

When using an effect marked with an asterisk (*) for one of the effects, neither #24 SYMPHONIC ENS nor #25 ROTARY SPEAKER can be selected for the other one.

E	F	G	H	NO.	NOTES
	EQ LOW	EQ HIGH	DRY:EFF		
	-5dB	0dB	60:40	0 1	
	-3dB	0dB	60:40	0 2	
	0dB	-2dB	60:40	0 3	
	+1dB	0dB	40:60	0 4	
	+2dB	+4dB	60:40	0 5	
	+3dB	0dB	60:40	0 6	
	EQ LOW	EQ HIGH	DRY:EFF		
	0dB	0dB	60:40	0 7	
	0dB	0dB	60:40	0 8	
	0dB	0dB	60:40	0 9	
	EQ LOW	EQ HIGH	DRY:EFF		
	0dB	0dB	70:30	1 0	
	0dB	0dB	70:30	1 1	
	EQ LOW	EQ HIGH	DRY:EFF		
	0dB	0dB	60:40	1 2	*
	0dB	0dB	60:40	1 3	*
WAVEFORM	EQ LOW	EQ HIGH	DRY:EFF		
SIN	0dB	0dB	40:60	1 4	*
SIN	0dB	0dB	25:75	1 5	*
WAVEFORM			DRY:EFF		
SIN			25:75	1 6	*
TRI			60:40	1 7	*
	EQ LOW	EQ HIGH	DRY:EFF		
	0dB	0dB	EFF	1 8	*
	0dB	0dB	EFF	1 9	*
HIGH GAIN	HIGH FC		DRY:EFF		
0dB	2KHz		EFF	2 0	
	EQ LOW	EQ HIGH	DRY:EFF		
	0dB	0dB	EFF	2 1	
	EQ LOW		DRY:EFF		
	0dB		EFF	2 2	
	EQ LOW	EQ HIGH	DRY:EFF		
	0dB	0dB	EFF	2 3	
	EQ LOW	EQ HIGH	DRY:EFF		
	0dB	0dB	50:50	2 4	*
			DRY:EFF		
			EFF	2 5	*
REVERB TIME	PRE DELAY	HIGH DAMP	DRY:EFF		
3.5S	55mS	40%	60:40	2 6	
1.5S	30mS	30%	60:40	2 7	
E/R TIME	PRE DELAY		DRY:EFF		
200mS	30mS		60:40	2 8	
DELAY TIME	FEEDBACK	HIGH DAMP	DRY:EFF		
260mS	+50%	10%	70:30	2 9	
MOD DEPTH	SPEED	WAVEFORM	DRY:EFF		
60	0.30Hz	TRI	60:40	3 0	*
MOD DEPTH	SPEED	FEEDBACK	DRY:EFF		
70	0.18Hz	-75%	40:60	3 1	*
MOD DEPTH	SPEED	FEEDBACK	DRY:EFF		
60	0.69Hz	-75%	25:75	3 2	*
MOD DEPTH	SPEED	SHAPE	DRY:EFF		
80	1.59Hz	0	EFF	3 3	*

4 -- COMBINATION MODE

- This mode allows you to select a Combination (combination of two or more Programs) and play it.
- Combinations can be selected by the numeric keypad, UP/DOWN keys, footswitch (Prog/Combi Up/Down) or MIDI program change.
- * Combinations within the internal memory are selected when the INT key is pressed, and Combinations stored on card are selected when the CARD key is pressed.
 - * To select Combinations by footswitch or MIDI, each function has to be set appropriately in the GLOBAL Mode.
 - * There is no limit on the number of simultaneous voices that can be sounded by each selected Program; however, the total number of voices available cannot exceed 16.
 - * In the COMBINATION Mode, the effect setting of each Program is ignored and the effect setting in the combination parameter is active.
 - * When selecting and editing Programs in the PROGRAM and EDIT PROGRAM Mode and then moving to the COMBINATION Mode, the selected Program will be indicated in COMBINATION Mode displays by an asterisk in front of the Program number. (Edited programs can be monitored as part of combinations in the COMBINATION Mode.)
- In order to edit more than two programs, writing one program to memory is necessary before the program can be called up again.

EDITING IN THE COMBINATION MODE

- In the COMBINATION Mode, the program which is assigned to the Combination can be changed and the volume of each Program can be adjusted.
- * All Combination parameters here can be edited in the EDIT COMBINATION Mode as well.
 - * Writing the Combination to memory can only be done in the EDIT COMBINATION Mode.
- The display indicating the COMBINATION Mode changes according to the setting of the Combination type. (See p. 61 for more about Combination types.)
- * Changing the Combination type is done in the EDIT COMBINATION Mode.

SINGLE

COMBI I00 BaseSingle				Program			
I01 E.Bass				Level=99			
A	B	C	D	E	F	G	H

A	Program	I00~I99 C00~C99	Selection of Program
D	Level	0 ~ 99	Control of volume

LAYER

COMBI I01 Piano+Trp				Layer 1 Program			
*I00 A.Piano		L70		I02 Trumpet		L82	
A	B	C	D	E	F	G	H

A	Layer 1 Program	I00~I99 C00~C99	Program of layer 1
D L	Layer 1 Level	0 ~ 99	Volume of the Program assigned to layer 1
E	Layer 2 Program	I00~I99 C00~C99	Program of layer 2
H L	Layer 2 Level	0 ~ 99	Volume of the Program assigned to layer 2

SPLIT

COMBI I02 Vln/T.Sax				Upper Program			
*I00 Violin L99				I05 Tenor Sax L99			
A	B	C	D	E	F	G	H

A	Lower Program	I00 ~ I99 C00 ~ C99	Program assigned to the lower part of the keyboard (lower than the split point)
D L	Lower Level	0 ~ 99	Volume of the Program assigned to the lower part of the keyboard
E	Upper Program	I00 ~ I99 C00 ~ C99	Program assigned to the upper part of the keyboard (higher than the split point)
H L	Upper Level	0 ~ 99	Volume of the Program assigned to the upper part of the keyboard

VELOCITY SWITCH

COMBI I03 Flute/Str				Loud Program			
*I00 Flute L99				I10 Strings L99			
A	B	C	D	E	F	G	H

A	Soft Program	I00 ~ I99 C00 ~ C99	Program that will sound when the keys are struck softly
D L	Soft Level	0 ~ 99	Volume of the Program that will sound when the keys are struck softly
E	Loud Program	I00 ~ I99 C00 ~ C99	Program that will sound when the keys are struck hard
H L	Loud Level	0 ~ 99	Volume of the Program that will sound when the keys are struck hard

MULTI

COMBI I04 MultiCombi				T1=E.Bass			
I01	I02	I03	I05	I06	I09	I10	I12
A	B	C	D	E	F	G	H

- Toggling between the two sets of displays is done by the PAGE + key and the PAGE - key.

