

4

Press the [PLAY/PAUSE] button to start recording.

Playback of the first part starts immediately, so be sure that you are ready to play the second part along with it.



5

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



The following display appears.

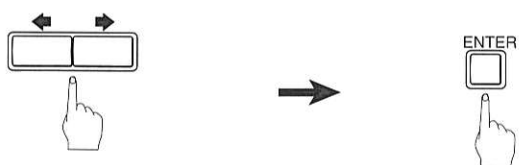
```
Save to disk?      (←, →)
▶SAVE *NEW *CANCEL (ENT)
```

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

Option	Description
SAVE	The second part is saved with the first part under the current song number.
NEW	The second part is saved under a new song number. The first part is kept under the previous song number.
CANCEL	The second part is discarded. The first part is kept under the previous song number.

6

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



## Recording with a Left & Right Split Point

For this type of L/R song recording, a keyboard split point is set before recording, then the left- and right-hand parts are played simultaneously. Notes played on the left-hand side of the split point are saved as the left-hand part, and notes played on the right-hand side of the split point are saved as the right-hand part.

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 [RECORD] button to engage the Record Standby mode.



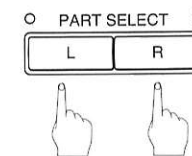
The RECORD indicator lights and the PLAY/PAUSE indicator flashes.

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.

- You can title your new recording either now or after recording. In either case, see “Song Titling and Title Editing” on page 6.
- If you want to record your L/R song using the metronome, see “Recording with the Metronome” on page 9.
- If you want to record a pedal count-in, see “Recording a Pedal Count-In” on page 23.

3

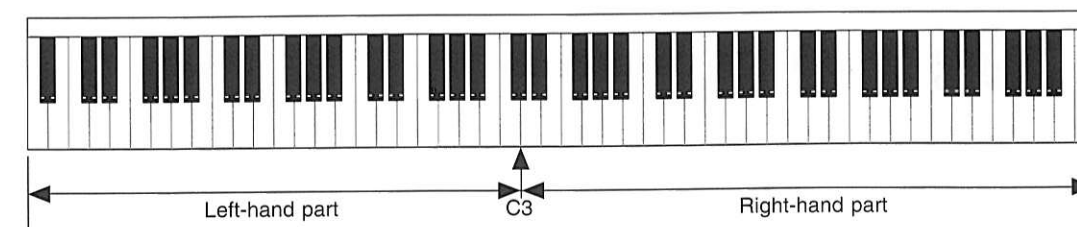
Press both the [PART SELECT L] and [PART SELECT R] buttons so that both indicators light red.



The following display appears.

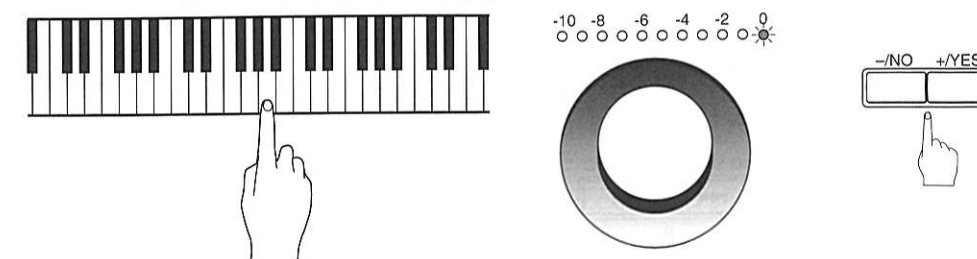
```
--SPLIT POINT--
LIC3 IR      (KEY ←, →)
```

The above display shows that the default keyboard split point is note C3, or middle C. In this case, note C3 and notes below are saved as the left-hand part and note C#3 and above are saved as the right-hand part, as shown in the following figure.



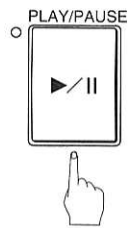
4

To change the split point, press a key on the keyboard, use the Dial, or press the [-/NO] and [+ /YES] buttons.



The split point can be set from note A-1 to note C7.

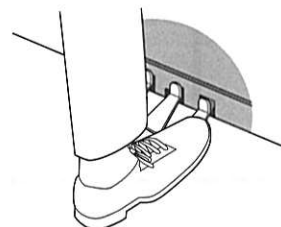
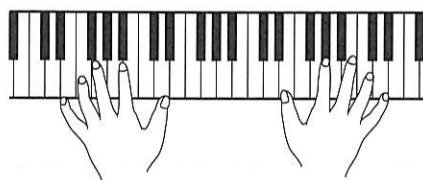
**5** Press the [PLAY/PAUSE] button.



