



MOTIF XF6

MOTIF XF7

MOTIF XF8

MUSIC PRODUCTION SYNTHESIZER

Supplementary Manual

New Functions in MOTIF XF Version 1.40

Yamaha has upgraded the MOTIF XF firmware to Version 1.40, adding a number of new functions. This supplement to the Owner's Manual describes these changes.

• The company names and product names in this Manual are the trademarks or registered trademarks of their respective companies.

Support for CMC series controllers

The MOTIF XF can now be connected to the Steinberg CMC-PD or CMC-FD, letting you record rhythm patterns to the MOTIF XF by playing the CMC-PD or edit the Mixing parameters from the CMC-FD.

■ Connection of CMC-PD or CMC-FD to MOTIF XF

Plug the USB cable supplied with the CMC-PD or CMC-FD into the USB TO DEVICE terminal of the MOTIF XF and the USB TO HOST terminal of the CMC-PD or CMC-FD.

NOTE The CMC-PD or CMC-FD is bus-powered by the MOTIF XF through the USB cable.

■ Playing the MOTIF XF from the CMC-PD

After connecting the CMC-PD to the MOTIF XF, you can play the MOTIF XF from the CMC-PD simply by hitting the Pads. Hitting the Pads transmits MIDI note numbers with velocity data to the MOTIF XF, then sounds the Voice currently selected on the MOTIF XF.

NOTE

- Pressing the MOTIF XF keyboard lights the LED of the CMC-PD Pad to which the corresponding MIDI note number is assigned. (Note that the LED lamp does not light when Local Switch is set to off or Internal Switch of the selected track is set to off.)
- You can use a computer to assign MIDI note numbers and velocity data to the Pads by using the editor bundled with the CMC-PD.
- You can also change the Pad Bank, Velocity curve and Velocity mode. For details about the operation of the CMC-PD, refer to the CMC-PD Owner's Manual.

■ Controlling Mixing parameters from CMC-FD

You can control the Mixing parameters of the Song/Pattern mode from the CMC-FD.

1 Connect the CMC-FD to the MOTIF XF.

2 Select the desired parameter for control.

Open the UTILITY Controller Assign display by pressing [UTILITY], [F5] Control, then [SF3] Control.



At the CMC-Fader column, specify the target parameter of the CMC-Fader from these parameters:

Volume, Pan, Reverb Send, Chorus Send, Dry Level, Assignable Knob 1 Value, Assignable Knob 2 Value, Cutoff Frequency, Resonance, AEG Attack Time, AEG Decay Time, AEG Sustain Level, AEG Release Time, FEG Attack Time, FEG Decay Time, FEG Sustain Level, FEG Release Time, FEG Depth, Portamento Time

NOTE The target parameter can be changed from the CMC-FD by pressing [SHIFT]+[BANK ◀] or [SHIFT]+[BANK ▶].

3 Enter the Song/Pattern mode.

Now you can control the MOTIF XF Mixing parameters via the CMC-FD.

■ Operations which can be controlled from the CMC-FD

[CHANNEL ◀] or [CHANNEL ▶]	Moves the current Part on the Mixing Play display leftward or rightward.
[BANK ◀] or [BANK ▶]	Changes the target Parts of the CMC-FD's four faders by four Parts.
Fader 1	Edits the specified parameter for Part 1, 5, 9, or 13.
[SHIFT]+Fader 1 top	Switches mute on/off for Part 1, 5, 9, or 13.
[SHIFT]+Fader 1 bottom	Switches solo on/off for Part 1, 5, 9, or 13.
Fader 2	Edits the specified parameter for Part 2, 6, 10, or 14.
[SHIFT]+Fader 2 top	Switches mute on/off for Part 2, 6, 10, or 14.
[SHIFT]+Fader 2 bottom	Switches solo on/off for Part 2, 6, 10, or 14.
Fader 3	Edits the specified parameter for Part 3, 7, 11, or 15.
[SHIFT]+Fader 3 top	Switches mute on/off for Part 3, 7, 11, or 15.
[SHIFT]+Fader 3 bottom	Switches solo on/off for Part 3, 7, 11, or 15.
Fader 4	Edits the specified parameter for Part 4, 8, 12, or 16.
[SHIFT]+Fader 4 top	Switches mute on/off for Part 4, 8, 12, or 16.
[SHIFT]+Fader 4 bottom	Switches solo on/off for Part 4, 8, 12, or 16.
[SHIFT]+[CHANNEL ▶]	Switches between the fader function and the level meter function. When the level meter function is active, input velocity to each part is indicated at the corresponded CMC-FD faders.
[SHIFT]+[BANK ◀] or [SHIFT]+[BANK ▶]	Select one before or the next CMC-FD Fader parameter in the UTILITY Controller Assign display.

Automatic Mounting of the Network Drive

In the new version, turning the power on will automatically mount the network drive which was mounted the previous time.

■ Turning Auto Remount on/off

Open the Network Drive Setup display by pressing [UTILITY], [F1] General, then [SF4] AutoLoad. In this display, set Auto Remount to on or off, then store the Utility setting.

After setting Auto Remount to on, mount the network drive, turn the power off, then turn the power on again. MOTIF XF automatically remounts the network drive.

