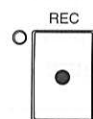


Re-Recording Both Parts Simultaneously

To re-record both parts of an L/R song, follow the procedure below.

1 Press the [REC] button.



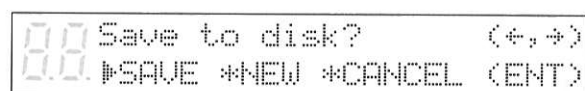
The REC indicator lights and the PLAY/PAUSE indicator flashes.

2 Use the [SONG SELECT] buttons to select the L/R song that you want to re-record.



3 Repeat steps 2 to 7 of "Recording with a Left & Right Split Point" on pages 18 and 19.

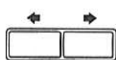
When the [STOP] button is pressed, the following display appears.



The following table gives a description of each of the options.

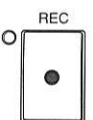
Option	Description
SAVE	The new recording is saved under the current song number.
NEW	The new recording is saved under a new song number. The existing song is kept under the current song number.
CANCEL	The new recording is discarded. The existing song is kept under the current song number.

4 Use the [←][→] cursor buttons to select an option, then press the [ENTER] button.



Re-Recording One Part

1 Press the [REC] button.



The REC indicator lights and the PLAY/PAUSE indicator flashes.

2 Use the [SONG SELECT] buttons to select the L/R song that you want to re-record.



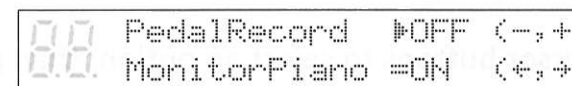
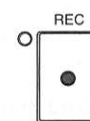
Both PART indicators light green.

3 Use the [PART] buttons to select the part that you want to re-record.



The red PART indicator of the selected part lights.

4 Press the [REC] button until the following display appears.



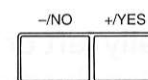
There are two options available on this display: Pedal Record on/off and Monitor Piano on/off.

Parameter	Option	Notes
Pedal Record	OFF	The existing pedal data is kept.
	ON	New pedal data is recorded, replacing the existing data.
Monitor Piano	OFF	While one piano part is being re-recorded, the other part is not played back by the piano.
	ON	While one piano part is being re-recorded, the other part is played back.

5 Use the [←][→] cursor buttons to select an option.



6 Use the [-/NO] [+ /YES] buttons to set the option.



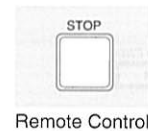
7 To start recording, press the [PLAY/PAUSE] button.

Recording will start immediately, so be sure that you are ready to play the part.

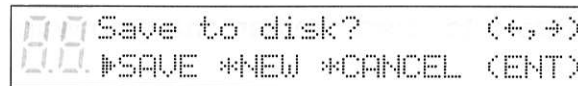


8

When you have finished playing, press the [STOP] button.



The following display appears.

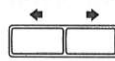


The following table gives a description of each of the options.

Option	Description
SAVE	The re-recorded part is saved with the other existing part under the current song number.
NEW	The re-recorded part is saved under a new song number. The existing parts are kept under the current song number.
CANCEL	The re-recorded part is discarded. The existing parts are kept under the current song number.

9

Use the [←][→] cursor buttons to select an option, then press the [ENTER] button.



Recording a Pedal Count-In

When recording a song, you can also record a “count-in” preceding the song to indicate the tempo and the beginning of the song, as a band leader would do. This is useful when, for example, you want to play a four-hand duet by yourself or enjoy ensemble playing using other instruments along with a song being played back on the Disklavier.

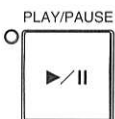
Count-in beats are recorded using the sustain pedal. Each press of the sustain pedal is recorded as a count-in beat. Later when you play back the recorded song, the metronome beeps and the LED volume indicators flash as many times as you pressed the sustain pedal to indicate the count-in beats.

1

Select the part that you want to record — usually left or right — then press the [REC] button to engage the Record Standby mode.

2

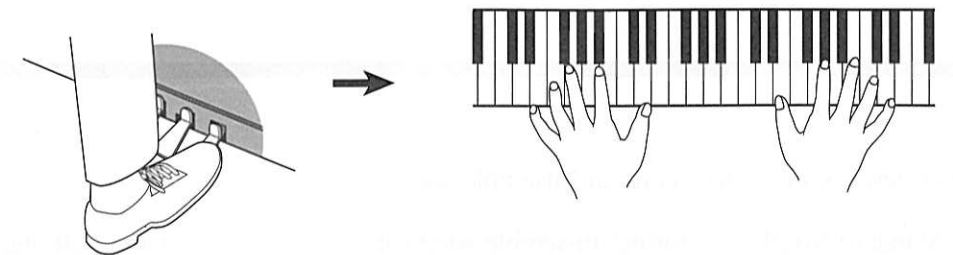
Press the [PLAY/PAUSE] button.