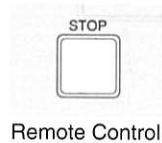
The Disklavier is now ready for you to play.

**6** Start playing your song with the left- and right-hand parts and the pedal part simultaneously.

As soon as you play the keyboard or press a pedal, recording will start.



**7** When you have finished playing your song, press the [STOP] button.

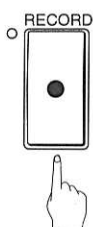


Your new L/R song is saved to disk.

## Re-Recording Both Parts Simultaneously

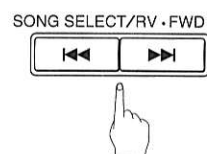
To re-record both parts of an L/R song, follow the procedure below.

**1** Press the [RECORD] button.



The RECORD 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 19 and 20.

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

```
Save to disk?      (←,→)
▶SAVE *NEW *CANCEL (ENT)
```

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

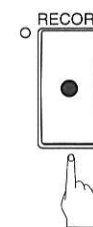
Option	Description
SAVE	The new recording is saved under the current song number.
NEW	The new recording is saved under a new song number. The existing song is kept under the current song number.
CANCEL	The new recording is discarded. The existing song is kept under the current song number.

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



## Re-Recording One Part

**1** Press the [RECORD] button.



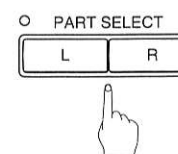
The RECORD indicator lights and the PLAY/PAUSE indicator flashes.

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



Both PART SELECT indicators light green.

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



The PART SELECT indicator of the selected part lights red.

4

Press the [RECORD] button twice.



The following display appears.

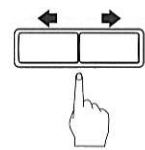
```
PedalRecord  #OFF (-,+)  
MonitorPiano #ON (+,+)
```

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.

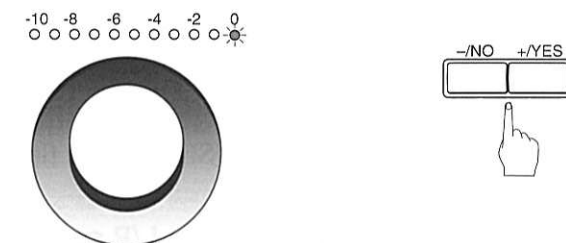
5

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



6

Use the Dial or the [-/NO] and [+ /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.

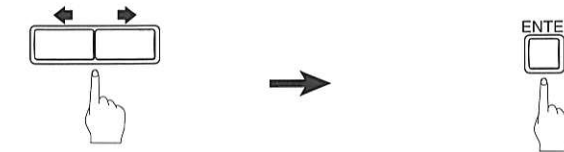
```
Save to disk?      (+,+)  
#SAVE *NEW *CANCEL (ENT)
```

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 [RECORD] button to engage the Record Standby mode.

2

Press the [PLAY/PAUSE] button.



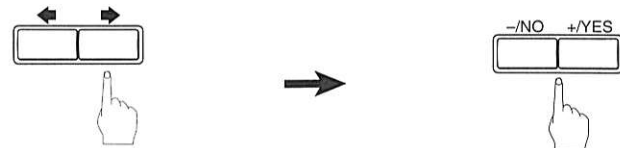
The Disklavier is now ready for you to start playing.





See the Appendix “Internal XG Tone Generator Voice & Drum Kit List” on pages 51 and 52 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.

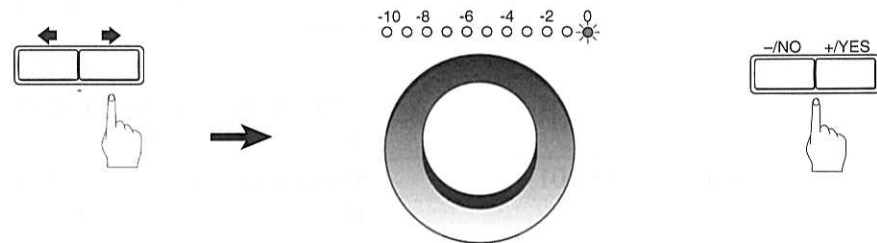
**6 Press the [↔] cursor button, then use the [-/NO] and [+ /YES] buttons to select a variation voice.**



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 Dial or the [-/NO] and [+ /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.