A	Timbre 1 Program	OFF/I00 ~ I99, C00 ~ C99	Program assigned to Timbre 1
B	Timbre 2 Program	OFF/I00 ~ I99, C00 ~ C99	Program assigned to Timbre 2
C	Timbre 3 Program	OFF/I00 ~ I99, C00 ~ C99	Program assigned to Timbre 3
D	Timbre 4 Program	OFF/I00 ~ I99, C00 ~ C99	Program assigned to Timbre 4
E	Timbre 5 Program	OFF/I00 ~ I99, C00 ~ C99	Program assigned to Timbre 5
F	Timbre 6 Program	OFF/I00 ~ I99, C00 ~ C99	Program assigned to Timbre 6
G	Timbre 7 Program	OFF/I00 ~ I99, C00 ~ C99	Program assigned to Timbre 7
H	Timbre 8 Program	OFF/I00 ~ I99, C00 ~ C99	Program assigned to Timbre 8

COMBI 104 MultiCombi				Timbre 1 Level			
99	95	74	58	77	33	11	96
A	B	C	D	E	F	G	H

A	Timbre 1 Level	0~99	Level of the Program assigned to Timbre 1
B	Timbre 2 Level	0~99	Level of the Program assigned to Timbre 2
C	Timbre 3 Level	0~99	Level of the Program assigned to Timbre 3
D	Timbre 4 Level	0~99	Level of the Program assigned to Timbre 4
E	Timbre 5 Level	0~99	Level of the Program assigned to Timbre 5
F	Timbre 6 Level	0~99	Level of the Program assigned to Timbre 6
G	Timbre 7 Level	0~99	Level of the Program assigned to Timbre 7
H	Timbre 8 Level	0~99	Level of the Program assigned to Timbre 8

5 -- EDIT COMBINATION MODE

The COMBINATION Mode determines which and in what fashion Programs will be grouped together for play.

There are five Combination types: Single, Layer, Split, Velocity Switch and Multi. Each Combination has 1 to 8 Programs, parameters related to play and output (pan, level, MIDI channel, etc.) applicable to each Program, and a pair of effect parameters.

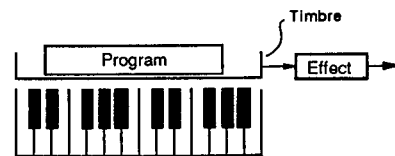
- * Only Programs that are selected in the COMBINATION Mode can be edited in this mode.
- * After completion of any editing, write the Combination to memory using the Write Combination function (F 9-1) and the Combination will be completed. (Combinations, which are not written to memory, will be lost when selecting other Combinations in the COMBINATION Mode.)
- * When selecting Programs to make up a Combination, Programs in data cards can be selected if the data card inserted has Program data stored on it. (Make certain that data cards used when playing have the Programs needed by the Combinations you call up.)

COMBINATION TYPES

Single

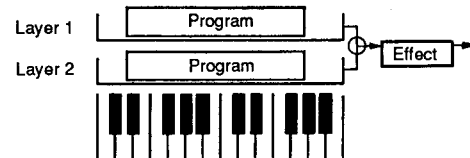
A Combination type which is made up of only one Program.

- * When it is necessary (as in live performance) to switch quickly back and forth between a Program and a Combination, store the Program beforehand as a Single Combination so that any switching is done strictly as a Combination change.



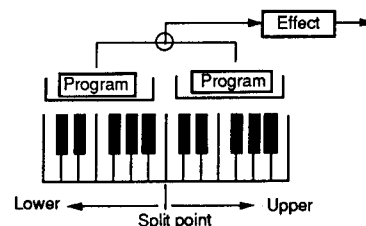
Layer

The playing of two Programs mixed or layered together.



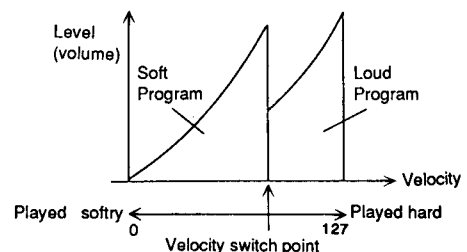
Split

The playing of two Programs separately depending on which section of the keyboard is played.



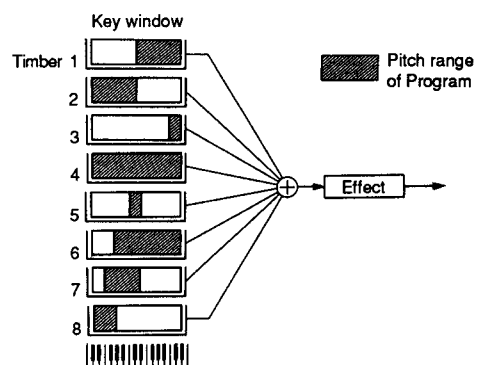
Velocity Switch

The playing of two Programs separately depending on how hard the keyboard is played.



Multi

In Multi, up to 8 Programs can be assigned to any MIDI channel, key range, or velocity range. Playing the M1 as a multi-timbral synthesizer through external MIDI control and other complex possibilities not available in the other Combination types can be realized here.



COMMON FUNCTION OF EACH COMBINATION TYPE

- * The first page of each function is selected when pressing the appropriate function number on the numeric keypad (0 to 9). Select the page with the parameter to be edited by using the PAGE - key or PAGE + key.
- * Refer to the explanation for each Combination type since Functions 1 through 7 differ depending on which Combination type has been selected.

Page		Parameter to be Edited
0 ~ 1	COMBINATION TYPE	Selection of Combination type
8 ~ 1	EFFECT 1	Selection of effect type for Effect 1
8 ~ 2	EFFECT 1 PARAMETER	Selection of Effect 1's parameter
8 ~ 3	EFFECT 2	Selection of effect type for Effect 2
8 ~ 4	EFFECT 2 PARAMETER	Selection of Effect 2's parameter
8 ~ 5	EFFECT PLACEMENT	Assignment of Effects 1 and 2
8 ~ 6	EFFECT COPY	Copying of effect parameters
9 ~ 1	WRITE COMBINATION	Renaming and writing of Combinations

F 0-1 COMBINATION TYPE

COMBI 100 COMBINATION TYPE (SINGLE) [SELECT]							
A	B	C	D	E	F	G	H

[C]	COMBINATION TYPE	Selection of Combination type SINGLE LAYER SPLIT VELOCITY SW MULTI
[G]		[SELECT] Executing the selection

Select the Combination type. (See p. 61 for more on Combination types.)

Choose the type which differs from the present one, and press SELECT ([G]); the type will then be changed. (Any change is cancelled when moving to another page without pressing SELECT.)

EFFECT PARAMETERS

F 8 - 1 Effect 1

F 8 - 2 Effect 1 Parameter

F 8 - 3 Effect 2

F 8 - 4 Effect 2 Parameter

F 8 - 5 Effect Placement

F 8 - 6 Effect Copy

Descriptions of functions F 8 - 2 and F 8 - 4 are given in the Effect Parameter section following the EDIT PROGRAM Mode chapter.

F 8 - 1 EFFECT 1

EFFECT 1							
(<01: Hall >) :ON							
A	B	C	D	E	F	G	H

Selects the effect type for Effect 1.

A	EFFECT TYPE	01 ~ 33, No Effect
F	SWITCH	OFF/ON [SELECT]

F 8 - 3 EFFECT 2

Selects the effect type for Effect 2.

Same as F 8 - 1 EFFECT 1.

F 8 - 5 EFFECT PLACEMENT

EFFECT PLACEMENT							
SERIAL P3 =50:50 P4 = 50:50							
A	B	C	D	E	F	G	H

C	Effect placement	PARALLEL SERIAL
F	P3 Out 3 Panpot	OFF 100:0 ~ 0:100
H	P4 Out 4 Panpot	OFF 100:0 ~ 0:100

This function sets the Effect Placement and Pan setting of Outputs 3 and 4. (See pp. 36-37 for more on Effect Placement.)

