

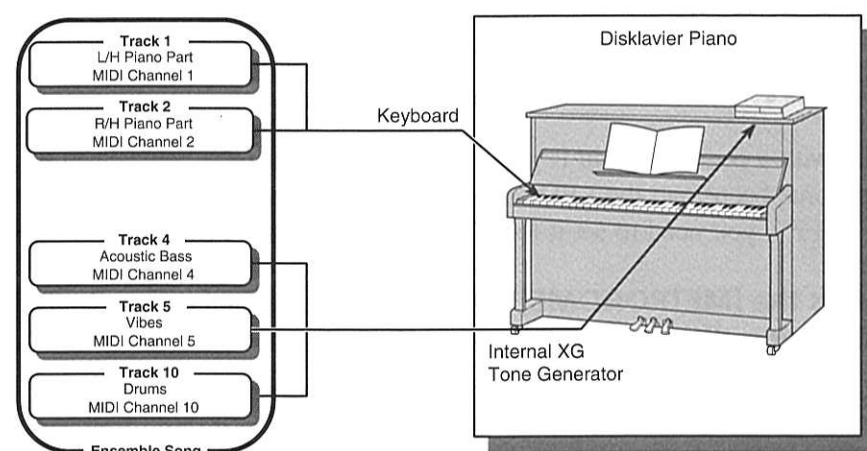
Chapter 17

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.

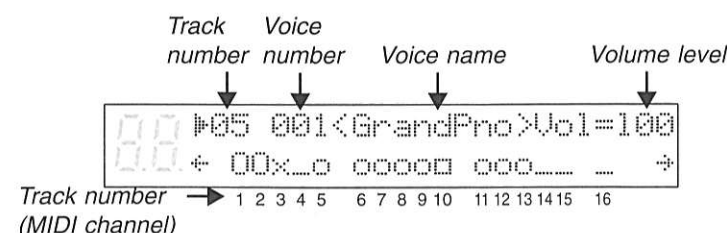
An E-SEQ Ensemble song can have two piano parts (left and right), and up to 13 accompanying instrument tracks. The piano parts are stored on tracks 1 and 2, continuous pedal data is stored on track 3, and track 10 is reserved for the rhythm part.



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 78.

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 80.

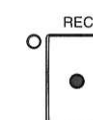
The voice and volume of each track can be altered after recording, and tracks can be mixed, copied, moved, transposed, and deleted. See Chapter 18, “Editing Tracks.”

To record piano parts to the Ensemble song, see Chapter 16, “Recording L/R Songs.”

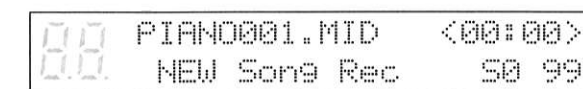
1 Insert a formatted floppy disk into the disk drive, as necessary.

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 57.

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



A display similar to the following appears.



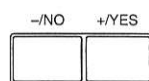
Existing tracks are indicated by the filled symbols on the bottom line of the display.

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 at the end 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 at the end 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 48 and 49 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.

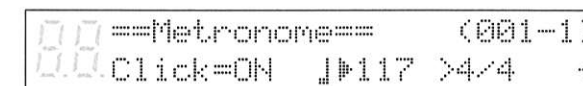
→ The track’s voice selection and volume setting can be edited after recording. See “Editing a Track’s Voice & Volume” on page 82.

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

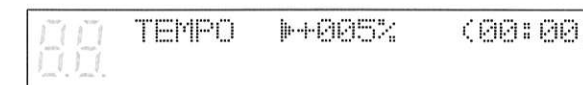


See “Recording with the Metronome” on page 59 for details about setting up the metronome.

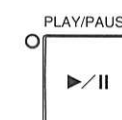
For new songs or when re-recording a song recorded in **measures and beats**, the following display appears.



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



9 Press the [PLAY/PAUSE] button.



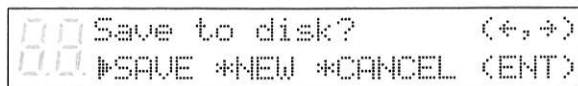
Remote Control

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

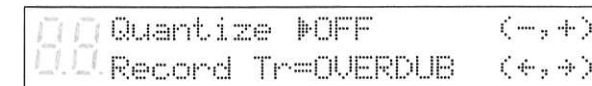
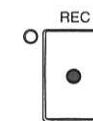
OVERDUB
Closed hi-hats

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.

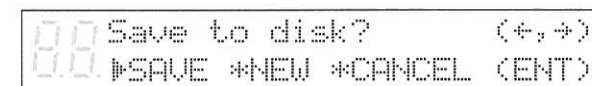


Recording will start immediately.