The Disklavier is now ready for you to start playing.

3

Count yourself in by pressing the sustain pedal, then start playing the keyboard.



A pedal count-in can be any number of beats. Press the sustain pedal as many times as necessary; each press will be recorded as a count-in beat.

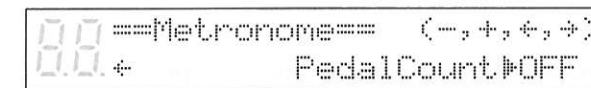
Once you begin recording your song, subsequent sustain pedal presses will not be recorded as count-in beats.

Playback with a Pedal Count-In

When a song recorded with a pedal count-in is played back, you can set the count-in to precede the song. Specifically, the metronome beeps and the LED volume indicators flash to indicate the count-in beats. As the default setting is “OFF”, you need to set it to “ON” when you want the count-in to be played back.

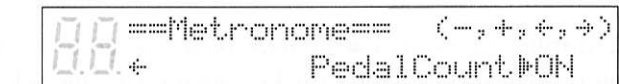
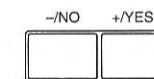
1

Press the [METRONOME] button, then the [→] cursor button until the following display appears.



2

Press the [+ / YES] button to set the Pedal Count parameter to ON.



3

Press the [METRONOME] button to return to the normal display.



4

Press the [PLAY/PAUSE] button to begin playback.



The metronome starts and the LED volume indicators flash to show the count-in beat.

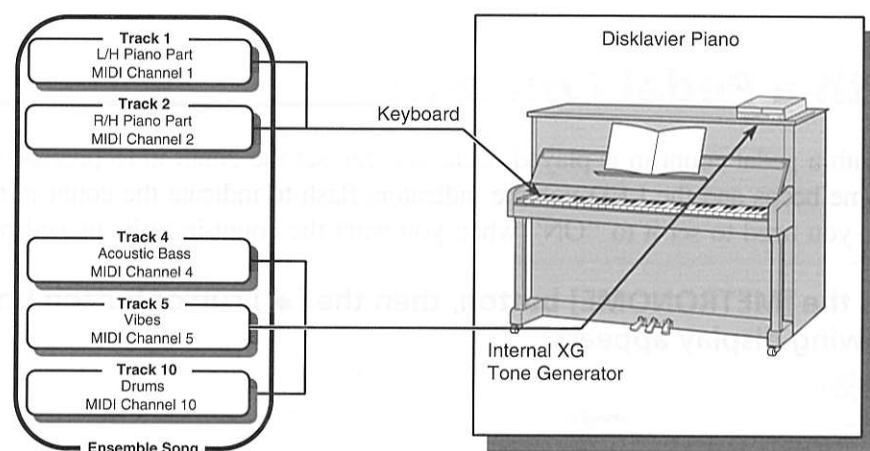
Chapter 4

Recording Ensemble Songs

This chapter describes how to record an Ensemble song.

An SMF (Standard MIDI File) format Ensemble song can have two piano parts (left and right), and up to 14 accompanying instrument tracks. You can select any track for the piano parts and accompanying parts. Continuous piano pedal data is stored with piano parts. Track 10, however, is reserved for the rhythm part.

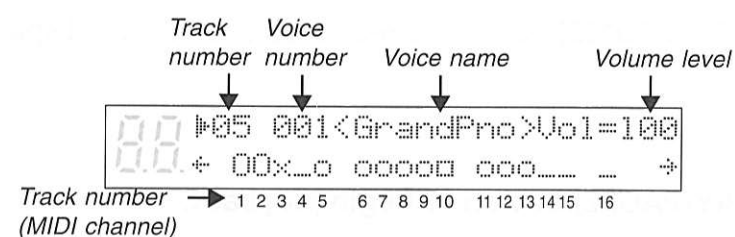
An E-SEQ Ensemble song can have two piano parts (left and right), and up to 13 accompanying instrument tracks. The piano parts are stored on tracks 1 and 2, continuous pedal data is stored on track 3, and track 10 is reserved for the rhythm part.



You can record your Ensemble song onto the Memory Disk or onto a floppy disk.

Ensemble Song Display

From the song title display, press the [▶] cursor button to go to the Ensemble song display. The Ensemble song display shows which tracks contain data and which tracks the Disklavier is playing.



The bottom line of the display shows the status of each of the 16 available tracks, using the following characters.

Symbol	Description
○	Tracks that the piano plays (the piano can play only one or two tracks at the same time).
◦	Accompanying instrument track.
◻	The rhythm track.
—	No part exists on this track.
✕	Continuous pedal data (half pedal). (For E-SEQ songs only.)

During playback, the above symbols are filled to show that note data is being played.

