Index

MR-08-0188

Index

Control button, command and jack entries as well as abbreviations such as SMPTE, MIDI, FM, etc. are in UPPER CASE.

A	CTRL-
	C, 3.48
Automatic mixing, 3.39-41	E, 3.48
	F, 3.48
	P, 3.48
В	R, 3.48
	Current catalog, 1.2
BANK, 2.8-9	O ^r
Beats-per-measure, 2.41	
BOUNCE, 3.8-11, 3.44	D
Bouncing	
looped tracks, 3.26	Da capo loop, 3.16, 3.24
notes, 3.8-11	Dal segno loop, 3.16, 3.25
BREATH CONTROLLER, 4.3	Decay, cut off, 2.28
•	DELÉTE, 3.28-30
	Deleting (see also erasing)
C	track or sequence section,
	3.28-31
Catalog	Digital
current, 1.2	metronome, 2.33
top-level, 1.2	Display
CHAIN, 3.33-35	Missing sound file, 1.9
Chaining, 3.32-35	Doctor Click, 2.40
CIM-1 (see Clock Interface	,
Module)	
CLEAR, 4.7, 4.11	E
Click	
output, 2.33	Editing
period, 2.35	from the keyboard, 3.2-49
rate, 2.34-37	step editing, 3.42-49
suppressing audio, 2.35	END LOOP, 3.18-27
track, 2.38-39	ENTRY, 2.8
track, external, 2.40	Equal tempered tuning, 6.11-
CLICK RATE, 2.12, 2.30-41, 3.22	12
Click-rate multiplier, 2.46-47,	ERASE, 2.10, 2.24
3.44-45	Erasing
Clock interface module (CIM-	real-time effects patching,
1), 2.40	4.7,
CONTINUE, 1.10-11, 2.20, 2.42,	sequences, 2.10
3.25, 3.29	tracks, 2.10
Controller movements,	Expression input controllers,
recording, 4.8	4.2-4
Copying tracks, 3.9	EXPRESSION INPUT, 4.6-11
	EXT SYNC MODE, 3.42, 3.47

External click tracks, 2.40 EXTERNAL CLOCK IN/OUT	K
jacks, 2.40	Keyboard changing timbres, 3.3 control voltage, 4.3
F	polyphony, 2.27-29 split, 6.14-17
F.F. (fast forward), 1.11	tuning, 6.2-13
Files creating, 5.14-19 sequence, 1.2, 5.2-3 .SQnDATA, 5.14-19	volume, 3.36 KEYBOARD C.V., 4.3
Foot switches, 2.21	L
Frames, 2.5	Y
Frames-per-beat click rate, 2.36	Layering notes, 2.14 tracks, 3.10
Н	LIBRARY, SEQUENCE, 1.7
	Live performance, 6.2-17
HARMONIC	Looping
CONTROL, 6.6, 6.9, 6.12-13 SELECT, 6.9	changing existing values, 3.21
	changing value display format, 3.22
I	end time, 3.17
Indopendent loop 216 219	length, 3.17
Independent loop, 3.16, 3.18 INFO, 2.23	overall, 3.16, 3.18 placing, 3.18
INSERT, 3.28-30	recalling values, 3.20
Inserting	removing, 3.19
track or sequence section,	sequences, 3.16-27
3.28-31	start time, 3.17
	unwrapping, 3.32
J	
,	M
Just tuning, 6.10-11	
Justification, rhythmic, 2.46-49	MARK, 2.42-45, 3.28-29
JUSTIFY, 2.46-49, 3.2, 3.17	Mark point clearing, 2.42-43
	setting, 2.44-45
	Marking a sequence, 2.42-45
	Master Timbre/Sequence Storage Disk, 5.3

Index (con't)

