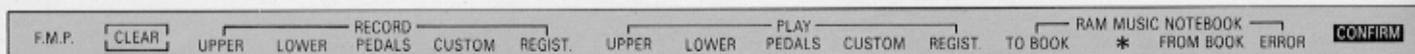


3. Recording and Playing Back a Performance



FULL MUSIC PROGRAMMER

This feature allows you to record and play back your performance, exactly as you played it, whether in the ABC mode or Normal mode, with or without rhythm.

[Quick Overview of the Operation Procedure]

How to Record a Music Program

- (1) Set the control panel or Registration Memory to your desired registration.
- (2) Hold the CONFIRM button and press the CLEAR button.
(All buttons of the Record section will light.)

Recording the Accompaniment

- (3) To make the performance easier, turn on Single Finger or Fingered Chord in Auto Bass Chord Section and Auto Rhythm Synchro Start.
- (4) Press the F.M.P. START button.
- (5) Play the chords on the lower keyboard.
- (6) When finished, turn the F.M.P. START button off. (Basic registration and accompaniment recording is now completed.)

[The Lower and Pedals parts can also be recorded separately without using Auto Bass Chord.]

Recording the Melody

- (7) Turn on the UPPER button of the Record section. (When playing a melody using Custom Voices, be sure to turn on the CUSTOM button of the Record section.)
- (8) Turn on the LOWER and REGIST. buttons of the Play section. (When the Pedals part has been recorded separately, turn on the PEDALS button of the Play section.)
- (9) Press the F.M.P. START button. (You will hear the previously recorded parts.)
- (10) Play the melody on the upper keyboard.
- (11) When finished, turn off the F.M.P. START button. (This completes the recording of your melody.)
[In addition to the melody, Obbligato, etc., can also be recorded.]

Editing the Registrations

- (12) Press the REGIST. button of the Record section and the REGIST. button of the Play section.
- (13) Turn on the UPPER and LOWER buttons of the Play section. (CUSTOM and PEDALS buttons can be turned on as desired.)
- (14) Press the F.M.P. START button. (The recorded accompaniment and melody will be played back with a basic registration.)
- (15) Change the registrations and add rhythm variations (Fill-ins, etc.) as desired while listening to the playback.

•Two or more parts can be recorded at the same time. Parts can be recorded in any order.

How to Play Back a Music Program

- (1) Turn on the buttons of the Play section for the parts you want to be played back. (All parts can be played back by turning on the 5 Play buttons.)
- (2) Press the F.M.P. START button. (Those parts corresponding to the buttons that are on will be played back.)
- (3) You can manually play any part that is not being played back.

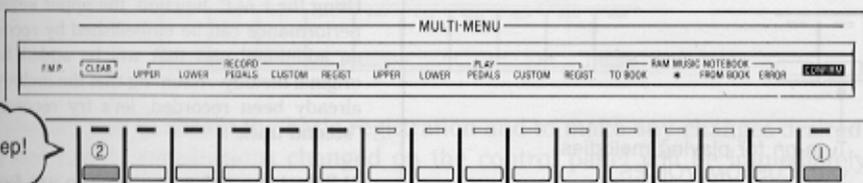
Transferring Data Using the RAM MUSIC NOTEBOOK

- (1) Insert the RAM MUSIC NOTEBOOK into the socket.
- (2) To transfer data from the Electone to the RAM MUSIC NOTEBOOK, hold the CONFIRM button and press the TO BOOK button.
- (3) To transfer data from the RAM MUSIC NOTEBOOK to the Electone, hold the CONFIRM button and press the FROM BOOK button.

How to Record a Music Program (RECORD)

1 Set the control panel or Registration Memory buttons to the desired registration.

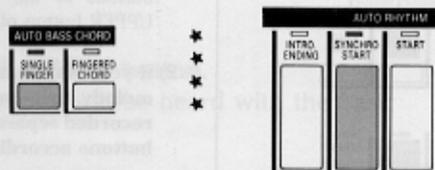
2 Hold the CONFIRM button and press the CLEAR button.



This clears the previously stored data and lights all of the buttons of the Record section. All three keyboards can be played and recorded at the same time, but first let's try recording the accompaniment by itself.

[Recording the Accompaniment]

3 To make the performance easier, turn on the Auto Bass Chord Single Finger or Fingered Chord feature as well as the Auto Rhythm Synchro Start. (See pages 8—11)



4 Press the F.M.P. START button.

We are now in the recording mode, so recording can be started anytime. If you like, you can press the LEAD COUNT button before pressing F.M.P. START, which will provide a "metronome" sound giving you an indicator of the tempo selected. The "metronome" sound will continue until you begin playing.



5 Play the chords on the lower keyboard.

Play the chords (using either the Single Finger or the Fingered Chord mode) of the song to be recorded.



6 When finished, turn off the F.M.P. START button.

When recording of the accompaniment (chord and bass parts) is completed, turn off the F.M.P. START button. All buttons in the Record section will go out, and the accompaniment and basic registration have now been recorded.

•When the ROM MUSIC BOOK Song Select button or the C.S.P. PLAY button are on, F.M.P. CLEAR will not function.

•When recording an accompaniment using the Auto Bass Chord CUSTOM A.B.C. mode, both the LOWER and PEDALS buttons of the Record section must be on.

[Bass Recording Using the Pedal Keyboard]

The chords and bass parts can be recorded separately without using Auto Bass Chord in the following manner:

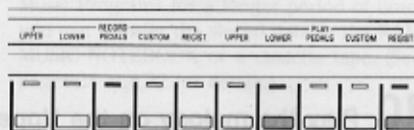
1) Set the control panel or Registration Memory buttons to the desired registration. Be sure all Auto Bass Chord functions are off.