Recording Ensemble Tracks

Ensemble songs can be composed of up to 16 tracks which you record individually.

A track can be built up in stages by overdubbing, a method used most often in creating a rhythm track. For example, you could record a bass drum first, then overdub a snare drum, then overdub hi-hats, etc. See "Overdubbing a Track" on page 28.

You can also auto-correct the timing of constant-tempo notes by "quantizing," another method most often used for rhythm tracks. See "Quantizing Notes" on page 30.

The voice and volume of each track can be altered after recording, and tracks can be mixed, copied, moved, transposed, and deleted. See Chapter 5, "Editing Tracks."

To record piano parts to the Ensemble song, see Chapter 3, "Recording L/R Songs."

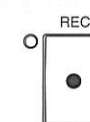
1

Insert a formatted floppy disk into the disk drive, as necessary.

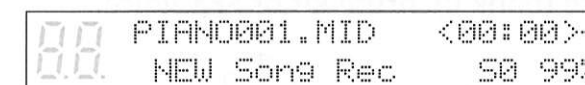
Note: If you want to record onto the Memory disk, make sure there is no floppy disk inserted in the disk drive.

2

Press the [REC] button to engage the Record Standby mode.



The REC indicator lights and the PLAY/PAUSE indicator flashes.



A new song number is created for the new recording. For example, if the last song to be recorded was No. 6, then the new song will be No. 7.

If you are recording an additional track to an existing Ensemble song, select the Ensemble song using the **SONG SELECT/REV + FWD** buttons.

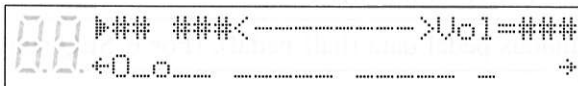
→ You can title your new song either now or after recording. In either case, see "Song Titling and Title Editing" on page 7.

3

Press the [↔] cursor button or the [VOICE] button.



A display similar to the following appears.



Existing tracks are indicated by the filled symbols on the bottom line of the display.

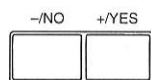
The following table shows the voice and volume parameters that can be set for each track.

Parameter	Range	Notes
Track	SMF songs: 1 to 16	Select the track to record.
	E-SEQ songs: 1 to 16 (excluding 3)	Select the track to record
Basic voice	1 to 128; 11 drum kit types; SFX voices	Select a basic voice, drum kit or SFX voice on the MIDI tone generator. See "XG Normal Voice List" on pages 10 and 11 in the Appendix section of this manual for a full listing of XG voices.
Variation voice	(0 to 101)	Select a variation voice where available. The bank number of the variation voice is temporarily displayed in place of the Vol parameter. See "XG Normal Voice List" on pages 10 and 11 in the Appendix section of this manual for a full listing of XG voices.
Volume	0 to 127	Set the volume of the voice.

Track 10 can only be used as the rhythm track. However, you can select a different track and set its voice to a drum kit.

4

Use the [-/NO] [+ /YES] buttons to select the track that you want to record.



5

Press the [↔] cursor button once, then use the [-/NO] [+ /YES] buttons to select a basic voice (bank 0), drum kit or SFX voice.



The voice number and name change accordingly.

See the Appendix "Internal XG Tone Generator Voice & Drum Kit List" on pages 56 and 57 in the *Getting Started & Playback Manual* for a listing of available voices.

See also "XG Drum Voice List" on page 14 of the Appendix "MIDI Data Format" provided at the end of this manual for a list of voices assigned to each key.

6

Press the [↔] cursor button, then use the [-/NO] [+ /YES] buttons to select a variation voice.



The voice name changes accordingly, and its bank number is temporarily displayed in place of the Vol parameter.

→ See "XG Normal Voice List" on pages 10 and 11 in the Appendix section of this manual for a full listing of available voices.

7

Press the [↔] cursor button once more, then use the [-/NO] [+ /YES] buttons to set the track's volume.



This volume setting only adjusts the volume of the currently selected track. The volume can be set from 0 to 127.

→ The track's voice selection and volume setting can be edited after recording. See "Editing a Track's Voice & Volume" on page 32.

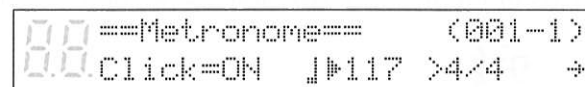
8

If you want to use the quantize function, press the [METRONOME] button and make the necessary settings.

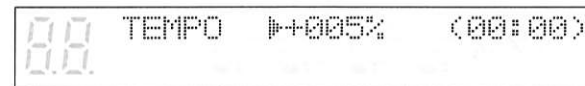


See "Recording with the Metronome" on page 9 for details about setting up the metronome.

For new songs or when re-recording a song recorded in **measures and beats**, the following display appears.

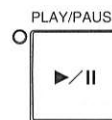


When re-recording a song recorded in **minutes and seconds**, the following display appears.



