

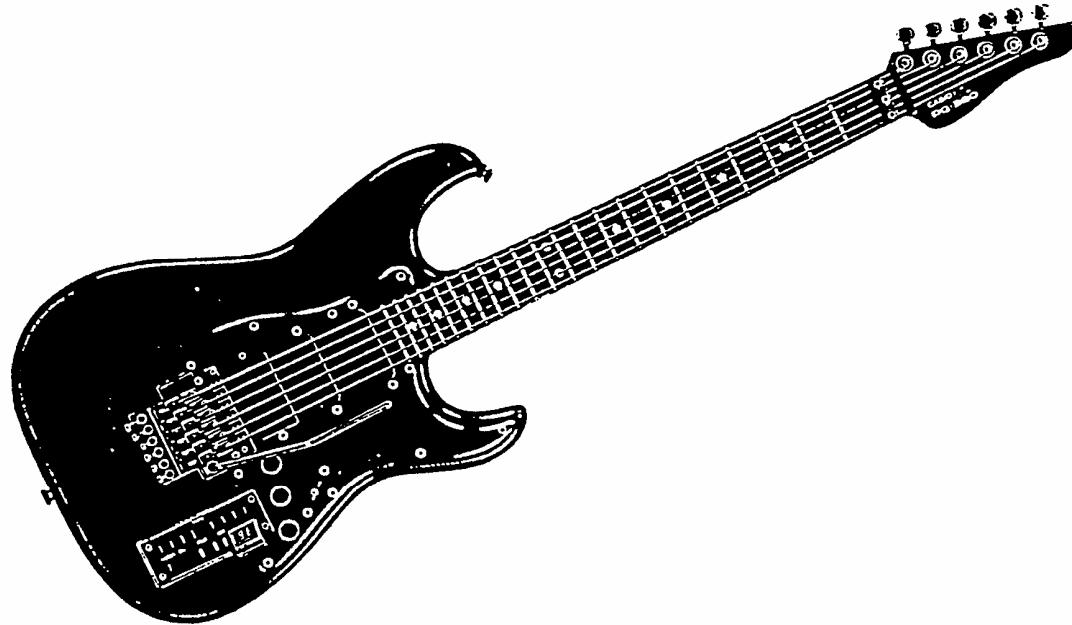
SERVICE MANUAL & PARTS LIST

(without price)

GUITAR SYNTH

PG-380

FEB. 1988



PG-380

CASIO.®

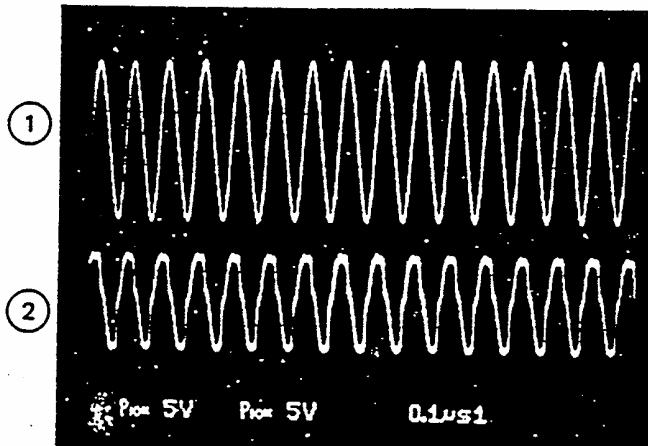
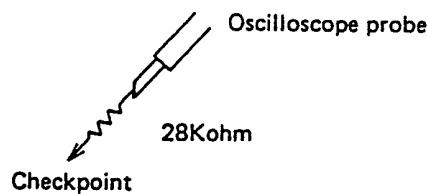
CONTENTS

1. SCHEMATIC DIAGRAM	
1-1. Main & Analog Circuit PCBs M380-MA1M, MA2M, MA3M	1 (Appendix)
1-2. Power Circuit & Terminals PCB M380-MA4M	2
2. PCB VIEW & MAJOR WAVEFORMS	
2-1. PCB View	3
2-2. Major Waveforms	4
3. WIRING DIAGRAM	5
4. BLOCK DIAGRAM	6
5. INPUT CIRCUIT	7
6. ADC CIRCUIT	
6-1. Multiplexer Circuit	9
6-2. Absolute Value Circuit	9
6-3. Logarithm Amp. Circuit	10
7. DIGITAL CIRCUIT BLOCK	
7-1. Block Diagram	11
7-2. Pin Function of Major LSIs	12
8. ANALOG CIRCUIT BLOCK	
8-1. Block Diagram	21
8-2. Music LSI (HD62013)	22
9. POWER CIRCUIT	24
10. ADJUSTMENT	
10-1. Bit Compensation	25
10-2. Voltage Vin	25
10-3. Voltage VRG	25
10-4. Voltage AVDD	25
11. OPERATIONS	26
PARTS LIST	41

2-2. Major Waveforms

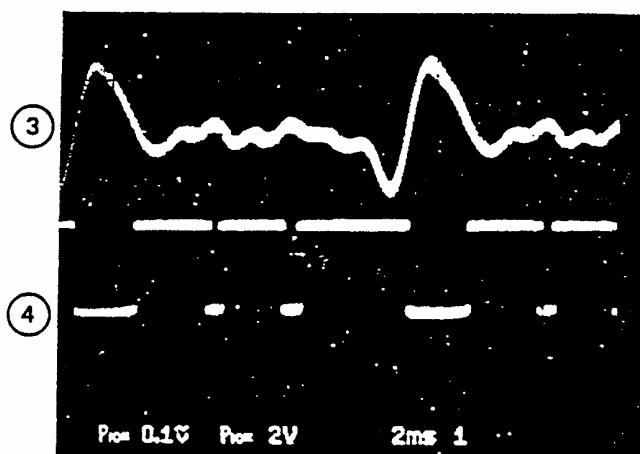
Note: The analog waveforms were observed via 28Kohm resistor.

Probe reduction: 10:1



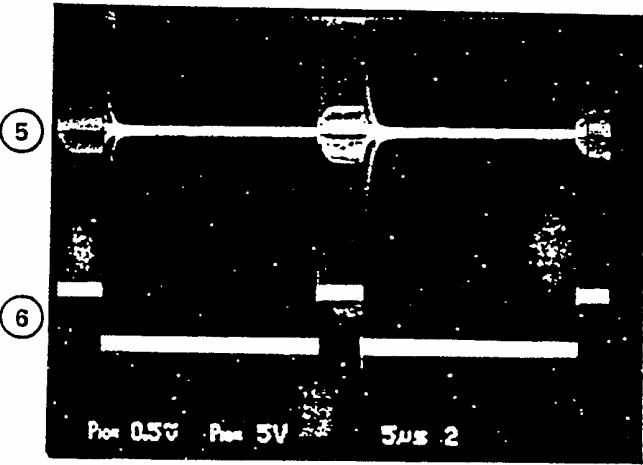
① Clock pulse source
GAO μ PD65070 pin 3

② Main CPU clock pulse
Main CPU μ PD78C10G pin 25



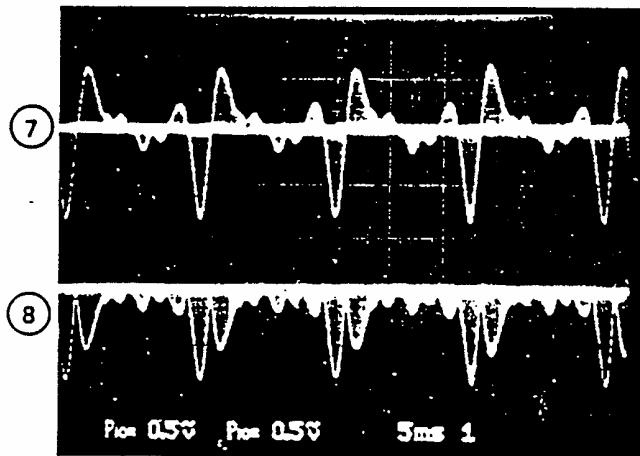
③ String input
Opamp NJM062-2 ,pin 7

④ Zero cross signal
Opamp NJM2068-1 pin 7



⑤ Multiplexer output
IC μ PD4066-2 pin 10

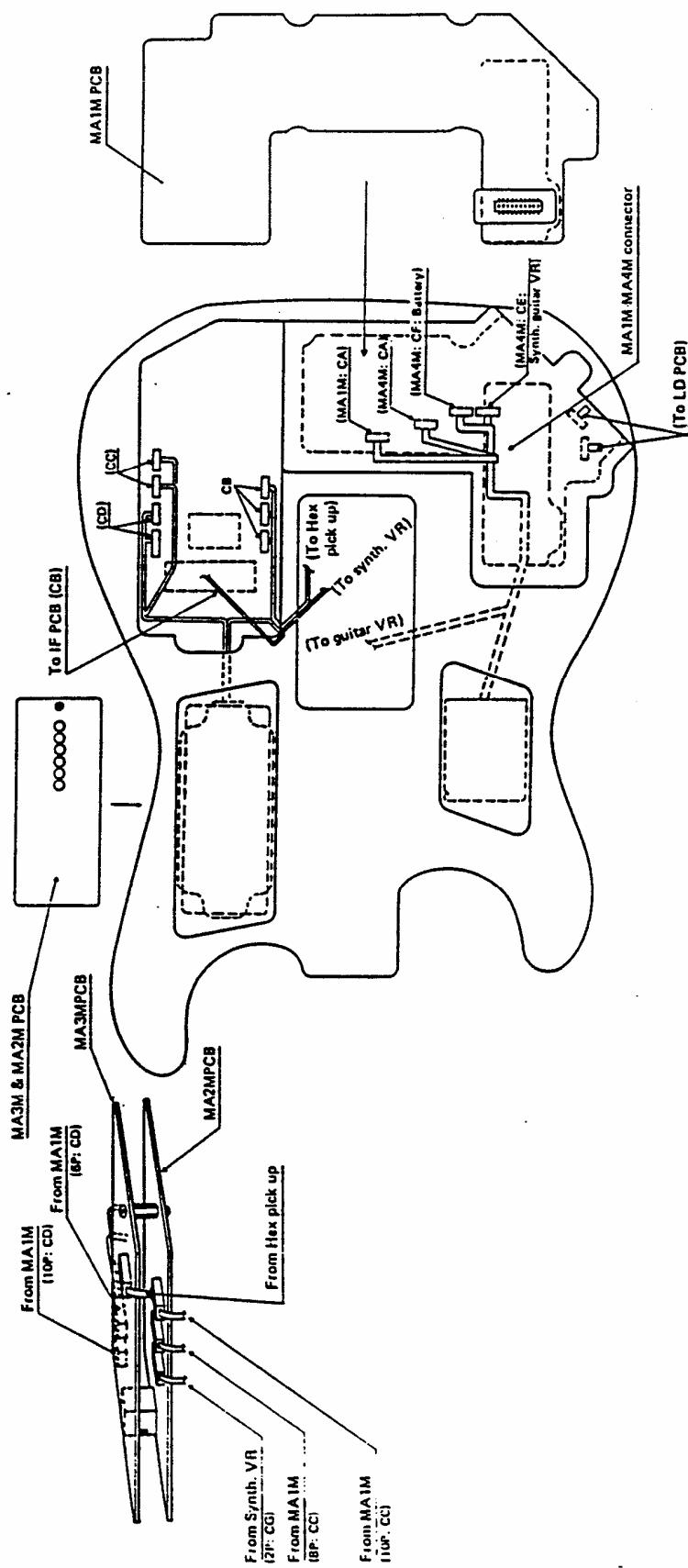
⑥ Multiplexer clock signal
IC μ PD4066-2 pin 12



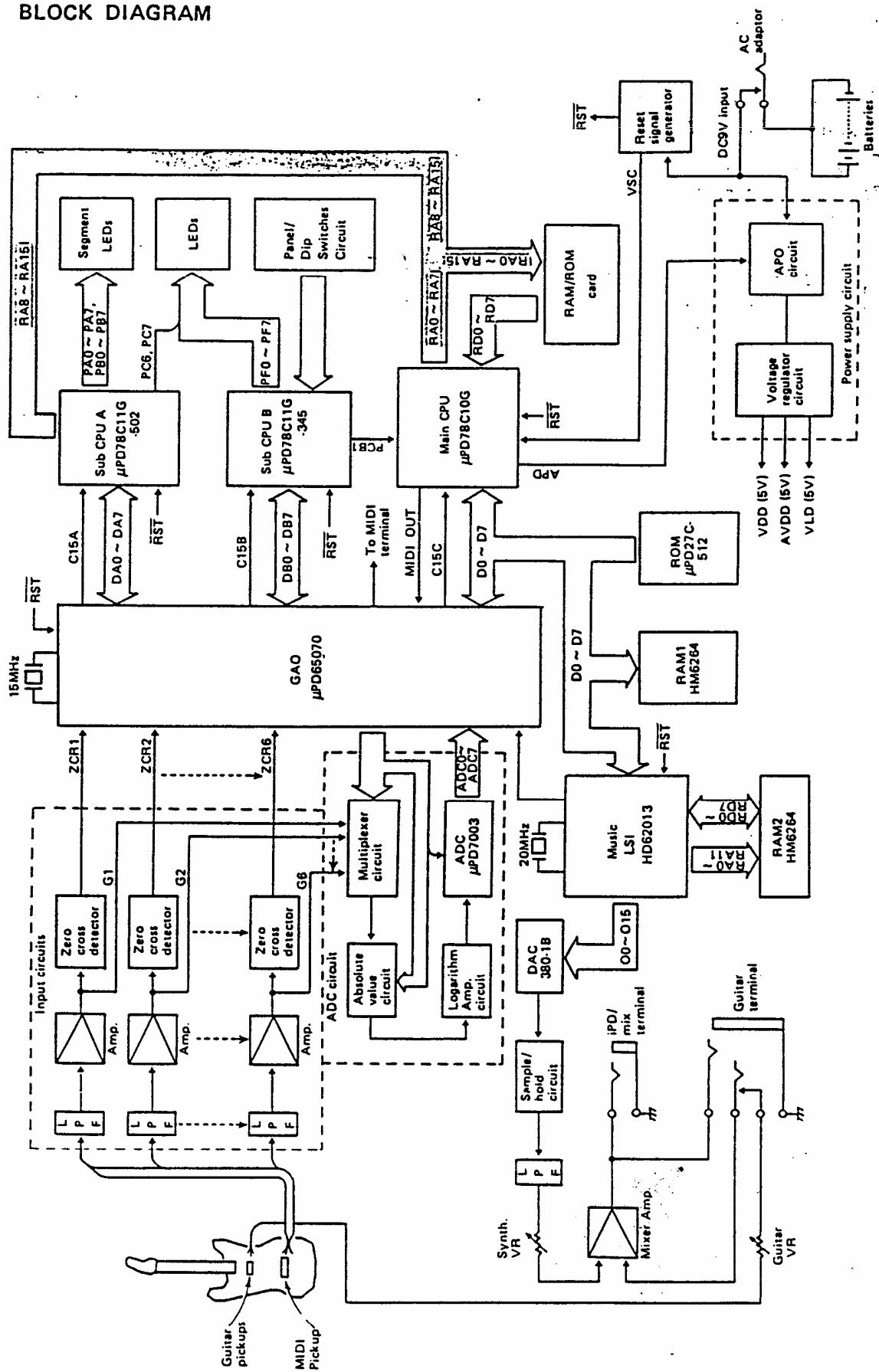
⑦ Absolute value input
Opamp NJM2068-2 pin 7

