

While the basic tonal quality of the CS70M is determined by the programmable controls, various non-programmable "real-time" controls are provided for additional modulation, filter, volume, and several special effects. (For the FEET switch, 12, see page 14).

53 PORTAMENTO/GLISSANDO

This switch selects either **PORTAMENTO** or **GLISSANDO**. Portamento is a smooth "slide" from one note or notes to another, whereas glissando gives a half-step at a time pitch change, like playing a chromatic scale. In the **SPLIT** mode, portamento and glissando are not in effect on either the lower part of the keyboard, or on the sequencer, if it is in play-back.

54 TIME lever

This lever adjust the rate of change of the pitch effected by either **PORTAMENTO** or **GLISSANDO**. As the lever is moved toward the "L", this change become slower.

If you do not wish to have any **PORTAMENTO** or **GLISSANDO**, this lever should be set all the way to "S". If a foot switch (FC-4) is connected to the **PORTAMENT** jack on the rear panel, the portamento or the glissando effect can be turned on and off via this switch, and the rate can be controlled by the **TIME** lever.

55 SUSTAIN lever

The **SUSTAIN** allows the player to extend the time for the notes to decay after releasing the keys beyond that set by the **RELEASE** lever of the **VCA** block. Because this is a real-time control, release can be controlled quickly and easily to suit the musical situation. As the lever is moved toward "L", the sustain time becomes longer.

If a foot switch (FC-4) is connected to the **FOOT SW SUSTAIN** jack on the rear panel, the sustain effect can be turned on and off with the **SUSTAIN**

lever controlling the release time. To turn off the effect when not using the foot switch, move the lever all the way to "S".

56 BRILLIANCE lever

The **BRILLIANCE** allows fine adjustment during performance of the **VCF** cutoff frequency. Just like the **CUTOFF FREQ** lever in the **VCF** block, moving the lever upwards (towards the "+") raises the cutoff frequency, giving a brighter tone richer in harmonics. During programming of voices in the **MANUAL** or **EDIT** modes, it recommended to keep the **BRILLIANCE** lever in the center, zero position.

Note that the **BRILLIANCE** lever effects the tonal quality of both channels.

Note that the **BRILLIANCE** lever works in the same manner as the **VCF CUTOFF FREQ** control, therefore it adjusts the tonal quality of the sound according to the **VCF** mode – **LOWPASS**, **BANDPASS**, or **HIGHPASS**.

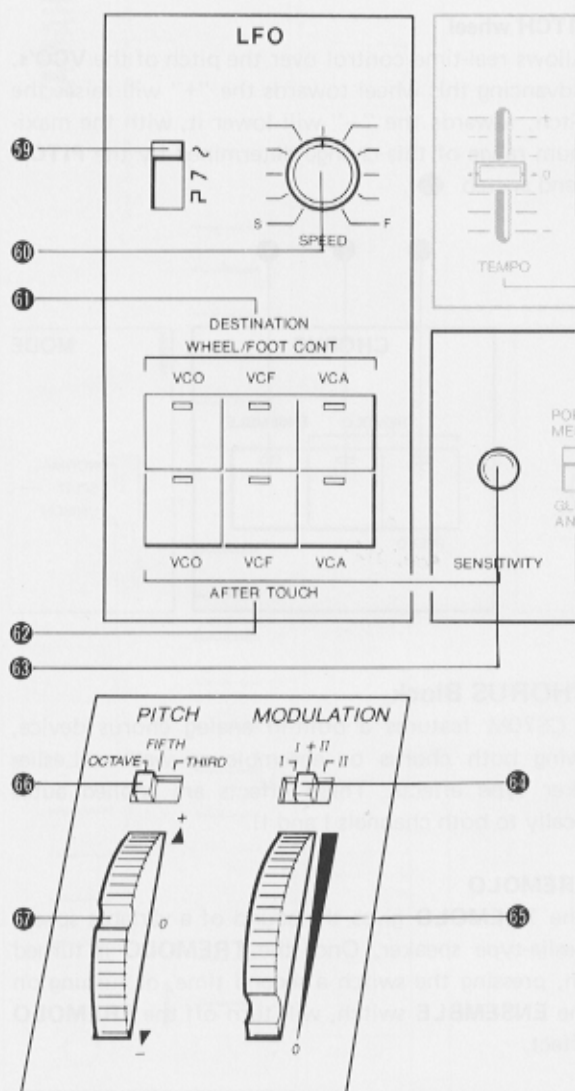
BALANCE lever

57 2/4 SPLIT BALANCE lever

This control adjust the relative volume between the 2-note and the 4-note portions of the sound when in the **SPLIT** mode, or between the sequencer playback and manual play when the sequencer is in **PLAY**. Note also that this lever operates as indicated regardless of the position of the 2/4 switch.

58 CHANNEL I/II BALANCE lever

This control adjust the relative volume between the **CHANNEL I** and **CHANNEL II** signals, and functions the same whether you use the **MIXED** or separate output jacks (page 6).