9

Press the [PLAY/PAUSE] button.



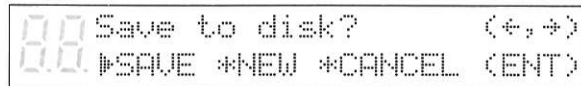
Recording will start immediately.

10

When you have finished playing, press the [STOP] button.



The following display appears.



The following table gives a description of each of the options.

Option	Description
SAVE	The new track is saved with the existing tracks under the current song number.
NEW	The new track is saved and the existing tracks are saved under a new song number. The existing tracks are also kept under the current song number.
CANCEL	The new track is discarded. The existing tracks are kept under the current song number.

11

Use the [←] [→] cursor buttons to select an option, then press the [ENTER] button.



Overdubbing a Track

Once a track has been recorded, extra parts can be overdubbed. This is especially useful for creating a rhythm track. For example, you could record a bass drum first, then overdub a snare drum, then overdub hi-hats, etc.

1st RECORDING
Bass Drum

OVERDUB
Snare Drum

OVERDUB
Closed hi-hats

Completed
Rhythm Track

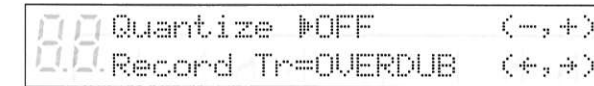
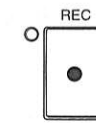
1

Make the recording settings as described in the previous section, "Recording Ensemble Tracks" up to step 8.

Be sure to select the track to which you want to overdub the new recording.

2

Press the [REC] button until the following display appears.



Be sure that the Record Tr parameter is set to OVERDUB.

If it is not, press the [→] cursor button to position the ▸ next to the Record Tr parameter, then use the [-/NO] [+ /YES] buttons to set it to OVERDUB.

Option	Description
OVERDUB	The new recording is added to the existing parts.
REPLACE	The new recording replaces the existing parts.

3

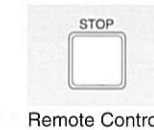
Press the [PLAY/PAUSE] button.



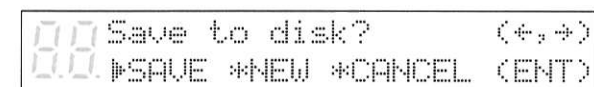
Recording will start immediately.

4

When you have finished playing the overdub, press the [STOP] button.



The following display appears.



The following table gives a description of each of the options.

Option	Description
SAVE	The new overdub is saved with the existing track under the current song number.
NEW	The new overdub is saved with the existing tracks under a new song number. The existing track is kept under the current song number.
CANCEL	The new overdub is discarded. The existing track is kept under the current song number.

5

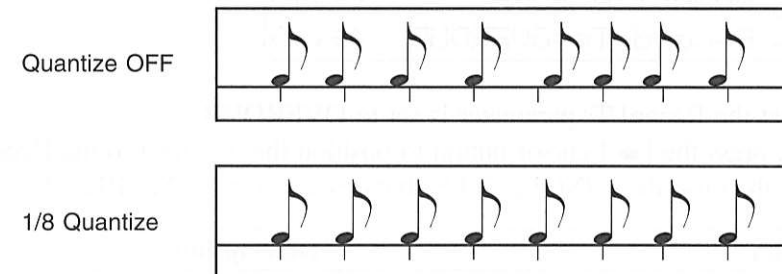
Use the [←] [→] cursor buttons to select an option, then press the [ENTER] button.



Quantizing Notes

Quantize is a function for auto-correcting the timing of notes you play on the piano. It is especially useful for recording rhythm tracks.

In the following example, a measure of 8th notes is shown recorded first with quantize set to off, and then with quantize set to 1/8.



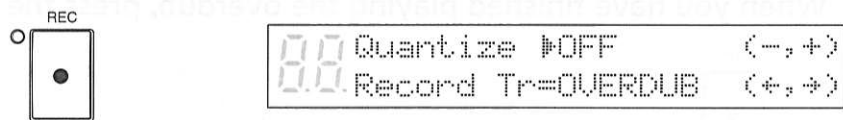
Each track overdub can be recorded using a different quantize value.


Quantize is a permanent operation. A quantized track cannot be played back unquantized.

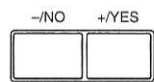
1 Make the recording settings as described in "Recording Ensemble Tracks" up to step 8.

Be sure to set the metronome in step 8.

2 Press the [REC] button until the following display appears.



3 With the  cursor next to the Quantize parameter, use the [-/NO] [+ /YES] buttons to set a quantize value.

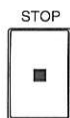


The Quantize parameter can be set to the following values: off, 1/4, 1/6, 1/8, 1/12, 1/16.