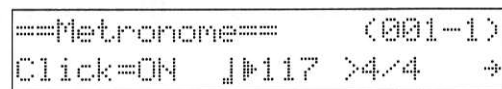
→ The track’s voice selection and volume setting can be edited after recording. See “Editing a Track’s Voice & Volume” on page 34.

**8 Press the [METRONOME] button and make the settings as necessary.**

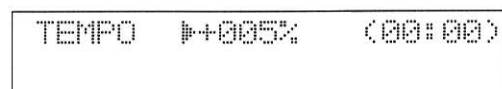


If you want to use the quantize function, you must set the metronome. See “Recording with the Metronome” on page 9 for details about setting up the metronome.

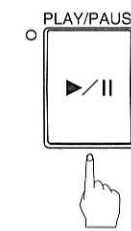
For new songs or when re-recording a song recorded in **measures and beats**, the following display appears.



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

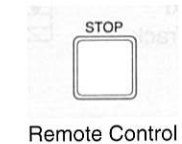


**9 Press the [PLAY/PAUSE] button.**

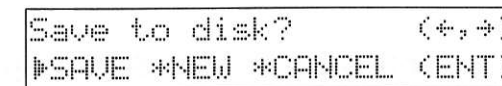


Recording will start immediately.

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



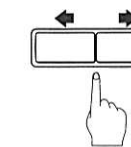
The following display appears.



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 [RECORD] 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 Dial or the [-/NO] and [+ /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.

Quantize OFF

1/8 Quantize

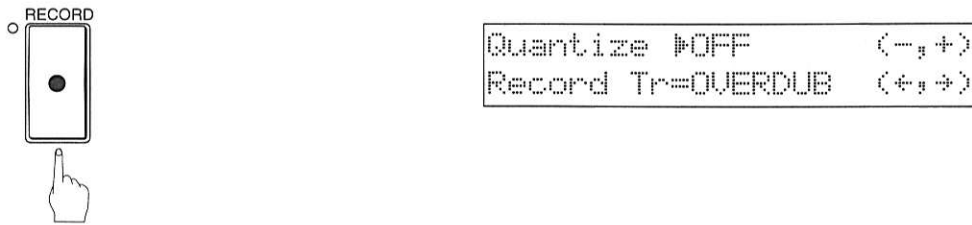
Each track overdub can be recorded using a different quantize value.

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

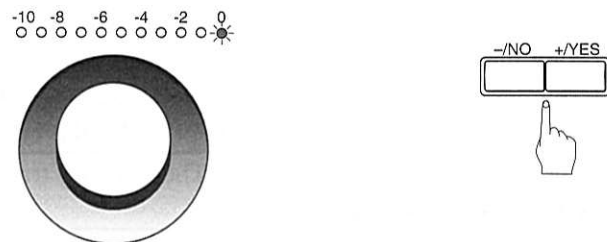
**1** Make the recording settings as described in "Recording Ensemble Tracks" up to step 8.

Be sure to set the metronome in step 8.

**2** Press the [RECORD] button until the following display appears.



**3** With the cursor next to the Quantize parameter, use the Dial or the [-/NO] and [+ /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.

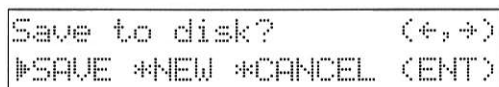
**4** Press the [PLAY/PAUSE] button.



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



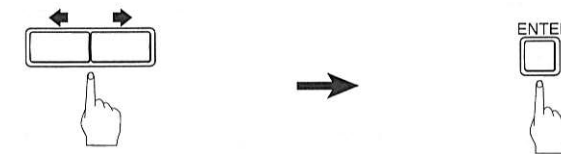
The following display appears.



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 [RECORD] button to engage the Record Standby mode.