59 LFO Waveform Selector

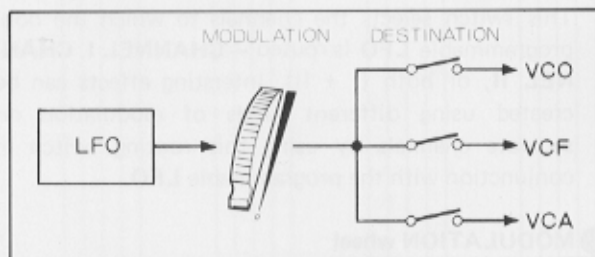
This switch selects the type of waveform for different **LFO** modulation effects: sine, sawtooth, or square wave.

60 SPEED Control Knob

This controls the speed (frequency) of the **LOW FREQUENCY OSCILLATOR**. As the knob is turned from "S" to "F", the speed increases, with a range from 0.05 to 50 Hz.

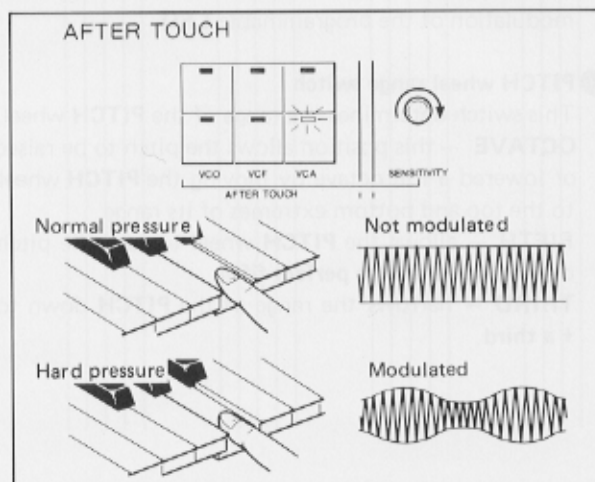
61 DESTINATION (Wheel/Foot Control)

The **DESTINATION** switches determine the routing of the **LFO** signal. If the **VCO**, **VCF**, or **VCA** switch is pressed, the **LED** will light, indicating that the **LFO** is now modulating that block. Multiple destinations can be selected by pressing two or more of these switches. The modulation depth is controlled by means of the **MODULATION WHEEL**, or, if a foot controller is connected to the **MODULATION** jack on the rear panel, the wheel is disabled, and the depth of the **LFO** effect is determined by the foot controller.



AFTERTOUCH

The CS70M's **AFTER TOUCH** allows the performer control of **LFO** modulation effects while playing the



The real-time **LFO** and **PITCH/MODULATION** wheel blocks offer even further control of pitch and **LFO** modulation beyond that of the programmable controls, and allow modulation depth control in three different ways: **MODULATION** wheel, **FOOT CONTROLLER**, or **AFTER-TOUCH**.

LFO

This block is full-function non-programmable **LOW FREQUENCY OSCILLATOR**. This **LFO** affects the sound of both channels, and can be used in conjunction with **LFO** modulation effects which have been programmed by the controls in the **PROGRAMMABLE LFO** block.

keyboard with both hands. After a note is struck, further pressure on the key will control the modulation depth (with the same effect as advancing the **MODULATION WHEEL**). This pressure can be applied to a varying degree, allowing very fine, fingertip control of the modulation depth.

62 DESTINATION (AFTERTOUCHE)

These switches determine the routing of the **LFO** signal as applied by the **AFTERTOUCHE**, and operate exactly like the **WHEEL/FOOT CONT DESTINATION** switches. Note that more than one destination may be selected for the **AFTERTOUCHE** modulation effects.

63 SENSITIVITY

The **SENSITIVITY** control determines the range of modulation depth of the **AFTERTOUCHE**. If this knob is turned clockwise, deeper **LFO** modulation will occur when aftertouch pressure is applied to the keys. Note the setting of the **MODULATION WHEEL** does not affect the **AFTERTOUCHE** modulation.

64 MODULATION SWITCH

This switch selects the channels to which the non-programmable **LFO** is routed — **CHANNEL I**, **CHANNEL II**, or both (I + II). Interesting effects can be created using different kinds of modulation on separate channels by using this routing switch in conjunction with the programmable **LFO**.

65 MODULATION wheel

The **MODULATION** wheel controls the depth of **LFO** modulation to the blocks selected by the **DESTINATION** switches 61 and the **MODULATION** switch 64. Note that if the **WHEEL** switch 41 is on, the wheel will also control the depth of modulation of the programmable **LFO**.