2) Hold the CONFIRM button and press the CLEAR button. All RECORD lamps will be illuminated.

3) Press SYNCHRO START, then F.M.P. START.

You can now start recording the LOWER keyboard part. After you have finished playing the chords indicated by the music, turn F.M.P. START off.

4) Turn on the PEDALS button of the Record section and the LOWER and REGIST. buttons of the Play section.



5) Press F.M.P. START and play the bass accompaniment on the pedal keyboard while listening to the pre-programmed LOWER part.



When finished with the PEDALS part, turn F.M.P. START off.

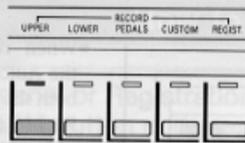
•If wrong chords or bass notes are played, re-record the incorrect part from the beginning.

[Recording without rhythm]

With the F.M.P., recording is possible without using the Auto Rhythm. When recording without rhythm, LEAD COUNT can be turned on as an aid in maintaining a steady tempo.

[Recording the Melody]

7 Turn on the UPPER or the CUSTOM button of the Record section.
Turn on the UPPER or CUSTOM button, depending on which voices are selected for playing the melody. Both buttons can also be turned on at the same time.

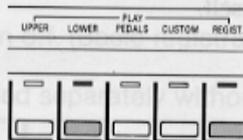


Turn on for playing melodies with any voice but CUSTOM VOICES.

Turn on for playing melodies with CUSTOM VOICES.

8 Turn on the LOWER and REGIST. buttons of the Play section.

By turning these buttons on, the melody can be recorded while listening to the previously recorded accompaniment and basic registration. (Turn on the PEDALS Play button when you have recorded the bass without using Auto Bass Chord.)



9 Press the LEAD COUNT and then the F.M.P. START button.

The "metronome" sound will appear after the F.M.P. START button is pressed. As soon as the "metronome" sound stops, the rhythm and chord accompaniment (as well as the bass accompaniment) will start.



10 Play the melody on the Upper Keyboard.

You should start playing the melody on the upper keyboard when the "metronome" sound stops. (When there is a tacet at the beginning of a piece of music, start playing the melody with the correct timing while the "metronome" is still sounding.)



11 When finished, turn off the F.M.P. START button.

When recording of the melody is finished, turn off the F.M.P. START button. The melody part is now recorded.

•If you wish to make changes from the initial set basic registration, be sure the REGIST button of both the Record and Play sections are on before recording.

[Recording an Obligato]

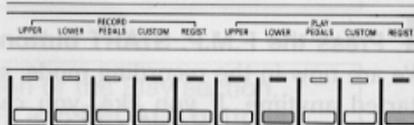
Using the F.M.P. function, the upper keyboard performance can be embellished by recording an additional part that will be added to the original melody. Assuming that the melody has already been recorded, let's try recording a "second track":

1) Select the voice you wish to use for the obligato part.

If you recorded the Melody part using CUSTOM VOICES, you must select from another section for the obligato part. In this case, turn on the UPPER and REGIST. buttons of the Record Section, and the CUSTOM button of the Play Section.

If you did not use a CUSTOM VOICE when recording the melody, you must select Custom Voices for the obligato part. In this case, turn on the CUSTOM and REGIST. buttons of the Record Section, and the UPPER button of the Play Section.

2) If you wish to hear parts other than the melody, turn on the LOWER, PEDALS (if recorded separately), and REGIST. PLAY buttons accordingly.



3) Press the F.M.P. START button and play the "second track" on the upper keyboard while listening to the other parts.

If an error is made in any one part, re-record that part from the beginning.

[Editing the Registrations]

12 Press the **REGIST.** button of the Record section and the **REGIST.** button of the Play section.

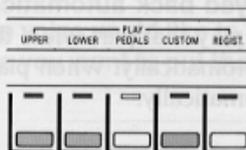


This enables you to obtain the basic registration and to make any changes desired. With the F.M.P., registrations changed on the control panel will be immediately recorded.

Note: Changes involving 2 or more controls can be conveniently accomplished, if they are previously stored in the Registration Memory. In this way, complex changes can be made by pressing a single button.

13 Turn on the **UPPER**, **LOWER** and **CUSTOM** buttons of the Play section.

Registration can be changed while listening to the playback of the recorded parts. (Turn the **PEDALS** Play button on when bass has been recorded without Auto Bass Chord.)

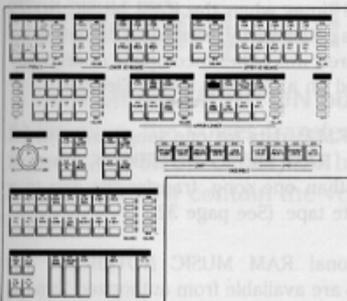


14 Press the **F.M.P. START** button.

The recorded performance will be heard with the basic registration.



15 Change the registrations as desired while listening to the playback.



(The illustration shows the MR-700)

The new registrations will be recorded immediately as you change them. And registration can be changed as often as you like. Registrations can be changed not only with the buttons and controls of the control panel, but they can also be changed using the Registration Memory. Try changing the voices, volumes, effects, rhythms, etc., every 8 or 16 measures. Also try adding Auto Rhythm Fill-ins, Breaks, Intro/Endings, etc. When editing is finished, turn off the **F.M.P. START** button.

- The Auto Rhythm Tempo can be changed during editing but the new tempo will not be recorded.

- To change the basic registration from the very beginning, turn on the **REGIST.** buttons of the Record and Play sections and make the desired changes. Then press the **F.M.P. START** button. The tempo of the whole playback can also be changed in this same way.