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. |

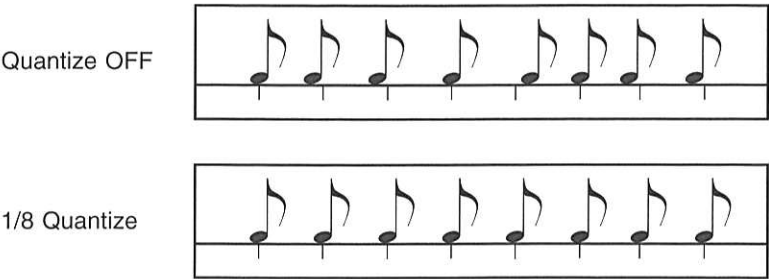
5 Use the [←] [→] cursor buttons to select an option, then press the [ENTER] button.



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.



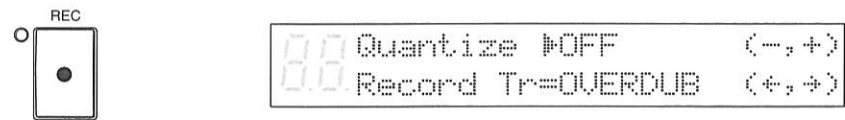
Each track overdub can be recorded using a different quantize value.

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

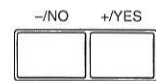
1 Make the recording settings as described in "Recording Ensemble Tracks" up to step 8.

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.

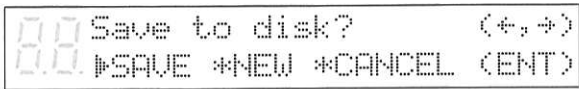
4 Press the [PLAY/PAUSE] button.



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 18

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.

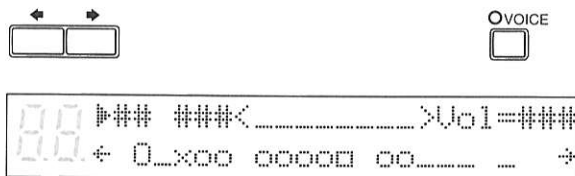


The REC indicator lights and the PLAY/PAUSE indicator flashes.

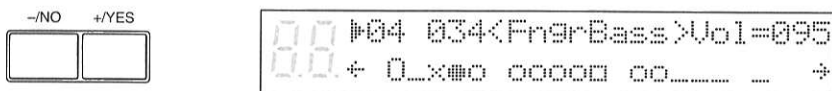
- 2 Use the [SONG SELECT] buttons to select the song that you want to edit.



- 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.

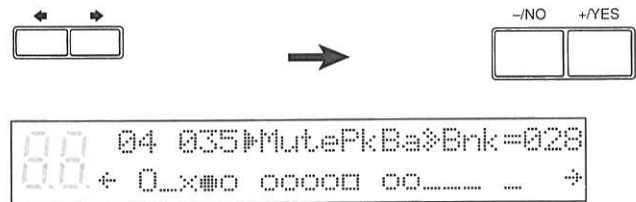


- 5 Press the [→] cursor button, then use the [-/NO] [+YES] buttons to change the voice number.



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

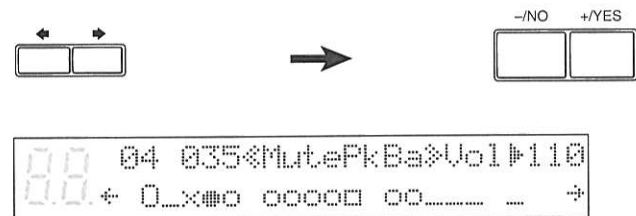
- 6 Press the [→] cursor button, then use the [-/NO] [+YES] buttons to select a variation voice.



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 at the end 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.

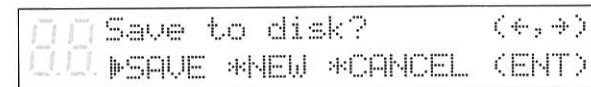


This volume setting will not adjust the overall volume of the tone generator, only the volume of the currently selected track. The volume can be set from 0 to 127.

- 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.

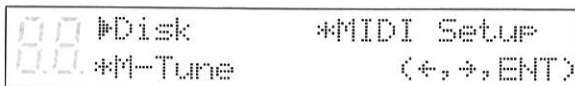


Mixing Two Tracks

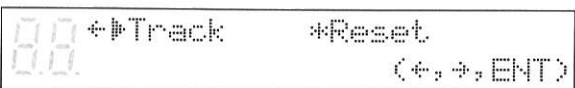
- 1 Press the [FUNC.] button.



