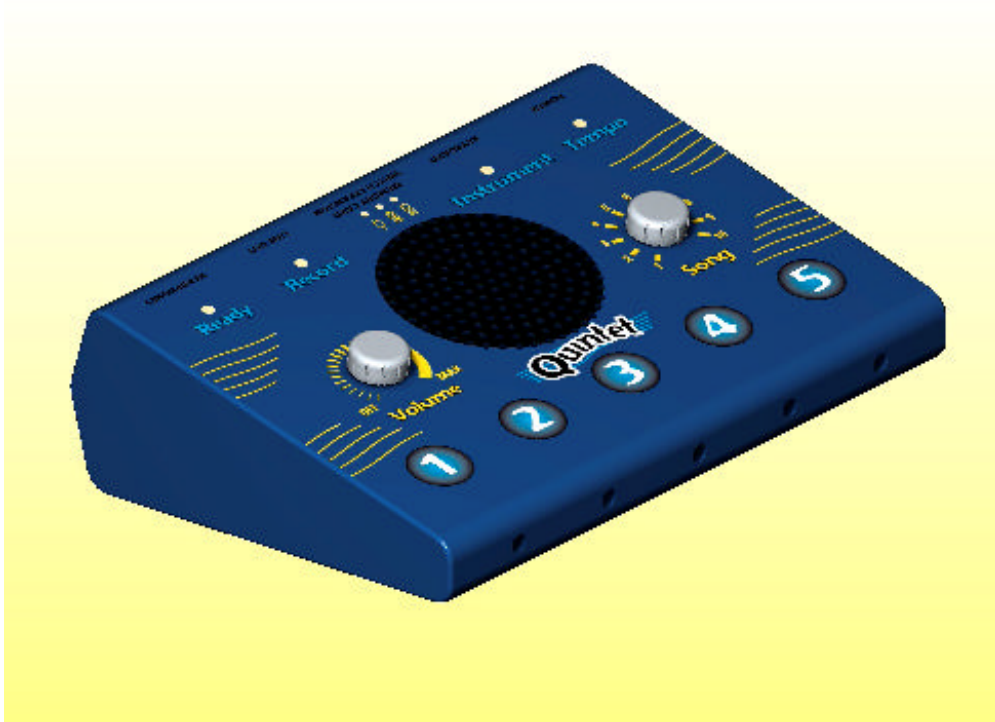


Quintet



Electronic Instrument for Music Education and Performance

Features: -

- ? Connect up to five switches
- ? Resource packs available with ready-made exercises
- ? Create your own exercises and record your own songs
- ? Internal Sound Card with 128 different instruments
- ? High quality sound output
- ? Internal rechargeable batteries
- ? Easy to use

Important Notes:

1. Read this manual carefully before installing or operating your Quintet.
2. Due to continuous product improvement Unique Perspectives reserves the right to update this Manual. This Manual supersedes all previous issues which must not continue to be used.
3. Any attempt to gain access to or in any way abuse the electronic components of the Quintet renders the manufacturer's warranty void and the Manufacturer free from liability.

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1 Introduction

Quintet is an electronic music instrument designed for switch users in order that they can play music. It can be used in a group situation with children, or, as a solo instrument.

Five switches can be connected to the Quintet and therefore you can have up to five players. By pressing and releasing their switch each player can step through the notes of a song, tap out a tempo, play the chords of a melody or trigger complete sections of songs !

Within the Quintet there are 128 different instruments to choose from including "tubular bells", "guitar", "saxophone" and "drums". Each player can be assigned a different instrument and in this way a whole orchestra or band can be formed !

Accompanying the Quintet is a set of resource packs. These packs contain 10 songs or exercises. The songs are designed so that skills in music, such as timing and turn-taking, can be learnt, alongside having fun!

Each resource pack has an associated electronic memory card. This card contains all the musical information for the 10 songs of the pack. By plugging the card into a slot at the back of the Quintet and following the instructions further on in this manual the music for the 10 songs can be transferred into the Quintet (the Quintet is shipped with the music from pack A already transferred).

On the front panel of the Quintet a 10 position rotary switch allows you to choose which song or exercise you want to play. Follow the instructions in the resource pack on how to use each of the 5 switches.

You are not limited to the music contained in the resource packs. In fact the Quintet is designed so that you can quickly begin to record your own songs and make your own exercises. Simply connect a standard keyboard and follow the instructions further on in this manual.

If you do start to record your own songs and exercises you can make permanent copies by transferring the music in the Quintet onto a blank memory card. These blank cards are sold separately to the Quintet and are available from through your supplier.

Before you use your Quintet please read this manual carefully and perform the tests on page 6. In particular familiarise yourself with the sections on Maintenance and Safety. If you are in any doubt contact your supplier.



2 Specifications

Electrical

Power Supply	24V 500mA DC
Rechargeable battery type	8 cell NiMh 600maH
Charger rating	250mA continuous fast charge.
Quiescent Current	<1mA Off, 200mA On, 450mA when charging.
Audio Output	5 Watts RMS

Mechanical

Weight	Approx. 1 Kg
Case material	Diecast aluminum, painted black.

Environmental

	Min	Max	Units
Operating ambient temperature range	-25	50	°C
Storage temperature range	-25	70	°C
Operating and storage humidity	0	90	%RH

The Quintet is not designed for outdoor use.