66 PITCH wheel range switch

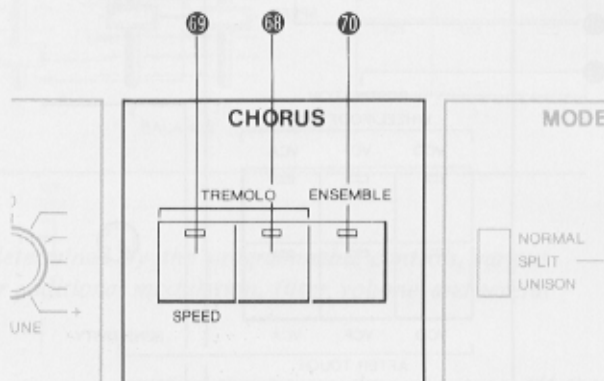
This switch determines the range of the **PITCH** wheel. **OCTAVE** — this position allows the pitch to be raised or lowered a full octave by moving the **PITCH** wheel to the top and bottom extremes of its range.

FIFTH — allows the **PITCH** wheel to vary the pitch of the oscillators + a perfect fifth.

THIRD — narrows the range of the **PITCH** down to + a third.

67 PITCH wheel

Allows real-time control over the pitch of the **VCO's**. Advancing this wheel towards the "+" will raise the pitch, towards the "-" will lower it, with the maximum range of this change determined by the **PITCH** bend switch 66.



■ CHORUS Block

The CS70M features a built-in analog chorus device, allowing both chorus or ensemble as well as Leslie-speaker type effects. These effects are applied automatically to both channels I and II.

68 TREMOLO

The **TREMOLO** gives the sound of a variable speed, Leslie-type speaker. Once the **TREMOLO** is turned on, pressing the switch a second time, or turning on the **ENSEMBLE** switch, will turn off the **TREMOLO** effect.

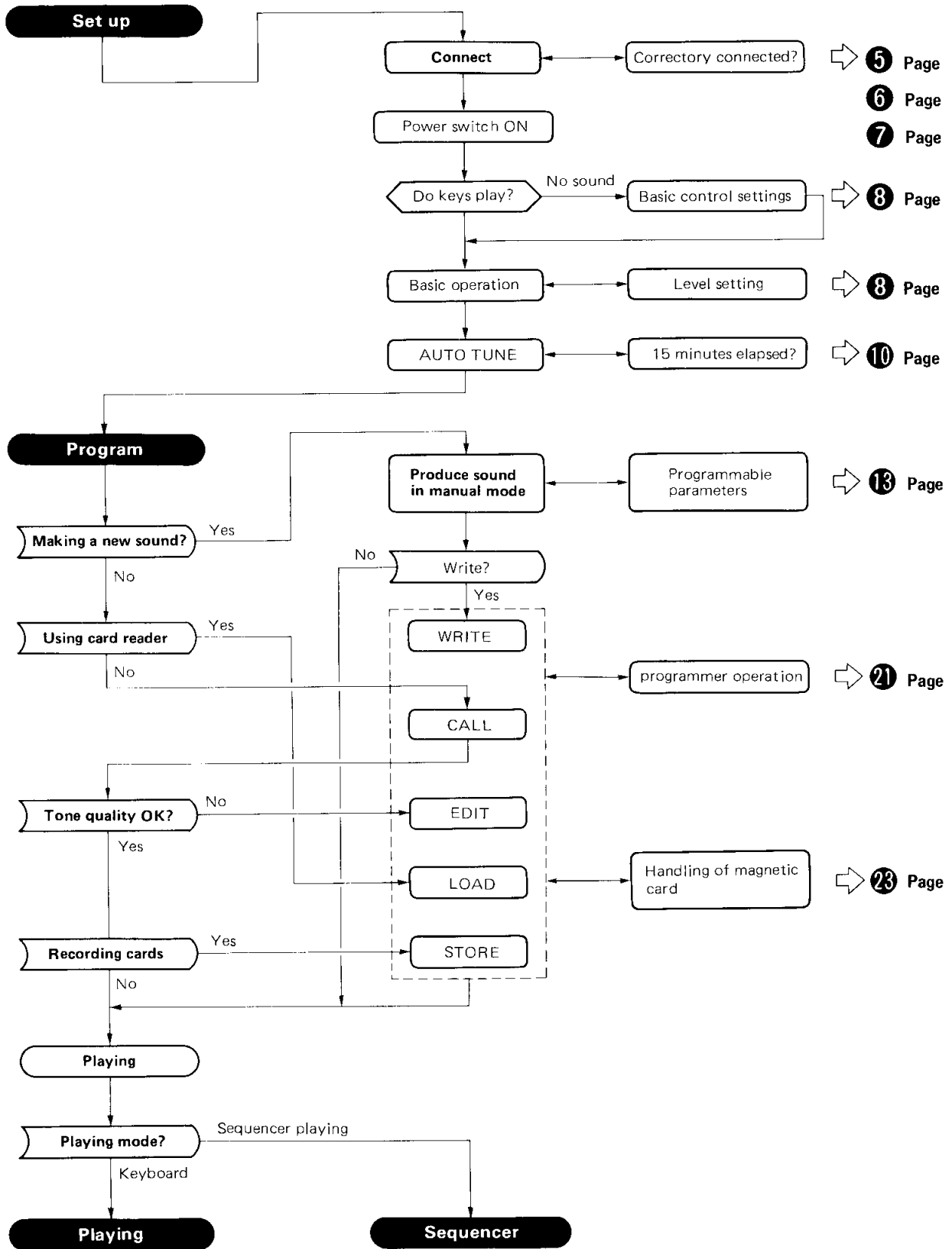
69 TREMOLO SPEED

This switch controls the apparent speed of the **TREMOLO** effect, just as the speed of Leslie speaker's rotation can be controlled. When this switch is pressed, the **LED** indicator will light and the speed of the **TREMOLO** effect will increase from slow to fast **gradually**. If the switch is pressed again (turning the indicator off), the speed will gradually decrease back to the "slow" rate.