- A new registration can be recorded by merely turning on the **REGIST.** button of the Record section, without using the **REGIST.** button of the Play section. In this case, if rhythm is desired, be sure to press **SYNCHRO START** before pressing **F.M.P. START**.

[F.M.P. Memory Capacity]

The maximum length of a recording depends on the contents of the performance. In general, your F.M.P. can store a song of about 3 minutes length. When recording of any part has reached the full capacity of the memory, the **RECORD** button for that part will start to flash.

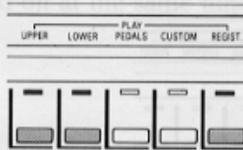
- CAUTION:** F.M.P. data stored in the Electone is erased when **ROM MUSIC BOOK** is used.

- The stored data will be retained in the F.M.P. memory for at least one week, even if the power is turned off. If you wish to store Full Music Programs for a longer period of time, you can transfer the stored data to the **RAM MUSIC NOTEBOOK** or a cassette tape. (See pages 28 and 32 for details.)

How to Play Back a Music Program (PLAY)

1 Turn on the Play section buttons corresponding to the part you wish to hear.

All previously recorded parts can be played back by using the 5 buttons of the Play section. The individual parts can be cancelled by turning off the corresponding buttons of the Play section.



2 Press the F.M.P. START button.

This starts playback of those parts turned on in the Play section.

NOTE: Even if you do not press any Play section buttons, the lamps for all parts will light and playback will start when the F.M.P. START button is pressed.



3 You may play any part that is not being played back automatically.

For example, if you cancelled the melody, you may play that part while the chord and bass accompaniments are being played back automatically. When playback is finished, the F.M.P. START button will turn off automatically.

[REPEAT]



Playback repeats automatically if the REPEAT button is turned on when the F.M.P. START button is pressed.

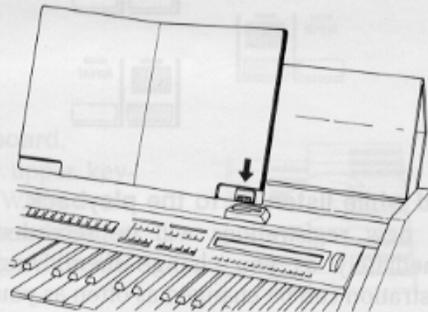
- You can also play along on the upper and lower keyboards together with the playback. The number of notes available, including those used for playback, is 7 for the MR-700 and 6 for the MR-500.

- Auto Rhythm Fill-in, Break, Intro/Ending, etc., can also be used at any time during playback.

Transferring Data Using the RAM MUSIC NOTEBOOK

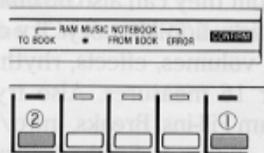
1 Insert the RAM MUSIC NOTEBOOK into the socket.

Insert the RAM chip (on the lower right corner of the final page of the RAM MUSIC NOTEBOOK) into the Electone socket.



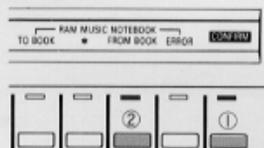
2 To transfer data from the Electone to the RAM MUSIC NOTEBOOK, hold the CONFIRM button and press the TO BOOK button.

The TO BOOK button lights to indicate that the data stored in F.M.P. has been saved in the RAM MUSIC NOTEBOOK.

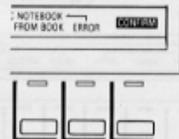


3 To transfer data from the RAM MUSIC NOTEBOOK to the Electone, hold the CONFIRM button and press the FROM BOOK button.

The FROM BOOK button lights to indicate that the F.M.P. data has been loaded from the RAM MUSIC NOTEBOOK to the Electone.



[Error]



The ERROR lamp will light and the buzzer will sound 3 times when the RAM MUSIC NOTEBOOK is not correctly inserted, or the data being transferred was either incomplete or originally recorded on a different model Electone.

- Only F.M.P. data for one song can be saved in the RAM MUSIC NOTEBOOK. To save more than one song, transfer the data to a cassette tape. (See page 32.)

- Additional RAM MUSIC NOTEBOOK (optional) are available from authorized Yamaha MR Series Electone dealers.

4. 28 additional voices can be transferred to the control panel.

VOICE MENU 1	PIPE ORGAN 1	PIPE ORGAN 2	PIPE ORGAN 3	COSMIC BRASS 1	COSMIC BRASS 2	WHISTLE	PAN FLUTE	OBOE	CLARINET	FLUGEL HORN	HARMONICA	COSMIC 1	COSMIC 2	COSMIC 3	ORIGINAL VOICE	MENU ON
VOICE MENU 2	CELESTA	HARP	MARIMBA	ACOUSTIC GUITAR	ELECTRIC GUITAR	DISTORTION GUITAR	HAWAIIAN GUITAR	STEEL DRUM	TIMPANI	CLAVINET	COSMIC 1	COSMIC 2	CHIMES	WAVE	ORIGINAL VOICE	MENU ON

VOICE MENU 1,2

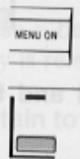
You can choose your favorites from among these 28 voices and transfer them to the grey buttons on the control panel.

How to Transfer Sounds to the Grey Buttons

1 Select the Voice Menu panel which has the voice you want to transfer.
Please select either panel 1 or panel 2.

2 Turn on the MENU ON button.

The MENU ON button for the other VOICE MENU panel is also turned on.



3 While holding the button corresponding to the voice you'd like to transfer, press one of the grey buttons to indicate where you want to put that sound.