- NOTE**
- If the last mounted network drive cannot be found, MOTIF XF will not mount the network drive automatically, even though Auto Remount is set to on.
 - If the instrument was turned off without mounting any network drive, the MOTIF XF will not mount the network drive automatically, even though Auto Remount is set to on.

New function of the [PERFORMANCE CONTROL] button in the Master mode

When the Mode is set to "Song" or "Pattern" and Zone Switch is set to "on" in the Master Play mode, the [PERFORMANCE CONTROL] button works as follows:

- [1] – [8] buttons

Each of these will turn the Internal Switches of Zone 1 – 8 on/off.

- [9] – [16] buttons

Each of these will turn the External Switches of Zone 1 – 8 on/off.

- NOTE** The on/off status of the Internal Switch/External Switch can be confirmed via the corresponding lamp.

New Functions in MOTIF XF Version 1.30

Yamaha has upgraded the MOTIF XF firmware to Version 1.30, adding a number of new functions. This supplement to the Owner's Manual describes these changes.

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“News” function

With the MOTIF XF connected to Internet, this function automatically downloads the latest information about the instrument from a special Yamaha server and shows it on the display.

1 Connect this instrument to the Internet.

When connecting via an ETHERNET cable, refer to the “Network connection” in the Reference Manual.

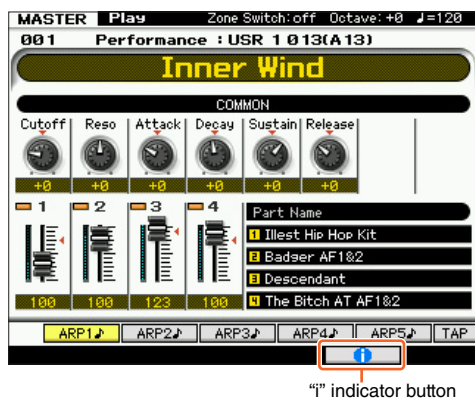
When connecting via a Wireless USB-LAN Adaptor, refer to the “Wireless Network MIDI function” of “New Functions in MOTIF XF Version 1.20” in this manual. Note that the “Configuration Mode” parameter should be set to “infrastructure.”

2 Turn the power on.

This operation will download the latest information from the Yamaha server.

3 Confirm the downloaded information on the display.

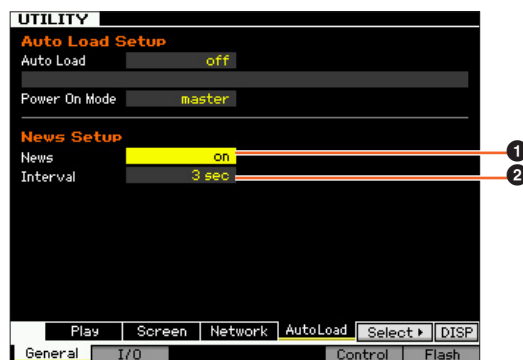
Press the [F5] button if “i” is shown at the [F5] location of the Play display in the Voice, Performance, or Master mode. The downloaded information is shown on the display. If the information consists of several pages, the page will be changed automatically in order every few seconds.



Press any button other than [INC/YES] and [DEC/NO] buttons to exit from the information display. Once the latest information is shown, the “i” indication disappears.

■ News-related parameters

Press [UTILITY] → [F1] General → [SF4] AudioLoad to call up the Auto Load Setup display.



① News

Turns the News function on or off. This is set to “on” by default; however, it can be turned off as desired.

② Interval

Determines the amount of time for which each page is shown until the next page is called up. This parameter is useful if the information consists of several pages.

■ Downloading the latest information manually

Even when the News (①) is set to “off,” the latest information can be downloaded via panel operations.

1 On the Auto Load Setup display of the UTILITY, move the cursor to News (①) or Interval (②).

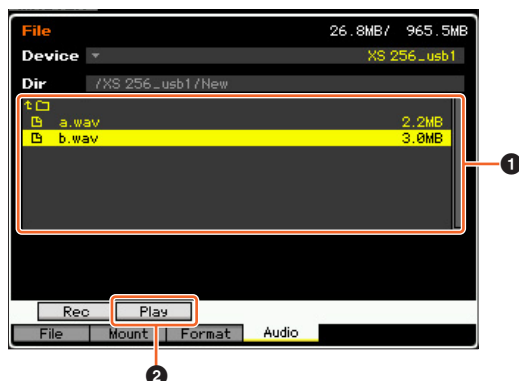
2 If “DISP” appears on the [SF6] location, press [SF6].

Speed and Start Point settings for Audio Playback

Now you can change the playback speed of the Audio Playback in File mode without changing the pitch. Also, you can start Audio Playback from any desired point in the audio data.

1 Call up the Audio Playback display in File mode.

Press [FILE], then press [F4] Audio.



Select the favorite audio file in the area (1), then press [SF2] Play (2).

2 Set the parameters in the Audio Playback display.



To change the playback speed:

Set the Time-Stretch (1) value to change the audio playback speed.

- 50%: Half speed
- 100%: Original speed
- 200%: Double speed

NOTE The settings here are available only in the Audio Playback display, and cannot be stored.