Intended Use

The Quintet is an electronic music instrument specifically designed to enable those individuals who cannot play an acoustic instrument to perform music using switches connected to the Quintet.

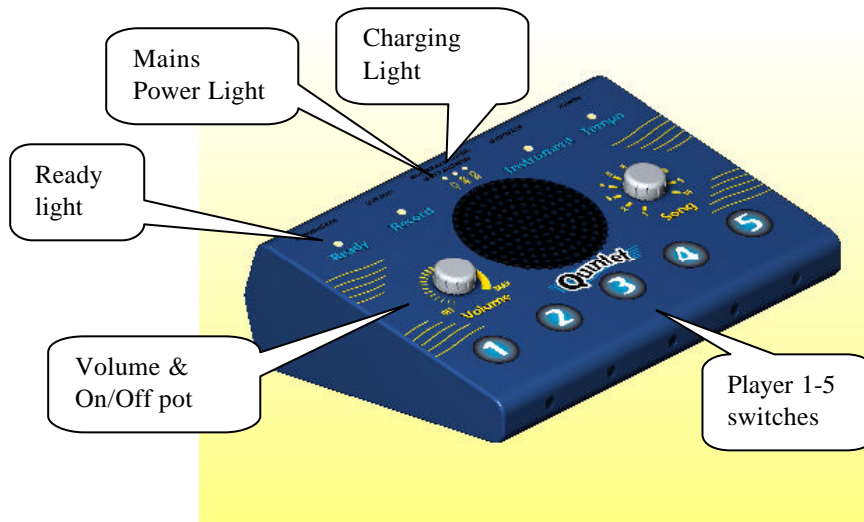
The Quintet is for indoor use only.

The Quintet can be mains powered or battery powered.

The Quintet is not a toy and children using the instrument must be supervised accordingly.

3 Testing

NOTE: Refer to the diagram below during the test sequences.



Power supply check sequence

1. Connect the DC Power supply provided to the Power input at the back of the Quintet.
2. Confirm that the Mains Power light is on.
3. If the battery needs to be recharged the Charging light will also come on.

Power On check sequence

1. Turn the Volume control clockwise to the 12 o'clock position.
2. Confirm that the green 'Ready' light flashes and after a moment comes on steady.
3. Press any of the player switches (1-5) and confirm that music can be heard.

Power Off sequence

1. Turn the Volume control fully anti-clockwise to the OFF position.
2. Confirm that the green 'Ready' light extinguishes.
3. The Mains Power light will remain on as long as the external power supply is connected. The Charging light will remain on until the internal batteries are re-charged.