The light above the grey button you just pressed will start to flash, indicating that the sound has been transferred. You can transfer any voice you want to any voice section, so please use the other grey buttons to store various voices in the same way.

[Checking the transferred Voices]

When the MENU ON button is on, and you press a grey button, the voice which has been transferred to that grey button will illuminate. If no voices have lit up on that voice menu, be sure to check the other Voice Menu.

If no voice had been transferred to that grey button, the light corresponding to "ORIGINAL VOICE" will illuminate, meaning that the sound indicated above that grey button has not been changed.

- The Voice Menu voices are suitable for transfer to the following voice sections.

Voice Menu 1	White-lettered	Combination/Orchestra
	Orange-lettered	Custom Voices
Voice Menu 2		Special Presets

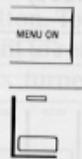
The 28 voices can all be transferred to any desired voice section. Please note, however, that due to differences in the vibrato effect in combinations other than those mentioned above, some transferred voice will give a somewhat different impression than the original. In such a case, original voice can be obtained by changing the Player Vibrato setting.

- When VOICE MENU settings have been transferred to Custom Voices or to PEDAL, they automatically become "monophonic" voices, meaning that only one note at a time can be played.
- The voices transferred to grey buttons can be memorized in REGISTRATION MEMORY, C.S.P. and F. M. P.

Cancelling and Recalling Transferred Voices

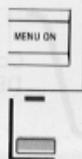
1 Turn off the MENU ON button.

At this time, the voices transferred to the grey button (in the various voice sections) will be cancelled and these grey buttons will now contain the voices indicated above each of them.



2 Turn on the MENU ON button.

The VOICE MENU sounds that were previously stored in the grey buttons (when you turned off the MENU ON button) have now been recalled.



[ORIGINAL VOICE]



By pressing this button, you can cancel the VOICE MENU sounds transferred to the grey buttons, one at a time, thereby returning these grey buttons to the voice indicated on the control panel. To operate, hold the ORIGINAL VOICE button, and press the grey button that you wish to cancel.

- The voices transferred to the grey buttons can be stored for at least a week without being erased even if the power is turned off.

5. You Can Also Memorize Vibrato and Sustain Effects

PLAYER VIBRATO	CUSTOM	UPPER COMBI./ORC.	LOWER COMBI./ORC.	*	DEPTH					*	DELAY(CUSTOM ONLY)					*
					0	1	2	3	4		0	1	2	3	4	
SUSTAIN	UPPER	LOWER	PEDALS	*	SHORT					*	*	*	*	*	*	*
					0	1	2	3	4							

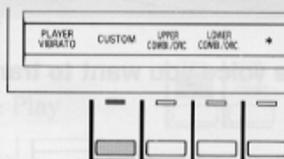
PLAYER VIBRATO/SUSTAIN

On these panels you can memorize the degree/amount of Vibrato and Sustain effects individually for voice sections.

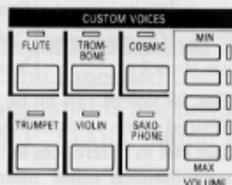
PLAYER VIBRATO

1 Press the CUSTOM button on the Multi Menu.

Now you can memorize the vibrato effect desired for the Custom Voices.



2 Select Custom Voices on the control panel and turn on the PLAYER VIBRATO CUSTOM button.



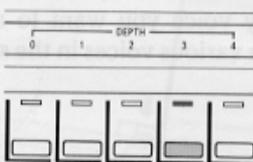


(The illustration shows the MR-700)

Select a Custom Voice, set the volume and turn on this Voice section in the Ensemble section by pressing the ENSEMBLE CUSTOM VOICES button. Be sure to turn on the CUSTOM button in the PLAYER VIBRATO section (on the right side of the control panel).

3 Set the DEPTH.

While actually playing a note, select one of the 5 DEPTH degrees. The larger the number, the stronger the vibrato effect obtained. If you choose the 0 button, no vibrato effect will be obtained.

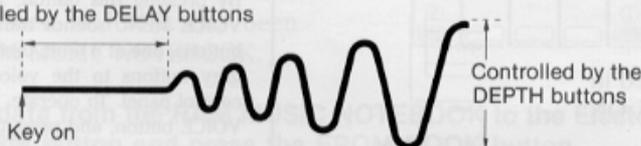


4 Set the DELAY. (Available only on Custom Voices)

Similarly, you may choose from a total of 5 buttons. The larger the number, the longer it will take for vibrato to be added after pressing a key on the upper or lower keyboard.



Controlled by the DELAY buttons



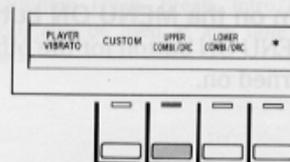
5 Turn this CUSTOM button on, whenever you wish to add vibrato.

The memorized vibrato settings can be added to the Custom Voices at any time by simply turning this button on.



[Memorizing vibrato for other Voice Sections]

You can also memorize the vibrato setting for the COMBINATION/ORCHESTRA voice section for both the upper and lower keyboards.



Press the UPPER COMBI./ORC. button or the LOWER COMBI./ORC. button and proceed in the same way as for Custom Voices. In this way the Vibrato depth will be memorized. The memorized vibrato setting can be recalled at any time by pressing either the UPPER or LOWER button in the PLAYER VIBRATO section (on the right side of the panel).

