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New Functions in MONTAGE Version 1.60

Yamaha has upgraded the MONTAGE firmware, adding the following new functions. This manual describes additions and changes with respect to the Reference Manual that came with your instrument.

- New effect types have been added.
- New Performances have been added.
- New functions have been added in some displays for simplifying Super Knob settings.
**Additional New Effect Types**

The MONTAGE offers following new effect types.

<table>
<thead>
<tr>
<th>Effect Type</th>
<th>Description</th>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spiralizer P,</td>
<td>Unique filter applying Phaser (for Spiralizer P)/ Flanger (for Spiralizer F)</td>
<td>Spiral Speed</td>
<td>Determines the speed of the pitch shift.</td>
</tr>
<tr>
<td>Spiralizer F</td>
<td>processing with seemingly endless up/down pitch change.</td>
<td>Offset</td>
<td>Determines the starting pitch in semitones.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Feedback</td>
<td>Determines the level of the sound signal output from the effect block and returned to its own input.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Step Mode</td>
<td>Determines whether the pitch shifts smoothly or step by step.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Semitones</td>
<td>Determines the pitch shift range when “Step Mode” is set to “Semitone.”</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Scale Type</td>
<td>Determines how the pitch changes when “Step Mode” is set to “Scale.”</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Spiral Sync</td>
<td>Determines the basic time period over which the pitch shifts step by step.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Ofs Transition</td>
<td>Determines the time that elapses after the Offset value changes.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Step Transition</td>
<td>Determines how long it takes for the pitch to change to the next pitch when the pitch shifts step by step.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Dry/Wet</td>
<td>Determines the balance of the dry sound and the effect sound.</td>
</tr>
<tr>
<td></td>
<td>Spiral Turn the LFO On/Off.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Effect Type</th>
<th>Description</th>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tempo Spiralizer P,</td>
<td>Spiralizer with tempo-synchronized LFO.</td>
<td>Spiral Speed</td>
<td>Determines the speed of the pitch shift.</td>
</tr>
<tr>
<td>Tempo Spiralizer F</td>
<td></td>
<td>Offset</td>
<td>Determines the starting pitch in semitones.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Feedback</td>
<td>Determines the level of the sound signal output from the effect block and returned to its own input.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Step Mode</td>
<td>Determines whether the pitch shifts smoothly or step by step.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Semitones</td>
<td>Determines the pitch shift range when “Step Mode” is set to “Semitone.”</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Scale Type</td>
<td>Determines how the pitch changes when “Step Mode” is set to “Scale.”</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Spiral Sync</td>
<td>Determines the basic time period over which the pitch shifts step by step.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Ofs Transition</td>
<td>Determines the time that elapses after the Offset value changes.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Step Transition</td>
<td>Determines how long it takes for the pitch to change to the next pitch when the pitch shifts step by step.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Dry/Wet</td>
<td>Determines the balance of the dry sound and the effect sound.</td>
</tr>
<tr>
<td></td>
<td>Spiral Turn the LFO On/Off.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Additional New Performances

The MONTAGE offers 8 new Performances. For the added Performances, refer to the Data List.
Motion Control

Super Knob

Shortcut buttons have been added for simplifying Super Knob settings.

**Operation**  
[PERFORMANCE] \(\rightarrow\) [Motion Control] \(\rightarrow\) [Super Knob]

**Edit Super Knob Motion Seq (Edit Super Knob Motion Sequencer)**
Calls up the Knob Auto display for editing the Motion Sequencer applied to the Super Knob (Super Knob Motion Sequencer).

**Edit Super Knob**
Calls up the Control Assign display in Common/Audio Edit for setting parameters controlled with the Super Knob.
Common/Audio Edit (Common/Audio)

Control

**Control Assign**

You can now set Super Knob to “Display Filter.” You can also check the parameters for Parts which are controlled by using Assignable Knobs common to all Parts in this display.

**Operation**

[PERFORMANCE] → [EDIT] → PART [COMMON] → [Control] → [Control Assign]

or


**Display Filter**

Determines the Controller to be displayed. When “Super Knob” is selected, all Assignable Knob settings in which “Super Knob Link” is set to On are displayed.

**Settings:** AsgnKnob 1 – 8, Super Knob, MS Lane 1 – 4, EnvFollow 1 – 16, EnvFollowAD, EnvFollowMst, All

The following parameters are displayed only when “Destination 1 – 16” is set to “Part 1 – 16 Assign 1 – 8.” Also, when Destination is not set to any Assignable Knobs for the Part, only the shortcut buttons are available.

**Destination**

Determines the controller settings for the Part to be displayed.

**Settings:** 1 – 16 (The number of Destinations for the Assignable Knobs for the Part which is selected in “Destination 1 – 16” is displayed.)

**Parameter**

Determines the parameters for the Part to be controlled.

**Settings:** Refer to the “Control List” in the Data List.

**Edit Part Control Settings**

Calls up the Control Assign display for the currently selected Part.

**Curve Type**

Determines the specific curve for changing the parameter which is set in “Destination.” The horizontal axis indicates the value of the controller set in “Source” and the vertical axis indicates the parameter values.

**Settings:** Standard, Sigmoid, Threshold, Bell, Dogleg, FM, AM, M, Discrete Saw, Smooth Saw, Triangle, Square, Trapezoid, Tilt Sine, Bounce, Resonance, Sequence, Hold

**For User Bank:** User 1 – 32

**When a Library file is read:** Curves in Library 1 – 8
Polarity (Curve Polarity)
Determines the Curve Polarity of the Curve type set in “Curve Type.”
**Settings:** Uni, Bi
- **Uni:** Unipolar changes only in a positive direction or in a negative direction from a base parameter value according to the Curve shape.
- **Bi:** Bipolar changes in both of positive and negative directions from a base parameter value.

