

ELS-01/01C/01X Version 1.8 New Functions

Yamaha has updated the firmware of ELS-01/01C/01X from Version 1.7 to Version 1.8. This version provides additional functions and has some changed LCDs.

This manual provides instructions for the new and updated functions based on Chapter 7, “Music Data Recorder,” in the ELS-01/01C v1.7 Manual (including typeU).

Please replace Chapter 7 in your Owner’s Manual with this manual.

The LCD screenshots in this manual are taken from the ELS-01/01C typeU.

New and updated functions in Music Data Recorder.

- **Enhancements to the Copy function**

The new Copy function can copy individual folders/media as well as individual songs (pages 34 – 36).

- **Added a Search function for songs/folders**

Added a [SEARCH] button in the display, and the search can detect the desired song/folder by using keywords (pages 12 – 14).

Music Data Recorder (MDR)

The Music Data Recorder (M.D.R.) is a sophisticated recording system built into the Electone that lets you record your performances and Registration settings to a USB flash memory or other external media. If you install the optional floppy disk drive such as the UD-FD01 to the Electone, you can record your performances/settings to floppy disks.

Before using an external media such as USB flash memory, carefully read “Precautions when using the USB TO DEVICE terminal” section on page 8.

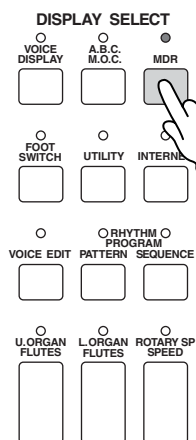
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* The functions with “*” are new and updated functions.

1 Calling Up the M.D.R. Display

Press the [MDR] button in the panel to call up the M.D.R. display. All operations related to the M.D.R., such as recording and playing your performances, can be done in the M.D.R. display.



NOTE

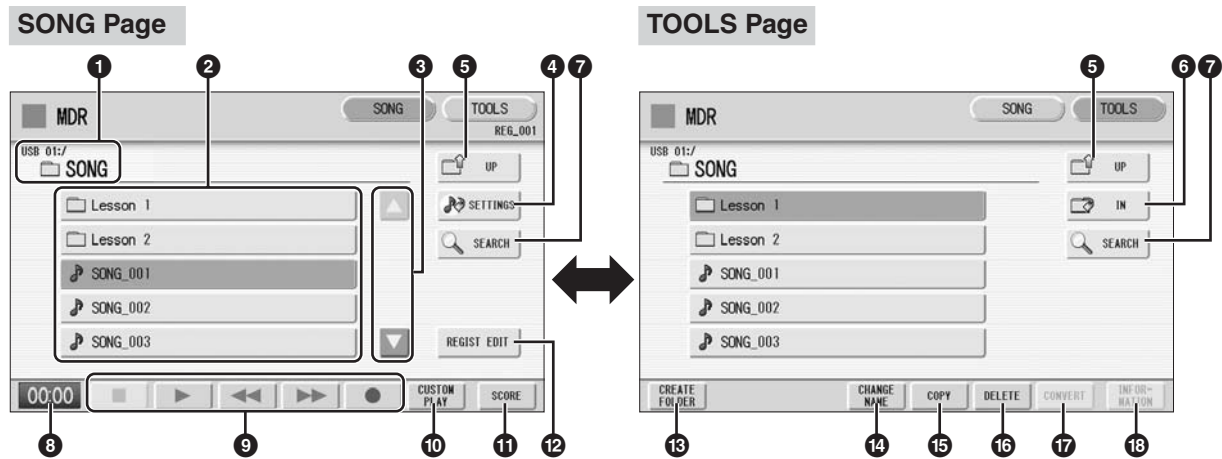
The items shown in the display and their order differ depending on the connected external media.

Pressing any button other than the [MDR] button while the M.D.R. display is open exits from the M.D.R. display. If you exit from the function inadvertently, simply press the [MDR] button again to recall the M.D.R. display.