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

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

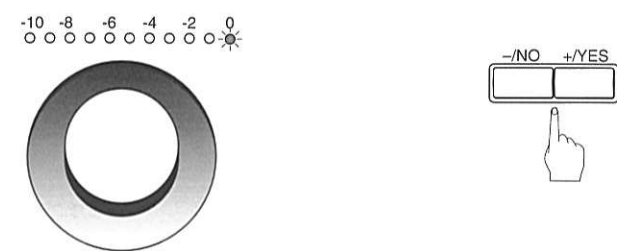


**3** Press the [↔] cursor button or the [VOICE] button.



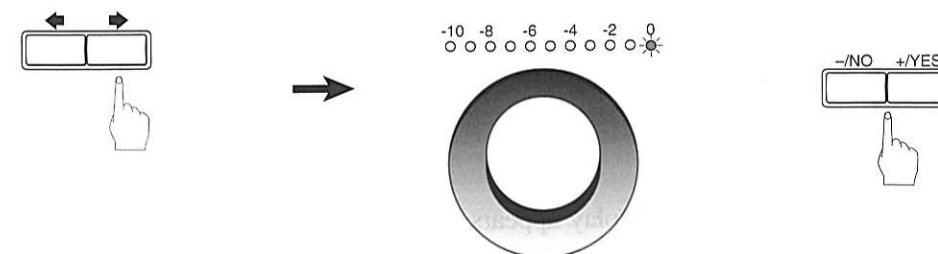
```
▶### ###<_____>Vol=####
+ Q_x#o oooooo oo_____ - +
```

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



```
▶04 034<FnrBass>Vol=095
+ Q_x#o oooooo oo_____ - +
```

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

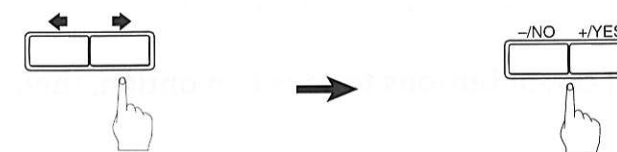


```
04▶035<PickBass>Vol=095
+ Q_x#o oooooo oo_____ - +
```

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

See the "Internal XG Tone Generator Voice & Drum Kit List" supplemented on pages 51 and 52 of the *Getting Started & Playback Manual* for a listing of basic voices.

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

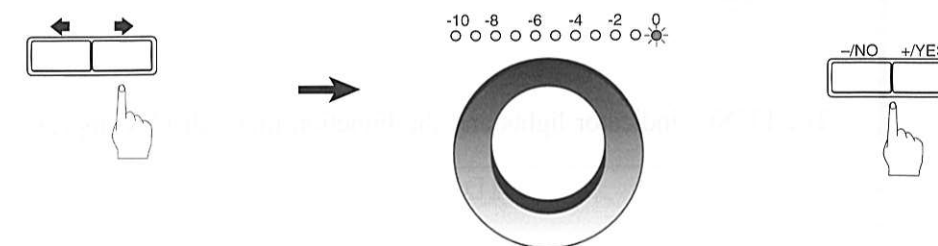


```
04 035▶MutePkBa>Brk=028
+ Q_x#o oooooo oo_____ - +
```

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 Dial or the [-/NO] and [+ /YES] buttons to change the track's volume.



```
04 035<PickBass>Vol▶110
+ Q_x#o oooooo oo_____ - +
```

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.



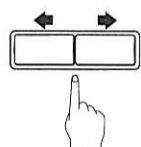
The following display appears.

```
Save to disk?      (+, +)
▶SAVE *NEW *CANCEL (ENT)
```

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

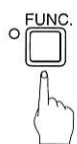
Option	Description
SAVE	The voice and volume changes are saved with the existing tracks under the current song number.
NEW	The voice and volume changes are saved with the existing tracks under a new song number. The existing tracks will also be kept under the current song number.
CANCEL	The voice and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

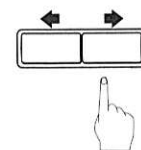
### 1 Press the [FUNC.] button.



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

```
▶Disk      *MIDI Setup →
*M-Tune    (+, +, ENT)
```

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

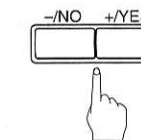
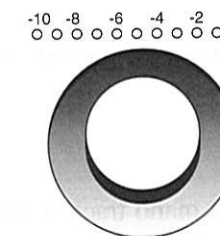
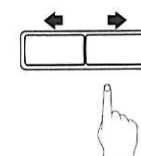


```
▶▶Track      *Reset
              (+, +, ENT)
```

The following display appears.

```
▶Mix  ]>01  +##
||oooo ooo_0 _____ (ENT)
```

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

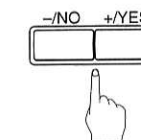
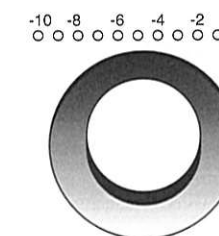
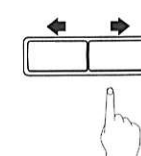


You can select tracks 01 to 16.

