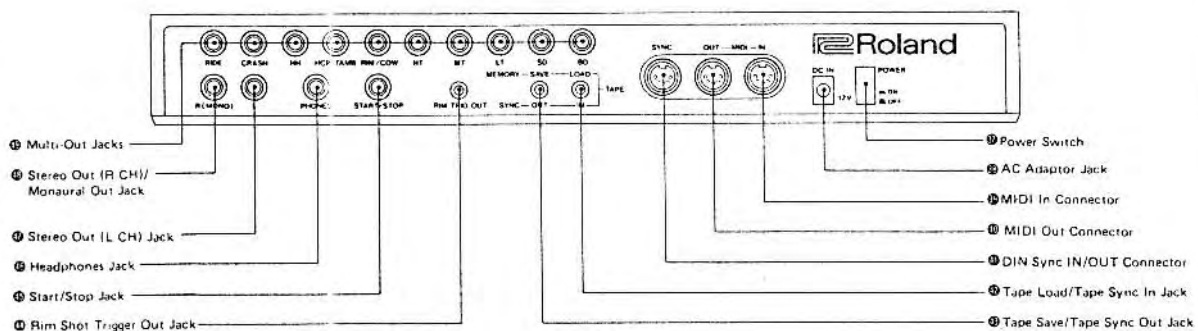
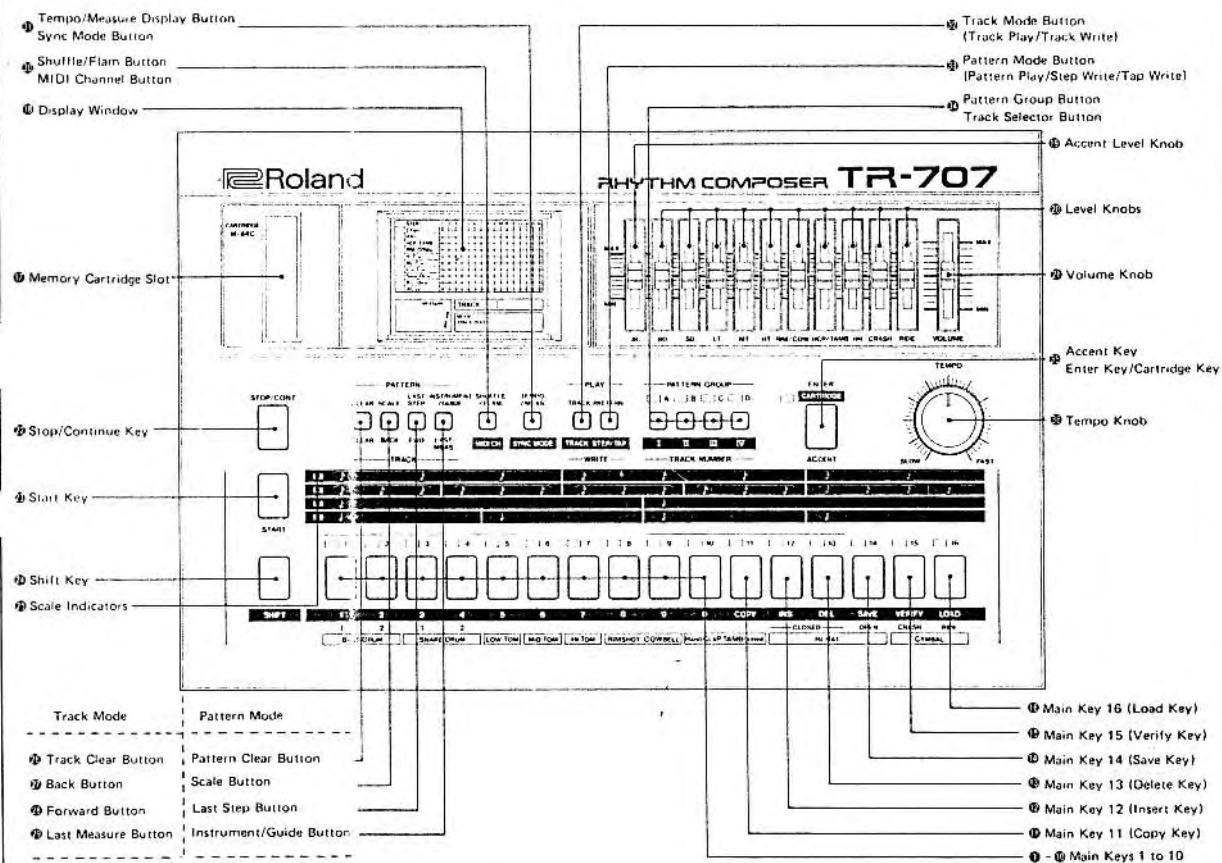
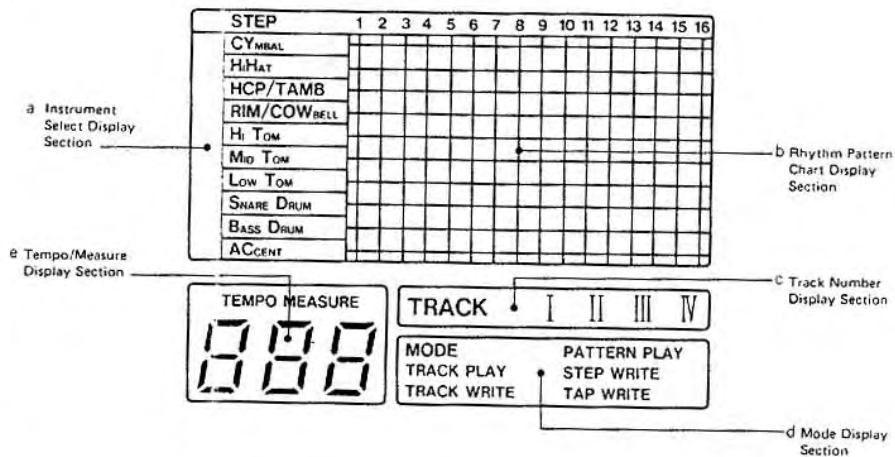