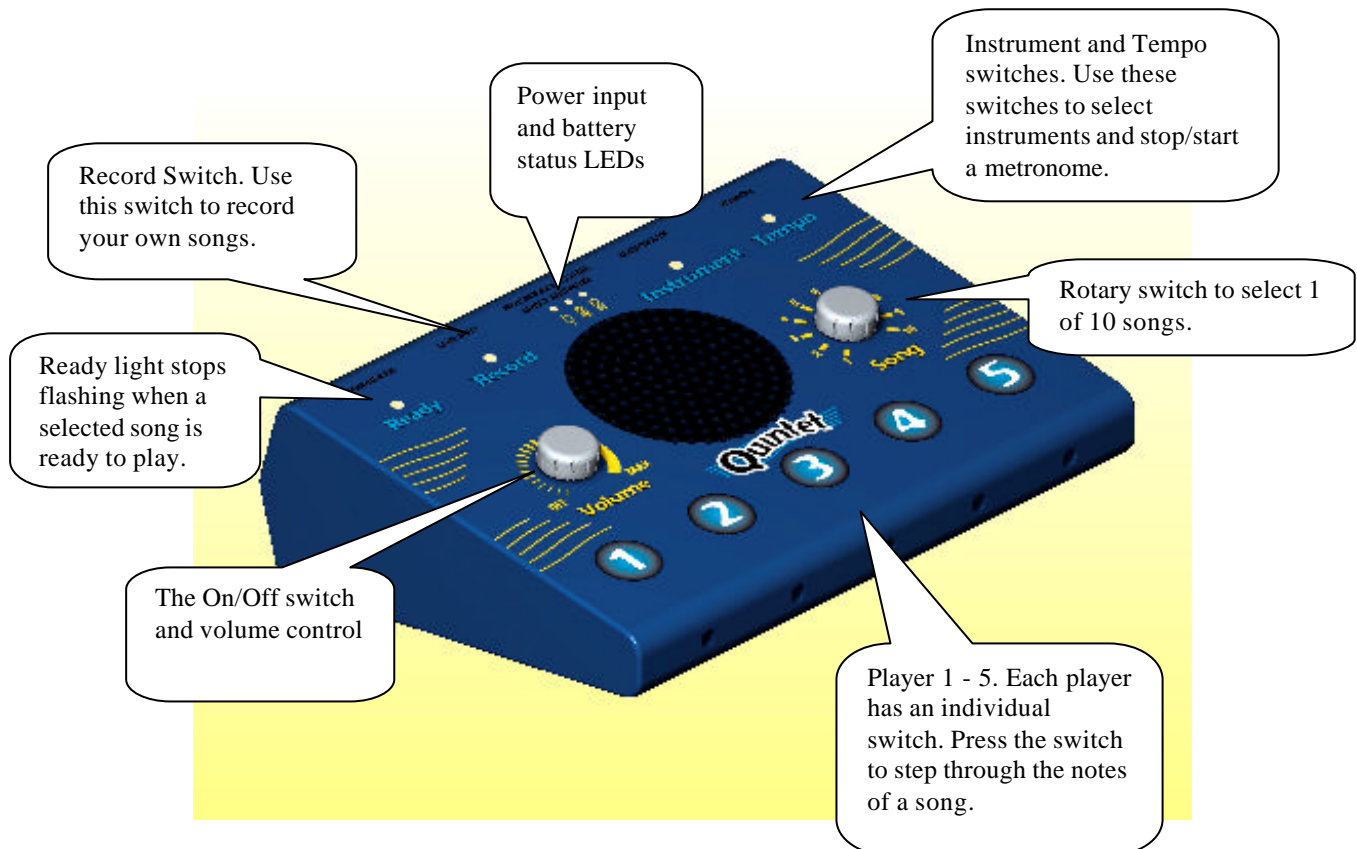


If any of these tests fail contact your supplier immediately.

NOTE: The Quintet is shipped with the internal batteries discharged. A complete recharge takes about 3 hours. It is recommended that you leave the power supply plugged in until the Charging light extinguishes so that the first charge the batteries receive is a complete one.

4 Getting Started

To use the Quintet in it's basic mode you do not need any additional equipment.



To get started plug the DC Power supply provided into the power socket at the back of the Quintet and turn the volume control clockwise to the 12 o'clock position.

Choose 1 of the 10 songs by turning the rotary switch to the desired song number.

When the ready light stops flashing the song is ready to play.

Follow the instructions in resource pack A for the selected song or simply start pressing the switches 1 to 5 to hear what happens.



5 Selecting a Resource Pack

Before you use a particular resource pack you may need to transfer the music from the associated memory card into the quintet. You will need to do this if:-

- a) you are using the resource pack for the first time
- b) you are switching from one resource pack to another
- c) you recorded your own music over what was there and want to return to the original music.

To transfer the music from a memory card into the Quintet

1. Make sure the Quintet is off.
2. Take the memory card out of it's protective box and plug it into the slot at the back of the Quintet. The text "QUINTET MEMORY CARD" should be facing upwards.
3. Press and **HOLD Instrument**
4. Turn on the Quintet whilst **HOLDING Instrument**.
5. The **Instrument** light should come on immediately. If it does not you may not have inserted the memory card properly. Switch off and try again.
6. Release **Instrument**
7. The music from the memory card will be transferred into the Quintet. The transfer is complete when the **Ready** and **Record** lights stop flashing.

Depending on how much music is stored on the memory card the transfer may take up to a minute or more. On no condition should you turn off the Quintet while the transfer is taking place. As the transfer is taking place the **Ready** light will flash while music is loaded from the memory card. As it is stored inside the Quintet the **Ready** light will flash again but this time with the **Record** light on also. This cycle will be repeated 10 times, once for each of the 10 songs. In other-words you should see the **Record** light come on and off 10 times.

8. Finally switch off the Quintet and remove the memory card, placing it back in it's protective box.

Useful tip: If you only want to transfer the music for one song, choose the song number before you turn on the Quintet and then press and **HOLD** both **Instrument** and **Record** in steps 3 and 4 above. Only the music for the selected song number will be transferred into the Quintet.

6 Selecting a Song

The rotary switch on the front panel of the Quintet selects 1 of 10 songs to play.

To chose a song

1. Turn the rotary switch to the required song
2. The **Ready** light will flash while the song is restored from memory
3. When the **Ready** light has stopped flashing the song is ready to play.

Follow the instructions for the song in the resource pack or simply start pressing the player switches to hear what happens !



7 Changing an instrument

Within the Quintet there are 128 different instruments to choose from. Each player and the keyboard player can be assigned a different instrument. In this way an ensemble of six different instruments can be created !

The 128 instruments are divided into 4 groups. Each group contains 32 instruments.

To change instrument for the keyboard player

1. Make sure that the external keyboard is connected
2. Make sure the Quintet is on
3. Press **Instrument**. The **Instrument** light comes on.
4. Switches 1 to 4 on the Quintet select the group of instruments.
5. A range of keys on the keyboard selects one of the 32 possible instruments in that group. To hear what an instrument sounds like, refer to the charts on the following pages, and press the corresponding note on the keyboard.
6. When you have chosen your instrument press **Instrument** a second time. The **Instrument** light extinguishes and the **READY** light will flash. When the **READY** light stops flashing the instrument is ready.

To change instrument for one of the 5 players

1. Make sure that the external keyboard is connected
2. Make sure the Quintet is on
3. Press and HOLD **Instrument**. The **Instrument** light comes on.
4. While HOLDING **Instrument** press the player's switch (1-5) whose instrument you want to change. The **Instrument** light will go out while the player's switch is pressed.
5. Release the player's switch and then release **Instrument**.
6. Continue from Step 4 above "Switches 1 – 4..."



NOTE: A common mistake when using a 3-octave keyboard is to forget to reset the keyboard to the centre three octaves. Notes outside the range of the instrument selection chart will make no sound.



