Synido

TempoKEY K32 Play

USER MANUAL

MIDI Keyboard

目录

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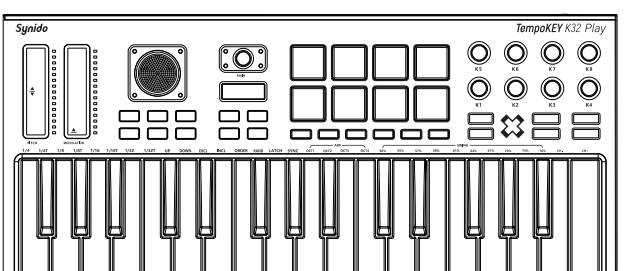
欢迎

感谢您选择 Synido TempoKEY K32 Play MIDI键盘！我们相信，这款集专业演奏、即兴创作与便携发声于一体的音乐工具，将成为您随时捕捉灵感、探索声音可能性的创意伙伴。它不仅是一台MIDI键盘，更是一台完整的独立乐器-----您无需连接电脑或外部设备，即可通过内置扬声器或耳机随时弹奏、编曲与练习。凭借灵敏的力度感应琴键、丰富的内置音色与直观的实体控制器，它既能满足音乐制作、灵感草图的需求，也适合现场演出、教学演示与日常娱乐。无论您是专业音乐人、制作爱好者，还是正在学习音乐的新手，这款键盘都将以清晰的发声、直观的操控与扎实的做工，陪伴您轻松表达想法，享受即兴创作的乐趣。为帮助您快速掌握并充分发挥其功能，我们为您准备了详细的使用说明。建议您在使用前仔细阅读，并妥善保管本说明书以备查阅。值得注意的是，本设备既可作为独立发声乐器使用，也可作为标准MIDI键盘连接至电脑或移动设备，配合各类宿主软件拓展更多音色与制作可能。

现在，让我们一起开启这段充满声音与创意的旅程吧！

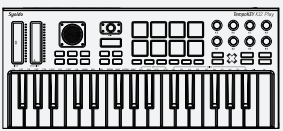


产品特点：

- 32个Mini Size力度感应琴键，用于演奏虚拟乐器/采样器.
- 8个力度/压力感应带背光打击垫，带有Aftertouch触后，配有音符重复功能，用于节拍制作，可切换2个鼓组或者作为16个控制器使用，支持分配Note、CC、PC信息.
- 8个可分配无极旋钮，可分2组作为16个控制器，用于发送CC、PC以及通道触后信息.
- 内置控制器参数编辑系统，OLED显示屏，硬件功能参数调节可视化，无需配置软件编辑.
- 6个走带控制按键，循环、后退、前进、停止、播放、录制，支持CC指令映射及MMC指令自动配置.
- 内置音源及扬声器喇叭，可自发声演奏，琴键部分包含128种乐器音色，PAD打击垫部分含有10套鼓组音色.
- 内置琶音器、弯音/调制触摸滑条、八度移调与半音移调，支持MIDI Clock SYNC外部BPM速度同步.
- 支持BLE无线蓝牙MIDI连接，内置3000mAh大容量电池.
- 配套的电脑控制软件，可视化调制硬件端的功能分配.
- USB-C 连接接口，1/8" TRS (3.5mm) 音频接口用于连接耳机及音箱、1/8" TRS (3.5mm) A型 MIDI In、MIDI Out、标准MIDI传输接口，延音踏板接口.

包装清单

x1



TempoKEY K32 Play主机

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3.5mm接口音频连接线

3.5mm转6.35mm音频转接头

x1

3.5转5PIN母头DIN转换器

x1

USB-A转USB-C OTG 转接头

x1

USB-C转UCB-A数据线

x1

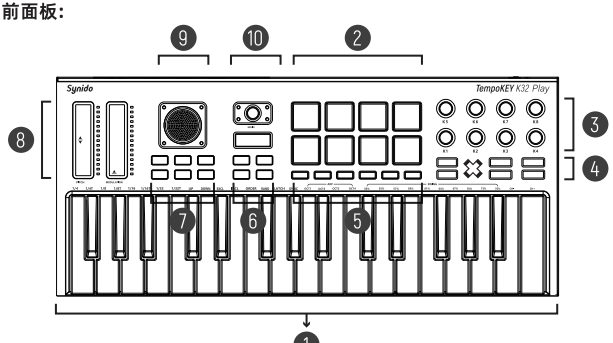
合格证

x1

使用说明书

面板说明

前面板：



1.键盘工作区域 32个Mini Size力度感应琴键，按压琴键以发送MIDI NOTE 音符指令信息用于触发本机音色播放，或连接外部音源设备，触发虚拟乐器及采样音源播放；配合八度上调/下调（Octave + / - ）按键，可以控制9个八度音域的范围。

2.打击垫工作区域 4*2布局的8个硅胶打击垫，带有力度/压力感应与颜色背光灯显示，敲击打击垫以发送MIDI指令信息。打击垫支持NOTE / CC / PC 三种类型的MIDI信息设置，及PAD BANK A/B 两个自定义分组，可实现48种指令触发。

3.可分配旋钮区域 8个360°无极旋钮，拧动旋钮以发送MIDI指令信息，支持CC、PC、CHN TOUCH（通道触后）信息设置，旋钮有KNOB PANK A/B 两个自定义分组，可实现16种指令触发。

4.功能控制按键

按下PAD BANK 按键可依次切换A/B两个打击垫分组；

按下KNOB BANK按键可切依次切换A/B两个旋钮功能组；

按下ARP按键可激活/关闭琴键区域的琶音器功能；

按下FIX VELOCITY按键可激活/关闭琴键与打击垫区域的固定力度功能；

按TAP TEMPO键可通过敲击速度确定ARP琶音器 / NOTE REPEAT音符重复的BPM节拍速度；

按下NOTE REPEAT按键可开启/关闭打击垫区域的音符重复功能；

5.走带控制按键（默认为CC指令，无功能，需自行映射学习）6个走带控制按键，分别为循环、后退、前进、停止、播放、录制，可发送走带控制指令。指令以CC或MMC信息发送。默认为CC指令，您可以通过本机功能设置或配套的控制软件切换指令类型或编辑CC指令信息。

6.移调调节按键 TRANSPOSE半音移调、OCTAVE八度调节，使用+/-按键，可向上或向下调整切换键盘的音域。

7.本机音源控制区域及BLE蓝牙

按下Sound on/off按键可激活/关闭本机音源。（长按关闭，短按激活）本机音源开启时，打击垫灯光未触发会保持常亮状态，本机音源关闭时，打击垫灯光未触发会保持熄灭状态。

长按MAIN主控制旋钮+按下Sound on/off按键，可进入音色语言设置界面，支持中文与英文。

长按MAIN主控制旋钮+按下Drum Sound按键，可修改PAD打击垫区域的鼓音色。

KEY Sound 1 / Sound 2 / Sound 3按键分别储存了不同的琴键区域音色，每次仅可选择开启一个KEY Sound按键，用于琴键音色的快速切换。

长按MAIN主控制旋钮+按下KEY Sound 1 / Sound 2 / Sound 3按键，可修改其KEY Sound按键内所储存的音色，作用于琴键区域。

按下BT按键可激活/关闭本机BLE低功耗蓝牙功能。（长按关闭，短按激活）

8.弯音/调制触控条 可通过上下移动触摸控制键盘区域的音高及调制效果。

9.扬声器喇叭 作用于本机音源的发声单元，音源功能开启后（未接入耳机或音箱），声音将从此处发出。

10.MAIN主控制旋钮/显示屏

360°无极带刻度反馈旋钮，主音量调节旋钮，也可通过按压MAIN主控制旋钮再配合其它功能按键，旋转对打击垫、可分配旋钮、琴键、TAP TEMPO按键、 PITCH/MODULATION弯音调制触控条、走带控制按钮、Sound on/off按键、Drum Sound按键、KEY Sound 1/ Sound 2 / Sound 3按键、FIX VELOCITY按键进行功能参数设置。

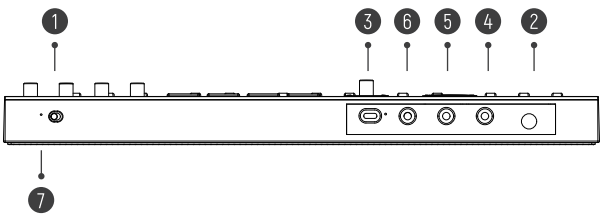
进入功能参数设置界面后，旋转MAIN主控制旋钮，OLED显示屏中出现的选择框将在编辑界面的一级菜单选项中循环移动，选中您所需修改的选项后再次按压MAIN主控制旋钮将进入二级选项界面，旋转MAIN主控制旋钮选中您需要设置的参数，最后长按MAIN主控制旋钮3秒将退出功能参数设置界面，此时设置已完成。

MAIN主控制旋钮在未进入参数编辑的状态下，旋转将默认对主音量进行调节。

OLED液晶显示屏：可以显示TempoKEY的功能及参数信息，默认显示Synido品牌型号LOGO，以操作为节点更新显示，若无操作则显示不变。

11.恢复出厂设置 同时按住TRANSPOSE + 、 OCTAVE - 、 ARP 、 NOTE REPEAT 这四个按键，即可恢复默认出厂设置，恢复后产品所有灯光将快速闪烁一次。

接口面板:



1.Power: 主电源开关，拨动此开关可开启/关闭主设备电源。

2.SUSTAIN延音踏板接口: 可选用1/4英寸TS延音踏板连接到此处输入。

3.USB-C 接口: 使用 USB-A TO USB-C线缆将此 USB 端口连接到您的电脑。电脑的 USB 端口会为 TempoKEY K32 Play 提供电力并与您的计算机交换数据。充电时旁边指示灯亮红色灯光，满电时亮绿色灯光（电量耗尽至满电状态约需充电5小时）。

4.MIDI In: 3.5mm插座，以标准MIDI协议输入信号，需要TRS - 5PIN DIN MIDI转接线（A型）。

5.MIDI Out: 3.5mm插座，以标准MIDI协议输出信号，需要TRS - 5PIN DIN MIDI转接线（A型）。

6.耳机接口: 3.5mm耳机接口，您可使用此接口接入有线耳机，或使用音频线连接音箱。

7.隐藏式Reset复位插孔: 当产品发生异常死机状态时，使用针状物插入此孔强制重置。

使用说明

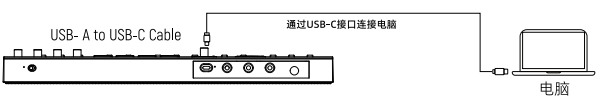
1.连接方式 （使用外部虚拟音源）

1.1有线连接

搭配主流电脑端DAW宿主软件进行使用

①向上拨动TempoKEY K32 Play顶部的Power主电源开关，使产品处于开机状态，TempoKEY K32 Play内置电源在有充足电量的情况下，LED显示屏界面与部分控制按钮灯光将点亮。

②使用附带的USB-A TO USB-C线，将产品直接连接电脑。



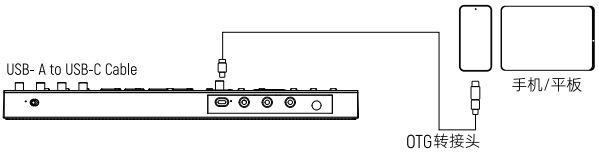
③打开您的DAW宿主软件，如Ableton Live，Cubase、FL Studio、Logic Pro等。
④打开 DAW宿主软件中 的 Preferences、Options 或 Device Setup选项，选择Synido TempoKEY K32 Play作为输入设备。
您的TempoKEY K32 Play现在即可与您的DAW宿主软件进行通信。

注意：使用外部虚拟音源时建议您长按Sound on/off按键关闭本机音源，本机音源关闭时产品自身不发声。

搭配移动端手机/平板进行使用

①向上拨动TempoKEY K32 Play顶部的Power主电源开关，使产品处于开机状态，TempoKEY K32 Play内置电源在有充足电量的情况下，LED显示屏界面与部分控制按钮灯光将点亮。

②使用附带的USB-A TO USB-C线、USB-A TO USB-C OTG转接头，将此两个部件连接至一起。



通过OTG转接头连接Phone/Pad

③将带有OTG转接头一端连接至手机/平板，另一端连接至TempoKEY K32 Play设备。

注意：

使用外部虚拟音源时建议您长按Sound on/off按键关闭本机音源，本机音源关闭时产品自身不发声。

1. 此方式也适用于电脑端USB-C接口连接。
2. Apple IOS端Lightling接口OTG转接头，因法规缘由，需用户自行购买。
3. 因Apple移动设备端输出功率限制，连接Apple IOS手机/平板使用时可能会出现因供电不足导致的异常情况，使用前请确保TempoKEY K32 Play自身电量充足。

1.2无线BLE蓝牙连接

BLE蓝牙MIDI连接Windows端电脑进行使用

①电脑端需提前在Synido官方网站 www.synido.cn/support/downloads 下载安装Synido wireless Connect辅助连接软件。（此软件也适用于苹果Mac系统）”

Synido wireless Connect

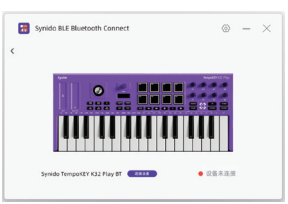
②拨动TempoKEY K32 Play顶部的Power主电源开关，使产品处于开机状态，TempoKEY K32 Play内置电源在有充足电量的情况下，LED显示屏界面与部分控制按钮灯光将点亮。

③按下功能按键区域的BT按键，此时BT按键以红色背光灯形式呈现，代表TempoKEY K32 Play蓝牙功能已开启，设备处于可搜寻待配对连接状态。

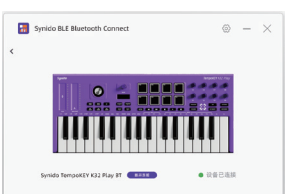
④双击打开Synido wireless Connect软件，单击“立即扫描”按钮进行附近可用设备的搜索。

⑤单击搜索到的Snido TempoKEY K32 Play设备，进入设备连接窗口。

⑥在设备连接窗口中，单击“连接设备”按钮，连接成功后，界面将显示设备已连接，此时TempoKEY K32 Play的BT按键将以蓝色背光灯形式呈现，代表BLE蓝牙已连接成功。



未连接状态



已连接状态

⑦打开您的DAW宿主软件，如Ableton Live、FL Studio、Logic Pro等。
⑧打开 DAW宿主软件中 的 Preferences、Options 或 Device Setup选项，选择 “Synido TempoKEY K32 Play BT” 作为输入与输出设备。

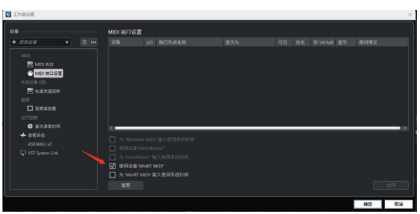
您的TempoKEY K32 Play现在即可与您的DAW宿主软件进行通信。

注意：Cubase软件带有WinRT MIDI功能，无需下载Synido辅助连接软件也可实现BLE无线蓝牙MIDI控制，具体操作步骤如下：

具体操作步骤如下：

①双击打开Cubase软件，依次点击 工作室 >> 工作室设置。

② 在工作室设置界面中勾选“使用设备WinRT MIDI”。

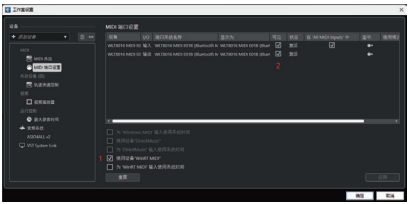


③拨动TempoKEY K32 Play顶部的Power主电源开关，使产品处于开机状态，TempoKEY K32 Play内置电源在有充足电量的情况下，LED显示屏界面与部分控制按钮灯光将点亮。

④按下功能按键区域的BT按键，此时BT按键以红色背光灯形式呈现，代表TempoKEY K32 Play蓝牙功能已开启，设备处于可搜寻待配对连接状态。

⑤将电脑端蓝牙开启进行配对连接，设置>>>蓝牙与其他设备>> 蓝牙“开”>>添加设备>>蓝牙>>单击搜索列表中的“Synido TempoKEY K32 Play BT”，电脑界面显示Synido TempoKEY K32 Play BT“已配对”，此时BT按键仍以红色背光灯形式呈现。

⑥Cubase软件工作界面设置中将更新显示“Synido TempoKEY K32 Play BT”的输入/输出设备，状态为“激活”。此时Synido TempoKEY K32 Play BT的BT按键将以蓝色背光灯形式呈现，代表BLE蓝牙已连接成功



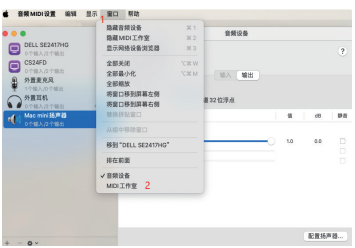
您的TempoKEY K32 Play现在即可与您的DAW宿主软件进行通信。

BLE蓝牙MIDI连接Mac端电脑进行使用

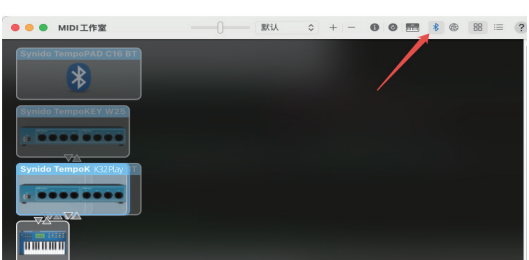
①拨动TempoKEY K32 Play顶部的Power主电源开关，使产品处于开机状态，TempoKEY K32 Play内置电源在有充足电量的情况下，LED显示屏界面与部分控制按钮灯光将点亮。

②按下功能按键区域的BT按键，此时BT按键以红色背光灯形式呈现，代表TempoKEY K32 Play蓝牙功能已开启，设备处于可搜寻待配对连接状态。

③打开Mac电脑端的“音频MIDI设置”程序软件，依次点击桌面左上角的窗口>> MIDI工作室。



④ 在MIDI工作室界面中点击右上角的蓝牙图标。



⑤在新弹出的蓝牙配置界面中，选择设备名称为 “Synido TempoKEY K32 Play BT” 的 “连接” 选项。此时TempoKEY K32 Play的BT按键将以蓝色背光灯形式呈现，代表BLE蓝牙已连接成功。

⑥打开您的DAW宿主软件，如Ableton Live、FL Studio、Logic Pro等。
⑦打开 DAW宿主软件中 的 Preferences、Options 或 Device Setup选项，选择 “Synido TempoKEY K32 Play BT” 作为输入与输出设备。

您的TempoKEY K32现在即可与您的DAW宿主软件进行通信。

或在Synido官方网站 **www.synido.cn/support/downloads** 下载安装 Synido wireless Connect辅助连接软件，操作步骤可查阅本说明书中BLE蓝牙连接Windows端电脑的使用操作指引。

BLE蓝牙MIDI连接安卓端手机/平板进行使用

①拨动TempoKEY K32 Play顶部的Power主电源开关，使产品处于开机状态，TempoKEY K32 Play内置电源在有充足电量的情况下，LED显示屏界面与部分控制按钮灯光将点亮。

②按下功能按键区域的BT按键，此时BT按键以红色背光灯形式呈现，代表TempoKEY K32 Play蓝牙功能已开启，设备处于可搜寻待配对连接状态。

③在手机/平板设置中开启蓝牙功能。

④以《完美钢琴》APP为例：打开《完美钢琴》前需提前下载《钢琴教练》APP

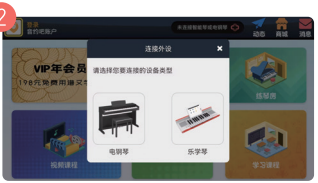
完美钢琴


钢琴教练

⑤点击《钢琴教练》APP主界面右上方“未连接智能琴或电钢琴”选项，在弹出的新界面中连接的设备类型中选择电钢琴，再点击蓝牙连接中的“Synido TempoKEY K32 Play BT”设备，此时软件界面显示“已连接电钢琴”。TempoKEY K32 Play的BT按键将以蓝色背光灯形式呈现，代表BLE蓝牙已连接成功。

1

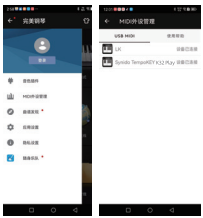
2



3

4

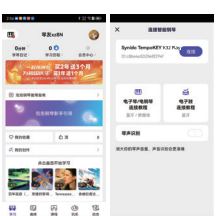
⑥请勿关闭《钢琴教练》APP，将其置于后台运行，打开《完美钢琴》APP左上角设置，在“MIDI外设管理”选项中显示USB MIDI “Synido TempoKEY K32 Play BT”设备已连接，此时已连接成功。



④以《泡泡钢琴》APP为例：打开《泡泡钢琴》APP后，点击软件界面左上角的钢琴图标。

泡泡钢琴

⑤在新弹跳的软件界面设备列表中选择“Synido TempoKEY K32 Play BT”，此时设备已连接成功，TempoKEY K32 Play的BT按键将以蓝色背光灯形式呈现，代表BLE蓝牙已连接成功。点击“自由演奏”选项即可正常演奏了。



MIDI BLE Connect

Tips小技巧：

若需要通过蓝牙连接其它支持MIDI外部设备连接的安卓软件，可通过《钢琴教练》或《MIDI BLE Connect》进行中介连接；连接《钢琴教练》或《MIDI BLE Connect》软件后，将软件置于后台运行（勿关闭），再打开其它软件，如《Koala Sampler》、《BandLab》、《FL Studio Mobile》、《Cubasis LE》等。

BLE蓝牙MIDI连接苹果IOS端手机/平板进行使用

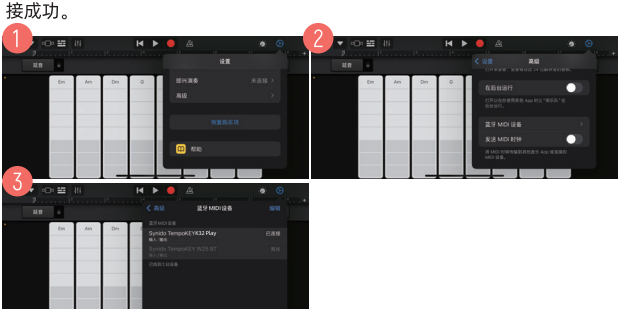
①拨动TempoKEY K32 Play顶部的Power主电源开关，使产品处于开机状态，TempoKEY K32 Play内置电源在有充足电量的情况下，LED显示屏界面与部分控制按钮灯光将点亮。