⑧ Absolute value output
Opamp NJM2068-5 pin 7

3. WIRING DIAGRAM



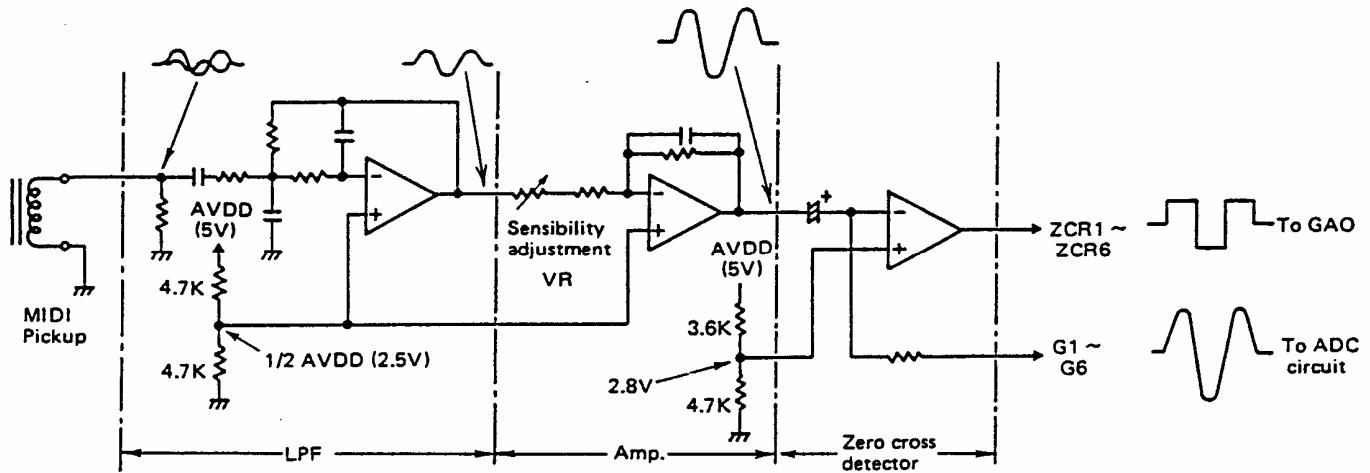
4. BLOCK DIAGRAM



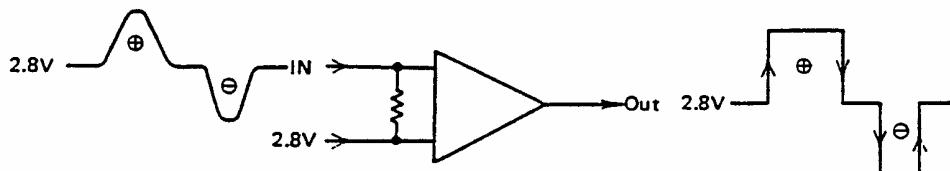
5. INPUT CIRCUIT

MIDI pickup converts the vibration of strings into an electrical signal and the signal from the pickup enters Input Circuit.

The PG-380 is equipped with six Input Circuits and, one Input Circuit consists of LPF, Amp, and Zero Cross Detector.



The LPF cuts unnecessary harmonic signals and noises. The Amp. adjusts the input sensibility of the string. The Zero Cross Detector transfers the input signal into square waveform as shown below.



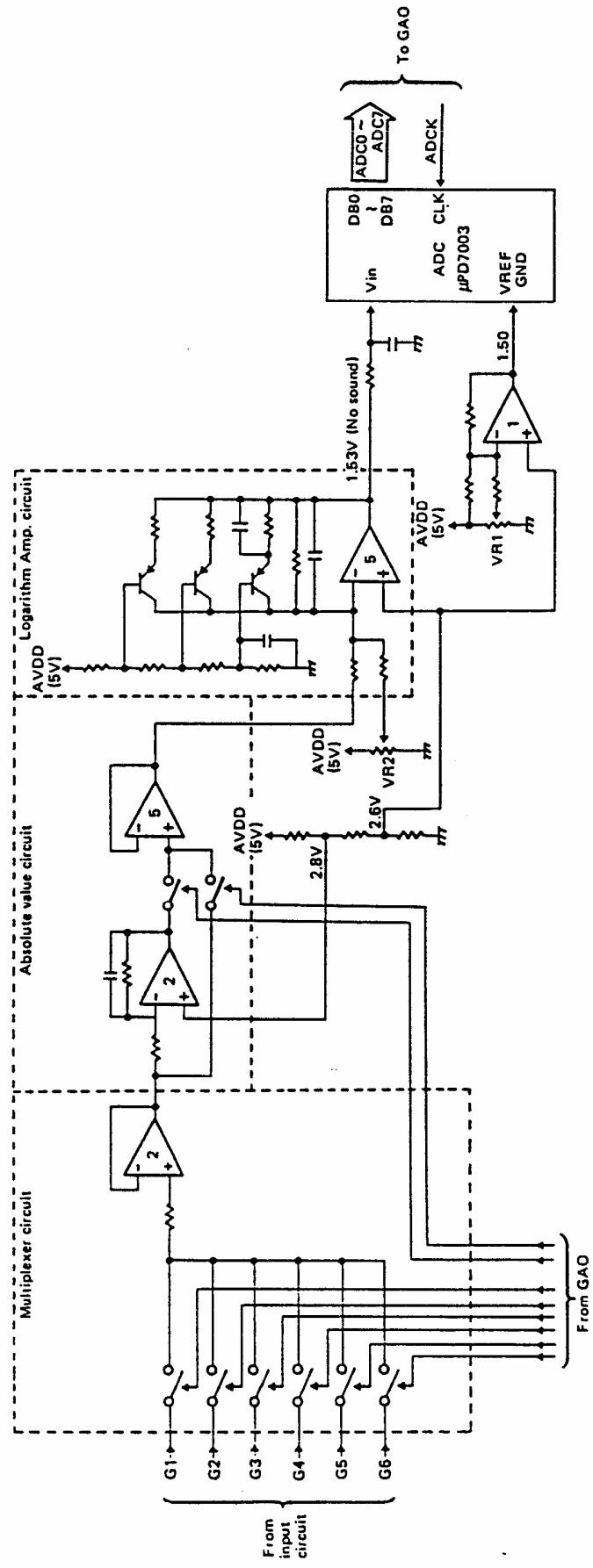
When the input level is more than 2.8V, the output rises to High whereas the output voltage falls if the input is less than 2.8V.

The square waveform is used for determination of the pitch in the Sub CPUs.

6. ADC CIRCUIT

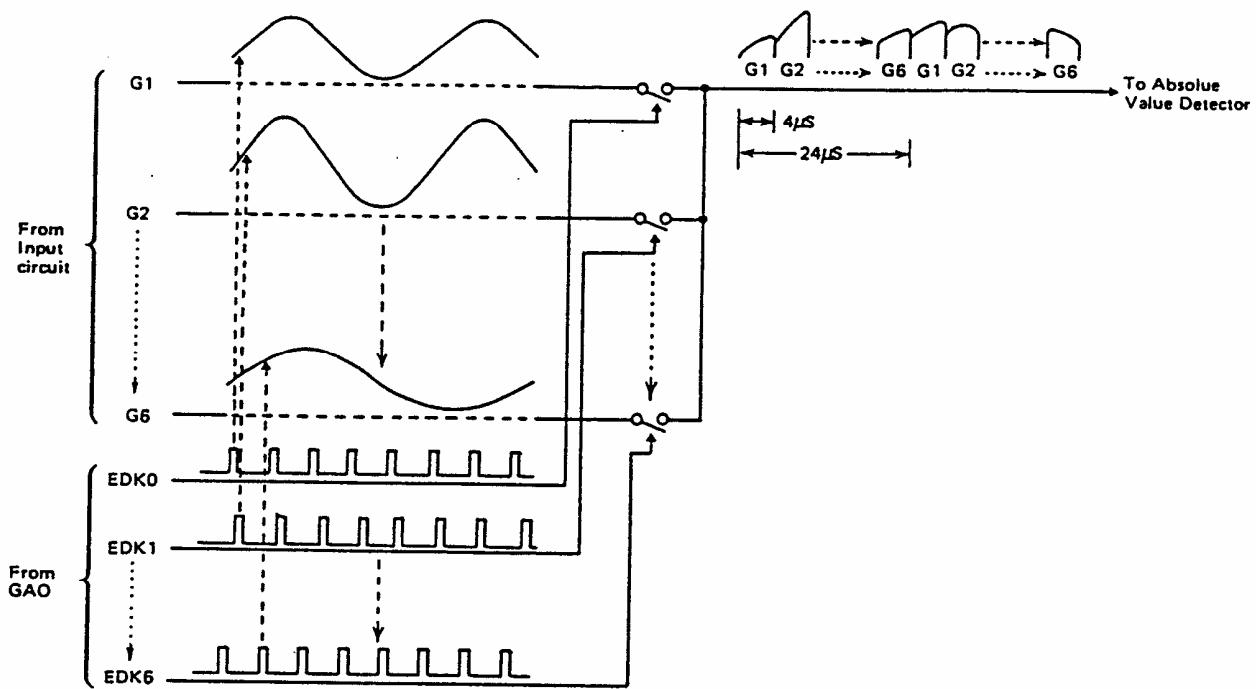
This circuit consists of four blocks, Multiplexer Circuit, Absolute Value Circuit, Logarithm Amp. and ADC (Analog to Digital Converter).

The circuit transfers data of the velocity, note ON/OFF and string No. of the picked strings to LSI GAO. ADC converts the analog signals from the strings into 8-bit digital signals.



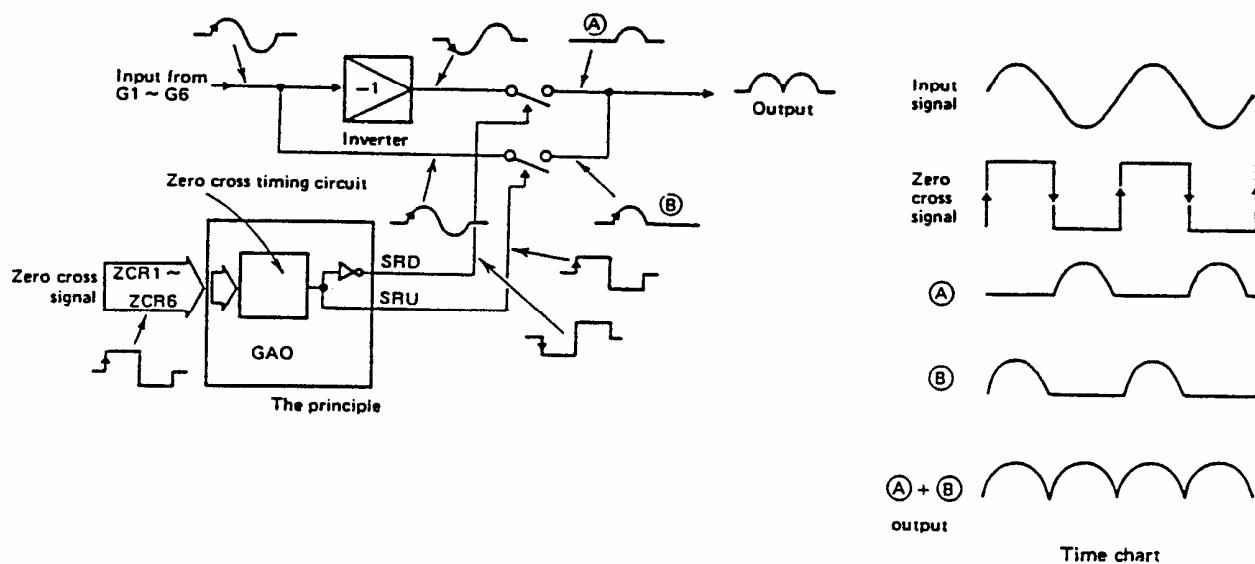
6-1. Multiplexer Circuit

The circuit converts parallel signals of six strings into a serial signal with time-sharing as shown below.



6-2. Absolute Value Circuit

This circuit rectifies alternate waveform to obtain velocity value of the strings as shown below.



6-3. Logarithm Amp. Circuit

The circuit is an amplifier whose amplitude varies in accordance with the input voltage level in order to obtain wide dynamic range. The circuit also works as gain controller to prevent saturation in the ADC when the input is too large.

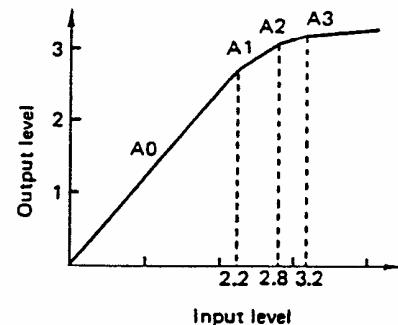
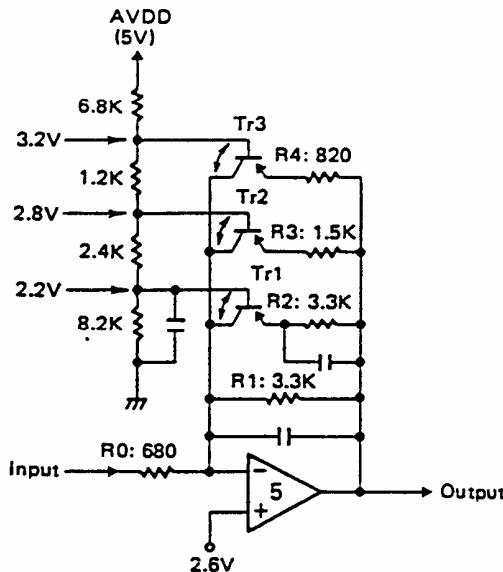


Fig. 2

Fig. 1

For example, when the input voltage is less than 2.2V, the amplitude A₀ is as shown below.

$$A_0 = \frac{R_1}{R_0} = \frac{3.3K}{680} = 4.85 \div 4.8$$

When the voltage becomes between 2.2V and 2.8V, the transistor Tr1 turns ON, so that A₁ is as shown below.

$$A_1 = \frac{\frac{1}{\frac{1}{R_1} + \frac{1}{R_2}}}{R_0} = \frac{1.65K}{680} = 2.43 \div 2.4$$

Also, the amplitudes A₂ and A₃ are as follows:

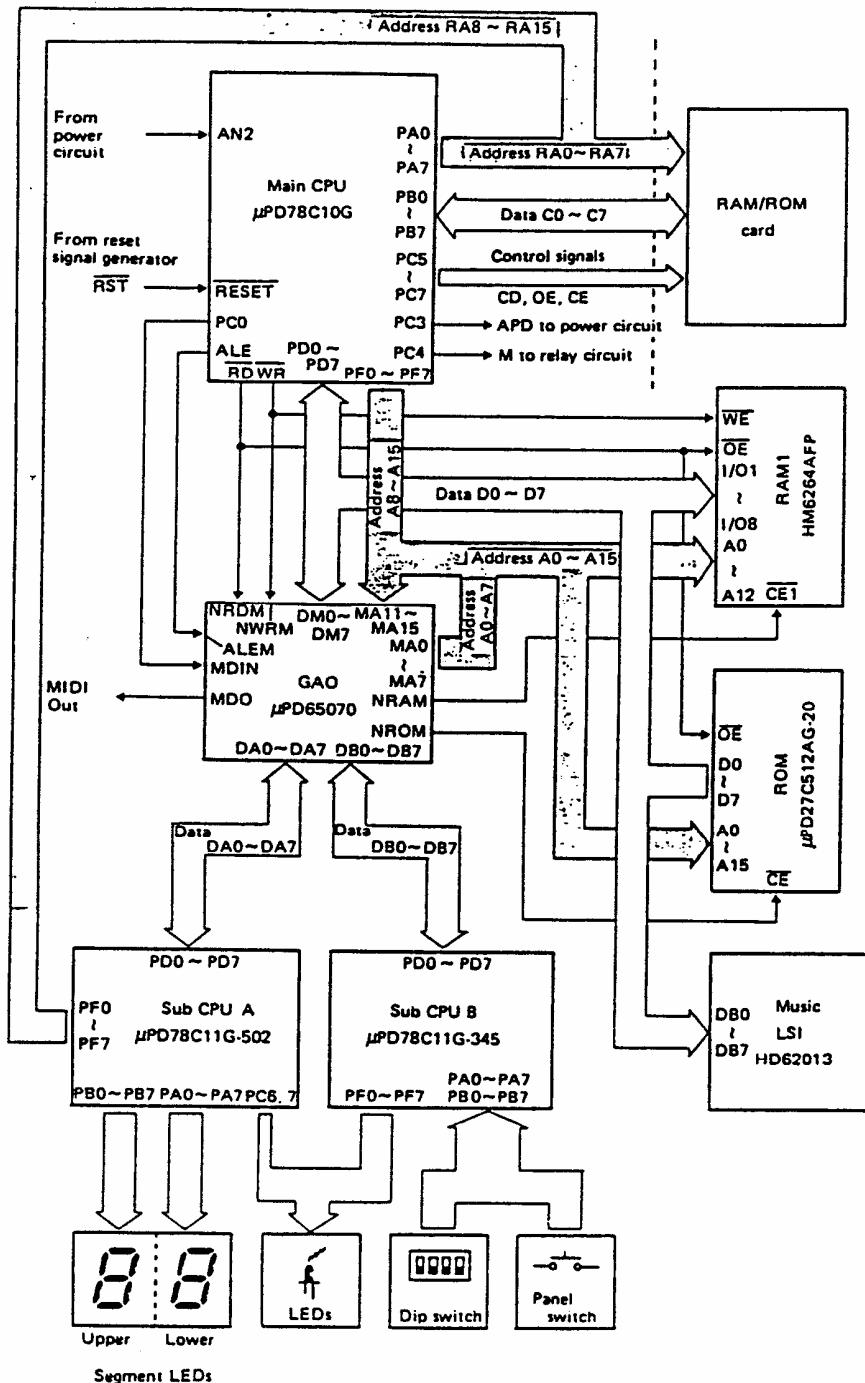
$$A_2 = \frac{\frac{1}{\frac{1}{R_1} + \frac{1}{R_2} + \frac{1}{R_3}}}{R_0} = \frac{786}{680} = 1.15 \div 1.2$$

$$A_3 = \frac{\frac{1}{\frac{1}{R_1} + \frac{1}{R_2} + \frac{1}{R_3} + \frac{1}{R_4}}}{R_0} = \frac{401}{680} = 0.59 \div 0.6$$

Thus, higher the input voltage, the lower the amplitude.