Instrument Selection Chart

Group 1

Grand Piano		
Electric Grand Piano	██████████	Bright Piano
Electric Piano 1	██████████	Honky-Tonk Piano
Harpichord	██████████	Electric Piano 2
Clavi	*** MIDDLE C ***	
Glockenspiel	██████████	Celesta
Vibraphone	██████████	Music Box
Marimba		
Tubular Bells	██████████	Xylophone
Drawbar Organ	██████████	Santur
Rock Organ	██████████	Percussive Organ
Church Organ		
French Accordion	██████████	Reed Organ
Tango Accordion	██████████	Harmonica
Acoustic Guitar (Nylon)		
Electric Jazz Guitar	██████████	Acoustic Guitar (Steel)
Electric Guitar (Muted)	██████████	Electric Guitar (Clean)
Distortion Guitar	██████████	Overdriven Guitar
Guitar Harmonics	██████████	



Instrument Selection Chart

Group 2

Acoustic Bass		
Picked Bass	█	Finger Bass
Slap Bass 1	█	Fretless Bass
Synth Bass 1	█	Slap Bass 2
Synth Bass 2	*** MIDDLE C ***	
Viola	█	Violin
ContraBass	█	Cello
Tremolo Strings		
Orchestral Harp	█	Pizzicato Strings
String Ensemble 1	█	Timpani
Synth Strings 1	█	String Ensemble 2
Synth Strings 2		
Voice Oohs	█	Choir Aahs
Orchestra Hit	█	Synth Voice
Trumpet		
Tuba	█	Trombone
French Horn	█	Muted Trumpet
Synth Brass 1	█	Brass Section
Synth Brass 2		
	█	



Instrument Selection Chart

Group 3

Soprano Sax		
Tenor Sax	■	Alto Sax
Oboe	■	Baritone Sax
Bassoon	■	English Horn
Clarinet	*** MIDDLE C ***	
Flute	■	Piccolo
Pan Flute	■	Recorder
Blown Bottle		
Whistle	■	Shakuhachi
Lead 1 (Square)	■	Ocarina
Lead 3 (Calliope)	■	Lead 2 (Sawtooth)
Lead 4 (Chiff)		
Lead 6 (Voice)	■	Lead 5 (Charang)
Lead 8 (Bass + Lead)	■	Lead 7 (Fifths)
Pad 1 (Fantasia)		
Pad 3 (Polysynth)	■	Pad 2 (Warm)
Pad 5 (Bowed)	■	Pad 4 (Choir)
Pad 7 (Halo)	■	Pad 6 (Metallic)
Pad 8 (Sweep)	■	



Instrument Selection Chart

Group 4

FX 1 (Rain)		
		FX 2 (Soundtrack)
FX 3 (Crystal)		
		FX 4 (Atmosphere)
FX 5 (Brightness)		
		FX 6 (Goblins)
FX 7 (Echoes)		
FX 8 (Sci-Fi)	*** MIDDLE C ***	
Banjo		Sitar
Koto		Shamisen
Kalimba		
		Bag Pipe
Fiddle		
		Shanai
Tinkle Bell		
		Agogo
Steel Drums		
Woodblock		
		Taiko Drum
Melodic Drum		
		Synth Drum
Reverse Cymbal		
Guitar Fret Noise		
		Breath Noise
Seashore		
		Bird Tweet
Telephone Ring		
		Helicopter
Applaud		
Drum Kit		



8 Recording your own songs

You can record your own songs on any switch positions from 1 to 10. When you do this you replace the music that was transferred from the memory card with your own. In this way you can modify the existing exercises or start from scratch and create your own. If you want to return to the music from the resource pack, just transfer the music from the associated memory card back into the Quintet again. See page 9 for instructions on how to do this.

Before you do any recording you must turn on the Quintet in record mode.

To turn on the Quintet in record mode

1. Make sure the Quintet is Off.
2. Press and HOLD Record.
3. While HOLDING Record turn on the Quintet. The red **Record** light should illuminate.
4. Release **Record**.
5. The red **Record** light extinguishes and the green **Ready** light flashes.
6. When the green **Ready** light stops flashing the Quintet is in record mode !

How you record your music depends upon how you want to play it back with the player's switch. There are four basic ways you can play back music with a switch:-

Notes Pressing the switch plays the first note of the song. Pressing the switch again plays the second note of the song, and so on until all the notes are played.

Chords Pressing the switch plays the first chord. Pressing the switch again plays the second chord, and so on until all the chords are played.

Phrases Pressing the switch plays the first phrase of the song. If the song has more than one phrase, pressing the switch a second time will play the second phrase of the song, and so on until all the phrases are played.



Cycles In this case pressing the switch either starts or stops a cycle of music. This could be the drum track of a song for example or a repeating sequence of chords.

How to record music in these four ways is described in the following pages.



Recording Notes

1. Make sure the external keyboard is connected and the Quintet is on in record mode.
2. Refer to page 11 if you want to choose an instrument.
3. Press **Record**. The red **Record** light flashes indicating that you must select a player.
4. Press the switch corresponding to the player you want to record on. For example if you want to record some notes for player 2, press the player 2 switch. The red **Record** light goes steady.
5. Play the notes on the keyboard.
6. When you have finished press **Record** a second time. The red light extinguishes.
7. The **Ready** will flash as the new music is stored in the Quintet.

Now you can play back the recorded notes one at a time by pressing the player's switch.