F 8 - 6 EFFECT COPY

EFFECT COPY							
from <COMBINATION> - 100 [COPY]							
A	B	C	D	E	F	G	H

B		PROGRAM COMBINATION SONG
E		100 ~ 199 0 ~ 9
G		[COPY]

See the Effect Parameter section (p.36) for descriptions of F 8 - 2 and F 8 - 4, as well as more about all of the Effect functions.

* Assigning effects to Programs can be done by Effect Copy (F 8 - 6).

F9-1 WRITE/RENAME (Write/Rename Combination)

COMBI I00 Piano/Str		Write/Rename	
[◀] [▶]		[WRITE]-->I00	
A	B	C	D
E	F	G	H

[C]	[◀] (Cursor left)		Moving the cursor to the left for renaming
[D]	[▶] (Cursor right)		Moving the cursor to the right for renaming
[F]	[Write]		Executing the writing to memory
[H]		I00~I99, C00~C99	Writing to the Combination number

The write procedure stores the edited Combination in internal memory or RAM card.

1. The Combination name is written by using the [◀] key (**[C]**), [▶] key (**[D]**), VALUE slider and the UP and DOWN keys.

* Can be named with any numbers or characters up to a maximum of 10.

```
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNPOQRSTUVWXYZ[^\_
`abcdefghijklmnopqrstuvwxyz{|}~
```

2. Select the Combination number (**[H]**) to be written to.

* I50 to I99 cannot be chosen when memory allocation is in the large sequence configuration.

* Card memory (C00 to C99 or C00 to C49) can be selected when a formatted RAM card is inserted in the front panel PROG/SEQ DATA slot.

3. Press Write (**[F]**).

4. Press [YES] (**[G]**) when the display shows "Are you sure?"

* The data which was written previously to the currently selected number is lost.

* The Write procedure can be cancelled by pressing [NO] (**[H]**).

5. The message "Write Completed" appears when the Write procedure is finished.

* Select this page again when writing another Combination.

NOTE: In order to copy the Combination within the memory, select the Combination to be copied in the COMBINATION Mode and write it to memory by using this page.

SINGLE TYPE FUNCTIONS

Page		Parameter to be Edited
1 - 1	PROG PANPOT	Program number; output destination

F 1 - 1 PROGRAM/PANPOT

COMBI I01 LAYER				Layer 1 Program			
I00	A.Piano	L70	I02	Trumpet	L82		
A	B	C	D	E	F	G	H

A	Program	I00~I99, C00~C99	Selection of Program number
D	Level	0~99	Volume setting
F	Panpot	A, 9:1 to 1:9, B, C, C + D, D	Output destination

NOTES:

Program selects the Program or preset voice.

Level sets the volume of the Program's sound. The volume, when set to 99 is the full volume as set in the Program parameter, and 0 mutes the Program completely.

Panpot determines the output to outputs A through D. Selection is as follows: A, A:B (in ratios from 9:1 - 1:9), B, C, C + D and D.

LAYER TYPE FUNCTIONS

Page		Parameter to be Edited
1 - 1	PROG/LEVEL	Each Program's number and output level
1 - 2	PANPOT/DAMPER	Output destination (panpot); damper

F 1 - 1 PROGRAM/LEVEL

COMBI I01 LAYER				Layer 1 Program			
I00 A.Piano		L70		I02 Trumpet		L82	
A	B	C	D	E	F	G	H

A	Layer 1 Program	I00~I99, C00~C99	Selection of Layer 1's Program
D L	Layer 1 Level	0~99	Layer 1's volume control
E	Layer 2 Program	I00~I99, C00~C99	Selection of Layer 2's Program
H L	Layer 2 Level	0~99	Layer 2's volume control

F 1 - 2 PANPOT/DAMPER

COMBI I01 LAYER				Layer 1 PanPot			
5:5 ENA				A ENA I-12 D-50			
A	B	C	D	E	F	G	H

A	Layer 1 Panpot	A, 9:1 to 1:9, B, C, C+D, D	Layer 1's output destination
B	Layer 1 Damper	DIS/ENA	Damper effect OFF/ON switch for Layer 1
C	Layer 2 Panpot	A, 9:1 to 1:9, B, C, C+D, D	Layer 2's output destination
D	Layer 2 Damper	DIS/ENA	Damper effect OFF/ON switch for Layer 2
E I	Interval	-12 ~ +12	Adjustment of Layer 2's pitch in semitones over a range of ± 1 octave
H D	Detune	-50 ~ +50	Fine adjustment of Layer 2's pitch in 1-cent steps

NOTES:

Program 1 selects the Program (preset voice) of Layer 1.

Layer 1 Level sets the level (volume) of Layer 1. The volume, when set to 99 is the full volume as set in the Program parameter, and 0 mutes the Program completely.

Layer 2 Program selects the Program (preset voice) of Layer 2. (Same as Program 1.)

Layer 2 Level sets the level (volume) of the Layer 2. (Same as Level 1.)

Layer 1 Panpot assigns the output of Layer 1 to outputs A through D. The selection is as follows: A, A:B (9:1 to 1:9), B, C, C + D and D.

* When the Drum Kit Program is selected, the display shows "SND" and the Panpot setting in the GLOBAL Mode is operative.

Damper has no effect on the Program of Layer 1 when Layer 1 Damper is set to DIS.

Panpot 2 assigns the output of the Layer 2 to outputs A through D. The selection is as follows: A, A:B (9:1 to 1:9), B, C, C + D and D.

Damper has no effect on the Program of Layer 2 when Layer 2 Damper is set to DIS.

Interval permits changing of the pitch of Layer 2's Program by semitone steps within the range of -12 to +12. By changing the pitch of Layer 2 in this way, automatic harmonies can be played.

Detune allows for even finer adjustment of the pitch of Layer 2 in 1-cent steps within a range of -50 to +50. A thick sound can be obtained by slightly detuning Layer 2 relative to Layer 1.

SPLIT TYPE FUNCTIONS

Page	Parameter to be Edited	
1 - 1	PROG/SPLIT	Selection of Program number, split point
1 - 2	LEVEL/ PANPOT/ DAMPER	Each Program's output level, destination and danper setting

F 1 - 1 PROGRAM/SPLIT

COMBI I02 KEY SPLIT				Lower Program			
I09 Violin		SP=C4		I05 Tenor_Sax			
A	B	C	D	E	F	G	H

A	Lower Program	I00~I99, C00~C99	Selection of the Program lower than the split point
D SP	Split Point	C-1 to G9	Setting the split point
F	Upper Program	I00~I99, C00~C99	Selection of the Program higher than the split point

F 1 - 2 LEVEL/PAN/DAMPER

COMBI I02 KEY SPLIT				Lower Level			
L99 1:9 ENA				L77 D ENA			
A	B	C	D	E	F	G	H

A L	Lower Level	0~99	The lower Program's volume control
B	Lower Panpot	A, 9:1 to 1:9, B, C, C+D,D	Lower Program's output destination
C	Lower Damper	DIS/ENA	Damper effect OFF/ON switch for lower Program
E L	Upper Level	0~99	The upper Program's volume control
F	Upper Panpot	A, 9:1 to 1:9, B, C, C+D,D	Upper Program's output destination
G	Upper Damper	DIS/ENA	Damper effect OFF/ON switch for lower Program

NOTES:

Lower Program selects the Program which sounds when playing keys lower than the split point.

Split point sets the keyboard position at which the sounds are separated.

Upper Program selects the Program which sounds when playing keys higher than the split point.

* Split point is the lowest key in the upper Program.