Ratio (Curve Ratio)
Determines the Curve Ratio.
**Settings:** -64 – +63
Part Edit (Edit)

Mod/Control (Modulation/Control)

Control Assign

You can now set Super Knob to "Display Filter."

Operation

[PERFORMANCE] \(\rightarrow\) [EDIT] \(\rightarrow\) Part selection \(\rightarrow\) ELEMENT/OPERATOR [COMMON] \(\rightarrow\) [Mod/Control] \(\rightarrow\) [Control Assign]

Display Filter

Determines the Controller to be displayed. When "Super Knob" is selected, all Assignable Knob settings to be affected by using the Super Knob are displayed.

Settings: PitchBend, ModWheel, AfterTouch, FootCtrl 1, FootCtrl 2, FootSwitch, Ribbon, Breath, AsgnKnob 1 – 8, Super Knob, AsgnSw 1, AsgnSw 2, MS Lane 1 – 4, EnvFollow 1 – 16, EnvFollowAD, EnvFollowMst, All

Edit Common Control Settings

Calls up the Control Assign display for Common/Audio Edit.
New Functions in MONTAGE Version 1.50

Yamaha has upgraded the MONTAGE firmware, adding the following new functions. This manual describes additions and changes with respect to the Reference Manual that came with your instrument.

- New effect types have been added.
- New Performances have been added.
- The Favorite function has been added.
- “Mixing” has been added for the “Parameter with Part” setting of the Part Category Search.
- From the Performance Play (Home) display, you can now see various information.
- The Super Knob Link function has been added.
- You can now control the monitor volume of the Audio signal input from the [USB TO HOST] terminal.
- You can now switch Scenes by Control Change messages.
- You can now make partial changes to the font size on the Live Set display and the Category Search display.
- You can now save/load backup files in which the entire User Memory data (including Songs and Libraries) is stored.
- Each Edit display has been improved by allowing touch selection of Parts from the display.
## Additional New Effect Types

The MONTAGE offers following new effect types.

<table>
<thead>
<tr>
<th>Effect Type</th>
<th>Description</th>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
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<td>Rotary Speaker 2</td>
<td>Simulator of a rotary speaker including the amp block.</td>
<td>Speed Control</td>
<td>Switches the rotary speed.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Drive</td>
<td>Controls the amount of the distortion.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Tone</td>
<td>Adjusts the tone level.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>RH Balance</td>
<td>Determines the volume balance of the horn (higher range) and rotor (lower range).</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Output Level</td>
<td>Determines the output level of the effected sounds.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Mic L-R Angle</td>
<td>Determines the L/R angle of the microphone.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Input Level</td>
<td>Determines the input level.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Mod Depth</td>
<td>Determines the depth of the modulation.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Horn Slow/Fast</td>
<td>Determines how long it takes for the rotation speed of the horn (higher range) to change from Slow to Fast when the rotation speed is switched.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Horn Fast/Slow</td>
<td>Determines how long it takes for the rotation speed of the horn (higher range) to change from Fast to Slow when the rotation speed is switched.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Rotor Slow</td>
<td>Determines the frequency of the rotor (lower range) when the Speed Control is set to Slow.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Horn Slow</td>
<td>Determines the frequency of the horn (higher range) when the Speed Control is set to Slow.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Rotor Fast</td>
<td>Determines the frequency of the rotor (lower range) when the Speed Control is set to Fast.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Horn Fast</td>
<td>Determines the frequency of the horn (higher range) when the Speed Control is set to Fast.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Rtr Slow/Fast</td>
<td>Determines how long it takes for the rotation speed of the rotor (lower range) to change from Slow to Fast when the rotation speed is switched.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Rtr Fast/Slow</td>
<td>Determines how long it takes for the rotation speed of the rotor (lower range) to change from Fast to Slow when the rotation speed is switched.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Effect Type</th>
<th>Description</th>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Uni Comp Down</td>
<td>Compressor using “downward” algorithm for making loud sounds quieter.</td>
<td>Threshold</td>
<td>Determines the minimum input level at which the compressor effect is applied.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Knee</td>
<td>Determines how the transition range changes around the threshold. The higher the value, the shallower the transition curve.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Attack</td>
<td>Determines the amount of time it takes for the effect to reach its maximum compression.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Release</td>
<td>Determines the amount of time it takes for the compressor effect to diminish or fade out.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Ratio</td>
<td>Determines the ratio of the compressor.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Side Chain EQ</td>
<td>When this is turned on, the EQ is applied for the corresponding input level range of the Side Chain.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SC EQ Q</td>
<td>Determines the Side Chain EQ bandwidth.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SC EQ Freq</td>
<td>Determines the center frequency of the Side Chain EQ.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SC EQ Gain</td>
<td>Determines the level gain of the Side Chain EQ.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Dry/Wet</td>
<td>Determines the balance of the dry sound and the effect sound.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Output Level</td>
<td>Determines the output level of the effected sounds.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Make Up Gain</td>
<td>Determines the output gain of the compressor block.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Post-comp HPF</td>
<td>Determines the Cutoff Frequency of the High-Pass Filter which follows the compressor.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Clipper</td>
<td>Determines the extent to which the Clipper is applied for forcibly reducing the gain.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Clipper Source</td>
<td>Determines the signal to which the Clipper effect is applied for forcibly reducing the gain.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Side Chain Lvl</td>
<td>Determines the Side chain input level.</td>
</tr>
</tbody>
</table>