# TR-707 OPERATION GUIDE

## Panel Description



# Display



## a Instrument Select Display Section

When the Composer is set to the Step Write mode, the ► mark will appear on the left of the selected drum voice.

- mark flashing . . . . . drum voice without Flam
- mark glowing steadily . . . drum voice with Flam

## b Rhythm Pattern Chart Display Section

A dot will appear at the position that corresponds to the Main Key you press. The dot flashes or glows steadily depending on which drum voice in the same line is selected.

Line	Dot	Glow steadily	Flash
CYMBAL		Ride Cymbal	Crash Cymbal
HIHAT		Closed Hi-hat	Open Hi-hat
HCP/TAMB		Hand Clap	Tambourine
RIM/COWBELL		Rim Shot	Cow Bell
HI TOM		Hi Tom	
MID TOM		Mid Tom	
LOW TOM		Low Tom	
SNARE DRUM		Snare Drum 1	Snare Drum 2
BASS DRUM		Bass Drum 1	Bass Drum 2
ACCENT		Accent (Stronger)	Accent (Weaker)

(NOTE) When the Snare Drum 2 with Flam is selected, the dot will be glowing steadily instead of flashing.

## c Track Number Display Section

The selected Track number (I to IV) is displayed here.

[e.g.]  
When the Track number I is selected, TRACK I

## d Mode Display Section

The name of the mode currently selected is displayed here. (TRACK PLAY, TRACK WRITE, PATTERN PLAY, STEP WRITE, TAP WRITE)

[e.g.]  
When the Composer is set to Track Play mode, MODE TRACK PLAY

## e Tempo/Measure Display Section

- In Track Play or Track Write Mode:  
Pressing the Tempo/Measure Key will alternately select Tempo Display and Measure Display.
- In Pattern Play or Pattern Write Mode:  
Always the current tempo is displayed here.

MEASURE 12 ----- Measure Display (The bar number currently used)

TEMPO 128 ----- Tempo Display

### Sync Mode Display

TEMPO 5-d ----- DiN Sync mode with the TR-707 working as a slave

TEMPO 5-t ----- Tape Sync mode

TEMPO 5-n ----- MIDI Sync mode with the TR-707 working as a slave

While cassette tape is used for saving or loading










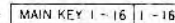

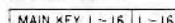


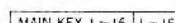











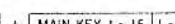

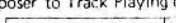

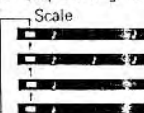






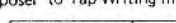






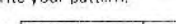



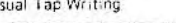
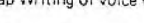
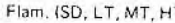

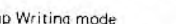
MEASURE 000

- File Number (1 to 99) or no indication
- S is displayed . . . . . Saving
- V is displayed . . . . . Verifying
- L is displayed . . . . . Ready to load
- P is displayed . . . . . Passing irrelevant file
- F is displayed . . . . . The file is being loaded

MEASURE Err ----- Reading error

# Operation Table

(The numbers at the right are the relevant pages in the manual.)