Setting the Playback Start Point:

While checking (2) "Current playback time / Total playback time" and (3) Current playback position, follow the instructions below.

• Setting while playing (4) (3)

As soon as playback reaches the desired point, press [SF3] Set Locate (4). The specified Start Point is shown as the ▼ indication (3).

• Setting while stopping (2) (3)

Move the cursor to (2), then use [INC/YES]/[DEC/NO] or the data dial.

NOTE The settings here are available only in the Audio Playback display, and cannot be stored.

Adding a Compatible DAW with Remote Control

Now you can select Pro Tools in the Remote DAW type. For details about selecting the DAW type, refer to "Remote Control and MIDI settings" in the Reference Manual.

Functions common to all DAW Software

Refer to the "Remote Control Assignments" in the Data List.

- NOTE**
- Selecting the channel for editing by [<]/[>] is unavailable.
 - Pressing [<]/[>], [^]/[v] corresponds to moving the cursor in the DAW.
 - Switching the display format for the location on the DAW software is unavailable.

Functions for each DAW software

■ Common Functions in all pages

Shift: Transmits [SHIFT] command.

Page List: Shows the Page List.

■ Fader page

Flip	Pan	◀ Channel	Channel ▶	Page List	
Edit	Mixer	Default	◀ Bank	Bank ▶	Shift

Buttons	Functions
[F1] Edit	Starts the Edit window, or brings it to the front of the computer screen.
[F2] Mixer	Starts the Mixer window, or brings it to the front of the computer screen.
[F3] Default	Pressing [9] – [16] while holding this button resets the positions of the corresponding channel faders.
[F4] ◀ Bank [F5] Bank ▶	Scrolls through the track indication on the LCD of the instrument in eight-channel jumps.
[SF1] Flip	Assigns the functions of Sends A – E to faders and knobs.
[SF2] Pan	Assigns the Pan parameter of each channel to each of the knobs on the instrument.
[SF3] ◀ Channel [SF4] Channel ▶	Scrolls through the channel indication on the LCD of the instrument channel-by-channel.

■ Send page

Send D	Send E	Pan	Assign	Page List	
Send A	Send B	Send C	◀ Bank	Bank ▶	Shift

Buttons	Functions
[F1] Send A	Assigns the Send A parameter to the knob on the instrument.
[F2] Send B	Assigns the Send B parameter to the knob on the instrument.
[F3] Send C	Assigns the Send C parameter to the knob on the instrument.
[F4] ◀ Bank [F5] Bank ▶	Scrolls through the track indication on the LCD of the instrument in eight-channel jumps.
[SF1] Send D	Assigns the Send D parameter to the knob on the instrument.
[SF2] Send E	Assigns the Send E parameter to the knob on the instrument.
[SF3] Pan	Assigns the Pan parameter of each channel to each of the knobs on the instrument.
[SF4] Assign	Switches Assign mode on/off. When the mode is set to "on," the outputs of the knobs modify the destinations of each channel of Sends A – E. The destination is actually changed only after exiting the mode.

■ Window page

Mem-Loc	Status	Alt View	-	Page List	
Edit	Mixer	Transport	◀ Bank	Bank ▶	Shift

Buttons	Functions
[F1] Edit	Starts the Edit window, or brings it to the front of the computer screen.
[F2] Mixer	Starts the Mixer window, or brings it to the front of the computer screen.
[F3] Transport	Opens or closes the Transport window.
[F4] ◀ Bank [F5] Bank ▶	Scrolls through the track indication on the LCD of the instrument in eight-channel jumps.
[SF1] Mem-Loc	Opens or closes the Memory Location window.
[SF2] Status	Opens or closes the Status window.
[SF3] Alt View	Opens or closes the selected Plug-in window.

■ Locate page

RTZ	END	Loop	Punch	Page List	
Edit	Mem-Loc	On line	IN	OUT	Shift

Buttons	Functions
[F1] Edit	Starts the Mixer window, or brings it to the front of the computer screen.
[F2] Mem-Loc	Opens or closes the Memory Location window.
[F3] On line	Switches between internal sync and external sync.
[F4] IN	Pressing this during playback sets the location at that time to the starting point of the edit.
[F5] OUT	Pressing this during playback sets the location at that time to the end point of the edit.
[SF1] RTZ	Moves the playback cursor to the top of the project.
[SF2] END	Moves the playback cursor to the end of the project.
[SF3] Loop	Switches loop playback on/off.
[SF4] Punch	Switches punch-in recording on/off.

■ Plugin page

Select 1	Select 2	Select 3	Select 4	Page List	
Page ▼	Page ▲	Alt View	Param	Assign	Shift

Buttons	Functions
[F1] Page ▼ [F2] Page ▲	Changes the page in the Insert Parameter mode or Insert Assign mode.
[F3] Alt View	Opens or closes the edit window of the selected Insert.
[F4] Param	Switches the Parameter mode on/off. When the mode is set to "on," the output from the knobs change the parameters of the Insert. Knobs 1/2 correspond to parameter 1, knobs 3/4 correspond to parameter 2, knobs 5/6 correspond to parameter 3, and knobs 7/8 correspond to parameter 4.
[F5] Assign	Switches the Assign mode on/off. When the mode is set to "on," the outputs from the knob change Inserts A – E. Knobs 1/2 correspond to Insert A or E, knobs 3/4 correspond to Insert B, knobs 5/6 correspond to Insert C, and knobs 7/8 correspond to Insert D. Changes to the Insert are applied only after exiting the mode.
[SF1] Select 1	Selects Insert A or E.
[SF2] Select 2	Selects Insert B.
[SF3] Select 3	Selects Insert C.
[SF4] Select 4	Selects Insert D.