NOTE: After you press **Record** for the first time you have 8 seconds within which to press the Player's switch you want to record on. If you fail to select the switch within this time the red light will stop flashing and you will have to press **Record** again.



Recording Chords

1. Make sure the external keyboard is connected and the Quintet is on in record mode.
2. Refer to page 11 if you want to choose an instrument.
3. Press **Record**. The red **Record** light flashes indicating that you must select a player.
4. Press the switch corresponding to the player you want to record on. For example if you want to record some notes for player 2, press the player 2 switch. The red **Record** light goes steady.
5. Play the first chord on the keyboard.
6. Press the players switch again. The red **Record** light will extinguish whilst the switch is pressed. If you only want 1 chord on this switch jump to step 9.
7. Play the next chord on the keyboard.
8. Repeat from Step 6, pressing the players switch between each chord, until you have entered all the chords of the song.
9. Press **Record** to stop recording. The **Ready** will flash as the new music is stored in the Quintet.

Now you can play back the recorded chords one at a time by pressing the player's switch.

NOTE: The maximum number of chords you can record for a player is 10. The minimum is 1.



Recording Phrases

1. Press **Record**. The red **Record** light flashes.
2. Press the player switch you want to record. The red **Record** light goes steady.
3. Play the first phrase of the song, the first bar for example.
4. When you have finished playing the first phrase, press the players switch a second time. The red **Record** light will extinguish whilst the switch is pressed. This marks the end of the first phrase and the beginning of a second. If you only want 1 phrase on this switch jump to step 8.
5. Play the second phrase of the song.
6. When you have finished playing the second part, press the players switch a third time. This marks the end of the second phrase and the beginning of a third.
7. Continue in this method until you have all the phrases recorded.
8. Press **Record** to stop recording. The **Ready** will flash as the new music is stored in the Quintet.

Now when you press the player's switch the first phrase of the song is played. Pressing the switch a second time plays the second phrase and so on.

NOTE: The maximum number of phrases you can record for a player is 10. The minimum is 1. This recording method is exactly the same as for recording chords. Chords are in fact treated as phrases whose notes are played all at the same time.



Recording Cycles

1. Press **Tempo**. The click track, or metronome, starts. The default tempo is 60 beats per minute in 4/4 time. To change the tempo see page 24.
2. Press **Record**. The red **Record** light flashes.
3. Press the player's switch you want to record on. The red **Record** light goes steady.
4. Play the notes of the phrase in time with the click track.
5. When you have finished press the players switch once to mark the end of the phrase, and a second time to indicate that the phrase should be played in a cycle.
6. Now press the **Record** button. The red **Record** light extinguishes.
7. The **Ready** will flash as the new music is stored in the Quintet.

Now when you press the player's switch, the piece of music will be played in a continuous cycle and will only stop when the player's switch is pressed a second time.

NOTE: that you can record several cycles for one player using the "Recording Phrases" method. Simply make sure to press the player's switch twice after the last part.



9 Saving your music onto Memory Cards.

After you have become familiar with how to record your own music and create your own exercises you may wish to store them permanently on an external memory card. In this way you can create your own resource packs. Indeed it is the manufacturer's intention that over time the number of resource packs available will increase. If you have created your own pack we would like to hear from you !

To transfer the music in Quintet to an external memory card.

1. Make sure the Quintet is off.
2. Take the recordable memory card out of it's protective box and plug it into the slot at the back of the Quintet. The text "QUINTET MEMORY CARD" should be facing upwards (recordable cards have "recordable" written on them).
3. Press and HOLD **Tempo**.
4. Turn on the Quintet while HOLDING **Tempo**.
5. The Tempo light should come on immediately. If it does not you may not have inserted the memory card properly or it may not be recordable. Switch off and try again.
6. Release **Tempo**
7. The music in the Quintet will be transferred onto the memory card. The transfer is complete when the **Ready** and **Record** lights stop flashing.

Depending on how much music is in the Quintet the transfer may take up to a minute or more. On no condition should you turn off the Quintet while the transfer is taking place. As the transfer is taking place the **Ready** light will flash while music is loaded from the memory card. As it is stored inside the Quintet the **Ready** light will flash again but this time with the **Record** light on also. This cycle will be repeated 10 times, once for each of the 10 songs. In other-words you should see the **Record** light come on and off 10 times.

8. Finally, Switch off the Quintet and place the memory card back in its protective box and label accordingly.

Useful tip: If you only want to transfer the music for one song, choose the song number before you turn on the Quintet and then press and HOLD both **Tempo** and **Record** in steps 3 and 4 above. Only the music for the selected song number will be transferred onto the memory card.

10 Advanced Features

Tempo and Time Signature

With the Quintet you can not only play back a piece of music in a cycle but also select the tempo and time signature

To set the tempo and time signature

1. Press **Record**. The red **Record** light flashes.
2. Press **Tempo**. The red light goes steady.
3. Tap a single key on the keyboard at the tempo rate you require x times where x determines the time signature. (2 times for 2/4 time, 3 times for 3/4 time and 4 times for 4/4 time).
4. Press **Record** to stop. The red **Record** light extinguishes and the **Ready** light will flash.

When you now start the click track, by pressing **Tempo**, the new tempo and time signature will be heard. In addition the music on switches 1-5 for the current song will be played back at the new tempo.

Changing the Method of Play back after recording

You can change the method of playback without having to re-record the notes. This is very useful if you want to start someone off by playing a piece of music in phrases, but later play the music note by note.

