

Chapter 3

Recording L/R Songs

This chapter describes how to record an L/R song. With L/R songs, you can operate the left-hand part and right-hand part independent of each other. See “Cancelling the Left-Hand or Right-Hand Piano Part” on page 48 of the *Getting Started & Playback Manual*.

In an L/R song, the left-hand piano part is stored on track 1 and the right-hand piano part is stored on track 2. Track 1 uses MIDI channel 1, and track 2 uses MIDI channel 2.

L/R songs can be recorded in one of two ways: by recording your left- and right-hand parts separately or by setting a split point on the keyboard before recording.

L/R songs can also be recorded with a pedal count-in. A four-handed piano composition could be recorded as an L/R song.

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

Recording the Left and Right Parts Separately

For this type of L/R song recording, the left- and right-hand parts are recorded separately. When recording the second part, the first part is automatically played back for monitoring. The monitor piano part is played back by the piano tone generator for the *Silent Series*, MIDIPIANOs, GranTouch and Clavinova pianos (Piano Type = MP/SGP/GT10, SGP-SN/GT1,GT2, Clavinova 1, Clavinova 2), and by the XG tone generator for Disklavier and conventional *Silent Series* pianos (Piano Type = Disklavier, w/MIDI OUT only).

Either part can be recorded first. The pedals can be recorded with either part (the default setting is with the first).

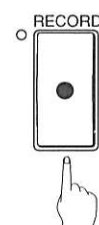
If the left-hand or right-hand part is very difficult to play at normal speed, the first part can be recorded at a slow tempo, the song tempo changed, and then the second part recorded at the normal song speed. See “Changing the Default Song Tempo” on page 12.

Recording the First 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. See “Song Titling and Title Editing” on page 7.

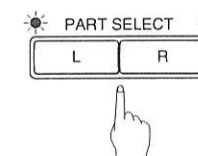
→ If you want to record your L/R song using the metronome, see “Recording with the Metronome” on page 10.

→ If you want to record a pedal count-in, see “Recording a Pedal Count-In” on page 25.

3 Press a [PART SELECT] button to select the part that you want to record first.

This function will record the left-hand part first, unless you specify otherwise. To record the right-hand part first, press the [PART SELECT L] button to unselect the left-hand part, then press the [PART SELECT R] button.

For existing songs, you must select a track. See “Recording Ensemble Tracks” on page 28.

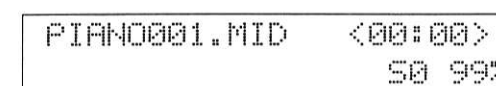


The PART SELECT indicator of the selected part lights red.

4 Press the [PLAY/PAUSE] button.



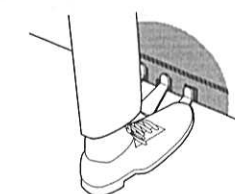
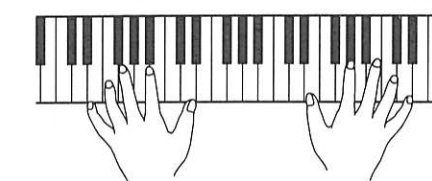
The PLAY/PAUSE indicator stops flashing, and the following display appears.



The DSR1 is now ready for you to play the first part.

5 Start playing the first part and recording will begin.

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



Note: <Piano Type = Clavinova1, Clavinova2>
When recording SMF songs, L=02 and R=01 are set by default. When recording E-SEQ songs, L=01 and R=02.

Note: <Piano Type = Clavinova1>

If you operate the Clavinova panel during Record Standby mode or during a recording, the setting will be recorded with the song data.

6

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



The first part is saved to disk.

Recording the Second Part

1

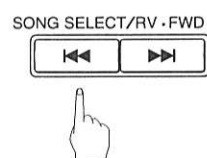
Press the [RECORD] button to engage the Record Standby mode.



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

2

Press the [SONG SELECT ◀◀] button to select the song number of the previous recording.

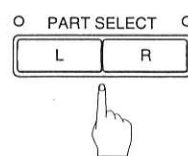


A new song number is always created for a new recording. Therefore, you must return to the previous song number when recording the second part of an L/R song.

→ If you want to change the song's tempo before recording the second part, see "Changing the Default Song Tempo" on page 12.

3

Press a [PART SELECT] button to select the next part for recording.



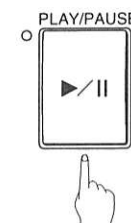
The PART SELECT indicator of the selected part lights red.

→ If you want to re-record the pedal part, see step 4 of "Re-Recording One Part" on page 23.

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.



Note: <Piano Type = Clavinova1, Clavinova2>

When recording SMF songs, L=02 and R=01 are set by default. When recording E-SEQ songs, L=01 and R=02.

Note: <Piano Type = Clavinova1>

If you operate the Clavinova panel during Record Standby mode or during a recording, the setting will be recorded with the song data.

5

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



The following display appears.

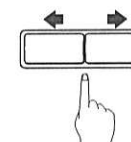
```
Save to disk?      (+,+)
▶SAVE *NEW *CANCEL (ENT)
```

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.

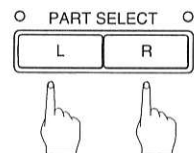


The RECORD indicator lights and the PLAY/PAUSE indicator flashes.