<p><b>Mode Setting</b></p> <p>1. Track Playing   <span style="float: right;">Display Action 23</span>  <small>Number of the button (corresponding Panel Descriptions)</small></p> <p>2. Track Writing    <span style="float: right;">MODE TRACK WRITE 22</span></p> <p>3. Pattern Playing   <span style="float: right;">MODE PATTERN PLAY 16</span></p> <p>4. Step Writing    <span style="float: right;">MODE STEP WRITE 9</span></p> <p>5. Tap Writing    <span style="float: right;">MODE TAP WRITE 14</span></p>	<p><b>Step Writing</b></p> <p>Set the Composer to the Step Writing mode.</p> <p>1. Select a location where you write your Pattern.   +  9</p> <p>2. Clear the previous Pattern.    Press the same Key pressed in step 1. 10</p> <p>3. Start the rhythm.   23</p> <p>4. Select a voice to be written.</p> <p>a) Selecting a voice    20</p> <p>b) Selecting a voice to which you wish to write Flam.     20</p> <p>c) Selecting a stronger or weaker accent.    11</p> <p>5. Select the steps where you want the drum voice.   .....  9</p> <p>When writing a drum voice.</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 5px auto;"> <p>The voice is written (Indicator lights up) → The voice is not written (Indicator goes out)</p> </div> <p>When writing accent.</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 5px auto;"> <p>→ Weaker accent → Stronger accent → without accent →              (Indicator goes out) (Indicator lights up)</p> </div> <p>6. Repeat the procedures 4 and 5 as many times.</p>
<p><b>Recalling the Demonstration Program</b></p> <p>   8</p>	
<p><b>Selecting a Pattern (64 patterns)</b></p> <p>Set the Composer to Pattern Writing or Pattern Playing mode without rhythm running.   +  9</p>	
<p><b>Selecting a Track (4 Tracks)</b></p> <p>Set the Composer to Track Playing or Track Writing Mode.    22</p>	
<p><b>Setting the Scale</b></p> <p>Set the Composer to Tap Writing or Step Writing mode.</p> <p>1. Setting the Scale   ..... 18</p> 	
<p><b>Setting the Last Step</b></p> <p>Set the Composer to Tap Writing or Step Writing mode.</p> <p>1. Start the rhythm.   18</p> <p>2. Set the Last Step    18</p>	
<p><b>Clearing a Pattern</b></p> <p>Set the Composer to Pattern Writing mode without rhythm running.    10</p>	
<p><b>Clearing a Drum Voice</b></p> <p>Set the Composer to Tap Writing mode with rhythm running.    15</p>	
<p><b>Chain Function</b></p> <p>Set the Composer to Pattern Writing mode.     29</p> <p style="text-align: center;"><small>The first and last pattern numbers of a Chain.</small></p> <p>Cancel the Chain Function    29</p> <p style="text-align: center;"><small>The number of the Pattern to be dropped.</small></p>	<p><b>Tap Writing</b></p> <p>Set the Composer to Tap Writing mode.</p> <p>1. Select a location where you write your pattern.   +  14</p> <p>2. Clear the previous Pattern.    Press the same Main Key as pressed in step 2. 14</p> <p>3. Start the rhythm   14</p> <p>4. Tap in the rhythm of the Rim Shot on Main Keys.</p> <p>a) Usual Tap Writing   ..... 15</p> <p>b) Tap Writing of voice with Flam. (SD, LT, MT, HT)    ..... 20</p> <p>c) Tap Writing of accent.   ..... 15</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 5px auto;"> <p>→ Weaker accent → Stronger accent →</p> </div> <p style="text-align: center;"><small>Turning On/Off of guide crotchet rim shot.</small></p> <p>In Tap Writing mode   ..... 15</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 5px auto;"> <p>→ Guide On → Guide Off →</p> </div>

**Selecting a Snare Drum with Flam (SD1 or SD2)**

Set the Composer to Pattern Writing mode.

SHIFT 24 INSTRUMENT/GUIDE 25

Snare Drum 1 with Flam      Snare Drum 2 with Flam

20

**Setting a Flam interval (4 options)**

Set the Composer to Step Writing mode.

SHUFFLE FLAM 30 MAIN KEY 9-13 9-13

MAIN KEY 9 = Flam OFF

21

**Selecting Shuffle Intensity (4 options)**

Set the Composer to Step Writing mode.

SHUFFLE FLAM 30 MAIN KEY 1-5 1-5

MAIN KEY 1 = Shuffle OFF

21

**Copying a Pattern**

Set the Composer to Pattern Writing mode.

1. Assign a new location (Pattern Number)

PATTERN GROUP A-D 34 + MAIN KEY 1-16 1-16

2. Assign your source Pattern, then execute copying.

SHIFT 24 COPY (MAIN KEY 11) 11 PATTERN GROUP A-D 34

MAIN KEY 1-16 1-16 ENTER 35

28

**Pattern Playing**

Set the Composer to Pattern Play mode.

1. Select a Pattern to be played.

PATTERN GROUP A-D 34 + MAIN KEY 1-16 1-16

2. Start the rhythm.

START 23

The rhythm pattern will repeat until the Stop Key is pushed.

3. Stop the rhythm.

STOP/CONT 22

16

**Block Playing**

Set the Composer to Pattern Play mode.