7. DIGITAL CIRCUIT BLOCK

7-1. Block Diagram



Each block has the following functions.

(1) Main CPU

- a. Control of Music LSI, ROM RAM1 and GAO.
- b. Outputs MIDI, APD and relay drive signal.
- c. Data communication between RAM/ROM cards.

(2) Sub CPU A

- a. Pitch, string number, and note ON/OFF detections of the 1st, the 4th, and the 6th strings.
- b. Segment LEDs and switch LEDs driving.
- c. Outputs upper address signals for RAM/ROM card.

(3) Sub CPU B

- a. Pitch, string number, and note ON/OFF detection of the 2nd, 3rd, and 5th strings.
- b. Switch LEDs driving.
- c. DIP and panel switches scanning.

(4) GAO (Refer to page 14)

- a. Detection of zero cross timing and peak points of string signal.
- b. Interface between Main and Sub CPUs.

(5) RAM1

Work area for Main CPU.

(6) ROM

Stores preset sound data and execution program.

7-2. Pin Function of Major LSIs

(1) Main CPU (μ PD78C10)

Pin No.	Terminal	Signal	In/Out	Function
1, 2	PA6, PA7	RA6, RA7	Out	Address bus for RAM/ROM card
3 ~ 10	PB0~PB7	C0 ~ C7	In/Out	Data bus for RAM/ROM card
11	PC0		Out	MIDI (Musical Instruments Digital Interface) signal output.
12	PC1	PCB1	In	Switch scanning data input from Sub CPU B.
13	PC2	PCB2	In	MIDI clock (2MHz) signal input.
14	PC3	APD	Out	APD (Auto Power Down) signal output. Normally High level. When the battery voltage becomes less than 6V, the CPU falls this terminal to the Low level after 15 minutes.
15	PC4	\bar{M}	Out	Relay drive signal. The CPU keeps this terminal High level for a while to prevent shock noise when the unit is turned power switch ON.
16	PC5	$\bar{C15}$	In	RAM/ROM card detection signal. CPU discriminates that a RAM/ROM card is inserted when it receives Low level from RAM/ROM card.
17	PC6	$\bar{C13}$	Out	Output enable signal for RAM/ROM card. When Low, data can be output for RAM/ROM card.
18	PC7	\bar{CE}	Out	Chip enable signal for RAM/ROM card. When High, data can be transferred between RAM/ROM card and Main CPU.
19				Not used.
20	INT1		In	Interrupt signal input from LSI GAO. The data are transferred from LSI GAO when this terminal receives High level signal.
21				Not used.
22	RESET	RST	In	Reset signal input. When the power switch is turned on, the terminal receives Low level signal for approximately 100mS during which the internal circuits of the LSI is initialized.
23, 24				Not used.
25	X1		In	Clock pulse (15 MHz) signal input.
26	VSS			Ground (0V) source.
27	AVSS			Ground (0V) source for built-in ADCs (Analog to Digital Converter)
28, 29				Not used.
30	AN2		In	Voltage down detection signal input. When the power voltage is Low, the terminal detects it and the CPU flashes the power LED.
31~35				Not used.

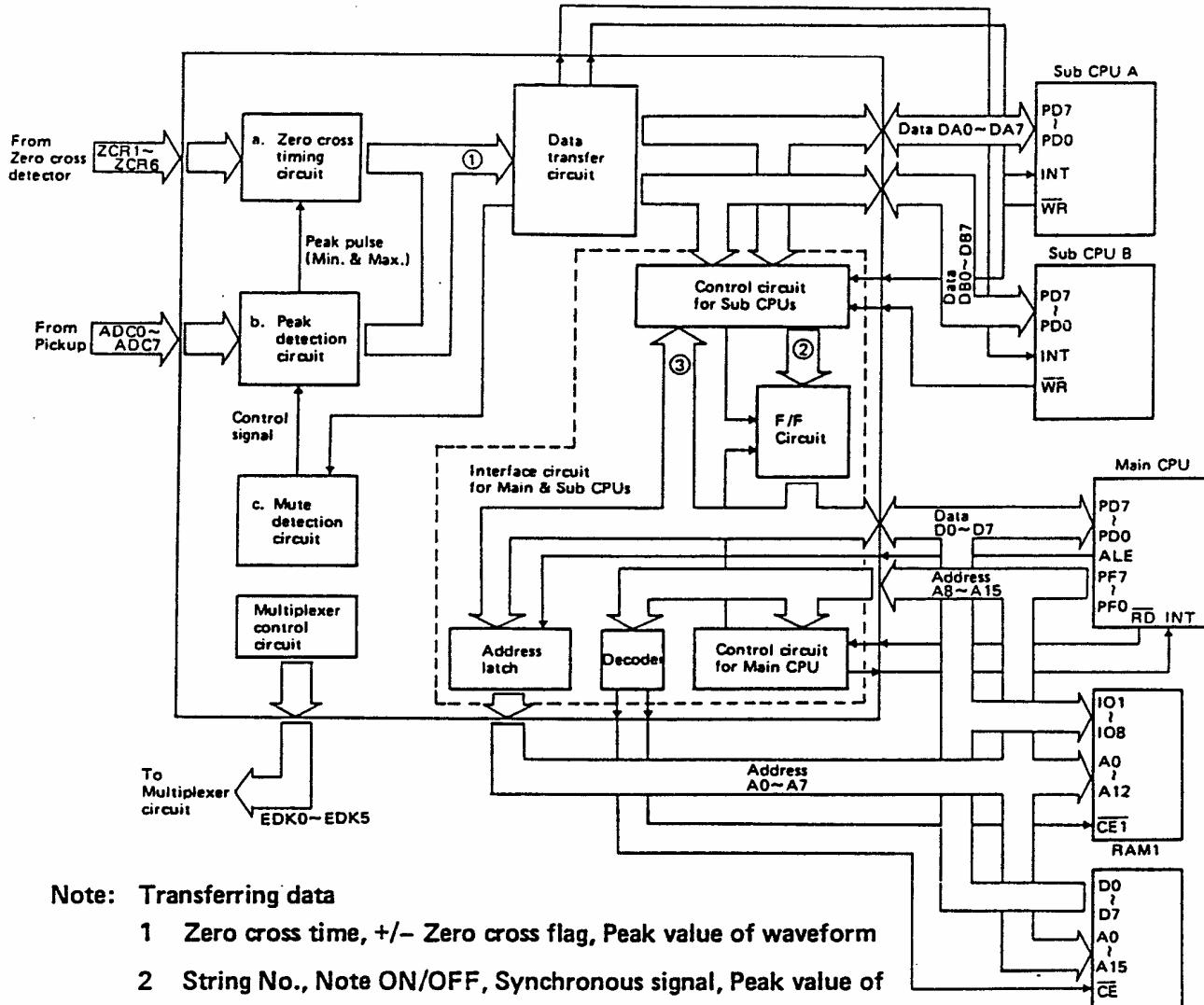
Pin No.	Terminal	Signal	In/Out	Function
36	VREF			Reference voltage for built-in ADCs.
37	AVDD			+5V source for built-in ADCs.
38	\overline{RD}		Out	Read signal output. CPU falls this terminal when it reads data from peripheral devices.
39	\overline{WR}		Out	Write signal output. CPU falls this terminal when it writes data in peripheral devices.
40	ALE		Out	ALE (Address Latch Enable) signal output. At the rising edge of this signal, the data bus (D0 ~ D7) become the lower address bus (A0 ~ A7).
41~48	PF0~PF7	A8~A15	Out	Upper address bus for peripheral devices.
49~56	PD0~PD7	D0~D7	In/Out	Data bus for peripheral devices.
57				Not used.
58	VDD			+5V source.
59~64	PA0~PA5	RA0~RA5	Out	Address bus for RAM/ROM card.

(2) GAO (μ PD65070)

Pin No.	Terminal	Signal	In/Out	Function
1	GND			Ground (0V) source
2	VDD			+5V source
3, 4	CKI2/CKO2		In/Out	Clock pulse (15 MHz) input/output for Main and Sub CPUs
5, 6	C15A, C15B		Out	Clock pulse (15 MHz) output for Sub CPU A and B
7	GND			Ground (0V) source
8 ~ 15	DA7~DA0	DA7~DA0	In/Out	Data bus for Sub CPU A.
16	ALEA	ALEA	In	ALE (Address Latch Enable) signal input from Sub CPU A
17	NWRA	NWRA	In	Write signal input from Sub CPU A. When this terminal receives Low level signal, GAO takes the data from Sub CPU A.
18	NRDA	NRDA	In	Read signal input from Sub CPU A. When this terminal receives Low level signal, GAO output the data to Sub CPU A.
19	INTA	INTA	Out	INT (Interrupt) signal output for Sub CPU A. When GAO outputs the data to Sub CPU A, it outputs the Low level signal to Sub CPU A.
20~27	DB7~DB0	DB7~DB0	In/Out	Data bus for Sub CPU B.
28	GND			Ground (0V) source
29	VDD			+5V source
30	ALEB	ALEB	In	ALE signal input from Sub CPU B
31	NWRB	NWRB	In	Write signal input from Sub CPU B
32	NRDB	NRDB	In	Read signal input from Sub CPU B
33	INTB	INTB	Out	INT signal output for Sub CPU B
34~39	ZCR1 ~ ZCR6	ZCR1 ~ ZCR6	In	Pitch signals input from Zero Cross Detection Circuits
40	GND			Ground (0V) source
41, 42	SRU, SRD	SRU, SRD	Out	Control signals for Absolute Value Circuit
43~48	EDK0 ~ EDK5	EDK0 ~ EDK5	Out	Control signals for Multiplexer Circuit
49~51	ADC0 ~ ADC2	ADC0 ~ ADC2	In	Digital signals input from ADC (Analog to Digital Converter)
52	VDD			+5V source
53	GND			Ground (0V) source
54				Not used
55	CKI	CK	In	Clock pulse (10 MHz) input from Music LSI
56	GND			Ground (0V) source

Pin No.	Terminal	Signal	In/Out	Function
57~61	ADC3 ~ ADC7	ADC3 ~ ADC7	In	Digital signals input from ADC
62	ADCK	ADCK	Out	Clock pulse (250KHz) output for ADC
63, 64				Not used
65	MDO	MIDI	Out	MIDI (Musical Instruments Digital Interface) signal output
66	NRAM		Out	Chip enable signal for RAM 1
67	NROM		Out	Chip enable signal for ROM
68~75	MA0~MA7	A0 ~ A7	Out	Lower address bus output for RAM and ROM
76, 77				Not used
78	DM7	D7	In/Out	Data bus for peripheral devices
79	VDD			+5V source
80	GND			Ground (0V) source
81~84	DM6~DM3	D6 ~ D3	In/Out	Data bus for peripheral devices
85	MDIN		In	MIDI signal input from Main CPU
86~88	DM2~DM0	D2 ~ D0	In/Out	Data bus for peripheral devices
89~93	MA15 ~ MA11	A15 ~ A11	In	Upper address bus from Main CPU
94	ALEM		In	ALE signal input from Main CPU
95	NWRM	\overline{WR}	In	Write signal input from Main CPU
96	NRDM	\overline{OE}	In	Read signal input from Main CPU
97	MM2	PCB2	Out	MIDI clock pulse (2MHz) output to Main CPU and Sub CPU B
98	INTM		Out	Interrupt signal output for Main CPU
99	GND			Ground (0V) source
100	C15C		Out	Clock pulse (15 MHz) output for Main CPU

(3) Block Diagram of GAO

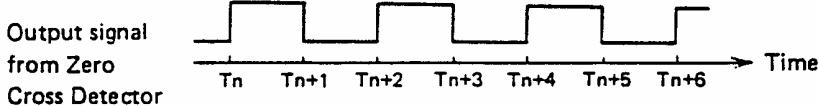
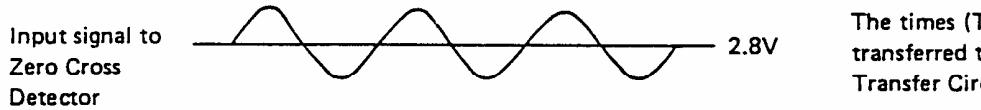


Note: Transferring data

- 1 Zero cross time, +/- Zero cross flag, Peak value of waveform
- 2 String No., Note ON/OFF, Synchronous signal, Peak value of waveform, Picking velocity
- 3 Initial data at power ON

a. Zero Cross Timing Circuit

This circuit detects the times for zero cross points (or pitch) as shown below by using internal counters.