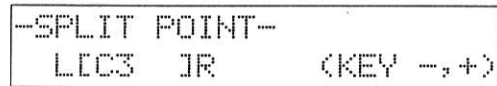
A new song number is created for the new recording. For example, if the last song to be recorded was No. 6, then the new song will be No. 7.

- You can title your new recording either now or after recording. In either case, see “Song Titling and Title Editing” on page 7.
- If you want to record your L/R song using the metronome, see “Recording with the Metronome” on page 10.
- If you want to record a pedal count-in, see “Recording a Pedal Count-In” on page 25.

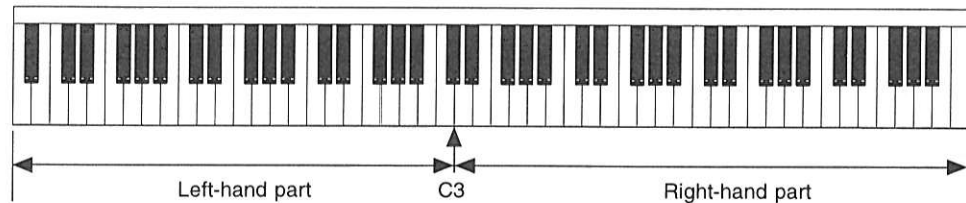
3 Press both the [PART SELECT L] and [PART SELECT R] buttons so that both indicators light red.



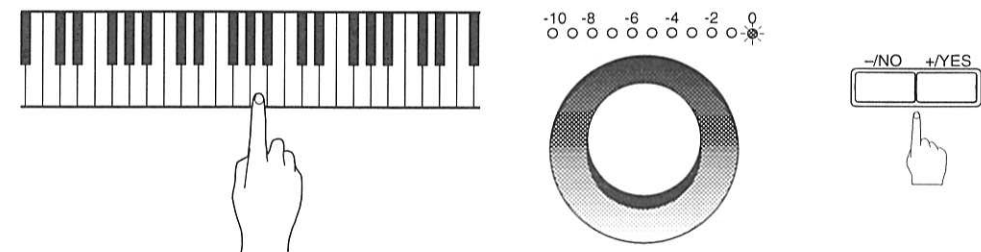
The following display appears.



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.

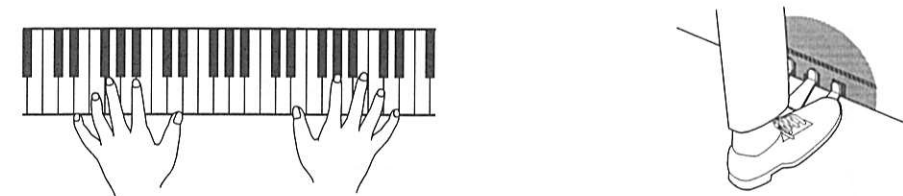
5 Press the [PLAY/PAUSE] button.



The DSR1 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.



Note: <Piano Type = Clavinova1, Clavinova2>
When recording SMF songs, L=02 and R=01 are set by default. When recording E-SEQ songs, L=01 and R=02.

Note: <Piano Type = Clavinova1>
If you operate the Clavinova panel during Record Standby mode or during a recording, the setting will be recorded with the song data.

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




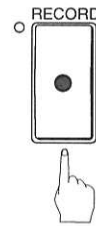
Your new L/R song is saved to disk.

Re-Recording Both Parts Simultaneously

To re-record both parts of an L/R song simultaneously, 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 20 and 21.

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

Save to disk? (+,+)

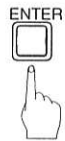
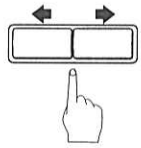
▶SAVE *NEW *CANCEL (ENT)

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

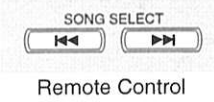

Press the [RECORD] button.



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

2


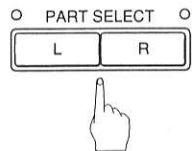
Use the [SONG SELECT] buttons to select the L/R song that you want to re-record.



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

<All Piano Types except Clavinova1 (see note below)>
Press the [RECORD] button twice.



x 2

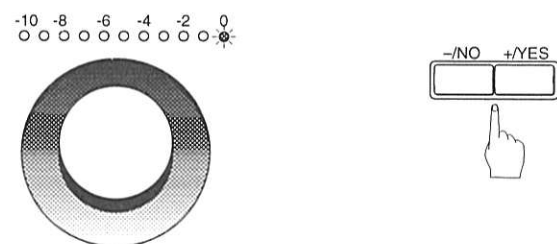
The following display appears.

PedalRecord ▶OFF (-,+)

Parameter	Option	Notes
Pedal Record	OFF	The existing pedal data is kept.
	ON	New pedal data is recorded, replacing the existing data.

Note: When recording SMF songs with Clavinova 1 type pianos, pedal data is recorded independently of both L and R parts. Steps 4 and 5 are irrelevant.

- 5** Use the Dial or the [-/NO] and [+ /YES] buttons to set the parameter.



- 6** To start recording, press the [PLAY/PAUSE] button.

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



Note: <Piano Type = Clavinova1, Clavinova2>
When recording SMF songs, L=02 and R=01 are set by default. When recording E-SEQ songs, L=01 and R=02.

Note: <Piano Type = Clavinova1>
If you operate the Clavinova panel during Record Standby mode or during a recording, the setting will be recorded with the song data.