②按下功能按键区域的BT按键，此时BT按键以红色背光灯形式呈现，代表TempoKEY K32 Play蓝牙功能已开启，设备处于可搜寻待配对连接状态。

③在手机/平板设置中开启蓝牙功能。

④以《库乐队》APP为例：打开《库乐队》APP后，选择音轨类别中的“键盘”或“鼓”选项。

⑤点击新界面右上角的设置图标，依次选择 高级 >> 蓝牙MIDI设备 >> Synido TempoKEY K32 Play BT。此时软件界面显示“已连接”。TempoKEY K32 Play的BT按键将以蓝色背光灯形式呈现，代表BLE蓝牙已连接成功。



Tips小技巧：若需要通过蓝牙连接其它支持MIDI外部设备连接的IOS软件，可通过《库乐队》进行中介连接；按上述操作连接《库乐队》后，将《库乐队》置于后台运行（勿关闭），再打开其它软件，如《Koala Sampler》、《BandLab》。

2. 琴键

Synido TempoKEY K32 Play含有三个八度音域共32个琴键，琴键仅发送音符信息，音符编码数据不可任意修改，琴键从左至右依次所对应的音符信息如下图所示；

注意：因为不同DAW软件中钢琴卷帘所标记定义的中央C不同，因此发送的音符名信息会与DAW软件中显示不一致，此为正常情况。

您可通过TRANSPOSE半音移调与OCTAVE八度调节功能向上或向下移动琴键的音名与音域，详情见本说明书中TRANSPOSE半音移调/OCTAVE八度调节功能介绍章节内容。

琴键的NOTE信号默认在Channel通道1发送，您可通过长按SHIFT按键并按下琴键区域的B4 “CH-” 和C5 “CH-” 琴键来快速修改琴键的NOTE信号输出通道。

注意：在本机自身发声音源的控制系统中，琴键区域发送的NOTE信息会固定在Channel=1的通道内发送，忽略本机及上位机设置的Channel通道数值。输出到外部MIDI音源控制不受影响。

力度感应有三种反馈模式，如下所示，默认为中等Medium力度反馈；

①．**Soft:** 柔软，对数型力度反馈，适用于习惯用较小力度弹奏键盘的演奏者，轻按琴键就可以得到较高的力度值；

②．**Medium**：中等，线性型力度反馈，适用于大部分音乐和表演者；

③．**Hard:** 强硬，指数型力度反馈，适用于习惯用较大力度弹奏键盘的演奏者，需要较大的敲击才能得到较大的力度值。

力度感应适用于琴键与打击垫，可自行定义切换，您可在本机上设置（按住MAIN主控制旋钮的同时，按下除B4 “CH-” 和C5 “CH-” 以外的任意琴键，旋转MAIN主控制旋钮对设置进行调节，再次按压MAIN主控制旋钮确认保存）或在Synido TempoKEY K32 Play官方配置软件中设置完成后存储到本机。打击垫PAD只可在Synido TempoKEY K32 Play 官方配置软件中进行设

3. 打击垫

Synido TempoKEY K32 Play的打击垫含有8个PAD，通过A/B两个组别可拓展为16个PAD，两组PAD的背光灯颜色组合不同以进行区分，可设置发送NOTE、CC、Program change信息，通过按下PAD BANK按键进行A/B两个组别的切换，PAD BANK按键白色背光为组别A，橙色背光为组别B。您可在本机上设置（按住MAIN主控制旋钮的同时，按下需要设置的PAD1-PAD8中的某一个PAD，旋转MIAN主控制旋钮对选中的PAD进行设置，再次按压MIAN主控制旋钮确认保存）或在Synido TempoKEY K32 Play 官方配置软件中设置完成后存储到本机。

初始默认情况下，PAD发送的NOTE音符信息如下图所示：

BANK A	PAD号	PAD 5	PAD 6	PAD 7	PAD 8
	NOTE编码	40	41	42	43
	PAD号	PAD 1	PAD 2	PAD 3	PAD 4
	NOTE编码	36	37	38	39
BANK B	PAD号	PAD 5	PAD 6	PAD 7	PAD 8
	NOTE编码	48	49	50	51
	PAD号	PAD 1	PAD 2	PAD 3	PAD 4
	NOTE编码	44	45	46	47

注意：在本机自身发声音源的控制系统中，PAD区域发送的NOTE信息会固定在Channel=10的通道内发送，忽略本机及上位机设置的Channel通道数值，且屏蔽PAD区域内的Program Change信息。输出到外部MIDI音源控制不受影响。

打击垫的力度曲线默认为中等Medium线性型力度反馈；其力度曲线不可在本机进行修改调整，只可在Synido TempoKEY K32 Play 官方配置软件中进行设置。

PAD参数设置界面：

打击垫有三种MIDI信息类型的参数设置界面，分别为TYPE: NOTE、CC、PC（Program change).

PAD选择发送NOTE信息时

Channel：Note信号发送Channel通道，范围 1-16
KEY：Note信号编码Number / 音符音高，范围0-127 / C-1至G9

PAD选择发送CC信息时

Channel：CC信号发送Channel通道，范围 1-16
#CC：CC信号编码Number，范围0-127
Trigger：触发类型，Momentary即时触发与Toggle切换触发

PAD选择发送PC信息时

Channel：PC信号发送Channel通道，范围 1-16
#PC：PC信号编码Number，范围0-127

SynidoTempoKEY K32 Play官方软件具体设定方法请详见本说明书文档中配置软件的使用说明部分。

音符速查表：

音符编号	音符音高	音符编号	音符音高	音符编号	音符音高	音符编号	音符音高
0	C-1	32	G#+1	64	E+4	96	C+7
1	C#-1	33	A+1	65	F+4	97	C#+7
2	D-1	34	A#+1	66	F#+4	98	D+7
3	D#-1	35	B+1	67	G+4	99	D#+7
4	E-1	36	C+2	68	G#+4	100	E+7
5	F-1	37	C#+2	69	A+4	101	F+7
6	F#-1	38	D+2	70	A#+4	102	F#+7
7	G-1	39	D#+2	71	B+4	103	G+7
8	G#-1	40	E+2	72	C+5	104	G#+7
9	A-1	41	F+2	73	C#+5	105	A+7
10	A#-1	42	F#+2	74	D+5	106	A#+7
11	B-1	43	G+2	75	D#+5	107	B+7
12	C0	44	G#+2	76	E+5	108	C+8
13	C#0	45	A+2	77	F+5	109	C#+8
14	D0	46	A#+2	78	F#+5	110	D+8
15	D#0	47	B+2	79	G+5	111	D#+8
16	E0	48	C+3	80	G#+5	112	E+8
17	F0	49	C#+3	81	A+5	113	F+8
18	F#0	50	D+3	82	A#+5	114	F#+8
19	G0	51	D#+3	83	B+5	115	G+8
20	G#0	52	E+3	84	C+6	116	G#+8
21	A0	53	F+3	85	C#+6	117	A+8
22	A#0	54	F#+3	86	D+6	118	A#+8
23	B0	55	G+3	87	D#+6	119	B+8
24	C+1	56	G#+3	88	E+6	120	C+9
25	C#+1	57	A+3	89	F+6	121	C#+9
26	D+1	58	A#+3	90	F#+6	122	D+9
27	D#+1	59	B+3	91	G+6	123	D#+9
28	E+1	60	C+4	92	G#+6	124	E+9
29	F+1	61	C#+4	93	A+6	125	F+9
30	F#+1	62	D+4	94	A#+6	126	F#+9
31	G+1	63	D#+4	95	B+6	127	G+9

注意：因为不同DAW软件中钢琴卷帘所标记定义的中央C不同，因此发送的音符名信息会与DAW软件中显示不一致，此为正常情况。

4. 可分配旋钮

8个可自定义功能分配的360°无极旋钮，可发送CC、PC、CHN TOUCH（通道触后）信息，KNOB BANK有A/B两组可设置16种不同的参数信息，您可在本机上设置（按住MAIN主控制旋钮的同时，旋转需要设置的K1-K8中的某一个KNOB ，旋转MAIN主控制旋钮对选中的KNOB参数进行设置，再次按压MAIN主控制旋钮确认保存）或在Synido TempoKEY K32 Play 官方配置软件中设置完成后存储到本机。通过KNOB BANK按键快速切换分组，KNOB BANK按键白色背光为组别A，橙色背光为组别B。

默认情况下，KNOB发送CC信息如下图所示:

	旋钮	Knob1	Knob2	Knob3	Knob4	Knob5	Knob6	Knob7	Knob8
BANK A	事件编号	CC#12	CC#13	CC#14	CC#15	CC#16	CC#17	CC#18	CC#19
	通道	1	1	1	1	1	1	1	1
	最小值	0	0	0	0	0	0	0	0
	最大值	127	127	127	127	127	127	127	127
	旋钮	Knob1	Knob2	Knob3	Knob4	Knob5	Knob6	Knob7	Knob8
	事件编号	CC#20	CC#21	CC#22	CC#23	CC#24	CC#25	CC#26	CC#27
BANK B	通道	1	1	1	1	1	1	1	1
	最小值	0	0	0	0	0	0	0	0
	最大值	127	127	127	127	127	127	127	127

注意：在本机自身发声音源的控制系统中，会屏蔽可分配旋钮区域内设置的PC（Program Change）信息。输出到外部MIDI音源控制不受影响。

KNOB旋钮参数本机设置界面：

旋钮有三种MIDI信息类型可供选择，分别为CC、 PC（Program change）、CHN通道触后 .

旋钮选择发送CC控制信息时

Channel：CC信号发送Channel通道，范围 1-16
#CC：CC信号编码Number，范围0-127
Min：CC信号发送的参数范围最小值
Max：CC信号发送的参数范围最大值

旋钮选择发送PC控制信息时

Channel：PC信号发送Channel通道，范围1-16
#PC：PC信号编码Number，范围0-127
Min：PC信号发送的编码范围最小值
Max：PC信号发送的编码范围最大值

旋钮选择发送通道触后控制信息时

Channel：通道触后信号发送Channel通道，范围 1-16
Min：通道触后信号发送的编码范围最小值
Max：通道触后信号发送的编码范围最大值

SynidoTempoKEY K32 Play官方软件具体设定方法请详见本说明书文档中配置软件的使用说明部分。

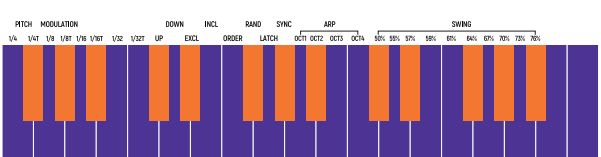
5.功能控制按键

①.PAD BANK：打击垫分组切换按键，共两个分组，以按键背光颜色区分，BANK A为白色背光显示，BANK B为橙色背光显示。

②.KNOB BANK：可分配旋钮分组切换按键，共两个分组，以按键背光颜色区分，BANK A为白色背光显示，BANK B为橙色背光显示。

③.ARP：Arpeggiator On/Off，琶音器开/关，按下此按钮可打开或关闭琶音器。琶音器能够将单音或和弦自动转换为琶音序列，简化了演奏和制作过程，为音乐创作提供了更多的可能性和灵感。

按住ARP按键并按下TempoKEY K32 Play（琴键上方文字对应相应功能）以输入琶音器的新设置：



DIV音符时值：1/4（四分音符）、1/4T（四分音符三连音）、1/8（八分音符）、1/8T（八分音符三连音）、1/16（十六分音符）、1/16T（十六分音符三连音）、1/32（三十二分音符）、1/32T（三十二分音符三连音）

MODE琶音方向：

①UP：音符将从最低到最高发声。

②DOWN: 音符将从最高到最低发声。

③EXCL：音符会从最低到最高，然后再下降。 在方向改变时，最低和最高音符只会发声一次。

④INCL: 音符会从最低声到最高声，然后再下降。 在方向变化时，最低和最高音符会响起两次。

⑤ORDER：音符将按照它们被按下的顺序发声。

⑥RAND：按下的音符将会随机进行发声。

LATCH琶音保持：On / Off，即使您抬起手指，琶音器也会继续对音符进行琶音。在按住琴键的同时，您可以通过按下其他琴键向琶音和弦添加更多音符。如果您按下琴键，松开它们，然后按下新的音符组合，琶音器将记住并琶音新音符。

SYNC同步：On / Off ，开启时可接收外部MIDI 时钟同步信息，TempoKEY K32 Play将忽略本机设置的TEMPO值，按主MIDI时钟BPM节奏运行琶音器ARP与音符重复NOTE REPEAT功能。

OCT八度跨越：OCT1、OCT2、OCT3、OCT4，控制演奏的音符将通过琶音的八度音阶数，OCT1为默认初始设置音阶。

SWING 摇摆量：SWING功能通过调整音符的时序，使原本均匀的节奏产生一种“摇摆”的感觉，常用于爵士、布鲁斯、放克等音乐风格。数值控制范围为：50%（关闭）、55%、57%、59%、61%、64%、67%、70%、73%、76%

TEMPO节拍速度：用于控制琶音器的速度，及四分音符下每分钟的拍数BPM（Beats Per Minute），默认为120BPM，按住“MAIN主控制旋钮”的同时，按下TAP TEMPO按键设置其数值，数值范围为：20 - 240 BPM；或可通过敲击TAP TEMPO按钮来修改数值。

④.FIX VELOCITY：忽略实际演奏力度，以固定力度发送音符，默认为127力度值，作用于打击垫与琴键，您可在本机上设置（按住MAIN主控制旋钮的同时，按下FIX VELOCITY按键，旋转MAIN主控制旋钮对设置进行调节，再次按压MAIN主控制旋钮确认保存）或在Synido TempoKEY K32 Play 官方配置软件中设置完成后存储到本机改变其固定力度值及影响区域，可供选项为：只作用于打击垫PADS、只作用于琴键KEYS、作用于打击垫PADS与琴键KEYS，并可改变固定力度值。

⑤. TAP TEMPO：以所需的速率点击此按键以确定琶音器与音符重复的节拍速度，显示屏将显示当前速度值。如果音符重复（NOTE REPEAT）或琶音器（ARP）功能处于打开状态，该按键下面的LED灯会闪烁，闪烁的快慢代表了节拍速度，速度范围为20 - 240 BPM（Beats Per Minute）。连续按下多次设备会测速，灯光跟随用户按键的速度闪亮，即完成设置。

设置BPM数值：设置BPM数值：按住“MAIN 主控制旋钮”的同时，按下TAP TEMPO按键，将进入节拍速度数值设置界面，OLED显示屏中将显示当前的TAP TEMPO的BPM数值，此时您可拧动MAIN主控制旋钮对BPM值进行修改，再次按下“MAIN主控制旋钮”，退出此设置。

注意：1. ARP琶音器与Note Repeat音符重复的BPM值保持一致，非独立分开。

2.当开启SYNC外部时钟节奏同步时，TempoKEY K32 将按照外部主MIDI时钟MIDI Clock发送端的BPM值运行琶音器与音符重复，TAP TEMPO设置的BPM值不起作用。

⑥. NOTE REPEAT：音符重复，按下此按钮可激活或停用音符重复模式，在该模式中设备打击垫区域PAD将按照ARP琶音器既定的DIV音符时值、SWING摇摆量、GATE音符长度和TEMPO节拍速度重复发送音符信息；您可在本机上设置（按住ARP按键并按下TempoKEY K32 Play（琴键上方文字对应相应功能）以输入琶音器的新设置）或在Synido TempoKEY K32 Play 官方配置软件中设置完成后存储到本机。

DIV音符时值：1/4（四分音符）、1/4T（四分音符三连音）、1/8（八分音符）、1/8T（八分音符三连音）、1/16（十六分音符）、1/16T（十六分音符三连音）、1/32（三十二分音符）、1/32T（三十二分音符三连音）

SWING 摇摆量：50%（关闭）、55%、57%、59%、61%、64%

TAP TEMPO按钮：该按钮用于设置节拍速度。如果音符重复（NOTE REPEAT）功能处于打开状态，该按键下面的LED灯会闪烁，闪烁的快慢代表了节拍速度。连续按下多次设备会测速，灯光跟随用户按键的速度闪亮，即完成设置。

注意：NOTE REPEAT功能仅对音符事件生效，当设定PAD发送CC或PC事件时，NOTE REPEAT功能不起作用。

6.走带控制按键

TempoKEY K32 Play具有6个带背光的走带控制按钮：循环、快退、快进、停止、播放、录制按钮，用于控制DAW软件中的循环、快退、快进、停止、播放、录制功能，默认按下可以发送CC信号，实际并没有其功能，需要通过DAW的MIDI学习功能，将按键映射到具体操作。CC信号指令可以进行编辑，修改其CC编码和触发类型Momentary即时、Toggle切换，您可在本机上设置（按住MAIN主控制旋钮的同时，按下需要修改的走带控制按键，旋转MAIN主控制旋钮对其按键中的参数进行修改，完成后可长按MAIN主控制旋钮退出编辑界面）或在Synido TempoKEY K32 Play 官方配置软件中设置完成后存储到本机

您可将走带按键设置为发送MMC信号（注：MMC指令中没有LOOP循环的相应功能，所以LOOP循环按钮仅发送CC事件），此时其带有实际的走带控制功能，在支持MMC指令的DAW宿主软件中不需映射即可实现走带控制功能；个别DAW软件使用前需要在软件中打开MMC接收功能。

支持MMC指令的DAW宿主软件如：Cubase、FL Studio、Studio one、Pro Tools、Logic Pro X、Reaper、库乐队（移动端）

默认情况下，按下按键发送的CC信号见下表：

	循环	快退	快进	停止	播放	录制
CC编号#	41	42	43	44	45	46
通道	1	1	1	1	1	1
模式	切换	即时	即时	即时	切换	切换

走带按键参数本机设置界面：（CC编码及Channel通道都可进行修改）

Channel： CC信号发送Channel通道，范围1-16
#CC： CC信号编码Number，范围0-127
Trigger： 触发类型，Momentary即时触发与Toggle切换触发

7.移调调节按键

TempoKEY K32 Play 支持TRANSPOSE半音移调与OCTAVE八度调节功能，使用+/-按键，可向上或向下调整切换键盘的音域。TRANPOSE半音移调可将键盘区域音高整体提高或降低一个或多个半音，如将C4移至C#4或B3，可调范围是-5到+5，同时按下+/-按键可归零；OCTAVE的八度调节可将键盘区域音高整体提高或降低一个或多个八度，如将C4移至C5或C3，可调范围是-3到+3，同时按下+/-按键可归零。这些功能在音乐制作和演奏中非常实用，能显著提升灵活性和效率。

注意：因为不同DAW软件中钢琴卷帘所标记定义的中央C不同，因此发送的音符信息会与DAW软件中显示不一致。

8.本机音源控制按键

TempoKEY K32 Play 内置音源音色，无需接入外部音源即可自发声独立弹奏；包含10套打击垫PAD鼓组音色，和128种琴键区域的乐器音色。

Sound on/off 按键：本机音源的总控开/关，默认为开启状态，长按“Sound on/off”按键可将内置音源关闭，短按“Sound on/off”按键可将内置音源开启；开启状态时弹奏琴键KEY和敲击打击垫PAD才可通过内置扬声器喇叭发出声音。

本机音源开启时，打击垫灯光未触发会保持常亮状态，本机音源关闭时，打击垫灯光未触发会保持熄灭状态

本机可修改音色语言显示类型，支持中英文显示，默认为英文。音色语言显示类型修改方式为：长按“MAIN主控制旋钮”不松手，再按下“Sound on/off”按键进入音色语言设置界面，再拧动“MAIN主控制旋钮”，在“English”与“中文选项”中循环，OLED显示屏中停顿的语言即为选择的语言，进行其它任意操作退出此界面，或在Synido TempoKEY K32 Play 官方配置软件中设置完成后存储到本机。

音色语言设置界面

音量调节：旋钮MAIN主控制旋钮对音源音量进行调节，默认为65的音量，最大为127音量值，数值为0则将关闭音量。

Drum Sound 按键：PAD打击垫区域的鼓组音色设置按键，共有10套鼓组可供选择，默认为STD SET 标准鼓组，鼓组音色列表于下图所示：

STD SET	标准鼓组
ROOM SET	空间鼓组
POWER SET	强力鼓组
ELEC.SETT	电子鼓组
TR808 SET	TR808
JAZZ	爵士鼓组
BRUSH	鼓刷组
ORCHESTRA	管弦乐组
SFX SET	特效音组
CM-64/32	CM-64/32

鼓组音色中英文列表

注意：打击垫PAD区域与Drum Sound已绑定，因此打击垫PAD只可应用鼓组音色。

“Sound on/off” 按键开启状态时，才可修改PAD打击垫区域鼓组音色，音色修改方式为：长按 “MAIN主控制旋钮” 不松手，再按下 “Drum Sound” 按键进入鼓组音色设置界面，再拧动 “MAIN主控制旋钮”，在各种音色选项中循环，OLED显示屏中停顿的音色即为选择的音色，进行其它任意操作退出此界面，或在Synido TempoKEY K32 Play 官方配置软件中设置完成后存储到本机。

鼓组音色快速修改方式为：按下 “Drum Sound” 按键不松手，再拧动MAIN主控制旋钮，音色将在10套鼓组音色中快速修改，最终停顿的音色即为修改的音色。

架子鼓（Drum Kit）是由多个打击乐器组合而成的套鼓，其组成部分（配器）主要分为两大类：鼓类、镲片类；鼓类中含有底鼓（Kick）、军鼓（Snare）、嗵鼓（Tom）等等，镲片类中含有踩镲（Hi-Hat）、节奏镲（Ride Cymbal）、吊镲（Crash Cymbal）等等。

鼓组中的各种配器依NOTE音符绑定分配，PAD区域内的默认音符分配可查看本说明书中《3. 打击垫PADS》内容，你可修改打击垫PAD的NOTE音符，来修改配器所处的打击垫位置；例如：PAD1的NOTE音符为36（C2），其对应的鼓组配器为STD1 Kick1 （标准鼓组的底鼓）；PAD5的NOTE音符为40（E2），其对应的鼓组配器为Snare Drum 2（标准鼓组的军鼓）；您可将PAD1的NOTE音符修改为40（E2），PAD5的NOTE音符修改为36（C2），那么PAD1与PAD5中的底鼓和军鼓的位置将互换。