All the instructions in this chapter are related to the M.D.R. display. To call up the M.D.R. functions and the M.D.R. display, press the [MDR] button.

2 Using the LCD Display

The M.D.R. display consists of two display pages: the SONG Page and the TOOLS Page. In the SONG Page, you can select a song, then play it back or record it. The TOOLS Page has a variety of song utility operations, such as copy, delete, rename, etc. Pressing the [SONG] or [TOOLS] button at the top right of the display switches between the SONG Page and the TOOLS Page.



1 Current Media/Folder

Displays the currently selected media and folder(s). The left side of the indication (before “:/”) shows the particular media and the right side shows the path with currently selected folder name at the end. For example, “USB 01:/Folder1/” indicates that the folder named “Folder1” contained in the USB flash memory is selected.

2 Media/Folder/Song List

Displays the media, folders or songs. Up to 120 folders can be displayed (5 folders at once).

3 Scroll Buttons

If the Media/folder/Song List contains more than 5 media/folders/songs, you can scroll through the display with these buttons.

4 SETTINGS

Displays/changes the settings for the currently selected song.

5 UP

Selects the higher layer folder or media. For example, when “USB 01:/Folder1/” (Folder1 in the USB flash memory) is selected, pressing the [UP] button selects “USB 01:/" (USB flash memory).



Reference Page

Setting a song (page 12)

6 IN

Selects the next lower (or deeper) layer folder or media. For example, when “USB 01:/Folder1/” (Folder1 in the USB flash memory) is selected, pressing the [IN] button selects “USB 01:/Folder1/SONG/” (the SONG folder contained in Folder1 of the USB flash memory).

7 SEARCH

Search for the song/folder in the selected media.

8 Elapsed Time

Displays the elapsed time when recording/playing back a song (up to 99 min. 59 sec.).

9 Song Control

Controls song recording, playback, etc.

10 CUSTOM PLAY

Records/plays back only the performance data of the selected songs. Using this button does not recall the Registration data.

11 SCORE

Displays the selected song's score.

12 REGIST EDIT

Displays the Regist (Registration) Edit Display for the selected song's Registration data.

13 CREATE FOLDER

Creates a new folder in the Media/Folder/Song List. Up to 120 folders can exist in one media or within a single upper folder. Pressing this button calls up the New Folder display in which you can enter the desired name. Enter the name and press the [OK] button to create a new folder. The method for entering a folder name is the same as that of the song name. See page 18.

14 CHANGE NAME

Changes the folder/song name.

15 COPY

Copies the selected media/folder/song.

16 DELETE

Deletes the selected folder/song.

17 CONVERT

Converts the selected song for use on another Electone or other instruments, or converts songs recorded on another Electone for use on the ELS-01/01C. Songs can be converted to XG format, EL format or ELS format.

18 INFORMATION

Displays available memory when media is selected and displays information such as the title and composer when a song is selected. The information to be displayed depends on the songs.



Reference Page

Search a Song (page 12)



Reference Pages

Recording Your Performance (page 15)

Playing Back a Song (page 27)



Reference Page

Displaying the Score (page 32)



Reference Pages

Saving Registrations as Registration Data (File) (page 21)

Recalling Recorded Registrations (page 25)



Reference Page

Changing the Song Name (page 18)



Reference Page

Song Copy (page 34)



Reference Page

Song Delete (page 37)



Reference Pages

Converting to XG (page 38)

Converting ELS format to EL (page 39)

Converting EL format to ELS (page 39)




Reference Pages



Checking the Remaining Memory (page 40)

About Protected Songs (page 26)

If media cannot be found:

- 1 Press the  button until the button is grayed out.
The Media List will be displayed. If there are more than five media selections, scroll through the display with the Scroll buttons (page 4) to display the desired media.