Lower Level sets the level (volume) of the lower Program. The volume, when set to 99 is the full volume as set in the Program parameter, and 0 mutes the Program completely.

Lower Panpot assigns the output of the lower Program to outputs A through D. The selection is as follows: A, A:B (9:1 to 1:9), B, C, C + D, and D.

Damper has no effect on the lower Program when Lower Damper is set to DIS.

Upper Level sets the level (volume) of the upper Program. The volume, when set to 99 is the full volume as set in the Program parameter, and 0 mutes the Program completely.

Upper Panpot assigns the output of the upper Program to outputs A through D. The selection is as follows: A, A:B (9:1 to 1:9), B, C, C + D, and D.

Damper has no effect on the upper Program when Upper Damper is set to DIS.

VELOCITY SWITCH TYPE FUNCTIONS

Page		Parameter to be Edited
1 - 1	PROGRAM/ VELOCITY	Each Program's number, velocity switch point
1 - 2	LEVEL/ PANPOT/ DAMPER	Each Program's output level, destination (panpot), damper setting

F 1 - 1 PROGRAM/VELOCITY

COMBI	I03	VELOCITY	SW	Soft	Program				
I03	Flute		UP=085	I10	Strings				
A	B	C	D	E	F	G	H		

A	Soft Program	I00~I99, C00~C99	Selection of the Program that sounds when playing softer than the velocity switch point
D VP	Vel. Sw. Point	1~127	Setting the velocity value of the velocity switch
F	Loud Program	I00~I99, C00~C99	Selection of the Program that sounds when playing harder than the velocity switch point

F 1 - 2 LEVEL/PAN/DAMPER

COMBI	I03	VELOCITY	SW	Soft	Level				
L65	B	ENA	L48	C	DIS				
A	B	C	D	E	F	G	H		

A L	Soft Level	0~99	The soft Program's volume control
B	Soft Panpot	A, 9:1 to 1:9, B, C, C+D, D	Soft Program's output destination
C	Soft Damper	DIS/ENA	Damper effect OFF/ON switch for soft Program
E L	Loud Level	0~99	The loud Program's volume control
F	Loud Panpot	A, 9:1 to 1:9, B, C, C+D, D	Loud Program's output destination
G	Loud Damper	DIS/ENA	Damper effect OFF/ON switch for loud Program

NOTES:

Soft Program selects the Program which sounds when playing at a velocity lower than that of the velocity switch point.

Velocity SW (Switch) Point sets the velocity value at which the two Programs are separated.

Loud Program selects the Program which sounds when playing at a velocity higher than that of the velocity switch point.

* If the Velocity SW point is set to 1, the soft Program will not sound.

Soft Level sets the level (volume) of the soft Program. The volume, when set to 99 is the full volume as set in the Program parameter, and 0 mutes the Program completely.

Soft Panpot assigns the output of the soft Program to outputs A through D. The selection is as follows: A, A:B (9:1 to 1:9), B, C, C + D, and D.

* When the Drum Kit Program is selected, the display shows "SND" and the Panpot setting in the GLOBAL Mode is operative.

Damper has no effect on the soft Program when Soft Damper is set to DIS.

Loud Level sets the level (volume) of the loud Program. The volume, when set to 99 is the full volume as set in the Program parameter, and 0 mutes the Program completely.

Loud Panpot assigns the output of the loud Program to outputs A through D. The selection is as follows: A, A:B (9:1 to 1:9), B, C, C + D, and D.

Damper has no effect on the loud Program when Loud Damper is set to DIS.

MULTI TYPE FUNCTIONS

Page		Parameter to be Edited
1-1	PROGRAM SELECT	Program which is assigned to each Timbre
2-1	MIDI CH	MIDI receiving channel of each Timbre
3-1	KEY WINDOW TOP	Top key setting of each Timbre's range
2	K. WINDOW BOTTOM	Bottom key of each Timbre's range
3	VEL WINDOW TOP	Top velocity value of the velocity switch of each Timbre
4	V. WINDOW BOTTOM	Bottom velocity value of the velocity switch of each Timbre
4-1	OUTPUT LEVEL	Level of each Timbre
5-1	KEY TRANSPOSE	Transpose setting of each Timbre
2	DETUNE	Detune setting of each Timbre
6-1	PANPOT	Output destination of each Timbre
7-1	MIDI PROGRAM CHG	MIDI program change receiving switch of each Timbre
2	DAMPER	Damper effect receiving switch of each Timbre
3	AFTER TOUCH	After touch effect receiving switch of each Timbre
4	CONTROL CHANGE	Control effect receiving switch of each Timbre

F 1 - 1 PROGRAM SELECT

COMBI	I04	PROGRAM SELECT	T1=E.Bass
*I01	I02	I03	I05 I06 I09 I10 I12
A	B	C	D E F G H

A	Timbre 1	OFF/I00 ~ I99 C00 ~ C99	Selection of the Program for each Timbre
B	Timbre 2	OFF/I00 ~ I99 C00 ~ C99	
C	Timbre 3	OFF/I00 ~ I99 C00 ~ C99	
D	Timbre 4	OFF/I00 ~ I99 C00 ~ C99	
E	Timbre 5	OFF/I00 ~ I99 C00 ~ C99	
F	Timbre 6	OFF/I00 ~ I99 C00 ~ C99	
G	Timbre 7	OFF/I00 ~ I99 C00 ~ C99	
H	Timbre 8	OFF/I00 ~ I99 C00 ~ C99	

Selects the Program (sound color) of each Timbre. Timbres set to "OFF" do not sound.

F 2 - 1 MIDI CH (MIDI Channel)

COMBI	I04	MIDI	CH			T1=E.Bass	
1G	7	8	9	11	14	15	16
A	B	C	D	E	F	G	H

A	Timbre 1	1 ~ 16	Selection of the MIDI receive channel of each Timbre
B	Timbre 2	1 ~ 16	
C	Timbre 3	1 ~ 16	
D	Timbre 4	1 ~ 16	
E	Timbre 5	1 ~ 16	
F	Timbre 6	1 ~ 16	
G	Timbre 7	1 ~ 16	
H	Timbre 8	1 ~ 16	

This function sets the MIDI receiving channel for each Timbre. Playing eight separate Programs simultaneously is possible with multi-channel MIDI data received through MIDI IN, when a different MIDI channel is set for each Timbre.

Program change, pitch bend, after touch and control change parameters receive data over the MIDI channel set for each Timbre. (Reception of this data can be turned off in functions 7-1 through 7-4.)

When playing the keyboard of the M1, only the Timbres which are set to the same channel as the MIDI Global channel (GLOBAL Mode, F 5-1) will sound.

Real time performance controls such as joy stick and after touch affect only the Timbres whose channels are the same as the Global channel. (It is possible to turn these controls off in functions 7-1 through 7-4.)

When the receiving channel is the same as the Global channel, "G" is displayed after the number.