- A vibrato effect appropriate for each instrument of each Voice section has already been programmed. When you turn PLAYER VIBRATO off, you will automatically obtain this pre-programmed vibrato setting.
- Vibrato will not affect SPECIAL PRESETS, ARPEGGIO CHORD or PEDAL Voices.
- The vibrato setting memorized in the PLAYER VIBRATO memory will be stored for at least a week without being erased, even if the power is turned off.
- A vibrato setting by Player Vibrato can be memorized into the Registration Memory buttons for easy access.

SUSTAIN

1 Turn the UPPER button on.

First let's turn on the UPPER button and memorize a sustain setting for an upper keyboard voice.

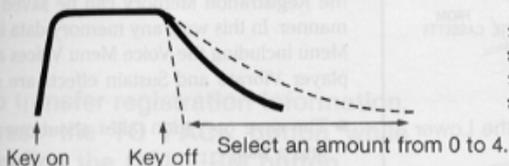


2 Select a voice on the upper keyboard and turn on the UPPER SUSTAIN button.

Be sure that section is turned on in the ENSEMBLE section. The sustain effect can be added to the COMBINATION/ORCHESTRA and SPECIAL PRESETS Sections (and ENSEMBLE VOICES as well for the MR-700).



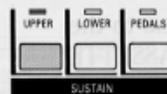
3 Set the sustain length.



While actually pressing and releasing a note, choose one of these 5 buttons. The larger the number, the longer the sustain effect will be after a Key is released.

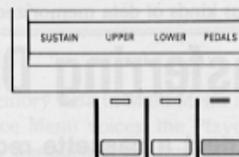
4 Turn the UPPER button on, whenever you wish to add sustain to the upper keyboard.

The memorized sustain settings can be added to the upper keyboard at any time by simply turning this button on.



[Memorizing sustain for the other keyboards]

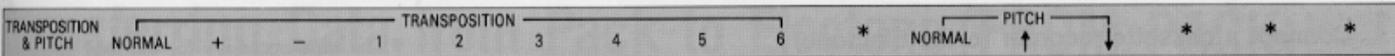
You can also memorize sustain settings for the other keyboards by pressing the appropriate button corresponding to either the Lower or Pedal keyboard and proceed in the same way as described above.



The memorized sustain setting can be recalled at any time by pressing either the LOWER or PEDALS button in the SUSTAIN section (on the right side of the panel).

- Sustain will not affect the Custom Voices.
- The sustain setting memorized in the SUSTAIN memory will be stored for at least a week without being erased, even if the power is turned off.
- A Sustain setting can be memorized into the Registration Memory buttons for easy access.

6. Transposing and Changing Pitch



TRANSPOSITION/PITCH

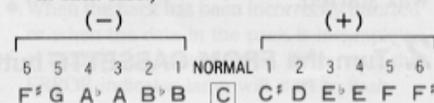
You can change the key of the entire instrument, and fine tune its pitch as well.

TRANSPOSITION

This feature allows you to change the key of the entire instrument in degrees of 1/2 steps. To raise the key, hold the (+) button and press a numeric button. To lower the key, hold the (-) button and press a numeric button. When you want to return to the normal key, simply press the NORMAL button. When power is turned off, the instrument will automatically be returned to normal key.



- The Transposition function allows you to move to 12 other keys. (The diagram below shows which note sounds when C is pressed in each case.)



PITCH

This feature allows you to fine tune the pitch of the whole instrument. To raise the pitch, press the (↑) button; to lower it, press the (↓) button. The pitch will change slightly every time the button is pressed. When you want to return to normal pitch, simply press the NORMAL button. When power is turned off, the instrument will automatically be returned to normal pitch.



- The (↑) button can be pressed in 16 increments, the (↓) button in 4 increments. (1 step corresponds to about 1.56 cents.) The lamps corresponding to the (↑) button and (↓) button indicate whether the instrument's pitch is currently below or above normal.

7. Transferring Memorized Information to a Pack or Cassette

(The illustration shows the MR-700)



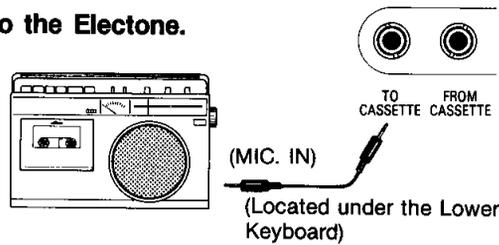
CASSETTE & PACK

The various kinds of data memorized by the Electone can be transferred to either cassette tape or a RAM pack (MR-700 only) for long-term storage.

Transferring Data from Electone to Cassette (TO CASSETTE)

1 Connect a cassette recorder to the Electone.

Connect the TO CASSETTE jack on the Electone to the MIC.IN jack (or LINE IN jack) on your cassette recorder with a shielded cable and insert a cassette tape.

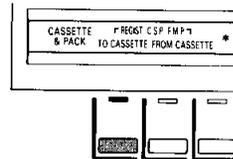


2 Press the RECORD button on the cassette recorder.

If your recorder has a counter, you may wish to note the starting and ending numbers to facilitate later use.

3 Turn the TO CASSETTE button on.

This starts the transfer of the data in the Electone to the cassette tape. During this operation, the TO CASSETTE indicator lamp will stay on. Once this operation is completed, a buzzer will sound, the lamp will flash briefly, then go off.



4 Press the STOP button on the cassette recorder.

[Data that can be saved on cassette tape]

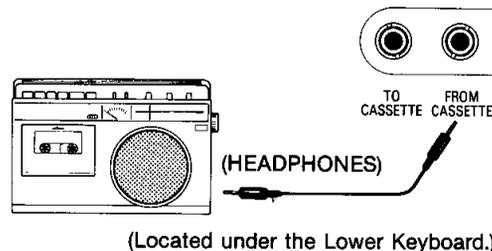
All C.S.P. and M.P. data as well as the data in the Registration Memory can be saved in this manner. In this way, any memory data in Multi Menu including the Voice Menu Voices and the player Vibrato and Sustain effects are saved.