1. Assign the block to be played.

MAIN KEY 1-16 1-16 MAIN KEY 1-16 1-16

2. Start the rhythm.

START 23

16

**Track Writing**

1. Set the Composer to Track Writing mode.

SHIFT 24 TRACK 32

2. Select a Track to be used.

SHIFT 24 TRACK NUMBER I, II, III or IV 34

3. Clear the existing Patterns written in the Track.

TRACK CLEAR 29 TRACK NUMBER I, II, III or IV 34

4. Start the rhythm.

START 23

5. Select the Patterns to be written into the Track.

a) Writing single Patterns.

PATTERN GROUP A-D 34 + MAIN KEY 1-16 1-16

b) Writing Chained Patterns.

PATTERN GROUP A-D 34

MAIN KEY 1-16 1-16 MAIN KEY 1-16 1-16

6. Execute writing Patterns.

ENTER 35

7. Repeat procedures 5 and 6 as many times.

8. Stop writing.

STOP/CONT 22

22

**Track Playing**

1. Set the Composer to Track Playing mode.

TRACK 32

2. Select a Track to be played.

SHIFT 24 TRACK NUMBER I-IV 34

3. a) Starting to play from the 1st bar.

START 23

b) Starting to play from the bar you like.

Set the bar you like

SHIFT 24 MAIN KEY 1-10 1-10 ENTER 35

Bar number

Continue Start.

STOP/CONT 22

23

**Calling a desired Bar**

Set the Composer to Track Playing or Track Writing mode.

1. SHIFT 24 MAIN KEY 1-10 1-10 ENTER 35

Measure number

2. Forward a Bar

FWD 27

3. Quick Forward

FWD 27 BACK 28

4. Back-up a Bar

BACK 28

5. Quick Back-up

BACK 28 FWD 27

24

**Selecting a Snare Drum with Flam (SD1 or SD2)**

Set the Composer to Pattern Writing mode.

SHIFT 24 INSTRUMENT / GUIDE 26

Snare Drum 1 with Flam      Snare Drum 2 with Flam

20

**Setting a Flam interval (4 options)**

Set the Composer to Step Writing mode.

SHUFFLE FLAM 30 MAIN KEY 9 - 13 9 - 13

MAIN KEY 9 = Flam OFF

21

**Selecting Shuffle Intensity (4 options)**

Set the Composer to Step Writing mode.

SHUFFLE FLAM 30 MAIN KEY 1 - 5 1 - 5

MAIN KEY 1 = Shuffle OFF

21

**Copying a Pattern**

Set the Composer to Pattern Writing mode.

1. Assign a new location (Pattern Number)

PATTERN GROUP A - D 34 + MAIN KEY 1 - 16 1 - 16

2. Assign your source Pattern, then execute copying.

SHIFT 24 COPY (MAIN KEY 11) 11 PATTERN GROUP A - D 34

MAIN KEY 1 - 16 1 - 16 ENTER 35

28

**Pattern Playing**

Set the Composer to Pattern Play mode.

1. Select a Pattern to be played.

PATTERN GROUP A - D 34 + MAIN KEY 1 - 16 1 - 16

2. Start the rhythm.

START 23

The rhythm pattern will repeat until the Stoo Key is pushed.

3. Stop the rhythm.

STOP/CONT 22

16

**Block Playing**

Set the Composer to Pattern Play mode.

1. Assign the block to be played.

MAIN KEY 1 - 16 1 - 16 MAIN KEY 1 - 16 1 - 16

2. Start the rhythm.

START 23

16

**Track Writing**

1. Set the Composer to Track Writing mode.

SHIFT 24 TRACK 32

2. Select a Track to be used.

SHIFT 24 TRACK NUMBER I, II, III or IV 34

3. Clear the existing Patterns written in the Track.

TRACK CLEAR 29 TRACK NUMBER I, II, III or IV 34

4. Start the rhythm.

START 23

5. Select the Patterns to be written into the Track.

a) Writing single Patterns.

PATTERN GROUP A - D 34 + MAIN KEY 1 16 1 16

b) Writing Chained Patterns.

PATTERN GROUP A - D 34

MAIN KEY 1 - 16 1 - 16 MAIN KEY 1 - 16 1 - 16

6. Execute writing Patterns.

ENTER 35

7. Repeat procedures 5 and 6 as many times.

8. Stop writing.

STOP/CONT 22

22

**Track Playing**

1. Set the Composer to Track Playing mode.

TRACK 32

2. Select a Track to be played.

SHIFT 24 TRACK NUMBER I IV 34

3. a) Starting to play from the 1st bar.

START 23

b) Starting to play from the bar you like.

Set the bar you like

SHIFT 24 MAIN KEY 1 - 10 1 - 10 ENTER 35

Bar number

Continue Start.

STOP/CONT 22

23

**Calling a desired Bar**

Set the Composer to Track Playing or Track Writing mode.