F 3 - 1 KEY WINDOW TOP

COMBI	I04	KEY	WINDOW	TOP		T1=E.Bass	
D#0	G1	B2	D#4	G#5	B6	D#8	G9
A	B	C	D	E	F	G	H

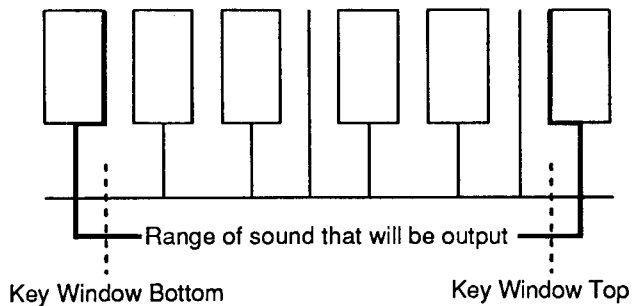
A	Timbre 1	C -1 ~ G9	Selection of the top key of each Timbre's range
B	Timbre 2	C -1 ~ G9	
C	Timbre 3	C -1 ~ G9	
D	Timbre 4	C -1 ~ G9	
E	Timbre 5	C -1 ~ G9	
F	Timbre 6	C -1 ~ G9	
G	Timbre 7	C -1 ~ G9	
H	Timbre 8	C -1 ~ G9	

F 3 - 2 KEY WINDOW BOTTOM

COMBI 104 K.WINDOW BOTTOM T1=E.Bass							
C-1	E0	G#1	C3	E4	G#5	C7	E8
A	B	C	D	E	F	G	H

A	Timbre 1	C-1 ~ G9	Set the bottom key of each Timbre's range
B	Timbre 2	C-1 ~ G9	
C	Timbre 3	C-1 ~ G9	
D	Timbre 4	C-1 ~ G9	
E	Timbre 5	C-1 ~ G9	
F	Timbre 6	C-1 ~ G9	
G	Timbre 7	C-1 ~ G9	
H	Timbre 8	C-1 ~ G9	

Key Window sets the range over the keyboard at which a Program will sound (key window) and shuts off the sound outside of that range. Through the use of this function, several Programs can be played at different key positions.



(Only the range defined by the key window top and the key window bottom will sound.)

- * The key window top point cannot be set to a lower value than the key window bottom point. (When the key window top value is set lower than the key window bottom, the key window bottom value is automatically adjusted to a semitone below key window top.)

F 3 - 3 VEL. WINDOW TOP (Velocity Window Top)

COMBI 104 VEL.WINDOW TOP T1=E.Bass							
016	021	033	057	072	092	110	127
A	B	C	D	E	F	G	H

A	Timbre 1	1 ~ 127	Sets the maximum velocity value at which each Timbre will sound
B	Timbre 2	1 ~ 127	
C	Timbre 3	1 ~ 127	
D	Timbre 4	1 ~ 127	
E	Timbre 5	1 ~ 127	
F	Timbre 6	1 ~ 127	
G	Timbre 7	1 ~ 127	
H	Timbre 8	1 ~ 127	

F 3 - 4 V. WINDOW BOTTOM (Velocity Window Bottom)

COMBI 104 U.WINDOW BOTTOM T1=E.Bass							
001	010	017	020	031	051	069	070
A	B	C	D	E	F	G	H

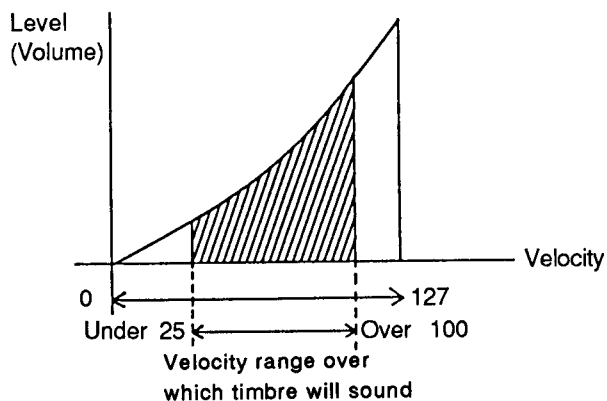
A	Timbre 1	1 ~ 127	Sets the minimum velocity value at which each Timbre will sound
B	Timbre 2	1 ~ 127	
C	Timbre 3	1 ~ 127	
D	Timbre 4	1 ~ 127	
E	Timbre 5	1 ~ 127	
F	Timbre 6	1 ~ 127	
G	Timbre 7	1 ~ 127	
H	Timbre 8	1 ~ 127	

VELOCITY WINDOW

Velocity Window sets the range at which Timbres will sound according to the strength at which the keyboard is played. In other words, different Timbres can be sounded with different playing strengths to give the keyboardist maximum expressive control.

• EXAMPLE

Bottom = 25 Top = 100



(The Timbre will sound only when playing with at a velocity value between the velocity window top and the velocity window bottom.)

* The velocity window top point cannot be set to a lower value than the velocity window bottom point.

F 4 - 1 OUTPUT LEVEL

COMBI 104 OUTPUT LEVEL T1=E.Bass							
99	95	74	58	77	33	11	96
A	B	C	D	E	F	G	H

A	Timbre 1	0 ~ 99	Control of the output level of each Timbre
B	Timbre 2	0 ~ 99	
C	Timbre 3	0 ~ 99	
D	Timbre 4	0 ~ 99	
E	Timbre 5	0 ~ 99	
F	Timbre 6	0 ~ 99	
G	Timbre 7	0 ~ 99	
H	Timbre 8	0 ~ 99	

* This sets the level (volume) of each Timbre. The volume, when set to 99 is the full volume as set in the Program parameter, and the Timbre does not sound at a setting of 0.

F 5 - 1 KEY TRANSPOSE

COMBI I04 TRANSPOSE								T1=E.Bass	
+12	+01	-09	-12	+00	-01	+00	+00		
A	B	C	D	E	F	G	H		

A	Timbre 1	-12 ~ +12	Adjusts the pitch of each Timbre in semitone steps over a range of ± 1 octave
B	Timbre 2	-12 ~ +12	
C	Timbre 3	-12 ~ +12	
D	Timbre 4	-12 ~ +12	
E	Timbre 5	-12 ~ +12	
F	Timbre 6	-12 ~ +12	
G	Timbre 7	-12 ~ +12	
H	Timbre 8	-12 ~ +12	

* Allows for transposition of each Timbre in semitone steps either up or down one octave.

F 5 - 2 DETUNE

COMBI I04 DETUNE								T1=E.Bass	
+00	-02	+14	-50	+00	+50	+19	-04		
A	B	C	D	E	F	G	H		

A	Timbre 1	-50 ~ +50	Adjusts the pitch of each Timbre in 1-cent steps over a range of ± 50 cents
B	Timbre 2	-50 ~ +50	
C	Timbre 3	-50 ~ +50	
D	Timbre 4	-50 ~ +50	
E	Timbre 5	-50 ~ +50	
F	Timbre 6	-50 ~ +50	
G	Timbre 7	-50 ~ +50	
H	Timbre 8	-50 ~ +50	

* Allows for fine setting of the pitch of each Timbre in units of 1 cent within a range of -50 and +50 (one semitone).

F 6 - 1 PANPOT

COMBI	I04	PANPOT				T1=E.Bass		
A	8:2	C	3:7	B	C	C+D	D	
A	B	C	D	E	F	G	H	

A	Timbre 1	A, (9:1 to 1:9), B, C, C+D, and D.	Sets the output destination of each Timbre
B	Timbre 2	A, (9:1 to 1:9), B, C, C+D, and D.	
C	Timbre 3	A, (9:1 to 1:9), B, C, C+D, and D.	
D	Timbre 4	A, (9:1 to 1:9), B, C, C+D, and D.	
E	Timbre 5	A, (9:1 to 1:9), B, C, C+D, and D.	
F	Timbre 6	A, (9:1 to 1:9), B, C, C+D, and D.	
G	Timbre 7	A, (9:1 to 1:9), B, C, C+D, and D.	
H	Timbre 8	A, (9:1 to 1:9), B, C, C+D, and D.	