If songs cannot be found:

- 1 Check the current media/folder (page 4).
- 2 If the desired song is stored in the currently displayed folder, use the Scroll buttons (page 4) to display the song.
If the desired song is stored in a different folder, use the  and  buttons to select the folder in which the desired song is stored.
If you are not sure of the folder in which the desired song is stored, search a song by using SEARCH function.



NOTE

If the message "Registration data will be initialized" is displayed when you select a folder, press [INITIALIZE] button (media is not initialized). The message will appear when recalling the protected song.

Song Icons

These icons are shown when you select a media, folder, and song.



Indicates media such as a USB flash memory or floppy disk. This icon is displayed in the Media/Folder List.



Indicates a folder.



Indicates that write-protect or copy-protect is effective for the media.



Indicates that performance data is contained in the song.



Indicates an XG-compatible song.



Indicates a Protected Original Song. See page 26 for details.

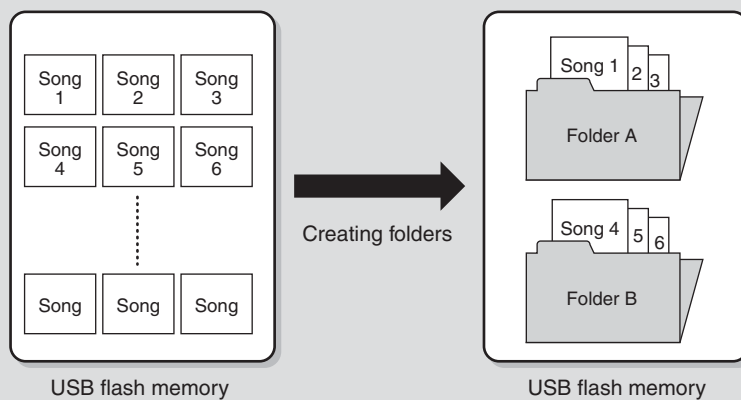


Indicates a Protected Edit Song. See page 26 for details.

Media Contents: Folders, Songs, and Files

Folders:

A folder is a storage location in the media, used to organize multiple songs in groups. If you've saved hundreds of songs to a USB flash memory, it may be difficult to find the desired song quickly. Organizing your songs in folders, with similar songs grouped together (for example, according to genre or tempo), makes it easier to find the songs you want.



Songs:

A song is the Electone data for a piece of music, recorded to external media. A single song can contain a variety of data, including the recorded performance, Registrations, and so on.

Files:

A file is an element of data in a song. For example, a single song consists of various files, such as Registration files and performance files. The following files are created with the M.D.R. (The extension will not appear in the Electone display. They will, however, be displayed on a computer.)

Files in the song

File	Explanation	Extension
Performance data	This file contains performance data, played on the keyboards and pedals of the Electone.	.mid
Registration data	This file contains Registration settings, User Voices, User rhythms, and Rhythm Sequences.	.b00
XG-converted data	This file contains XG song data, for which Electone performance data is converted to XG-compatible format.	.mid

In addition, one file (extension: .name) is automatically created in each folder for organization/maintenance of the folder contents. It does not appear on the Electone display.

Precautions when using the USB TO DEVICE terminal

This instrument features a built-in USB TO DEVICE terminal. When connecting a USB device to the terminal, be sure to handle the USB device with care. Follow the important precautions below.



NOTE

For more information about the handling of USB devices, refer to the owner's manual of the USB device.

Compatible USB devices

- USB storage devices (flash memory, floppy disk drive, hard disk drive, etc.)
- USB hub
- USB-LAN adaptor

The instrument does not necessarily support all commercially available USB devices. Yamaha cannot guarantee operation of USB devices that you purchase. Before purchasing a USB device for use with this instrument, please visit the following web page:

<http://www.yamahamusicsoft.com/>



NOTE

Other USB devices such as a computer keyboard or mouse cannot be used.

Connecting USB device

- When connecting a USB device to the USB TO DEVICE terminal, make sure that the connector on the device is appropriate and that it is connected in the proper direction.