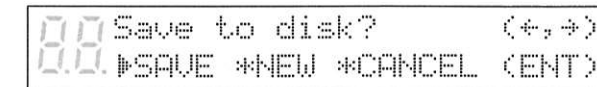
4 Press the [PLAY/PAUSE] button.



5 When you have finished playing, press the [STOP] button.



The following display appears.



The following table gives a description of each of the options.

Option	Description
SAVE	The new track is saved with the existing tracks under the current song number.
NEW	The new track and the existing tracks are saved under a new song number. The existing tracks are kept under the current song number.
CANCEL	The new track is discarded. The existing tracks are kept under the current song number.

6 Use the [] [] cursor buttons to select an option, then press the [ENTER] button.



Chapter 5

Editing Tracks

You can edit a track's voice selection and volume setting after recording through a simple procedure described below.

You can also use the Track Editing functions to mix, move, copy, delete, and transpose tracks of an Ensemble song after recording.

Editing a Track's Voice & Volume

You can edit a track's voice selection and volume setting after recording and save the edited data.

1 Press the [REC] button to engage the Record Standby mode.

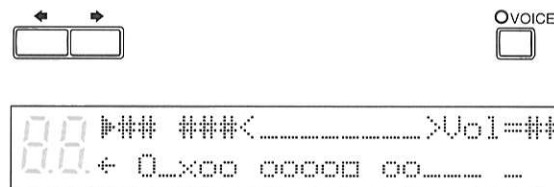


The REC indicator lights and the PLAY/PAUSE indicator flashes.

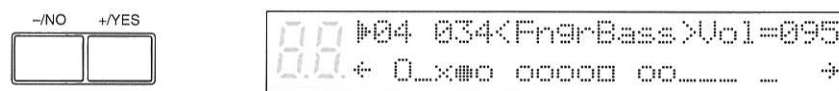
2 Use the [SONG SELECT] buttons to select the song that you want to edit.



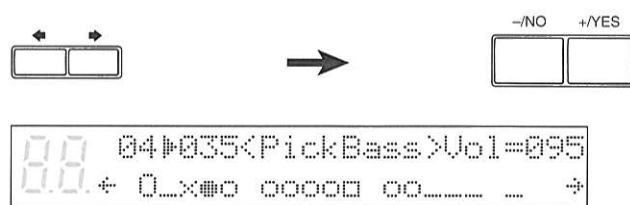
3 Press the [] cursor button or the [VOICE] button.



4 Use the [-NO] [+YES] buttons to select the track whose voice or volume you want to change.

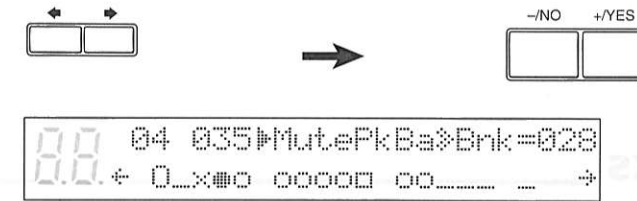


5 Press the [] cursor button, then use the [-/NO] [+YES] buttons to change the voice number.



The voice number and name in the display change accordingly. You can select a voice number from 1 to 128.

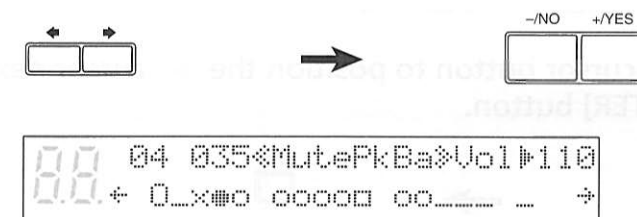
6 Press the [] cursor button, then use the [-/NO] [+YES] buttons to select a variation voice.



The voice name changes accordingly, and its bank number is temporarily displayed in place of the Vol parameter.

→ See “XG Normal Voice List” on pages 10 and 11 in the Appendix section of this manual for a full listing of available voices.

7 Press the [] cursor button, then use the [-/NO] [+YES] buttons to change the track's volume.

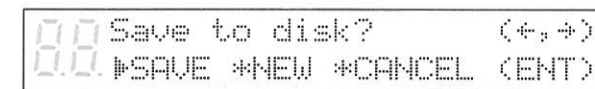


This volume setting will not adjust the overall volume of the tone generator, only the volume of the currently selected track. The volume can be set from 0 to 127.

8 Press the [STOP] button.



The following display appears.



The following table gives a description of each of the options.

Option	Description
SAVE	The voice and volume changes are saved with the existing tracks under the current song number.
NEW	The voice and volume changes are saved with the existing tracks under a new song number. The existing tracks will also be kept under the current song number.
CANCEL	The voice and volume changes are discarded. The existing tracks are kept under the current song number.

- 9 Use the [←][→] cursor buttons to select an option, then press the [ENTER] button.