![Uni Comp Down Diagram](image-url)
<table>
<thead>
<tr>
<th>Effect Type</th>
<th>Description</th>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Uni Comp Up</td>
<td>Compressor using “upward” algorithm for making quiet sounds louder.</td>
<td>Threshold</td>
<td>Determines the maximum input level at which the compressor effect is applied.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Knee</td>
<td>Determines how the transition range changes around the threshold. The higher the value, the shallower the transition curve.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Attack</td>
<td>Determines the amount of time it takes for the effect to reach its maximum compression.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Release</td>
<td>Determines the amount of time it takes for the compressor effect to diminish or fade out.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Ratio</td>
<td>Determines the ratio of the compressor.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Side Chain EQ</td>
<td>When this is turned on, the EQ is applied for the corresponding input level range of the Side chain.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SC EQ Q</td>
<td>Determines the Side chain EQ bandwidth.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SC EQ Freq</td>
<td>Determines the center frequency of the Side chain EQ.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SC EQ Gain</td>
<td>Determines the level gain of the Side chain EQ.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Dry/Wet</td>
<td>Determines the balance of the dry sound and the effect sound.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Output Level</td>
<td>Determines the output level of the effected sounds.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Make Up Gain</td>
<td>Determines the output gain of the compressor block.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Post-comp HPF</td>
<td>Determines the Cutoff Frequency of the High-Pass Filter which follows the compressor.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Clipper</td>
<td>Determines the extent to which the Clipper is applied for forcibly reducing the gain.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Clipper Source</td>
<td>Determines the signal to which the Clipper effect is applied for forcibly reducing the gain.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Gain Limit</td>
<td>Determines the maximum gain level.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Side Chain Lvl</td>
<td>Determines the Side chain input level.</td>
</tr>
</tbody>
</table>

![Uni Comp Up Diagram](image)

<table>
<thead>
<tr>
<th>Effect Type</th>
<th>Description</th>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parallel Comp</td>
<td>Compressor applying parallel processing of the compressed sounds and dry sounds.</td>
<td>Type</td>
<td>Determines the compressor type.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Compression</td>
<td>Determines the extent to which the compressor is applied.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Texture</td>
<td>Determines the texture of the compressor effect.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Output Level</td>
<td>Determines the output level of the effected sounds.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Input Level</td>
<td>Determines the input level.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Effect Type</th>
<th>Description</th>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Presence</td>
<td>Effect for bringing out the hidden presence in the input sounds.</td>
<td>Presence</td>
<td>Determines the extent to which the effect is applied.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Texture</td>
<td>Determines the texture of the sound effect.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Output Level</td>
<td>Determines the output level of the effected sounds.</td>
</tr>
</tbody>
</table>
Additional New Performances

The MONTAGE offers 52 new Performances. For the added Performances, refer to the Data List.
_category search

- performance category search, arpeggio category search, waveform category search

The Favorite function has been added, giving you quick access to the sounds and Arpeggios you want has been added. This section explains an example of the Favorite function for Performance Category Search.

**NOTE** You can filter the Performance List by Favorite in the Part Category Search and in the Performance Merge, but you cannot turn the Favorite icon on/off from the search displays.

**Operation**

[PERFORMANCE] → [CATEGORY] (Performance Category Search)

or

Touch the Performance Name → Select [Search] from the displayed menu

**Favorite Set / Unset**

Enters (Sets) or cancels (Unsets) the Favorite icon to the currently selected Performance. This is not available when the cursor is not on the Performance List.

**NOTE** You can also set/unset the Favorite icon from the menu which is displayed by touching the Performance name on the Performance Play (Home) display.

**Favorite All Clear**

Clears all Favorite icons on Performances. This is available only when at least one Performance has a Favorite icon.

**Bank/Favorite (Performance Bank Select/Favorite)**

Filters the Performance List by Bank or Favorite. When Favorite is selected, only Performances having a Favorite icon are listed.

**Settings:** All, Favorite, Preset, User, Library Name (when the Library file is read)

**NOTE** When the Category Search display is selected, pressing the [CATEGORY] button repeatedly switches Banks among All, Favorite, Preset, User, Library (when the Library file is read). Holding down the [CATEGORY] button lets you go back to All.
### Part Category Search

When “Mixing” of the “Parameter with Part” (Param. with Part) setting is set to off, you can change sounds continuously, using the current setting values for the Part such as Volume, Pan and Note shift.

**Operation**

[PERFORMANCE] → (When the Part to which any sounds are assigned is selected) Select the Part Name → [SHIFT]+[CATEGORY] (Part Category Search) or

(When the Part to which any sounds are assigned is selected) Touch the Part Name → Select [Search] from the displayed menu

---

**Param. with part (Parameter with Part)**

Determines whether or not to read and use the parameter values for the next Performance. When the set of parameters is set to off, the current setting values are continuously used even when the next Performance is selected.

**Settings:** Off, On
Performance Play (Home)

You can now see various information by turning “View” on.

**Home**

**Operation**

Press the [PERFORMANCE] button
or
Touch the [HOME] icon

**View**

Determine whether the detailed information of each Part is displayed (On) or not displayed (Off). The displayed information differs depending on the cursor position or the Control function settings.

**Settings:** Off, On

**NOTE** When the cursor is on the Performance name on the Performance Play (Home) display, you can also switch the information views by pressing the [PERFORMANCE] button.

This section explains when “View” is turned on.
**Element view**
This appears only when the currently selected Part is the Normal Part (AWM2), and the [PERFORMANCE CONTROL] button or “Element/Operator control” is turned on.