- The save operation takes about one minute and a half.
- You cannot play your Electone during save or load operations. Also, when saving, please note that all indicator lamps on the control panel will go out.
- When the cassette recorder has not been connected properly to the Electone, the TO CASSETTE lamp will stay lit. When this happens, check the connections again and repeat the operation. If this condition still exists, please contact your nearest dealer.
- When using a stereo cassette recorder, set the balance completely to the left.

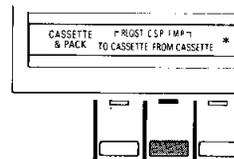
Transferring Data from Cassette to Electone (FROM CASSETTE)

1 Connect a cassette recorder to the Electone.

Connect the FROM CASSETTE jack on the Electone to the HEADPHONES jack (or LINE OUT jack) on your cassette recorder with a shielded cable. Insert the cassette tape on which you have saved the desired data and rewind it up to the point where the saving operation was started.



2 Turn the FROM CASSETTE button on.



3 Press the PLAY button on the cassette recorder.

This starts loading of the data from the cassette tape to the Electone. During this operation, the FROM CASSETTE indicator lamp will stay on. Once this operation is completed, a buzzer will sound, the lamp will flash briefly, then go off.

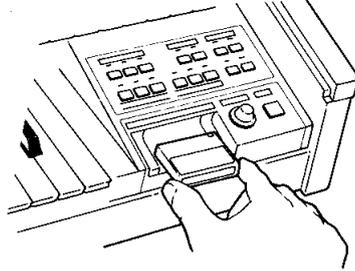
4 Press the STOP button on the cassette recorder.

- The time necessary for the load operation will be the same as it was for the save operation.
- When you load data from a cassette to the Electone, all data previously stored in the Electone will be erased.
- When the volume level (on your recorder) is too high or the data that has been saved is incomplete, a buzzer will sound three times. When the cassette recorder has not been connected properly or the volume level is too low, the FROM CASSETTE lamp will stay lit. In either case, please repeat this procedure and, if this condition still exists, please contact your nearest dealer.
- The cassette recorder to be used must have following specifications:
MIC IN: Input impedance 10K ohms or more
Minimum input level approx. 10 mV.
HEADPHONES: Output impedance 10 ohms or less Output level 2.5 V or more.

Transferring Data from Electone to Pack (TO PACK) [MR-700 only]

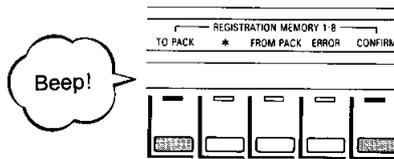
1 Insert the pack.

As shown in the illustration, firmly insert a pack (RP-1) with the labeled surface facing upward.



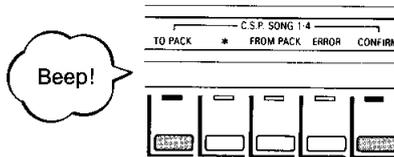
2 To transfer registration information, press the TO PACK button while holding the CONFIRM button.

The TO PACK button will start to flash, indicating that the data stored in the Registration memory has been saved to the pack.



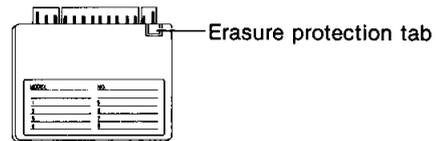
3 To transfer C.S.P. information, press the TO PACK button while holding the CONFIRM button.

The TO PACK button will start to flash, indicating that the data stored in the C.S.P. Memory (up to four songs) has been saved to the pack.



4 Remove the pack.

- Any memory data in Multi Menu relating to the Voice Menu voices, the Player Vibrato and the Sustain effects can also be saved with this method.
- When saving data to a pack, any previous data stored in that pack will be erased.
- When the pack has been incorrectly inserted, or when the data has not been saved properly, a buzzer will sound three times and the ERROR indicator lamp will start to flash.
- When you want to protect data saved in a pack from being erased, please break out the erasure protection tab on the pack. If this tab is broken out, the contents of the pack can not be changed, even when the TO PACK button is pressed. This will make sure that you do not erase any valuable data by mistake.

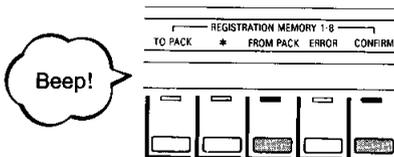


Transferring Data from Pack to Electone (FROM PACK) [MR-700 only]

1 Insert the pack.

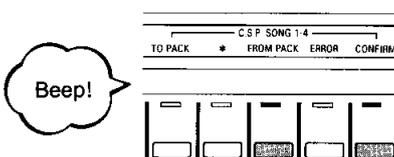
2 To transfer registration, press the FROM PACK button while holding the CONFIRM button.

The FROM PACK button will start to flash, indicating that the registration memory data stored in the pack have been loaded to the Electone.



3 To transfer C.S.P. information, press the FROM PACK button while holding the CONFIRM button.

The FROM PACK button will start to flash, indicating that the C.S.P. Memory data (four songs) has been loaded from the pack to the Electone.