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



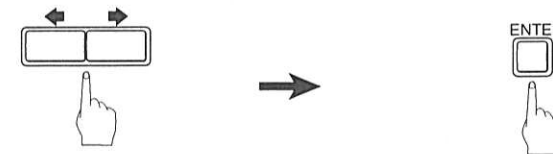
The following display appears.

```
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.

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



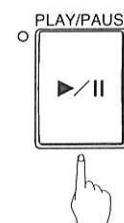
Recording a Pedal Count-In

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 by the DSR1.

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.

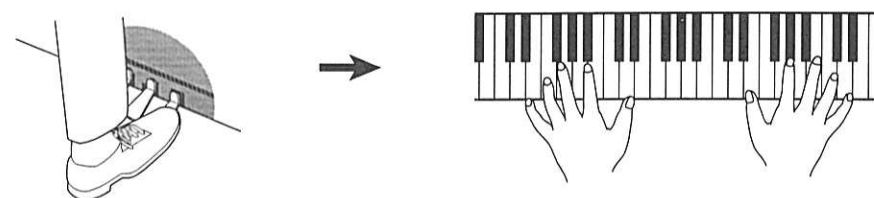
- 1** Select the part that you want to record — usually left or right — then press the [RECORD] button to engage the Record Standby mode.

- 2** Press the [PLAY/PAUSE] button.



The DSR1 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

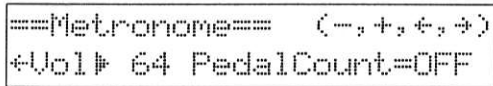
When a song recorded with a pedal count-in is played back, you can set the count-in to precede the song. Specifically, the metronome beeps and the LED volume indicators flash to indicate the count-in beats. As the default setting is "OFF", you need to set it to "ON" when you want the count-in to be played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

Note: The ON setting is not remembered when the DSR1 is powered off, so you must set it to ON each time you want to use the pedal count-in function.

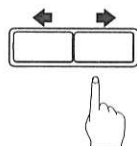
- 1

Press the [METRONOME] button, then the [↔] cursor button twice.



- The following display appears.


- 2


Press the [↔] cursor button to position the ▸ at the PedalCount parameter.


- 3

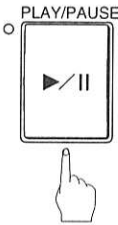
Press the [+ / YES] button to set the Pedal Count parameter to ON.


- 4

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


- 5

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

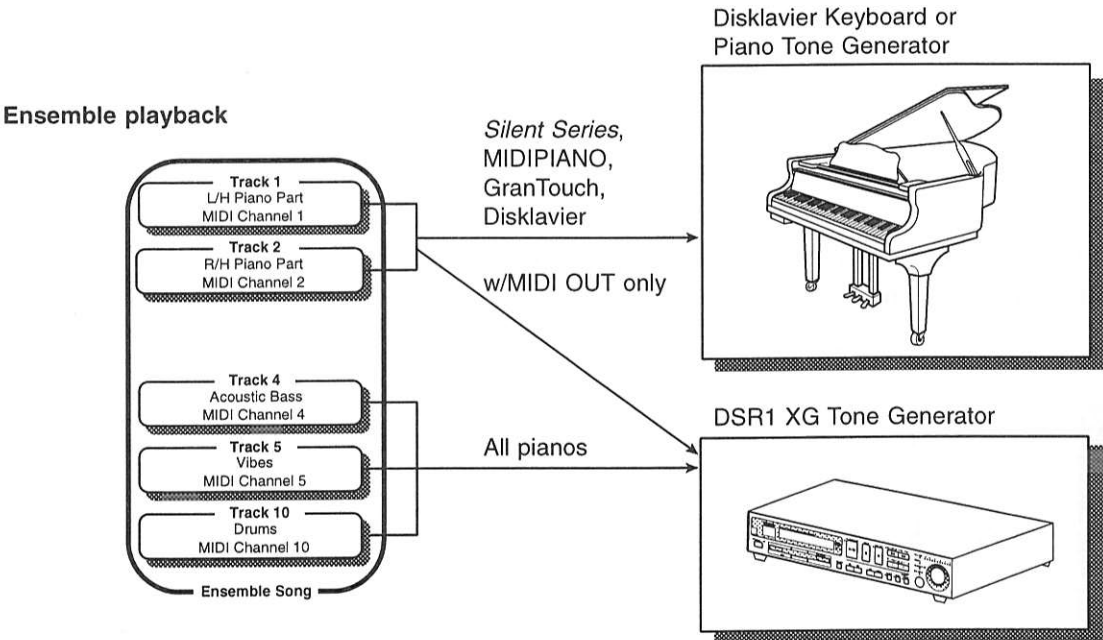

- The metronome starts and the LED volume indicators flash to show the count-in beat.

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.

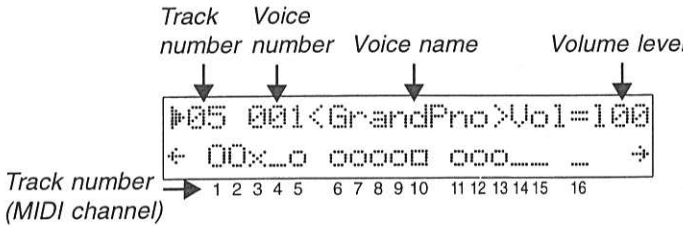
An E-SEQ Ensemble song can have two piano parts (left and right), and up to 13 accompanying instrument tracks. The piano parts are stored on tracks 1 and 2, continuous pedal data is stored on track 3, and track 10 is reserved for the rhythm part.








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

Ensemble Song Display

The Ensemble song display shows which tracks contain data and which tracks are the piano parts.



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

Symbol	Description