- **Element SW (Element switch)**
  Determines whether each Element is active or not.
  **Settings:** Off, On

- **Element Level**
  Determines the output level of the Element.
  **Settings:** 0 – 127

**Drum Key view**
This appears only when the currently selected Part is the Drum Part, and the [PERFORMANCE CONTROL] button or “Element/Operator Control” is turned on.
Drum Key Level
Determines the output level of the Drum Key.
Settings: 0 – 127

Algorithm view
This appears only when the currently selected Part is the Normal Part (FM-X), and the [PERFORMANCE CONTROL] button or “Element/Operator Control” is turned on.

Algorithm (Algorithm Number)
Changes Algorithms.
Settings: See the Data List PDF document.
NOTE Tapping the Algorithm image calls up the Algorithm Search display.

Feedback (Feedback Level)
Waveforms can be changed by feeding some of the signal generated by an operator back through that operator. This allows you to set the feedback level.
Settings: 0 – 7

Operator Level
Determines the output level of the Operator.
Settings: 0 – 99
- **Part – Note view**
  This appears only when the [PART CONTROL] button is turned on or the cursor is on the Note Limit. This is useful for checking the Layer/Split settings among Parts.

- **Velocity – Note view**
  This appears only when the cursor is on any velocity limit of Parts. This is useful for setting Velocity split among Parts.
Motion Control

Super Knob

You can now make individual link setting of Assignable Knobs, to which functions commonly effective for all Parts are assigned, with the Super Knob.

**Operation**  
[PERFORMANCE] → [Motion Control] → [Super Knob]

**MS Master (Motion Sequencer Master Switch)**

Turns the Motion Sequencer for the entire Performance on/off. This setting is applied to the [MOTION SEQ ON/OFF] button on the panel.

**Settings:** Off, On

**Super Knob MS (Super Knob Motion Sequencer Switch)**

Turns the Motion Sequencer applied to the Super Knob on/off.

**Settings:** Off, On

**Super Knob Link**

Turns the link between the Assignable Knob and the Super Knob on/off. When this is set to off, the function value assigned to the corresponding knob does not change even if the Super Knob is controlled.

**Settings:** Off, On
Utility

Settings

Audio I/O

You can now control the monitor volume of the Audio signal input from the [USB TO HOST] terminal.

Operation  [UTILITY] → [Settings] → [Audio I/O]

USB Volume (USB Input Volume)

Adjusts the volume of the Audio signal input from the [USB TO HOST] terminal. This setting is applied to the output gain of the OUTPUT (BALANCED) [L/MONO]/[R] jacks and the ASSIGNABLE OUTPUT (BALANCED) [L]/[R] jacks.

Settings: 0 – 127

NOTE  USB Input Volume is stored as part of the general system settings, not as Performance data.
You can now switch Scenes by Control Change messages.

**Operation**  
[UTILITY] → [Settings] → [MIDI I/O]

---

### Scene CC (Scene Control Change Number)

Determines the Control Change Number generated by switching Scenes. Even when the instrument receives MIDI message with the same Control Change Number specified here from the external equipment, the instrument assumes that the message is generated by switching Scenes.

**Settings:** Off, 1 – 95

**NOTE**  
Scene 1 – 8 is selected depending on the Control Change value.  

**NOTE**  
When the same Control Change Number is set to both of the Super Knob Control Change and the Scene Control Change, an exclamation mark (!) is shown before the value. In such a case, changes to Scene Control have priority and changes to the Super Knob Control are ignored.
You can now change the font size partially on the Live Set display and the Category Search display.

**Operation**  
[UTILITY] → [Settings] → [System]

**Live Set Font (Live Set Font Size)**  
Determines the font size of the contents name on the Live Set display and the Category Search display.  
**Settings:** Normal, Large
### Live Set display

- **Normal**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Preset</th>
<th>Page</th>
<th>Preset</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><strong>CFX + FM EP</strong></td>
<td></td>
<td></td>
<td><strong>CFX + FM EP</strong></td>
</tr>
<tr>
<td></td>
<td>A.PIANO CFX+FM EP</td>
<td></td>
<td></td>
<td>A.PIANO CFX+FM EP</td>
</tr>
<tr>
<td></td>
<td>Rd 1 Gallery</td>
<td></td>
<td></td>
<td>Rd 1 Gallery</td>
</tr>
<tr>
<td></td>
<td>E.PIANO RD</td>
<td></td>
<td></td>
<td>E.PIANO RD</td>
</tr>
<tr>
<td></td>
<td>Wr Gallery</td>
<td></td>
<td></td>
<td>Wr Gallery</td>
</tr>
<tr>
<td></td>
<td>E.PIANO WR</td>
<td></td>
<td></td>
<td>E.PIANO WR</td>
</tr>
<tr>
<td></td>
<td>All 9 Bars!</td>
<td></td>
<td></td>
<td>All 9 Bars!</td>
</tr>
<tr>
<td></td>
<td>ORGAN</td>
<td></td>
<td></td>
<td>ORGAN</td>
</tr>
<tr>
<td></td>
<td>Wax And Wane</td>
<td>SYN PAD w/ Auto SK</td>
<td></td>
<td>Wax And Wane</td>
</tr>
<tr>
<td></td>
<td>Ocean Pad</td>
<td>SYN PAD</td>
<td></td>
<td>Ocean Pad</td>
</tr>
<tr>
<td></td>
<td>Seattle Sections</td>
<td>STRINGS Ensemble</td>
<td></td>
<td>Seattle Sections</td>
</tr>
<tr>
<td></td>
<td>8 Amps and a TC</td>
<td>E.GUITAR Clean</td>
<td></td>
<td>8 Amps and a TC</td>
</tr>
<tr>
<td></td>
<td>Multi Saw MW DA</td>
<td>SYN COMP</td>
<td></td>
<td>Multi Saw MW DA</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>CFX + FM EP</strong></td>
<td></td>
<td></td>
<td><strong>CFX + FM EP</strong></td>
</tr>
<tr>
<td></td>
<td>A.PIANO CFX+FM EP</td>
<td></td>
<td></td>
<td>A.PIANO CFX+FM EP</td>
</tr>
<tr>
<td></td>
<td>Rd 1 Gallery</td>
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<td>Rd 1 Gallery</td>
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<tr>
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<td>E.PIANO RD</td>
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<td>Wr Gallery</td>
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<tr>
<td></td>
<td>E.PIANO WR</td>
<td></td>
<td></td>
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<td>ORGAN</td>
<td></td>
<td></td>
<td>ORGAN</td>
</tr>
<tr>
<td></td>
<td>Wax And Wane</td>
<td>SYN PAD w/ Auto SK</td>
<td></td>
<td>Wax And Wane</td>
</tr>
<tr>
<td></td>
<td>Pearly Gates</td>
<td>CHILL OUT Style ARP</td>
<td></td>
<td>Pearly Gates</td>
</tr>
<tr>
<td></td>
<td>FM Sweeping Poly</td>
<td>SYN PAD</td>
<td></td>
<td>FM Sweeping Poly</td>
</tr>
<tr>
<td></td>
<td>FM Linear Synth</td>
<td>SYN PAD</td>
<td></td>
<td>FM Linear Synth</td>
</tr>
<tr>
<td></td>
<td>Multi Saw MW DA</td>
<td>SYN COMP</td>
<td></td>
<td>Multi Saw MW DA</td>
</tr>
<tr>
<td></td>
<td>Turn It On</td>
<td>SYN COMP w/ M.SEQ</td>
<td></td>
<td>Turn It On</td>
</tr>
</tbody>
</table>