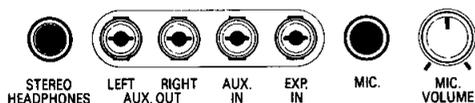


4 Remove the pack.

- It is also possible to save either Registration Memory data only or C.S.P. data only.
- When data is loaded, any data stored previously in the Electone will be erased.
- When the pack has been incorrectly inserted or when the data in the pack is incomplete, a buzzer will sound three times and the ERROR indicator lamp will start to flash.
- To create your own library of Registrations and Chord Sequence Programs, additional RP-1 packs are available for purchase at authorized Yamaha Electone dealers.
- Data stored on cassette tape or packs contain model identification information. This information prevents the transfer of data between different models.

V. USEFUL INFORMATION

ACCESSORY JACKS



■ STEREO HEADPHONES Jack (MR-700)

■ HEADPHONES Jack (MR-500)

This jack is to be used to connect headphones (optional). When headphones are connected, there will be no sound from the Electone's speakers. This allows you to play your Electone at any time without disturbing others.

IMPORTANT: Do not use this jack for any purpose other than headphones!

■ AUX. OUT LEFT- RIGHT Jacks (MR-700)

■ AUX. OUT Jack (MR-500)

These jack(s) have been provided to permit the connection of your Electone to most stereo tape recorders that have "Line In" jack(s). This allows direct recording without any outside noise.

Utilize the LEFT jack when recording in the monaural mode. (MR-700)

■ AUX. IN Jack

The "AUX IN" jack can be used to connect most tape recorder/players having a "Line Out" jack. This permits you to play back recordings through the Electone's speaker system. By using this jack, you can also play along with previously recorded music.

■ EXP. IN Jack

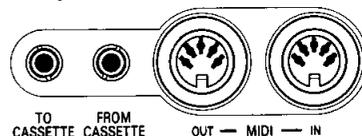
This jack accepts a monaural signal from a synthesizer or similar accessory. The volume of the equipment connected here will be controlled by the Electone Expression Pedal.

■ MIC. jack

For microphone connections. Use this jack when you wish to monitor your own singing or a master of ceremony's commentary from the built-in speaker.

■ MIC. VOLUME

This knob is used to control the volume of a connected microphone. The volume goes up when you turn the knob to the right. Set the volume desired.



■ MIDI IN/OUT Jacks (MR-700)

The MIDI (Musical Instrument Digital Interface) terminals conform to the MIDI standard for digital electronic instruments. These jacks enable you to connect your Electone to a computer or other MIDI compatible electronic instruments for data communication.

■ CASSETTE Jacks

These jacks are used to connect the Electone to cassette recorders for data transmission/reception. (see page 32 for details.)

WARNING: The connection or disconnection of any accessory, (other than headphones) while the Electone is ON, can result in extensive damage to the Electone and/or the accessory.

Damage caused by the improper connection/disconnection of accessories is not covered by the manufacturer's warranty.

ELECTROMAGNETIC INTERFERENCE

"Interference" can be a two way street; something you are operating can interfere with others or, something someone else has may interfere with something of yours.

Naturally, it is also possible that two or more of your own electronic (electric) devices may interfere with each other. Your Electone has been designed to minimize all these possibilities and meets all applicable standards worldwide.

Electromagnetic interference with your Electone can show itself in a variety of ways. You may hear speech, music, "beeps", static, or a buzzing sounds. Yamaha Electones are designed to reject RF (radio frequency) signals that are many times the levels found in any normal environment. If, however, you are in the immediate proximity of a very high power transmitter, some interference may still occur. If this should happen, please try to identify the radio (TV) station and record the time of day that the interference occurs. Station identification is essential in order that the offending frequencies can be established and the authorized (legal) operating power level of the transmitter causing the interference can be verified. If the interference continues, please follow the corrective measure suggestions provided later in this section.

If the interference is in the form of occasional buzzing or static, it is highly probable that the cause can be traced to the turning on or off of some household appliance. The offending appliance can also be outside your own residence. Usually a "time" pattern (i.e., evenings only, etc.) will be involved. Noises of this type rarely originate in the Electone itself. If the condition continues, please contact your local authorized Yamaha Electone dealer for assistance.

Main power line disturbances and electrical storms (lightning) can also be the source of static interference. Generally speaking, problems generated by these two sources will also be present in your other audio or video equipment. Lightning can also be very destructive. The following special warning also applies to virtually all electronic products.

IMPORTANT NOTICE

Modern electronic products, (i.e., computers, video games, electronic organs, etc.), contain components that, under normal conditions, extend the service free life of the products they make up an almost unbelievable period of time. This is especially true when you consider the vast number of equivalent components incorporated within one given part. These "parts," called "integrated circuits," are however, subject to destruction by high voltage discharges, such as a close proximity lightning strike. This can occur even if the unit is turned off.

IN PERIODS OF ELECTRICAL STORM PROBABILITY, IT IS ADVISABLE THAT YOU DISCONNECT ANY ELECTRONIC DEVICE NOT ACTUALLY IN USE, FROM ITS WALL SOCKET.