The symbol of the selected track is blackened.

```
[Mix  ]▶05  +##
Ooooo# ooo_0 _____ (ENT)
```

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



```
[Mix  ]>05 ▶→06
Ooooo# #oo_0 _____ (ENT)
```

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

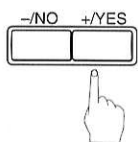
5 Press the [ENTER] button.



A display similar to the following appears.

```
[Mix ]>05 +06 SURE?
0000# 0000_ _ _ _ _ (Y/N)
```

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.

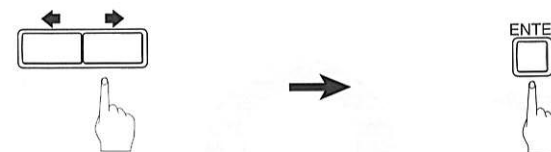
1 Press the [FUNC.] button.



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

```
*Disk *MIDI Setup +
*M-Tune (+, +, ENT)
```

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

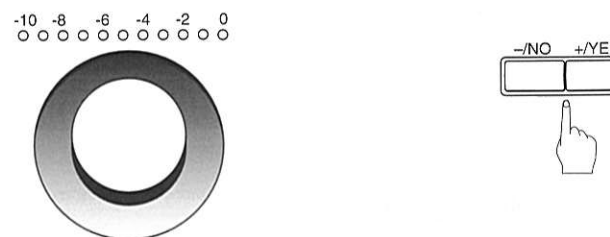


```
*Track *Reset
(+, +, ENT)
```

The following display appears.

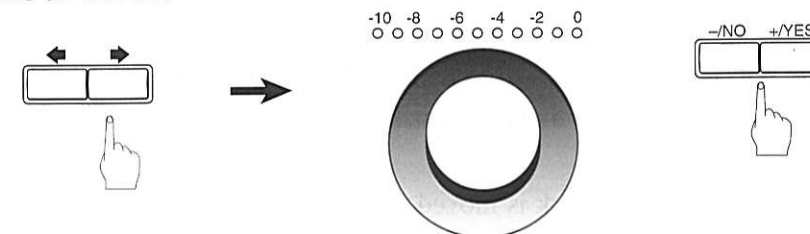
```
[Mix ]>01 +##
0000 0000_ _ _ _ _ (ENT)
```

3 With the cursor at the far left, use the Dial or the [- / NO] and [+ / YES] buttons until "Move" appears.



```
[Move ]>01 +##
0000 0000_ _ _ _ _ (ENT)
```

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

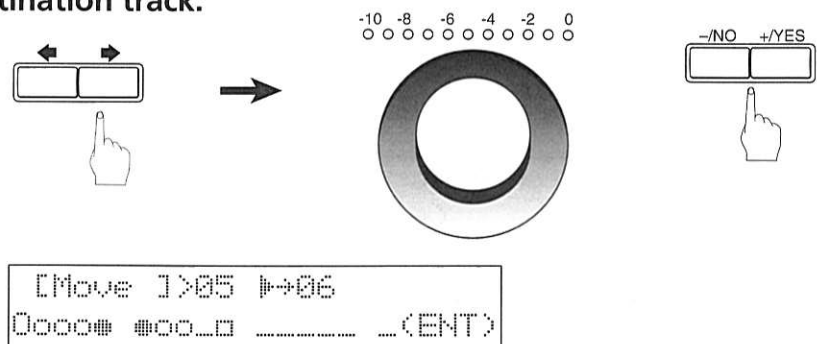


The symbol of the selected track is blackened.

```
[Move ]>05 +##
0000# 0000_ _ _ _ _ (ENT)
```

5

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

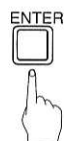


The above example shows that track 05 is to be moved to track 06.

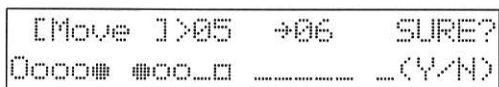
Note: Any data that already exists on the destination track will be overwritten.

6

Press the [ENTER] button.

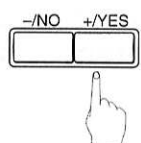


A display similar to the following appears.



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.

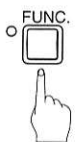
Note: If a piano track is moved to an Ensemble track or vice versa, the piano track's continuous pedal data (half pedal) will be lost, but the on/off pedal data will be kept.

## Copying a Track

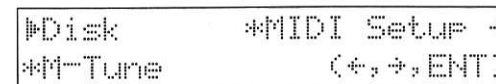
Tracks can be copied to another track.