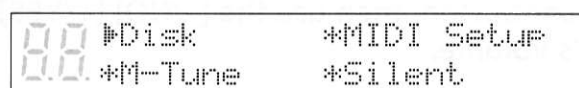


Mixing Two Tracks

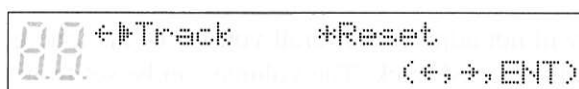
- 1 Press the [FUNC.] button.



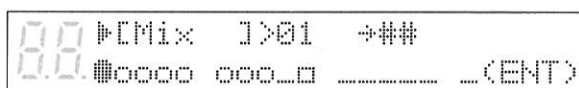
The FUNC. indicator lights and the Function menu display appears.



- 2 Press the [→] cursor button to position the cursor next to Track, then press the [ENTER] button.



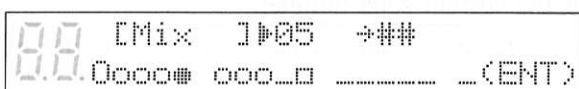
The following display appears.



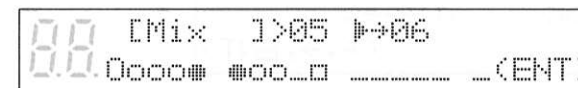
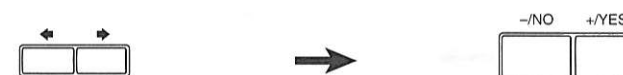
- 3 Press the [→] cursor button to position the cursor at its next position, then use the [-/NO] [+/YES] buttons to select the first track you want to mix.



You can select tracks 01 to 16.
The symbol of the selected track is blackened.



- 4 Press the [→] cursor button to position the cursor next to the arrow, then use the [-/NO] [+/YES] buttons to select the second track.

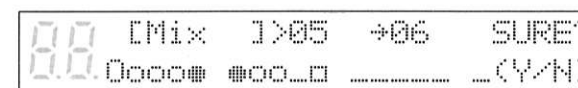


The above example shows that track 05 is to be mixed into track 06.

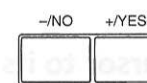
- 5 Press the [ENTER] button.



A display similar to the following appears.



- 6 Press the [+/YES] button to mix the tracks.



The first track is merged into the second track and then deleted.

Note: The voice and volume data from the first track will be lost. The voice and volume data from the second track will be used.

Note: If a piano track is mixed with an Ensemble track or vice versa, the piano track's continuous pedal data (half pedal) will be lost, but the on/off pedal data will be kept.

If you do not want to mix the two tracks, press the [-/NO] button to cancel the function.

Moving a Track

You can move data from one track to a different track.

- 1 Press the [FUNC.] button.

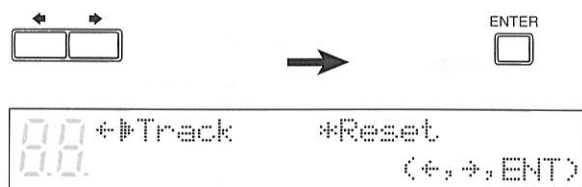


The FUNC. indicator lights and the Function menu display appears.

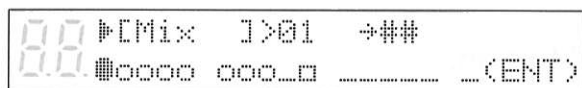


2

Press the [▶] cursor button to position the ▶ cursor next to Track, then press the [ENTER] button.



The following display appears.



3

With the ▶ cursor at the far left, press the [-/NO] [+ /YES] buttons until "Move" appears.

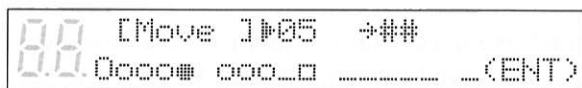


4

Press the [▶] cursor button to move the ▶ cursor to its next position, then use the [-/NO] [+ /YES] buttons to select the track you want to move.

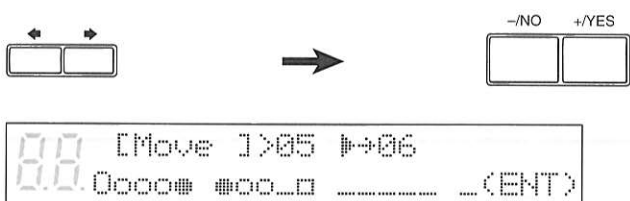


The symbol of the selected track is blackened.



5

Press the [▶] cursor button to position the ▶ cursor next to the arrow, then use the [-/NO] [+ /YES] buttons to select the destination track.



The above example shows that track 05 is to be moved to track 06.