To change the method of playback

1. Press **Record**. The red **Record** light flashes.
2. Press the player's switch whose playback method you wish to change. The red light goes steady. Do NOT play any notes on the keyboard.
3. For note by note playback simply press the **Record**.



4. For part by part playback press the player's switch and then press **Record**.
5. For cycle playback press the player's switch twice and then press **Record**.
6. The red **Record** light extinguishes, the green **Ready** light will flash while the information is stored and the playback method is changed.

Auditioning an external memory card

In some cases, to save time, you may want to "audition" an external memory card without having to transfer it's music into the Quintet. This is useful when you are trying to figure out what music is on a card or which card to use. When you have made your choice you can transfer the music into the Quintet as described on page 9.

To audition an external memory card

1. Make sure the Quintet is off.
2. Press and HOLD **Instrument AND Tempo**.
3. Turn on the Quintet while HOLDING **Instrument AND Tempo**.
4. The **Instrument** and **Tempo** lights should come on immediately. If they do not you may have inserted the memory card incorrectly. Switch off and try again.
5. Release **Instrument** and **Tempo**.
6. The **Ready** light flashes as the selected song is loaded from the external memory card.
7. When the **Ready** light stops flashing the song is ready to be auditioned.

NOTE: Although it is possible to use the Quintet in this way for the duration of an exercise it is not recommended because the memory card protruding out of the slot at the back of the Quintet could be easily damaged.

11 Batteries and Charging

Battery Type

The Quintet contains an 8 cell internal Nickel Metal Hydride battery pack. The battery has a capacity of 600maH and does not suffer from memory effect.

Battery Life

The battery can last for up to 3 hours without a recharge during normal use.

As the battery loses charge the quality and volume of the speaker's audio output will deteriorate, particularly at high volume settings. If this should happen plug the Quintet into the mains for a re-charge or reduce the volume setting. The low battery warning light may begin to flash at this stage particularly when music is being played.

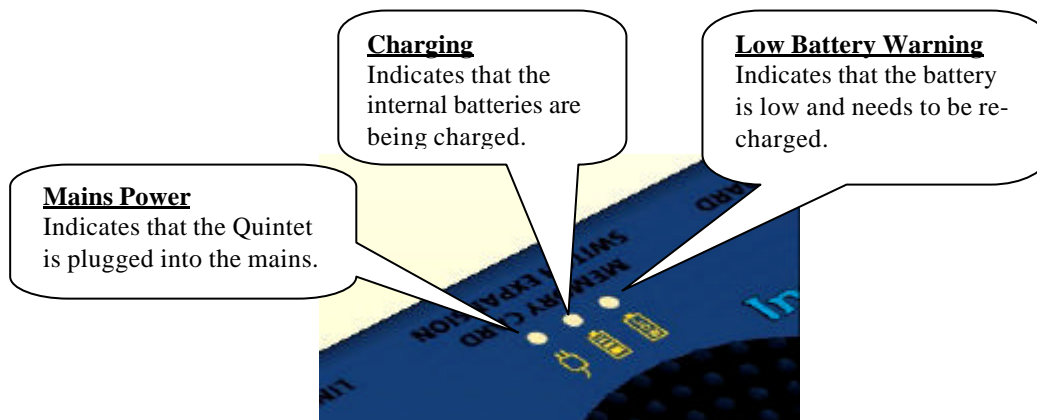
As the battery becomes exhausted the low battery warning light will come on steady and the speaker's audio output will eventually disappear. At this stage you must plug the Quintet into the mains for a recharge.

Battery Charging

To charge the internal battery plug the Quintet into the mains using the power adapter provided. The mains light and charging light will come on. For safety reasons the Quintet charges in 1 hour cycles. The charging light will go out when a cycle is complete. A new cycle begins when the power adapter is disconnected and then re-connected. A complete recharge takes approximately 3 cycles.

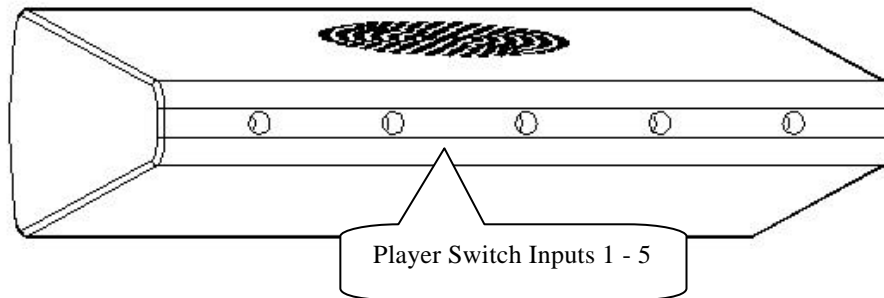
Battery Status Lights

The battery status can be monitored by 3 lights at the top centre of the Quintet.