b. Peak Detection Circuit

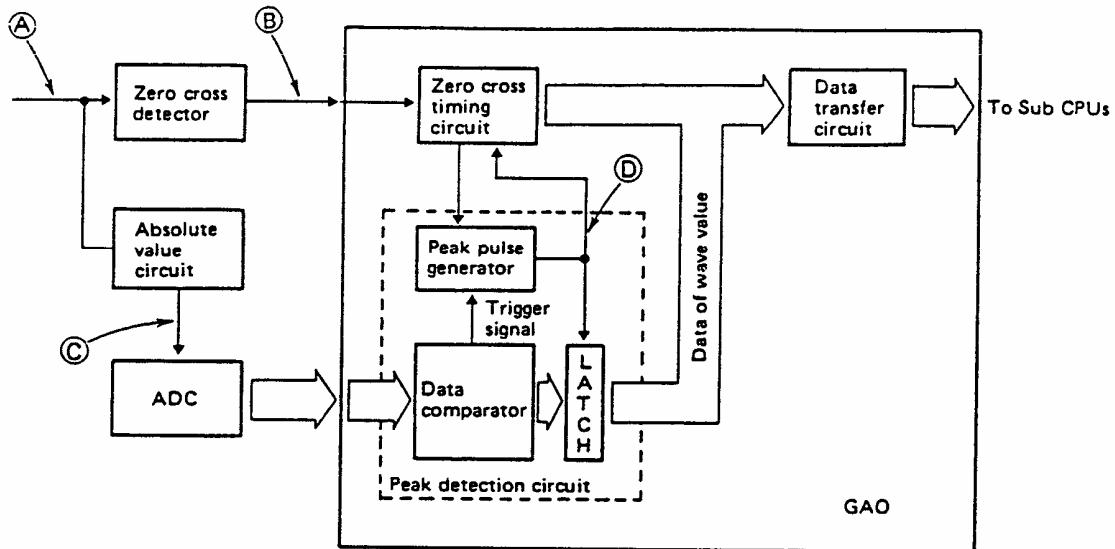


Fig. 1

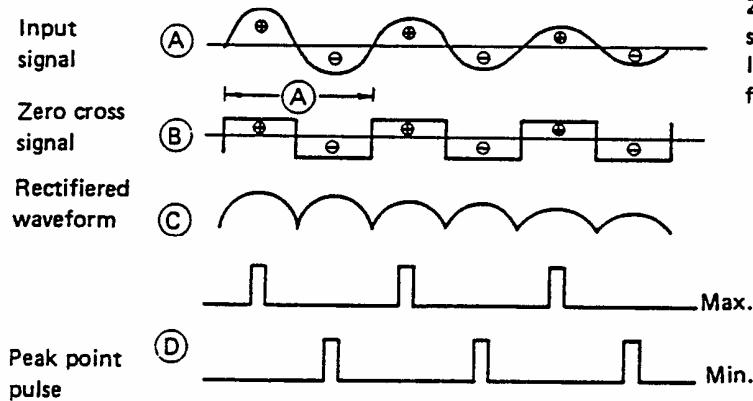


Fig. 2 Time Chart

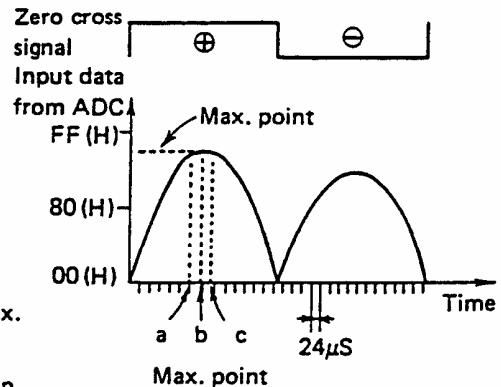


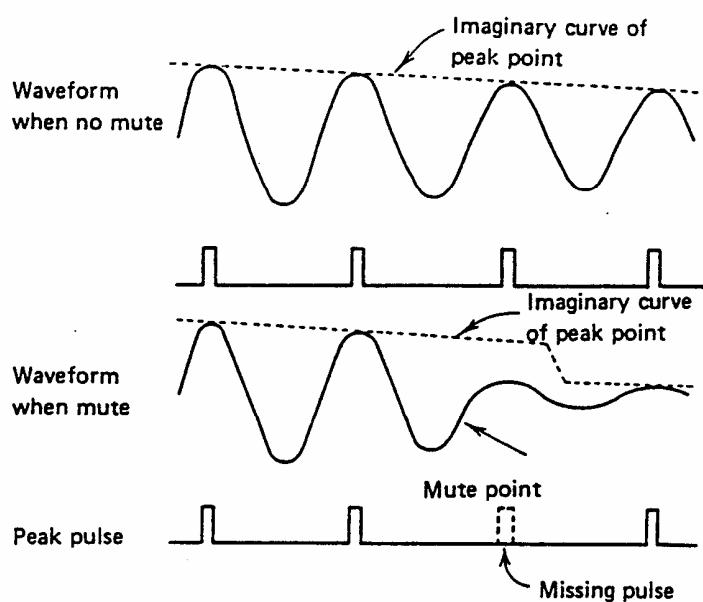
Fig. 3 Detail of Period A

The circuit provides peak pulses at the timings that the voltage of input waveform is maximum and minimum levels and sends digitized peak and lowest level data to the data transfer circuit. The peak pulses are provided to the zero cross timing circuit and used for eliminating unnecessary signals.

The data comparator examines digitized voltage levels of each peak of the waveform in every 24μS. When the levels of wave a, b, c are $a < b > c$, it determines wave b as the peak and provides a trigger pulse to the peak pulse generator. At the same time, the block sends digital value of the peak level to the data transfer circuit.

c. Mute Detection Circuit

This circuit detects muting (touching strings) and outputs a control signal to peak detection circuit in order to reduce sounds.



Comparing the voltage levels of each peak of waveform, peak detection circuit conjectures the voltage level of the next waveform. When the actual voltage level of input waveform is much smaller than the conjectured level, peak detection circuit omits one pulse of peak point signal. Detecting the missing pulse, mute detection circuit determines that a string is muted and output a change-over signal to lower the conjecturing voltage level for next waveforms.

(4) Sub CPU A (μ PD78C11G-502

Pin No.	Terminal	Signal	In/Out	Function
1~10	PA6, PA7 PB0~PB7		Out	Segment LED driving signals
11~16				Not used
17, 18	PC6, PC7		Out	Drive signal for switch LED
19				Not used
20	INT1	INTA	In	Interrupt signal from LSI GAO
21				Not used
22	<u>RESET</u>	<u>RST</u>	In	Reset signal input. Low active.
23, 24				Not used
25	X1	C15A	In	Clock pulse (15 MHz) input
26~37				Not used
38	<u>RD</u>	NRDA	Out	Read signal output. When Low, this LSI takes the data from LSI GAO.
39	<u>WR</u>	NWRA	Out	Write signal output. When Low, this LSI writes data in LSI GAO.
40	ALE	ALEA	Out	ALE (Address Latch Enable) signal output.
41~48	PF0~PF7		Out	Upper address bus for RAM/ROM card.
49~56	PD0~PD7	DA0~DA7	In/Out	Data bus between LSI GAO.
57				Not used
58	VDD			+5V source
59~64	PA0~PA5			Segment LED driving signals.

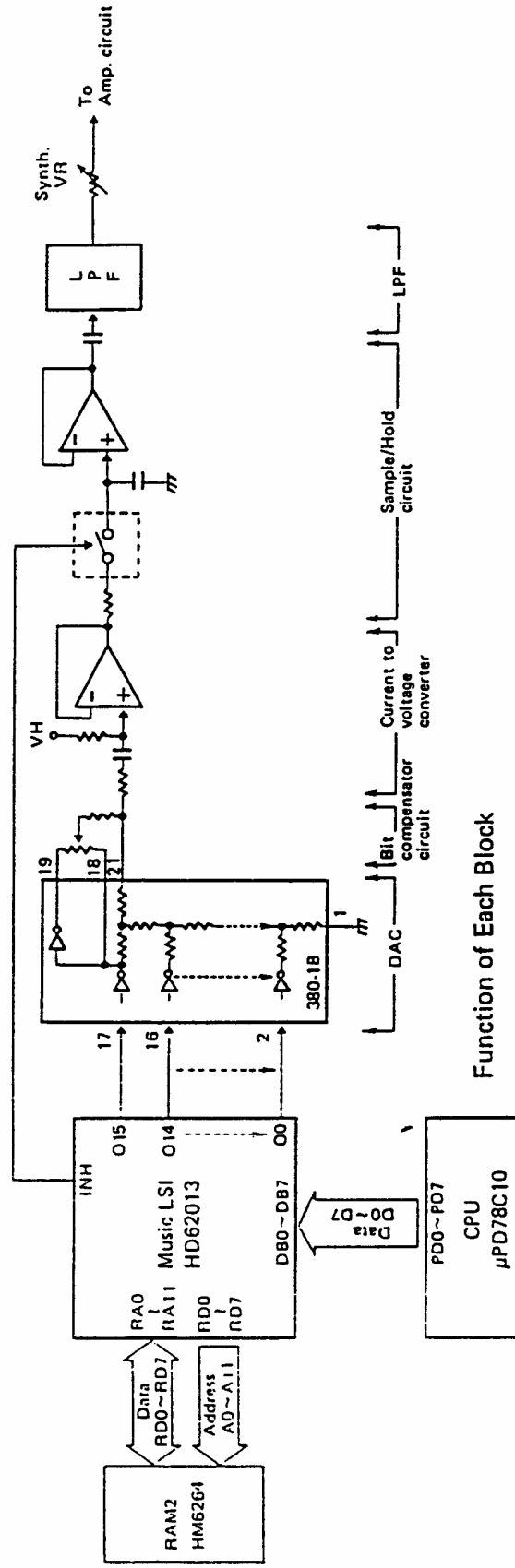
(5) Sub CPU B (μ PD78C11G-345)

Pin No.	Terminal	Signal	In/Out	Function
1, 2	PA6, PA7		In	DIP switch input signals
3~10	PB0~PB7		In	Panel switch input signals
11	PC0	PCB1	Out	Switch scanning data output to Main CPU.
12	PC1		In	Panel switch input signal
13	PC2	PCB2	In	Clock signal (2MHz) input for terminal PC0 of pin 11.
14, 15	PC3, PC4		In	Panel switch input signals
16, 17	PC5, PC6		In	DIP switch input signal
18	PC7		In	Panel switch input signal
19				Not used
20	INT1	INTB	In	Interrupt signal from LSI GAO
21				Not used
22	<u>RESET</u>	<u>RST</u>	In	Reset signal input. Low active.
23, 24				Not used
25	X1	C15B	In	Clock pulse (15MHz) input
26~37				Not used
38	<u>RD</u>	NRDB	Out	Read signal output. When Low, this LSI takes the data from LSI GAO.
39	<u>WR</u>	NWRB	Out	Write signal output. When Low, this LSI writes the data into LSI GAO.
40	ALE	ALEB	Out	ALE (Address Latch Enable) signal output.
41~48	PF0~PF7		Out	Drive signals for switch LEDs
49~56	PD0~PD7	DB0~DB7	In/Out	Data bus bewteen LSI GAO
57				Not used
58	VDD			+5V source
59~64	PA0~PA5			DIP switch input signals

8. ANALOG CIRCUIT BLOCK

8-1. Block Diagram

This block generates synthesized sound signals.



Function of Each Block

- CPU . . . Controls Music LSI and sends corresponding data of the signals from the pickups.
- Music LSI . . . Provides 16-bit digital sound signals for synthesized sounds.
- RAM 2 . . . Work area of Music LSI.
- DAC (Digital to Analog Converter) . . . Converts digital sound signals into a stepped waveform.
- Bit compensator circuit . . . (Refer to page 25) Compensates the reducing curve of envelope for synthesized sounds.
- Current to voltage converter . . . Converts a current level signal into a voltage level signal.
- Sample/Hold circuit . . . Removes a high frequency noise called glitch contained in the DAC output waveforms.
- LPF . . . Cuts unnecessary high frequency signals and smoothes the stepped waveform of DAC output.

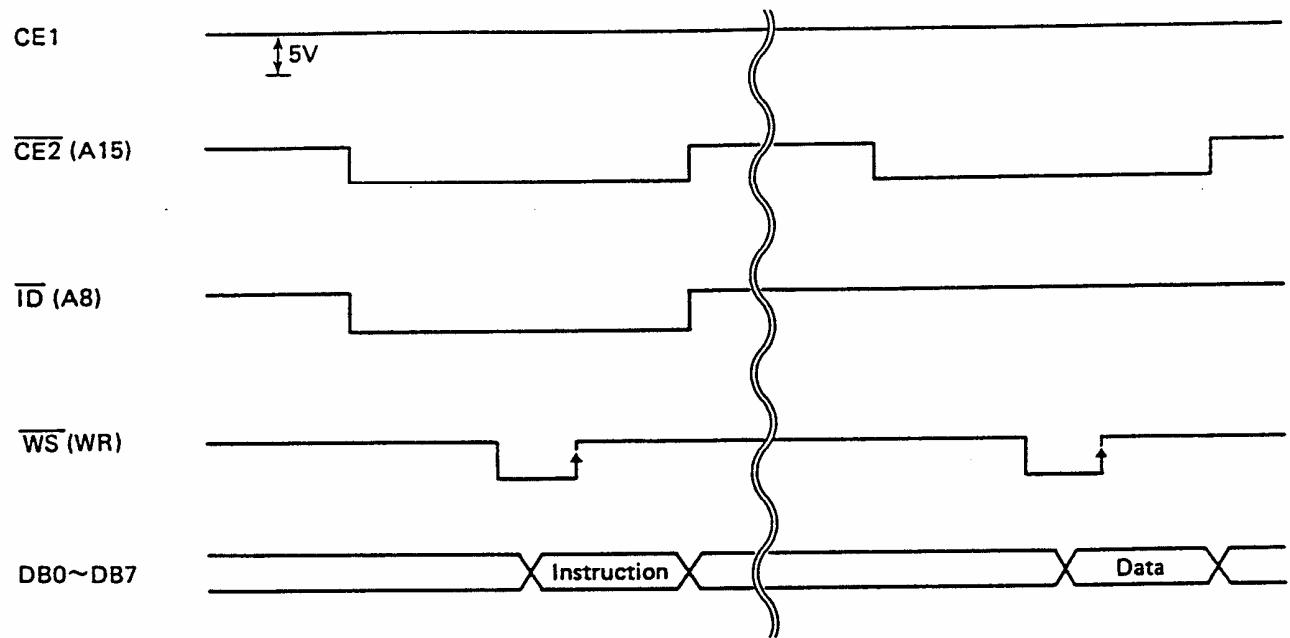
8-2. Music LSI (HD62013)

- Generates 16-bit digital sound signals in accordance with set voice and picked strings.
- Has 8-modules which are constructed by DCO (Digital Controlled Oscillator) and DCA (Digital Controlled Amplifier).
- Functions with external work area of 64-Kbit capacity.