10套鼓组音色中NOTE音符绑定的鼓组配器如下图所示，便于您查阅和依据NOTE音符值自由分配配器：

NOTE# 音符编码/音名	STD SET 标准鼓组	ROOM SET 空间鼓组	POWER SET 强力鼓组
27 - D#1	High Q	High Q	High Q
28 - E1	Slap	Slap	Slap
29 - F1	Scratch Push	Scratch Push	Scratch Push
30 - F#1	Scratch Pull	Scratch Pull	Scratch Pull
31 - G1	Sticks	Sticks	Sticks
32 - G#1	Square Click	Square Click	Square Click
33 - A1	Metronome Click	Metronome Click	Metronome Click
34 - A#1	Metronome Bell	Metronome Bell	Metronome Bell
35 - B1	STD1 Kick2	STD1 Kick2	STD1 Kick2
36 - C2	STD1 Kick1	STD1 Kick1	Power Kick
37 - C#2	Side Stick	Side Stick	Side Stick
38 - D2	STD1 Snare1	STD1 Snare1	Gated Snare
39 - D#2	Hand Clap	Hand Clap	Hand Clap
40 - E2	Snare Drum 2	Snare Drum 2	Snare Drum 2
41 - F2	Low Floor Tom	Power Low Tom2	Power Low Tom2
42 - F#2	Closed Hi Hat [EXC1]	Closed Hi Hat [EXC1]	Closed Hi Hat [EXC1]
43 - G2	High Floor Tom	Power Low Tom1	Power Low Tom1
44 - G#2	Pedal Hi-Hat [EXC1]	Pedal Hi-Hat [EXC1]	Pedal Hi-Hat [EXC1]
45 - A2	Low Tom	Power Mid Tom2	Power Mid Tom2
46 - A#2	Open Hi-Hat [EXC1]	Open Hi-Hat [EXC1]	Open Hi-Hat [EXC1]
47 - B2	Low-Mid Tom	Power Mid Tom1	Power Mid Tom1
48 - C3	Hi Mid Tom	Power Hi Tom2	Power Hi Tom2
49 - C#3	Crash Cymbal 1	Crash Cymbal 1	Crash Cymbal 1
50 - D3	High Tom	Power Hi Tom1	Power Hi Tom1
51 - D#3	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1
52 - E3	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal
53 - F3	Ride Bell	Ride Bell	Ride Bell
54 - F#3	Tambourine	Tambourine	Tambourine
55 - G3	Splash Cymbal	Splash Cymbal	Splash Cymbal
56 - G#3	Cowbell	Cowbell	Cowbell
57 - A3	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2
58 - A#3	Vibraslap	Vibraslap	Vibraslap
59 - B3	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2
60 - C4	Hi Bongo	Hi Bongo	Hi Bongo
61 - C#4	Low Bongo	Low Bongo	Low Bongo
62 - D4	Mute Hi Conga	Mute Hi Conga	Mute Hi Conga
63 - D#4	Open Hi Conga	Open Hi Conga	Open Hi Conga
64 - E4	Low Conga	Low Conga	Low Conga
65 - F4	High Timbale	High Timbale	High Timbale
66 - F#4	Low Timbale	Low Timbale	Low Timbale
67 - G4	High Agogo	High Agogo	High Agogo

NOTE# 音符编码/音名	ELEC.SET 电子鼓组	TR808 SET TR808	JAZZ 爵士鼓组
27 - D#1	High Q	High Q	High Q
28 - E1	Slap	Slap	Slap
29 - F1	Scratch Push	Scratch Push	Scratch Push
30 - F#1	Scratch Pull	Scratch Pull	Scratch Pull
31 - G1	Sticks	Sticks	Sticks
32 - G#1	Square Click	Square Click	Square Click
33 - A1	Metronome Click	Metronome Click	Metronome Click
34 - A#1	Metronome Bell	Metronome Bell	Metronome Bell
35 - B1	STD1 Kick2	STD1 Kick2	Jazz BD2
36 - C2	Elec Kick	808 BD	Jazz BD1
37 - C#2	Side Stick	808 Rim shot	Side Stick
38 - D2	Gated Snare	808 Snare Drum	STD1 Snare1
39 - D#2	Hand Clap	Hand Clap	Hand Clap
40 - E2	Elec Snare1	Snare Drum 2	Snare Drum 2
41 - F2	Elec Low Tom2	808 Low Tom2	Low Floor Tom
42 - F#2	Closed Hi Hat [EXC1]	808 CHH [EXC1]	Closed Hi Hat [EXC1]
43 - G2	Elec Low Tom1	808 Low Tom2	High Floor Tom
44 - G#2	Pedal Hi-Hat [EXC1]	808 CHH [EXC1]	Pedal Hi-Hat [EXC1]
45 - A2	Elec Mid Tom2	808 Mid Tom2	Low Tom
46 - A#2	Open Hi-Hat [EXC1]	808 OHH [EXC1]	Open Hi-Hat [EXC1]
47 - B2	Elec Mid Tom1	808 Mid Tom1	Low-Mid Tom
48 - C3	Elec Hi Tom2	808 Hi Tom2	Hi Mid Tom
49 - C#3	Crash Cymbal 1	808 Cymbal	Crash Cymbal 1
50 - D3	Elec Hi Tom1	808 HiTom1	High Tom
51 - D#3	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1
52 - E3	Reverse Cymbal	Chinese Cymbal	Chinese Cymbal
53 - F3	Ride Bell	Ride Bell	Ride Bell
54 - F#3	Tambourine	Tambourine	Tambourine
55 - G3	Splash Cymbal	Splash Cymbal	Splash Cymbal
56 - G#3	Cowbell	Cowbell	Cowbell
57 - A3	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2
58 - A#3	Vibraslap	Vibraslap	Vibraslap
59 - B3	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2
60 - C4	Hi Bongo	Hi Bongo	Hi Bongo
61 - C#4	Low Bongo	Low Bongo	Low Bongo
62 - D4	Mute Hi Conga	Mute Hi Conga	Mute Hi Conga
63 - D#4	Open Hi Conga	Open Hi Conga	Open Hi Conga
64 - E4	Low Conga	Low Conga	Low Conga
65 - F4	High Timbale	High Timbale	High Timbale
66 - F#4	Low Timbale	Low Timbale	Low Timbale
67 - G4	High Agogo	High Agogo	High Agogo

NOTE# 音符编码/音名	BRUSH 鼓刷组	ORCHESTRA 管弦乐组	SFX SET 特效音组
27 - D#1	High Q	Closed Hi Hat	*
28 - E1	Slap	Pedal Hi-Hat	*
29 - F1	Scratch Push	Open Hi Hat	*
30 - F#1	Scratch Pull	Ride Cymbal	*
31 - G1	Sticks	Sticks	*
32 - G#1	Square Click	Square Click	*
33 - A1	Metronome Click	Metronome Click	*
34 - A#1	Metronome Bell	Metronome Bell	*
35 - B1	Jazz BD2	Concert BD 2	*
36 - C2	Jazz BD1	Concert BD 1	*
37 - C#2	Side Stick	Side Stick	*
38 - D2	Brush Tap	Concert SD	*
39 - D#2	Brush Slap	Castanets	High Q
40 - E2	Brush Swir	Concert SD	Slap
41 - F2	Low Floor Tom	Timpani F	Scratch Push
42 - F#2	Closed Hi Hat [EXC1]	Timpani F#	Scratch Pull
43 - G2	High Floor Tom	Timpani G	Sticks
44 - G#2	Pedal Hi-Hat [EXC1]	Timpani G#	Square Click
45 - A2	Low Tom	Timpani A	Metronome Click
46 - A#2	Open Hi-Hat [EXC1]	Timpani A#	Metronome Bell
47 - B2	Low-Mid Tom	Timpani B	Guitar Slide
48 - C3	Hi Mid Tom	Timpani c	Gt Cut Noise (down)
49 - C#3	Crash Cymbal 1	Timpani c#	Gt Cut Noise (up)
50 - D3	High Tom	Timpani d	Double Bass Slap
51 - D#3	Ride Cymbal 1	Timpani d#	Key Click
52 - E3	Chinese Cymbal	Timpani e	Laughing
53 - F3	Ride Bell	Timpani f	Screaming
54 - F#3	Tambourine	Tambourine	Punch
55 - G3	Splash Cymbal	Splash Cymbal	Heart Beat
56 - G#3	Cowbell	Cowbell	Footsteps1
57 - A3	Crash Cymbal 2	Concert Cymbal2	Footsteps2
58 - A#3	Vibraslap	Vibraslap	Applause
59 - B3	Ride Cymbal 2	Concert Cymbal1	Door Creaking
60 - C4	Hi Bongo	Hi Bongo	Door Closing
61 - C#4	Low Bongo	Low Bongo	Scratch
62 - D4	Mute Hi Conga	Mute Hi Conga	Wind Chime
63 - D#4	Open Hi Conga	Open Hi Conga	Car Engine Start
64 - E4	Low Conga	Low Conga	Car Breaking
65 - F4	High Timbale	High Timbale	Car Pass
66 - F#4	Low Timbale	Low Timbale	Car Crash
67 - G4	High Agogo	High Agogo	Police Siren

NOTE# 音符编码/音名	STD SET 标准鼓组	ROOM SET 空间鼓组	POWER SET 强力鼓组
68 - G#4	Low Agogo	Low Agogo	Low Agogo
69 - A4	Cabasa	Cabasa	Cabasa
70 - A#4	Maracas	Maracas	Maracas
71 - B4	Short Whistle[EXC2]	Short Whistle[EXC2]	Short Whistle[EXC2]
72 - C5	Long Whistle[EXC2]	Long Whistle[EXC2]	Long Whistle[EXC2]
73 - C#5	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]
74 - D5	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]
75 - D#5	Claves	Claves	Claves
76 - E5	Hi Wood Block	Hi Wood Block	Hi Wood Block
77 - F5	Low Wood Block	Low Wood Block	Low Wood Block
78 - F#5	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]
79 - G5	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]
80 - G#5	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]
81 - A5	Open Triangle[EXC5]	Open Triangle[EXC5]	Open Triangle[EXC5]
82 - A#5	Shaker	Shaker	Shaker
83 - B5	Jingle Bell	Jingle Bell	Jingle Bell
84 - C6	Belltree	Belltree	Belltree
85 - C#6	Castanets	Castanets	Castanets
86 - D6	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]
87 - D#6	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]

NOTE# 音符编码/音名	ELEC.SET 电子鼓组	TR808 SET TR808	JAZZ 爵士鼓组
68 - G#4	Low Agogo	Low Agogo	Low Agogo
69 - A4	Cabasa	Cabasa	Cabasa
70 - A#4	Maracas	Maracas	Maracas
71 - B4	Short Whistle[EXC2]	Short Whistle[EXC2]	Short Whistle[EXC2]
72 - C5	Long Whistle[EXC2]	Long Whistle[EXC2]	Long Whistle[EXC2]
73 - C#5	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]
74 - D5	Long Guiro [EXC3]	Long Guiro [EXC3]	Short Guiro [EXC3]
75 - D#5	Claves	Claves	Claves
76 - E5	Hi Wood Block	Hi Wood Block	Hi Wood Block
77 - F5	Low Wood Block	Low Wood Block	Low Wood Block
78 - F#5	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]
79 - G5	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]
80 - G#5	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]
81 - A5	Open Triangle[EXC5]	Open Triangle[EXC5]	Open Triangle[EXC5]
82 - A#5	Shaker	Shaker	Shaker
83 - B5	Jingle Bell	Jingle Bell	Jingle Bell
84 - C6	Belltree	Belltree	Belltree
85 - C#6	Castanets	Castanets	Castanets
86 - D6	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]
87 - D#6	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]

NOTE# 音符编码/音名	BRUSH 鼓刷组	ORCHESTRA 管弦乐组	SFX SET 特效音组
68 - G#4	Low Agogo	Low Agogo	Train
69 - A4	Cabasa	Cabasa	Jet Take-off
70 - A#4	Maracas	Maracas	Helicopter
71 - B4	Short Whistle[EXC2]	Short Whistle[EXC2]	Starship
72 - C5	Long Whistle[EXC2]	Long Whistle[EXC2]	Gun Shot
73 - C#5	Short Guiro [EXC3]	Short Guiro [EXC3]	Machinegun
74 - D5	Long Guiro [EXC3]	Long Guiro [EXC3]	Lasergun
75 - D#5	Claves	Claves	Explosion
76 - E5	Hi Wood Block	Hi Wood Block	Dog
77 - F5	Low Wood Block	Low Wood Block	Horse Gallop
78 - F#5	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Birds
79 - G5	Open Cuica [EXC4]	Open Cuica [EXC4]	Rain
80 - G#5	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Thunder
81 - A5	Open Triangle[EXC5]	Open Triangle[EXC5]	Wind
82 - A#5	Shaker	Shaker	Sea Shore
83 - B5	Jingle Bell	Jingle Bell	Stream
84 - C6	Belltree	Belltree	Bubble
85 - C#6	Castanets	Castanets	*
86 - D6	Mute Surdo [EXC6]	Mute Surdo [EXC6]	*
87 - D#6	Open Surdo [EXC6]	Open Surdo [EXC6]	*

NOTE# 音符编码/音名	CM-64/32 CM-64/32
27 - D#1	*
28 - E1	*
29 - F1	*
30 - F#1	*
31 - G1	*
32 - G#1	*
33 - A1	*
34 - A#1	*
35 - B1	Kick drum
36 - C2	Kick drum
37 - C#2	Rim Shot
38 - D2	Snare Drum
39 - D#2	Hand Clap
40 - E2	Elec Snare Drum
41 - F2	Acoustic Low Tom
42 - F#2	Closed Hi Hat [EXC1]
43 - G2	Acoustic Low Tom
44 - G#2	Open Hi-Hat 2
45 - A2	Acoustic Middle Tom

NOTE# 音符编码/音名	CM-64/32 CM-64/32
46 - A#2	Open Hi-Hat 1 [Exc1]
47 - B2	Acoustic Middle Tom
48 - C3	Acoustic High Tom
49 - C#3	Crash Cymbal
50 - D3	Acoustic High Tom
51 - D#3	Ride Cymbal
52 - E3	*
53 - F3	*
54 - F#3	Tambourine
55 - G3	*
56 - G#3	Cowbell
57 - A3	*
58 - A#3	*
59 - B3	*
60 - C4	Hi Bongo
61 - C#4	Low Bongo
62 - D4	Mute Hi Conga
63 - D#4	Open Hi Conga
64 - E4	Low Conga
65 - F4	High Timbale
66 - F#4	Low Timbale
67 - G4	High Agogo
68 - G#4	Low Agogo
69 - A4	Cabasa
70 - A#4	Maracas
71 - B4	Short Whistle[EXC2]
72 - C5	Long Whistle[EXC2]
73 - C#5	Vibrato Slap
74 - D5	*
75 - D#5	Claves

NOTE# 音符编码/音名	CM-64/32 CM-64/32
76 - E5	Laughing
77 - F5	Scream
78 - F#5	Punch
79 - G5	Heart Beat
80 - G#5	Footsteps 1
81 - A5	Footsteps 2
82 - A#5	Applauses
83 - B5	Creaking
84 - C6	Door
85 - C#6	Scratch
86 - D6	Wind Chimes
87 - D#6	Car-Engine
88 - E6	Car-Stop
89 - F6	Car-Pass
90 - F#6	Car-Crash
91 - G6	Siren
92 - G#6	Train
93 - A6	JetPlane
94 - A#6	Helicopter
95 - B6	StarShip
96 - C7	Gun Shot
97 - C#7	Machine Gun
98 - D7	Laser Gun
99 - D#7	Explosion
100 - E7	Dog
101 - F7	Horse Gallop
102 - F#7	Birds
103 - G7	Rain
104 - G#7	Thunder
105 - A7	Wind
106 - A#7	SeaShore
107 - B7	Stream
108 - C8	Bubble

注意：表格中红色字体部分为当前鼓组配器与STD SET标准鼓组配器所存在的差异。

KEY Sound 按键：作用于琴键区域的乐器音色修改储存按键，共有3个KEY Sound音色储存按键，分别为KEY Sound 1 、KEY Sound 2、KEY Sound 3，初始时3个KEY Sound分别默认存储的乐器音色见下表，可快速进行乐器音色的切换。

KEY Sound 1	KEY Sound 2	KEY Sound 3
Acoustic Grand Piano **大钢琴**	Clean Electric Guitar **清音电吉他**	Lead 2 (sawtooth) **锯齿波**

KEY Sound按键默认储存音色列表

“Sound on/off” 按键开启状态时，才可修改琴键区域乐器音色，乐器音色有两个层级菜单选择，层级一为“主乐器类目”，层级二为主乐器类目下的“乐器音色”。

乐器音色修改方式为：

①.长按“MAIN主控制旋钮”不松手，再按下三个“KEY Sound 1/2/3”按键的任意一个，即可进入当前选择按键音色设置界面（三个KEY Sound 按键无论其处于开启或关闭状态，都可选择进入其音色设置界面）。

②.再拧动“MAIN主控制旋钮”，在各种“主乐器类目”中循环，选择所需的乐器类目。

③.按下“MAIN主控制旋钮”即进入乐器音色列表，主显示屏中停顿的音色即为选择的音色，进行其它任意操作退出此界面（每次重新操作都从层级一开始选择）。

乐器音色快速修改方式为：按下三个“KEY Sound 1/2/3”按键的任意一个不松手，再拧动MAIN 主控制旋钮，音色将在128中音色列表中快速修改，最终停顿的音色即为修改的音色。

或在Synido TempoKEY K32 Play 官方配置软件中设置完成后存储到本机。共有128种乐器音色可供选择。乐器音色列表及音色选择界面如下图所示：

1. 钢琴类		5. 贝斯类		9. 簧片类		13. 合成效果类	
1.1	大钢琴	5.1	大贝斯	9.1	高音萨克斯风	13.1	雨声
1.2	明亮钢琴	5.2	指弹电贝司	9.2	次中音萨克斯风	13.2	音轨
1.3	三角钢琴	5.3	拨片电贝司	9.3	中音萨克斯风	13.3	水晶
1.4	酒吧钢琴	5.4	无品贝斯	9.4	低音萨克斯风	13.4	大气
1.5	电钢琴	5.5	掌击贝斯1	9.5	双簧管	13.5	明亮
1.6	合唱电钢琴	5.6	掌击贝斯2	9.6	英国管	13.6	鬼怪
1.7	拨弦古钢琴	5.7	合成贝斯1	9.7	大管	13.7	回声
1.8	击弦古钢琴	5.8	合成贝斯2	9.8	单簧管	13.8	星空
2. 色彩打击乐器类		**6. 弦乐类**		**10. 管乐类**		**14. 民族乐器类**	
2.1	钢片琴	6.1	小提琴	10.1	短笛	14.1	西塔尔
2.2	钟琴	6.2	中提琴	10.2	长笛	14.2	班卓琴
2.3	八音盒	6.3	大提琴	10.3	竖笛	14.3	三味线
2.4	颤音琴	6.4	低音大提琴	10.4	排萧	14.4	十三弦筝
2.5	马林巴琴	6.5	弦乐震音	10.5	芦笛	14.5	卡林巴
2.6	木琴	6.6	弦乐拨奏	10.6	日本尺八	14.6	风笛
2.7	管钟	6.7	竖琴	10.7	口哨声	14.7	民族提琴
2.8	大扬琴	6.8	定音鼓	10.8	奥卡雷那	14.8	山奈
3. 风琴类		**7. 合奏类**		**11. 合成主音类**		**15. 打击乐器类**	
3.1	拉杆风琴	7.1	弦乐合奏1	11.1	方波	15.1	叮当铃
3.2	打击式风琴	7.2	弦乐合奏2	11.2	锯齿波	15.2	Agogo
3.3	摇滚风琴	7.3	合成弦乐1	11.3	汽笛风琴	15.3	钢鼓
3.4	教堂风琴	7.4	合成弦乐2	11.4	吹管	15.4	木鱼
3.5	簧管风琴	7.5	合唱“啊”	11.5	Charango	15.5	太鼓
3.6	手风琴	7.6	人声“嘟”	11.6	人声	15.6	通通鼓
3.7	口琴	7.7	合成人声	11.7	平行五度	15.7	合成鼓
3.8	班多钮琴	7.8	管弦乐齐奏	11.8	贝斯加主音	15.8	铜钹
4. 吉他类		**8. 铜管类**		**12. 合成背景类**		**16. 音效类**	
4.1	尼龙弦吉他	8.1	小号	12.1	幻想曲	16.1	吉他换把杂音
4.2	钢弦吉他	8.2	长号	12.2	暖音	16.2	呼吸声
4.3	爵士电吉他	8.3	大号	12.3	复合成	16.3	海浪声
4.4	清音电吉他	8.4	弱音小号	12.4	合唱	16.4	鸟鸣
4.5	闷音电吉他	8.5	圆号	12.5	弓弦	16.5	电话铃
4.6	过载电吉他	8.6	铜管组	12.6	金属声	16.6	直升机
4.7	失真电吉他	8.7	合成铜管1	12.7	光环	16.7	鼓掌声
4.8	吉他和音	8.8	合成铜管2	12.8	扫弦	16.8	枪声

琴键区域乐器音色列表

注意：琴键区域与KEY Sound已绑定，因此琴键只可应用乐器音色。

9.MIDI低功耗蓝牙

TempoKEY K32 Play支持BLE低功耗MIDI蓝牙功能，与经典蓝牙不同，无法通过传统蓝牙形式进行搜寻连接通讯，与各设备端详细的连接方式，请查阅本说明书中《无线BLE蓝牙连接》章节内容。

默认情况下BLE 蓝牙为关闭状态，按下BT按键，此时BT按键以红色背光灯常亮形式呈现，代表TempoKEY K32 Play蓝牙功能已开启，设备处于可搜寻待配对连接状态。连接成功后BT按键以蓝色背光灯常亮形式呈现。长按可关闭BLE蓝牙功能，此时BT按键不亮灯。

10.弯音PITCH BEND /调制 MODULATION触控条

PITCH：弯音触控条（Pitch Bend ），用于控制琴键区域音符音高的变化。当您手指触摸上下滑动触控条，琴键区域音符的音高会相应地上升或下降，模拟弯曲弦乐器音高的效果。弯音触控条具有模拟归位“弹簧”，用户触摸移动弯音触控条后，如果松开，弯音会自动归位至“中点”，可开启/关闭自动归位，自动归位时间可进行变更；弯音轮的信号通道Channel默认在通道1；您可通过本机设置修改其通道Channel数值及自动归位的设置（按住MAIN主控制旋钮的同时，滑动PITCH触摸条 ，旋转MAIN主控制旋钮修改设置，完成后可长按MAIN主控制旋钮退出编辑界面），或在Synido TempoKEY K32 Play 官方配置软件中设置完成后存储到本机。

Pitch Bend弯音设置

Self Return： 开启/关闭自动归位
Return Time： 开启自动归位后，自动归位的动作时间，范围为0-127
Channel： PITCH BEND弯音信号发送Channel通道，范围 1-16