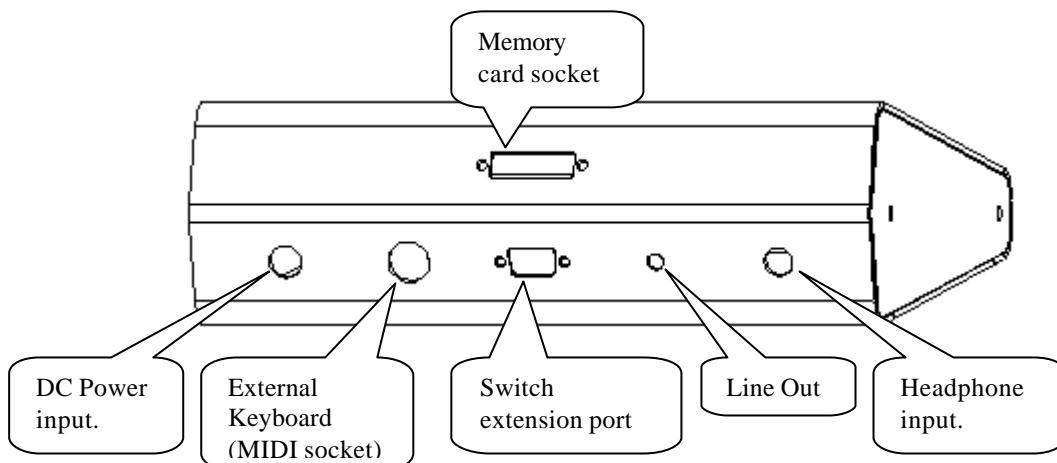


12 Connections

Connections at the front...



Connections at the back...

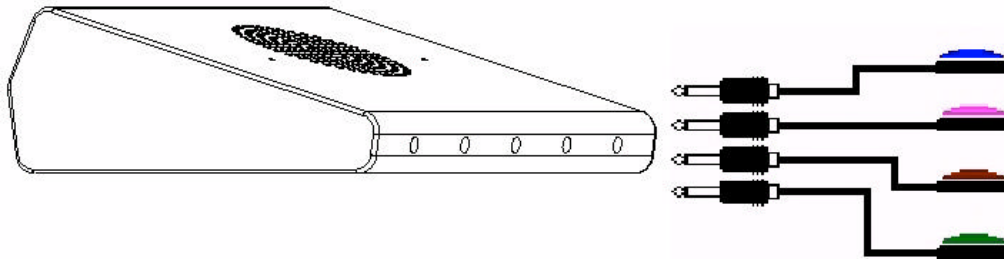


Player Switches

Five switches can be connected to the front of the Quintet and therefore you can have up to five players. By pressing and releasing their switch each player can step through the notes of a song, tap out a tempo, play the chords of a song or trigger sections of songs ! Connect the players switches into the front of the Quintet.

The connection is a standard 3.5mm mono jack plug.

The following diagram illustrates connecting switches to the Quintet: -



DC Power Input

This is the DC Power input for the Quintet. Use only the power supply provided. Although the Quintet can run off it's internal batteries, it is recommended that you use the external power supply whenever possible so as not to drain the batteries to often. Also, the Quintet delivers a louder volume when running on the external power supply.

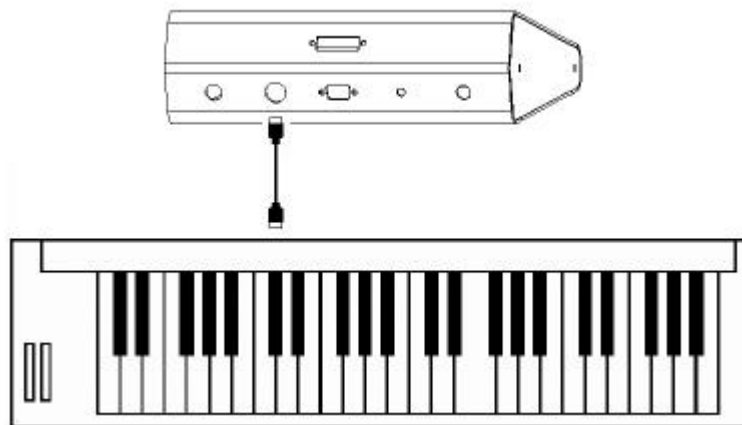
For more information on batteries see page 26

External Keyboard Input

If you want to record your own songs into the Quintet you will need to connect an external keyboard.

The external keyboard is connected to the Quintet using a MIDI cable. You must make sure your keyboard has a MIDI output socket, otherwise you cannot use it. A MIDI socket is normally found at the back of a keyboard. It is the circular socket with five holes exactly the same as the one on the Quintet.

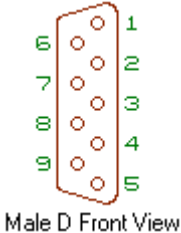
The following diagram illustrates an external keyboard connected to the Quintet: -





Switch Extension Port

A switch extension port is provided on a 9-pin male D type connector located at the back of the Quintet. The pin-out follows the standard set out by TASH inc. and is as follows:

Connector	Pin	Signal
9 Pin Male D  Male D Front View	1	Switch 2
	2	Switch 3
	3	Switch 4
	4	Switch 5
	5	
	6	Switch 1
	7	
	8	Switch common
	9	

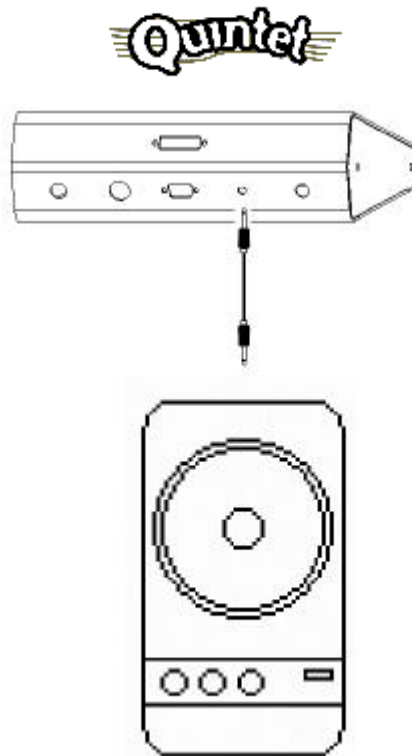
You can connect a TASH pad directly to this port or you can use it to extend the length of switch cables so that they are not all connected to the front of the Quintet.