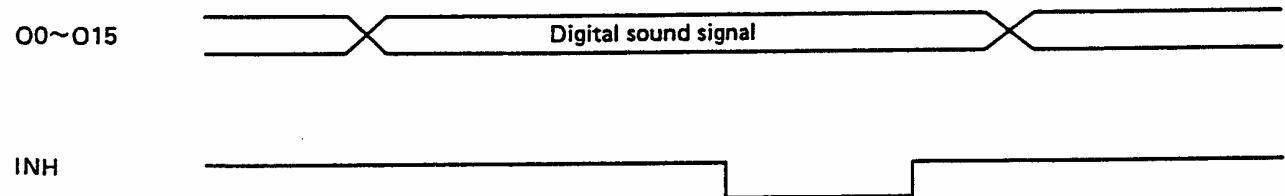
Pin No.	Terminal	Signal	In/Out	Function
1	GND3			Ground (0V) source
2~9	RD0~RD7	RD0 ~ RD7	In/Out	Data bus for work RAM
10~13	RA11~RA8	RA11~RA8	Out	Address bus for work RAM
14	ROE		Out	Output enable signal for RAM. Low active.
15~22	RA7~RA0	RA7 ~ RA0	Out	Address bus for work RAM
23	RWE		Out	Write enable signal for work RAM. Low active.
24	RST	RST	In	When power switch is turned on, the terminal receives Low level signal for approximatley 100mS during which the LSI internal circuits are reset.
25	VDD3			+5V source
26				Not used
27	VDD1			+5V source
28, 29	OSC1, OSC2		In	Clock pulse signal (20 MHz) input
30	GND1			Ground (0V) source
31~43				Not used
44	INH	INH	Out	40 KHz sampling signal for Sample/Hold circuit
45, 46				Not used
47	VDD2			+5V source
48~63	O15~O4	O15~O0	Out	Digital sound data for synthesized sound
64	GND			Ground (0V) source
65	I/D	A8	In	The LSI reads the data as an instruction or data according to the voltage level of this terminal. Low Instruction High Data
66	WS	WR	In	Write signal for data bus. Low active.
67, 68				Not used
69~74	DB0~DB5	D0~D5	In	Data bus from CPU
75	CKOUT	CK	Out	Clock pulse signal (10 MHz) output
76				Not used
77, 78	DB6, DB7	D6, D7	In	Data bus from CPU
79, 80	CE2, CE1	A15	In	Chip select signal. The LSI is able to communicate with CPU when it receives the signal. CE2.... Low active CE1.... Fixed at High level

Time Chart of Music LSI

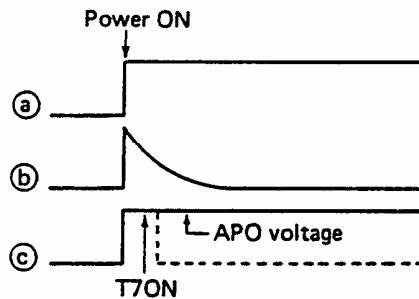
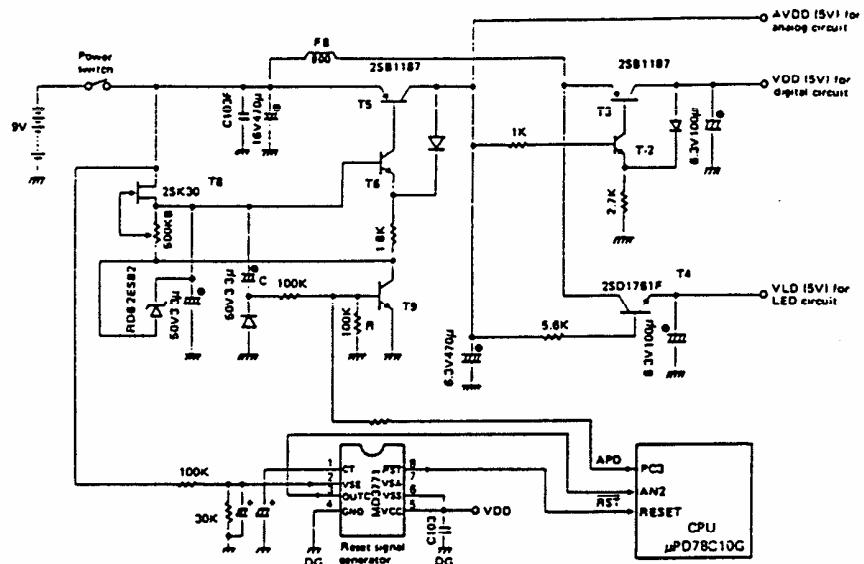
a. CPU → Music LSI



b. Music LSI → DAC



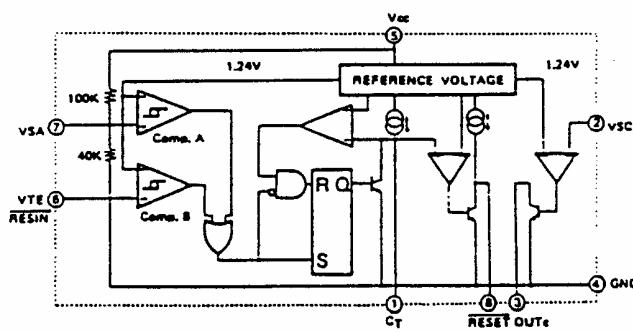
9. POWER CIRCUIT



Normally signal APD from the CPU stays High level turning transistors T2 ~ T6 and T9 on so that the circuit provides the voltages VDD, AVDD and VLD to each circuit.

Forming a differential circuit, capacitor C and resistor R turns transistor T9 on for a moment compulsorily at the first stage of the Power ON.

IC MB3771 generates RESET signal and observes the voltage level of the power source. When the power switch is turned on, MB3771 outputs a L level signal from pin 8 to initialize the LSIs' internal circuits. Containing a comparator, MB3771 also observes the battery voltage from pin 2 and if the battery voltage becomes less than six volts, the IC falls pin 3 L informing the CPU of the power down. Receiving power down signal from pin 3 of the IC, CPU then flashes the pilot lamp and outputs signal APD 15 minutes after then to shut the voltages down.

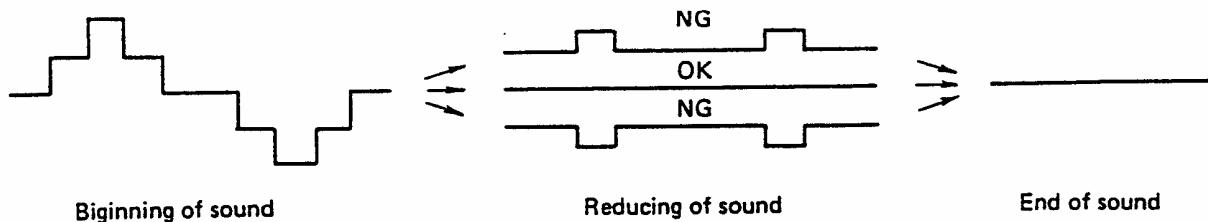


MB3771 Block Diagram

10. ADJUSTMENT

10-1. Bit Compensation

1. Set an oscilloscope to checkpoint **(A)** on page 3.
2. Set preset tone 6.6 (HORN/STRINGS) and pick the 5th string.
3. Adjust the VR₁ on PCB MA2M so that positive and negative portion of the waveform reduces simultaneously.



10-2. Voltage Vin

1. Set a voltmeter to checkpoint **(B)** on page 3.
2. While no sound is produced, adjust VR₂ on PCB MA3M so that the voltmeter reading is $1.53 \pm 0.005V$.

8

10-3. Voltage VRG

1. Set a voltmeter to checkpoint **(C)** on page 3.
2. While no sound is produced, adjust VR₃ on PCB MA3M so that the voltmeter reading is $1.50 \pm 0.005V$.

7

10-4. Voltage AVDD

1. Set a voltmeter to checkpoint **(D)** on page 2.
2. When there is no sound, adjust VR1 on PCB MA4M so that the voltmeter reading is $5.0 \pm 0.1V$.

Refer to the next chapter for guitar adjustments.

11. OPERATIONS

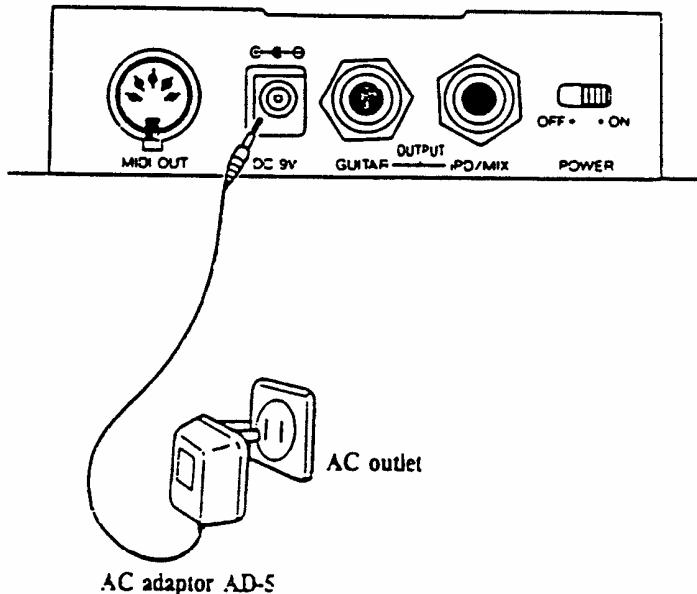
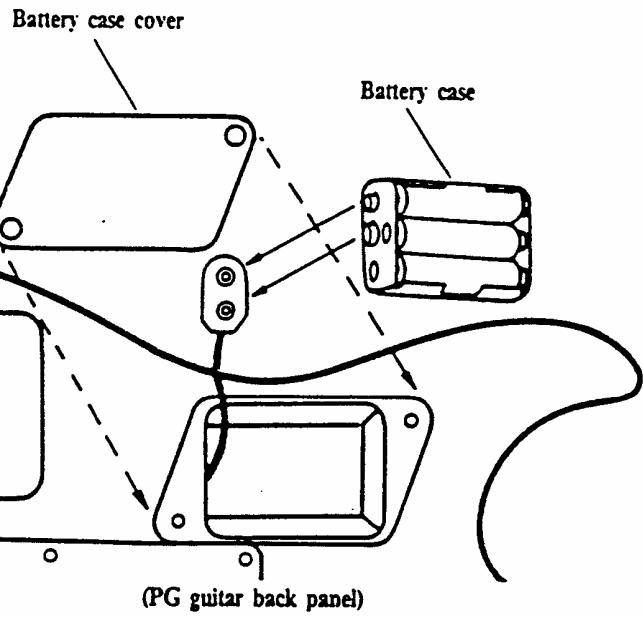
Supplying Power to Your Guitar

In addition to being a "normal" electric guitar, your PG guitar features a built-in sound source which produces 64 preset tones as well as MIDI circuitry. Because of this, the PG Guitar requires electricity for operation.

To power the PG guitar, you can connect an optional AC adaptor (AD-5), or use 6 AA (R6P/SUM-3) batteries. When you're not using the preset tones, or your guitar as a MIDI controller, batteries or AC power are not necessary.

When changing batteries, be sure to replace all 6 at the same time. If battery power is too weak, your guitar's functions may operate abnormally.

When battery power weakens, the LED display starts flashing. Within approximately 15 minutes, the power is automatically cut off to prevent malfunction caused by weakened batteries.

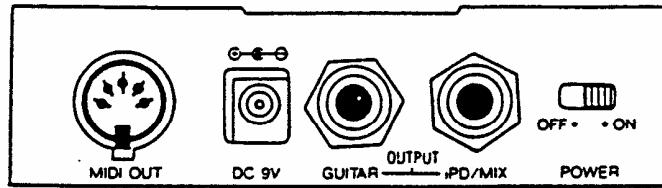


The Basics

Connecting Your Guitar to Amplifiers

Since your PG guitar is an electric guitar, you'll have to connect it to an amplifier. There are two output jacks on the tail of your PG guitar and sound output differs with each jack.

To connect the PG guitar



- Connection using only the iPDA/Mix output jack

Use this output jack for mixed output of preset sound and electric guitar sound.

- Connection using only the guitar output jack

Use this output jack for monophonic output of only the electric guitar sound.

- Connection using both the iPDA/Mix and guitar output jacks

Use both jacks for monophonic output of preset sounds through the iPDA/Mix jack and monophonic output of electric guitar sounds through the guitar jack.

- Connection using only guitar output jack with stereo cord

Connect a stereo guitar cord to the guitar output jack for stereo output of both the preset sound and electric guitar sound.

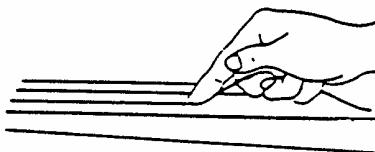
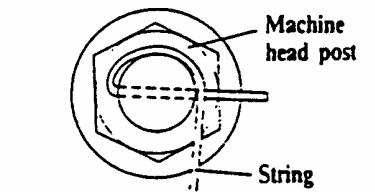
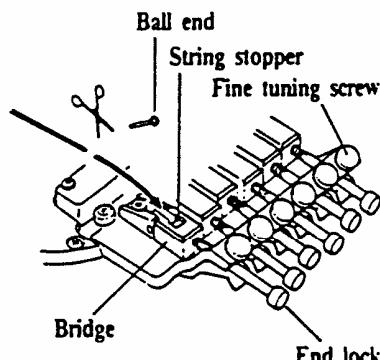
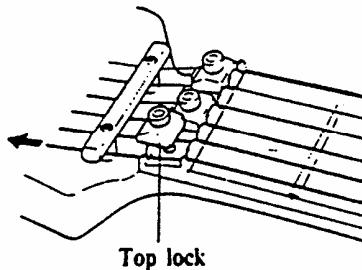
Changing Strings

Changing strings whenever they become worn or lose their brilliance (hopefully before they become corroded or rusty!). You'll find that fresh strings not only sound better, they're easier to keep in tune as well (once they've gotten past the initial "stretching" stage). They're also easier to play than old ones.

When you've finished playing, be sure to wipe the strings and frets with a dry cloth to prevent premature corrosion caused by hand perspiration.

To change strings

- ① Loosen the top locks, tail end locks using the custom wrench and remove all old strings.
- ② Cut off the ball end of the new strings.
- ③ Place the string in between the bridge and string stopper and tighten tail end lock.
- ④ With the string in proper position over the nut, insert the tip of the string through top lock and through the hole in the machine head post.
- ⑤ "Tie" the string off firmly.
- ⑥ Holding the string fairly taut with your right hand, wind up the excess sting by turning the corresponding tuning knob with the other hand (or try using a tuning crank).
- ⑦ Once all strings are in place, tune using tuning knobs while checking with the built-in electronic tuner. (See page 6 for tuning.)
- ⑧ Screw lock all strings using the top locks.
- ⑨ Retune all strings using the fine tuning screws.



The Basics

Tuning the PG Guitar

Your CASIO PG Guitar features built-in electronic tuning circuitry which makes it easy to stay in tune without the aid of pitch pipes, external strobe tuners or other instruments.

Also, you may need to make fine octave tuning adjustments at the bridge assembly if certain strings seem difficult to tune. These adjustments are made individually for each string.

To tune your guitar

① Select the frequency of the standard pitch (A4).

Before actually tuning your guitar strings, you can use microswitches number 9 and 10 on the back of the guitar to select the frequency of the standard pitch you will tune to.

This is simply a basis to work from when you tune your guitar — if one note is in tune you can tune the others to it.

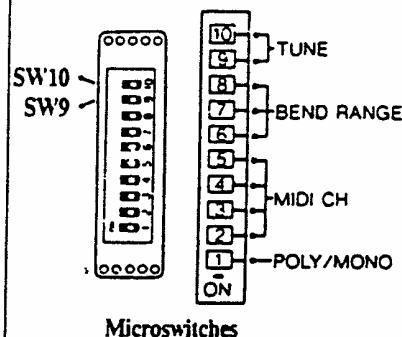
As with other instruments, the PG guitar uses A4 as the standard pitch. You can specify the frequency of A4 by turning the microswitches ON or OFF according to the chart shown on the right.

② Tune each string by using the tuning indicators.

Notice that there are two arrows which light up when you play an open string on the guitar. These are the tuning indicators.

One is marked “ \sharp ” indicating that the open string being played is sharp, and the other is marked “ \flat ” indicating that the open string being played is flat.

When these indicators light simultaneously, the string is in tune (within \pm 3 cents).



The microswitches and trigger pickup sensitivity controls on the back of the guitar are protected by black rubber covers. These controls are made up of precision electronic components which may be damaged if exposed to static electricity or foreign elements, so be sure to replace the rubber covers after making any adjustments.

$\sharp \blacktriangle$ Lights to indicate that the string is sharp
 $\flat \blacktriangledown$ Lights to indicate that the string is flat

If two or more strings are played simultaneously, both the “ \sharp ” and “ \flat ” indicators will not light.

You can tune each string by playing it open or at the octave (12th fret). For increased accuracy, you might find it best to tune each string open first, then check the tuning at the 12th fret and make any necessary fine adjustment.

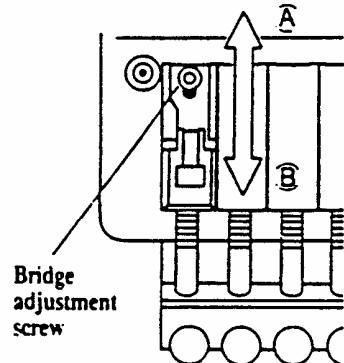
It's important to note that each time a string's pitch is raised 550 cents over its standard tuning, the tuner automatically "shifts" into the next octave.