TROUBLESHOOTING

Phenomenon	Cause and Solution
Only one sound is heard when two notes are played on either the pedal keyboard, or when Custom Voices are used by themselves.	For practical performance reasons, this Electone has been designed so that only one note can be played at a time on the pedal keyboard or with the Custom Voices. (See page 3.)
Even though a voice has been selected for upper/lower keyboard, and its respective volume has been set, the selected sounds are not produced.	The corresponding button in the Ensemble section is off. Select the appropriate control. (See pages 4-5.)
The Arpeggio Chord feature does not seem to work.	The Arpeggio Chord function is synchronized with, and controlled by, the Auto Rhythm section, and therefore, must be "on" for this feature to operate. (See page 6.)
Although the SUSTAIN or PLAYER VIBRATO button is on, no effect is obtained.	The Sustain and Player Vibrato settings must first be memorized in the appropriate section of the Multi Menu. (See pages 30-31.)
When you lift your hand off the lower keyboard and no pedals are being played, the rhythm, lower keyboard and pedal sounds stop.	When the Synchro Start function is used, the rhythm stops when both the lower keyboard and the pedal keyboard are not being played. If you want the sounds to continue, turn on the Auto Bass Chord MEMORY feature. (See page 10.)
When using the Single Finger function, the chord does not change even when you press different keys.	When the lower keyboard is played legato style, the chords may not change properly even though you are pressing different keys. You must lift your fingers completely from the keyboard when changing chords. (See page 10.)
No harmony sounds are heard even though the Melody On Chord section is turned on.	When using Melody On Chord, the harmony sounds are provided by the COMBINATION/ORCHESTRA section of the upper keyboard. (On the MR-700, ENSEMBLE VOICES can also be used). You must select a voice in this section, adjust the volume, and turn that section "on" in the Ensemble section (See page 12.)
Some functions cannot be memorized in the Registration Memory.	The following functions cannot be memorized: Auto Rhythm Start, Synchro Start, Intro/Ending, Break, Fill In, Master Volume, Expression Pedal. (See page 13.)
ROM MUSIC BOOK data cannot be loaded into the Electone, SONG SELECT indicator lamps do not light.	This is because either the C.S.P. PLAY, C.S.P. CLEAR/RECORD or F.M.P. START is on. When the ROM MUSIC BOOK is used, please be sure these buttons are turned off. (See page 14.)
Neither C.S.P. PLAY nor CLEAR/RECORD can be turned on. Neither F.M.P. START nor CLEAR can be turned on.	This is because SONG SELECT of the ROM MUSIC BOOK is on. Turn SONG SELECT off when using the C.S.P. or F.M.P. (See page 15.)
The data loaded into the Electone from the ROM MUSIC BOOK is erased.	Data loaded from ROM MUSIC BOOK is erased when SONG SELECT is turned off or when the Power switch is turned off. (See page 15.)
The FREE TEMPO function of the ROM MUSIC BOOK does not work.	This is because more than one section (Melody, Lower, Pedals) has been assigned to the given function. Only one section can be assigned to the FREE TEMPO function at any one time. (See page 17.)
Some functions are not memorized as a part of C.S.P. registrations.	The following functions cannot be memorized: Auto Rhythm Tempo, Start, Synchro Start, Foot Switch, Auto Bass Chord, Master Volume, Expression Pedal. (See page 20.)
Chords are not memorized in the C.S.P.	The Duration button was pressed after you lifted your fingers off the lower keyboard. To enter chord data into the C.S.P., you must press the Duration button while holding a chord. (See page 20.)
During C.S.P. editing, the data you want to insert is not memorized in the desired position.	When inserting data, always press the INSERT button at the data pointer position where you want to add data. (See page 22.)
When the INSERT button is pressed during C.S.P. editing, the warning buzzer sounds.	This happens when the C.S.P. memory is full. If you still want to insert data, you must make room for it by first deleting some of the existing data. (See page 22.)
A melody was recorded in the F.M.P. using Custom Voices, but it will not play back.	This is because the CUSTOM button of the RECORD section was not turned on during recording. When recording a melody with CUSTOM VOICES, please be sure to turn on the CUSTOM button. (See page 26.)
Data recorded in F.M.P. is erased when the ROM MUSIC BOOK is used.	F.M.P. and ROM MUSIC BOOK data cannot be stored in the Electone at the same time. When you do not want to lose what you have in the F.M.P. memory, transfer the data to the RAM MUSIC NOTEBOOK or a cassette tape. (See page 27.)
When F.M.P. is being played back, the rhythm does not stop even after chords and melody have ceased playing.	This can occur if, when recording registration changes, you do not stop the Rhythm promptly at the end of the song. (See page 27.)

FCC CERTIFICATION (USA)

While the following statements are provided to comply with FCC Regulations in the United States, the corrective measures listed are applicable worldwide.

The digital series of Yamaha Electones™ use frequencies that appear in the radio frequency range, and if installed in the immediate proximity of some types of audio or video devices within three meters (approximately ten feet), interference may occur.

This series of Yamaha Electones™ has been type-tested and found to comply with the specifications set for a class B computer in accordance with those specifications listed in sub-part J, part 15 of the FCC rules. These rules are designed to provide a reasonable measure of protection against such interference. However, this does not guarantee that interference will not occur.

If your Electone™ should be suspected of causing interference with other electronic devices, verification can be made by turning your Electone™ off and on. If the interference continues when your Electone™ is off, the Electone™ is not the source of the interference. If your Electone™ does appear to be the source of the interference you should try to correct the situation by using one or more of the following measures:

- Relocate either the Electone™ or the electronic device that is being affected by the interference.
- Utilize power outlets for the Electone™ and the device being affected that are on different branch (circuit breaker or fuse) circuits, or install a/c line filters.
- In the case of radio-TV interference, relocate the antenna or if the antenna lead-in is 300 ohm ribbon lead, change the lead-in to coaxial type cable.

If these corrective measures do not produce satisfactory results, please contact an authorized Yamaha Electone™ dealer for suggestions and/or corrective measures. If you can not locate an authorized Yamaha Electone™ dealer in your general area, please contact the Electone™ Service Department, Yamaha International, 6600 Orangethorpe Ave., Buena Park, CA 90620, U.S.A.

If for any reason, you should need additional information relating to radio or TV interference, you may find a booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet, Stock #004-000-00345-4, is available from the U.S. Government Printing Office, Washington D.C. 20402.

SINCE 1887



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