	Tracks that are set as the piano parts (only one or two tracks can be piano parts 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 32.

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 33.

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”.

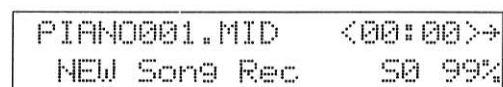
1 Insert a formatted floppy disk into the disk drive, as necessary.

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 [RECORD] button to engage the Record Standby mode.



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

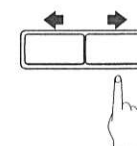


A new song number is created for the new recording. For example, if the last song to be recorded was No. 6, then the new song will be No. 7.

If you are recording an additional track to an existing Ensemble song, select the song number of the Ensemble song using the Song Select function.

→ 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.



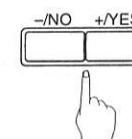
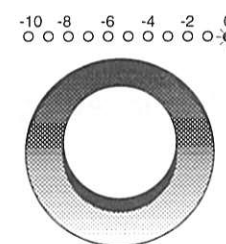
Existing tracks are indicated by the filled symbols on the bottom line of the display.

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

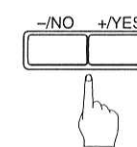
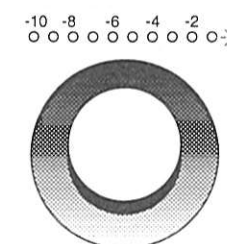
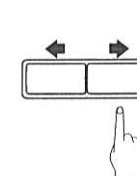
Parameter	Range	Notes
Track	SMF songs: 1 to 16	Select the track to record.
	E-SEQ songs: 1 to 16 (excluding 3)	Select the track to record
Basic voice	1 to 128; 11 drum kit types; SFX voices	Select a basic voice, drum kit or SFX voice on the MIDI tone generator. See “XG Normal Voice List” on pages 10 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 Dial or the [-/NO] and [+ /YES] buttons to select a track that you want to record.



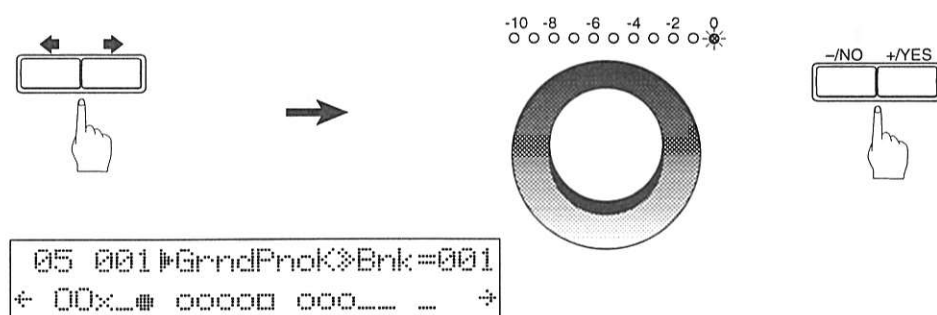
5 Press the [➡] cursor button, then use the Dial or the [–/NO] and [+ /YES] buttons to select a basic voice (bank 0), drum kit or SFX voice.



The voice number and name change accordingly.

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

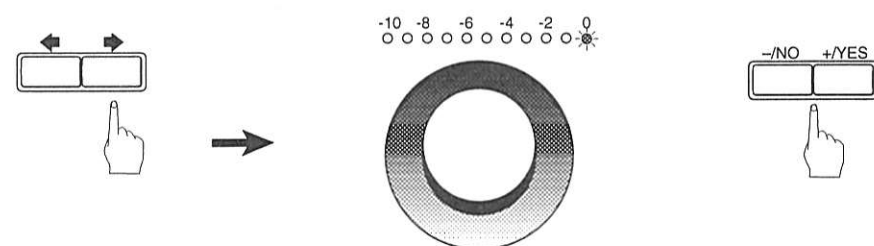
- 6** Press the [↔] cursor button, then use the Dial or the [-/NO] and [+ /YES] buttons to select a variation voice.



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 36.

- 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 10 for details about setting up the metronome.

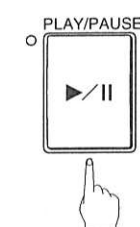
For new songs or when re-recording a song recorded in **measures and beats**, the following display appears.