■ Automation page

Read	Latch	Status	Suspend	Page List	
Off	Touch	Write	◀ Bank	Bank ▶	Shift

Buttons	Functions
[F1] Off	Pressing [PRE 1] – [PRE 8] while holding this button turns the Automation of the corresponding channel to "Off."
[F2] Touch	Pressing [PRE 1] – [PRE 8] while holding this button sets the Automation of the corresponding channel to "Touch."
[F3] Write	Pressing [PRE 1] – [PRE 8] while holding this button sets the Automation of the corresponding channel to "Write."
[F4] ◀ Bank [F5] Bank ▶	Scrolls through the track indication on the LCD of the instrument in eight-channel jumps.
[SF1] Read	Pressing [PRE 1] – [PRE 8] while holding this button sets the Automation of the corresponding channel to "Read."
[SF2] Latch	Pressing [PRE 1] – [PRE 8] while holding this button sets the Automation of the corresponding channel to "Latch."
[SF3] Status	Shows the Automation settings.
[SF4] Suspend	Enables/disables Automaton for all channels.

■ Edit page

Undo	Cancel	Mode	Tool	Page List	
Edit	Mixer	Save	◀ Bank	Bank ▶	Shift

Buttons	Functions
[F1] Edit	Starts the Edit window, or brings it to the front of the computer screen.
[F2] Mixer	Starts the Mixer window, or brings it to the front of the computer screen.
[F3] Save	Overwrites the project.
[F4] ◀ Bank [F5] Bank ▶	Scrolls through the track indication on the LCD of the instrument in eight-channel jumps.
[SF1] Undo	Executes the Undo operation.
[F6] Shift + [SF1] Undo	Executes the Redo operation.
[SF2] Cancel	Same as selecting "No" in the dialog.
[SF3] Mode	Changes the Edit mode.
[SF4] Tool	Changes the Edit tool.

New Functions in MOTIF XF Version 1.20

Yamaha has upgraded the MOTIF XF firmware to Version 1.20, adding Wireless Network functions. This supplement to the Owner's Manual describes these changes.

- The company names and product names in this Manual are the trademarks or registered trademarks of their respective companies.
- MIDI communication performance may be affected by your network environment, including the network device.
- Operation of other wireless network devices in the area and the use of electrical devices such as a microwave oven in close proximity may also affect the MIDI communication performance.

Wireless Network MIDI function

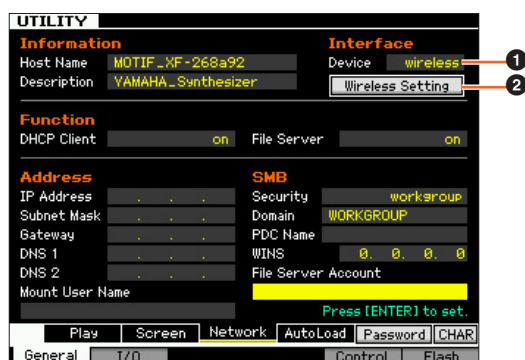
Now the MOTIF XF offers wireless MIDI connectivity with Yamaha's new iPad applications*. After connecting a compatible Wireless USB LAN Adapter, you can send and receive MIDI messages between the XF and the iPad.

*There are 4 new Yamaha iPad applications which expand the features of MOTIF XF including Keyboard Arp & Drum Pad, Faders & XY Pad, Multi Editor Essential and Voice Editor Essential (as of April, 2011).

1 Connect a Wireless USB LAN Adapter to the USB TO DEVICE terminal of the instrument.

2 Set the Wireless Network in the Utility mode.

Press [UTILITY], [F1] General, then [SF3] Network.



Set Device (1) to "wireless," press [ENTER] then wait until the "Complete" message appears.

Move the cursor to Wireless Setting (2), then press [ENTER].

3 Make the connection setup.

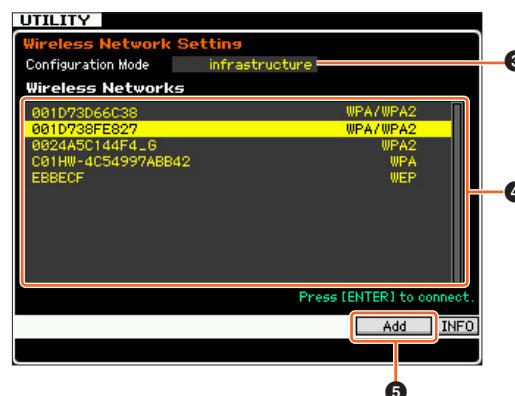
Select the desired one from the following methods, then set the related parameters.