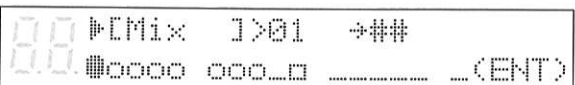
The FUNC. indicator lights and the Function menu display appears.



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



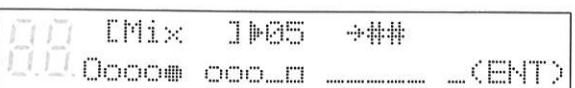
The following display appears.



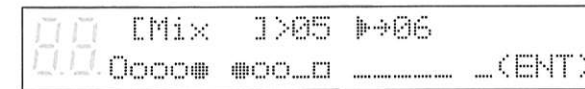
- 3 Press the [→] cursor button to position the cursor at its next position, then use the [−/NO] [+ /YES] buttons to select the first track you want to mix.



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.

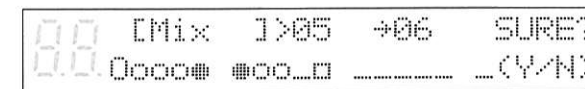


The above example shows that track 05 is to be mixed into track 06.

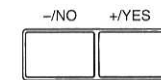
- 5 Press the [ENTER] button.



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.

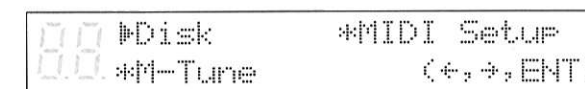
Moving a Track

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

- 1 Press the [FUNC.] button.

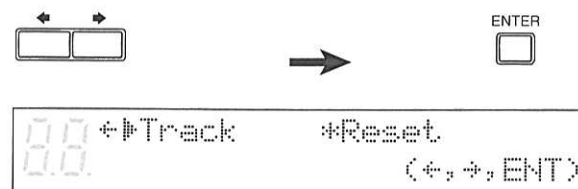


The FUNC. indicator lights and the Function menu display appears.

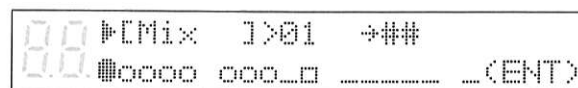


2

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.

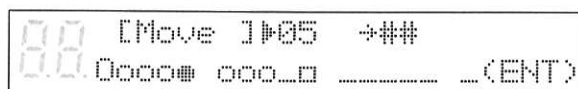


4

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.

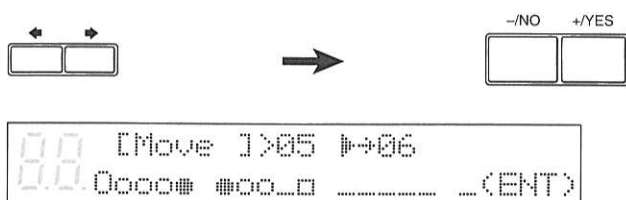


The symbol of the selected track is blackened.



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.

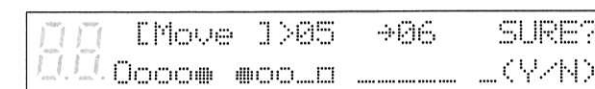
Note: Any data that already exists on the destination track will be overwritten.

6

Press the [ENTER] button.

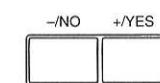


A display similar to the following appears.



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

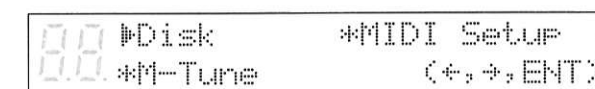
Tracks can be copied to another track.

1

Press the [FUNC.] button.

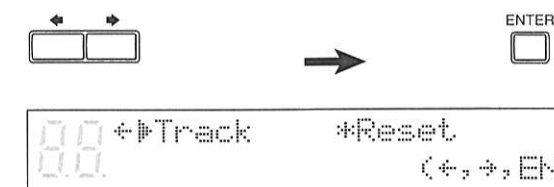


The FUNC. indicator lights and the Function menu display appears.

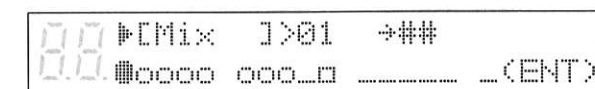


2


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

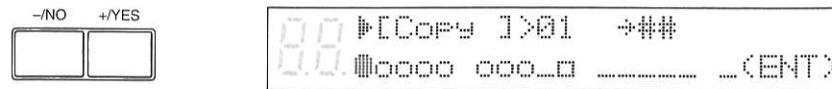


The following display appears.