- * Timbre Pan assigns the output of each Timbre to outputs A through D. The selection is as follows: A, A:B (9:1 to 1:9), B, C, C + D, and D.
- * When the Drum Kit Program is selected, the display shows "SND" and the Panpot setting in the GLOBAL Mode is operative.

F 7 - 1 MIDI PROG CHG (MIDI Program Change)

COMBI	I04	MIDI	PROG	CHG			T1=E.Bass	
ENA	DIS	ENA	ENA	DIS	DIS	DIS	ENA	
A	B	C	D	E	F	G	H	

A	Timbre 1	DIS/ENA	Determines whether or not MIDI program change (and Combination change) messages are received.
B	Timbre 2	DIS/ENA	
C	Timbre 3	DIS/ENA	
D	Timbre 4	DIS/ENA	
E	Timbre 5	DIS/ENA	
F	Timbre 6	DIS/ENA	
G	Timbre 7	DIS/ENA	
H	Timbre 8	DIS/ENA	

- * A Timbre for which MIDI PROG CHG (MIDI Program Change) is set to DIS does not change its Program when MIDI program change messages are received.

NOTE: When receiving program change messages over the Global Channel, Combination changes are executed regardless of the setting made here.

F 7 - 2 DAMPER

COMBI I04 DAMPER								T1=E.Bass
DIS	DIS	DIS	DIS	DIS	ENA	ENA	DIS	
A	B	C	D	E	F	G	H	

A	Timbre 1	DIS/ENA	Determines whether the damper effect is active or not (Damper will not affect Timbres that are set to DIS in this function.)
B	Timbre 2	DIS/ENA	
C	Timbre 3	DIS/ENA	
D	Timbre 4	DIS/ENA	
E	Timbre 5	DIS/ENA	
F	Timbre 6	DIS/ENA	
G	Timbre 7	DIS/ENA	
H	Timbre 8	DIS/ENA	

F 7 - 3 AFTER TOUCH

COMBI I04 AFTER TOUCH								T1=E.Bass
ENA	ENA	ENA	ENA	ENA	ENA	DIS	ENA	
A	B	C	D	E	F	G	H	

A	Timbre 1	DIS/ENA	Determines whether after touch control will be active or not
B	Timbre 2	DIS/ENA	
C	Timbre 3	DIS/ENA	
D	Timbre 4	DIS/ENA	
E	Timbre 5	DIS/ENA	
F	Timbre 6	DIS/ENA	
G	Timbre 7	DIS/ENA	
H	Timbre 8	DIS/ENA	

Sets whether the after touch effect is available or not. (After touch will not affect Timbres set to DIS in this function.)

F 7 - 4 CONTROL CHANGE

COMBI I04 CONTROL CHANGE								T1=E.Bass
ENA	ENA	DIS	ENA	DIS	ENA	DIS	ENA	
A	B	C	D	E	F	G	H	

A	Timbre 1	DIS/ENA	Determines whether or not control change messages (joy stick, MIDI volume, etc.) will effect each Timbre (Control change has no effect on Timbres set to DIS in this function.)
B	Timbre 2	DIS/ENA	
C	Timbre 3	DIS/ENA	
D	Timbre 4	DIS/ENA	
E	Timbre 5	DIS/ENA	
F	Timbre 6	DIS/ENA	
G	Timbre 7	DIS/ENA	
H	Timbre 8	DIS/ENA	

6 -- SEQUENCER MODE

Since an 8-track sequencer is installed in the M1, you can easily create your own songs complete with multi-timbral instrumentation by specifying the Program that will be used on each track and by recording play data from the M1's keyboard.

- * In this mode songs (play data) can be recorded, played back and edited; moreover, other song parameters (such as effect settings to be used for playback) can be edited.
- * In this mode the memory is edited directly.
- * The Program used when playing the keyboard for recording is the Program that will be assigned to the current track of the selected song.
- * The amount of data that can be memorized is limited as to the total number of songs, patterns and steps (music notes).

STRUCTURE OF SONGS

Sequencer play data together with related parameters recorded in 8 or less tracks is referred to as a "song."

SONG		
Song Parameter [Tempo, beat, etc.]	TRACK 1 Parameter (Program no., Program, MIDI channel, etc.)	Play data of Track 1
	TRACK 2	Play data of Track 2
	TRACK 3	Play data of Track 3
	TRACK 4	Play data of Track 4
	TRACK 5	Play data of Track 5
	TRACK 6	Play data of Track 6
	TRACK 7	Play data of Track 7
	TRACK 8	Play data of Track 8
EFFECT Setting the effect to be used in the song		

- * 1 Program (1 sound color) can be assigned to 1 track. It is possible to change each track's Program in the middle of the song.
- * Each track can store play data of up to 250 measures.
- * 1 song can consist of up to 8 tracks.
- * 10 songs, numbered from 0 to 9, can be created.
- * The M1's internal sound source can provide a maximum of 16 oscillators for use in all the tracks combined.
- * In the Sequencer Mode the effect setting of each program is ignored and the effect setting within the song parameter is active.

Each track of a song can be made in the 3 following ways:

(1) Real time recording

This is the most basic method in that the data played by keys is directly memorized. The real time recording page is selected by default when the SEQUENCER Mode is called up.

(2) Step recording

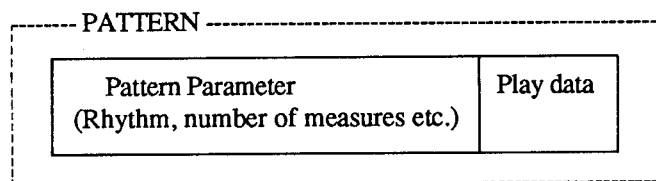
This is a recording method that specifies, step by step, the length and velocity (volume) of each note by numeric value, and the pitch by key.

(3) Pattern method

Rhythmic patterns, loops, verse/chorus sections and so on can be made by combining patterns (made up of play data of 1- to 8-measure lengths).

STRUCTURE OF PATTERNS

The M1 can store 100 kinds of patterns (made up of play data of 1- to 8-measure lengths) in addition to the play data capacity of 10 songs. When the same phrase appears more than twice in a song, memory can be economized by replacing the phrase to a pattern.



- * As long as the rhythm is the same, the created pattern can be used for any track of the song.
- * It is possible to make a track which includes both play data and patterns but both cannot occupy the same measure.

Patterns can be made in the following three different ways:

(1) Real time recording

Notes played on the keyboard are directly memorized as data. As opposed to the normal recording of tracks, patterns can be recorded by repeated overdubbing. (Patterns of the Drum Kit can be recorded by using drum sounds.)

(2) Step Recording

This method is used to input each note by specifying its pitch and length.

(3) Copying from track

Patterns can be made by copying the play data in the track.

EDITING SEQUENCER DATA

There are two kinds of editing methods used in the SEQUENCER Mode: 1) changing of parameters and 2) direct editing of the play data itself.

TO BE EDITED	EDITING PARAMETER	EDITING PLAY DATA
Song	Song Parameter	Initialize
Track	Track Parameter	Copy, Bounce, Erase
Measure	_____	Assignment of pattern or Copying, etc.
Pattern	_____	Copy, etc.
Event	_____	Event Edit

When it is necessary to erase the existing play data in order to edit the play data, the following display appears on the screen, upon pressing of [EXEC] (**G** key)

```

SONG00  SONG INITIALIZE
Are You Sure ?      [YES] [NO]
  A   B   C   D   E   F   G   H
  ─── ─── ─── ─── ─── ─── ───
  
```

Existing data will be deleted when pressing [YES] (**G** key) and editing will be executed. It can be cancelled by pressing [NO] (**H** key).