- **Infrastructure mode:** Data will be communicated via the Access Point. Select this mode when you have an available Access Point and you need to communicate with two or more network devices.
- **Ad-hoc mode:** Data will be communicated directly without use of the Access Point. Select this mode when you are communicating with iPad or other devices directly without any Access Point.

When setting to Infrastructure:

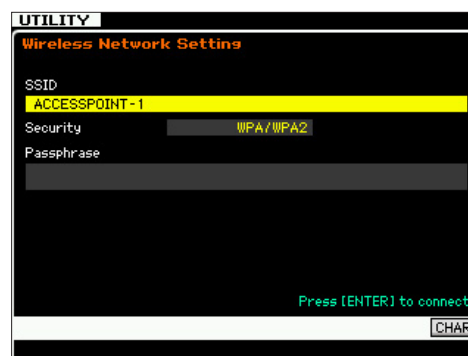
3-1 At Configuration Mode (3), select "infrastructure" to call up the available Access Points in Wireless Networks (4).

Select the desired Access Point then press [ENTER].



NOTE Pressing [SF6] INFO calls up the Utility Information display, allowing you to confirm the network information of the instrument.

NOTE Confidential Access Points (like Stealth Mode) will not be shown in the Wireless Networks. In such a case, press [SF5] Add (5), then enter SSID, Security, Key or Passphrase in the following display.



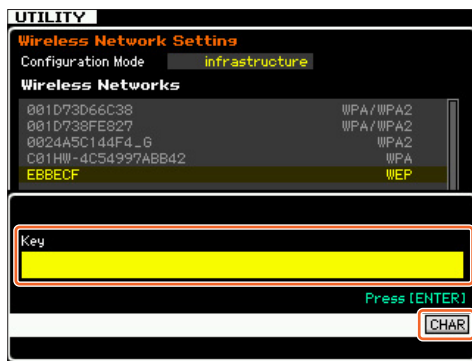
3-2 If you select a security-free Access Point, go to 3-3.

If not, either of the following displays appears, depending on the security protocol of the Access Point.

Press [SF6] CHAR, enter the Key or Passphrase, and press [ENTER]. An "Executing..." message appears and the instrument starts connection to an Access Point. When the instrument successfully establishes communication, a "Completed" message appears.

NOTE The Key or Passphrase can be entered with a USB ASCII keyboard.

When the Security protocol is WEP:



When the Security protocol is WPA, WPA2, or WPA/WPA2:

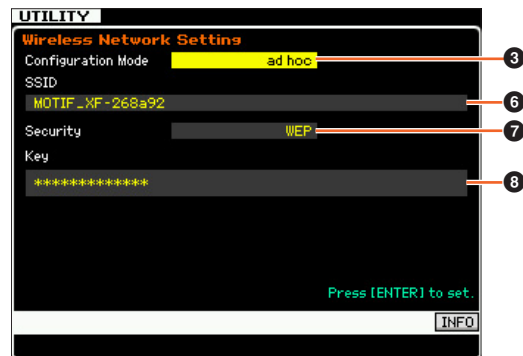


3-3 When the connection to an Access Point is successful, “connected” appears as shown below.



When setting to Ad-hoc:

3-1 At Configuration Mode (③), select “ad hoc.”



3-2 Enter the necessary characters to SSID (⑥) and Key (⑧).

Set a unique SSID that will not conflict with any other computers. In general, the default SSID suffices, so there should be no need to change this.
As an initial value for the Key, “yamahamotifxf” is set.

When you need to prevent your instrument from unauthorized access via Wireless Network, set Security (⑦) to “WEP” and specify the Key. You should assign a unique combination for the Key that only you know and recognize.

NOTE SSID requires less than 32 character input.

NOTE Key requires character or hexadecimal number input. Character input requires between five and thirteen characters. Hexadecimal number input requires between ten and twenty-six figures. The method of input (character or hexadecimal) is automatically determined depending on the number of figures entered and the actual entries themselves.

4 Set the MIDI parameter.

Press [UTILITY], [F5] Control, then [SF2] MIDI Network to call up the Control display.

In this display, set the MIDI In/Out parameter to “network.”

Setting up the iPad and Yamaha iPad applications for Wireless Networking

■ Setup of the iPad

1 Tap Settings > Wi-Fi in your iPad.

2 Set the Wi-Fi to “On.”

3 The available Access Points will be listed in the display.

In case of Infrastructure mode, tap the same Access Point as selected in the instrument.

In case of Ad-hoc mode, tap the same name as the SSID of the instrument.

NOTE You can confirm the SSID of the instrument by pressing [SF6] INFO in the Utility mode.

NOTE When the Security of the instrument has been set to “WEP,” the Key must input. In this case, enter the Key, as explained in step 3-2 of “When setting to Ad-hoc” in this manual.

■ Setup of the Yamaha iPad applications

1 Open the application in the iPad.

2 Open the Utility window by tapping the upper right of the display.

NOTE For details about opening the Utility window, refer to the Owner's Manuals of the respective applications.

3 Set MIDI Type to “wireless” in the Utility window.

4 Call up the Wireless MIDI Port window by tapping Wireless MIDI Port in the Utility window.

All available MIDI Ports of the devices will be listed in the window.