1. SHIFT 24 MAIN KEY 1 - 10 1 - 10 ENTER 35

Measure number

2. Forward a Bar

FWD 27

3. Quick Forward

FWD 27 BACK 28

4. Back-up a Bar

BACK 28

5. Quick Back-up

BACK 28 FWD 27

24



## EDIT FUNCTIONS

### Delete

Set the Composer to Track Writing mode.

1. Set the Bar where deleting starts.

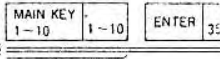


Setting the Bar number.

2. Set the Bar where deleting ends and execute deleting.



Setting the Bar number.



### Insert

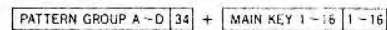
Set the Composer to Track Writing mode.

1. Set the Bar after which you wish to insert a Pattern.

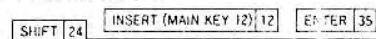


Setting the Bar number.

2. Select the Pattern to be inserted.



3. Execute inserting.



### Copy (within Tracks)

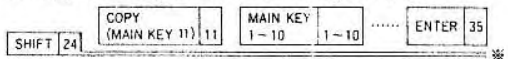
Set the Composer to the Track Writing mode.

1. Assign the Bar after which you wish the new pattern to begin.

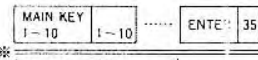


Setting the Bar number.

2. Assign the starting Bar number and ending bar number.



Setting the Bar number.



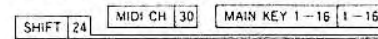
Setting ending Bar number.

## MIDI

### Setting a MIDI Channel (one CH for both receive and send)

Set the Composer to Track Playing mode.

1. Set a MIDI Channel (1 to 16).



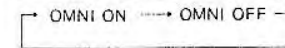
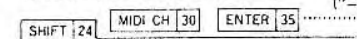
MIDI Channel

### Setting OMNI ON or OFF

Set the Composer to Track Playing mode.

1. Select OMNI ON or OFF mode.

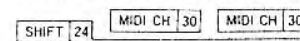
OMNI ON/OFF Indication ("—" lights up when OMNI ON)



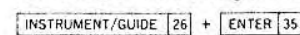
### Key Number Assignment 1 (to the Composer)

Set the Composer to the Track Playing mode.

1. Set the Composer ready to be assigned Key number.



2. Return to the initial setting as shown below.



Initial Setting of Key numbers.

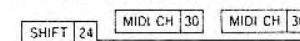


The numbers in ( ) are the Key numbers.

### Key Number Assignment 2 (from the Composer)

Set the Composer to Track Playing mode.

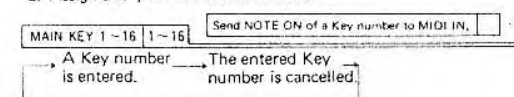
1. Set the Composer to Key Number Setting mode.



2. Clear the previous Key number assignment.



3. Assign a Key number to each voice.



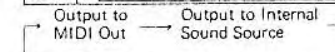
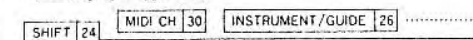
4. Leave the Key Number Setting mode.



### Selecting the Trigger Out (to MIDI out/to Internal Sound Source)

Set the Composer to Track Playing mode.

1. Changing Trigger Out.



### Transmitter's Key Assignment to the Voice Trigger

Set the Composer to Track Playing mode without rhythm running.

SHIFT 24 MIDI CH 30 LAST STEP 127

The numbers in ( ) are Key numbers. Middle C Key

The numbers in ( ) are Key numbers. Middle C Key

### Changing Sync Modes

Set the Composer to Track Writing mode without rhythm running.

1. Enter to the Sync mode.

SHIFT 24 SYNC 31

DIN Sync → Tape Sync → MIDI Sync → Internal (non Sync mode)

S-d S-t S-r 128

### Memory Cartridge

#### Changing Memory Banks

Set the Composer to Track Playing mode without rhythm running.

1. Changing Memory Banks.

SHIFT 24 ENTER 35

Memory Cartridge Bank A → Memory Cartridge Bank B → Internal Memory

(Indicator glows red) (Indicator glows green) (Indicator goes out)

#### Saving & Loading

Set the Composer to the Track Playing mode without rhythm running.

A. Internal Memory → Memory Cartridge A or B Bank.

- Set the Protect Switch on the Memory Cartridge to OFF.
- Select either Memory Cartridge A or B Bank.
- Save the data in Internal Memory to the Memory Cartridge.

SHIFT 24 COPY (MAIN KEY 11) 11 Internal Memory Bank (MAIN KEY 1) 1 ENTER 35

B. Memory Cartridge A or B Bank → Internal Memory

- Select the Internal Memory.