- **Large**
### Category Search display

- **Normal**

![Normal Category Search Display](image1)

- **Large**

![Large Category Search Display](image2)
You can now save/load backup files in which the entire User Memory data (including Songs and Libraries) is stored.

### Load

**Operation**  
[UTILITY] → [Contents] → [Load]

#### Content Type

<table>
<thead>
<tr>
<th>File Type</th>
<th>Device Type</th>
<th>Extension</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Backup File</td>
<td>File</td>
<td>.X7A</td>
<td>Data that is saved to USB flash memory as a backup file can be loaded to the User Memory again. A backup file includes all User data, Library data, and Song data.</td>
</tr>
</tbody>
</table>
Store/Save

Operation
[UTILITY] → [Contents] → [Store / Save]

Content Type

<table>
<thead>
<tr>
<th>File Type</th>
<th>Device Type</th>
<th>Extension</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Backup File</td>
<td>File</td>
<td>.X7A</td>
<td>Data that is stored to the User Memory can be saved to USB flash memory. A backup file includes all User data, Library data, and Song data.</td>
</tr>
</tbody>
</table>
Edit

Each of the following Edit displays has been improved and you can now select the desired Part by touching the Part name on the display: Normal Part (AWM2) Edit display, Drum Part Edit display, Normal Part (FM-X) Edit display, and Common/Audio Edit display. Here is an example of the Normal Part (AWM2) Edit display.

Part
Indicates the selected Part. Touching this calls up a pop-up list to switch the Part to be edited.

Settings: Common, Part 1 – 16
New Functions in MONTAGE Version 1.20

Yamaha has upgraded the MONTAGE firmware, adding the following new functions. This manual describes additions and changes with respect to the Reference Manual that came with your instrument.

- Element / Operator Control has been added for “Control Function.”
- You can now store Control Function settings as Performance data.
- Song Loop playback function has been added.
- User Arpeggio function has been added.
- You can now separately mute original Parts and newly added Parts by Performance Merge.
- Monitor Volume settings for USB connection have been added.
- You can now control the Super Knob by MIDI Control Change messages.
- You can now copy or exchange Arpeggio Types.
- You can now copy or exchange Motion Sequences.
- Arp Bypass and Kbd Ctrl Lock functions have been added for “Effect Switch.”
Motion Control

Overview

Operation

- [PERFORMANCE] → [Motion Control] → [Overview] or [SHIFT] + [PERFORMANCE]

Control Function

Switches among Performance Control, Part Control, and Element/Operator Control.

Settings: Performance Control, Part Control, Elem/Op Control

NOTE You can now store Control function operations as Performance data.

NOTE Element/Operator Control can also be selected by simultaneously holding down the [SHIFT] button and using the [PART CONTROL] buttons.

■ When “Element/Operator Control” is selected


<table>
<thead>
<tr>
<th>Number buttons</th>
<th>PART [MUTE] button and PART [SOLO] button are OFF</th>
<th>PART [MUTE] button ON</th>
<th>PART [SOLO] button ON</th>
</tr>
</thead>
</table>

When “Element/Operator Control” is selected and the PART [COMMON] button is ON, the Control Sliders 1 – 8 control the levels of the Elements/Operators of Part 1.

NOTE Element/Operator Control is useful for playing Performances, for example, that contain single Organ Parts, because controlling the volume of Elements in the Live Set display changes the harmonics of the Organ sound, just as with an actual organ.
You can now loop Song playback.

### Playback and Playback Standby

**Operation**

- Tap the [Play] button, or
- [PERFORMANCE] \(\rightarrow\) [Play/Rec] \(\rightarrow\) [MIDI]

**Song Name**

Indicates the selected Song name. Touching the Song Name calls up a menu for selecting Load, Rename, and User Arpeggio.

**Loop**

Determines whether the Song plays through a single time or continuously. When this is set to on, the Song is repeatedly played back between the “Loop Start” and “Loop End” points (below).