5 Tap the desired MIDI Port in the Wireless MIDI Port window.

*Apple, iPad are trademarks of Apple Inc., registered in the U.S. and other countries.

Wireless Network File Sharing function

The MOTIF XF can now be connected to a network without an Ethernet cable. You can save/load the files and record/playback audio between the instrument and a computer drive connected to the same network.

1 Set up Wireless Networking by executing step 1 to 3 on “Wireless Network MIDI function.”

2 Set up File Sharing between a computer by executing the steps on the “Network Settings” in the MOTIF XF Reference Manual.

For details about recording and playing back audio, refer to the relevant Audio Record/Playback section in the Owner's Manual of the instrument.

NOTE When you set DHCP of MOTIF XF to “On” in Ad-hoc mode, the instrument will be the DHCP administrator and assign IP address to a computer.

New Functions in MOTIF XF Version 1.10

Yamaha has upgraded the MOTIF XF firmware to Version 1.10, adding a number of new functions. This supplement to the Owner's Manual describes these changes.

Editing and storing a Sample Voice as a Mixing Voice

You can now convert a Sample Voice to a Mixing Voice in the Mixing Play display of the Song/Pattern mode, allowing you to then edit the sampled audio as a Voice.

1 From the Mixing Play display, select a Part to which a Sample Voice is assigned.

"VceConv" appears at the tab corresponding to [F6].



2 Press [F6] VceConv to convert a Sample Voice of the selected Part to a Mixing Voice.

Completion of conversion calls up the Mixing Voice Store window.

3 Use the data dial or [INC/YES]/[DEC/NO] to select a Store destination number in the Mixing Voice Store window.

NOTE Only the MIXV (Mixing Voice Bank) is available.

4 Press [ENTER] to call up the Confirmation dialog.

To cancel the Store operation, press [DEC/NO] to return to the original display.

5 Press [INC/YES] to execute the Store operation.

After the Store has been completed, a "Completed" message appears and operation returns to the Mixing Voice Play display. You can confirm that the stored Mixing Voice is assigned to the Part selected in step 1.

■ NOTICE ■

After the above operations, make sure to execute the Song/Pattern Store. Otherwise, the Mixing Voice assignment will be lost when turning the power off or selecting the different Song/Pattern.

Editing a Waveform on the optional Flash Memory Expansion Module

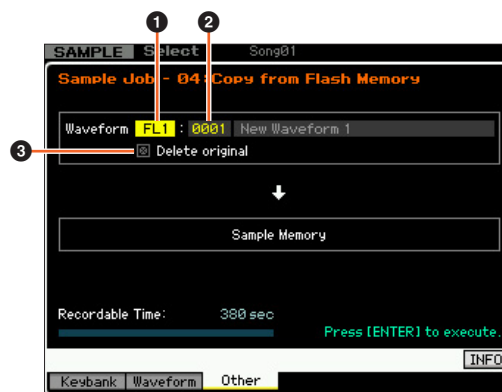
You can edit a Waveform on the optional Flash Memory Expansion Module by using the newly added Sampling Job.

1 From the [F3] Other display of the Sampling Job, select "04:Copy from Flash Memory" then press [ENTER].



2 Copy a Waveform from the Module to the Sampling memory.

At ①, select the source memory (FL1 or FL2). At ②, select a Waveform. At ③, select whether or not the original wave is to be deleted. After these operations, press [ENTER].



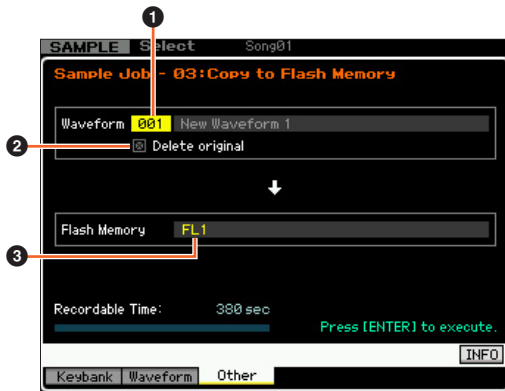
NOTE This operation will cancel the link between all the Voices and the original Waveform, then make a new link between the same Voices and the Waveform copied to the Sampling memory.

3 Edit the Waveform in the sampling memory by using the Sampling Edit and Sampling Job operations.

4 From the [F3] Other display of the Sampling Job, select "03:Copy to Flash Memory" then press [ENTER].

5 Copy the edited Waveform from the sampling memory to the Flash Memory Expansion Module.

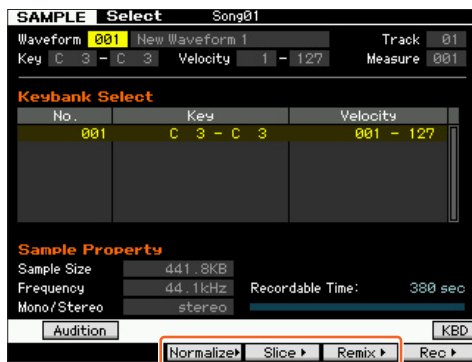
At ①, confirm that the edited Waveform number is shown. At ②, select whether or not the original wave on the Sampling Memory is to be deleted. At ③, select the destination memory (FL1 or FL2). After these operations, press [ENTER].