MODULATION：调制触控条，用来调节音色的变化。通过调制控制音高的微小波动，产生颤音效果，常用于弦乐、铜管和合成器音色。或者控制滤波器截止频率的变化，改变声音的明亮度或暗淡度等，通过灵活使用调制，演奏者可以为音乐增添更多的动态和表现力。调制发送CC#1信号，其值范围为0到127。您可通过本机设置修改其CC编码、通道Channel数值（按住MAIN主控制旋钮的同时，滑动MODULATION触摸条 ，旋转MAIN主控制旋钮对调制轮中的参数进行修改，CC编码修改范围为：0-127，通道Channel修改范围为1-16，完成后可长按MAIN主控制旋钮退出编辑界面）或在Synido TempoKEY K32 Play 官方配置软件中设置完成后存储到本机。调制触控条没有自动归位，用户滑到哪里就停在哪里。

Modulation信息设置

TYPE： DEFAULT与CC ，DEFAULT为默认Modulation功能，CC则为设置其它的CC功能
Channel： CC信号发送Channel通道，范围 1-16
#CC： CC信号编码Number，范围0-127
Min： CC信号发送的参数范围最小值
Max： CC信号发送的参数范围最大值

11. VELOCITY TYPE力度曲线

TempoKEY K32 Play有四种力度曲线以适应不同的演奏习惯，分别是固定力度Fixed、柔软Soft、中等Medium、强硬Hard。力度曲线将影响按压琴键与敲击PAD强弱所输出音符力度的反馈，按VELOCITY TYPE按键依次切换不同的力度曲线，按键的背光指示当前的力度曲线。

类型：

固定力度Fixed：按下 “FIX VELOCITY” 按键开启固定力度模式，在该模式下无论您按压的强弱如何，琴键与打击垫始终输出固定力度。默认的输出力度为127，您可在本机上设置（按住MAIN主控制旋钮的同时，按下FIX VELOCITY按键，旋转MAIN主控制旋钮对设置进行调节，完成后可长按MAIN主控制旋钮退出编辑界面）或在Synido TempoKEY K32 Play官方软件中设置完成后存储到本机改变影响区域，可供选项为：只作用于打击垫PADS、只作用于琴键KEYS、作用于打击垫PADS与琴键KEYS，并可改变固定力度值。

柔软Soft：适用于习惯用较小力气的演奏者，轻按琴键或PAD就可以得到较高的力度值；

中等Medium：力度与MIDI值呈线性关系，适用于大部分音乐和表演者；

强硬Hard：适用于习惯用较大力气的演奏者，需要较强力度的按压敲击琴键或PAD才能得到较大的力度值。

注意：琴键区域的力度感应曲线可通过本机进行设置，具体设置方式请查看本说明书中《2. 琴键Keys》章节内容。

打击垫区域的力度感应曲线只可通过Synido TempoKEY K32 Play官方配置软件进行设置，具体设置方式请查看本说明书中配套软件相关章节内容。

配套软件说明

1.软件下载与安装

Synido TempoKEY K32 Play提供有一个配套软件，用来写入或读取TempoKEY K32 Play中的参数设置，实现各种MIDI命令的发送；

配套软件的下载地址为：**https://www.synido.cn/support/downloads**
下载后请运行程序，执行安装；

2.软件界面

1. 菜单选项；
2. 连接状态；
3. 可分配打击垫设置区域；
4. 可分配旋钮设置区域；
5. 琶音器/音符重复参数设置区域；
6. 固定力度与力度曲线设置区域；
7. 弯音/调制触控条设置区域；
8. 走带按键设置区域；
9. 内置音源打击垫鼓组音色选择；
10. 内置音源琴键乐器音色选择区域；
11. 自动布局功能展开；

3.设备占用（仅适用于WINDOWS系统）

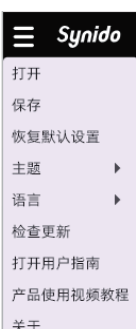
设备的连接状态显示在软件的右上角（②处），只有显示已连接时，软件才可以写入或读取TempoKEY的参数配置；

如果此处显示” 已连接” 表示此时软件和TempoKEY连接正常，软件可以和设备传输配置；

如果此处显示” 未连接 “可能是因为设备没有正常连接到电脑，或者有DAW此时正在占用设备，将会跳窗提醒 “此设备已被其它程序占用” ；您需要退出DAW软件，或其他正在占用此MIDI设备的程序，有时还需要重新连接设备。

4.菜单栏

菜单选项中有：打开、保存、恢复默认设置、主题、语言、检查更新、打开用户指南、产品使用视频教程和关于。



打开：读取一个参数配置文件；

保存：将参数配置以文件形式进行存储；

恢复默认设置：恢复出厂设置默认的参数配置；

主题：修改软件控制面板的主题配色；

语言：中英文软件控制面板语言设置；

检查更新：硬件固件更新升级检查；

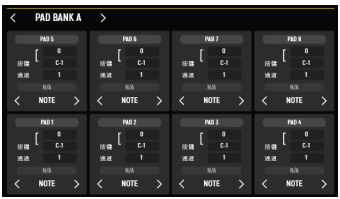
打开用户指南：打开在线电子版本说明书；

产品使用视频教程：打开在线产品使用教程视频；

关于：本软件信息；

注意：此软件中设置的信息参数将会实时修改至硬件产品端，与以往Synido产品不同，无需另行发送至硬件。

5.可分配打击垫PAD设置



点击区域左上角“PAD BANK A”左右两侧的箭头，切换想要编辑的组A/B（8个可分配打击垫整体为一个PAD BANK控制组别）；

点击底部“NOTE”标签左右两侧的箭头选择事件类型：可选的类型有：NOTE音符、CC、和PC（Program Change）；

点击通道选择事件发送的通道；

如果选择NOTE音符事件，在按键栏中输入数字，或点击音名调整音符的音高；在音符事件中无法选择即时/切换功能；

如果选择CC事件，在按键栏中输入事件编码，设置切换/即时触发选项；

如果选择PC事件，在按键栏中输入事件编号；PC事件模式中，切换/即时功能不可用，每次按压PAD发送一次PC事件；

提示：即时模式下：按下一个按键时发送值为127的事件，松开琴键时发送值0的事件；切换功能模式下：每完成一次按下并离开按键的操作时，交替发送值为127和0的事件.

6.可分配旋钮Knob设置

点击区域左上角“KNOB BANK A”左右两侧的箭头，切换想要编辑的组A/B（8个可分配旋钮整体为一个KNOB BANK控制组别）；

点击标签选择事件类型，可选的类型有：CC、PC（Program Change）、CHN通道触后；

#为输入想要的CC事件编码，您可在本说明书尾页，查看详细的CC编码对应功能；

输入最小值、最大值确定旋钮的控制范围；

选择事件的通道：1 - 16

7.琶音器/音符重复参数设置

Tempo节拍速度：用于控制琶音器的速度，及四分音符下每分钟的拍数BPM（Beats Per Minute），数值范围为：20 - 240 BPM；或可通过敲击TAP TEMPO按钮来修改数值。

Time DIV音符时值：1/4（四分音符）、1/4T（四分音符三连音）、1/8（八分音符）、1/8T（八分音符三连音）、1/16（十六分音符）、1/16T（十六分音符三连音）、1/32（三十二分音符）、1/32T（三十二分音符三连音）

Mode琶音方向：

①UP：音符将从最低到最高发声。

②DOWN: 音符将从最高到最低发声。

③EXCL：音符会从最低到最高，然后再下降。 在方向改变时，最低和最高音符只会发声一次。

④INCL: 音符会从最低声到最高声，然后再下降。 在方向变化时，最低和最高音符会响起两次。

⑤ORDER：音符将按照它们被按下的顺序发声。

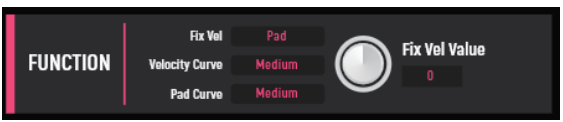
Swing 摇摆量：SWING功能通过调整音符的时序，使原本均匀的节奏产生一种“摇摆”的感觉，常用于爵士、布鲁斯、放克等音乐风格。数值控制范围为：50%（关闭）、55%、57%、59%、61%、64%、67%、70%、73%、76%

Latch琶音保持：On / Off，即使您抬起手指，琶音器也会继续对音符进行琶音。在按住琴键的同时，您可以通过按下其他琴键向琶音和弦添加更多音符。如果您按下琴键，松开它们，然后按下新的音符组合，琶音器将记住并琶音新音符。

OCT八度跨越：OCT1、OCT2、OCT3、OCT4，控制演奏的音符将通过琶音的八度音阶数，OCT1为默认初始设置音阶。

在NOTE REPEAT音符重复中，将继承ARPEGGIATOR 琶音器中的DIV音符时值、SWING 摇摆量、TEMPO节拍速度

8.固定力度值与力度曲线



Soft柔软 适用于习惯用较小力气敲击打击垫的演奏者，轻敲琴键或PAD就可以得到较高的力度值

Medium中等 力度与MIDI值呈线性关系，适用于大部分音乐和表演者

Hard强硬 适用于习惯用较大力气敲击打击垫的演奏者，需要较强的敲击才能得到较大的力度值

FIxed固定力度 忽略实际演奏力度，无论您敲击的强弱如何，打击垫始终以固定力度值发送音符信息.

Fix Vel： 可设置固定力度控制的范围，可设置为仅PAD打击垫，仅Keyboard琴键，或两者都控制。

FIX Vel Value： 可修改固定力度值参数，设置范围为 0 - 127

PIANO CHANNEL： 琴键区域的MIDI信号发送通道设置，设置范围为1-16

9.弯音/调制触控条设置

PITCH弯音设置中，可修改信息通道、打开/关闭自动归位、归位时间，归位时间调节范围为0-127;关闭自动归位时，归位时间不可调节。

MODULATION调制设置中：

点击标签选择信息类型，可选的类型有：CC、调制信息；

输入最小值、最大值确定触摸条的控制范围；

选择信息的通道；

10.走带控制按键

走带控制按键可发送CC及MMC信号（循环没有MMC指令），MMC需要在设备端开启，且指令为固定功能；您可在软件端修改CC信号参数

输入CC事件编号；

点击按钮切换触发类型：即时或是切换；

选择事件的通道；

11.打击垫PAD鼓组音色选择

内置音源打击垫PAD鼓组音色选择，设置后将修改TempoKEY K32 Play内置音源触发的打击垫发声音色。下图为鼓组音色列表，NOTE音符分配鼓组配器列表请查看本说明书中《本机音源控制按键》章节内容。

12.琴键Keyboard乐器音色选择

内置音源琴键Keyboard乐器音色选择，设置后将修改TempoKEY K32 Play内置音源触发的琴键区域发声音色。下图为乐器音色列表，KEY Sound 1 、KEY Sound 2、KEY Sound 3

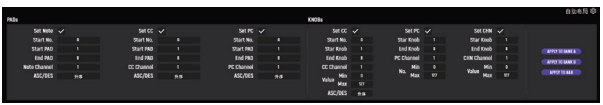
为3个KEY Sound音色储存按键，使用方法请查看本说明书中《本机音源控制按键》章节内容。

1. 钢琴类		5. 贝斯类		9. 簧片类		13. 合成效果类	
1.1	大钢琴	5.1	大贝斯	9.1	高音萨克斯风	13.1	雨声
1.2	明亮钢琴	5.2	指弹电贝司	9.2	次中音萨克斯风	13.2	音轨
1.3	三角钢琴	5.3	拨片电贝司	9.3	中音萨克斯风	13.3	水晶
1.4	酒吧钢琴	5.4	无品贝斯	9.4	低音萨克斯风	13.4	大气
1.5	电钢琴	5.5	掌击贝斯1	9.5	双簧管	13.5	明亮
1.6	合唱电钢琴	5.6	掌击贝斯2	9.6	英国管	13.6	鬼怪
1.7	拨弦古钢琴	5.7	合成贝斯1	9.7	大管	13.7	回声
1.8	击弦古钢琴	5.8	合成贝斯2	9.8	单簧管	13.8	星空
2. 色彩打击乐器类		**6. 弦乐类**		**10. 管乐类**		**14. 民族乐器类**	
2.1	钢片琴	6.1	小提琴	10.1	短笛	14.1	西塔尔
2.2	钟琴	6.2	中提琴	10.2	长笛	14.2	班卓琴
2.3	八音盒	6.3	大提琴	10.3	竖笛	14.3	三味线
2.4	颤音琴	6.4	低音大提琴	10.4	排萧	14.4	十三弦筝
2.5	马林巴琴	6.5	弦乐震音	10.5	芦笛	14.5	卡林巴
2.6	木琴	6.6	弦乐拨奏	10.6	日本尺八	14.6	风笛
2.7	管钟	6.7	竖琴	10.7	口哨声	14.7	民族提琴
2.8	大扬琴	6.8	定音鼓	10.8	奥卡雷那	14.8	山奈
3. 风琴类		**7. 合奏类**		**11. 合成主音类**		**15. 打击乐器类**	
3.1	拉杆风琴	7.1	弦乐合奏1	11.1	方波	15.1	叮当铃
3.2	打击式风琴	7.2	弦乐合奏2	11.2	锯齿波	15.2	Agogo
3.3	摇滚风琴	7.3	合成弦乐1	11.3	汽笛风琴	15.3	钢鼓
3.4	教堂风琴	7.4	合成弦乐2	11.4	吹管	15.4	木鱼
3.5	簧管风琴	7.5	合唱“啊”	11.5	Charango	15.5	太鼓
3.6	手风琴	7.6	人声“嘟”	11.6	人声	15.6	通通鼓
3.7	口琴	7.7	合成人声	11.7	平行五度	15.7	合成鼓
3.8	班多钮琴	7.8	管弦乐齐奏	11.8	贝斯加主音	15.8	铜钹
4. 吉他类		**8. 铜管类**		**12. 合成背景类**		**16. 音效类**	
4.1	尼龙弦吉他	8.1	小号	12.1	幻想曲	16.1	吉他换把杂音
4.2	钢弦吉他	8.2	长号	12.2	暖音	16.2	呼吸声
4.3	爵士电吉他	8.3	大号	12.3	复合成	16.3	海浪声
4.4	清音电吉他	8.4	弱音小号	12.4	合唱	16.4	鸟鸣
4.5	闷音电吉他	8.5	圆号	12.5	弓弦	16.5	电话铃
4.6	过载电吉他	8.6	铜管组	12.6	金属声	16.6	直升机
4.7	失真电吉他	8.7	合成铜管1	12.7	光环	16.7	鼓掌声
4.8	吉他和音	8.8	合成铜管2	12.8	扫弦	16.8	枪声

琴键区域乐器音色列表

13.自动布局

自动布局可以让你以一定的规律快速的将某些功能布局到面板上，点击菜单栏中的快速布局打开窗口。在窗口中填写相应的参数，并勾选后，点击右侧的应用即可将参数快速布局到面板。



打击垫：快速设置NOTE、CC、PC值、大小范围、起始/终止PAD范围，通道；

旋钮：快速设置CC、PC、CHN通道触后值、大小范围、起始/终止旋钮范围，通道；

1.起始编码：MIDI信息起始的编码信息，输入范围为0 - 127.

2.升序 / 降序：“升序”时起始编码将依次递增一位；“降序”时起始编码将依次递减一位.

3.最小/最大：事件参数的最小值到最大值范围

4.触发类型：即时触发、切换触发

起始/终止PAD范围中，若选择同时设置NOTE、CC、PC值，且范围存在重叠，将按照优先级PC > CC > NOTE进行覆盖。

起始/终止旋钮范围中，若选择同时设置CC、PC、通道触后值，且范围存在重叠，将按照优先级CHN通道触后 > PC > CC进行覆盖。

14.固件升级

先连接设备，直到软件显示“已连接”状态；

点击菜单检查更新，在打开的对话空中点击固件升级；

警告：升级前请保证当前所处网络状况良好，升级过程中保持网络畅通，勿进行其它操作。

升级故障或将导致产品无法工作，可在Syndio官网FAQ板块查看“固件升级”操作指引，或联系官方客服进行解决。

产品规格

产品型号： TempoKEY K32 Play	**产品尺寸：** 432.5*188.5*46.5mm
产品颜色： 紫色	**产品材质：** 塑料+硅胶
整机功耗： 2.1W	**产品重量：** 1250g
电池容量： 3000mAh（满电状态下可待机6小时）	**MIDI接口：** TRS (Type A) MIDI In / Out

售后服务

若您有任何售后服务需求，微信扫描下方二维码，联系官方客服：

Synido小助手 👉

工作时间：
10:00-22:00(周一至周日）

附录

a. MIDI事件解释

通道：在MIDI协议中有16个通道，绝大多数MIDI事件包含通道信息。用户可以在接收设备上设置仅接收某个通道的事件，如A设备仅接收通道1事件，B设备仅接收通道2事件。然后当用户可以在发送设备上发送通道1事件来控制A设备，发送通道2事件来控制B设备。

CC事件：即控制器变化事件（Controller Change）。一个CC事件包含以下几个信息：通道号、CC编号、事件值。MIDI协议定义了一些特定CC编号功能，如CC#7号事件为主音量事件，CC#64是延音踏板事件；有些CC指令未被指派功能，即用户可以自行定义。CC事件的定义详见附录；

CC事件可以是单独一条指令：比如按下某PAD上发送一条CC#64号，值127的指令，接收端接收到指令后执行打开延音踏板动作；也可以是连续的多条指令，比如旋转一个旋钮，发送CC#7号，值从0发送到127的事件，系统收到指令后，将音量从最小调整至最大。

通道：在MIDI协议中有16个通道，绝大多数MIDI事件包含通道信息。用户可以在接收设备上设置仅接收某个通道的事件，如A设备仅接收通道1事件，B设备仅接收通道2事件。然后当用户可以在发送设备上发送通道1事件来控制A设备，发送通道2事件来控制B设备。

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b. CC默认事件列表

CC 0 (BankSel MSB)
CC 1 (Modulation)
CC 2 (Breath)
CC 3 (Control 3)
CC 4 (Foot)
CC 5 (Portamento)
CC 6 (DataEnt MSB)
CC 7 (Main Volume)
CC 8 (Balance)
CC 9 (Control 9)
CC 10 (Pan)
CC 11 (Expression)
CC 12 (Control 12)
CC 13 (Control 13)
CC 14 (Control 14)
CC 15 (Control 15)
CC 16 (Gen Purp 1)
CC 17 (Gen Purp 2)
CC 18 (Gen Purp 3)
CC 19 (Gen Purp 4)
CC 20 (Control 20)
CC 21 (Control 21)
CC 43 (Expr LSB)
CC 44 (Control 44)
CC 45 (Control 45)
CC 46 (Control 46)
CC 47 (Control 47)
CC 48 (Control 48)
CC 49 (Control 49)
CC 50 (Control 50)
CC 51 (Control 51)
CC 52 (Control 52)
CC 53 (Control 53)
CC 54 (Control 54)
CC 55 (Control 55)
CC 56 (Control 56)
CC 57 (Control 57)
CC 58 (Control 58)
CC 59 (Control 59)
CC 60 (Control 60)
CC 61 (Control 61)
CC 62 (Control 62)
CC 63 (Control 63)
CC 64 (Sustain)
CC 86 (Control 86)
CC 87 (Control 87)
CC 88 (Control 88)
CC 89 (Control 89)
CC 90 (Control 90)
CC 91 (ExtEff 1 Depth)
CC 92 (ExtEff 2 Depth)
CC 93 (ExtEff 3 Depth)
CC 94 (ExtEff 4 Depth)
CC 95 (ExtEff 5 Depth)
CC 96 (Data Incr)
CC 97 (Data Decr)
CC 98 (NRPN LSB)
CC 99 (NRPN MSB)
CC 100 (RPN LSB)
CC 101 (RPN MSB)
CC 102 (Control 102)
CC 103 (Control 103)
CC 104 (Control 104)
CC 105 (Control 105)
CC 106 (Control 106)
CC 107 (Control 107)

CC 22 (Control 22)
CC 23 (Control 23)
CC 24 (Control 24)
CC 25 (Control 25)
CC 26 (Control 26)
CC 27 (Control 27)
CC 28 (Control 28)
CC 29 (Control 29)
CC 30 (Control 30)
CC 31 (Control 31)
CC 32 (BankSel LSB)
CC 33 (Modulation LSB)
CC 34 (Breath LSB)
CC 35 (Control 35)
CC 36 (Foot LSB)
CC 37 (Porta LSB)
CC 38 (DataEnt LSB)
CC 39 (Main Volume LSR)
CC 40 (Balance LSB)
CC 41 (Control 41)
CC 42 (Pan LSB)

CC 65 (Porta On/Off)
CC 66 (Sostenuto)
CC 67 (Soft Pedal)
CC 68 (Legato FS)
CC 69 (Hold 2)
CC 70 (Sound Var)
CC 71 (Harmonic)
CC 72 (Release Time)
CC 73 (Attack Time)
CC 74 (Brightness)
CC 75 (Control 75)
CC 76 (Control 76)
CC 77 (Control 77)
CC 78 (Control 78)
CC 79 (Control 79)
CC 80 (Gen Purp 5)
CC 81 (Gen Purp 6)
CC 82 (Gen Purp 7)
CC 83 (Gen Purp 8)
CC 84 (Porta Ctrl)
CC 85 (Control 85)

CC 108 (Control 108)
CC 109 (Control 109)
CC 110 (Control 110)
CC 111 (Control 111)
CC 112 (Control 112)
CC 113 (Control 113)
CC 114 (Control 114)
CC 115 (Control 115)
CC 116 (Control 116)
CC 117 (Control 117)
CC 118 (Control 118)
CC 119 (Control 119)
CC 120 (AllSndOff)
CC 121 (Reset Ctrl)
CC 122 (Local Ctrl)
CC 123 (AllNoteOff)
CC 124 (Omni Mode Off)
CC 125 (Omni Mode On)
CC 126 (Mono Mode On)
CC 127 (Poly Mode On)

特别感谢

总策划：**Colin Cao**　　产品经理：**Colin Cao**　　项目经理：**Kevin Lai**

产品开发：

Tom Zhao　Andy He　Glen Hu　Mason Huang　Kasell Liang　Amy Hu　Colin Cao

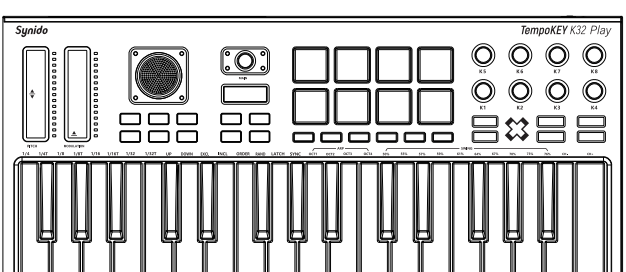
产品设计与包材开发、软件UI设计：

Johnny Shi　Windos Hu　May Long　Sam Zhong　Colin Cao　Demi Wu

WELCOME

Thank you for choosing the Synido TempoKEY K32 Play MIDI Keyboard! We believe that this music tool, which integrates professional performance, improvisational creation, and portable sound production, will become your creative companion for capturing inspiration anytime and exploring the possibilities of sound. It is not just a MIDI keyboard but a complete standalone instrument—no computer or external device is required to play, compose, or practice anytime through the built-in speakers or headphones. With its responsive velocity-sensitive keys, rich built-in sounds, and intuitive physical controls, it is suitable for music production, sketching ideas, live performances, teaching demonstrations, and everyday entertainment. Whether you are a professional musician, a production enthusiast, or a beginner learning music, this keyboard, with its clear sound, intuitive operation, and solid craftsmanship, will accompany you in effortlessly expressing ideas and enjoying the joy of improvisation. To help you quickly master and fully utilize its features, we have prepared detailed instructions. We recommend reading them carefully before use and keeping this manual for future reference. It is worth noting that this device can be used as a standalone sounding instrument or as a standard MIDI keyboard connected to a computer or mobile device, allowing you to expand its sound and production possibilities with various host software.