FUNCTIONS OF SEQUENCER MODE

- * The first page of each function is selected when pressing the numeric keypad (0 to 9). Select the page to be edited by using these keys along with the PAGE + and PAGE - keys.

F0-1	REC/PLAY (REAL TIME)	Play/real time recording/punch-in recording
F0-2	REC SET UP (PUNCH)	Setting resolution, metronome, punch in/out
F0-3	REC MULTI CHANNEL	Setting multi-channel recording (Rec/Play)
F1-1	TRACK PROGRAM	Program number of each track
F1-2	TRACK VOLUME	Volume of each track
F1-3	TRACK STATUS	MIDI output, ON/OFF of internal voices on each track
F1-4	MIDI CH	MIDI channel of each track
F2-1	STEP RECORDING	Step recording
F3-1	SONG PARAMETER	Setting song name, tempo and following song
F3-2	SONG INITIALIZE	Returning to default settings of the song (erases existing data) and sets the time signature
F4-1	TRACK PARAMETER	Setting Program, volume, etc. of each track
F4-2	TRACK COPY/BOUNCE	Copying and bouncing from track to track
F4-3	TRACK ERASE	Erasing track data
F5-1	PUT/COPY PATTERN	Assignment and copying of patterns to measures
F5-2	MEASURE COPY	Copying of the specified measure
F5-3	MEASURE INS/DEL/ERA	Inserting/deleting/erasing the specified measure
F5-4	MEASURE QUANTIZE	Adjusting automatically the timing of all notes in a specified measure
F6-1	PATTERN REAL TIME	Real time recording of patterns
F6-2	PATTERN STEP REC	Step recording of patterns
F6-3	PATTERN INITIALIZE	Erasing patterns and setting time signature and length of patterns
F6-4	PATTERN GET	Copying data in track to patterns
F6-5	PATTERN COPY/BOUNCE	Copying and bouncing from pattern to pattern
F7-1	EVENT	Editing events
F8-1	EFFECT 1 (TYPE)	Selecting effect
F8-2	EFFECT 1 PARAMETER	Parameter of Effect 1
F8-3	EFFECT 2 (TYPE)	Selecting Effect
F8-4	EFFECT 2 PARAMETER	Parameter of Effect 2
F8-5	EFFECT PLACEMENT	Assigning Effects 1 and 2
F8-6	EFFECT COPY	Copying the effect parameter
F9-1	EXCHANGE ALL SEQ	Exchanging sequencer data between internal memory and card
F9-2	LOAD 1 SONG	Loading 1 song from card
F9-3	LOAD 1 PATTERN	Loading 1 pattern from card

F 0 - 1 PLAY/REAL TIME RECORDING

SONG0		New Song		100%Free			
R/P	Song0 Tr1 M001		♩=120	*I00	V99 [▶◀]		
A	B	C	D	E	F	G	H

[A]	Mode	R/P P.IN	Regular play/recording Punch-in recording
[B]	Song (Song Number)	0~9	Song number to be played recorded
[C] Tr	Track (Track Number)	1~8 MLT	Track number to be used Specifying multi-channel recording
[D] M	Measure	1~250	Measure number
[E] ♩	Tempo (tempo)	40~208	Tempo (beats per minute)
[F]	Prog = ... (Program)	OFF, I00 to I99 C00 to C99	Program number of current track
[G] V	Volume (volume)	0~99	Volume of current track
[H]		▶◀	Returning to the beginning of the song (first measure) (Measure Reset)

Play

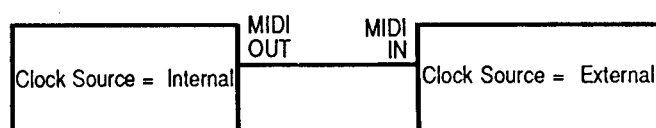
Select the song number to be played ([B]) and press the START/STOP key. Play is stopped by pressing the START/STOP key while playing and is restarted by pressing the START/STOP key again. When the song is finished playing, another song is played (if song change is set), or the sequencer stops and resets the measure back to zero (if another song is not set).

- * Pressing the START/STOP key in any mode automatically accesses this page and starts playing a song.
- * Other modes or functions cannot be selected during play.
- * Tempo ([E]), Program ([F]) and volume ([G]) can be changed during play. However, when these data are included as part of the play data, the values are fixed.
- * Songs inside the card can be selected for play by pressing the card key when the memory card which has sequence data is inserted in the PROG/SEQ DATA slot.

Starting Play from Midway Point of Song

Change the measure number ([D]) when the sequencer is stopped and press the START/STOP key; play will start from that measure. However, the Program selected or controller value might be different from the original recording when program changes or control changes are included in the play data.

The sequencer of the M1 can be played simultaneously along with rhythm machines or external sequencers connected by MIDI. (This is referred to as synchronization or "syncing.") Set the clock source of the M1 to "internal" and the other to "external" (in the GLOBAL Mode), then connect the MIDI OUT terminal of the M1 with the MIDI IN terminal of the external device.



- * Set the clock source of the M1 in the GLOBAL Mode (F 5-1). (Refer also to the owner's manual of the MIDI device to be connected.)
- * Operations such as START/STOP should be executed from the device on which clock source is set to internal.

- * If the MIDI device to be used supports song select or song position pointer functions, the sequencer can be started from the same point in the same song even when changing measures.

Real Time Recording

When recording a new song, first erase the data of the previous song by using F 3 - 2, INITIALIZE SONG and set the time signature.

1. Set the mode (**[A]**) to R/P and select the song (**[B]**) and the track (**[C]**) to be recorded.
 2. Set the tempo (**[E]**) of the song and set the Program (**[F]**) and the volume (**[G]**) of the track.
 3. Press the START/STOP key after pressing the REC key; it will light up.
 4. Recording starts after a lead-in of two measures. In addition to note data (from playing from the keyboard), after touch, joy stick, foot controller, tempo (**[E]**) (over a range of -50% to +50%), Program change (**[F]**), and volume (**[G]**), as well as external data from MIDI IN are recorded. If other tracks have been already recorded, they also are played at the same time.
 5. The measure is reset when stopping the recording by pressing the START/STOP key. A recorded song can be played back immediately by pressing the START/STOP key again. When re-recording, press the START/STOP key after pressing the REC key.
- * When recording on tracks which already have recorded song data, the previous data is erased.
 - * Setting resolution or metronome to ON/OFF in the next page affects the recorded tracks.
 - * Recording in the R/P mode is always executed from the first measure. (Recording from the middle can be done by punch-in recording.)
 - * Other modes or functions cannot be selected while recording.
 - * Tempo change affects all 8 tracks, no matter on what track it is recorded. (Therefore, unnatural and unexpected effects may result when several tracks include tempo change.)

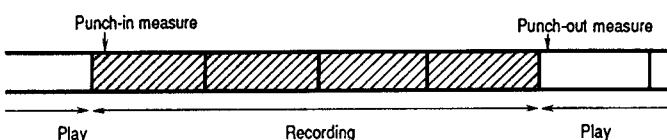
NOTE: Memory space equal to 1 step is taken up by a single bar line. Memory of 2 steps is taken up by notes which bridge over the bar line.