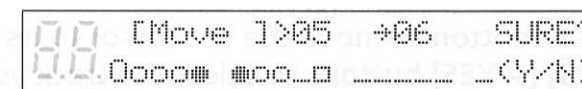
Note: Any data that already exists on the destination track will be overwritten.

6

Press the [ENTER] button.

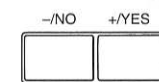


A display similar to the following appears.



7

Press the [+ /YES] button to move the track.



The selected track is moved to its new destination track and then deleted. If you do not want to move the track, press the [-/NO] button to cancel the function.

Note: If a piano track is moved to an Ensemble track or vice versa, the piano track's continuous pedal data (half pedal) will be lost, but the on/off pedal data will be kept.

Copying a Track

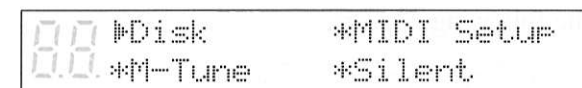
Tracks can be copied to another track.

1

Press the [FUNC.] button.

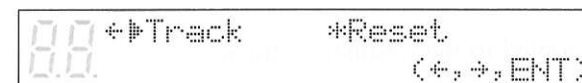


The FUNC. indicator lights and the Function menu display appears.

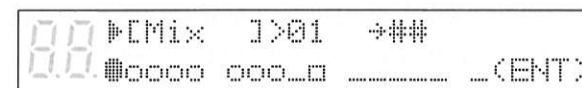


2

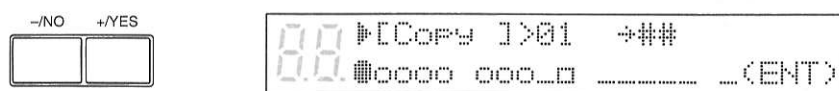
Press the [▶] cursor button to position the ▶ cursor next to Track, then press the [ENTER] button.



The following display appears.



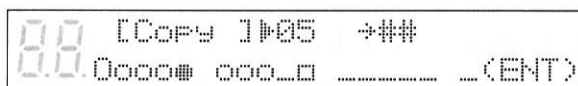
3 With the cursor at the far left, press the [-/NO] [+ /YES] buttons until "Copy" appears.



4 Press the cursor button to move the cursor to its next position, then use the [-/NO] [+ /YES] buttons to select the track you want to copy.



The symbol of the selected track is blackened.



5 Press the cursor button to position the cursor next to the arrow, then use the [-/NO] [+ /YES] buttons to select the destination track.



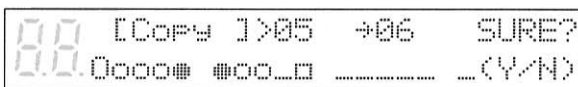
The above example shows that track 05 is to be copied to track 06.

Note: Any data that already exists on the destination track will be overwritten.

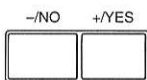
6 Press the [ENTER] button.



A display similar to the following appears.



7 Press the [+ /YES] button to copy the track.



The selected track is copied to the destination track.

If you do not want to copy the track, press the [-/NO] button to cancel the function.

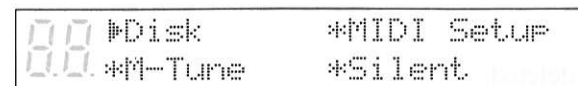
Note: If a piano track is copied to an Ensemble track or vice versa, the piano track's continuous pedal data (half pedal) will be lost, but the on/off pedal data will be kept.

Deleting a Track

1 Press the [FUNC.] button.



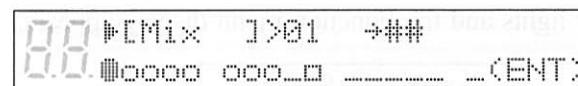
The FUNC. indicator lights and the Function menu display appears.



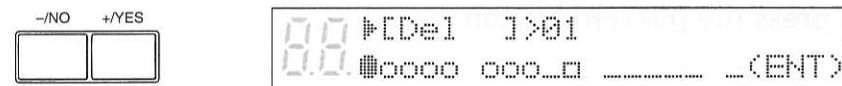
2 Press the cursor button to position the cursor next to Track, then press the [ENTER] button.



The following display appears.



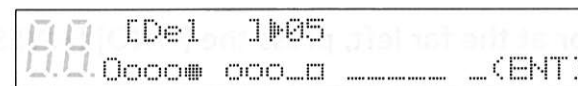
3 With the cursor at the far left, press the [-/NO] [+ /YES] buttons until "Del" appears.



4 Press the cursor button to move the cursor to its next position, then use the [-/NO] [+ /YES] buttons to select the track you want to delete.



The symbol of the selected track is blackened.



The above example shows that track 05 is to be deleted.

5 Press the [ENTER] button.



A display similar to the following appears.

```
00 [Del ]>05 SURE?
00.0000# 000_0 _____ (Y/N)
```

6

Press the [+ / YES] button to delete the track.

```
-/NO +/YES
[ ] [ ]
```

The selected track is deleted.