Now, let's embark on this journey filled with sound and creativity together

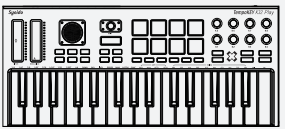


Product Features:

- 32 Mini-Size velocity-sensitive keys for playing virtual instruments/samplers.
- 8 velocity/pressure-sensitive backlit pads with aftertouch, featuring note repeat function for beat-making, switchable between 2 drum kits or usable as 16 controllers, supporting assignment of Note, CC, and PC messages.
- 8 assignable endless encoders, dividable into 2 groups as 16 controllers for sending CC, PC, and channel aftertouch messages.
- Built-in controller parameter editing system with an OLED display, enabling visual adjustment of hardware function parameters without configuration software.
- 6 transport control buttons: Loop, Rewind, Forward, Stop, Play, Record. support CCcommand mapping and automatic MMC configuration.
- Built-in sound engine and speaker system for standalone playback; keyboard section includes 128 instrument sounds, while pad section contains 10 drum kit sounds.
- Built-in arpeggiator, pitch bend/modulation touch sliders, octave/transpose controls, sustain button, and supports MIDI Clock SYNC for external BPM synchronization.
- Supports BLE wireless Bluetooth MIDI connectivity and features a built-in 3000mAh high-capacity battery.
- Comes with companion computer control software for visual configuration and assignment of hardware functions.
- Connectivity: USB-C port, 1/8" TRS (3.5mm) audio output for headphones/speakers, 1/8" TRS (3.5mm) Type A MIDI In & Out, standard MIDI transmission ports, and sustain pedal input.

PACKING LIST

x1



TempoKEY K32 Play

x1

1/8"(3.5mm)TRS Audio cable

x1

1/8"(3.5mm) to 1/4"(6.35mm) Audio Adapter

x1

MIDI 5-pin DIN Plug Female to 3.5mm (1/8")TRS Adapter Cable

x1

USB-A to USB-C Cable

x1

USB-A to USB-C OTG Adapter

x1

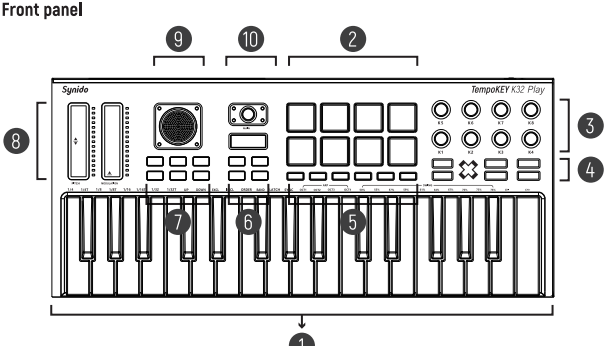
Certificate of compliance

x1

User manual

PANEL DESCRIPTION

Front panel



1. **Keyboard Zone** 32 Mini-Size velocity-sensitive keys. Pressing a key sends MIDI Note messages to trigger the playback of internal sounds or, when connected to an external sound source, to trigger virtual instruments and sample playback. Use the Octave Up/Down (+/-) buttons to control a range spanning 9 octaves.

2. **Pad Zone** 8 silicone pads in a 4x2 layout, featuring velocity/pressure-sensitive and colored backlighting. Tap the pads to send MIDI messages. The pads support three types of MIDI message assignment: Note, CC, and PC. They also feature two customizable Pad Banks (A/B), enabling triggering of up to 48 different commands.

3. **Assignable Knob Zone** 8 360° endless encoders. Rotate the knobs to send MIDI messages, supporting CC, PC, and Channel Aftertouch (CHN Touch) message assignment. The knobs have two customizable Knob Banks (A/B), enabling triggering of up to 16 different commands.

4. **Function Control Buttons**

   Press the "PAD BANK" button to cycle between the two pad banks (A/B).
   Press the "KNOB BANK" button to cycle between the two knob function banks (A/B).
   Press the "ARP" button to activate/deactivate the arpeggiator function for the keyboard zone.
   Press the "FIX VELOCITY" button to activate/deactivate fixed velocity for both the keyboard and pad zones.
   Press the "TAP TEMPO" button and tap to set the BPM tempo for the Arpeggiator and Note Repeat functions.
   Press the "NOTE REPEAT" button to turn the Note Repeat function for the pad zone on/off

5. **Transport Control Buttons (Default: CC messages, no function assigned, requires user mapping/learning)** 6 transport control buttons: Loop, Rewind, Forward, Stop, Play, Record. They send transport control commands via CC or MMC messages. By default, they send CC messages. You can switch the command type or edit the CC message information via the unit's function settings or the accompanying control software.

6. **Transpose Adjustment Buttons** Use the "TRANSPOSE" (semi-tone) and "OCTAVE" adjustment buttons with the +/- keys to shift the keyboard's pitch range up or down.

7. Internal Sound Engine Control Zone & BLE Bluetooth

Press the "Sound On/Off" button to activate/deactivate the internal sound engine. (Long press to turn off, short press to activate). When the internal sound source is activate, the pad lights will remain lit when not triggered; when the internal sound source is deactivate, the pad lights will remain unlit when not triggered.
Hold down the "MAIN" knob and press the "Sound On/Off" button to enter the language setting menu (supports Chinese and English).
Hold down the "MAIN" knob and press the "Drum Sound" button to modify the drum sounds assigned to the Pad zone.
The "KEY Sound 1 / 2 / 3" buttons each store different sounds for the keyboard zone. Only one KEY Sound button can be active at a time for quick sound switching.
Hold down the "MAIN" knob and press a "KEY Sound 1 / 2 / 3" button to modify the sound stored in that button, affecting the keyboard zone.
Press the "BT" button to activate/deactivate the unit's BLE (Bluetooth Low Energy) function. (Long press to turn off, short press to activate).

8. Pitch Bend / Modulation Touch Strip Slide your finger up or down on the touch strip to control pitch bend and modulation effects for the keyboard zone.

9. Speaker The internal sound unit for the onboard sound engine. When the sound engine is active and no headphones or external speakers are connected, audio will output from here.

10. MAIN Control Knob / Display

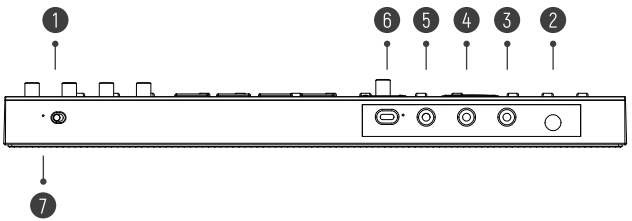
A 360° endless encoder with detented feedback. It serves as the main volume knob. It can also be held down while tapping other function buttons to enter parameter editing of those functions. You can then rotate MAIN knob to configure parameters for Pads, Assignable Knobs, Keys, Tap Tempo, Pitch/Modulation Touch Strip, Transport Buttons, Sound On/Off, Drum Sound, KEY Sound 1/2/3, and Fix Velocity.

After entering the parameter editing interface, rotate MAIN knob to cycle through the primary menu options in the selection box on the OLED display. Select the desired option and press MAIN knob again to enter its secondary menu. Rotate MAIN knob to select the parameter value to set. Finally, hold MAIN knob for 3 seconds to exit parameter editing and save the settings.
When not in parameter editing mode, rotating the MAIN Knob adjusts the master volume by default.

OLED Display: Shows TempoKEY function and parameter information. It defaults to displaying the Synido brand and model logo. The display updates based on user interaction and remains static when inactive.

11. **Restore Factory Settings** Hold the four buttons TRANSPOSE +, OCTAVE –, ARP, and NOTE REPEAT simultaneously to restore the default factory settings. After restoration, all lights on the product will rapidly flash once.

Interface Panel



1. **Power:** Main power switch. Toggle this switch to turn the main device power on/off.

2. **Sustain Pedal Input:**** Connect an optional 1/4" TS sustain pedal here.

3. **USB-C Port:** Use a USB-A to USB-C cable to connect this port to your computer. The computer's USB port will power the TempoKEY K32 Play and facilitate data exchange. Charging: When a USB-C cable is connected, a red light displays next to the port to indicate the device is charging. Once the internal battery is fully charged, the red light will turn green. Approximate charging time is 5 hours.

4. **MIDI In:** 3.5mm TRS socket for receiving standard MIDI protocol signals. Requires a TRS-to-5-Pin DIN MIDI adapter cable (Type A).

5. **MIDI Out:** 3.5mm TRS socket for transmitting standard MIDI protocol signals. Requires a TRS-to-5-Pin DIN MIDI adapter cable (Type A).

6. **Headphone Jack:** 3.5mm headphone output. You can connect wired headphones here or use an audio cable to connect to external speakers.

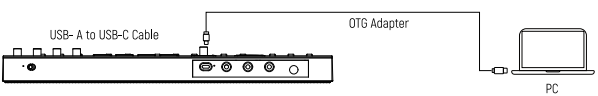
7. **Hidden Reset Jack:** When the product freezes or becomes unresponsive, insert a thin object into this hole to force a reset.

1.Connection Methods (Using External Virtual Sound Sources)

1.1Wired Connection
For use with mainstream computer DAW host software

① Turn on the TempoKEY K32 Play by flipping the Power main switch on the top upward. When powered on and with sufficient battery charge, the LED display screen and indicator lights on some control buttons will illuminate.

② Using the included USB-A to USB-C cable, connect the device directly to your computer.



③ Launch your DAW host software, such as Ableton Live, Cubase, FL Studio, Logic Pro, etc.

④ Open the Preferences, Options, or Device Setup menu in your DAW software and select "Synido TempoKEY K32 Play" as the input device.

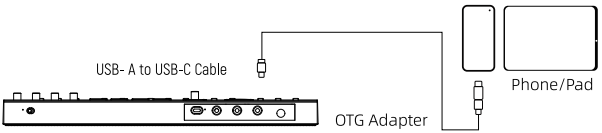
Your TempoKEY K32 Play is now ready to communicate with your DAW host software.

Note: When using external virtual sound sources, it is recommended to press and Hold down the Sound On/Off button to disable the internal sound engine. With the internal sound engine off, the device itself will not produce any sound.

For Use with Mobile Devices (Smartphones/Tablets)

① Turn on the TempoKEY K32 Play by flipping the "Power" main switch on the top upward. When powered on and with sufficient battery charge, the LED display screen and indicator lights on some control buttons will illuminate.

② Connect the included "USB-A to USB-C cable" and the "USB-A to USB-C OTG adapter" together.



Use OTG adapter to connect phone/Pad

③ Connect the end with the OTG adapter to your smartphone/tablet, and the other end to the "TempoKEY K32 Play" device.

Note: When using external virtual sound sources, it is recommended to "press and hold" the " Sound On/Off " button to disable the internal sound engine. With the internal sound engine off, the device itself will not produce any sound.

Important Notes:

1. This method also applies to connecting to computers via a USB-C port.

2. Apple iOS devices with Lightning ports require a separate Lightning OTG adapter, which users need to purchase independently due to regulatory reasons.

3. Due to power output limitations on Apple mobile devices, insufficient power supply may cause abnormal operation when connected to Apple iOS smartphones/tablets. Please ensure the TempoKEY K32 Play has sufficient battery charge before use.

1.2 Wireless BLE Bluetooth Connection

Connecting via BLE Bluetooth MIDI to Windows Computers

①First, download and install the "Synido wireless" Connect assistant software from the Synido official website: **https://www.synido.com/pages/downloads.** (This software is also compatible with Apple Mac systems.)

Synido wireless Connect

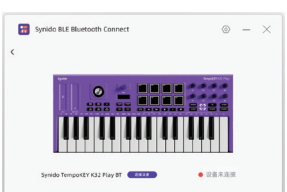
②Turn on the TempoKEY K32 Play by flipping the Power main switch on the top upward. When powered on and with sufficient battery charge, the LED display screen and indicator lights on some control buttons will illuminate.

③Press the BT button in the function key area. The BT button will light up with a red indicator light, indicating that the TempoKEY K32 Play's Bluetooth function is enabled and the device is in a discoverable state ready for pairing.

④Double-click to open the Synido wireless Connect software, then click the "Scan Now" button to search for available nearby devices.

⑤Click on the found Synido TempoKEY K32 Play device to enter its connection window.

⑥In the device connection window, click the "Connect Device" button. Upon successful connection, the interface will display "Device Connected." The BT button on the TempoKEY K32 Play will now show a blue indicator light, signifying a successful BLE Bluetooth connection.



Not Connected

Connected

⑦Launch your DAW host software, such as Ableton Live, FL Studio, Logic Pro, etc.

⑧Open the Preferences, Options, or Device Setup menu in your DAW software and select "Synido TempoKEY K32 Play BT" as both the input and output device.

Your TempoKEY K32 Play is now ready to communicate with your DAW host software.

Note: Cubase software comes with WinRT MIDI functionality, which allows BLE wireless Bluetooth MIDI control without downloading the Synido assistant software. The specific steps are as follows:

①Double-click to open the Cubase software, then navigate to Studio >> Studio Setup.

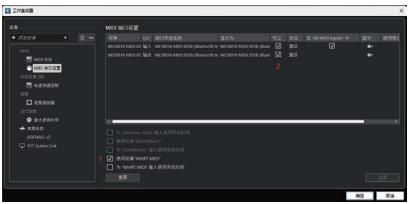
②In the Studio Setup interface, check the box for "Use WinRT MIDI devices".

③Turn on the TempoKEY K32 Play by flipping the Power main switch on the top upward. When powered on and with sufficient battery charge, the LED display screen and indicator lights on some control buttons will illuminate.

④Press the BT button in the function key area. The BT button will light up with a red indicator light, indicating that the TempoKEY K32 Play's Bluetooth function is enabled and the device is in a discoverable state ready for pairing.

⑤Turn on Bluetooth on your computer and proceed to pair the device: Settings >> Bluetooth & other devices >> Turn Bluetooth "On" >> Add device >> Bluetooth >> Click on "Synido TempoKEY K32 Play BT" in the search list. Your computer interface should show that "Synido TempoKEY K32 Play BT" is "Paired". At this point, the BT button will still display a red indicator light.

⑥In the Cubase software interface settings, the input/output device "Synido TempoKEY K32 Play BT" will now appear and its status will be "Active". The BT button on your Synido TempoKEY K32 Play will now show a blue indicator light, signifying a successful BLE Bluetooth connection.



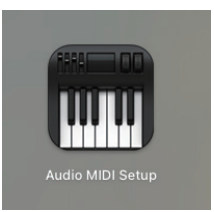
Your TempoKEY K32 Play is now ready to communicate with your Cubase software.

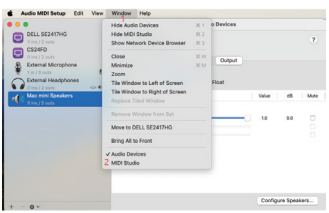
Connecting via BLE Bluetooth MIDI to Mac Computers

①Turn on the TempoKEY K32 Play by flipping the Power main switch on the top upward. When powered on and with sufficient battery charge, the LED display screen and indicator lights on some control buttons will illuminate.

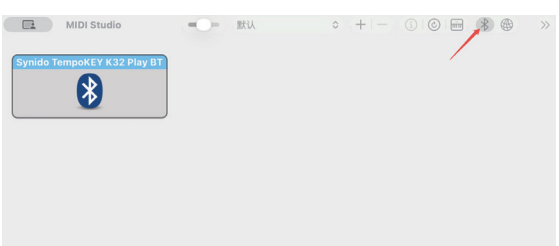
②Press the BT button in the function key area. The BT button will light up with a red indicator light, indicating that the TempoKEY K32 Play's Bluetooth function is enabled and the device is in a discoverable state ready for pairing.

③Open the Audio MIDI Setup application on your Mac. Then, from the top menu bar, click Window >> MIDI Studio.

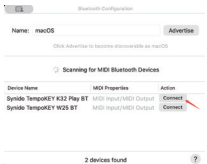




④In the MIDI Studio window, click the Bluetooth icon in the top-right corner.



⑤In the newly opened Bluetooth configuration window, select the "Connect" option for the device named "Synido TempoKEY K32 Play BT". The BT button on the TempoKEY K32 Play will now show a blue indicator light, signifying a successful BLE Bluetooth connection.



⑥ Launch your DAW host software, such as Ableton Live, FL Studio, Logic Pro, etc.

⑦Open the Preferences, Options, or Device Setup menu in your DAW software and select "Synido TempoKEY K32 Play BT" as both the input and output device.

Your TempoKEY K32 Play is now ready to communicate with your DAW host software.

Alternatively, you can download and install the Synido wireless Connect auxiliary connection software from the Synido official website **https://www.synido.com/pages/downloads**. For operation instructions, please refer to the BLE Bluetooth connection to a Windows computer usage guide in this manual.

Connecting via BLE Bluetooth MIDI to Android Smartphones/Tablets

① Turn on the TempoKEY K32 Play by flipping the Power main switch on the top upward. When powered on and with sufficient battery charge, the LED display screen and indicator lights on some control buttons will illuminate.

②Press the BT button in the function key area. The BT button will light up with a red indicator light, indicating that the TempoKEY K32 Play's Bluetooth function is enabled and the device is in a discoverable state ready for pairing.

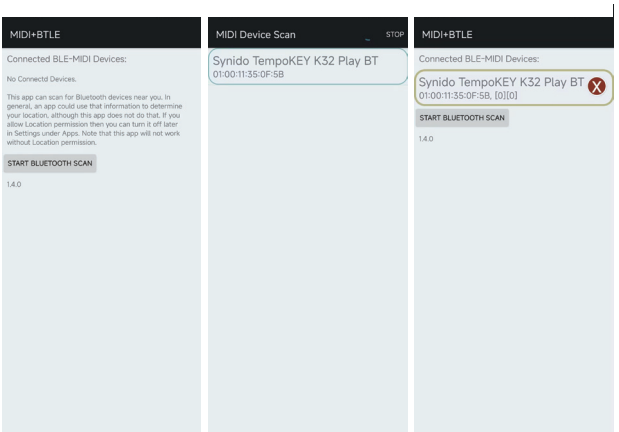
③Turn on the Bluetooth function in your smartphone/tablet settings.

④Taking the Walk Band app as an example: Before opening Walk Band, ensure you have downloaded the MIDI BLE Connect app.

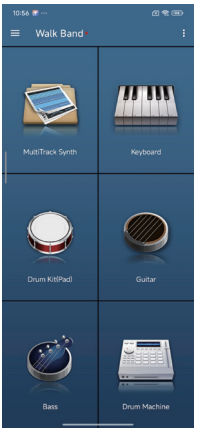

Walk Band

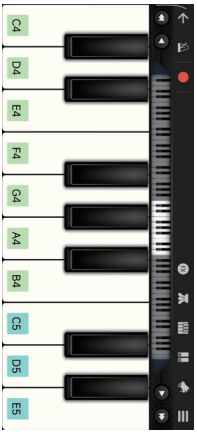
MIDI BLE Connect

⑤Click the "START BLUETOOTH" option on the main interface of the MIDI BLE Connect app. In the new window that appears, select the "Synido TempoKEY K32 Play BT" device from the Bluetooth connection list. The BT button on the TempoKEY K32 Play will now show a blue indicator light, signifying a successful BLE Bluetooth connection.



⑥Do not close the MIDI BLE Connect app; keep it running in the background. Open the Walk Band app, select an instrument sound source on the main page—for example, the piano sound. Click the "Keyboard" option. After entering, pressing the keys or pads on your "Synido TempoKEY K32 Play BT" device will trigger the piano sound. If no sound is triggered, please check if your phone is set to silent mode.





Tips: If you need to connect to other Android software that supports external MIDI devices via Bluetooth, you can also use MIDI BLE Connect as an intermediary. After launching the MIDI BLE Connect software, keep it running in the background (do not close it), and then open other apps such as Koala Sampler, BandLab, FL Studio Mobile, Cubasis LE, etc.

MIDI BLE Connect

Connecting via BLE Bluetooth MIDI to Apple iOS Smartphones/Tablets

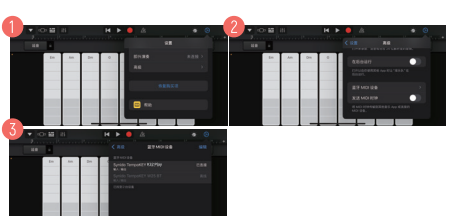
①Turn on the TempoKEY K32 Play by flipping the Power main switch on the top upward. When powered on and with sufficient battery charge, the LED display screen and indicator lights on some control buttons will illuminate.

②Press the BT button in the function key area. The BT button will light up with a red indicator light, indicating that the TempoKEY K32 Play's Bluetooth function is enabled and the device is in a discoverable state ready for pairing.

③Turn on the Bluetooth function in your smartphone/tablet settings.

④Taking the GarageBand app as an example: After opening the GarageBand app, select the "Keyboard" or "Drums" option from the track categories.

⑤Click the Settings icon in the top-right corner of the new interface, then navigate to Advanced >> Bluetooth MIDI Devices >> Synido TempoKEY K32 Play BT. The software interface will then display "Connected". The BT button on the TempoKEY K32 Play will now show a blue indicator light, signifying a successful BLE Bluetooth connection.



Tips: If you need to connect to other iOS software that supports external MIDI devices via Bluetooth, you can use GarageBand as an intermediary. After connecting to GarageBand using the steps above, keep GarageBand running in the background (do not close it), and then open other apps such as Koala Sampler, BandLab, FL Studio Mobile, Cubasis LE, etc.

2. KeyS

The Synido TempoKEY K32 Play features 32 keys spanning three octaves. The keys transmit only MIDI note messages, and the note encoding data is not user-modifiable. The corresponding note information for each key, from left to right, is shown in the diagram below.

Note: Different DAW software may define and label Middle C differently in their piano roll views. Therefore, the transmitted note names might not match the display in your DAW software. This is normal behavior.