**Settings:** Off, On

**Loop Start / End**

Determines the start position and the end position of Loop playback. The measure number is in the left cell and the beat number is in the right cell. This is not available when “Loop” is set to off.
**Put Track to Arpeggio**

This function copies data in the specified measures of a track for creating Arpeggio data. Up to 16 unique note numbers can be recorded to the Arpeggio track. If more than 16 different note numbers have been recorded to the MIDI sequence data, the Convert operation reduces the notes in excess of the limit. Because of this, be careful to record only up to 16 different notes when you create an Arpeggio, especially when using multiple tracks.

**Arp (Arpeggio Number)**

Determines the User Arpeggio number. One of the numbers currently not in use is automatically assigned by default. When a number already in use is selected, the previous Arpeggio data in the selected number will be overwritten.

**Settings:** 1 – 256

**Category (Arpeggio Category)**

Determines the Category setting (Main Category and Sub Category) for the created Arpeggio data.

**Settings:** Refer to the Arpeggio Type Category List in the Reference Manual PDF document.

**Name (Arpeggio Name)**

Determines the User Arpeggio name. The Arpeggio name can contain up to 20 characters.

**Song Track**

Determines the track of the source Song for each Arpeggio track.

**Convert Type**

Determines how the MIDI sequence data (of Song tracks) will be converted to Arpeggio data from the three ways below. This parameter can be set for each track.

**Settings:** Normal, Fixed, Org Notes

- **Normal:** The Arpeggio is played back using only the played note and its octave notes.
- **Fixed:** Playing any note(s) will trigger the same MIDI sequence data.
- **Org Notes** (original notes): Basically same as “Fixed” with the exception that the Arpeggio playback notes differ according to the played chord.

**Original Notes Root**

Determines the root note when the Convert Type of any track is set to “Org Notes.” This is available only when any track is set to “Org Notes.”

**Settings:** C-2 – G8

**Measure**

Determines the range of measures to be copied to the Arpeggio data.

**Settings:** 001 – 999

**Store As User Arp (Store As User Arpeggio)**

Stores as User Arpeggio following all settings made in this display. This is not available when all tracks are set to off.
Category Search

- Performance Merge
  This allows you to separately mute original Parts and newly added Parts.

  **Operation**  
  [PERFORMANCE] → (the selected Part and all Parts that follow must not be assigned) → [SHIFT] + [CATEGORY] or touch the “+” icon

- Original Part Mute
  Mutes the original Parts.  
  **Settings:** Off, On

- Additional Part Mute
  Mutes newly added Parts in the Performance Merge display.  
  **Settings:** Off, On
You can now control the Super Knob by MIDI Control Change messages.

**Operation**  [UTILITY] → [Settings] → [MIDI I/O]

### Super Knob CC (Super Knob Control Change Number)
Determines the Control Change number generated by using the Super Knob. Even when the instrument receives MIDI messages with the same Control Change Number specified here from the external equipment, the instrument assumes that the message is generated by using the Super Knob. When “MIDI I/O Mode” is set to “Multi,” Channel 1 is used for transmitting MIDI data. When “MIDI I/O Mode” is set to “Single,” the channel specified in “MIDI I/O Ch.” is used for transmitting MIDI data.

**Settings:** Off, 1 – 95

**NOTE**  When this parameter is set to off, MIDI data is transmitted by SysEx (System Exclusive) messages.

### Control Number
Calls up the Control Number display in the Common/Audio Edit.
Arp Bypass and Kbd Ctrl Lock functions have been added for "Effect Switch."

**Operation**

[UTILITY] → [Effect Switch] or touch the Effect icon

### Arp Bypass (Arpeggio Bypass Switch)

Determines whether the Arpeggio Bypass is active or not. When this is set to on, all Arpeggiator operations are disabled.

**Settings:** Off, On

**NOTE**
- Arpeggio Bypass can also be turned on/off by simultaneously holding down the [SHIFT] button and using the [ARP ON/OFF] button. The [ARP ON/OFF] button flashes when Arpeggio Bypass is turned on.
- When the Part Arpeggio Switch setting is changed, Arpeggio Bypass is automatically turned off even if it has been set to on.
- You can edit arpeggios in Song data generated by the arpeggiator with using DAW software. By turning Arpeggio Bypass on, you can prevent Song data edited on the DAW software from being affected again by the arpeggiator when routed back to the MONTAGE.

### Kbd Ctrl Lock (Keyboard Control Lock)

Determines whether Keyboard Control Lock is active or not. When this is set to on, the Keyboard Control is turned on only for Part 1 and off for the other Parts.

When this is set to off, Keyboard Control settings for all Parts are returned to the original status.

**Settings:** Off, On

**NOTE**
- When you use the MONTAGE as a 16-part multi-timbral sound module with DAW software, the Keyboard Control Lock function is useful for creating or editing MIDI tracks one by one.
Common/Audio Edit (Common/Audio)

Control

Control Number

When the same control number is assigned to the Super Knob and any Assignable Knob, the Super Knob takes priority and operation of the Assignable Knob may be ignored. A warning message appears in that case.

**NOTE** The Control Number set in this display is stored as Performance data. However, “FS Assign” and “Super Knob CC” are stored as general system settings, not as Performance data.

**Operation** [PERFORMANCE] → [EDIT] → PART [COMMON] → [Control] → [Control Number]

![Control Number Table](image)

MIDI Settings

Calls up the MIDI I/O display in Utility.
USB Monitor

From the USB Monitor display, you can adjust the Audio Input level from the [USB TO HOST] terminal.