NOTE: After touch and other controller data consume a great deal of memory. It is recommended to set the after touch in the GLOBAL Mode function F 5-2, MIDI Filtering, to DISABLE, especially when recording with a Program that does not use after touch or other controllers.

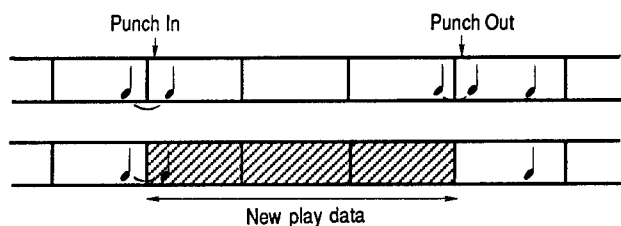
Punch-In Recording

Punch-in recording is used to re-record parts on which mistakes were made or to continue recording on the track which has already been recorded. Recording is done only between the punch-in point and the punch-out point and the song is played back between these points.

1. Set the mode (**[A]**) to P.IN and select the song (**[B]**) and the track (**[C]**) to be recorded.
 2. Move to the next page by pressing the PAGE + key and set the punch-in measure (**[F]**) and the punch-out measure (**[G]**), and move back to the previous page by pressing the PAGE - key.
 3. Set the measure number (**[D]**) to a point a few measures before the punch-in measure.
 4. Press the START/STOP key after pressing the REC key.
 5. Punch-in recording starts after a lead-in of two measures.
- * There is a lead-in only when the punch-in measure is set to "1."
6. Stop recording by pressing the START/STOP key after passing the punch-out point.



NOTE: The data in the fixed punch in/punch out range is lost upon recording. Notes begun and held from one measure before the punch-in measure remain without being erased, but only for the duration of the punch-in measure. Notes held continuously past the punch-out measure point will be recorded only for one measure following the punch-out point.



- * Only the measure immediately following the punch-out point (in other words, the punch-out measure itself) can be recorded and added to the previous play data, and only when the notes are held over the punch-out point.
- * It is impossible to punch in from a measure in the middle of a pattern.

NOTE: Damper or pitch bend effects might occur when playing if settings of damper = off or pitch bend = 0 are included in the specified range. In such cases correct the data by measure edit or event edit.

F 0 - 2 REC SET UP

SONG0	RECORDING	Metronome					
Res=♩/48	MM:OFF	PUNCH: 001→010					
A	B	C	D	E	F	G	H

[A] Res	Resolution	♩/48~♩/1	Quantization of rhythm at recording
[C] MM	Metronome	OFF/ON	Metronome switch
[F]	P - In Measure (Punch In Measure)	1~250	Measure at which punch in is set
[G]	P - Out Measure (Punch Out Measure)	1~250, End	Measure at which punch out is set

- * Resolution determines whether the rhythm is quantized during recording. When set to ♩/1, it is quantized to the nearest quarter note. When set to ♩/48, it is recorded more or less as it is played.
- * Unexpected results might occur when setting to a coarse resolution (such as ♩/1) for recording tracks that include joy stick or control data. In such cases, record at a finer resolution setting and quantize only notes using F 5 - 6, QUANTIZE.
- * The metronome sound is reproduced during playback/recording when setting the Metronome to ON.
- * The metronome sound can also be routed through effects.
- * The available simultaneous voice amount decreases by 1 when using the metronome.
- * P-In Measure (Punch-in Measure) and P-Out Measure (Punch-out Measure) specify the measures to be punched in and punched out when selecting P. IN in function F 0-1 REC/PLAY.

F 0 - 3 MULTI CHANNEL RECORDING

SONG0	MULTI CH REC	Track 1
REC	REC	PLAY PLAY PLAY PLAY PLAY PLAY
A	B	C D E F G H

A	Track 1	PLAY/REC	Setting the track to be recorded to "REC."
B	Track 2	PLAY/REC	
C	Track 3	PLAY/REC	
D	Track 4	PLAY/REC	
E	Track 5	PLAY/REC	
F	Track 6	PLAY/REC	
G	Track 7	PLAY/REC	
H	Track 8	PLAY/REC	

* Displayed when F 0 - 1 PLAY/REC (**C**) is set to "MLT."

The M1's sequencer can also record MIDI data from external devices. The data which matches the MIDI channel of the current track is usually recorded, but also it is possible to record MIDI data on several corresponding tracks at the same time by using the multi-channel recording function.

This function is used when recording multi-channel MIDI data from an external MIDI device. (See F 0 - 1, PLAY/REAL TIME RECORDING for controlling recording parameters when using external MIDI devices.)

1. Set the track to MULTI in F 0-1 PLAY/REC.
2. Select this page by pressing the PAGE + key twice and set the track (1 through 8) to be recorded to REC.
3. Select the MIDI Channel page by pressing the PAGE + key and set the MIDI channel of each track to be recorded to different channel numbers.
4. Record by using F 0-1 PLAY/REC.

- * When there is a concentration of MIDI data in each track, the memory space may be filled up before using up all the memory. It is best to record tracks in the order of the amount of data they will contain. In other words, first record tracks that will have little data, and record tracks with much data later.
- * Internal operations, such as playing the M1's keyboard, are handled as MIDI data of the Global MIDI channel.
- * Punch-in recording is also possible in the multi-channel recording function.
- * All the tracks are played during playback.
- * MIDI messages that can be recorded are: note on/off, pitch bend, program change, channel pressure and control change (0 to 101).

F 1 - 1 TRACK PROGRAM

SONG00	TRACK PROGRAM						T1:A.Piano
*I00	I01	I02	I03	I04	I05	I06	I07
A	B	C	D	E	F	G	H

A	T1 = ... (Track 1)	OFF, I00 ~ I99 C00 ~ C99	Setting the Program of each track
B	T2 = ... (Track 2)	OFF, I00 ~ I99 C00 ~ C99	
C	T3 = ... (Track 3)	OFF, I00 ~ I99 C00 ~ C99	
D	T4 = ... (Track 4)	OFF, I00 ~ I99 C00 ~ C99	
E	T5 = ... (Track 5)	OFF, I00 ~ I99 C00 ~ C99	
F	T6 = ... (Track 6)	OFF, I00 ~ I99 C00 ~ C99	
G	T7 = ... (Track 7)	OFF, I00 ~ I99 C00 ~ C99	
H	T8 = ... (Track 8)	OFF, I00 ~ I99 C00 ~ C99	

This indicates the Program setting for each track. The Program of each track can be changed temporarily while playing.

- * This value changes when changing the Program using F0-1 REC/PLAY, if program change is included in the data which is being played.
- * When changing the song by F0-1 REC/PLAY, the Program number in the song parameter is reset.

F 1 - 2 TRACK VOLUME

SONG00	TRACK VOLUME						Track 1
99	99	99	99	99	99	99	99
A	B	C	D	E	F	G	H

A	Track 1	0~99	Setting the volume of each track.
B	Track 2	0~99	
C	Track 3	0~99	
D	Track 4	0~99	
E	Track 5	0~99	
F	Track 6	0~99	
G	Track 7	0~99	
H	Track 8	0~99	

This determines the volume control setting for the Program of each track. The volume of each track can be changed temporarily while playing.

- * This value changes when adjusting the volume using F 0-1 REC/PLAY, if volume control is included in the data which is being played.
- * When the song is changed by F 0-1 REC/PLAY, the volume value in the song parameter is reset.