Line Out

This is Stereo audio output from the Quintet. You can use this output to drive external active loudspeakers or connect to a tape recorder to record your songs. Note that the volume output from this socket is not affected by the Quintet's volume knob.

The connection is a standard stereo 3.5mm jack.

The following diagram illustrates the Quintet connected to external loudspeakers.



NOTE: You can only connect the Line Out to loud speakers that are active. In other-words they must have their own power supply. Most computer speakers are active and have a 3.5mm jack input.

Headphone Input

This is a Mono headphone socket. The volume is a fixed level and is not affected by the Quintet's volume knob. The connection is a standard stereo ¼ inch jack.

NOTE: The impedance of the headphones you use should be 32 Ohms or greater.

Memory Card Socket

You can insert external memory cards into this socket. These cards are pre-recorded with songs and exercises detailed in a teacher's resource pack accompanying each card. These packs are sold separately to the Quintet. Contact your local supplier for information on what is available.

NOTE: The memory card is a proprietary design and is only available through your Quintet supplier. Do not attempt to insert memory cards from other manufacturers.



13 Maintenance

1. The Quintet should be regularly checked for integrity. Loose, damaged or corroded connectors or terminals, or damaged cabling should be reported to your Service Centre and be replaced immediately.
2. The cabling of Quintet including Switch cables, Midi cable and Power supply cable, should be regularly checked for integrity.
3. All switches connected to the Quintet should be regularly tested to ensure that they function correctly.
4. During storage and transport of the Quintet ensure that the unit is off and that no possibility exists for the unit to be inadvertently turned on.
5. The Quintet should be kept free of dust, dirt and liquids. If necessary wipe with a cloth dampened with warm water or alcohol. **Do not** use solvents or abrasive cleaners.
6. Where any doubt exists, consult your nearest Service Centre or Agent.
7. There are no user-serviceable parts within the Quintet. Do not attempt to open the case.
8. In accordance with the requirements of CE marking of this device and the Company's policy, it is requested that re-occurring faults or defects be reported back to Unique Perspectives Ltd.

Warning !! If the Quintet is damaged in any way, or if internal damage may have occurred (for example by being dropped), have it checked by qualified personnel before operating.



14 Safety and Misuse Warnings

Do not install, maintain or operate the Quintet without reading, understanding and following the proper instructions and manuals, otherwise injury or damage may result.

Do not operate the Quintet if it behaves erratically, or shows abnormal response, heating, smoke or arcing. Turn the unit off, disconnect all cables, and consult your service agent.

Ensure the Quintet is turned off when not in use and never leave the Quintet on or plugged into the mains unattended or overnight.

No connector pins should be touched, as contamination or damage due to electrostatic discharge may result.

Whilst designed to resist water penetration, under extreme conditions moisture might enter the Quintet. Any spillage over the Quintet should be wiped dry without delay. The Quintet may not be used outdoors.

Most electronic equipment is influenced by Radio Frequency Interference (RFI). Caution should be exercised with regard to the use of portable communications equipment in the area around such equipment. While the manufacturer has made every effort to ensure that RFI does not cause problems, very strong signals could still cause a problem.

Report any malfunctions immediately to your Service Agent.



15 Warranty

All equipment supplied by Unique Perspectives Ltd. is warranted by the company to be free from faulty materials or workmanship. If any defect is found within the warranty period of 6 months, the company will repair the equipment, or at its discretion, replace the equipment without charge for materials and labor.

The warranty is subject to the conditions that the equipment:

- ? Has been used solely in accordance with this manual.
- ? Has not been subjected to misuse or accident, or been modified or repaired by any person other than someone authorised by Unique Perspectives Ltd.
- ? Has been used solely for the use of music education and performance.



16 Sales and Service Information

For Sales and Service advice, or in case of any difficulty, please contact:

Unique Perspectives Ltd.
Ballyclovan
Callan
Kilkenny
Ireland

Telephone: +353 56 7725913
Fax: +353 56 7725936

Info@quintet.ie
www.quintet.ie

NOTE: The Quintet should be clearly labeled with the manufacturer's service agent's telephone number.

17 Glossary of terms

- Tempo** The tempo of a song is a measurement of its speed or pace. It is measured in beats per minute. A very slow song might have a tempo of 60beats per minute, while a very fast song might have a tempo of 200beats per minute.
- Time Signature** The time signature of a song the number of beats in a bar. For example a waltz typically has a time signature of 3 beats per bar. Counting out the beats would be '1-2-3,1-2-3,1-2-3' etc.
- MIDI** Midi is a numerical representation of notes played on a keyboard. Each midi signal sent from a keyboard comprises of a number representing the key hit and a number representing how hard the key was hit.