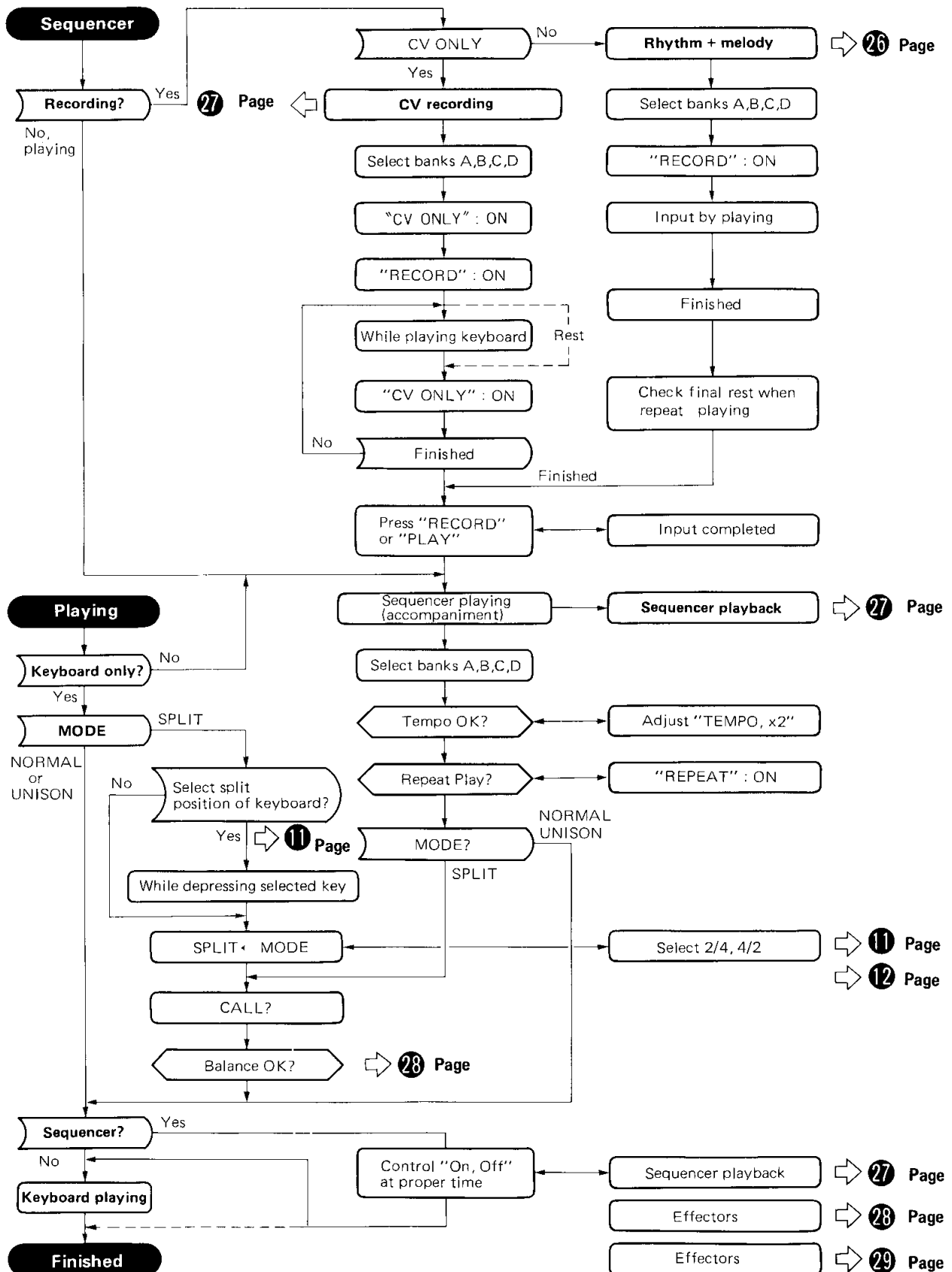
70 ENSEMBLE switch

This switch gives an analog chorus type effect, and is especially useful for string voicings. This effect is turned on by pressing the **ENSEMBLE** switch, causing the indicator to light. If the switch is pressed again, or if the **TREMOLO** is turned on, it will be turned off.