3

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

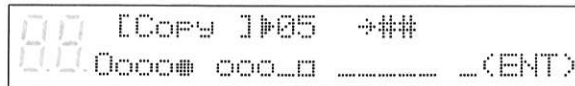


4



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.

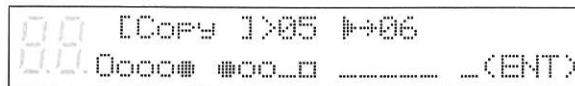


The symbol of the selected track is blackened.



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.

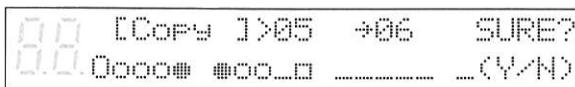
Note: Any data that already exists on the destination track will be overwritten.

6

Press the [ENTER] button.

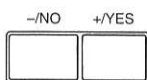


A display similar to the following appears.



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.

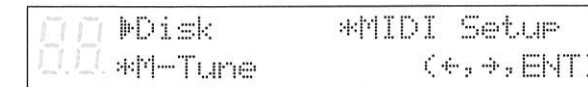
Deleting a Track

1

Press the [FUNC.] button.

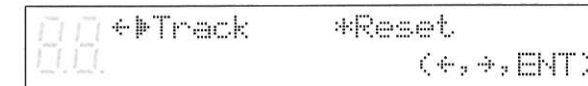


The FUNC. indicator lights and the Function menu display appears.

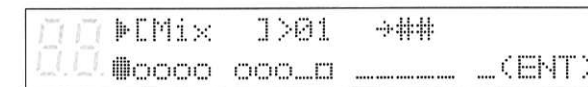


2

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

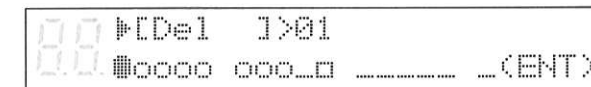
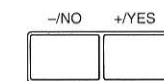


The following display appears.





3

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

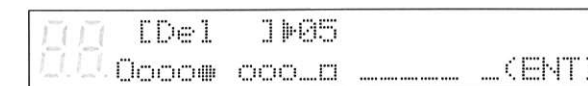


4

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.



Editing the Piano Track Assignments

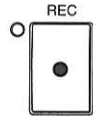
You can change the piano track assignments for songs played by the Disklavier and save the changes with the song. This is especially helpful when you want to “correct” MIDI files which have come from external sources in which the piano parts were assigned to tracks other than 1 and 2, so that they are 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 85).

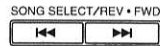
- 1

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

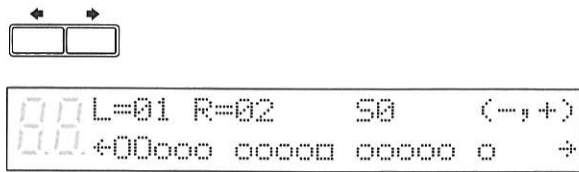


The REC indicator lights and the PLAY/PAUSE indicator flashes.
- 2

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.

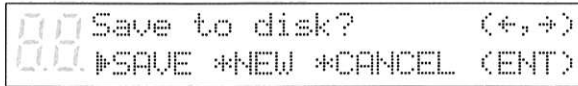


- 6

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 82.

Chapter 19

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.

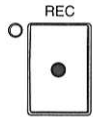
Titling Disks

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 [REC] button.



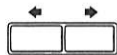
The REC indicator lights and the PLAY/PAUSE indicator flashes.

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



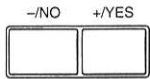
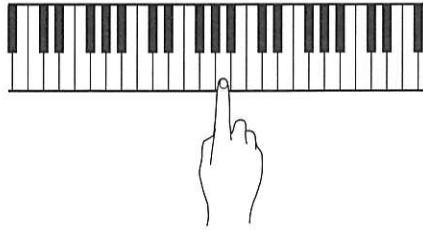
The song number disappears and the display cursor appears at the position of the first character in the title, as shown. If the disk already has a title, it will be shown on the display.

4 Use the [◀] [▶] cursor buttons to position the cursor within the title.



5

Use the keyboard or the [-/NO] [+ /YES] buttons to select a character.



To enter characters using the keyboard, see “Keyboard Character Map” on the next page.

Pressing the [ENTER] button or the sustain (right) pedal moves the cursor to the next character.

