MODELLING		Reactive to player articulation
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
SOUNDS		80 + Unlimited User (depending on the internal memory free), downloadable with file extensions .DXS and .SF2
MEMORY		Internal: 80 User: Unlimited loadable from USB Memory
KEYBOARD MODE		3 Parts (UPPER, LOWER, COUPLED) + 4 MIDI ZONE
TOUCH SENSITIVITY		7 Types + Fixed
REVERB		24 Types
EFFECTS		6 independent DSP Effects (2 x Main, 2 x Coupled, 2 x Lower) using "seamless changes" technology at effect recall
MASTER EQUALIZER		3-band Digital Equalizer
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
USER TEMPERAMENT		3 User
RHYTHM PATTERNS		X MURE APP for i-Phone and i-Pad (FREE) with multitracks audio patterns
DISPLAY		Graphic LCD 128 x 64 dots Organic LED, high contrast type
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 (HOLD) socket	Progressive Damper Action Pedal with sympatetic resonance simulation (Accept on/off pedal also)
	ASSIGN 1 Pedal socket	Assignable
	ASSIGN 2 Pedal socket	Assignable (default Expression)
Power Supply		12V DC 2A , supplied AC/DC adaptor
POWER CONSUMPTION		Stand By: < 0,2 W Maximum: < 9 W "ErP" LEVEL VI for Echo efficiency on stand-by consumption
DIMENSIONS		1093 (W) x 242 (D) x 94 mm (H) 43-1/16 (W) x 9-9/16 (D) x 3-3/4 (H) inches
WEIGHT		8,8 kg (excluding AC adaptor) 19 lbs 7 oz (excluding AC adaptor)
SUPPLIED ACCESSORIES		Quick guide AC adaptor (DEXIBELL DYS624-120200W)
OPTIONS (sold separately)		<ul style="list-style-type: none"> • DX CP1 continuous sustain pedal with selectable 'mode switch (Switch, continuous) • DX SP1 switch pedal with selectable mode switch (normally closed, normally open) • DX HF7 Stereo headphones

NOTE

In the interest of product, the specification and description are subject to change without notice.

22 Index

Symbols

A

AC Adaptor	14
AUDIO INPUT	46
AUTO OFF	18

B

Batteries	14
duration	15
Installing	14
level indication	14
Removing	14
Battery Compartment	10

C

Computer	
Connecting Your Computer	16
CONTROLS	43
COUPLED FX	43
COUPLED SETTING	42
Cursor	19
Cursor Operation	19
Moving the cursor	20

D

DAMPER PEDAL	43
DC IN jack	14
Demo	18
Digital Player devices	
Connecting	16
Display	19

E

Effect	
Reverb Effect	26
EFFECTS	43
Export	
Exporting the Internal Memory Set	37

F

File name	
Assigning the Name You Specify	20

G

GLOBAL	48
--------------	----

H

Headphones	16
Listening Through Headphones	15,16

I

Import	
Importing Memory Set	38
Installing batteries	14

J

K

Keyboard Response (Key Touch)	
Adjusting the Keyboard Response	30
KEYBOARD TOUCH	42
Key Touch	
Adjusting the Keyboard Response	30

L

Layer	
Playing Two Sounds Over the Entire key- board (Layer)	22
Level indication	14
Lower	
Mute the Lower Part	23
LOWER FX	43
LOWER SETTING	42

M

MAIN FX	43
MAIN SETTING	42
MASTER EQ	43
MASTER TUNE	44

Memories

Exporting the Internal Memory Set in the USB Memory	37
Importing Memory Set from the USB Memory into Internal Memory.	38
Recalling your settings from an USB Memory	37
Recalling your settings from Internal Memory	35
Renaming a Memory	37
Saving Your Settings in the Internal Memory	35
Working with the Memories	35

MEMORY	46
--------------	----

MENU

MENU Options (Advanced Section)	41
---------------------------------------	----

Metronome

Practicing with the Metronome	30
-------------------------------------	----

MIDI	46
------------	----

MIDI Interface	17
----------------------	----

MIDI zones	39
------------------	----

Mute the Lower Part	23
---------------------------	----

N

O

P

Parameters	
GLOBAL	48
PEDAL	
DAMPER PEDAL	43
PEDAL ASSIGN 1	43
PEDAL ASSIGN 2	44
Pedal Cord	
Connecting the Pedal Cord	15
Power On/Off	17
Turning the Power On/Off	17

Q

R

Record	
Recording Your Performance	34
Removing batteries	14
Rename	
Renaming a Memory	37
Reverb	
Reverb Effect	26
REVERB	43

S

Save

Saving Your Settings in the Internal Memory	35
Saving Your Settings in the USB Memory	35

SETTING

SETTING Parameters Group	42
--------------------------------	----

Song

Loading from Song Internal Memory	32
Loading from USB Memory	32
Playing a Song	32
Practice with Song Player	32

Sound Library	24
---------------------	----

Sounds

Personalizing Your Sounds	27
---------------------------------	----

Specifications	53
----------------------	----

Split

Splitting the Keyboard Range and Playing Two Different Tones	22
---	----

SPLIT MODE	42
------------------	----

T

T2L EDITOR	43
T2L-Modelling	27
TEMPERAMENT	45
Tones	
Grand Piano Mode	21
Most Frequently Used Tones (Favorite Tone)	21
Selecting Tones	21
Transpose	
Transposing the pitch of the keyboard or/and song	30
TRANSCOPE	42
Troubleshooting	52
TUNE	
MASTER TUNE	44
TUNING	44

U

USB Memory	
Connecting an USB Memory	16,17
Exporting the Internal Memory Set in the USB Memory	37
Importing Memory Set from the USB Memory into Internal Memory.	38
Recalling your settings from an USB Memory	37
Saving Your Settings in the USB Memory	35
USB MIDI Interface	17

V

VOLUME knob	8
-------------------	---

W**X**

X MURE	40
--------------	----

Y**Z**

Zone (MIDI)	39
-------------------	----

DEXIBELL

DEXIBELL
is a brand of

PROEL SPA
(Worldwide Headquarters)
Via alla Ruenia, 37/43
64027 Sant'Omero (TE) - ITALY
Tel. +39 0861 81241
Fax +39 0861 887865
P.I. 00778590679
N.Reg.AEE IT 08020000002762

info@dexibell.com
www.dexibell.com