You can shift the note names and range of the keys up or down using the TRANSPOSE (semitones) and OCTAVE adjustment functions. Please refer to the corresponding sections in this manual for details on these features.

The NOTE messages from the keys are transmitted on MIDI Channel 1 by default. You can quickly modify the output channel for key NOTE messages by holding down the "MAIN" Knob and pressing the B4 ("CH-") or C5 ("CH+") keys in the keyboard zone.

Important: Within the unit's internal sound engine control system, NOTE messages from the keyboard zone are fixed to be transmitted on Channel 1, overriding any channel settings made on the unit itself or from connected host software. This does not affect MIDI output to external sound sources.

The velocity sensitivity offers three response modes, as listed below. The default is Medium.

Soft: A logarithmic response curve. Suitable for players accustomed to a lighter touch, where gentle key presses yield higher velocity values.

Medium: A linear response curve. Suitable for most music and performers.

Hard: An exponential response curve. Suitable for players accustomed to a heavier touch, where stronger strikes are required to achieve higher velocity values.

Velocity sensitivity applies to both then note keys and pads and can be defined and switched independently. You can configure this on the unit (by holding down the MAIN knob, pressing any note key except B4 ("CH-") or C5 ("CH+"), rotating the knob to adjust the setting, and pressing the knob again to confirm and save) or within the official Synido TempoKEY K32 Play Configuration Software and then save the settings to the device. Pad-specific velocity settings can only be configured within the official Synido TempoKEY K32 Play Configuration Software.

3. PADS

The Synido TempoKEY K32 Play features 8 pads, expandable to 16 virtual pads via two banks (A/B). The two banks are distinguished by different backlight color combinations. Pads can be configured to send NOTE, CC (Control Change), or PC (Program Change) messages. Press the PAD BANK button to switch between the two banks; a white backlight indicates Bank A, and an orange backlight indicates Bank B.

You can configure the pads directly on the unit (hold down the MAIN Knob, press one of the pads PAD1-PAD8 you wish to set, rotate the MAIN Knob to adjust the selected pad's settings, and press the MAIN Knob again to confirm and save). Alternatively, you can configure them in the official Synido TempoKEY K32 Play Configuration Software and save the settings to the device.

BANK A	PAD Number	PAD 5	PAD 6	PAD 7	PAD 8
	NOTE Number	40	41	42	43
	PAD Number	PAD 1	PAD 2	PAD 3	PAD 4
	NOTE Number	36	37	38	39
BANK B	PAD Number	PAD 5	PAD 6	PAD 7	PAD 8
	NOTE Number	48	49	50	51
	PAD Number	PAD 1	PAD 2	PAD 3	PAD 4
	NOTE Number	44	45	46	47

When triggered in the default state, all MIDI messages are sent on Channel 10.

Important Note: Within the unit's internal sound engine control system, NOTE messages from the pad zone are fixed to be sent on Channel 10, overriding any channel settings configured on the unit or from a connected host (e.g., computer software). Furthermore, Program Change messages from the pad zone are blocked. This restriction only affects the internal sound engine; MIDI output to external sound sources is not affected.

The default velocity response curve for the pads is the Medium linear type. This curve cannot be adjusted on the device itself and can only be configured in the official Synido TempoKEY K32 Play configuration software.

On-Device Pad Parameter Settings Interface:

The pad settings interface offers three MIDI message types:

TYPE: NOTE TYPE: CC TYPE: PC

When Pad is set to send NOTE messages:

Channel: The MIDI channel for Note messages (Range: 1-16).
KEY: The Note number / pitch (Range: 0-127 / C-1 to G9).

When Pad is set to send CC messages:

Channel: The MIDI channel for CC messages (Range: 1-16).
#CC: he CC controller number (Range: 0-127).
Trigger: Trigger type, either Momentary (sends value on press, may send off value on release) or Toggle (latching on/off with each press).

When Pad is set to send PC messages:

Channel: The MIDI channel for PC messages (Range: 1-16).
#PC: The Program Change number (Range: 0-127).

For detailed instructions on using the Synido TempoKEY K32 Play Configuration Software, please refer to the "Configuration Software Guide" section of this manual.

MIDI Note Number Quick Reference Table:

MIDI NUMBER	NOTE NAME	MIDI NUMBER	NOTE NAME	MIDI NUMBER	NOTE NAME	MIDI NUMBER	NOTE NAME
0	C-1	32	G#+1	64	E+4	96	C+7
1	C#-1	33	A+1	65	F+4	97	C#+7
2	D-1	34	A#+1	66	F#+4	98	D+7
3	D#-1	35	B+1	67	G+4	99	D#+7
4	E-1	36	C+2	68	G#+4	100	E+7
5	F-1	37	C#+2	69	A+4	101	F+7
6	F#-1	38	D+2	70	A#+4	102	F#+7
7	G-1	39	D#+2	71	B+4	103	G+7
8	G#-1	40	E+2	72	C+5	104	G#+7
9	A-1	41	F+2	73	C#+5	105	A+7
10	A#-1	42	F#+2	74	D+5	106	A#+7
11	B-1	43	G+2	75	D#+5	107	B+7
12	C0	44	G#+2	76	E+5	108	C+8
13	C#0	45	A+2	77	F+5	109	C#+8
14	D0	46	A#+2	78	F#+5	110	D+8
15	D#0	47	B+2	79	G+5	111	D#+8
16	E0	48	C+3	80	G#+5	112	E+8
17	F0	49	C#+3	81	A+5	113	F+8
18	F#0	50	D+3	82	A#+5	114	F#+8
19	G0	51	D#+3	83	B+5	115	G+8
20	G#0	52	E+3	84	C+6	116	G#+8
21	A0	53	F+3	85	C#+6	117	A+8
22	A#0	54	F#+3	86	D+6	118	A#+8
23	B0	55	G+3	87	D#+6	119	B+8
24	C+1	56	G#+3	88	E+6	120	C+9
25	C#+1	57	A+3	89	F+6	121	C#+9
26	D+1	58	A#+3	90	F#+6	122	D+9
27	D#+1	59	B+3	91	G+6	123	D#+9
28	E+1	60	C+4	92	G#+6	124	E+9
29	F+1	61	C#+4	93	A+6	125	F+9
30	F#+1	62	D+4	94	A#+6	126	F#+9
31	G+1	63	D#+4	95	B+6	127	G+9

Note: Different DAW software may define and label Middle C differently in their piano roll views. Therefore, the transmitted note names might not match the display in your DAW software. This is normal behavior.

4. Knobs

These 8 customizable 360° endless encoders can transmit CC (Control Change), PC (Program Change), and CHN TOUCH (Channel Aftertouch) messages. With KNOB BANK A/B, two groups of 16 different parameter settings can be configured. You can set these up directly on the device (hold down the MAIN Knob, rotate the specific encoder K1-K8 you wish to set, rotate the MAIN Knob again to adjust the selected parameter, and then press the MAIN Knob to confirm and save) or configure them in the official Synido TempoKEY K32 Play Configuration Software and save the settings to the device. Use the KNOB BANK button to quickly switch between the two groups; a white backlight indicates Bank A, and an orange backlight indicates Bank B.

By default, the knobs send CC messages as shown in the diagram below:

BANK A	Knob	Knob1	Knob2	Knob3	Knob4	Knob5	Knob6	Knob7	Knob8
	CC Number#	CC#12	CC#13	CC#14	CC#15	CC#16	CC#17	CC#18	CC#19
	Channel	1	1	1	1	1	1	1	1
	Min value	0	0	0	0	0	0	0	0
	Max value	127	127	127	127	127	127	127	127
BANK B	Knob	Knob1	Knob2	Knob3	Knob4	Knob5	Knob6	Knob7	Knob8
	CC Number#	CC#20	CC#21	CC#22	CC#23	CC#24	CC#25	CC#26	CC#27
	Channel	1	1	1	1	1	1	1	1
	Min value	0	0	0	0	0	0	0	0
	Max value	127	127	127	127	127	127	127	127

Important Note: Within the unit's internal sound engine control system, PC (Program Change) messages configured in the assignable knob zone are blocked. This does not affect MIDI output to external sound sources.

On-Device Knob Parameter Settings Interface:

The knobs offer three selectable MIDI message types:

CC (Control Change) PC (Program Change) CHN (Channel Aftertouch)

When the knob is set to send CC (Control Change) messages:

Channel: The MIDI channel for sending CC messages (Range: 1-16)

#CC: The CC control number (Range: 0-127)

Min: The minimum value in the parameter range for CC messages

Max: The maximum value in the parameter range for CC messages

When the knob is set to send PC (Program Change) messages:

Channel: The MIDI channel for sending PC messages (Range: 1-16)
#PC: The Program Change number (Range: 0-127)
Min: The minimum value in the number range for PC messages
Max: The maximum value in the number range for PC messages

When the knob is set to send Channel Aftertouch messages:

Channel: The MIDI channel for sending Channel Aftertouch messages (Range: 1-16)
Min: The minimum value in the range for Channel Aftertouch messages
Max: The maximum value in the range for Channel Aftertouch messages

For the specific setup method using the official Synido TempoKEY K32 Play configuration software, please refer to the "Configuration Software Guide" section in this manual.

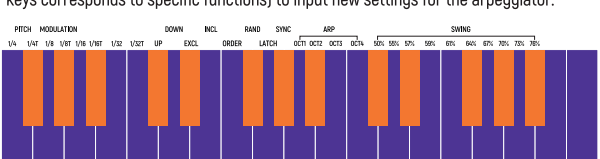
5.Function buttons

①.PAD BANK： Pad bank toggle button. There are two banks, distinguished by the button's backlight color: Bank A is indicated by a white backlight, and Bank B by an orange backlight.

②.KNOB BANK： Assignable knob bank toggle button. There are two banks, distinguished by the button's backlight color: Bank A is indicated by a white backlight, and Bank B by an orange backlight.

③.ARP: Arpeggiator On/Off, Press this button to turn the arpeggiator on or off. The arpeggiator automatically converts single notes or chords into arpeggiated sequences, simplifying performance and production, and offering more possibilities and inspiration for music creation.

Hold down the ARP button and press a key on the TempoKEY K32 Play (the text above the keys corresponds to specific functions) to input new settings for the arpeggiator.



MODE Arpeggio Direction:

①UP: Notes play from lowest to highest.

②DOWN: Notes play from highest to lowest.

③EXCL (Exclusive): Notes play from lowest to highest and then back down. The lowest and highest notes sound only once when the direction changes.

④INCL (Inclusive): Notes play from lowest to highest and then back down. The lowest and highest notes sound twice when the direction changes.

⑤ORDER: Notes play in the order they were pressed.

⑥RAND (Random): Pressed notes play in a random order.

LATCH (Arpeggio Hold): On / Off. The arpeggiator continues arpeggiating the notes even after you release your fingers. While holding a key(s), you can add more notes to the arpeggiated chord by pressing other keys. If you press keys, release them, and then press a new combination, the arpeggiator will remember and arpeggiate the new notes.

SYNC (Synchronization): On / Off. When ON, the device receives external MIDI Clock sync signals. The TempoKEY K32 Play will ignore its internally set TEMPO value and run the Arpeggiator (ARP) and Note Repeat functions according to the master MIDI Clock BPM.

OCT (Octave Range): OCT1, OCT2, OCT3, OCT4. Controls the number of octaves the played notes will span through the arpeggio. OCT1 is the default initial setting.

SWING Amount: The SWING function adjusts note timing to create a "swing" feel from an even rhythm, commonly used in jazz, blues, funk, etc. Value range: 50% (off), 55%, 57%, 59%, 61%, 64%, 67%, 70%, 73%, 76%.

TEMPO: Controls the speed of the arpeggiator, defined as Beats Per Minute (BPM) of a quarter note. Default is 120 BPM. hold down the MAIN Knob and press the TAP TEMPO button to set the value. Range: 20 - 240 BPM. Alternatively, tap the TAP TEMPO button to set the value.

④.**FIX VELOCITY:** Ignores actual playing velocity and sends notes at a fixed velocity (default: 127). Applies to both pads and keys. You can configure this on the device (hold down the MAIN Knob, press the FIX VELOCITY button, rotate the MAIN Knob to adjust, press the MAIN Knob again to confirm and save) or set it in the Synido TempoKEY K32 Play official configuration software and save to the device. Options include: affecting only PADS, affecting only KEYS, affecting both PADS & KEYS, and changing the fixed velocity value.

⑤. **TAP TEMPO:** Tap this button at the desired rate to set the tempo for the Arpeggiator and Note Repeat. The display shows the current tempo. If Note Repeat (NOTE REPEAT) or Arpeggiator (ARP) is ON, the LED below this button flashes at the set tempo (range: 20 - 240 BPM). Tap multiple times consecutively for the device to calculate the tempo; the light flashes at your tapping speed to confirm the setting.

Setting BPM Numerically: Hold down the "MAIN" Knob and press the TAP TEMPO button to enter the tempo value setting interface. The OLED displays the current TAP TEMPO BPM. Rotate the "MAIN" Knob to modify the BPM value. Press the "MAIN" Knob again to exit.

Note: The BPM value is shared between the ARP Arpeggiator and Note Repeat functions; they are not independent.

When SYNC (external clock sync) is ON, the TempoKEY K32 Play runs the Arpeggiator and Note Repeat according to the external master MIDI Clock BPM; the TAP TEMPO BPM setting is inactive.

⑥. **NOTE REPEAT:** Press this button to activate or deactivate Note Repeat mode. In this mode, when any PAD is held down, the PAD zone repeats sending note information based on the Arpeggiator's predefined DIV note value, SWING amount, GATE note length, and TEMPO. Configure this on the device (hold the ARP button and press keys on the TempoKEY K32 Play as described above) or set it in the Synido TempoKEY K32 Play official configuration software and save to the device.

DIV Note Value: 1/4, 1/4T, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T.

SWING Amount: 50% (off), 55%, 57%, 59%, 61%, 64%.

TAP TEMPO Button: Used to set the tempo. If Note Repeat (NOTE REPEAT) is ON, the LED below flashes at the set tempo. Tap multiple times consecutively for the device to calculate the tempo; the light flashes at your tapping speed to confirm.

Note: The NOTE REPEAT function only works on Note events. It has no effect if PADs are set to send CC or PC events.

6.Transport Control Buttons

The TempoKEY K32 Play features 6 backlit transport control buttons: LOOP, REW (Rewind), FF (Fast Forward), STOP, PLAY, and REC (Record). These are used to control the corresponding transport functions (Loop, Rewind, Fast Forward, Stop, Play, Record) in your DAW software.

By default, pressing these buttons sends CC messages, but they have no pre-assigned function. You need to use your DAW's MIDI Learn feature to map each button to a specific transport action.

The CC message commands (CC number and value) can be edited. You can also modify the Trigger type between Momentary (sends on press) and Toggle (alternates on/off with each press). You can configure these settings on the device (Hold down the "MAIN" knob, press the transport button you wish to modify, rotate the "MAIN" knob to adjust its parameters, then long-press the "MAIN" knob to exit the edit interface) or in the official Synido TempoKEY K32 Play Configuration Software and then save the settings to the device.

Alternatively, you can configure the transport buttons (except LOOP) to send MMC (MIDI Machine Control) signals. When set to MMC, they provide actual transport control functionality and, in DAW software that supports MMC, will work without requiring MIDI Learn mapping. Some DAW software may require you to enable MMC reception first.

Note: MMC does not have a standard command for LOOP control. Therefore, the LOOP button can only send CC messages, even when other buttons are set to MMC mode.

DAW software that typically supports MMC includes: Cubase, FL Studio, Studio One, Pro Tools, Logic Pro X, Reaper, GarageBand (mobile).

By default, the buttons send the following CC messages (see table below):

	Loop	Rewind	Forward	Stop	Play	Record
CC Number#	41	42	43	44	45	46
Chanmel	1	1	1	1	1	1
Trigger Type	TOGGLE	MOMENTARY	MOMENTARY	MOMENTARY	TOGGLE	TOGGLE

On-Device Transport Button Parameter Settings Interface: Both the CC number and MIDI Channel can be modified.

Transport Button Parameter Settings:

Channel: The MIDI channel for sending CC messages (Range: 1-16).

#CC: The CC controller number (Range: 0-127).

Trigger: Trigger type: Momentary or Toggle.

7.Transpose Adjustment Buttons

The TempoKEY K32 Play supports TRANSPOSE (semitones) and OCTAVE adjustment functions. Use the +/- buttons to shift the keyboard's pitch range up or down.

TRANSPOSE (Semitone Shift): Raises or lowers the overall pitch of the keyboard zone by one or more semitones (e.g., shifting C4 to C#4 or B3). Adjustable range: -5 to +5. Press both + and - buttons simultaneously to reset to zero.

OCTAVE: Raises or lowers the overall pitch of the keyboard zone by one or more octaves (e.g., shifting C4 to C5 or C3). Adjustable range: -3 to +3. Press both + and - buttons simultaneously to reset to zero.

These functions are highly practical in music production and performance, significantly enhancing flexibility and workflow efficiency.

Note: Different DAW software may define and label Middle C differently in their piano roll views. Therefore, the transmitted note information might not match the display in your DAW software.

8.Onboard Sound Engine Control Buttons

The TempoKEY K32 Play features a built-in sound engine and tones, allowing for standalone play without connecting to an external sound source. It includes 10 Pad drum kit sounds and 128 instrument sounds for the keyboard zone.Sound On/Off Button: This is the master on/off switch for the internal sound engine. It is ON by default.

Long-press the "Sound On/Off" button to turn the internal sound engine OFF.

Short-press the "Sound On/Off" button to turn the internal sound engine ON.

When the sound engine is ON, playing the keys or hitting the pads will produce sound through the built-in speaker.

When the internal sound source is activate, the pad lights will remain lit when not triggered; when the internal sound source is deactivate, the pad lights will remain unlit when not triggered.

Language Display Setting: The device supports Chinese and English language display for menus/settings, defaulting to English.

To change the language: Hold down the MAIN Knob, then press the "Sound On/Off" button to enter the language setting interface. Rotate the MAIN Knob to cycle between "English" and "中文" (Chinese). The language displayed when you pause is the selected one. Perform any other action to exit this interface. Alternatively, configure this in the official Synido TempoKEY K32 Play Configuration Software and save to the device.

Sound Language Settings Interface

Volume Adjustment: Rotate the "MAIN" knob to adjust the sound engine volume. The default is 65, the maximum is 127, and a value of 0 mutes the volume.

Drum Sound Button: This button is for selecting the drum kit sound for the Pad zone. There are 10 drum kits available. The default is STD SET (Standard Kit). The drum kit list is shown in the diagram below:

STD SET	标准鼓组
ROOM SET	空间鼓组
POWER SET	动力鼓组
ELEC.SETT	电子鼓组
TR808 SET	TR808
JAZZ	爵士鼓组
BRUSH	鼓刷组
ORCHESTRA	管弦乐组
SFX SET	特效音组
CM-64/32	CM-64/32

Drum Kit Sound List

Note: The Pad zone is bound to the Drum Sound setting. Therefore, Pads can only apply drum kit sounds.

You can modify the Pad drum kit sound only when the "Sound On/Off" function is ON. To change the kit: Hold down the "MAIN" knob, then press the "Drum Sound" button to enter the drum kit selection interface. Rotate the "MAIN" knob to cycle through the kit options. The kit displayed when you pause is the selected one. Perform any other action to exit. Alternatively, configure this in the official configuration software and save to the device.

The method for quickly modifying drum kit sounds is as follows:

Hold down the "Drum Sound" button, then rotate the MAIN knob. The sounds will rapidly cycle through 10 drum kits, and the sound that remains selected will be the modified sound.

Drum Kit & Note Mapping: A drum kit is a set of multiple percussion instruments, primarily consisting of Drums (e.g., Kick, Snare, Toms) and Cymbals (e.g., Hi-Hat, Ride Cymbal, Crash Cymbal).

The various instruments in a kit are assigned to specific NOTE numbers. The default note assignments for the Pad zone can be found in the "3. Pads" section of this manual. You can modify the NOTE number assigned to a Pad to change which instrument is triggered by that pad. For example: If PAD1 is set to NOTE 36 (C2), it triggers STD1 Kick1. If PAD5 is set to NOTE 40 (E2), it triggers Snare Drum 2. By swapping these NOTE assignments, you swap the kick and snare sounds between PAD1 and PAD5.