Only 16 characters can be displayed at a time. To see the rest of the title, use the [◀] [▶] cursor buttons.

Disk titles can be up to 64 characters long. The following table shows which characters are available.

| (space) | A | B | C | D | E | F | G | H | I | J | K | L | M | N | O |
|---------|---|---|---|---|---|---|---|----|---|---|---|---|---|---|---|
| P | Q | R | S | T | U | V | W | X | Y | Z | a | b | c | d | e |
| f | g | h | i | j | k | l | m | n | o | p | q | r | s | t | u |
| v | w | x | y | z | ! | “ | # | \$ | % | & | ' | (|) | * | + |
| , | - | . | / | : | ; | < | = | > | ? | 0 | 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | | | | | | | | | | | | |

6

When you have entered a disk title, press the [STOP] button.

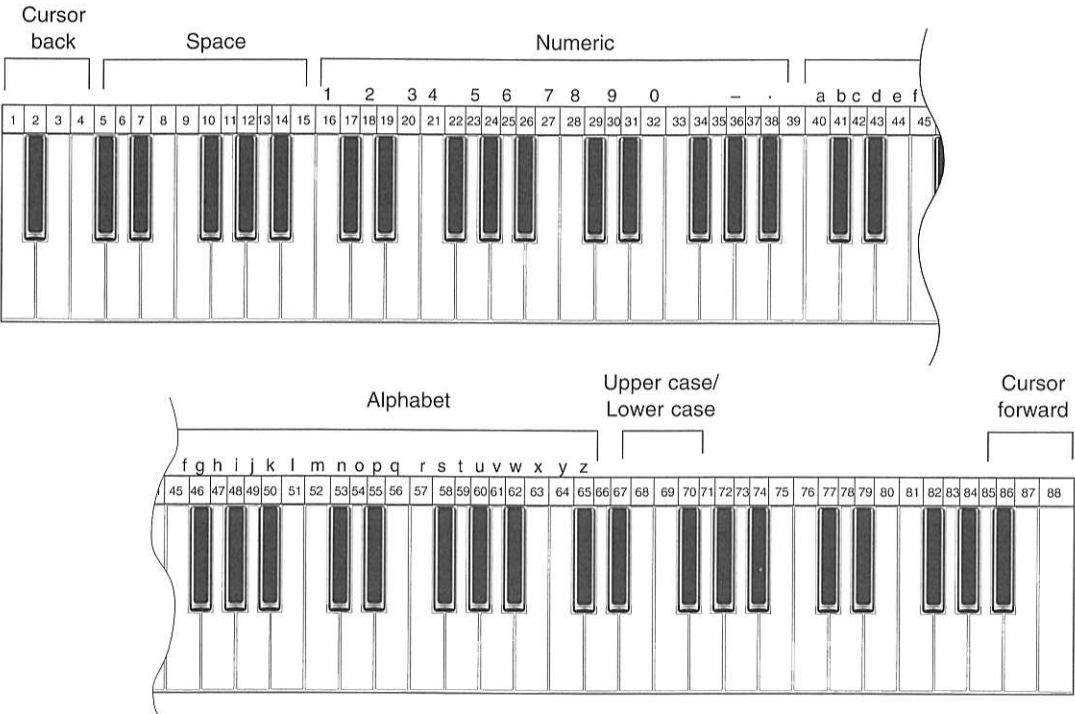


Remote Control

Keyboard Character Map

The keyboard can be used to enter characters when titling songs and disks. See the character map below.

Note: Not all characters that the Disklavier provides are available from the keyboard. Certain punctuation must be input from the Control Unit. See the character table on page 95.



Copying Songs

You can copy songs stored on a disk to another one song at a time or all songs at once.

Songs stored on a floppy disk can be copied to the same floppy disk, to another floppy disk or to the Memory Disk.

Songs stored on the Memory Disk can be copied to the Memory Disk or to a floppy disk.

Note: Copy-protected songs, such as PianoSoft songs, cannot be copied to a floppy disk, but can be copied to the Memory Disk.

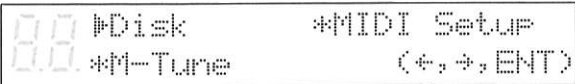
1 If you want to copy songs stored on a floppy disk, insert the disk in the disk drive.

Note: It is a good idea to set your floppy disk to “protected” to prevent accidental erasure. See “Accidental Erasure Protection” on page 52.

2 Press the [FUNC.] button.



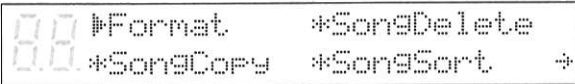
The FUNC. indicator lights and the following display appears.