1

Press the [FUNC.] button.

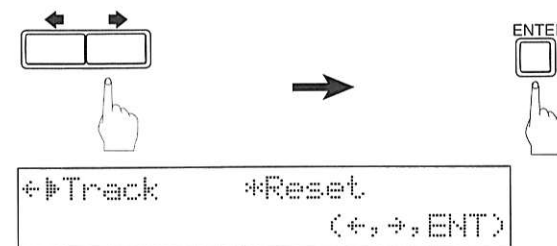


The FUNC. indicator lights and the Function menu display appears.

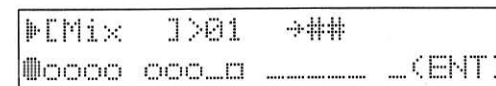


2

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

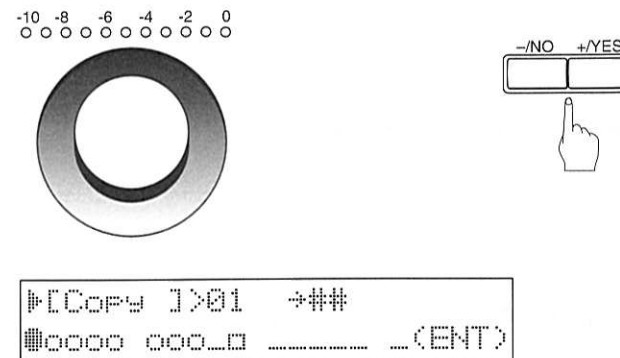


The following display appears.



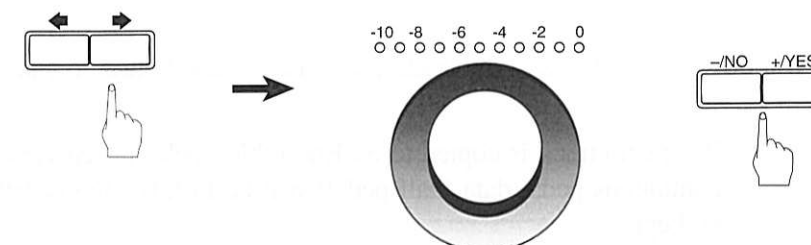
3

With the ▶ cursor at the far left, use the Dial or the [-/NO] and [+ /YES] buttons until "Copy" appears.

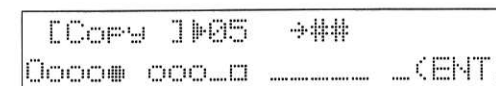


4

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

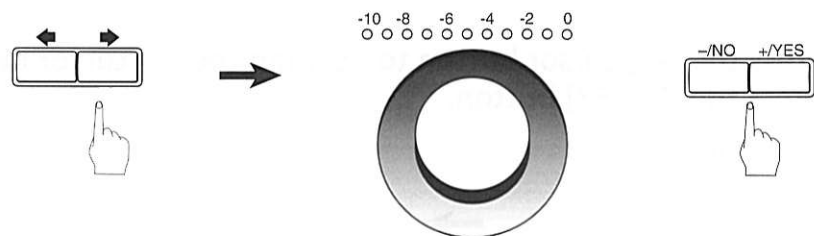


The symbol of the selected track is blackened.



5

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



```
[Copy] >05 →06
00000 00000 _____ (ENT)
```

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.

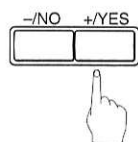


A display similar to the following appears.

```
[Copy] >05 →06 SURE?
00000 00000 _____ (Y/N)
```

7

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



The selected track is copied to the destination track.

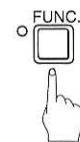
If you do not want to copy the track, press the [-/NO] button to cancel the function.

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.

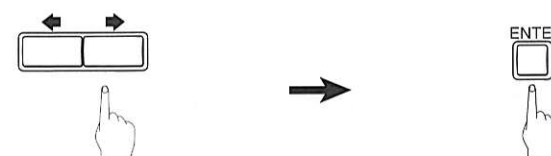


The FUNC. indicator lights and the Function menu display appears.

```
▶Disk *MIDI Setup →
*M-Tune (+,+,ENT)
```

2

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



```
▶▶Track *Reset
(+,+,ENT)
```