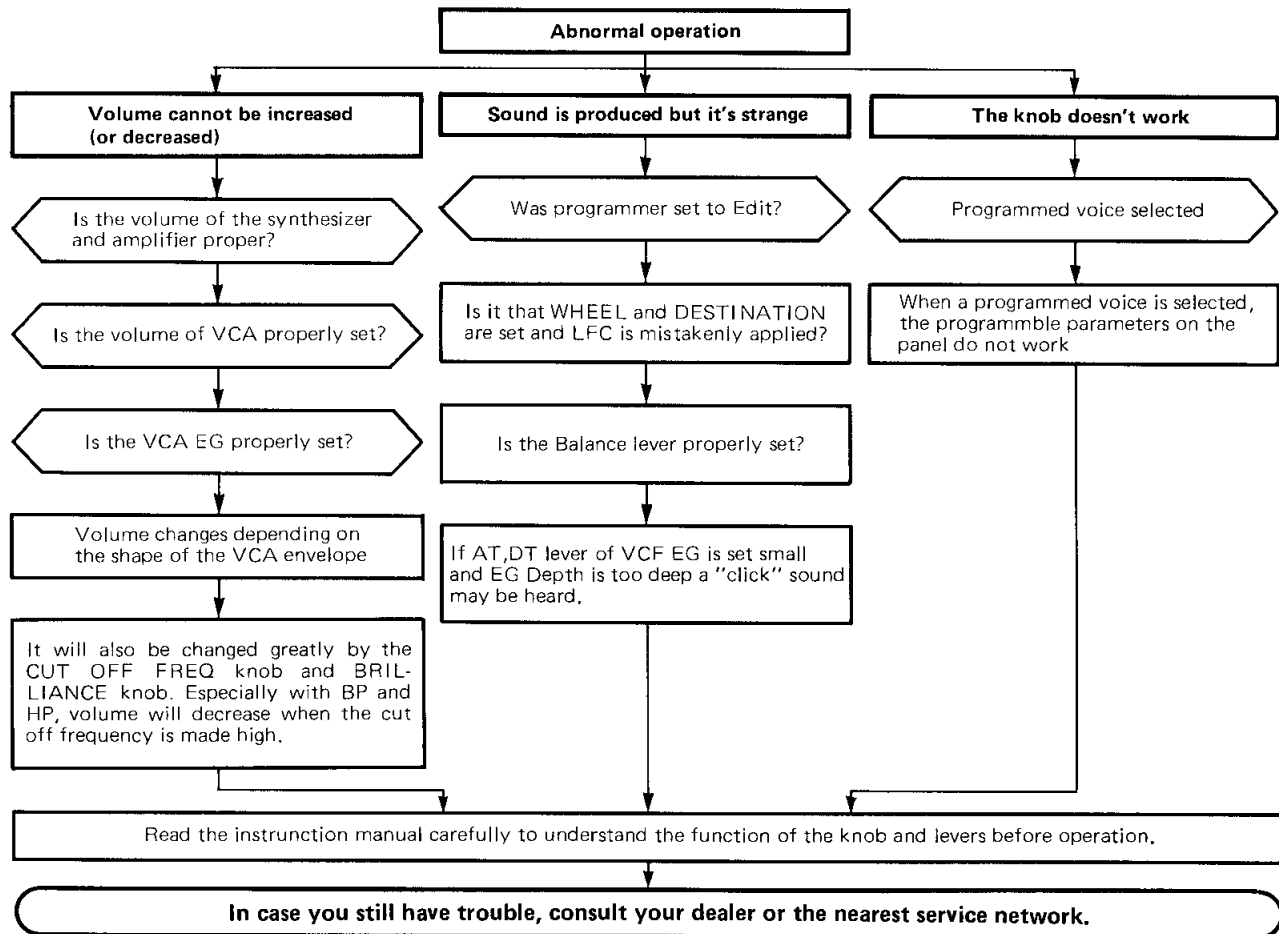
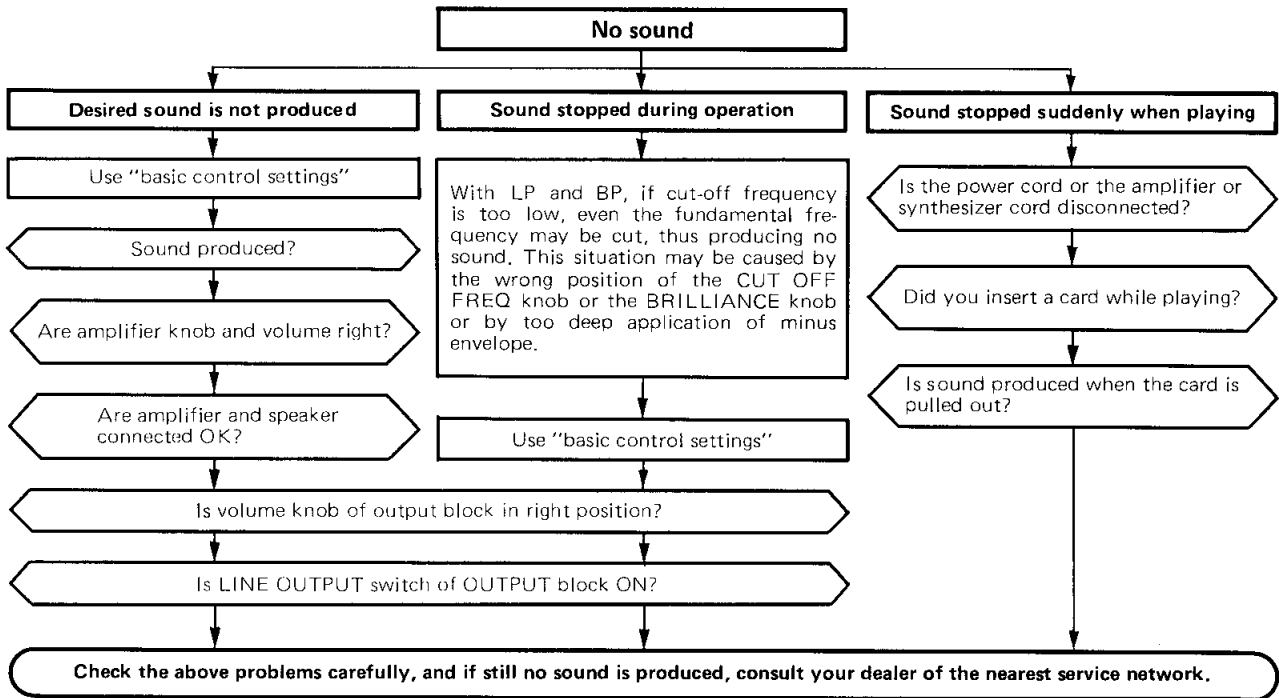
Summary of Operations