3 With the cursor next to the Disk option, press the [ENTER] button.



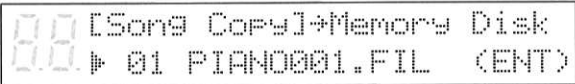
The Disk menu display appears.



4 Press the cursor button to position the cursor next to the Song Copy option, then press the [ENTER] button.



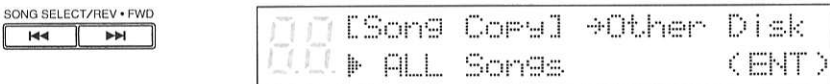
A display similar to the following appears.



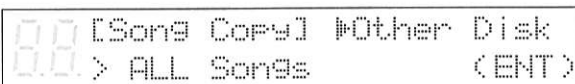
When the source disk is a floppy disk, the parameter next to the arrow shows “Memory Disk”; when the source disk is the Memory Disk, the parameter shows “Other Disk.”

5a TO COPY ALL SONGS

Press the button until the following display appears.

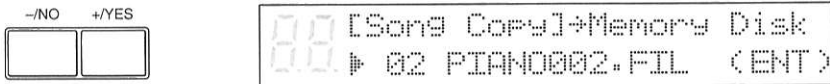


Press the cursor button, then use the [-/NO] [+ /YES] buttons to select the destination disk.



5b TO COPY ONE SONG

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



Then press the cursor button, and use the [-/NO] [+ /YES] buttons to select the destination disk.



6 Press the [ENTER] button.

If the destination disk is Same Disk (for floppy disks only) or Memory Disk, the following display appears.

00 WRITING ██████████

The song number indicator counts down from 99 and a bar graph on the display marks the progress. When the song number indicator reaches 00 and the squares on the bar graph are completely filled, the copy process is complete.

If the destination disk is Other Disk, the following display appears.

00 INSERT DESTINATION DISK
01 →OTHER DISK

Insert a formatted floppy disk in the disk drive. Song copy begins.

Note: Make sure that the destination disk is formatted and its erasure protection tab is set to “unprotected.” See “Formatting Disks” and “Accidental Erasure Protection” on page 52. If the destination disk has not been formatted in the Disklavier, the message “UNFORMATTED DISK” appears. In this case, cancel the song copy process and format the disk.

The copy process may take several seconds depending on the size of the song files.

If the song files you want to copy are too large, if you are copying too many songs, or if the destination disk becomes full, the following display appears and song copy is canceled.

00 SONG FILE FULL
PRESS ANY BUTTON

7 When the copy process is complete, the following display appears. Press any button to return to the normal display.

00 COMPLETE
PRESS ANY BUTTON

Copying the Entire Contents of a Disk (Disk Copy) _

You can copy the entire contents of a disk to another disk.

Note: The contents of the destination disk will be erased.

Note: You cannot copy a disk that contains copy-protected songs such as PianoSoft songs.

1 If you want to copy the contents of a floppy disk, insert the disk in the disk drive.

Note: The floppy disk’s erasure protection tab must be set to “protected”. If not, the message “SET THE SOURCE DISK’S ERASURE TAB TO PROTECTED” appears and you will not be able to proceed until the erasure tab is set. See “Accidental Erasure Protection” on page 52.

2 Press the [FUNC.] button.

The FUNC. indicator lights and the following display appears.

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

3 With the ► cursor next to the Disk option, press the [ENTER] button.

The Disk menu display appears.

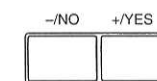
00 Format *SongDelete
*SongCopy *SongSort →

4 Press the [→] cursor button to position the ► cursor next to the Disk Copy option, then press the [ENTER] button.

A display similar to the following appears.

00 [Disk Copy]
2DD →Mem (ENT)

The display shows the type of source disk (2DD, 2HD or Memory) and the default destination disk.

5 Use the [-/NO] [+ /YES] buttons to select the destination disk.**6 Press the [ENTER] button.**

Disk copy of the source disk begins.

If the destination disk is a floppy disk, the following display appears. Eject the source disk if the source disk is a floppy disk, then insert a formatted destination disk.

00 INSERT DESTINATION DISK

Note: Make sure that the destination disk is formatted and its erasure protection tab is set to “unprotected”. See “Formatting Disks” and “Accidental Erasure Protection” on page 52. If the destination disk has not been formatted in the Disklavier, the message “UNFORMATTED DISK” appears. In this case, cancel the song copy process and format the disk.