The following display appears.

```
▶Mix >01 →##
00000 00000 _____ (ENT)
```

3

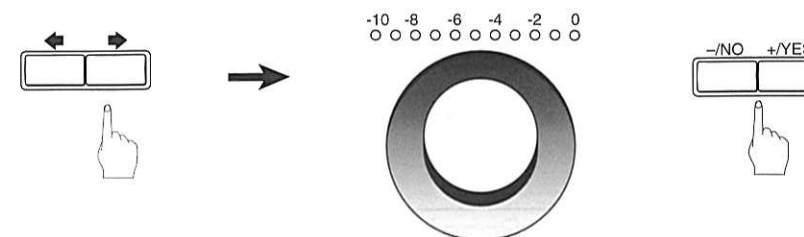
With the cursor at the far left, use the Dial or the [-/NO] and [+/YES] buttons until "Del" appears.



```
▶Del >01
00000 00000 _____ (ENT)
```

4

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



The symbol of the selected track is blackened.

```
[Del ]>05
0000# 000_0 _____ (ENT)
```

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

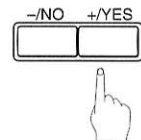
**5** Press the [ENTER] button.



A display similar to the following appears.

```
[Del ]>05 SURE?
0000# 000_0 _____ (Y/N)
```

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



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

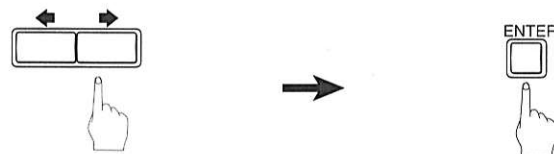
**1** Press the [FUNC.] button.



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

```
*Disk *MIDI Setup →
*M-Tune (←, →, ENT)
```

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

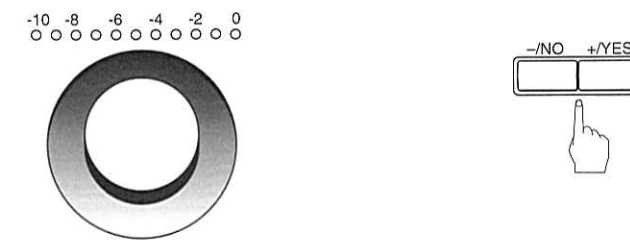


```
←▶Track *Reset
(←, →, ENT)
```

The following display appears.

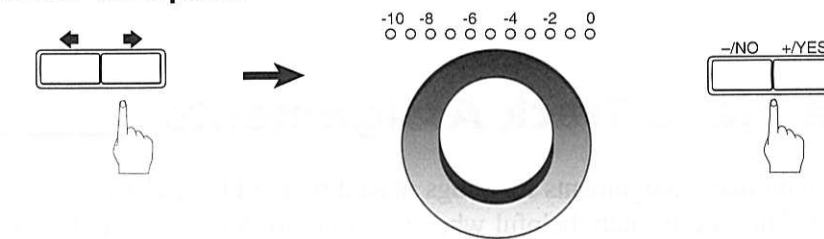
```
▶[Mix ]>01 →##
0000# 000_0 _____ (ENT)
```

**3** With the ▶ cursor at the far left, use the Dial or the [- / NO] and [+ / YES] buttons until "Trans" appears.



```
▶[Trans]>01 00
0000# 000_0 _____ (ENT)
```

**4** Press the [↔] cursor button to move the ▶ cursor to its next position, then use the Dial or the [- / NO] and [+ / YES] buttons to select the track you want to transpose.

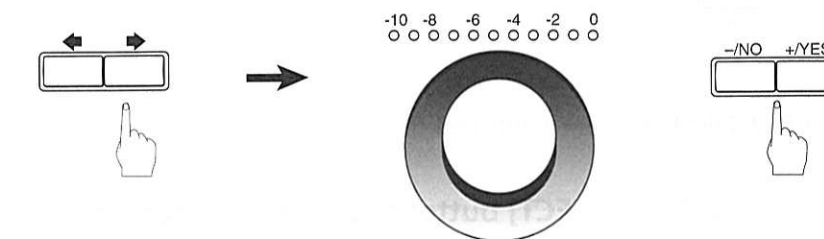


You can select tracks 01 to 16 and ALL tracks. The symbol of the selected track is blackened.

```
[Trans]▶05 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 Dial or the [- / NO] and [+ / YES] buttons to set the desired transposition value.