NOTE This operation will cancel the link between all the Voices and the edited Waveform on the Sampling Memory, then make a new link between the same Voices and the Waveform copied to the Flash Memory Expansion Module.

Additional menus in Sampling Edit/Sampling Main display

With this new version, “[F3] Normalize,” “[F4] Slice,” and “[F5] Remix” have been added to the Sampling Edit display and Sampling Main display respectively, allowing you to more easily call up these displays.



Increasing the available memory of the Flash Memory Expansion Module

A new Sampling Job now lets you increase the available memory of the Flash Memory Expansion Module.

- 1 From the [F3] Other display of the Sampling Job, select “05: Delete Same Name Waveforms” then press [ENTER].



- 2 Select the target memory (“USR,” “FL1” or “FL2”) at ①, then select the Waveform number at ②.

All the Waveforms having the same name are listed on the “Same Name Waveforms” section of the display.



NOTICE

This Job will delete all Waveforms with the same name except for the selected Waveform, even if they contain different data.

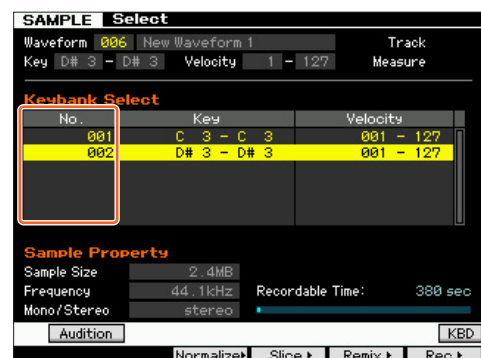
- 3 Press [ENTER] to execute the Job.

This operation will delete all the Waveforms with the same name except for the selected Waveform.

NOTE This operation will cancel the link status between the Voices and deleted Waveforms, then make a new link between the same Voices and the undeleted Waveforms respectively.

Revision of Key Bank number assignment after Sampling

The method of the Key Bank number assignment has been changed from the previous version. In the previous version, “1” was assigned to the Key Bank of the latest Sampling and the rest of the Key Bank numbers were increased by 1. In this new version, the next number is assigned to the Key Bank of the latest Sampling.



Loading WAV/AIFF files and assigning each of them to the keys

With this new version, you can load WAV or AIFF files in a single folder at the same time. The loaded files will be assigned to the keys in alphabetical order from the specified key. This allows you to easily create your own custom Waveforms.

1 Connect the USB storage device containing the desired WAV/AIFF files in a single folder to the USB TO DEVICE terminal.

2 Enter the mode according to the destination to which the Waveform is to be assigned.

When you want to assign the files to a User Voice:

Enter the Voice mode then select a Drum or Normal Voice. Or alternately, enter the Performance mode then select the Performance having an empty User Voice.

When you want to assign the files to a Sample Voice:

Enter the Song mode or Pattern mode.

3 Press [FILE] then [F1] File.

4 Make the settings for the Load operation.

At ①, select "WAV" or "AIFF." At ②, select the desired folder (directory) then any of the files. At ③, select the head Key to which the first WAV/AIFF file is assigned. At ④, select the destination memory of the Load operation.

When entering the Voice mode in step 2, select an Element to which the Waveform is to be assigned. When entering other modes in step 2, select a Part to which the empty User Voice is assigned.



5 Press [F6] Load multi to execute the Load operation.

6 Confirm the result of the Load operation.

When entering the Voice mode or Performance mode in step 2:

Exit from the File mode then play the corresponding Voice or Performance to check the sound.

NOTICE

After the above operations, make sure to execute the Voice Store operation. Otherwise, the Voice will be lost when turning the power off or selecting a different Voice.

When entering the Song mode or Pattern mode in step 2:

Exit from the File mode, select the corresponding Part of the Song or Pattern then play the keyboard to check the sound.

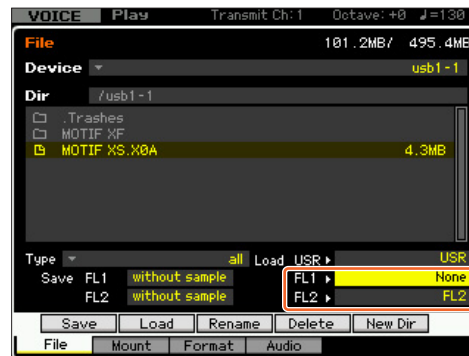
NOTICE

After the above operations, make sure to execute the Song/Pattern Store operation. Otherwise, the Sampling Voice

assignment will be lost when turning the power off or selecting a different Song/Pattern.

Additional option in file loading operation

With this new version, you can load the file without the Waveforms, even if the corresponding file contains Waveforms. If you select "None" at "FL1" and "FL2," the Load operation will load the file, but not the Waveforms, to the Flash Memory Expansion Module.



Category Search for Arpeggio Types

With this new version, you can use the Category Search function to conveniently find desired Arpeggio Types.