If you do not want to delete the track, press the [- / NO] button to cancel the function.

Transposing a Track

1

Press the [FUNC.] button.

```
oFUNC.
[ ]
```

The FUNC. indicator lights and the Function menu display appears.

```
00 Disk *MIDI Setup
00 *M-Tune *Silent
```

2

Press the [] cursor button to position the cursor next to Track, then press the [ENTER] button.

```
[ ] [ ] → ENTER
[ ] [ ]
```

```
00 ←Track *Reset
00 (←, →, ENT)
```

The following display appears.

```
00 [Mix ]>01 →##
00.0000 000_0 _____ (ENT)
```

3

With the cursor at the far left, press the [- / NO] [+ / YES] buttons until "Trans" appears.

```
-/NO +/YES
[ ] [ ]
```

```
00 [Trans]>01 00
00.0000 000_0 _____ (ENT)
```

4

Press the [] cursor button to move the cursor to its next position, then use the [- / NO] [+ / YES] buttons to select the track you want to transpose.

```
[ ] [ ] → [ ] [ ]
-/NO +/YES
```

You can select tracks 01 to 16 and ALL tracks. The symbol of the selected track is blackened.

```
00 [Trans]>05 00
00.0000# 000_0 _____ (ENT)
```

Note: Even if you select ALL, a track containing rhythm parts will not be transposed. However, they may be transposed in cases where the external data contains rhythm tracks that are assigned by MIDI system exclusive messages.

5

Press the [] cursor button to move the cursor to its next position, then use the [- / NO] [+ / YES] buttons to set the desired transposition value.

```
[ ] [ ] → [ ] [ ]
-/NO +/YES
```

```
00 [Trans]>05 →+28
00.0000# 000_0 _____ (ENT)
```

You can set transposition values from -60 to +60.

The above example shows that track 05 is to be transposed to a value of +28.

6

Press the [ENTER] button.

```
ENTER
[ ]
```

A display similar to the following appears.

```
00 [Trans]>05 +28 SURE?
00.0000# 000_0 _____ (Y/N)
```

7

Press the [+ / YES] button to transpose the track.

```
-/NO +/YES
[ ] [ ]
```

If you do not want to transpose the track, press the [- / NO] button to cancel the function.

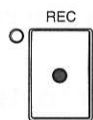
Editing the Piano Track Assignments

You can change the piano track assignments for songs played by the Disklavier and save the changes with the song. This is especially helpful when you want to “correct” MIDI files which have come from external sources in which the piano parts were assigned to tracks other than 1 and 2, so that they are played correctly on the Disklavier.

Note: If the external data is an SMF format 1 song, you will need to convert song type to SMF format 0, since the Disklavier cannot edit SMF format 1 songs.

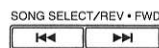
Note: With E-SEQ songs, piano parts are restricted to tracks 1 and 2. If you want to change the piano track assignments, either convert song type to SMF format 0, or use the Track Editing function for moving tracks (see “Moving a Track” on page 35).

1 Press the [REC] button to engage the Record Standby mode.

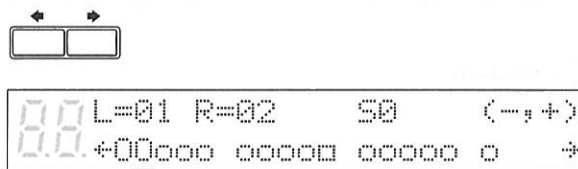


The REC indicator lights and the PLAY/PAUSE indicator flashes.

2 Use the [SONG SELECT] buttons to select the song that you want to edit.



3 Press the [▶] cursor button until a display similar to the following appears.



Existing tracks are indicated by the filled symbols on the bottom line of the display.

4 Press the [▶] cursor button until the cursor is next to the L= parameter, then use the [-/NO] [+ /YES] buttons to select the track to which you want to assign the left piano part.



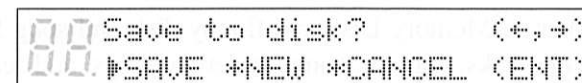
5 Press the [▶] cursor button to position the cursor next to the R= parameter, then use the [-/NO] [+ /YES] buttons to select the track to which you want to assign the right piano part.



6 Press the [STOP] button.



The following display appears.



The following gives a description of each of the options.

Option	Description
SAVE	The new track assignments are saved under the current song number.
NEW	The song with the new track assignments are saved under a new song number.
CANCEL	The new track assignments are discarded. The existing song is kept under the current song number.

7 Use the [◀] [▶] cursor buttons to select an option, then press the [ENTER] button.



→ If, after you playback the “corrected” song on the Disklavier, you want to adjust the volume of the piano part, see “Editing a Track’s Voice & Volume” on page 32.