**NOTE** USB Main Monitor Volume and USB Assign Monitor Volume are stored as Performance Data.

**Operation** [PERFORMANCE] → [EDIT] → PART [COMMON] → [USB Monitor]

---

**USB Main Monitor Volume**
Adjusts the Audio signal level which is input from the [USB TO HOST] terminal and output to the OUTPUT (BALANCED) [L/MONO] [R] jacks.

**Settings:** 0 – 127

**USB Assign Monitor Volume**
Adjusts the Audio signal level which is input from the [USB TO HOST] terminal and output to the ASSIGNABLE OUTPUT (BALANCED) [L/R] jacks.

**Settings:** 0 – 127

**Audio Settings**
Calls up the Audio I/O display in Utility.
Part Edit (Edit)

You can now copy (or exchange) between Arpeggio types.

**Operation**

[PERFORMANCE] → [EDIT] → Select Part to be copied → [Arpeggio] → [Individual] → [SHIFT] + [EDIT]

or

[PERFORMANCE] → [Motion Control] → [Arpeggio] → Select Part to be copied → [SHIFT] + [EDIT]

**Copy**

Touching this button activates the Arpeggio Type Copy function.

**Exchange**

Touching this button activates the Arpeggio Type Exchange function.

1. Part to be copied (or exchanged)
2. Arpeggio Select to be copied (or exchanged)
3. Copy (or exchange) destination Part
4. Copy (or exchange) destination Arpeggio Select

**NOTE** You can select “All” for Arp Select when copying between different Parts.
You can now copy (or exchange) between Motion Sequences.

**Operation**

[PERFORMANCE] → [EDIT] → Select Part to be copied → [Motion Seq] → [Lane] → [SHIFT] + [EDIT]
or
[PERFORMANCE] → [Motion Control] → [Motion Seq] → Select Part to be copied → [SHIFT] + [EDIT]
or
[PERFORMANCE] → [Motion Control] → [Knob Auto] → [SHIFT] + [EDIT]

**Copy**

Touching this button activates the Motion Sequence Copy function.

**Exchange**

Touching this button activates the Motion Sequence Exchange function.

1. **Part to be copied (or exchanged)**
2. **Lane to be copied (or exchanged)**
3. **Motion Sequence Select to be copied (or exchanged)**
4. **Copy (or exchange) destination Part**
5. **Copy (or exchange) destination Lane**
6. **Copy (or exchange) destination Motion Sequence Select**

**NOTE**  You can select “All” for “Lane” and “MS Select” when copying between different Parts.
New Functions in MONTAGE Version 1.10

Yamaha has upgraded the MONTAGE firmware, adding the following new functions. This manual describes additions and changes with respect to the Reference Manual that came with your instrument.

• New Performances have been added.
• From the Performance Play (Home) display, you can now view Part types and categories of each Part.
• From the Performance Play (Home) and the Mixing displays, you can now turn the Arpeggio Hold function on/off.
• In the Part Category Search, you can now specify any Part other than Part 1 as the Part to be copied.
• Performance Merge function has been added.
• MIDI single channel mode has been added.
• From the Data Utility display (in the Utility display) you can now delete multiple contents together.
• You can now copy Performances from the Library memory to the User memory.
• You can now copy or exchange Elements/Operators/Drum Keys.
• You can now copy or exchange Live Sets on a Bank or page basis.
• Live Set pages and slots can now be controlled by MIDI Bank Select and Program Change messages.
New Performances

64 Performances have been added.
For details about the new Performances, refer to the Data List PDF document.

Performance Play (Home)

From the Performance Play (Home) display, you can view Part types and Arpeggio Hold function status.

Type/Name Switch
Switches between the displays of Part Type/Category and Part Name.
Settings: Type, Name

Part Types / Part Names
Indicates the Part types and categories or the Part names.
Touching the parameter calls up the menu for Category Search, Edit, and Copy.
To add another Part, touch the “+” icon.

Part Arpeggio On/Off switch
Determines whether the Arpeggio of each Part is on or off. When the Arpeggio and the Arpeggio Hold are set to on, “Arp Hold On” is displayed.

NOTE In the Part Control status, you can turn the Arpeggio Hold for the Part on or off by pressing the corresponding Number C [1] – [8] button while holding down the [SHIFT] button.
Settings: Off, On
Category Search

Part Category Search
You can now select any Part in a Performance and assign the sound of the Part to another.

Operation

[PERFORMANCE] → Part selection → [SHIFT]+[CATEGORY]
(When the Part to which any sounds are assigned is selected) Touch the Part Name → Select [Search] from the displayed menu
or
(When the Part to which no sound is assigned is selected) Touch the “+” icon

<V1.10 New function>
When the selected Part and all succeeding Parts have no sound assigned (or are empty), executing the operation above opens the Performance Merge display.

Source
Determines which Part of the selected Performance will be assigned to the Performance being edited. Part 1 is selected by default, which has the same behavior as the older version.

Settings: Part 1 – 16
**Performance Merge**

From the Performance Merge display, you can collectively assign multiple Parts from the selected Performance to empty Parts in the Performance currently being edited. For example, you can merge four Piano Parts in one Performance and two Strings Parts in another Performance to create even more richly textured, layered sounds.

**Operation**

[PERFORMANCE] → (the selected Part and all Parts that follow must not be assigned) → [SHIFT] + [CATEGORY] or touch the “+” icon

**Source**

Determines which Part of the selected Performance will be assigned to the Performance being edited.

**Settings:** All, Part 1 – 16

- **All:** All non-empty Parts of the selected Performance are assigned to available empty Parts.
- **Part 1 – 16:** Only the sound from the specified Part is assigned to the selected Part.
Data communication between this instrument and an external device using only the specified MIDI channel is now available.