The following diagram illustrates the NOTE number mappings for the instruments in all 10 drum kits, for your reference and to facilitate free assignment based on NOTE values:

NOTE#	STD SET	ROOM SET	POWER SET
27 - D#1	High Q	High Q	High Q
28 - E1	Slap	Slap	Slap
29 - F1	Scratch Push	Scratch Push	Scratch Push
30 - F#1	Scratch Pull	Scratch Pull	Scratch Pull
31 - G1	Sticks	Sticks	Sticks
32 - G#1	Square Click	Square Click	Square Click
33 - A1	Metronome Click	Metronome Click	Metronome Click
34 - A#1	Metronome Bell	Metronome Bell	Metronome Bell
35 - B1	STD1 Kick2	STD1 Kick2	STD1 Kick2
36 - C2	STD1 Kick1	STD1 Kick1	Power Kick
37 - C#2	Side Stick	Side Stick	Side Stick
38 - D2	STD1 Snare1	STD1 Snare1	Gated Snare
39 - D#2	Hand Clap	Hand Clap	Hand Clap
40 - E2	Snare Drum 2	Snare Drum 2	Snare Drum 2
41 - F2	Low Floor Tom	Power Low Tom2	Power Low Tom2
42 - F#2	Closed Hi Hat [EXC1]	Closed Hi Hat [EXC1]	Closed Hi Hat [EXC1]
43 - G2	High Floor Tom	Power Low Tom1	Power Low Tom1
44 - G#2	Pedal Hi-Hat [EXC1]	Pedal Hi-Hat [EXC1]	Pedal Hi-Hat [EXC1]
45 - A2	Low Tom	Power Mid Tom2	Power Mid Tom2
46 - A#2	Open Hi-Hat [EXC1]	Open Hi-Hat [EXC1]	Open Hi-Hat [EXC1]
47 - B2	Low-Mid Tom	Power Mid Tom1	Power Mid Tom1
48 - C3	Hi Mid Tom	Power Hi Tom2	Power Hi Tom2
49 - C#3	Crash Cymbal 1	Crash Cymbal 1	Crash Cymbal 1
50 - D3	High Tom	Power Hi Tom1	Power Hi Tom1
51 - D#3	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1
52 - E3	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal
53 - F3	Ride Bell	Ride Bell	Ride Bell
54 - F#3	Tambourine	Tambourine	Tambourine
55 - G3	Splash Cymbal	Splash Cymbal	Splash Cymbal
56 - G#3	Cowbell	Cowbell	Cowbell
57 - A3	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2
58 - A#3	Vibraslap	Vibraslap	Vibraslap
59 - B3	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2
60 - C4	Hi Bongo	Hi Bongo	Hi Bongo
61 - C#4	Low Bongo	Low Bongo	Low Bongo
62 - D4	Mute Hi Conga	Mute Hi Conga	Mute Hi Conga
63 - D#4	Open Hi Conga	Open Hi Conga	Open Hi Conga
64 - E4	Low Conga	Low Conga	Low Conga
65 - F4	High Timbale	High Timbale	High Timbale
66 - F#4	Low Timbale	Low Timbale	Low Timbale
67 - G4	High Agogo	High Agogo	High Agogo

NOTE#	ELEC.SET	TR808 SET	JAZZ
27 - D#1	High Q	High Q	High Q
28 - E1	Slap	Slap	Slap
29 - F1	Scratch Push	Scratch Push	Scratch Push
30 - F#1	Scratch Pull	Scratch Pull	Scratch Pull
31 - G1	Sticks	Sticks	Sticks
32 - G#1	Square Click	Square Click	Square Click
33 - A1	Metronome Click	Metronome Click	Metronome Click
34 - A#1	Metronome Bell	Metronome Bell	Metronome Bell
35 - B1	STD1 Kick2	STD1 Kick2	Jazz BD2
36 - C2	Elec Kick	808 BD	Jazz BD1
37 - C#2	Side Stick	808 Rim shot	Side Stick
38 - D2	Gated Snare	808 Snare Drum	STD1 Snare1
39 - D#2	Hand Clap	Hand Clap	Hand Clap
40 - E2	Elec Snare1	Snare Drum 2	Snare Drum 2
41 - F2	Elec Low Tom2	808 Low Tom2	Low Floor Tom
42 - F#2	Closed Hi Hat [EXC1]	808 CHH [EXC1]	Closed Hi Hat [EXC1]
43 - G2	Elec Low Tom1	808 Low Tom2	High Floor Tom
44 - G#2	Pedal Hi-Hat [EXC1]	808 CHH [EXC1]	Pedal Hi-Hat [EXC1]
45 - A2	Elec Mid Tom2	808 Mid Tom2	Low Tom
46 - A#2	Open Hi-Hat [EXC1]	808 OHH [EXC1]	Open Hi-Hat [EXC1]
47 - B2	Elec Mid Tom1	808 Mid Tom1	Low-Mid Tom
48 - C3	Elec Hi Tom2	808 Hi Tom2	Hi Mid Tom
49 - C#3	Crash Cymbal 1	808 Cymbal	Crash Cymbal 1
50 - D3	Elec Hi Tom1	808 HiTom1	High Tom
51 - D#3	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1
52 - E3	Reverse Cymbal	Chinese Cymbal	Chinese Cymbal
53 - F3	Ride Bell	Ride Bell	Ride Bell
54 - F#3	Tambourine	Tambourine	Tambourine
55 - G3	Splash Cymbal	Splash Cymbal	Splash Cymbal
56 - G#3	Cowbell	Cowbell	Cowbell
57 - A3	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2
58 - A#3	Vibraslap	Vibraslap	Vibraslap
59 - B3	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2
60 - C4	Hi Bongo	Hi Bongo	Hi Bongo
61 - C#4	Low Bongo	Low Bongo	Low Bongo
62 - D4	Mute Hi Conga	Mute Hi Conga	Mute Hi Conga
63 - D#4	Open Hi Conga	Open Hi Conga	Open Hi Conga
64 - E4	Low Conga	Low Conga	Low Conga
65 - F4	High Timbale	High Timbale	High Timbale
66 - F#4	Low Timbale	Low Timbale	Low Timbale
67 - G4	High Agogo	High Agogo	High Agogo

NOTE#	BRUSH	ORCHESTRA	SFX SET
27 - D#1	High Q	Closed Hi Hat	*
28 - E1	Slap	Pedal Hi-Hat	*
29 - F1	Scratch Push	Open Hi Hat	*
30 - F#1	Scratch Pull	Ride Cymbal	*
31 - G1	Sticks	Sticks	*
32 - G#1	Square Click	Square Click	*
33 - A1	Metronome Click	Metronome Click	*
34 - A#1	Metronome Bell	Metronome Bell	*
35 - B1	Jazz BD2	Concert BD 2	*
36 - C2	Jazz BD1	Concert BD 1	*
37 - C#2	Side Stick	Side Stick	*
38 - D2	Brush Tap	Concert SD	*
39 - D#2	Brush Slap	Castanets	High Q
40 - E2	Brush Swir	Concert SD	Slap
41 - F2	Low Floor Tom	Timpani F	Scratch Push
42 - F#2	Closed Hi Hat [EXC1]	Timpani F#	Scratch Pull
43 - G2	High Floor Tom	Timpani G	Sticks
44 - G#2	Pedal Hi-Hat [EXC1]	Timpani G#	Square Click
45 - A2	Low Tom	Timpani A	Metronome Click
46 - A#2	Open Hi-Hat [EXC1]	Timpani A#	Metronome Bell
47 - B2	Low-Mid Tom	Timpani B	Guitar Slide
48 - C3	Hi Mid Tom	Timpani c	Gt Cut Noise (down)
49 - C#3	Crash Cymbal 1	Timpani c#	Gt Cut Noise (up)
50 - D3	High Tom	Timpani d	Double Bass Slap
51 - D#3	Ride Cymbal 1	Timpani d#	Key Click
52 - E3	Chinese Cymbal	Timpani e	Laughing
53 - F3	Ride Bell	Timpani f	Screaming
54 - F#3	Tambourine	Tambourine	Punch
55 - G3	Splash Cymbal	Splash Cymbal	Heart Beat
56 - G#3	Cowbell	Cowbell	Footsteps1
57 - A3	Crash Cymbal 2	Concert Cymbal2	Footsteps2
58 - A#3	Vibraslap	Vibraslap	Applause
59 - B3	Ride Cymbal 2	Concert Cymbal1	Door Creaking
60 - C4	Hi Bongo	Hi Bongo	Door Closing
61 - C#4	Low Bongo	Low Bongo	Scratch
62 - D4	Mute Hi Conga	Mute Hi Conga	Wind Chime
63 - D#4	Open Hi Conga	Open Hi Conga	Car Engine Start
64 - E4	Low Conga	Low Conga	Car Breaking
65 - F4	High Timbale	High Timbale	Car Pass
66 - F#4	Low Timbale	Low Timbale	Car Crash
67 - G4	High Agogo	High Agogo	Police Siren

NOTE#	STD SET	ROOM SET	POWER SET
68 - G#4	Low Agogo	Low Agogo	Low Agogo
69 - A4	Cabasa	Cabasa	Cabasa
70 - A#4	Maracas	Maracas	Maracas
71 - B4	Short Whistle[EXC2]	Short Whistle[EXC2]	Short Whistle[EXC2]
72 - C5	Long Whistle[EXC2]	Long Whistle[EXC2]	Long Whistle[EXC2]
73 - C#5	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]
74 - D5	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]
75 - D#5	Claves	Claves	Claves
76 - E5	Hi Wood Block	Hi Wood Block	Hi Wood Block
77 - F5	Low Wood Block	Low Wood Block	Low Wood Block
78 - F#5	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]
79 - G5	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]
80 - G#5	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]
81 - A5	Open Triangle[EXC5]	Open Triangle[EXC5]	Open Triangle[EXC5]
82 - A#5	Shaker	Shaker	Shaker
83 - B5	Jingle Bell	Jingle Bell	Jingle Bell
84 - C6	Belltree	Belltree	Belltree
85 - C#6	Castanets	Castanets	Castanets
86 - D6	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]
87 - D#6	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]

NOTE#	ELEC.SET	TR808 SET	JAZZ
68 - G#4	Low Agogo	Low Agogo	Low Agogo
69 - A4	Cabasa	Cabasa	Cabasa
70 - A#4	Maracas	Maracas	Maracas
71 - B4	Short Whistle[EXC2]	Short Whistle[EXC2]	Short Whistle[EXC2]
72 - C5	Long Whistle[EXC2]	Long Whistle[EXC2]	Long Whistle[EXC2]
73 - C#5	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]
74 - D5	Long Guiro [EXC3]	Long Guiro [EXC3]	Short Guiro [EXC3]
75 - D#5	Claves	Claves	Claves
76 - E5	Hi Wood Block	Hi Wood Block	Hi Wood Block
77 - F5	Low Wood Block	Low Wood Block	Low Wood Block
78 - F#5	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]
79 - G5	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]
80 - G#5	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]
81 - A5	Open Triangle[EXC5]	Open Triangle[EXC5]	Open Triangle[EXC5]
82 - A#5	Shaker	Shaker	Shaker
83 - B5	Jingle Bell	Jingle Bell	Jingle Bell
84 - C6	Belltree	Belltree	Belltree
85 - C#6	Castanets	Castanets	Castanets
86 - D6	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]
87 - D#6	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]

NOTE#	BRUSH	ORCHESTRA	SFX SET
68 - G#4	Low Agogo	Low Agogo	Train
69 - A4	Cabasa	Cabasa	Jet Take-off
70 - A#4	Maracas	Maracas	Helicopter
71 - B4	Short Whistle[EXC2]	Short Whistle[EXC2]	Starship
72 - C5	Long Whistle[EXC2]	Long Whistle[EXC2]	Gun Shot
73 - C#5	Short Guiro [EXC3]	Short Guiro [EXC3]	Machinegun
74 - D5	Long Guiro [EXC3]	Long Guiro [EXC3]	Lasergun
75 - D#5	Claves	Claves	Explosion
76 - E5	Hi Wood Block	Hi Wood Block	Dog
77 - F5	Low Wood Block	Low Wood Block	Horse Gallop
78 - F#5	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Birds
79 - G5	Open Cuica [EXC4]	Open Cuica [EXC4]	Rain
80 - G#5	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Thunder
81 - A5	Open Triangle[EXC5]	Open Triangle[EXC5]	Wind
82 - A#5	Shaker	Shaker	Sea Shore
83 - B5	Jingle Bell	Jingle Bell	Stream
84 - C6	Belltree	Belltree	Bubble
85 - C#6	Castanets	Castanets	*
86 - D6	Mute Surdo [EXC6]	Mute Surdo [EXC6]	*
87 - D#6	Open Surdo [EXC6]	Open Surdo [EXC6]	*

NOTE#	CM-64/32
27 - D#1	*
28 - E1	*
29 - F1	*
30 - F#1	*
31 - G1	*
32 - G#1	*
33 - A1	*
34 - A#1	*
35 - B1	Kick drum
36 - C2	Kick drum
37 - C#2	Rim Shot
38 - D2	Snare Drum
39 - D#2	Hand Clap
40 - E2	Elec Snare Drum
41 - F2	Acoustic Low Tom
42 - F#2	Closed Hi Hat [EXC1]
43 - G2	Acoustic Low Tom
44 - G#2	Open Hi-Hat 2
45 - A2	Acoustic Middle Tom

NOTE# 音符编码/音名	CM-64/32 CM-64/32
46 - A#2	Open Hi-Hat 1 [Exc1]
47 - B2	Acoustic Middle Tom
48 - C3	Acoustic High Tom
49 - C#3	Crash Cymbal
50 - D3	Acoustic High Tom
51 - D#3	Ride Cymbal
52 - E3	*
53 - F3	*
54 - F#3	Tambourine
55 - G3	*
56 - G#3	Cowbell
57 - A3	*
58 - A#3	*
59 - B3	*
60 - C4	Hi Bongo
61 - C#4	Low Bongo
62 - D4	Mute Hi Conga
63 - D#4	Open Hi Conga
64 - E4	Low Conga
65 - F4	High Timbale
66 - F#4	Low Timbale
67 - G4	High Agogo
68 - G#4	Low Agogo
69 - A4	Cabasa
70 - A#4	Maracas
71 - B4	Short Whistle[EXC2]
72 - C5	Long Whistle[EXC2]
73 - C#5	Vibrato Slap
74 - D5	*
75 - D#5	Claves

NOTE# 音符编码/音名	CM-64/32 CM-64/32
76 - E5	Laughing
77 - F5	Scream
78 - F#5	Punch
79 - G5	Heart Beat
80 - G#5	Footsteps 1
81 - A5	Footsteps 2
82 - A#5	Applauses
83 - B5	Creaking
84 - C6	Door
85 - C#6	Scratch
86 - D6	Wind Chimes
87 - D#6	Car-Engine
88 - E6	Car-Stop
89 - F6	Car-Pass
90 - F#6	Car-Crash
91 - G6	Siren
92 - G#6	Train
93 - A6	JetPlane
94 - A#6	Helicopter
95 - B6	StarShip
96 - C7	Gun Shot
97 - C#7	Machine Gun
98 - D7	Laser Gun
99 - D#7	Explosion
100 - E7	Dog
101 - F7	Horse Gallop
102 - F#7	Birds
103 - G7	Rain
104 - G#7	Thunder
105 - A7	Wind
106 - A#7	SeaShore
107 - B7	Stream
108 - C8	Bubble

Note: The text in red font in the table indicates the differences between the current drum kit mapping and the STD SET (standard drum kit mapping)

KEY Sound Buttons: These buttons are used to modify and store instrument sounds for the keyboard zone. There are three KEY Sound preset buttons: KEY Sound 1, KEY Sound 2, and KEY Sound 3. The instrument sounds stored by default in these three presets are shown in the table below, allowing for quick instrument sound switching.

KEY Sound 1	KEY Sound 2	KEY Sound 3
Acoustic Grand Piano	**Clean Electric Guitar**	**Lead 2 (sawtooth)**

Default Sounds Stored in KEY Sound Buttons

You can modify the keyboard instrument sounds only when the "Sound On/Off" function is ON. The instrument selection has a two-level menu: Level 1 is the "Main Instrument Category", and Level 2 is the "Instrument Sound" within that category.

To modify an instrument sound:

①Hold down the "MAIN" knob, then press any one of the three KEY Sound 1/2/3 buttons to enter the sound setting interface for the selected button. (You can enter the settings for any KEY Sound button regardless of whether it is currently active or not.)

②Rotate the "MAIN" knob to cycle through the various "Main Instrument Categories". Stop on the desired category.

③Press the "MAIN" knob to enter the instrument sound list for that category.

④Rotate the "MAIN" knob to cycle through the sounds. The sound displayed when you pause is the selected one.

⑤Perform any other action to exit the interface. (Each new operation starts from Level 1 selection.)

To quickly modify instrument sounds:

Hold down any one of the three "KEY Sound 1/2/3" buttons, then rotate the MAIN knob. The sound will rapidly cycle through the list of 128 sounds, and the sound that remains selected will be the modified sound.

Alternatively, configure this in the official Synido TempoKEY K32 Play Configuration Software and save to the device.

There are 128 instrument sounds available for selection. The instrument sound list and selection interface are shown in the diagram below:

1. PIANO		5. BASS		9. REED		13. SYNTH EFFECTS	
1.1	Acoustic Grand Piano	5.1	Acoustic Bass	9.1	Soprano Sax	13.1	FX 1 (rain)
1.2	Bright Acoustic Piano	5.2	Finger Electric Bass	9.2	Alto Sax	13.2	FX 2 (soundtrack)
1.3	Electric Grand Piano	5.3	Pick Electric Bass	9.3	Tenor Sax	13.3	FX 3 (crystal)
1.4	Honky-tonk Piano	5.4	Fretless Bass	9.4	Baritone Sax	13.4	FX 4 (atmosphere)
1.5	Honky-tonk Piano	5.5	Slap Bass 1	9.5	Oboe	13.5	FX 5 (brightness)
1.6	Chorused Piano	5.6	Slap Bass 2	9.6	English Horn	13.6	FX 6 (goblins)
1.7	Harpsichord	5.7	Synth Bass 1	9.7	Bassoon	13.7	FX 7 (echoes)
1.8	Clavichord	5.8	Synth Bass 2	9.8	Clarinet	13.8	FX 8 (sci-fi)
2. CHROMATIC PERC		**6. STRINGS**		**10. PIPE**		**14. WORLD**	
2.1	Celesta	6.1	Violin	10.1	Piccolo	14.1	Sitar
2.2	Glockenspiel	6.2	Viola	10.2	Flute	14.2	Banjo
2.3	Music box	6.3	Cello	10.3	Recorder	14.3	Shamisen
2.4	Vibraphone	6.4	Contrabass	10.4	Pan Flute	14.4	Koto
2.5	Marimba	6.5	Tremolo Strings	10.5	Bottle Blow	14.5	Kalimba
2.6	Xylophone	6.6	Pizzicato Strings	10.6	Shakuhachi	14.6	Bagpipe
2.7	Tubular Bells	6.7	Orchestral Harp	10.7	Whistle	14.7	Fiddle
2.8	Dulcimer	6.8	Timpani	10.8	Ocarina	14.8	Shanai
3. ORGAN		**7. ENSEMBLE**		**11. SYNTH LEAD**		**15. PERC**	
3.1	Hammond Organ	7.1	String Ensemble 1	11.1	Lead 1 (square)	15.1	Tinkle Bell
3.2	Percussive Organ	7.2	String Ensemble 2	11.2	Lead 2 (sawtooth)	15.2	Agogo
3.3	Rock Organ	7.3	Synth Strings 1	11.3	Lead 3 (caliope lead	15.3	Steel Drums
3.4	Church Organ	7.4	Synth Strings 2	11.4	Lead 4 (chiff lead)	15.4	Woodblock
3.5	Reed Organ	7.5	Choir Aahs	11.5	Lead 5 (charang)	15.5	Taiko Drum
3.6	Accordian	7.6	Voice Oohs	11.6	Lead 6 (voice)	15.6	Melodic Tom
3.7	Harmonica	7.7	Synth Voice	11.7	Lead 7 (fifths)	15.7	Synth Drum
3.8	Tango Accordian	7.8	Orchestra Hit	11.8	Lead 8 (bass+lead)	15.8	Reverse Cymbal
4. GUITAR		**8. BRASS**		**12. SYNTH PAD**		**16. SOUND EFFECTS**	
4.1	Nylon Guitar	8.1	Trumpet	12.1	Pad 1 (new age)	16.1	Guitar Fret Noise
4.2	Steel Guitar	8.2	Trombone	12.2	Pad 2 (warm)	16.2	Breath Noise
4.3	Jazz Electric Guitar	8.3	Tuba	12.3	Pad 3 (polysynth)	16.3	Seashore
4.4	Clean Electric Guitar	8.4	Muted Trumpet	12.4	Pad 4 (choir)	16.4	Bird Tweet
4.5	Muted Electric Guitar	8.5	French Horn	12.5	Pad 5 (bowed)	16.5	Telephone Ring
4.6	Overdriven Guitar	8.6	Brass Section	12.6	Pad 6 (metallic)	16.6	Helicopter
4.7	Distortion Guitar	8.7	Synth Brass 1	12.7	Pad 7 (halo)	16.7	Applause
4.8	Guitar Harmonics	8.8	Synth Brass 2	12.8	Pad 8 (sweep)	16.8	Gunshot

Keyboard Zone Instrument Sound List

Note: The keyboard zone is bound to the KEY Sound settings. Therefore, the keys can only apply instrument sounds.

9.MIDI Low Energy Bluetooth

The TempoKEY K32 Play supports BLE (Bluetooth Low Energy) MIDI functionality. Unlike Classic Bluetooth, it cannot be discovered, connected to, or communicated with via traditional Bluetooth methods. For detailed connection procedures with various devices, please refer to the "Wireless BLE Bluetooth Connection" chapter in this manual.By default, the BLE Bluetooth function is OFF. Press the BT button to turn it on. When activated, the BT button will illuminate with a steady red backlight, indicating that the TempoKEY K32 Play's Bluetooth is enabled and the device is in a discoverable state, ready for pairing. Once successfully connected, the BT button will show a steady blue backlight. Long-press the BT button to disable the BLE Bluetooth function; the BT button light will turn off.

10.PITCH BEND / MODULATION

PITCH: Pitch Bend Touch Strip - Controls the pitch variation of notes in the keyboard zone. As you slide your finger up or down the touch strip, the pitch of the notes will rise or fall accordingly, simulating the pitch bend effect of string instruments. The pitch bend strip features a simulated 'spring-return' mechanism. After a user moves the strip, upon release, it automatically returns to the 'center' (zero) position. This auto-return function can be enabled or disabled, and the auto-return time can be adjusted.

The Pitch Bend message is sent on Channel 1 by default. You can modify its MIDI Channel and auto-return settings on the device (Hold down the "MAIN" knob, touch and slide the PITCH strip, then rotate the "MAIN" knob to adjust the settings, finally long-press the "MAIN" knob to exit the edit interface) or configure them in the official Synido TempoKEY K32 Play Configuration Software and save to the device.

Pitch Bend Settings:

Self Return: Enable/Disable auto-return.
Return Time: The speed/duration of the auto-return action when enabled (Range: 0-127).
Channel: The MIDI channel for sending Pitch Bend messages (Range: 1-16).

MODULATION: Modulation Touch Strip - Used to modulate timbre. It can be assigned to create effects like vibrato (subtle pitch fluctuations, often used for strings, brass, and synth sounds) or to control filter cutoff frequency, changing the brightness or darkness of a sound. Flexible use of modulation allows performers to add more dynamics and expression to their music. The strip sends a CC#1 message by default, with a value range of 0 to 127. You can modify its CC number and MIDI Channel on the device (Hold down the "MAIN" knob, touch and slide the MODULATION strip, then rotate the "MAIN" knob to adjust the parameters.

CC number range: 0-127, Channel range: 1-16. Finally, long-press the "MAIN" knob to exit) or configure them in the official configuration software and save to the device. The modulation strip does NOT have auto-return; it stays at the last touched position.

Modulation Settings:

TYPE: DEFAULT and CC. DEFAULT refers to the default Modulation function, while CC allows for setting other CC functions.
Channel: The MIDI channel for sending the CC message (Range: 1-16).
#CC: The CC controller number (Range: 0-127).
Min: The minimum value in the CC parameter range.
Max: The maximum value in the CC parameter range.

11. Velocity Sensitivity

The TempoKEY K32 Play features four velocity curves to suit different playing styles: Fixed, Soft, Medium, and Hard. The velocity curve affects the relationship between how hard you press a key or hit a pad and the resulting MIDI velocity value output. Press the VELOCITY TYPE button to cycle through the different velocity curves. The button's backlight indicates the currently active curve:

Fixed Velocity: Press the FIX VELOCITY button to enable Fixed Velocity mode. In this mode, regardless of how hard you press, the keys and pads always output a fixed velocity value. The default output velocity is 127. You can configure this on the device (Hold down the "MAIN" knob, press the FIX VELOCITY button, rotate the knob to adjust the settings, then long-press the knob to exit the edit interface) or in the official Synido TempoKEY K32 Play software and save to the device. You can change the affected **zones (options:** Pads only, Keys only, or both Pads & Keys) and the fixed velocity value.