Note: If the destination disk differs from what was specified, the message “WRONG DESTINATION DISK. INSERT 2DD DISK” or similar appears. Insert the correct destination disk to continue, or press the [STOP] button to cancel disk copy.

Note: If the destination disk contains songs, the message “DELETE SONGS ON DEST. SURE?” appears. Press the [+ / YES] button if it is okay to erase the contents of the destination disk and continue, or the [- / NO] button to cancel disk copy.

Note: When copying between the same medium (ex. from 2HD to 2HD), the contents are copied from track to track.
When copying between different media (ex. from 2DD to 2HD), the contents are copied from file to file.

The copy process may take several seconds depending on the size of the disk content.

If the disk content is too large or if the destination disk becomes full, the following display appears and disk copy is canceled.

00 SONG FILE FULL
00 PRESS ANY BUTTON

7

When the copy process is complete, the following display appears. Press any button to return to the normal display.

00 COMPLETE
00 PRESS ANY BUTTON

Deleting Songs

You can delete songs stored on a disk one song at a time or all songs at once.

If you want to delete all songs on a disk, it may be quicker to re-format the disk. See “Formatting Disks” on page 52.

1

If you want to delete songs from a floppy disk, insert the disk in the disk drive.

Note: Be sure that the accidental erasure protection tab is set to “unprotected.”

2

Press the [FUNC.] button.



The FUNC. indicator lights and the following display appears.

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

3

With the ▸ cursor next to the Disk option, press the [ENTER] button.



The Disk menu display appears.

00 Format *SongDelete
*SongCopy *SongSort →

4

Press the [→] cursor button until the ▸ cursor is next to the Song Delete option, then press the [ENTER] button.



The following display appears.

00 [Song Delete] (<-, +)
▸ 01 PIANO001.FIL (ENT)

5a

TO DELETE ALL SONGS

Press the [⏮] button until the following display appears, then press the [ENTER] button.



00 [Song Delete] (<-, +)
▸ ALL Songs (ENT)

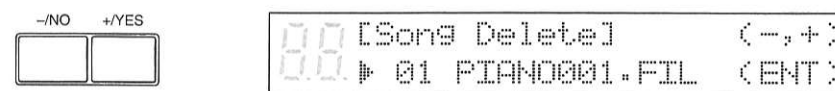
The following display appears.

00 [Song Delete] SURE?
▸ ALL Songs (Y/N)

5b

TO DELETE ONE SONG

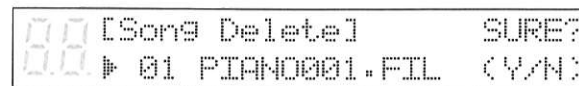
Use the [-/NO] [+ /YES] buttons to select the song that you want to delete.



Then press the [ENTER] button.

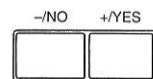


A display similar to the following appears.



6

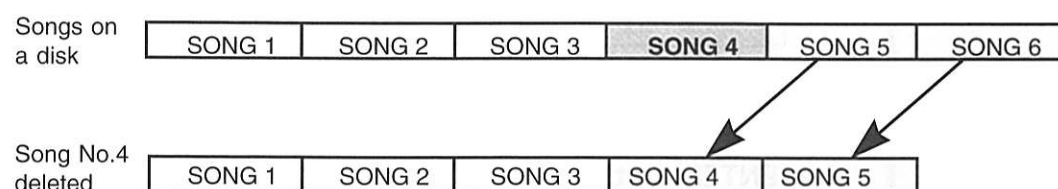
Press the [+ /YES] button to delete the songs, the [-/NO] button if you do not want to delete the songs.



Note: Once deleted, songs cannot be retrieved, so take care in selecting which songs to delete.

Note: You cannot delete copy-protected songs in a floppy disk. However, you can delete copy-protected songs in the Memory Disk.

When a song is deleted, subsequent songs are renumbered. For example, if you have six songs on a disk, and song No. 4 is deleted, song No. 5 becomes song No. 4 and song No. 6 becomes song No. 5, and so on.



2

Press the [FUNC.] button.



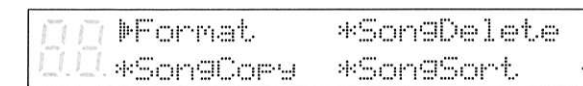
The FUNC. indicator lights and the Function menu display appears.

3

With the cursor next to the Disk option, press the [ENTER] button.



The Disk menu display appears.

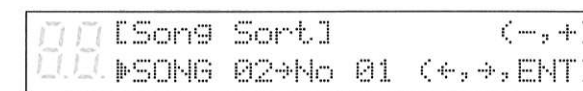


4

Use the cursor button to position the cursor next to the Song Sort option, then press the [ENTER] button.