```
==Metronome==      (001-1)
Click=ON  J117 >4/4  →
```

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

```
TEMPO  J+005%  (00:00)
```

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



Recording will start immediately.

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



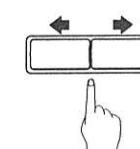
The following display appears.

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

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 7.

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.

RECORD

Quantize OFF (-,+)

Record Tr=OVERDUB (+,+)

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.

PLAY/PAUSE

STOP

Remote Control

Recording will start immediately.

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

STOP

STOP

Remote Control

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 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.

→

ENTER

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.

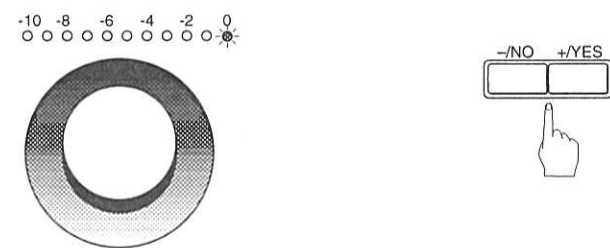
1 Make the recording settings as described in “Recording Ensemble Tracks” up to step 7.

Be sure to set the metronome in step 7.

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.

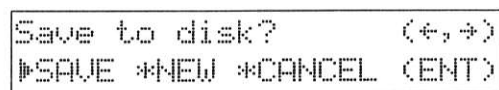
4 Press the [PLAY/PAUSE] button.



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



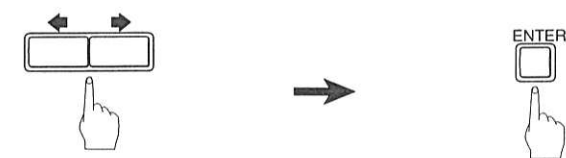
The following display appears.



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

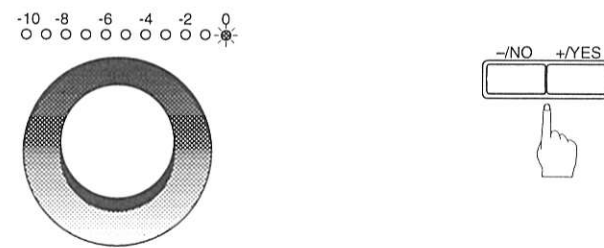
You can edit a track's voice selection and volume setting after recording through a simple procedure described below. You can also use the Track Editing functions to mix, move, copy, delete, and transpose tracks of an Ensemble song after recording.

Editing a Track's Voice & Volume

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

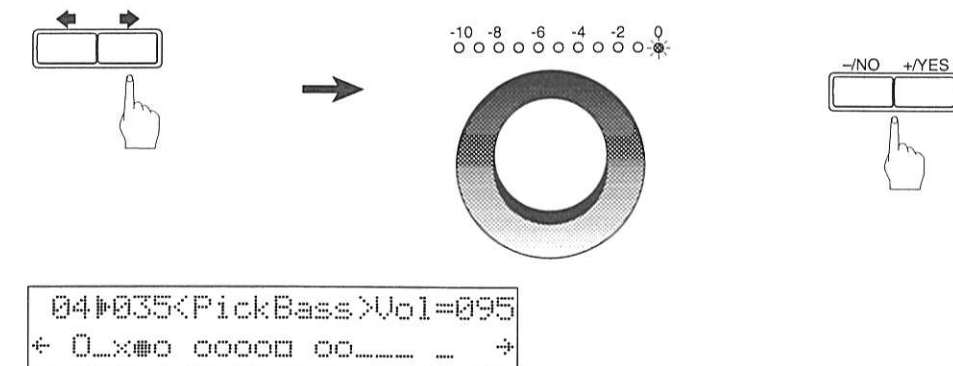
- 1 Press the [RECORD] button to engage the Record Standby mode.**


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=###  
+ 0_x00 00000 00____ _ +
```
- 4 Use the Dial or the [-/NO] and [+/YES] buttons to select the track whose voice or volume you want to change.**


```
▶04 034<FrgrBass>Vol=095  
+ 0_x00 00000 00____ _ +
```

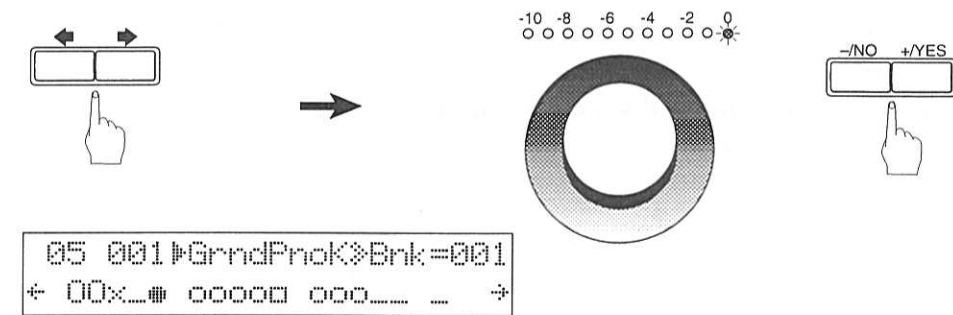
- 5 Press the [↔] cursor button once, then use the Dial or the [-/NO] and [+/YES] buttons to change the voice number.**



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

See the “Internal XG Tone Generator Basic Voice List” supplemented on pages 60 and 61 of the *Getting Started & Playback Manual* for a listing of basic voices.

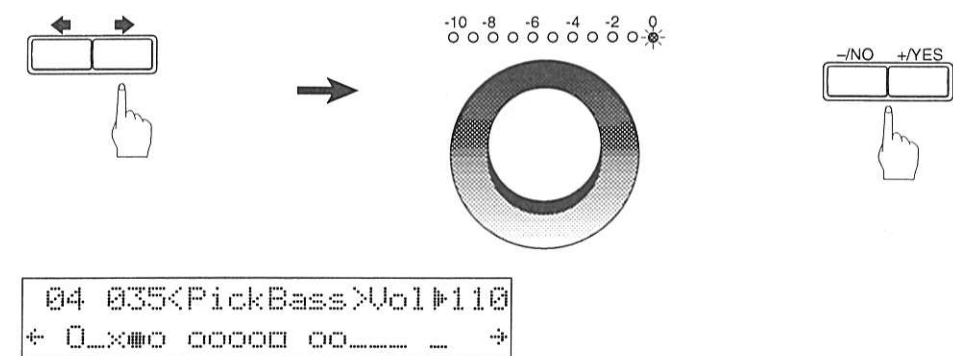
- 6 Press the [↔] cursor button, then use the Dial or the [-/NO] and [+/YES] buttons to select a variation voice.**



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

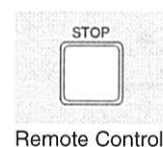
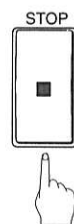
→ See “XG Normal Voice List” on page 10 and 11 in the Appendix section of this manual for a full listing of available voices.