Soft: A logarithmic response curve. Suitable for players with a lighter touch, where gentle presses yield higher velocity values.

Medium: A linear response curve where force correlates directly with MIDI value. Suitable for most music and performers.

Hard: An exponential response curve. Suitable for players with a heavier touch, requiring stronger presses to achieve higher velocity values.

Note:The velocity response curve for the keyboard zone can be configured on the device itself. For specific setup instructions, please see the "2. Keyboard Keys" section of this manual.

The velocity response curve for the pad zone can only be configured via the official Synido TempoKEY K32 Play Configuration Software. For specific setup instructions, please refer to the related section on the companion software in this manual.

1.Software Download and Installation

The Synido TempoKEY K32 Play comes with companion software used to write or read parameter settings from the TempoKEY K32 Play and configure the sending of various MIDI commands.

The download address for the companion software is:

https://www.synido.com/pages/downloads

After downloading, please run the program to proceed with the installation.

2.Software Interface

1 Menu Options 2 Connection Status 3 Assignable Pad Settings Area

4 Assignable Knob Settings Area 5 Arpeggiator/Note Repeat Parameter Settings Area

6 Fixed Velocity and Velocity Curve Settings Area

7 Pitch Bend/Modulation Touch Strip Settings Area 8 Transport Button Settings Area

9 Built-in Sound Engine: Pad Drum Kit Sound Selection

10 Built-in Sound Engine: Keyboard Instrument Sound Selection Area

11 Auto-Layout Function Expansion

3.Device Occupancy (Windows System Only)

The device connection status is displayed in the top-right corner of the software (location ②). The software can only read from or write settings to the TempoKEY when the status shows "Connected".

If it shows "Connected", it indicates a proper connection between the software and the TempoKEY, allowing configuration data transfer.

If it shows "Not Connected", it may be because the device is not properly connected to the computer, or a DAW (or other program) is currently occupying the device. In this case, a pop-up window will appear with the warning: "This device is occupied by another application."

You will need to exit your DAW or any other program that might be using this MIDI device. Sometimes, you may also need to reconnect the device physically.

4.Menu Bar

The menu options include: Open, Save, Restore Default Settings, Theme, Language, Check for Updates, Open User Guide, Product Tutorial Videos, and About.

Open: Load a parameter configuration file.

Save: Save the current parameter configuration to a file.

Restore Default Settings: Reset all parameters to the factory default configuration.

Theme: Modify the theme color scheme of the software control panel.

Language: Set the language (Chinese/English) for the software control panel.

Check for Updates: Check for hardware firmware update availability.

Open User Guide: Open the online electronic version of the user manual.

Product Tutorial Videos: Open online instructional videos for product usage.

About: Information about this software.

Note: Parameter modifications made in this software are applied to the hardware product in real-time. Unlike previous Synido products, there is no need for a separate "Send" command.

5.Assignable Pad (PAD) Settings

Click the arrows on either side of "PAD BANK A" at the top left of the area to switch between the group you wish to edit (A/B). (The 8 assignable pads collectively form one PAD BANK control group).

Click the arrows on either side of the "NOTE" tab at the bottom to select the event type. Available options are: NOTE, CC, and PC (Program Change).

Click on the channel selector to choose the MIDI channel for event transmission.

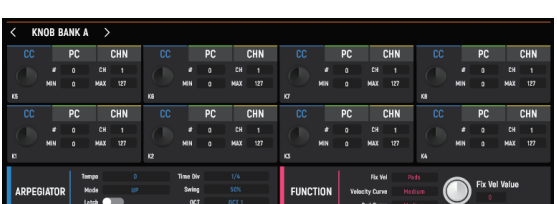
If NOTE events are selected, enter a number in the key field or click the note name to adjust the pitch. The instant/toggle function is not available for NOTE events.

If CC events are selected, enter the controller number in the key field and set the toggle/instant trigger option.

If PC events are selected, enter the program number in the key field. In PC event mode, the toggle/instant function is not available; each press of a pad sends a single PC event.

Tip: In Instant mode, pressing a pad sends a value 127 event, and releasing it sends a value 0 event. In Toggle mode, each complete press-and-release action alternates between sending value 127 and value 0 events.

6.Assignable Knob Settings



Click the arrows on either side of "KNOB BANK A" at the top left of the area to switch between the group you wish to edit (A/B). (The 8 assignable knobs collectively form one KNOB BANK control group).

Click the tab to select the event type. Available options are: CC, PC (Program Change), and CHN (Channel Aftertouch).

is for entering the desired CC event number. You can refer to the detailed CC event number correspondence table at the end of this manual.

Enter the Minimum and Maximum values to define the knob's control range.

Select the event's MIDI Channel: 1 - 16.

7.Arpeggiator / Note Repeat Parameter Settings

Tempo： Controls the speed of the arpeggiator, defined as Beats Per Minute (BPM) of a quarter note. Value range: 20 - 240 BPM. This value can also be set by tapping the TAP TEMPO button.

Time DIV (Note Division): 1/4 (quarter note), 1/4T (quarter note triplet), 1/8 (eighth note), 1/8T (eighth note triplet), 1/16 (sixteenth note), 1/16T (sixteenth note triplet), 1/32 (thirty-second note), 1/32T (thirty-second note triplet).

Mode (Arpeggio Direction) :

①UP: Notes play from lowest to highest.

②DOWN: Notes play from highest to lowest.

③EXCL (Exclusive): Notes play from lowest to highest and then back down. The

lowest and highest notes sound only once when the direction changes.

④INCL (Inclusive): Notes play from lowest to highest and then back down. The lowest and highest notes sound twice when the direction changes.

⑤ORDER: Notes play in the order they were pressed.

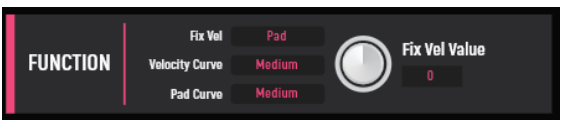
Swing Amount: The Swing function adjusts note timing to create a "swing" feel from an even rhythm, commonly used in jazz, blues, funk, etc. Value range: 50% (off), 55%, 57%, 59%, 61%, 64%, 67%, 70%, 73%, 76%.

Latch (Arpeggio Hold): On / Off. The arpeggiator continues arpeggiating the notes even after you release your fingers. While holding a key(s), you can add more notes to the arpeggiated chord by pressing other keys. If you press keys, release them, and then press a new combination, the arpeggiator will remember and arpeggiate the new notes.

OCT (Octave Range): OCT1, OCT2, OCT3, OCT4. Controls the number of octaves the played notes will span through the arpeggio. OCT1 is the default initial setting.

Note Repeat inherits the following settings from the Arpeggiator: DIV (Note Division), SWING Amount, and TEMPO.

8.Fixed Velocity and Velocity Curves



The velocity curves for the keys and pads can be set to the following response types:

Soft: Suitable for performers who are accustomed to a lighter touch, where gentle presses on keys or pads yield higher velocity values.

Medium: A linear response curve where the applied force correlates directly with the MIDI value. Suitable for most music and performers.

Hard: Suitable for performers who are accustomed to a heavier touch, requiring stronger presses to achieve higher velocity values.

Fixed: Ignores the actual playing velocity. Regardless of how hard you press, the keys and/or pads always send note information at a fixed velocity value.

Fix Vel: Sets the scope of fixed velocity control. Options include: Pads only, Keyboard only, or Both.

Fix Vel Value: Modifies the fixed velocity value parameter. Adjustment range: 0 - 127.

Piano Channel: Sets the MIDI signal transmission channel for the keyboard zone. Adjustment range: 1-16.

9.Pitch Bend/Modulation Touch Strip Settings

In the PITCH (Pitch Bend) settings, you can modify the message channel, enable/disable auto-return, and adjust the return time. The return time adjustment range is 0-127. Note: When auto-return is disabled, the return time cannot be adjusted.

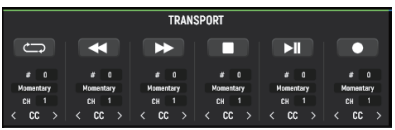
In the MODULATION settings:

Click the tab to select the message type. Available options are: CC or Modulation message.

Enter the Minimum and Maximum values to define the touch strip's control range.

Select the message channel.

10.Transport Control Buttons



The transport control buttons can send both CC and MMC (MIDI Machine Control) signals. Note: The LOOP function does not have a corresponding MMC command. MMC must be enabled on the device side and uses fixed, predefined commands.

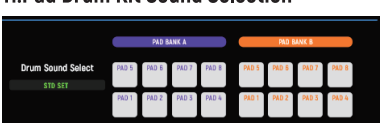
In the software, you can modify the CC signal parameters:

Enter the CC event number.

Click the button to switch the trigger type: Momentary or Toggle.

Select the MIDI channel for the event.

11.Pad Drum Kit Sound Selection



Drum Kit Sound List	
STD SET	JAZZ
ROOM SET	BRUSH
POWER SET	ORCHESTRA
ELEC.SETT	SFX SET
TR808 SET	CM-64/32

This section is for selecting the built-in sound engine's pad drum kit sounds. Modifying the settings here will change the pad sounds triggered by the TempoKEY K32 Play's internal sound engine. The drum kit list is shown in the figure below. For the note-to-drum-instrument mapping list, please refer to the section on "Onboard Sound Engine Control Buttons" in this manual.

12.Keyboard Instrument Sound Selection

This section is for selecting the built-in sound engine's keyboard instrument sounds. Modifying the settings here will change the key sounds triggered by the TempoKEY K32 Play's internal sound engine within the keyboard zone. The instrument sound list is shown in the figure below. KEY Sound 1, KEY Sound 2, and KEY Sound 3 are the three preset sound storage buttons. For instructions on how to use them, please refer to the section on "Onboard Sound Engine Control Buttons" in this manual.

This section is for selecting the built-in sound engine's keyboard instrument sounds. Modifying the settings here will change the key sounds triggered by the TempoKEY K32 Play's internal sound engine within the keyboard zone. The instrument sound list is shown in the figure below. KEY Sound 1, KEY Sound 2, and KEY Sound 3 are the three preset sound storage buttons. For instructions on how to use them, please refer to the section on "Onboard Sound Engine Control Buttons" in this manual.

1. PIANO		5. BASS		9. REED		13. SYNTH EFFECTS	
1.1	Acoustic Grand Piano	5.1	Acoustic Bass	9.1	Soprano Sax	13.1	FX 1 (rain)
1.2	Bright Acoustic Piano	5.2	Finger Electric Bass	9.2	Alto Sax	13.2	FX 2 (soundtrack)
1.3	Electric Grand Piano	5.3	Pick Electric Bass	9.3	Tenor Sax	13.3	FX 3 (crystal)
1.4	Honky-tonk Piano	5.4	Fretless Bass	9.4	Baritone Sax	13.4	FX 4 (atmosphere)
1.5	Honky-tonk Piano	5.5	Slap Bass 1	9.5	Oboe	13.5	FX 5 (brightness)
1.6	Chorused Piano	5.6	Slap Bass 2	9.6	English Horn	13.6	FX 6 (goblins)
1.7	Harpsichord	5.7	Synth Bass 1	9.7	Bassoon	13.7	FX 7 (echoes)
1.8	Clavichord	5.8	Synth Bass 2	9.8	Clarinet	13.8	FX 8 (sci-fi)
2. CHROMATIC PERC		**6. STRINGS**		**10. PIPE**		**14. WORLD**	
2.1	Celesta	6.1	Violin	10.1	Piccolo	14.1	Sitar
2.2	Glockenspiel	6.2	Viola	10.2	Flute	14.2	Banjo
2.3	Music box	6.3	Cello	10.3	Recorder	14.3	Shamisen
2.4	Vibraphone	6.4	Contrabass	10.4	Pan Flute	14.4	Koto
2.5	Marimba	6.5	Tremolo Strings	10.5	Bottle Blow	14.5	Kalimba
2.6	Xylophone	6.6	Pizzicato Strings	10.6	Shakuhachi	14.6	Bagpipe
2.7	Tubular Bells	6.7	Orchestral Harp	10.7	Whistle	14.7	Fiddle
2.8	Dulcimer	6.8	Timpani	10.8	Ocarina	14.8	Shanai
3. ORGAN		**7. ENSEMBLE**		**11. SYNTH LEAD**		**15. PERC**	
3.1	Hammond Organ	7.1	String Ensemble 1	11.1	Lead 1 (square)	15.1	Tinkle Bell
3.2	Percussive Organ	7.2	String Ensemble 2	11.2	Lead 2 (sawtooth)	15.2	Agogo
3.3	Rock Organ	7.3	Synth Strings 1	11.3	Lead 3 (caliope lead	15.3	Steel Drums
3.4	Church Organ	7.4	Synth Strings 2	11.4	Lead 4 (chiff lead)	15.4	Woodblock
3.5	Reed Organ	7.5	Choir Aahs	11.5	Lead 5 (charang)	15.5	Taiko Drum
3.6	Accordian	7.6	Voice Oohs	11.6	Lead 6 (voice)	15.6	Melodic Tom
3.7	Harmonica	7.7	Synth Voice	11.7	Lead 7 (fifths)	15.7	Synth Drum
3.8	Tango Accordian	7.8	Orchestra Hit	11.8	Lead 8 (bass+lead)	15.8	Reverse Cymbal
4. GUITAR		**8. BRASS**		**12. SYNTH PAD**		**16. SOUND EFFECTS**	
4.1	Nylon Guitar	8.1	Trumpet	12.1	Pad 1 (new age)	16.1	Guitar Fret Noise
4.2	Steel Guitar	8.2	Trombone	12.2	Pad 2 (warm)	16.2	Breath Noise
4.3	Jazz Electric Guitar	8.3	Tuba	12.3	Pad 3 (polysynth)	16.3	Seashore
4.4	Clean Electric Guitar	8.4	Muted Trumpet	12.4	Pad 4 (choir)	16.4	Bird Tweet
4.5	Muted Electric Guitar	8.5	French Horn	12.5	Pad 5 (bowed)	16.5	Telephone Ring
4.6	Overdriven Guitar	8.6	Brass Section	12.6	Pad 6 (metallic)	16.6	Helicopter
4.7	Distortion Guitar	8.7	Synth Brass 1	12.7	Pad 7 (halo)	16.7	Applause
4.8	Guitar Harmonics	8.8	Synth Brass 2	12.8	Pad 8 (sweep)	16.8	Gunshot

Keyboard Zone Instrument Sound List

13.Auto Layout

The Auto Layout function allows you to rapidly assign certain functions to the panel controls according to a defined pattern. Click "Quick Layout" in the menu bar to open the window. In the window, fill in the corresponding parameters, check the desired options, and then click "Apply" on the right to quickly apply the parameters to the panel.

Pads: Quickly set NOTE, CC, PC values, their minimum/maximum range, the Start/End pad range, and the MIDI Channel.

Knobs: Quickly set CC, PC, CHN (Channel Aftertouch) values, their minimum/maximum range, the Start/End knob range, and the MIDI Channel.

Parameters Explained: 1.Start Code: The starting MIDI message number (e.g., Note number, CC number, PC number). Input range: 0 - 127.

2.Ascending / Descending: In "Ascending" mode, the start code will increment by one for each subsequent pad/knob. In "Descending" mode, it will decrement by one.

3.Min / Max: The range from the minimum to the maximum value for the event parameter.

4.Trigger Type: Momentary or Toggle.

Important Notes on Overlapping Ranges:

For Pads, if you choose to set NOTE, CC, and PC values simultaneously for an overlapping range, the assignments will be overridden according to this priority: PC > CC > NOTE.

For Knobs, if you choose to set CC, PC, and Channel Aftertouch values simultaneously for an overlapping range, the assignments will be overridden according to this priority: CHN (Channel Aftertouch) > PC > CC.

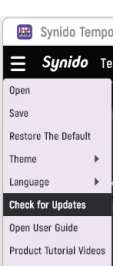
14.Firmware Update

1.First, connect the device until the software shows a "Connected" status.

2.Click "Check for Updates" in the menu, then click "Firmware Update" in the dialog box that opens.

Caution:Ensure you have a stable network connection before starting the update. Maintain internet connectivity throughout the process and avoid performing other operations.

A failed update may render the product inoperable. You can refer to the "Firmware Update" guide in the FAQ section on the Synido official website or contact official customer support for assistance.



Product Specification

Product model:	TempoKEY K32 Play	**Product size:**	Plastic + Silicone
Color:	Purple	**Material:**	1250g
Power consumption of the device:	2.1W	**Product weight:**	432.5 * 188.5 * 46.5 mm
Battery capacity: (Standby time: 6 hours when fully charged)	3000mAh	**MIDI Connector:** MIDI Interface: TRS (Type A) MIDI In / Out	

Customer Support

For more FAQ, visit Support Center: Synido.com/support
or scan the QR code
or **email us at** cs@synido.com
WORKING TIME: 9:00 - 18:00 (MONDAY TO FRIDAY, GMT+8)

Appendix

Event: A MIDI command.

Channel: There are 16 channels in MIDI protocol, and most MIDI events contain channel information. Users can set on the receiving device to hear only the events from a certain channel. For example, device A only receives events from channel 1, and device B only receives events from channel 2. Then on the sending device, the user can send channel 1 events to control device A, and send channel 2 events to control device B.

CC event: Controller Change event. A CC event contains the following information: channel number, CC number, and event value. MIDI protocol defines some specific CC numbering functions, for example, CC#7 event is the main volume event, and CC # 64 is the piano pedal event; Some CC commands are not defined functions, so users can define them as wish. See the appendix for the definition of CC events;

CC event can be a single command: for example, press a PAD and send a command of CC # 64 at value 127, and the receiving device will execute the action of opening the piano pedal after receiving the command; It can also be continual commands, such as rotating a knob to send events of CC # 7 with a value from 0 to 127. After receiving the command, the system will adjust the volume from the minimum to the maximum.

PC event: Program Change event. It is also a kind of control command containing channel information and event numbers. It usually used for voice change.

Momentary: when a key (button) is pressed, an ON event is sent, and when a key (button) is released, an OFF event is sent; For example, when a pad is used to imitate the function of the piano keys, the "Note ON" command is sent when the pad is pressed, and the "Note OFF" command is sent when the pad is released.

Toggle: when the full operation of pressing + releasing is completed, the ON and OFF events will be sent alternately; For example, it can be used as a switch. Each time you tap a pad, it alternately sends commands with values of 127 and 0. Set 127 as ON and 0 as OFF at the receiving end, the control effect can be achieved.

b.CC Default event list

CC 0 (BankSel MSB)
CC 1 (Modulation)
CC 2 (Breath)
CC 3 (Control 3)
CC 4 (Foot)
CC 5 (Portamento)
CC 6 (DataEnt MSB)
CC 7 (Main Volume)
CC 8 (Balance)
CC 9 (Control 9)
CC 10 (Pan)
CC 11 (Expression)
CC 12 (Control 12)
CC 13 (Control 13)
CC 43 (Expr LSB)
CC 44 (Control 44)
CC 45 (Control 45)
CC 46 (Control 46)
CC 47 (Control 47)
CC 48 (Control 48)
CC 49 (Control 49)
CC 50 (Control 50)
CC 51 (Control 51)
CC 52 (Control 52)
CC 53 (Control 53)
CC 54 (Control 54)
CC 55 (Control 55)
CC 56 (Control 56)
CC 86 (Control 86)
CC 87 (Control 87)
CC 88 (Control 88)
CC 89 (Control 89)
CC 90 (Control 90)
CC 91 (ExtEff 1 Depth)
CC 92 (ExtEff 2 Depth)
CC 93 (ExtEff 3 Depth)
CC 94 (ExtEff 4 Depth)
CC 95 (ExtEff 5 Depth)
CC 96 (Data Incr)
CC 97 (Data Decr)
CC 98 (NRPN LSB)
CC 99 (NRPN MSB)

CC 14 (Control 14)
CC 15 (Control 15)
CC 16 (Gen Purp 1)
CC 17 (Gen Purp 2)
CC 18 (Gen Purp 3)
CC 19 (Gen Purp 4)
CC 20 (Control 20)
CC 21 (Control 21)
CC 22 (Control 22)
CC 23 (Control 23)
CC 24 (Control 24)
CC 25 (Control 25)
CC 26 (Control 26)
CC 27 (Control 27)
CC 28 (Control 28)
CC 29 (Control 29)
CC 30 (Control 30)
CC 31 (Control 31)
CC 32 (BankSel LSB)
CC 33 (Modulation LSB)
CC 34 (Breath LSB)
CC 35 (Control 35)
CC 36 (Foot LSB)
CC 37 (Porta LSB)
CC 38 (DataEnt LSB)
CC 39 (Main Volume LSR)
CC 40 (Balance LSB)
CC 41 (Control 41)
CC 42 (Pan LSB)
CC 57 (Control 57)
CC 58 (Control 58)
CC 59 (Control 59)
CC 60 (Control 60)
CC 61 (Control 61)
CC 62 (Control 62)
CC 63 (Control 63)
CC 64 (Sustain)
CC 65 (Porta On/Off)
CC 66 (Sostenuto)
CC 67 (Soft Pedal)
CC 68 (Legato FS)
CC 69 (Hold 2)
CC 70 (Sound Var)
CC 71 (Harmonic)
CC 72 (Release Time)
CC 73 (Attack Time)
CC 74 (Brightness)
CC 75 (Control 75)
CC 76 (Control 76)
CC 77 (Control 77)
CC 78 (Control 78)
CC 79 (Control 79)
CC 80 (Gen Purp 5)
CC 81 (Gen Purp 6)
CC 82 (Gen Purp 7)
CC 83 (Gen Purp 8)
CC 84 (Porta Ctrl)
CC 85 (Control 85)
CC 100 (RPN LSB)
CC 101 (RPN MSB)
CC 102 (Control 102)
CC 103 (Control 103)
CC 104 (Control 104)
CC 105 (Control 105)
CC 106 (Control 106)
CC 107 (Control 107)
CC 108 (Control 108)
CC 109 (Control 109)
CC 110 (Control 110)
CC 111 (Control 111)
CC 112 (Control 112)
CC 113 (Control 113)
CC 114 (Control 114)
CC 115 (Control 115)
CC 116 (Control 116)
CC 117 (Control 117)
CC 118 (Control 118)
CC 119 (Control 119)
CC 120 (AllSndOff)
CC 121 (Reset Ctrl)
CC 122 (Local Ctrl)
CC 123 (AllNoteOff)
CC 124 (Omni Mode Off)
CC 125 (Omni Mode On)
CC 126 (Mono Mode On)
CC 127 (Poly Mode On)

SPECIAL THANKS

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