Because of this, if a string is already sharp (when the "z" indicator is lit) and you continue to raise its tuning, the "b" indicator will light and the "x" indicator will go out. This is because you have exceeded the 550 cent limit and the tuner is indicating tuning for the next octave up.

When you are using your PG guitar as a MIDI controller (see page 13, it is important to tune the MIDI sound source to your PG guitar in order to play totally "in tune". You might also try to detune one or the other for some interesting effects.

To adjust octave tuning

- Play the string open and then at the octave (12 fret).
- If the pitch is slightly sharp at the 12th fret, loosen the string and unscrew the corresponding bridge adjustment screw. Slightly move the bridge towards the pickup (direction A) and check open/octave tuning again.
- If the pitch is slightly flat at the 12th fret, loosen the string and unscrew the corresponding bridge adjustment screw. Slightly move the bridge towards the tail (direction B) and check open/octave tuning again.



The Basics

Setting Bend Range

By setting note bend range, you can establish how far up you can bend a preset/MIDI note when the chromatic key is switched OFF (normal status). Eight different settings are possible, using microswitches 6, 7 and 8.

< Bend range setting > ○ = OFF ● = ON

SW6	SW7	SW8	BEND RANGE
○	○	○	2*
○	○	●	3
○	●	○	5
○	●	●	7
●	○	○	12
●	○	●	24
●	●	○	32
●	●	●	48

(* Units: half-tones)

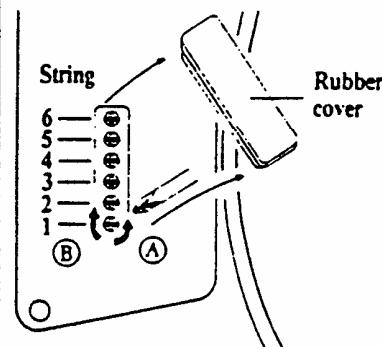
In the POLY mode (see page 13), normal MIDI bend is only possible on one string at a time. If you attempt to bend two or more strings at once, MIDI sounds bend only chromatically.

Trigger Pickup Sensitivity

In some cases, you'll want to adjust the sensitivity of the trigger pickup (pickup that triggers the output of preset sounds or MIDI sounds), for individual strings. When this sensitivity is increased, NOTE ON (trigger output) messages are sent with only a light touch, as are maximum velocity messages. When decreased, the opposite is true.

To adjust trigger pickup sensitivity

- ① Remove the rubber cover protecting the sensitivity controls on the back of the guitar.

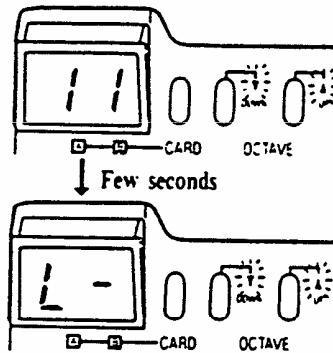


This adjustment can be used in a variety of ways. For example, differences in string gauge or string height may cause an imbalance in preset/MIDI sound characteristics. Or a certain string or strings may stand out, while others seem too weak or don't sound at the same time. These problems can be solved by increasing or decreasing trigger pickup sensitivity.

Your PG guitar features Sensitivity Check function using the LED display. The display will show the trigger pickup sensitivity of each string in numerals ("0"—"99"), and also indicates if the setting is too high ("OL" = Over Level).

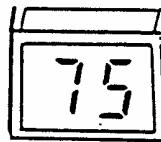
In cases where you are using sound sources which feature MIDI Touch Sensitivity when utilizing the PG guitar as a MIDI controller, you may need to decrease trigger pickup sensitivity for best results.

② To shift to Sensitivity Check mode, switch the main power switch ON while depressing both octave UP and DOWN keys simultaneously. The display will show "L-", indicating the Sensitivity Check standby status.

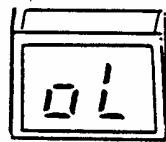


③ To check the sensitivity level of a certain string, pluck the string strongly.

④ If the display shows a number below 85, the trigger pickup sensitivity for that string needs to be increased by turning the corresponding sensitivity control to the left. A

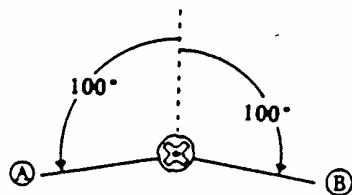


If the display shows "OL" (over level) the trigger pickup sensitivity for that string needs to be decreased by turning the corresponding sensitivity control to the right. B



Over level display

⑤ Switch the main power switch OFF and then ON again to return to the normal playing condition.



Note: These adjustments are delicate. Do not turn the controls more than 100° (about a quarter turn) in each direction.

Do not use excessive force when making trigger pickup sensitivity adjustment.

Performance

Performance Using MIDI (POLY/MONO Performance Modes)

By connecting your PG guitar to other MIDI devices, your PG guitar can be used as a MIDI controller. You can perform in either MONO or POLY MIDI performance modes. In the POLY mode, all six strings can be used to control the same MIDI timbre. In the MONO mode, it is possible to assign each string a different sound source.

To select the performance mode

Turn microswitch number 1 ON or OFF, according to the chart shown to the right. (A)

To perform in the POLY mode

In the POLY mode, all 6 strings control the same MIDI timbre.

- ① Set the guitar to the POLY mode (see figure A).
- ② Make sure that the MIDI sound source is set to the same MIDI receive channel of the guitar (see figure B).
- ③ Match MIDI bend range of guitar and sound source (see page 22).

A

SW1	MODE
OFF	POLY (MODE 3*)
ON	MONO (MODE 4)

* See MIDI Implementation Chart.

B (MIDI guitar MIDI Transmission channel) ○ = OFF, ● = ON

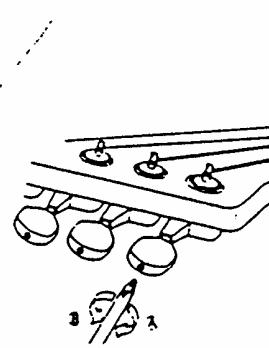
Transmission Channel		SW2	SW3	SW4	SW5
POLY mode SW1 = OFF	MONO mode SW1 = ON				
1	1-6	○	○	○	○
2	2-7	○	○	○	●
3	3-8	○	○	●	○
4	4-9	○	○	●	●
5	5-10	○	●	○	○
6	6-11	○	●	○	●
7	7-12	○	●	●	○
8	8-13	○	●	●	●
9	9-14	●	○	○	○
10	10-15	●	○	○	●
11	11-16	●	○	●	○
12	11-16	●	○	●	●
13	11-16	●	●	○	○
14	11-16	●	●	○	●
15	11-16	●	●	●	○
16	11-16	●	●	●	●

Machine Head Torque

By adjusting the torque of the machine head, you can prevent strings from becoming detuned (to some extent).

To adjust machine head torque

- Using a Philips screwdriver, tighten or loosen the screw holding each tuning knob. Turn to the left  to loosen torque and to the right  to tighten torque.



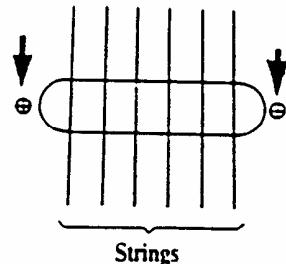
Adjusting Guitar Pickup Height

By adjusting pickup height, you can make delicate adjustments in sound characteristics. When the pickup is brought closer to the strings (raised), the sound becomes fuller, while when the pickup is lowered the sound becomes thinner and sharper.

To adjust pickup height

- Turn the screws at both sides of the pickup(s) to lower or raise the pickup.

As a basic rule, the surface of the pickups should be between 2 and 3mm from the strings when the strings are held down at the 22nd (top) fret.

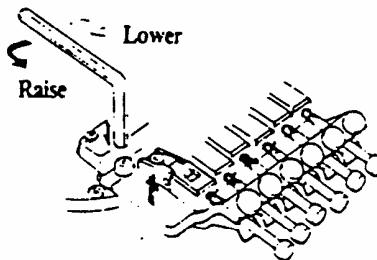


Adjusting Bridge Height

Depending on the gauge of strings you will be using, the style of music and the type of sound you want to obtain, you'll probably want to adjust string height (distance from the fretboard and pickups), by raising or lowering the bridge for each string. A special wrench (small) is provided for this purpose.

To adjust bridge height

- Using the small wrench which come with your guitar, raise or lower bridge height as shown in the diagram on the right.



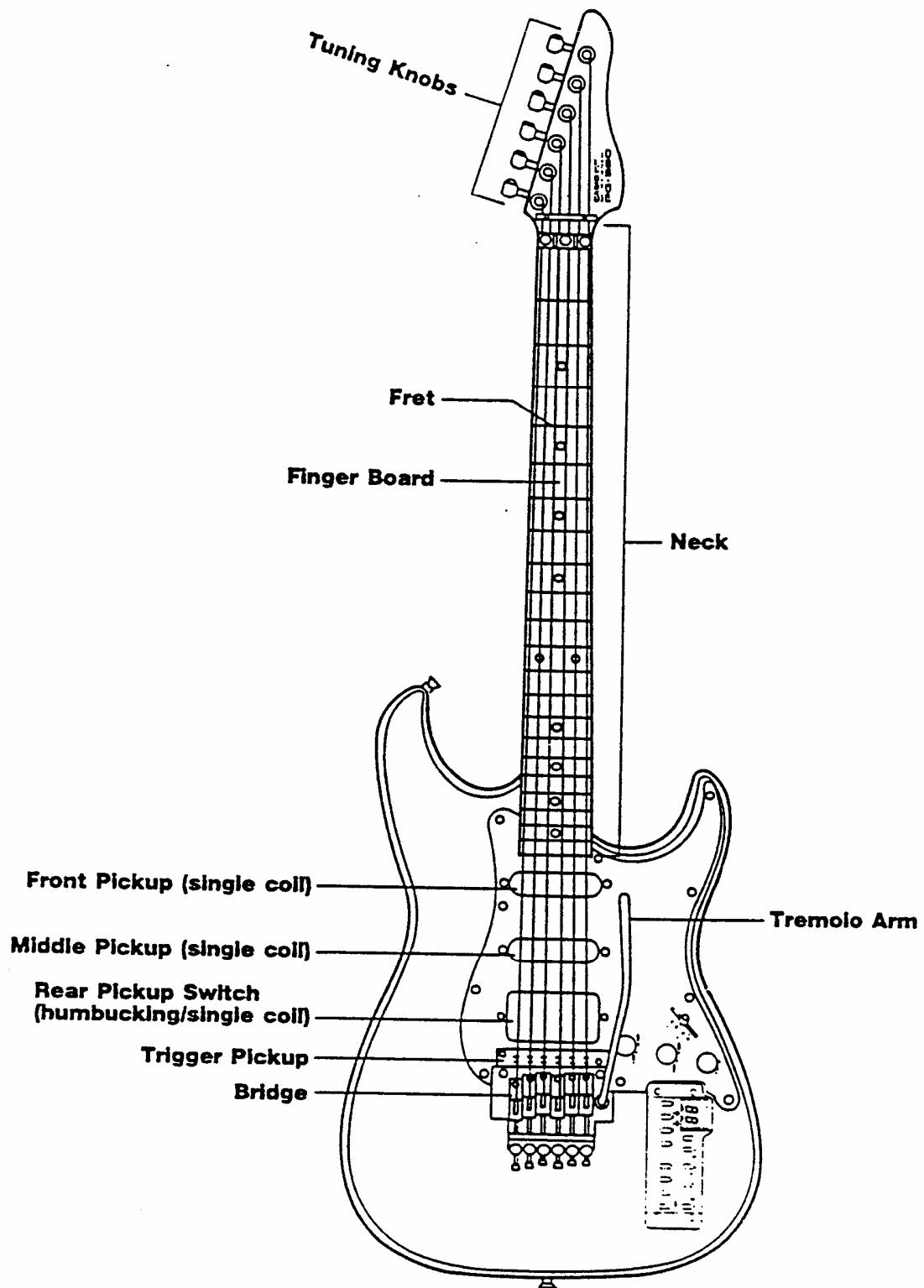
Adjustments

Taking Care of Your PG Guitar

- Avoid extremes of temperature, excessive humidity and direct sunlight.
- Your guitar features precision electronic components. Any modification of, or tampering with internal components can be the cause of malfunctions or damage.
- Do not use alcohol, thinner or similar chemicals for cleaning.
- To preserve the life of strings and frets, always wipe your guitar with a clean, dry cloth after each use.
- When transporting your PG guitar, always put it in a hard or soft case for protection. It's also a good idea to remove the tremolo arm and loosen strings when transporting your instrument for long distances.
- Always replace the rubber covers on the rear of your guitar after making sensitivity or microswitch adjustments.

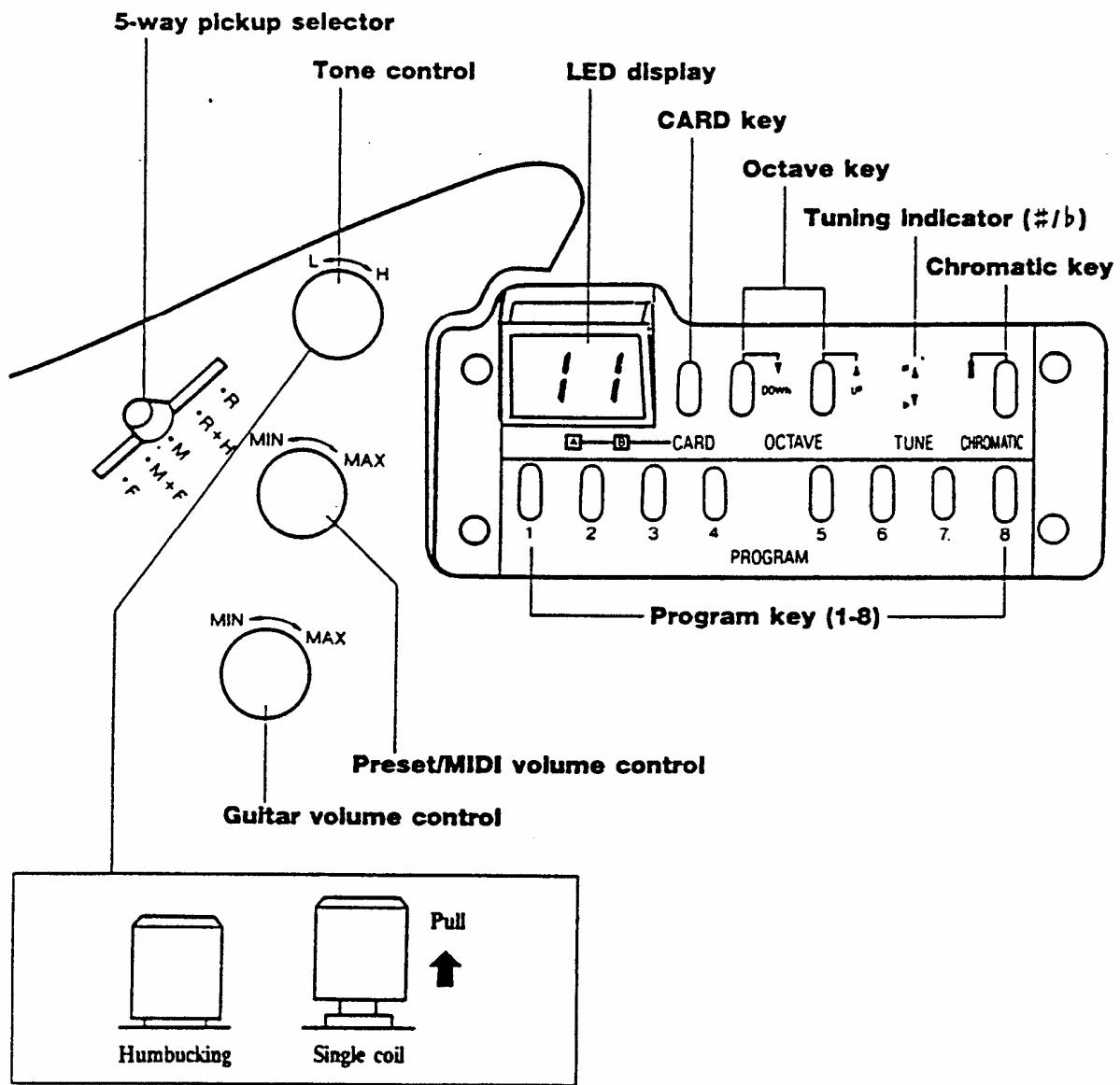
Taking Care of Your PG Guitar

General Guide—An Overall View of the PG Guitar



General Guide — An Overall View of the PG Guitar

■ Control Section



General Guide — An Overall View of the PG Guitar

Specifications

Body	Alder
Neck	Maple
Fingerboard	Ebony, 22 frets
Pickups	Single coil (PS-581A) × 2 Humbucking (PH-641A) × 1
Tremolo unit	Precision tremolo unit
Guitar controls	Volume, tone (rear pickup switch), 5-position pickup selector
Preset tone/MIDI controls	Preset tone volume, card key, octave up key, octave down key, chromatic key, program keys (1 - 8), microswitches (1 - 10)
MIDI out message	Program change (0 - 63, 0 - 126 when using ROM card), basic channel (1 - 16), mode 3 (poly), mode 4 (poly), velocity, pitch bend
Electronic tuner	Tuning indicators (±/b), standard pitch (440/441/442/443 Hz)
Inputs/outputs	Guitar out, preset tone out, MIDI out, DC 9V
Power	6 AA (R6P/SUM-3) batteries or AC adaptor (AD-5, optional) Consumption: 2 W
Dimensions/Weight	1000 × 322 × 71 mm / 4.5 kg (39 ³ / ₈ " × 12 ¹¹ / ₁₆ " × 2 ¹³ / ₁₆ ") / 9.9 lbs
Standard accessories	Batteries, guitar cord × 2, tremolo arm, wrench × 4
Optional accessories	Soft case (SC-75G), Hard case (HC-51G), RAM card (RA-500), AC adaptor (AD-5)

*Design and specifications are subject to change without notice.