**Operation** [UTILITY] → [Settings] → [Advanced]

**MIDI I/O Mode**
Determined which MIDI I/O mode is used for data communication between this instrument and an external device.

**Settings:** Multi, Single
- **Multi:** Transmits MIDI data such as Note On/Off messages for each Part.
- **Single:** Transmits MIDI data using only the channel specified in “MIDI I/O Ch.”

**MIDI I/O Ch. (MIDI I/O channel)**
Determined the MIDI channel to be used for data communication when “MIDI I/O Mode” is set to “Single.”

**Settings:** Ch1 – 16

**NOTE** When this parameter is set to “Single,” Arpeggio data is not transmitted to the external device. When the Zone function is active, the Zone setting for the Performance is given priority over the “MIDI I/O Mode” setting. You can see which setting is active from the MIDI Signal Flow in the MIDI I/O display.
You can now collectively delete multiple contents such as Performances in the User Memory.

**Operation**  
[UTILITY] → [Contents] → [Data Utility]

### When the selected Folder is opened

**Job (Job Switch)**  
Determines whether the Job function is active (On) or not (Off). When this function is active, you can select multiple contents collectively from this display.

**Settings:** Off, On

**Select All**  
Selects all contents in the folder. This button is displayed only when no content is selected.

**Unselect All**  
Unselects all contents in the folder. This button is displayed only when any of contents is selected.

**Delete**  
Deletes the selected content(s). This button is displayed only when any of contents is selected.
You can now select a desired Performance in the Library file which is loaded to the User Memory and copy the Performance to the User Bank.

**Operation** [UTILITY] → [Contents] → [Library Import]

### Library Folder List

<table>
<thead>
<tr>
<th>Library Folder List</th>
</tr>
</thead>
<tbody>
<tr>
<td>Library Folder Select</td>
</tr>
</tbody>
</table>

**Library Folder Select**
Indicates the Libraries as folders. Touching the Folder opens it. These folders are displayed only when Library files are loaded in the Load display.

### When the selected Library Folder is opened

<table>
<thead>
<tr>
<th>Library Folder Select</th>
</tr>
</thead>
<tbody>
<tr>
<td>Performance Select</td>
</tr>
</tbody>
</table>
**Performance Select**
Indicates the Performances in the selected Library. Touching the name switches between being selected or unselected.

**Select All**
Selects all Performances in the selected Library folder. This button is displayed only when no Performance is selected.

**Unselect All**
Unselects all Performances in the Library folder. This button is displayed only when any of Performances is selected.

**Import to User Bank**
Copies the selected Performance in the User Bank. User Waveforms and User Arpeggio which are used in the selected Performance are copied to the User Bank as well. This button is displayed only when any of the Performances is selected.

---

**Part Edit (Edit)**
You can now copy (or exchange between) Elements/Operators/Drum Keys.

**Operation**
[PERFORMANCE] → [EDIT] → Select Element/Operator/Drum Key to be copied → [SHIFT] + [EDIT]

**Copy**
Touching this button activates the Copy function between Elements/Operators/Drum Keys.

**Exchange**
Touching this button activates the Exchange function between Elements/Operators/Drum Keys.

1. **Part to be copied (or exchanged)**
2. **Element/Operator/Drum Key to be copied (or exchanged)**
3. **Copy (or exchange) destination Part**
4. **Copy (or exchange) destination Element/Operator/Drum Key**

**NOTE**
Copying or exchanging between different Part types (for example, between Elements and Operators) cannot be executed.
Live Set Edit (Edit)

You can now copy (or exchange) between Live Sets on a Bank or page basis.

**Operation**  [LIVE SET] → User Bank selection → [EDIT] → Select Bank/Page to be copied → [SHIFT] + [EDIT]

**Copy**

Touching this button activates the Bank/Page Copy function.

**Exchange**

Touching this button activates the Bank/Page Exchange function.

1. **Bank to be copied (or exchanged)**
2. **Page to be copied (or exchanged)**
3. **Copy (or exchange) destination Bank**
4. **Copy (or exchange) destination Page**

**NOTE**  Page copy (or exchange) between different Banks cannot be executed.
You can now select a desired Live Set Slot by sending the appropriate program change message from an external device. The Live Set Slots to be selected and the corresponding Bank Select MSBs/LSBs and Program Change Numbers are as follows.

<table>
<thead>
<tr>
<th>MSB (HEX)</th>
<th>LSB (HEX)</th>
<th>Program No.</th>
<th>Live Set Slot</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x06</td>
<td>0x3E</td>
<td>0x00 – 0x15</td>
<td>Page 1, Slot 1 – 16</td>
</tr>
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<td>0x00 – 0x15</td>
<td>Page 2, Slot 1 – 16</td>
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<td>0x02</td>
<td>0x00 – 0x15</td>
<td>Page 3, Slot 1 – 16</td>
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<td>Page 4, Slot 1 – 16</td>
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<td>0x00 – 0x15</td>
<td>Page 5, Slot 1 – 16</td>
</tr>
<tr>
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<td>0x00 – 0x15</td>
<td>Page 6, Slot 1 – 16</td>
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<td>0x00 – 0x15</td>
<td>Page 7, Slot 1 – 16</td>
</tr>
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<td>Page 12, Slot 1 – 16</td>
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<td>0x00 – 0x15</td>
<td>Page 13, Slot 1 – 16</td>
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<td>Page 14, Slot 1 – 16</td>
</tr>
<tr>
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<td>0x00 – 0x15</td>
<td>Page 15, Slot 1 – 16</td>
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<tr>
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<td>0x0F</td>
<td>0x00 – 0x15</td>
<td>Page 16, Slot 1 – 16</td>
</tr>
</tbody>
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