SHIFT 24 COPY (MAIN KEY 11) 11 Memory Cartridge A Bank (MAIN KEY 2) 2 ENTER 35

or

SHIFT 24 COPY (MAIN KEY 11) 11 Memory Cartridge B Bank (MAIN KEY 3) 3 ENTER 35

### Tape Interface

A. Saving

SHIFT 24 SAVE (MAIN KEY 14) 14 MAIN KEY 1-10 MAIN KEY 1-10 MAIN KEY 1-10 MAIN KEY 1-10

ENTER 35

Setting File Number (Skip it, if you do not want to set a file number.)

B. Verifying

SHIFT 24 VERIFY (MAIN KEY 15) 15 ENTER 35

C. Loading

SHIFT 24 LOAD (MAIN KEY 16) 16 MAIN KEY 1-10 MAIN KEY 1-10 MAIN KEY 1-10 MAIN KEY 1-10

ENTER 35

Assigning File Number (Skip this if you do not need this.)

Leaving Tape Interface mode.

MAIN KEY 1 1

### Other Operations

#### Functions of the Last Measure Key

Set the Composer to Track Playing mode without rhythm running.

LAST MEAS 29 (While pressing)

Last measure of the Track is displayed.

Set the Composer to Track Write mode without rhythm running.

LAST MEAS 29 (While pressing)

Next measure of last measure is called.

#### Select for Tempo or Measure Display.

While in Track Play or Track Write mode

TEMPO/MEAS 31

Tempo Display → Measure Display

# TR-707 Operation Table

(The numbers at the right are the relevant pages in the manual.)

Mode Setting		
1. Track Playing		Display Action MODE TRACK PLAY 23
2. Track Writing		MODE TRACK WRITE 22
3. Pattern Playing		MODE PATTERN PLAY 16
4. Step Writing		MODE STEP WRITE 9
5. Tap Writing		MODE TAP WRITE 14
<b>Recalling the Demonstration Program</b>		
		8
<b>Selecting a Pattern (64 patterns)</b>		
Set the Composer to Pattern Writing or Pattern Playing mode without rhythm running.	+	9
<b>Selecting a Track (4 Tracks)</b>		
Set the Composer to Track Playing or Track Writing Mode.		22
<b>Setting the Scale</b>		
Set the Composer to Tap Writing or Step Writing mode		
1. Setting the Scale		18
<b>Setting the Last Step</b>		
Set the Composer to Tap Writing or Step Writing mode.		
1. Start the rhythm.		
2. Set the Last Step.		18
<b>Clearing a Pattern</b>		
Set the Composer to Pattern Writing mode without rhythm running.		10
<b>Clearing a Drum Voice</b>		
Set the Composer to Tap Writing mode with rhythm running.		15
<b>Chain Function</b>		
Set the Composer to Pattern Writing mode.		
	The first and last pattern numbers of a Chain.	
Cancel the Chain Function		29
	The number of the Pattern to be dropped	

Step Writing		
Set the Composer to the Step Writing mode.		
1. Select a location where you write your Pattern.	+	9
2. Clear the previous Pattern.	Press the same Key pressed in step 1.	10
3. Start the rhythm.		
4. Select a voice to be written.		
a) Selecting a voice		
b) Selecting a voice to which you wish to write Flam.		20
c) Selecting a stronger or weaker accent.		11
5. Select the steps where you want the drum voice.	.....	
When writing a drum voice		
When writing accent.		
6. Repeat the procedures 4 and 5 as many times.		
<b>Tap Writing</b>		
Set the Composer to Tap Writing mode.		
1. Select a location where you write your pattern.	+	14
2. Clear the previous Pattern.	Press the same Main Key as pressed in step 2.	
3. Start the rhythm		
4. Tap in the rhythm of the Rim Shot on Main Keys.		
a) Usual Tap Writing	.....	15
b) Tap Writing of voice with Flam. (SD, LT, MT, HT)	.....	20
c) Tap Writing of accent.	.....	15
In Tap Writing mode	.....	



**Selecting a Snare Drum with Flam (SD1 or SD2)**

Set the Composer to Pattern Writing mode.  
 SHIFT 24 INSTRUMENT / GUIDE 25  
 Snare Drum 1 with Flam → Snare Drum 2 with Flam

20

**Setting a Flam interval (4 options)**

Set the Composer to Step Writing mode.  
 FLAM / SHUEELE 30 MAIN KEY 9 ~ 13 9 ~ 13  
 MAIN KEY 9 = Flam OFF

21

**Selecting Shuffle Intensity (4 options)**

Set the Composer to Step Writing mode.  
 FLAM / SHUFFLE 30 MAIN KEY 1 ~ 5 1 ~ 5  
 MAIN KEY 1 = Shuffle OFF