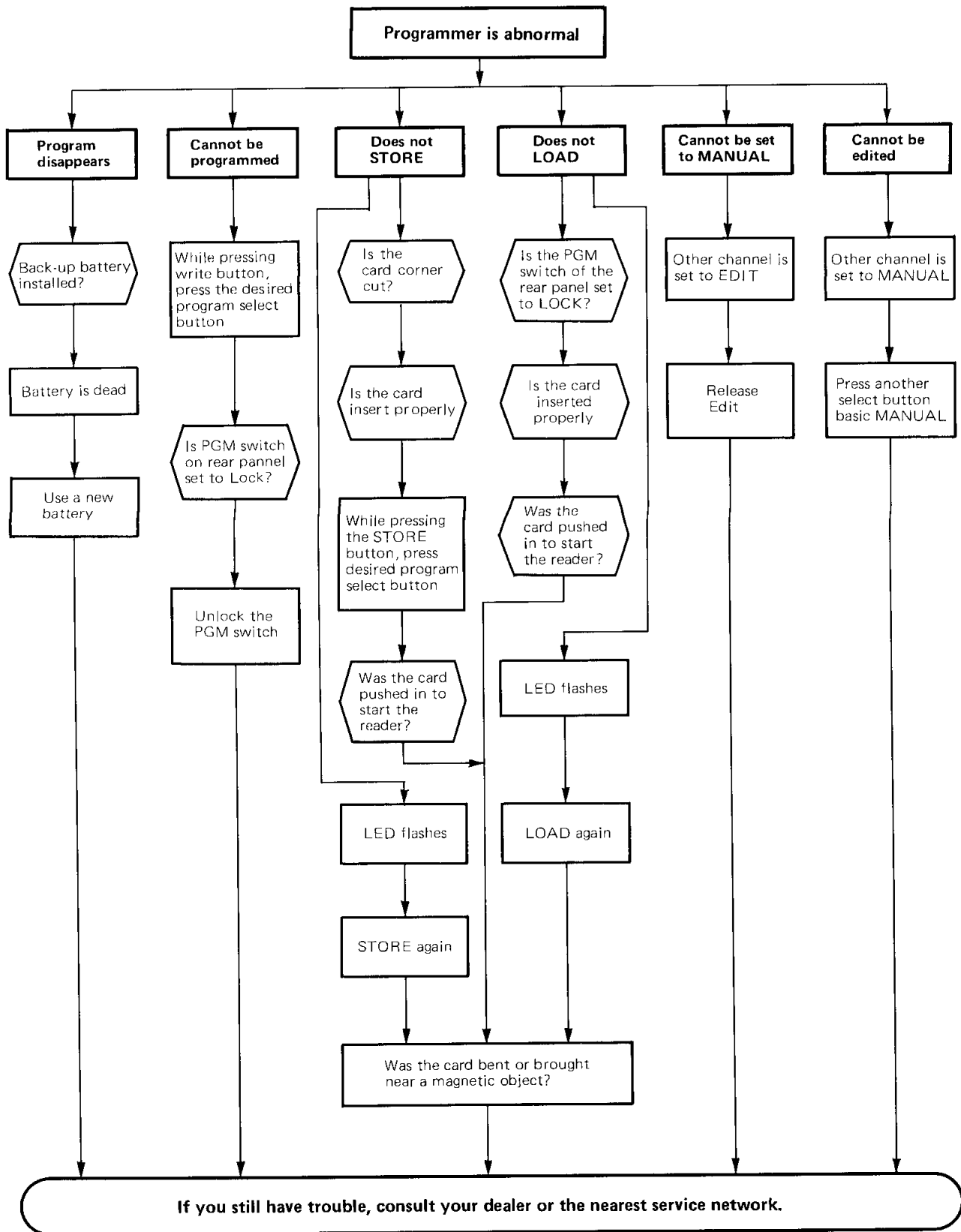
Summary of Operations



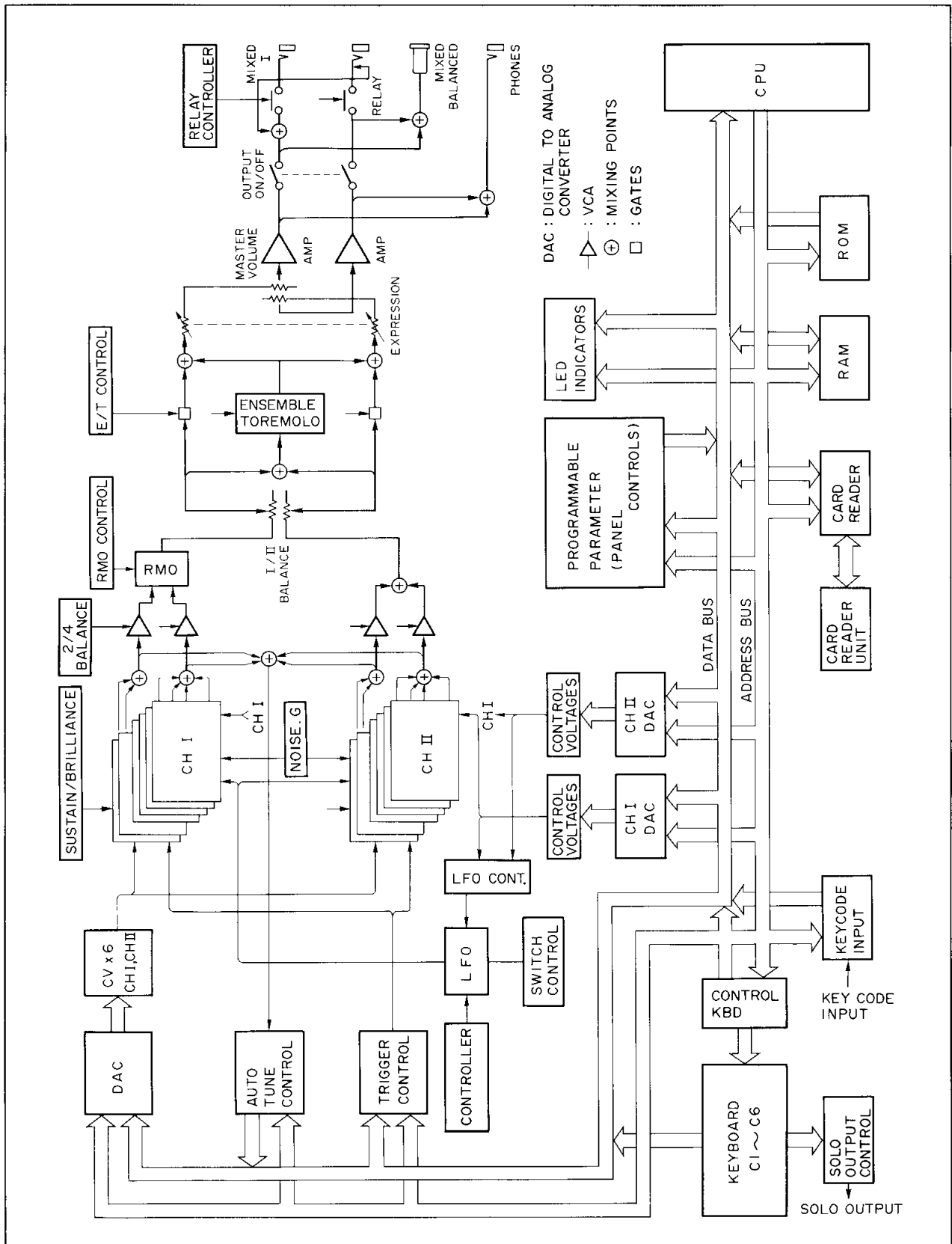
Trouble Shooting



Trouble Shooting



Block Diagram



Specifications

Keyboard 61 keys, 5 octaves, C1 — C6

OUTPUT Block

OUTPUT switch . . . ON/OFF (affect to MIXED/1, 2 and
BALANCED output)
VOLUME Master volume control

