

1 PANEL DESCRIPTION

Keyboard entering and editing (Continued)

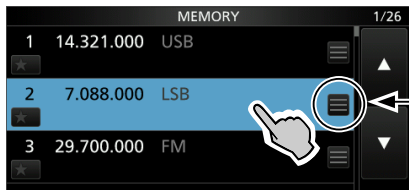
◇ Entering and editing example

Entering "DX spot 1" in the Memory channel 2

1. Open the MEMORY screen.

MENU » **MEMORY**

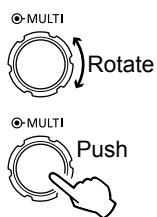
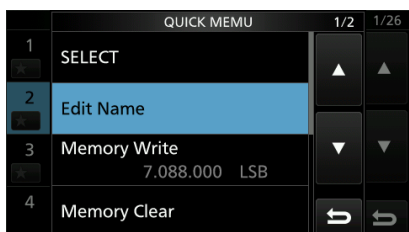
2. Touch the memory channel 2 for 1 second.



You can also open the QUICK MENU by touching this key.

- Opens the QUICK MENU.

3. Select "Edit Name."

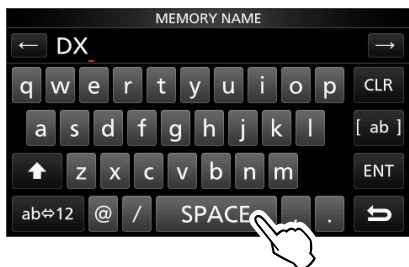


- Opens the MEMORY NAME screen.

4. Touch [↑], and then touch [D].



5. Touch [↑] again, and then touch [X].
6. Touch [SPACE].

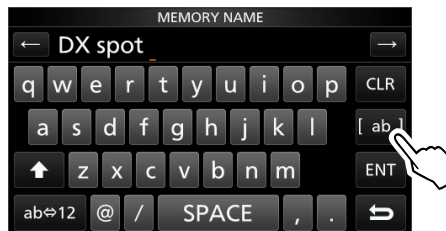


- Enters a space.

7. Touch [s], [p], [o], and then [t].
8. Touch [SPACE].

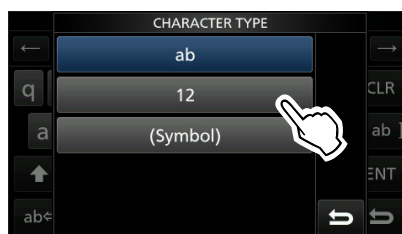
- Enters a space.

9. Touch [ab].



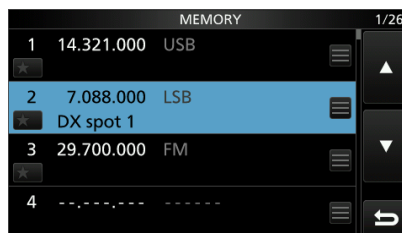
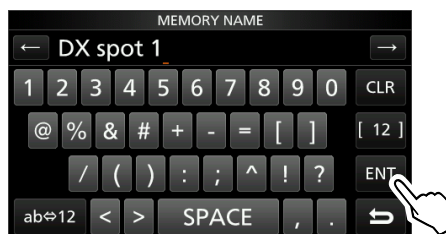
- Opens the entry CHARACTER TYPE screen.

10. Touch [12].



11. Touch [1].

12. Touch [ENT] to save the entry.



- Returns to the previous screen.