Specifications

Display	Presel tone	Display	Presel tone
11	VZ BASS	51	AVANALOCH
12	PIANO BASS	52	MELLOW BRASS
13	SEQ BASS	53	AFRO BRASS
14	PAST BASS	54	THE SAX
15	SYNTH BASS	55	VZ TRUMPET
16	60's BASS	56	R&B BRASS
17	HARP	57	BRASTRINGS
18	KOTO	58	OVER BRASS X
21	STEEL STRING	61	SPACE ORCH
22	GITIANO	62	FANTASIA
23	BACKING GUITAR	63	PG CINEMA
24	CLAVICHORD	64	WINDINGS
25	MUTE CLAVI	65	VELO ORCH
26	SYN CLAVI	66	HORN/STRINGS
27	DIST GUITAR	67	LIGHT STRINGS
28	DISTORTAR	68	VZ STRINGS
31	SERENE VIBES	71	CELLO
32	VZ VIBES	72	WOOD WINDS
33	VIBraphone	73	HARMO LEAD
34	VZ PIANO	74	WILD SYN LEAD
35	MELLOW PIANO	75	FUSION LEAD
36	VZ EP	76	JAZZ FLUTE
37	DYN VZ PIANO	77	PRIMAL SCREAM
38	CLAVI PIANO	78	VZ-MONICA
41	EMERALD BLUE	81	AMBULANCE
42	TEAR DROPS	82	EXPLOSION A
43	TOI PERCUSSION	83	SYNTH TOM
44	VZ MARIMBA	84	FESTIVAL
45	BELLS	85	MAZE
46	CHURCH BELL	86	CHURCH ORGAN
47	STEEL DRUM	87	WARM ORGAN
48	COWBELL	88	COOL ORGAN

PARTS LIST

PG-380

- NOTES:**
- 1. Prices and specifications are subject to change without prior notice.**
 - 2. As for spare parts order and supply, refer to the "GUIDEBOOK for Spare Parts Supply", published separately.**
 - 3. The numbers in item column correspond to the same numbers in drawing.**

CASIO GUITAR SYNTH

Model PG-380

MIDI Implementation Chart

Version : 1.0

Function ...		Transmitted	Recognized	Remarks
Basic Channel	Default Changed	1 through 16 CH 1 through 16 CH	X X	Set using microswitches.
Mode	Default Messages Altered	Mode 3, 4(M=6) X *****	X X X	Set using microswitches.
Note Number:	True voice	24—79(DOWN), 36—91(NORMAL), 48—103(UP)	X	Octaved can be raised or lowered.
Velocity	Note ON Note OFF	○ 9n v=1—127 X 9n v=0	X X	
After Touch	Key's Ch's	X X	X X	
Pitch Bender		○	X	14 bits effective.
Control Change	6, 38 100, 101	○° ○(0)°	X X	Data Entry (MSB, LSB) RPC (LSB, MSB)
Prog Change:	True #	○ 0—127 *****	X	When using ROM card.
System Exclusive		○	X	Bend range.
System Common	: Song Pos : Song Sel : Tune	X X X	X X X	
System Real Time	: Clock : Commands	X X	X X	
Aux Mes- sages	: Local ON/OFF : All Notes OFF : Active Sense : Reset	X X X X	X X X X	
Remarks	•RPC = Registered parameter control number RPC ≠ 0: Pitch bend sensitivity			

Mode 1 : OMNI ON, POLY
Mode 3 : OMNI OFF, POLY

Mode 2 : OMNI ON, MONO
Mode 4 : OMNI OFF, MONO

○ : Yes
X : No

Item	Code No.	Part Name	Specification	Q'ty	*	Unit Price N.R. Yen (¥) (FOB. JAPAN)	Rank
		1) M0380 MA1M PCB ASS'Y					
	2010 3409	LSI (Main CPU)	μ PD78C10G-1B-X	1			B
★	2010 4823	LSI (GAO)	μ PD65070GF-161	1			B
★	2010 4830	LSI (ADC)	μ PD7003C	1			B
★	2010 4837	LSI (Sub CPU B)	μ PD78C11G-345-1B	1			B
★	2010 5138	LSI (RAM 1)	HM6264ALFP-12	1			B
★	2010 5145	LSI (ROM)	μ PD27C512G-15-M380	1			B
★	2010 5152	LSI (Sub CPU A)	μ PD78C11G-502-1B	1			B
★	2114 1148	IC (Reset signal generator)	MB3771PF (TF)	1			B
TR2	★ 2201 0069	Chip transistor	2SA1037KT-96R	1	10		C
TR1	★ 2252 0315	Chip transistor	2SC2412KT-96R	1	10		C
DT1	★ 2259 0490	Chip digital transistor	DTC114EKT96	1	10		C
	2370 0035	LED	LN851RPP.WE	5	20		C
	★ 2590 0441	Crystal oscillator	AT-49, 15.000MHZ	1			C
R130	2792 0209	Chip resistor	MCR10EZHZJ104	1	20		X
R91~110	2792 0462	Chip resistor	MCR10EZHZJ473	23	20		X
R129, 132							
R82	2792 0799	Chip resistor	MCR10EZHZJ472	1	20		X
R138	2792 0815	Chip resistor	MCR10EZHZJ221	1	20		X
R133~137	2792 0831	Chip resistor	MCR10EZHZJ103	6	20		X
FB1, 2 ★	2792 0926	Chip resistor	MCR10EZHZJ100	4	20		X
R81, 139							
FB3, ★ R140	2795 0056	Chip resistor	MCREZHJ000	2	20		X
R141 ★	2795 0273	Chip resistor	MCR10EZHZJ823	1	20		X
R83~90 ★	2795 1169	Chip resistor	MCR10EZHZJ821	26	20		X
R111~128							
R131 ★	2795 1295	Chip resistor	MCR10EZHZJ303	1	20		X
C71, 74, 75	2807 6063	Chip electrolytic capacitor	ECE-V1CV100R	7	20		X
C84, 90~92							
C76, 77 ★ C81	2807 6084	Chip electrolytic capacitor	ECE-V1HV010R	3	20		X
C78 ★	2807 6119	Chip electrolytic capacitor	ECE-V1AV330UR	1	20		X
C64, 65, 67	2845 0308	Chip capacitor	T1-21N1EF103Z-T	7	20		X
72, 82, 88, 89							
C79 ★	2845 0322	Chip capacitor	T1-21N1HR103K-T	1	20		X
C85, 86	2845 0476	Chip capacitor	T1-21N1HCG150J-T	2	20		X
C63, 73 ★	2845 0742	Chip capacitor	T1-21N1HLS101K-T	4	20		X
80, 89							
C61 ★	2845 0749	Chip capacitor	T1-21N1HLS102K-T	1	20		X

Note: ★ - New parts

Q'ty - Quantity used per unit

* - Minimum order and supply quantity

Rank A: Essential

B: Stock recommended

C: Others

X: No stock recommended

Item	Code No.	Part Name	Specification	Q'ty	*	Unit Price N.R, Yen (¥) (FOB: JAPAN)	Rank
C66, 70 ☆	2845 0756	Chip capacitor	T1-21N1HSL220J-T	2	20		X
C83 ☆	2845 0819	Chip capacitor	T1-21N1HSL331J-T	1	20		X
C62 ☆	2895 0196	Chip tantalum capacitor	ECST1AY225R	1	10		X
	3410 1728	Tact switch	EVQ-QS205K	1	10		C
☆	3501 2758	Connector	S11B-ZR	1			X
☆	3501 2765	Connector	S12B-ZR	1			X
☆	3501 2772	Connector	S7B-ZR	1			X
☆	3501 2779	Connector	S10B-DR	1			X
☆	3501 2786	Connector	S10B-ZR	1			X
☆	3501 2793	Connector	S11B-PH-K-S	1			X
☆	3501 2800	Connector	S6B-ZR	1			X
☆	3501 2807	Connector	S8B-PH-K-S	1			X
☆	3501 2814	Connector	S9B-PH-K-S	1			X
☆	3501 2821	Connector	S08B-DR	1			X
☆	3501 2870	Post	B5P-MQ	1			X
☆	3501 2877	Post	B6P-MQ	1			X
☆	4307 8761	Blank PCB M0380-MA1M	M110212A-1	1			X
2) M0380-MA2M PCB ASS'Y							
☆	2010 4949	LSI	HD62013	1			B
☆	2010 5138	LSI	HM6264ALFP-12	1			B
☆	2105 0784	CMOS IC	μPD4066BG-T1	1			B
☆	2114 1120	Hibrid IC	380-B1	1			B
☆	2114 1218	Monolithic IC	NJM2068MD-T1	1			B
☆	2590 0448	Crystal oscillator	AT-49, 20.000MHZ	1			C
VR9	2771 0310	Chip semi-fixed resistor	EVM-07SW00B23	1	10		C
R146	2792 0209	Chip resistor	MCR10EZHJ104	1	20		X
R145, 157	2792 0462	Chip resistor	MCR10EZHJ473	2	20		X
R150, 151	2792 0799	Chip resistor	MCR10EZHJ472	2	20		X
R154, 158	2792 0831	Chip resistor	MCR10EZHJ103	2	20		X
R152 ☆	2792 0845	Chip resistor	MCR10EZHJ153	1	20		X
R148, 159	2792 0942	Chip resistor	MCR10EZHJ332	2	20		X
R156	2792 1051	Chip resistor	MCR10EZHJ222	1	20		X
R147, ☆ R160, 161, FB5	2795 0056	Chip resistor	MCR10EZHJ000	4	20		X
FB4 ☆	2795 0077	Chip resistor	MCR10EZHJ2R2	1	20		X
R149 ☆	2795 1813	Chip resistor	MCR10EZHJ680	1	20		X

Note: ☆ - New parts

Q'ty - Quantity used per unit

* - Minimum order and supply quantity

Rank

A: Essential
B: Stock recommended
C: Others
X: No stock recommended

Item	Code No.	Part Name	Specification	Q'ty	•	Unit Price N.R. Yen (¥) (FOB: JAPAN)	Rank
C100~102 104, 106, 107	2807 6063	Chip electrolytic capacitor	ECE-V1CV100R	6	20		X
C103 ☆	2807 6224	Chip electrolytic capacitor	ECE-V0GA101P	1	20		X
C95~98 ☆ 109, 110, 109	2845 0763	Chip capacitor	T1-21N1ER103K-T	6	20		X
C108 ☆	2845 0791	Chip capacitor	T1-21N1ER222K-T	1	20		X
C111, ☆ 112	2845 0987	Chip capacitor	T1-21N1HCG100J-T	2	20		X
☆ 3501 2779	3501 2779	Connector	S10B-DR	1			X
☆ 3501 2821	3501 2821	Connector	S08B-DR	1			X
☆ 3501 2828	3501 2828	Connector	S2B-PH-K-S	1			X
☆ 3613 0476	3613 0476	Socket	03JQ-BT	1			X
3841 0661	3841 0661	Low pass filter	LPF-M152-17K	1			C
☆ 4307 8771	4307 8771	Blank PCB M0380-MA2M	M110212A-2	1			X
3) M0380-MA3M PCB ASS'Y							
☆ 2105 0784	2105 0784	CMOS IC	μPD4066BG-T1	2			B
☆ 2114 0511	2114 0511	Monolithic IC	BA4558F-DX-T1	3			B
☆ 2114 1162	2114 1162	Monolithic IC	NJM062M-T1	3			B
☆ 2114 1218	2114 1218	Monolithic IC	NJM2068MD-T1	6			B
TR3~5 ☆	2201 0069	Chip transistor	2SA1037KT-96R	3	10		B
R71	2792 0209	Chip resistor	MCR10EZHZ104	1	20		X
VR7, 8	2771 0212	Chip semi-fixed resistor	EVM-07SW00B54	2	10		C
R73	2792 0217	Chip resistor	MCR10EZHZ101	1	20		X
R16, 18, 26, 34, 41, 49, 56	2792 0470	Chip resistor	MCR10EZHZ102	7	20		X
R52 ☆	2792 0756	Chip resistor	MCR10EZHZ563	1	20		X
R64 ☆	2792 0823	Chip resistor	MCR10EZHZ152	1	20		X
R6, 12, 22, 30, 37, 45	2792 0831	Chip resistor	MCR10EZHZ103	6	20		X
R61 ☆	2792 0853	Chip resistor	MCR10EZHZ333	1	20		X
R76 ☆	2792 0926	Chip resistor	MCR10EZHZ100	1	20		X
R54 ≈	2792 0934	Chip resistor	MCR10EZHZ391	1	20		X
R58, 59, 63	2792 0942	Chip resistor	MCR10EZHZ332	3	20		X
R51 ≈	2792 0950	Chip resistor	MCR10EZHZ392	1	20		X
R57, 66 ☆	2792 0960	Chip resistor	MCR10EZHZ822	2	20		X