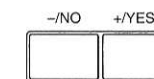


The following display appears.



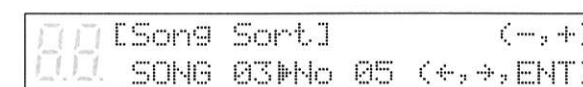
5

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



6

When you have selected a song, press the cursor button, then use the [-/NO] [+ /YES] buttons to select the destination.



In this example, song No. 3 is being moved to song No. 5.

7

Press the [ENTER] button.



The following display appears.



Rearranging the Song Order (Song Sort)

You can rearrange the order of songs on a disk.

1

Insert a song disk in the disk drive, as necessary.

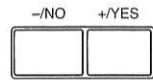
Note: To rearrange songs on the internal Memory Disk, make sure there is no floppy disk inserted in the disk drive.

Note: At this point of the procedure, the Disklavier has not saved the sorted song data to disk — it is asking if you want to sort some more songs before saving the sorted song data and exiting the song sort function.

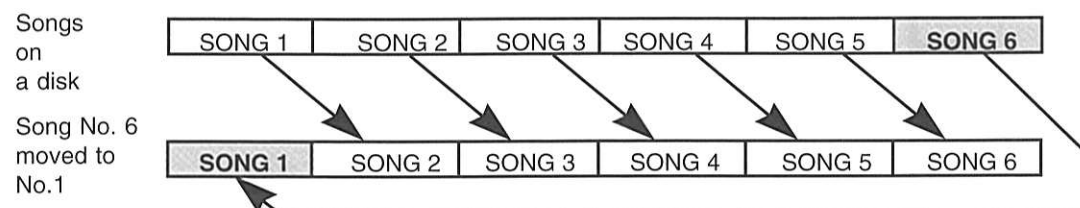
Press the [+ / YES] button if you want to sort more songs.

8

Press the [- / NO] button to save all the song sort data.



During the sorting process, the selected song is changed to its new song number and all the other songs on the disk are rearranged. For example, the example below shows a disk that contains six songs. If you make song No.6 the first song on the disk (No.1), songs 1 to 5 are renumbered as songs 2 to 6.

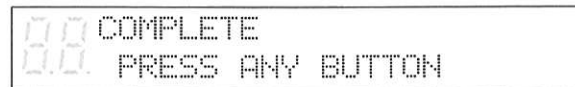


Note: You cannot sort copy-protected songs on a pre-recorded disk such as PianoSoft songs.

9

When sorting is complete, the following display appears.

Press any button to return to the normal display.



Changing the Song Time Display

The time display of a song can be changed from measures and beats (metronome) to minutes and seconds, or vice versa.

Note: If the format is changed from minutes and seconds to measures and beats, the metronome beat will not match the timing of the song.

1

Insert a song disk in the disk drive, as necessary.

Note: To change the song time display of a song on the Memory Disk, make sure there is no floppy disk inserted in the disk drive.

2

Press the [FUNC.] button.



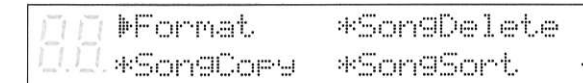
The FUNC. indicator lights and the Function menu display appears.

3

With the cursor next to the Disk option, press the [ENTER] button.

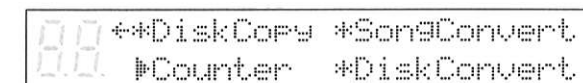


The disk menu display appears.

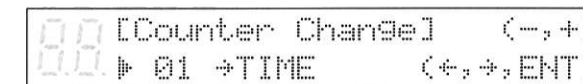


4

Use the cursor button to position the cursor next to the Counter option, then press the [ENTER] button.

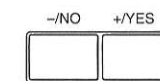


The following display appears.



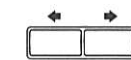
5

Use the [- / NO] [+ / YES] buttons to select the song whose time display you want to change.



6

When you have selected a song, press the cursor button.

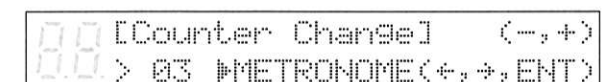
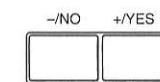


7

Use the [- / NO] [+ / YES] buttons to select the time display.

TIME : minutes and seconds display

METRONOME: measures and beats display



8

When you have selected the time display, press the [ENTER] button.



Note: You cannot change the time display of copy-protected songs.

9

After a few seconds, the following display appears.

Press any button to return to the normal display.