```
[Trans]>05 ▶+28
0000# 000_0 _____ (ENT)
```

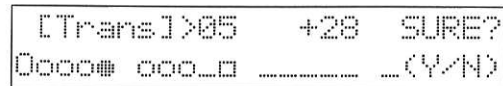
You can set transposition values from -60 to +60.

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

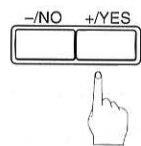
**6** Press the [ENTER] button.



A display similar to the following appears.



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



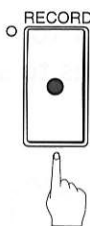
If you do not want to transpose the track, press the [- / NO] button to cancel the function.

## 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.

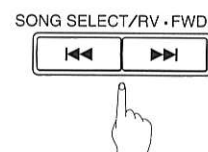
**Note:** If the external data is an SMF format 1 song, you will need to convert song type to SMF format 0, since the Disklavier cannot edit SMF format 1 songs. If the external data is an E-SEQ song, it would be a good idea to also convert it to an SMF format 0 song, as the Disklavier supports more functions in SMF format 0 than E-SEQ.

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

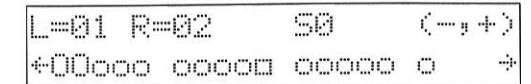
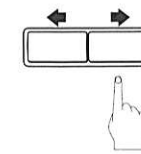


The RECORD indicator lights and the PLAY/PAUSE indicator flashes.

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

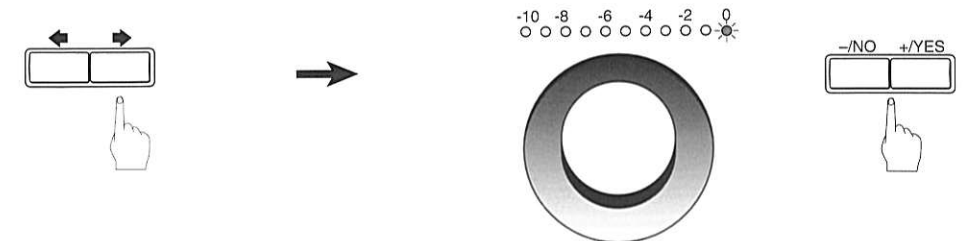


**3** Press the [ ] cursor button until a display similar to the following appears.

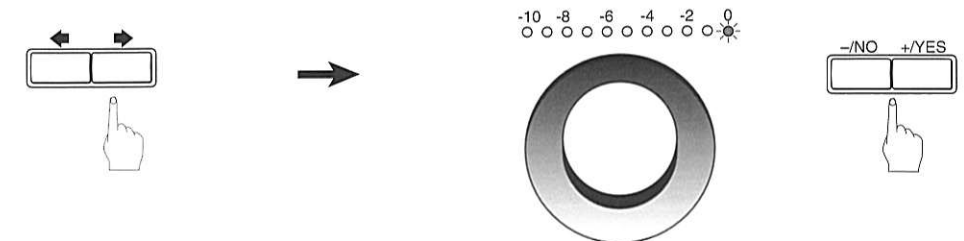


Existing tracks are indicated by the filled symbols on the bottom line of the display.

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



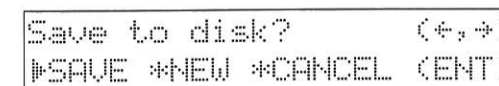
**5** Press the [ ] cursor button to position the cursor next to the R= parameter, then use the Dial or the [- / NO] and [+ / YES] buttons to select the track to which you want to assign the right piano part.



**6** Press the [STOP] button.



The following display appears.

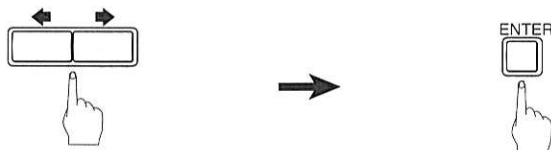


The following gives a description of each of the options.

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 34.

→ For E-SEQ songs, you may want to use the Track Editing function for moving tracks. See “Moving a Track” on page 38.

# Chapter 6 Disk & Song File Utilities

This chapter describes the Disklavier’s internal Memory Disk and floppy disk and song file management utilities. These include titling disks, copying disks, copying songs, deleting songs, and rearranging the order of songs on a disk.

## Titling Disks

You can give your own disks titles that will scroll across the display when the disk is inserted into the disk drive.

**1** Insert a song disk into the disk drive, as necessary.

Note: When titling the Memory Disk, make sure there is no floppy disk inserted in the disk drive.

**2** Press the [RECORD] button.



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

**3** Select song No. 1, then press the [SONG SELECT ◀◀] button again to display the disk title.



The song number disappears and the display cursor appears at the position of the first character in the title, as shown. If the disk already has a title, it will be shown on the display.