Note: ☆ — New parts

Q'ty — Quantity used per unit

• — Minimum order and supply quantity

Rank A: Essential
B: Stock recommended
C: Others
X: No stock recommended

Item	Code No.	Part Name	Specification	Q'ty	*	Unit Price N.R. Yen (¥) (FOB: JAPAN)	Rank
R15, 17 ☆ 25,33,40 48	2792 0993	Chip resistor	MCR10EZHJ123	6	20		X
R68 ☆	2792 1000	Chip resistor	MCR10EZHJ122	1	20		X
R1, 2	2792 1043	Chip resistor	MCR10EZHJ223	2	20		X
R50 ☆	2792 1094	Chip resistor	MCR10EZHJ120	1	20		X
R3, 7, 9 ☆ 13, 19, 23 27, 31, 35 38,42,46	2792 1108	Chip resistor	MCR10EZHJ562	12	20		X
R5, 11 ☆ 21,69	2792 1140	Chip resistor	MCR10EZHJ682	4	20		X
R28,29 ☆ 44	2792 1205	Chip resistor	MCR10EZHJ273	3	20		X
R53 ☆	2795 0056	Chip resistor	MCR10EZHJ000	1	20		X
R8,14,24☆ 33,39,47	2795 0273	Chip resistor	MCR10EZHJ823	6	20		X
R4, 10 ☆ 20,28,36- 43	2795 0742	Chip resistor	MCR10EZHJ683	6	20		X
R65 ☆	2795 0896	Chip resistor	MCR10EZHJ242	1	20		X
R67 ☆	2795 1169	Chip resistor	MCR10EZHJ821	1	20		X
R70 ☆	2795 1190	Chip resistor	MCR10EZHJ1002	1	20		X
R72 ☆	2795 1274	Chip resistor	MCR10EZHJ2202	1	20		X
R62 ☆	2795 1288	Chip resistor	MCR10EZHJ3301	1	20		X
R55 ☆	2795 1344	Chip resistor	MCR10EZHJ432	1	20		X
R60 ☆	2795 1498	Chip resistor	MCR10EZHJ6800	1	20		X
C17, 22 24, 29 34, 50	2807 6063	Chip electrolytic capacitor	ECE-V1CV100R	6	20		X
C6, 12	2807 6084	Chip electrolytic capacitor	ECE-V1HV010R	2	20		X
C3, 4,27	2845 0413	Chip capacitor	T1-21NER473K-T	3	20		X
C41, 42 ☆	2845 0756	Chip capacitor	T1-21N1HSL220J-T	2	20		X
C8, 45 ☆ 46,48, 51~54,56	2845 0763	Chip capacitor	T1-21N1ER103K-T	8	20		X
C14, 15 ☆	2845 0770	Chip capacitor	T1-21N1EF823Z-T	2	20		X
C13 ☆	2845 0777	Chip capacitor	T1-21N1ER123K-T	1	20		X
C5 ☆	2845 0784	Chip capacitor	T1-21N1ER182K-T	1	20		X
C21 ☆	2845 0798	Chip capacitor	T1-21N1ER393K-T	1	20		X
C7, 18, 19☆ 25,26,30 31,37	2845 0805	Chip capacitor	T1-21N1ER472K-T	8	20		X

Note: ☆ — New parts

Q'ty — Quantity used per unit

* — Minimum order and supply quantity

Rank A: Essential

B: Stock recommended

C: Others

X: No stock recommended

Item	Code No.	Part Name	Specification	Q'ty	*	Unit Price N.R. Yen (¥) (FOB: JAPAN)	Rank
C2, 32 35	2845 0812	Chip capacitor	T1-21N1ER682K-T	3	20		X
C43	2845 0819	Chip capacitor	T1-21N1HSK331J-T	1	20		X
C20, 59	2845 0826	Chip capacitor	T1-21N1ER392K-T	2	20		X
C9, 10	2845 0833	Chip capacitor	T1-21N1ER683K-T	2	20		X
C44	2845 0840	Chip capacitor	T1-21N1HSL151J-T	1	20		X
C16	2845 0966	Chip capacitor	T1-21N1ER332K-T	1	20		X
	2765 0672	Semi-fixed resistor	RH0411C-47KB	6	10		C
	2804 5808	Electrolytic capacitor	6.3RE2-330	1	10		X
	3501 1358	Connector	IL-S-7P-S2L2-EF	1	20		X
	3501 2786	Connector	S10B-ZR	1			X
	3501 2800	Connector	S6B-ZR	1			X
	3540 3523	Connector	B3B-XH-A	1	20		X
	4307 8781	Blank PCB M0380-MA3M	M110212A-3	1			X
4) M0380 MA4M PCB ASS'Y							
	2114 0021	Monolithic IC	LA6462D	1	5		B
	2200 4409	Transistor	2SA933-SQ-TP-T	2	10		B
	2220 1387	Transistor	2SC1740SQ-TP-T	3	10		B
☆	2230 4143	Transistor	2DS1761-F	1			B
☆	2240 1076	FET	2SK30ATMY, TPE2-T	1	10		B
☆	2251 0238	Transistor	2SB1187F	2	10		B
	2301 0241	Diode	1SS254T-77-T	8	20		B
☆	2360 0035	Zener diode	RD6.2ESB2-T1-T	1	10		C
	2390 0371	Diode	DSK10B-BT-T	2	20		X
☆	2607 5077	Carbon film resistor	ELR50X10-J-T34V-T	1	20		X
	2617 0036	Carbon film resistor	R-20-220-J-T24-T	1	20		X
	2617 0052	Carbon film resistor	R-20-1K-J-T24-T	1	20		X
	2617 0061	Carbon film resistor	R-20-2.2K-J-T24-T	2	20		X
	2617 0079	Carbon film resistor	R-20-3.3K-J-T24-T	2	20		X
	2617 0087	Carbon film resistor	R-20-4.7K-J-T24-T	1	20		X
	2617 0095	Carbon film resistor	R-20-10K-J-T24-T	3	20		X
	2617 0109	Carbon film resistor	R-20-33K-J-T24-T	1	20		X
☆	2617 0141	Carbon film resistor	R-20-100K-J-T24-T	3	20		X
	2617 0192	Carbon film resistor	R-20-1.8K-J-T24-T	1	20		X
	2617 0203	Carbon film resistor	R-20-470K-J-T24-T	2	20		X
	2617 0214	Carbon film resistor	R-20-2.7K-J-T24-T	1	20		X
	2617 0271	Carbon film resistor	R-20-5.6K-J-T24-T	1	20		X

Note: ☆ - New parts

Q'ty - Quantity used per unit

* - Minimum order and supply quantity

Rank A: Essential

B: Stock recommended

C: Others

X: No stock recommended

Item	Code No.	Part Name	Specification	Q'ty	*	Unit Price N.R. Yen (¥) (FOB: JAPAN)	Rank
	2617 0297	Carbon film resistor	R-20-22K-J-T24-T	2	20		X
	2617 0327	Carbon film resistor	R-20-2.2M-J-T24-T	1	20		X
☆	2760 2134	Semi-fixed resistor	V8K4-11B500K	1	20		C
	2800 9063	Electrolytic capacitor	50RE2-3R3-T2-T	2	20		X
☆	2801 7994	Electrolytic capacitor	16RE3-470-T14-T	1	20		X
	2804 6002	Electrolytic capacitor	6.3RE2-470-T14-T	3	10		X
	2805 3142	Electrolytic capacitor	16RE2-10-T2-T	1	20		X
	2807 1023	Electrolytic capacitor	50RE2-1-T2-T	1	10		X
	2807 1104	Electrolytic capacitor	6.3RE2-100-T14-T	3	20		X
	2818 2082	Ceramic capacitor	RT-HE70TKYF103Z-T	3	10		X
	2819 0557	Ceramic capacitor	RT-HE50TKSL101K-T	1	10		X
	2830 6229	Mylar capacitor	AMZV-104K50-T	1	10		X
	3020 2147	Ferrite beads	BL02RN2-R62	5	10		C
	3025 0042	EMI filter	DST306-51B222M	4	10		C
☆	3121 6056	Relay	ATQ229	1			C
	3412 0238	Slide switch	SSD-22DP	1			C
	3501 0070	DC jack	HEC2305-01-030	1			C
☆	3501 2674	Connector 2P	IL-S-2P-S2L2-EF	1			X
☆	3501 2793	Connector	S11B-PH-K-S	1			X
☆	3501 2835	Connector	S4B-PH-K-S	1			X
☆	3501 2996	Connector	S3B-PH-K-S	1			X
	3612 0665	Phone jack	YKB21-5006	1			C
	3612 0789	Jack	YKB21-5010	1			C
	3501 0196	DIN jack	TCS5350-01-1211	1	5		C
☆	3501 3101	3P connector M380A	PRH-3P-8-M380	1			X
☆	4307 8731	Blank PCB M0380-MA4M	M210197A-1	1			X
☆	4307 8741	Blank PCB M0380-MA4M (SUB)	M210197A-2	1			X
5) M0380-MA5M PCB ASS'Y							
☆	3412 0427	DIP switch	A6D-0103	1			C
☆	3613 0462	Socket	05MQ-BT	1			X
☆	3613 0469	Socket	06MQ-BT	1			X
☆	4307 8721	Blank PCB M0380-MA5M	M110212A-5	1			X
6) M0380-LD-PCB ASS'Y							
☆	2370 0287	LED	LA301RB	2			C
☆	3501 3108	8P connector M380A	PHR-8P-13-M380A	1			X

Note: ☆ - New parts

Q'ty - Quantity used per unit

* - Minimum order and supply quantity

Rank:

A: Essential
B: Stock recommended
C: Others
X: No stock recommended

Item	Code No.	Part Name	Specification	Q'ty	*	Unit Price N.R. Yen (¥) (FOB: JAPAN)	Rank
☆	3501 3115	9P connector M380A	PHR-9P-12-M380A	1			X
☆	4307 9361	Blank PCB M0380-LDM	M110212A-4	1			X
7) M0380-IF PCB ASS'Y							
☆	3501 0896	Card connector	JC20-C45PA-LT2-A2	1			C
☆	3501 2758	Connector	S11B-ZR	1			X
☆	3501 2765	Connector	S12B-ZR	1			X
☆	3501 2772	Connector	S7B-ZR	1			X
☆	3501 2968	11P connector M380B	ZR-11P-17-M380A	1			X
☆	3501 2975	12P connector M380A	ZR-12P-17-M380A	1			X
☆	3501 2982	7P connector M380A	ZR-7P-17-M380A	1			X
☆	4307 8710	Blank PCB M0380-IF	M310339-1	1			X
8) HOLDER ASS'Y							
50☆	6914 1800	Holder	M210083-1	1			X
53☆	6914 1870	Button 380	M310178-1	9	10		C
54☆	6914 1880	Button 380	M310178-2	2	10		C
55☆	6914 1890	Button 380	M310178-3	1	10		C
9) CASE BLOCK							
☆	3501 2709	10P connector M380A	DR-10P-26-M380	1			X
☆	3501 2716	8P connector M380B	DR-8P-28-M380	1			X
☆	3501 2730	11P connector M380A	KR-11P-13-M380	1			X
☆	3501 2954	10P connector M380B	ZR-10P-26-M380A	1			X
☆	3501 2961	6P connector M380A	ZR-6P-23-M380A	1			X
56☆	6914 1750	Top panel	M310271-1	1			C
57☆	6914 1760	Lower panel B	M310179-1	1			C
58☆	6914 6061	Knob 380 sub ass'y	M410407A*1	3			C
59☆	6914 1791	Lower panel sub ass'y	M310326A*1	1			C
60☆	6914 1770	Upper case 380	M110130-1	1			C
61☆	6914 4411	Card guide	M410333A-1	1			C
62☆	6914 1780	Lower case 380	M110126-1	1			C
63	3501 1477	Battery snap	PLGW-8533-01A	1			C
64	3901 0712	Battery case	S6-3	1			C
65	6913 3350	Battery cover sub ass'y	M410077*1	1			C

Note: ☆ - New parts

Q'ty - Quantity used per unit

* - Minimum order and supply quantity

Rank A: Essential

B: Stock recommended

C: Others

X: No stock recommended

Item	Code No.	Part Name	Specification	Q'ty	Unit Price N. R. Yen (¥) (FOB: JAPAN)	Rank
1	0007 8720	Panel	MX-380 t=2.3	1		B
2	0007 7034	Pick up F.M (Front/Middle)	MX-S	2		B
3	0007 7036	Pick up (Rear)	MX-H	1		B
4	0007 8721	Pick up (MIDI)	FEX. PU (Mx-380)	1		B
5	0007 7040	Control VR (Guitar)	VOL 500K	1		C
6	0007 8722	Control VR (Tone)	TONE 500K	1		C
7	0007 8723	Control VR (Synth.)	TONE 10K	1		C
8	0007 7043	Select SW (with Knob)	YM-50	1		C
	0007 8724	Mylar capacitor	0.022μF	1	20	X
	0007 8725	Ceramic capacitor	47pF	1	20	X
	0007 8726	Connector CE	4 Pin	1		X
	0007 8727	Connector CG	2 Pin	1		X
9	0007 7047	Tuning knob set	SG38-07	1		C
9-1	0007 7049	Tuning knob	SG38-07/L	6		C
9-2	0007 7050	Nut (Black)		6		X
9-3	0007 7051	Washer		6	10	X
10	0007 7052	Neck joint plate	NPF/No mark, Blank	1		X
11	0007 7053	Joint plate cushion		1	10	X
14	0007 8732	Top lock	GHL-2	1		X
15	0007 8714	Spring holder		1		X
16	0007 8733	Back plate A	FLT	1		C
23	0007 8740	Tremolo unit (including 23-1, 15, 25)	GE-1988 T	1		X
23-1	0007 8741	Tremolo arm		1		C
27	0007 8744	Rubber cover	1MG-2010	2		C
	0007 8746	String	ELF	1		C
	0007 8748	Wrench bar	5 x 12mm	1	10	C
	0007 8749	Wrench bar	2.5 x 12mm	1		C
	0007 7063	Wrench bar	1.5 x 12mm	1	20	C
	0007 8750	Wrench bar	3.0 x 12mm	1		C
17	0007 8751	Felt W (black)		2	20	C
	0007 8752	Plug cord (3m)		2		C
24	0007 8753	Strap pin		2	10	C
	0007 8754	Rod bar	G5 x 438	1		X
	0007 8755	Round nut 9 x 25S		1	5	X
	0007 8756	Rag nut	5 x 10	2	20	X
	0007 8757	Rag nut	3 x 8.5	2	20	X
	0007 8758	Fret bar (1 set)	SBB-213	1		X
25	0007 8715	Spring (Tremolo)	8.1¢	5	5	X

Note: * - New parts

Q'ty - Quantity used per unit

* - Minimum order and supply quantity

Rank A: Essential

B: Stock recommended

C: Others

X: No stock recommended

Item	Code No.	Part Name	Specification	Q'ty	*	Unit Price N.R. Yen (¥) (FOB: JAPAN)	Rank
26	0007 7083	Spring	Semi conical 8mm, Nickel	2	20		C
27	0007 7081	MX-H fixing spring	NP, Nickel	2	20		C
28	0007 7080	MX-S fixing spring	BL-300, Nickel	4	20		C
29	0007 8716	Body	PG-380 Black	1			C
	0007 8717	Body	PG-380 White	1			C
30	0007 8718	Neck	PG-380	1			C
101	0007 7078	Round flush tapping screw	3 x 10mm, Black	2	20		C
102	0007 7079	Pan-head tapping screw	3 x 25mm, Black	2	20		C
103	0007 7082	Pan-head tapping screw	3 x 20mm, Black	2	20		C
104	0007 7088	Round-head wood screw	2.4 x 10mm, Black	6	20		C
105	0007 7089	Round flush tapping screw	4.5 x 45mm, Black	4	20		C
106	0007 8763	Round flush tapping screw	3 x 12mm, Black	16	20		C
107	0007 7091	Round flush tapping screw	3.5 x 25mm, Black	2	20		C
110	0007 7098	Round flush wood screw	4.1 x 45mm, Nickel	2	20		C
111	0007 8766	Round flush tapping screw	3 x 10mm, Black	10	20		C
112	0007 8767	Bind tapping screw	3 x 16mm, Nickel	1	20		C
113	0007 8768	Flush tapping screw	2.6 x 8mm, Black	4	20		C
114	0007 8770	Pan-head tapping screw	3 x 10mm, Nickel	11	20		C
115	0007 7086	Round flush tapping screw	3 x 8mm, Black	2	20		C

Note: ☆ — New parts

Rank

A: Essential

Q'ty — Quantity used per unit

B: Stock recommended

* — Minimum order and supply quantity

C: Others

X: No stock recommended