- 7 Press the [↔] cursor button once more, then use the Dial or the [-/NO] and [+/YES] buttons to 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.



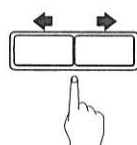
The following display appears.

```
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

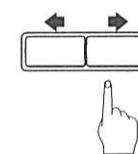
1 Press the [FUNC.] button.



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

```
[Disk]      *MIDI Setup →
[M-Tune]    *Piano Type
```

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

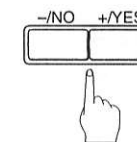
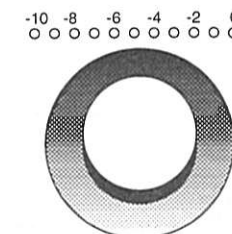
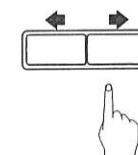


```
[▶Track]    *Reset
              (+,+,ENT)
```

The following display appears.

```
[Mix] [▶01] +##
[0000] [000] [ ] (ENT)
```

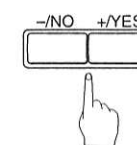
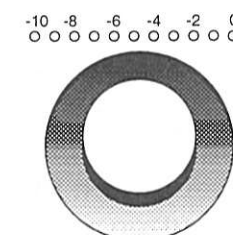
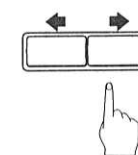
3 Press the [▶] cursor button to position the ▶ cursor at its next position, then use the Dial or the [-/NO] and [+ /YES] buttons to select the first track you want to mix.



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

```
[Mix] [▶05] +##
[0000] [000] [ ] (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]
[0000] [000] [ ] (ENT)
```

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

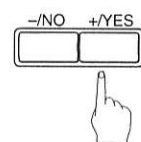
5 Press the [ENTER] button.



A display similar to the following appears.

```
[Mix] >05 →06 SURE?
00000 00000 _____ (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.

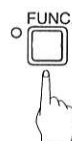
Note: If a piano track is mixed with an Ensemble track or vice versa, the piano track's continuous pedal data (half pedal) will be lost, but the on/off pedal data will be kept.

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.

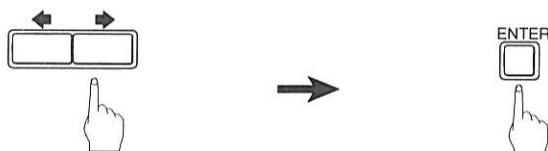
1 Press the [FUNC.] button.



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

```
*Disk      *MIDI Setup →
*MT-Tune   *Piano Type
```

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



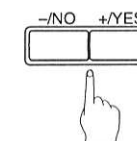
```
*Track      *Reset
              (←, →, ENT)
```

The following display appears.

```
[Mix] >01 →##
00000 00000 _____ (ENT)
```

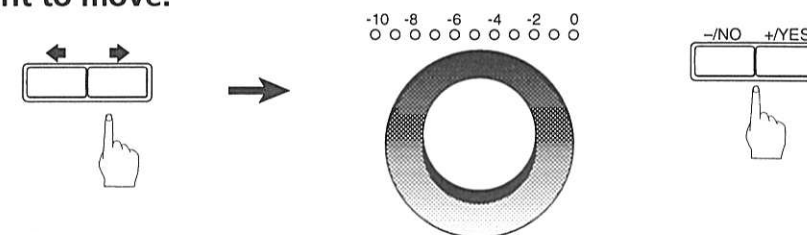
3 With the cursor at the far left, use the Dial or the [- / NO] and [+ / YES] buttons until "Move" appears.

-10 -8 -6 -4 -2 0



```
[Move] >01 →##
00000 00000 _____ (ENT)
```

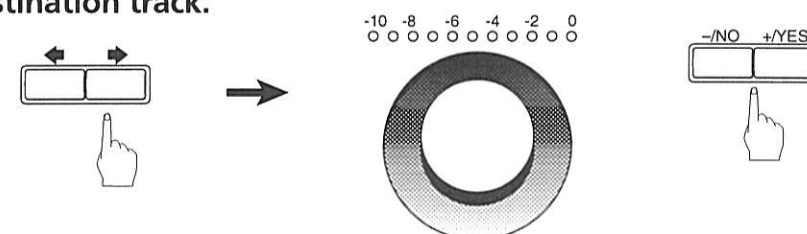
4 Press the [↔] cursor button to move the cursor to its next position, then use the Dial or the [- / NO] and [+ / YES] buttons to select the track you want to move.