21

**Copying a Pattern**

Set the Composer to Pattern Writing mode.  
 1. Assign a new location (Pattern Number)  
 PATTERN GROUP A ~ D 34 + MAIN KEY 1 ~ 16 1 ~ 16  
 2. Assign your source Pattern, then execute copying.  
 SHIFT 24 COPY (MAIN KEY 11) 11 PATTERN GROUP A ~ D 34  
 MAIN KEY 1 ~ 16 1 ~ 16 ENTER 35

23

**Pattern Playing**

1. Select a Pattern to be played.  
 PATTERN GROUP A ~ D 34 + MAIN KEY 1 ~ 16 1 ~ 16  
 2. Start the rhythm.  
 START 23  
 The rhythm pattern will repeat until the Stop Key is pushed.  
 3. Stop the rhythm.  
 STOP / CONT 22

16

**Block Playing**

1. Assign the block to be played.  
 MAIN KEY 1 ~ 16 1 ~ 16 MAIN KEY 1 ~ 16 1 ~ 16  
 2. Start the rhythm.  
 START 23

16

**Track Writing**

1. Set the Composer to Track Writing mode.  
 TRACK 32  
 2. Select a Track to be used.  
 SHIFT 24 TRACK NUMBER I, II, III or IV 34  
 3. Clear the existing Patterns written in the Track.  
 TRACK CLEAR 29 TRACK NUMBER I, II, III or IV 34  
 4. Start the rhythm.  
 START 23  
 5. Select the Patterns to be written into the Track.  
 a) Writing single Patterns.  
 PATTERN GROUP A ~ D 34 + MAIN KEY 1 ~ 16 1 ~ 16  
 b) Writing Chained Patterns.  
 PATTERN GROUP A ~ D 34  
 MAIN KEY 1 ~ 16 1 ~ 16 MAIN KEY 1 ~ 16 1 ~ 16  
 6. Execute writing Patterns.  
 ENTER 35  
 7. Repeat procedures 5 and 6 as many times.  
 8. Stop writing.  
 STOP / CONT 22

22

**Track Playing**

1. Set the Composer to Track Playing mode.  
 TRACK 32  
 2. Select a Track to be played.  
 SHIFT 24 TRACK NUMBER I ~ IV 34  
 3. a) Starting to play from the 1st bar.  
 START 23  
 b) Starting to play from the bar you like.  
 Set the bar you like  
 SHIFT 24 MAIN KEY 1 ~ 10 1 ~ 10 ENTER 35  
 Bar number  
 Continue Start.  
 STOP / CONT 22

23

**Calling a desired Bar**

Set the Composer to Track Playing or Track Writing mode.  
 MAIN KEY 1 ~ 10 1 ~ 10 ENTER 35  
 1. SHIFT 24  
 2. Forward a Bar  
 FWD  
 3. Quick Forward  
 FWD 27 BACK 28  
 4. Back-up a Bar  
 BACK 28  
 5. Quick Back-up  
 BACK 28 FWD 27

24

## EDIT FUNCTIONS

### Delete

Set the Composer to Track Writing mode.

1. Set the Bar where deleting starts.

SHIFT [24] MAIN KEY [1-10] [1-10] MAIN KEY [1-10] [1-10] MAIN KEY [1-10] [1-10]

ENTER [35] Setting the Bar number.

2. Set the Bar where deleting ends and execute deleting.

SHIFT [24] DELETE (MAIN KEY [13] [13]) MAIN KEY [1-10] [1-10] MAIN KEY [1-10] [1-10]

MAIN KEY [1-10] [1-10] ENTER [35] Setting the Bar number.

25

### Insert

Set the Composer to Track Writing mode.

1. Set the Bar after which you wish to insert a Pattern.

SHIFT [24] MAIN KEY [1-10] [1-10] MAIN KEY [1-10] [1-10] MAIN KEY [1-10] [1-10]

ENTER [35] Setting the Bar number.

2. Select the Pattern to be inserted.

PATTERN GROUP A-D [34] MAIN KEY [1-16] [1-16]

3. Execute inserting.

SHIFT [24] INSERT (MAIN KEY [12] [12]) ENTER [35]

25

### Copy (within Tracks)

Set the Composer to the Track Writing mode.

1. Assign the Bar after which you wish the new pattern to begin.

SHIFT [24] MAIN KEY [1-10] [1-10] MAIN KEY [1-10] [1-10] MAIN KEY [1-10] [1-10]

ENTER [35] Setting the Bar number.

2. Assign the starting Bar number and ending bar number.

SHIFT [24] COPY (MAIN KEY [11] [11]) MAIN KEY [1-10] [1-10] ENTER [35]

Setting the Bar number.

MAIN KEY [1-10] [1-10] ENTER [35]

Setting ending Bar number.

25

## MIDI

### Setting a MIDI Channel (one CH for both receive and send)

Set the Composer to Track Playing mode.

