

# New Functions in MOTIF XS Version 1.60

Yamaha has upgraded the MOTIF XS firmware to Version 1.60, adding a number of new functions. This supplement to the Owner's Manual describes these changes.

## Additional menus in Sampling Edit/Sampling Main display

With this new version, “[F3] Normalize,” “[F4] Slice,” and “[F5] Remix” have been added to the Sampling Edit display and Sampling Main display respectively, allowing you to more easily call up these displays.

Sampling Edit display



Sampling Main display



**NOTE** For details about “Normalize,” “Slice,” and “Remix”, refer to the MOTIF XS Owner's Manual.

## Increasing the available memory of the DIMM

Deleting the Waveforms with the same name, a new Sampling Job now lets you increase the available memory of the DIMM.

**1** From the [F3] Other display of the Sampling Job, select “03: Delete Same Name Waveforms” then press [ENTER].



**2** Select the Waveform number at **1**.

All the Waveforms having the same name are listed on the “Same Name Waveforms (2)” section of the display.



### ■ NOTICE ■

This Job will delete all Waveforms with the same name except for the selected Waveform, even if they contain different data.

**3** Press [ENTER] to execute the Job.

This operation will delete all the Waveforms with the same name except for the selected Waveform.

**NOTE** This operation will cancel the link status between the Voices and deleted Waveforms, then make a new link between the same Voices and the undeleted Waveforms respectively.

## Editing and storing a Sample Voice as a Mixing Voice

You can now convert a Sample Voice to a Mixing Voice in the Mixing Play display of the Song/Pattern mode, allowing you to then edit the sampled audio as a Voice.

### 1 From the Mixing Play display, select a Part to which a Sample Voice is assigned.

"VceConv" appears at the tab corresponding to [F6].



### 2 Press [F6] VceConv to convert a Sample Voice of the selected Part to a Mixing Voice.

Completion of conversion calls up the Mixing Voice Store window.

### 3 Use the data dial or [INC/YES]/[DEC/NO] to select a Store destination number in the Mixing Voice Store window.

**NOTE** Only the MIXV (Mixing Voice Bank) is available.

### 4 Press [ENTER] to call up the Confirmation dialog.

To cancel the Store operation, press [DEC/NO] to return to the original display.

### 5 Press [INC/YES] to execute the Store operation.

After the Store has been completed, a "Completed" message appears and operation returns to the Mixing Play display. You can confirm that the stored Mixing Voice is assigned to the Part selected in step 1.

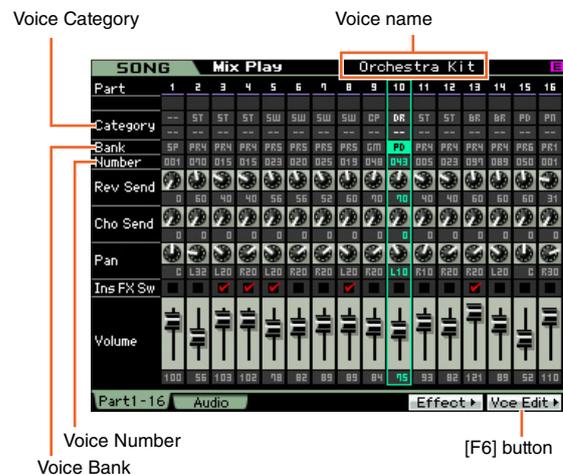
#### ■ NOTICE ■

After the above operations, make sure to execute the Song/Pattern Store. Otherwise, the Mixing Voice assignment will be lost when turning the power off or selecting the different Song/Pattern.

## Editing a Drum Voice in the Mixing mode

You can now edit a Drum Voice in the Mixing mode. The edited Drum Voice can be stored to the User Drum Bank.

### 1 Press the [MIXING] button in the Song mode or Pattern mode to call up the Mixing Play display in the Mixing mode.



### 2 Move the cursor to the Part to which the desired Drum Voice is assigned.

The name of the selected Voice is shown at right top of the display. You can also select the Voice here. To do this, press the [PROGRAM] button (the lamp lights), then select the desired Voice by using the Bank buttons [GM DR] – [USER DR], Group buttons [A] – [H] and the Number buttons [1] – [16].

### 3 Press the [F6] Vce Edit button to enter the Mixing Voice Edit mode.

### 4 Call up the Common Edit display or Key Edit display.

To call up the Common Edit display, press the [COMMON EDIT] button. To edit more global parameters related to the overall Voice and how it's processed, such as Arpeggio, Controller, and Effects, call up the Common Edit display.

To call up the Drum Key Edit display, press the [1] button and the key to be edited. If you wish to edit the sounds that make up a Voice and the basic parameters that determine the sound, such as Oscillator, Pitch, Filter, Amplitude, and EG (Envelope Generator), call up the Drum Key Edit display.

### 5 Call up the Edit display including the parameters you wish to edit by pressing the [F1] – [F6] buttons and [SF1] – [SF5] buttons.

Both Common Edit and Drum Key Edit consist of several displays. To find a desired display, note the tab menu corresponding to the [F1] – [F5] buttons and [SF1] – [SF5] buttons.

### 6 Move the cursor to the desired parameter.

### 7 Edit the value by using the [INC/YES], [DEC/NO] buttons and the data dial.

### 8 Edit the Mixing Voice by repeating steps 4 – 7 as desired.

- 9 Enter a name for the Mixing Voice from the Name display of the Common Edit.
- 10 If you wish to store the edited Voice, press the [STORE] button to call up the Store window.
- 11 Press the [EXIT] or [MIXING] button to return to the Mixing Play mode.

## TAP

TAP is now available in the Voice/Performance/Song/Pattern mode.

### Voice mode



### Performance mode



### Song mode



### Pattern mode



### [SF6] TAP

The speed at which you press this button several times will determine the playback tempo of the Arpeggio, Song and Pattern.

**NOTE** This menu is available only for the top display of each mode.