The symbol of the selected track is blackened.

```
[Move] >05 →##
00000 00000 _____ (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.



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

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.

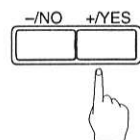


A display similar to the following appears.

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

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.

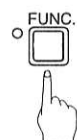
Note: If a piano track is moved to an Ensemble track or vice versa, the piano track's continuous pedal data (half pedal) will be lost, but the on/off pedal data will be kept.

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.

```
▶Disk      *MIDI Setup →
*MT-Tune   *Piano Type
```

2

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



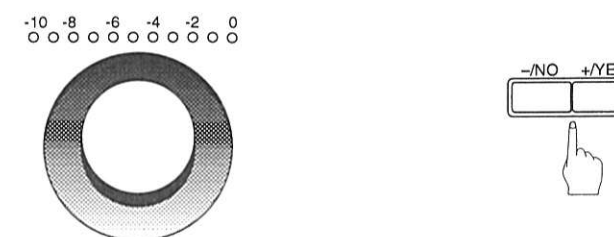
```
▶▶Track    *Reset
           (+, +, ENT)
```

The following display appears.

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

3

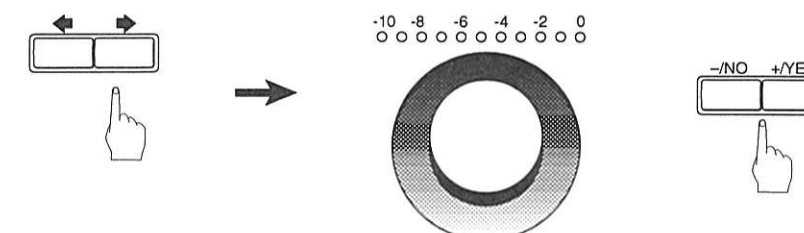
With the ▶ cursor at the far left, use the Dial or the [- / NO] and [+ / YES] buttons until "Copy" appears.



```
▶[Copy ]>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 copy.

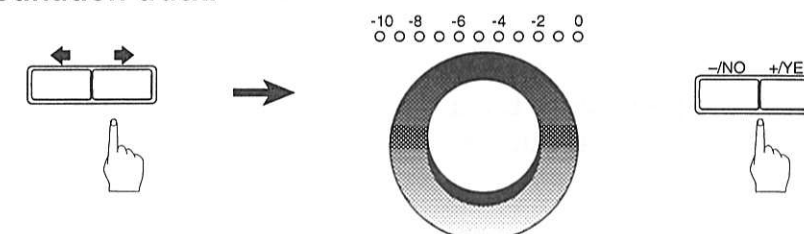


The symbol of the selected track is blackened.

```
[Copy ]▶05 →##
00000 00000 _____ (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.



```
[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

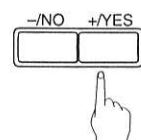
Press the [ENTER] button.



A display similar to the following appears.

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

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



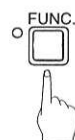
The selected track is copied to the destination track.

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

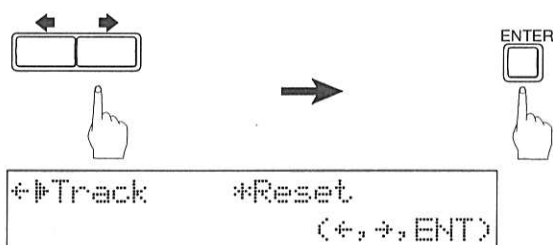
- 1** Press the [FUNC.] button.



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

```
*Disk      *MIDI Setup +
*M-Tune    *Piano Type
```

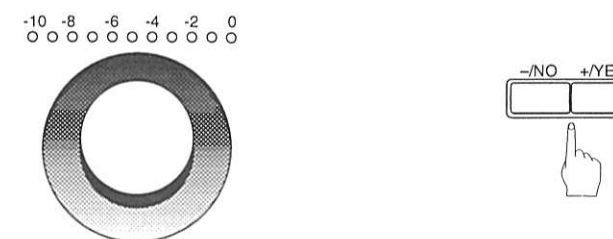
- 2** Press the [↔] cursor button to position the cursor next to Track, then press the [ENTER] button.



The following display appears.

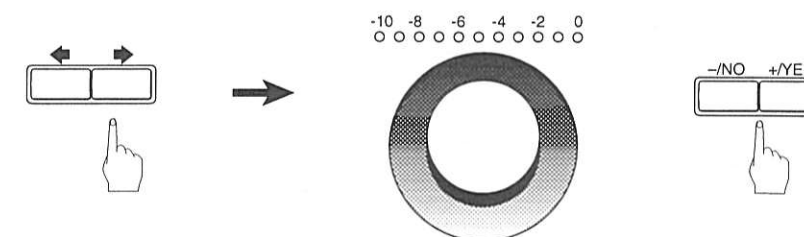
```
[Mix ]>01  +##
00000 00000  (ENT)
```

- 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
00000 00000  (ENT)
```

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

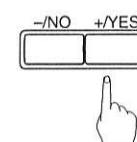
- 5** Press the [ENTER] button.



A display similar to the following appears.