1. Set a MIDI Channel (1 to 16).

SHIFT [24] MIDI CH [30] MAIN KEY [1-16] [1-16]



42

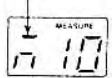
### Setting OMNI ON or OFF

Set the Composer to Track Playing mode.

1. Select OMNI ON or OFF mode.

OMNI ON/OFF indication ("M" lights up when OMNI ON)

SHIFT [24] MIDI CH [30] ENTER [35]



43

### Key Number Assignment 1 (to the Composer)

Set the Composer to the Track Playing mode.

1. Set the Composer ready to be assigned Key number.

SHIFT [24] MIDI CH [30] MIDI CH [30]

2. Set the same Key number as MIDI out.

INSTRUMENT/GUIDE [26] + ENTER [35]

Key numbers of MIDI out



The numbers in ( ) are the Key numbers. Middle C

44

### Key Number Assignment 2 (from the Composer)

Set the Composer to Track Playing mode.

1. Set the Composer to Key Number Setting mode.

SHIFT [24] MIDI CH [30] MIDI CH [30]

2. Clear the previous Key number assignment.

CLEAR [29]

3. Assign a Key number to each voice.

MAIN KEY [1-16] [1-16] Send NOTE ON of a Key number to MIDI IN.

A Key number is entered. The entered Key number is cancelled.

4. Leave the Key Number Setting mode.

ENTER [35]

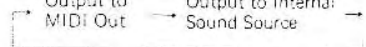
44

### Selecting the Trigger Out (to MIDI out/to Internal Sound Source)

Set the Composer to Track Playing mode.

1. Changing Trigger Out.

SHIFT [24] MIDI CH [30] INSTRUMENT/GUIDE [26]

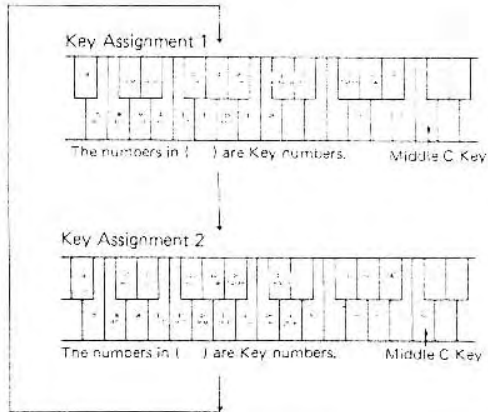


45

### Transmitter's Key Assignment to the Voice Trigger

Set the Composer to Track Playing mode without rhythm running.

SHIFT 24 | MIDI CH 30 | LAST STEP 27



46

### Changing Sync Modes

Set the Composer to Track Writing mode.

1. Enter to the Sync mode.

SHIFT 24 | SYNC 31

→ DIN Sync → Tape Sync → MIDI Sync → Internal (non Sync mode)



38

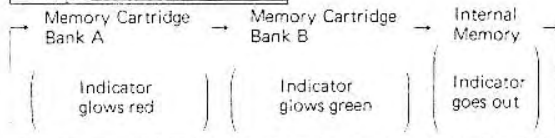
### Memory Cartridge

#### Changing Memory Banks

Set the Composer to Track Playing mode.

1. Changing Memory Banks.

SHIFT 24 | ENTER 35



35

#### Saving & Loading

Set the Composer to the Track Playing mode.

A. Internal Memory → Memory Cartridge A or B Bank.

1. Set the Protect Switch on the Memory Cartridge to OFF.
2. Select either Memory Cartridge A or B Bank.
3. Save the data in Internal Memory to the Memory Cartridge.

SHIFT 24 | COPY (MAIN KEY 11) 11 | Internal Memory Bank (MAIN KEY 1) 1 | ENTER 35

B. Memory Cartridge A or B Bank → Internal Memory

1. Select the Internal Memory.

SHIFT 24 | COPY (MAIN KEY 11) 11 | Memory Cartridge A Bank (MAIN KEY 2) 2 | ENTER 35

or

SHIFT 24 | COPY (MAIN KEY 11) 11 | Memory Cartridge B Bank (MAIN KEY 3) 3 | ENTER 35

36

### Tape Interface

A. Saving

SHIFT 24 | SAVE (MAIN KEY 14) 14 | MAIN KEY 1~10 | MAIN KEY 1~10

Setting File Number (Skip it, if you do not want to set a file number.)

ENTER 35

B. Verifying

SHIFT 24 | VERIFY (MAIN KEY 15) 15 | ENTER 35

C. Loading

SHIFT 24 | LOAD (MAIN KEY 16) 16 | MAIN KEY 1~10 | MAIN KEY 1~10

Assigning File Number (Skip this if you do not need this.)

ENTER 35

Leaving Tape Interface mode.

MAIN KEY 1 1



File Number (1 to 99) or no indication.

- S Save
- U Verify
- L Load
- P Pass
- F Found



Error