PITCH Block

TUNE Variable range : -100 — +100 cents
DETUNE Channel II only, same as TUNE

CHORUS Block

ENSEMBLE Ensemble ON/OFF switch
TREMOLO Tremolo ON/OFF switch
SPEED Tremolo speed control ;
ON ; 6.4 Hz, OFF ; 0.64 Hz

MODE Block

NORMAL/SPLIT/ . . . Mode switch
UNISON NORMAL 6 notes later priority basis
SPLIT 2+4 or 4+2 notes split by
later priority, split position
can be changed within all
range of keyboard
UNISON 6 multiple sound by single
note play
2/4, 4/2 Split note assignation

LFO Block

~ / \ / / LFO waveforms select
SPEED Variable range : 0.05 — 50 Hz
DESTINATION Switching destination
WHEEL/FOOT CONT . . . VCO, VCF and VCA
AFTER TOUCH VCO, VCF and VCA
SENSITIVITY Sensitivity control of touch effect

POLY-PHONIC SEQUENCER Block

TEMPO Center : playback as same speed as
record
Variable range : 0.6 — 1 — 2 times
X 2 Twice in speed
REPEAT Repeat play enable
CV ONLY Record only notes, playback tempo
determined by the TEMPO and X2
A, B, C and D Memory bank select, 608 total notes
capable in single play
RECORD Record start/stop switch
PLAY Playback start switch

PROGRAMMABLE PARAMETERS Block

VCO
FEET-1, 2 2', 2'-2/3, 4', 5'-1/3, 8' and 16'
~ / \ / / Waveforms select
PW Pulse width control, 50 — 90%
NOISE White noise
VCF
HP, BP Filter select switch,
LP is selected if both swith are off
LP and HP : -12dB/oct.
BP : -6dB/oct.
TIME x 5 Time extension switch
~ / \ / / Envelope polarity switch
CUT OFF FREQ Cutoff frequency : 10 oct.
RESONANCE Resonance Q : 0.5 — 10
EG DEPTH 0 — 10 (10 oct. max.)
ATTACK TIME 1 msec — 1 sec
DECAY TIME 10 msec — 10 sec
SUSTAIN LEVEL 0 — 10
RELEASE TIME 10 msec — 10 sec
VCA
TIME x 5 Envelope time extension
HOLD Any up to 6 notes can be hold
ATTACK TIME 1 msec — 1 sec
DECAY TIME 10 msec — 10 sec
SUSTAIN LEVEL 0 — 10
RELEASE TIME 10 msec — 10 sec
VOLUME 0 — 10

LFO

SPEED 0.1 — 100 Hz
FINE Speed fine adjustment
EG DEPTH LFO speed modulation control
ATTACK TIME 5 msec — 5 sec
DECAY TIME 50 msec — 50 sec
MODULATION DEPTH 0 — 10
~ , \ , / , S/H, GLIDE+, GLIDE-, RMO
LFO waveforms and RMO select
DESTINATION VCO, VCF, PW, VCA/I + II
WHEEL Wheel control enable switch

EFFECTS Block

PORTAMENT/GLISSANDO . . . Portamento/Glissando
select switch
TIME Speed control
SUSTAIN 10 msec — 10 sec
BRILLIANCE -3oct. — +3oct.
BALANCE
2 — 4 Split mode volume balance
I — II Channel volume balance

PROGRAMMER Block

1 — 15 Program select switch
MANUAL Manual control
Edit : able to edit by pressing
program select switch twice
(indicator flushing status)
Write: write program data into RAM
AUTO TUNE Automatic tuning system is provided
CARD Interface
STORE Write program data onto magnetic
card from CS70M
LOAD Read program data into CS70M
from magnetic card

PITCH BEND WHEEL

OCT/FIFTH/THIRD Switching variable range
WHEEL Pitch modulation control wheel

REAR PANEL

OUTPUT MIXED/1, 2
BALANCED (Mixed)
FOOT CONT. Foot controller terminal
VOLUME : 40dB or more
BRILLIANCE
MODULATION
FOOT SW Foot switch terminal
SUSTAIN : ON/OFF
PORTAMENT : ON/OFF
SEQUENCER PLAY : Start/Stop
SOLO OUTPUT Output solo-synthesizer equivalent
signal
CONTROL VOLT : V/Hz
TRIGGER : Negative trigger
Off ; +5V/On ; -5V
KEY CODE INPUT External keyboard (SK30 or SK50D)
performance input
PGM Memory protection switch
LOCK : Disable to write
UNLOCK : Enable to write

POWER CONSUMPTION 110 wates
DIMENSION 1,120 x 180 x 500 mm
44 x 7 x 19-3/4 in (W x H x D)
WEIGHT 28.8 kg, 63.4 lbs
FINISH Rose wood grained

Recommended amplifier Keyboard amplifier or equivalent
Optional equipment Magnetic card set with holder BLC-40
Foot switch FC-4
Foot controller FC-3A

* Specifications subject to change without notice
due to improvement.

SINCE 1887  **YAMAHA**
NIPPON GAKKI CO., LTD. HAMAMATSU, JAPAN