Measure, setting length, 2.41	P
Memory Recorder	
controlling from terminal,	PARTIAL TIMBRE SELECT,
3.48	4.6-7
maximum number of notes,	Patching real-time effects, 4.4
voices, 2.24-25	PEDAL 1/2, 4.3
playing sequences, 1.10-13	PITCH CLASS, 6.6, 6.12-13
recording sequences, 2.12-14	Playing sequences, 1.10-13
stepping, 3.42-49	Polyphony control, 2.27-29
Merging	POLYPHONY MODE, 2.29
notes, 2.14	PRESSURE, 4.3
tracks, 3.10	PUNCH IN, 2.10, 2.20-22, 2.44
Metronome, 2.33	Punching in, 2.20-22
Microtonal scales, 6.4	Punching out, 3.31
MIDI parameters saved with	Pythagorean tuning, 6.10-11
sequence, 5.8-9	
Missing sound file display, 1.9	D
Mixing	R
automatic, 3.39-41	Deal time offects
sequences, 3.36-41	Real-time effects
tracks, 3.39-41	adding, 4.6, 4.9
MOD WHEEL, 4.3	definition, 4.2-3
	expression input control-
N	lers, 4.3
14	overwriting, 4.10-11
Namina saguancas E 10 13	parameters for patching, 4.4
Naming sequences, 5.10-13 Note	patching, 4.4
	recording controller
maximum number, 2.24	movements, 4.8
timbres, 2.2-9	removing, 4.7
stuck, 3.46	Recalling
	individual tracks, 3.7
0	named sequences, 5.13
0	sequences, 1.2-9
OCTAVE DATIO (2 (12	timbres, 2.2-9
OCTAVE RATIO, 6.3, 6.13	RECORD, 2.13-20, 2.44
OVERALL TUNING, 6.2, 6.13	Recording
Overdubbing tracks, 2.14-15	additional tracks, 2.14-15
Overtone scale, 6.10-11	controller movements, 4.8
OVERWRITE, 4.10-11	from middle of sequence,
Overwriting real-time effects,	2.18
4.10-11	real-time effects, 4.2
	sequence, 2.12-19
	summary, 2.19

REWIND, I.II	Soloing tracks, 1.12-13
Rhythm, justification, 2.46-49 RIBBON, 4.3	Song position pointer, 1.10, 3.48
	Sound file, missing, 1.9
	Speed (see also click and
S	tempo), 2.31-32
3	SPEED 2 31-32 2 36 2 41
Carina (aca also staring)	SPEED, 2.31-32, 2.36, 2.41
Saving (see also storing)	SPLIT, 6.14-16
sequences, 5.4-10	Split keyboard, 6.14-17
SCALE RESET, 6.9	START, 1.10, 2.12-13, 2.42-45,
Scales, 6.6-9	3.42 CTARTICOR 3.17.07
Select	START LOOP, 3.17-27
keyboard timbre (see SKT)	Start time, sequence loop, 3.17
memory recorder timbre (see	Step editing, 3.42-49
SMT)	Step size, 3.45
track for recording, 2.14-17	STOP, 1.10, 2.13, 2.45
Sequence	Storage areas
changing from the keyboard,	sequences, 5.2-6
3.2-49	Storing (see also saving)
Directory, 1.2-6	emergency procedures, 5.7
emergency storing	sequences, 5.4-12
procedures, 5.7	Stuck notes, 3.46
erasing, 2.10	
file size, 2.11, 5.3	
files, 1.2, 5.2-3	T
files, creating, 5.14-19	
information saved, 5.8	Tempo (see also click and
looping, 3.16-27	speed)
marking, 2.42-45	change, 2.31-32
names, 5.10-13	setting, 2.34
playing, 1.10-13	Timbre
recalling, 1.2-9	changing, 3.3-6
recalling individual tracks,	directory, 2.2-7
3.7	files, 2.4
recording, 2.12-19	identification number, 2.5
speed, 2.31-32	name function, 2.5
storage areas, 5.2	parameter button states, 4.5
storing, 5.4-12	real-time effect parameters,
transposing, 3.12-15	4.4
SEQUENCE, 1.7, 5.4-5	recalling, 2.2-9
SEQUENCE LIBRARY, 1.7	TIMBRE LIBRARY, 2.9
SKT, 3.3, 3.6	TIMBRE/SEQUENCE STOR-
	AGE, 1.7, 5.4-5
Sliding tracks, 3.2 SMT, 3.4-6	1100, 111, 0.110
Cital, Cit	

Index (con't)

Time display format, 2.30 Top-level catalog, 1.2 Track copying, 3.9 merging, 3.10 monitoring, 2.16 moving, 3.8 recalling, 3.7 replacing timbres, 3.4-6 sliding, 3.2 soloing, 1.12-13 starting time, 3.2 timbre changing, 3.4-6 volume, 3.37-41 TRACK SELECT, 1.12-13, 2.15-19, 2.39, 3.2-11, 3.18-24, VOLUME, 2.39, 3.36-41 Transpose, individual track, 3.13 sequence, 3.12-15 TRANSPOSE, 3.12-15, 3.42, 3.47, 3.49 Tuning, keyboard, 6.2-13

Volume control, 3.36-41 keyboard, 3.36 track, 3.37-41

W

White dot, buttons with, 4.4 Whole tone scale, 6.5 WRITE, 5.4-5

U

Unmarking start point, 2.45 Unsaving (see erasing)

V

VELOCITY, EXPRESSION INPUT, 4.3 Voice definition, 2.5 independence, 2.26 layering, 2.14, 3.10 maximum, 2.25