```
[Del ]>05  SURE?
00000 00000  (Y/N)
```

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



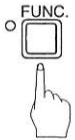
The selected track is deleted.

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.

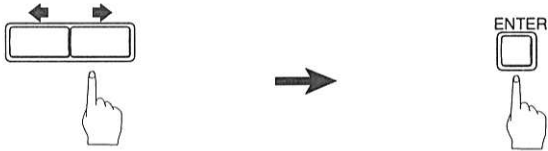
▶Disk

*MIDI Setup ▶

*M-Tune

*Piano Type
- 2

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



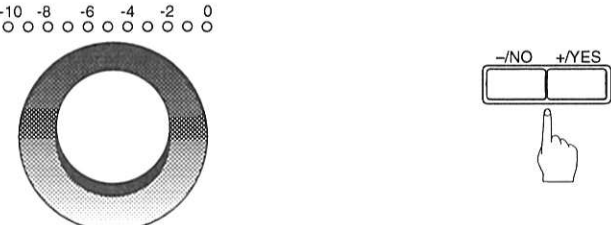
The following display appears.

▶▶Track

*Reset

(+,+,ENT)
- 3

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



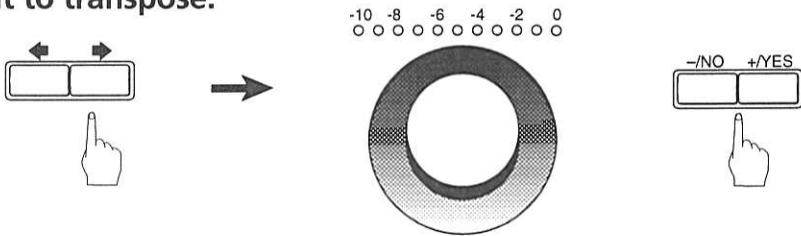
The following display appears.

▶[Trans]>01

00

0000 000_ (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.

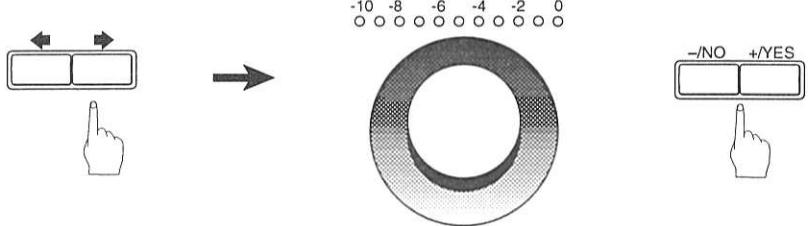
[Trans]>05 00

0000 000_ (ENT)

Note: Even if you select ALL, tracks 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.



The following display appears.

[Trans]>05 ▶+28

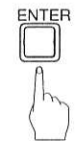
0000 000_ (ENT)

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.

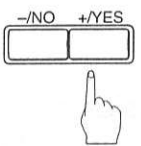


A display similar to the following appears.

[Trans]>05 +28 SURE?

0000 000_ (Y/N)
- 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 your piano 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 your piano.

Note: If the external data is an SMF format 1 song, you will need to convert song type to SMF format 0, since the DSR1 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 DSR1 supports more functions in SMF format 0 than E-SEQ.


- 1

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

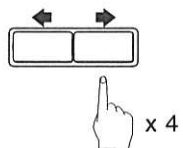


The RECORD indicator lights and the PLAY/PAUSE indicator flashes.
- 2

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


- 3

Press the [↔] cursor button four times.



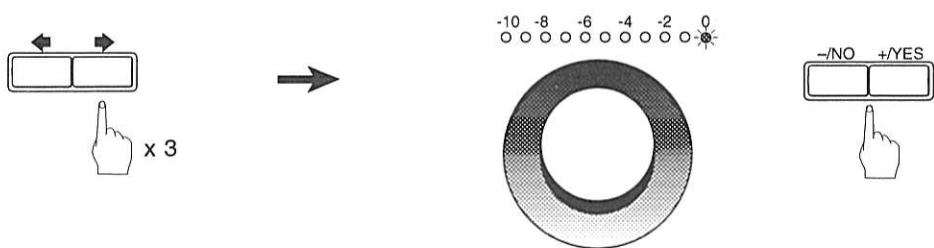
A display similar to the following appears.

L=01 R=02 50 (-,+)

←00000 00000 00000 0 →

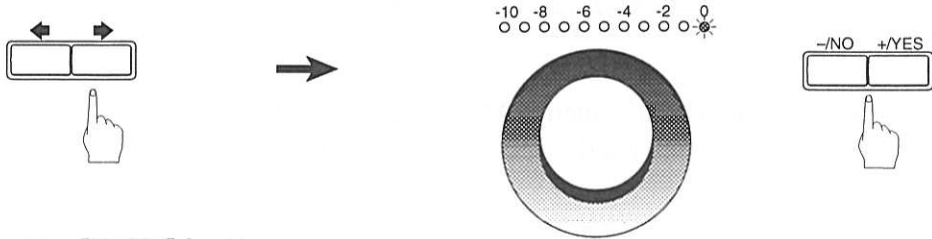
Existing tracks are indicated by the filled symbols on the bottom line of the display.
- 4

Press the [↔] cursor button three times to position the cursor 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.

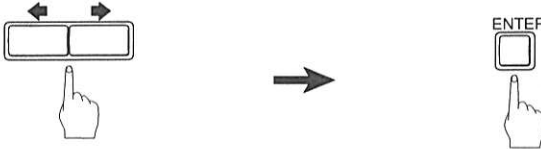
Save to disk? (+,-)

*SAVE *NEW *CANCEL (ENT)

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 DSR1, you want to adjust the volume of the piano part, see “Editing a Track’s Voice & Volume” on page 36.
- For E-SEQ songs, you may want to use the Track Editing function for moving tracks. See “Moving a Track” on page 40.