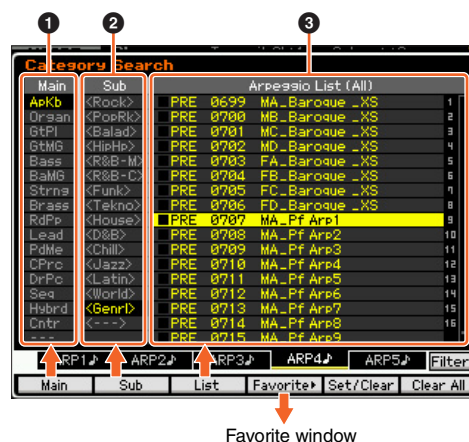
1 Call up the Category Search window for the Arpeggio Type.

Press [CATEGORY SEARCH] to call up the Category Search window for the Arpeggio Type from any of the following displays:

- [F4] Arpeggio display of the Voice Play mode or Performance Play mode
- [F2] ARP Main or [F3] ARP Other display of the Voice Common Edit, Performance Part Edit, or Mixing Part Edit mode

2 Find the desired Arpeggio Type on the Arpeggio Category Search window.

Select the Main Category at ①, then select the Sub Category at ② to call up the listed Arpeggio types at ③ Arpeggio List. Move the cursor to the desired Arpeggio Type then press [ENTER] to finalize your selection.



[F1] Main

Pressing this will move the cursor to ① Main column.

[F2] Sub

Pressing this will move the cursor to ② Sub column.

[F3] List

Pressing this will move the cursor to **3** Arpeggio List.

[F4] Favorite

Pressing this will call up the Favorite window.

[F5] Set/Clear

Pressing this will register the current Arpeggio Type to the Favorite Category, or remove the current Arpeggio Type from the Favorite Category. With the checkboxes listed at left, you can confirm whether or not each Arpeggio Type is registered.

[F6] All Clear

By pressing this then [INC/YES], you can remove all the registered Arpeggio Types from the Favorite Category.

[SF1] ARP1 – [SF5] ARP5

Pressing each of these will change the Arpeggio Type from the current one.

[SF6] All / Filtered

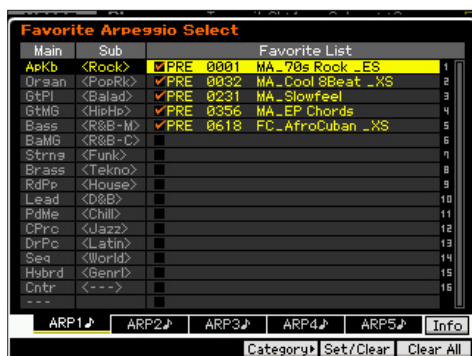
Pressing this will toggle the indication between “All” and “Filtered.”

Pressing [SF6] All will show all the Arpeggio types of the current Category on the ③ Arpeggio List. Pressing [SF6] Filtered will show only representative Types picked up from all Types on the ③ Arpeggio List.

Favorite window

Indicates the Arpeggio Types registered to the Favorite Category.

Pressing [F4] Category will return to the Arpeggio Category Search display.



Category Search for the Waveforms

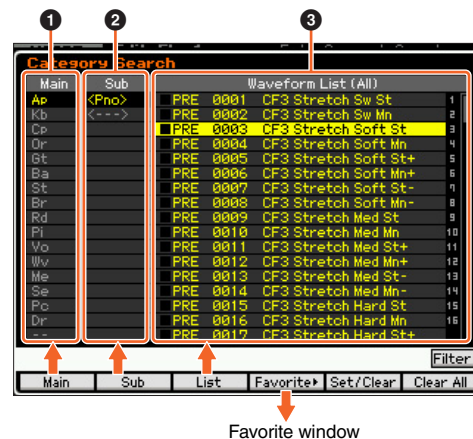
With this new version, you can use the Category Search to find desired Waveforms in the Normal Voice Element Edit mode and Drum Key Edit mode.

1 Call up the **Category Search** window for the **Waveforms**.

From the [F1] Oscillator display of the Normal Voice Element Edit mode or Drum Voice Key Edit mode, press [CATEGORY SEARCH] to call up the Category Search window for the Waveforms.

2 Find the desired Waveform on the Category Search window.

Select the Main Category at **1**, then select the Sub Category at **2** to call up the listed Waveform types at **3** Waveform List. Move the cursor to your desired Waveform then press [ENTER] to finalize your selection.



[F1] Main

Pressing this will move the cursor to **1** Main column.

[F2] Sub

Pressing this will move the cursor to **2** Sub column.

[F3] List

Pressing this will move the cursor to **3** Waveform List.

[F4] Favorite

Pressing this will call up the Favorite window.

[F5] Set/Clear

Pressing this will register the current Waveform to the Favorite Category, or remove the current Waveform from the Favorite Category. With the checkboxes listed at left, you can confirm whether or not each Waveform is registered.

[F6] All Clear

By pressing this then [INC/YES], you can remove all the registered Waveforms from the Favorite Category.

[SF6] All / Filtered

Pressing this will toggle the indication between “All” and “Filtered.”

Pressing [SF6] All will show all the Waveforms of the current Category on the ③ Waveform List. Pressing [SF6] Filtered will show only representative Waveforms picked up from all Waveforms on the ③ Waveform List.

Favorite window

Indicates the Waveforms registered to the Favorite Category.
Pressing [F4] Category will return to the Waveform Search display.



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Version 2.0 – August 6, 2003

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dhcp

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