Using USB Storage Devices

By connecting the instrument to a USB storage device (external media), you can save data you've created to the connected device, as well as read data from the connected device.



NOTE

Although CD-R/RW drives can be used to read data to the instrument, they cannot be used for saving data.

The number of USB storage device to be used

Up to four USB storage devices can be connected to the USB TO DEVICE terminal. (If necessary, use a USB hub. The number of USB storage devices that can be used simultaneously with musical instruments even when a USB hub is used is a maximum of four.) This instrument can recognize up to four drives in one USB storage device.

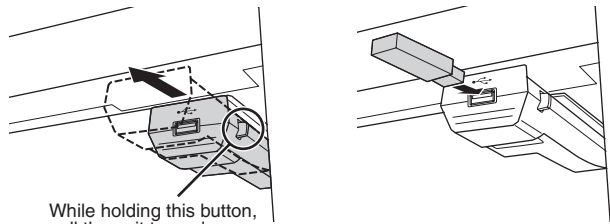
Formatting USB storage media

When a USB storage device is connected or media is inserted, a message may appear prompting you to format the device/media. If so, execute the Format operation (page 10).



The format operation overwrites any previously existing data. Make sure that the media you are formatting does not contain important data. Proceed with caution, especially when connecting multiple USB storage media.

When the USB unit (UD-USB01) is connected



While holding this button, pull the unit toward you.



NOTE

When the USB unit (UD-USB01) is connected; during your performance, make sure to slide the USB unit under the keyboard. If you leave it in the forward position, there is a danger of hitting it with your hand and breaking the USB device.

- If you intend to connect two or three devices at the same time to a terminal, you should use a self-powered USB hub device. Make sure to connect the USB hub to the USB TO DEVICE terminal directly. Even if you are using USB unit (UD-USB01), do not connect it to that USB unit. Up to two USB hubs can be used. If an error message appears while using the USB hub, disconnect the hub from the instrument, then turn on the power of the instrument and re-connect the USB hub.
- Though the instrument supports the USB 1.1 standard, you can connect and use a USB 2.0 storage device with the instrument. However, note that the transfer speed is that of USB 1.1.

To protect your data (write-protect)

To prevent important data from being inadvertently erased, apply the write-protect provided with each storage device or media. If you are saving data to the USB storage device, make sure to disable write-protect.

Connecting/removing USB storage device

Before removing the media from the device, make sure that the instrument is not accessing data (such as in the Save, Copy and Delete operations).



While the instrument is accessing data (such as during Save, Copy, Delete, Load and Format operations) or is mounting the USB storage device (shortly after the connection), do NOT unplug the USB connector, do NOT remove the media from the device, and do NOT turn the power off to either device. Doing so may corrupt the data on either or both devices. If you are using a USB flash memory which has a lamp, the lamp will flash when the instrument is accessing the USB flash memory.



Avoid frequently turning the power on/off to the USB storage device, or connecting/disconnecting the device too often. Doing so may result in the operation of the instrument "freezing" or hanging up.

Data Backup

For maximum data security, Yamaha recommends that you keep two copies of important data on separate USB storage devices. This gives you a backup if one device is lost or damaged.

Handling the floppy disk drive (FDD) and floppy disks

If your Electone does not include a UD-FD01 floppy disk drive, you can install the optional UD-FD01 floppy disk drive to the Electone.

Be sure to handle floppy disks and treat the disk drive with care. Follow the important precautions below.

■ Floppy disk compatibility

- 3.5" 2DD and 2HD type floppy disks can be used.

■ Formatting a floppy disk

- If you find that you are unable to use new, blank disks or old disks that have been used with other devices, you may need to format them. For details on how to format a disk, see page 10. Keep in mind that all data on the disk will be lost after formatting. Make sure to check beforehand whether or not the disk contains important data.



NOTE

Floppy disks formatted on this device may or may not be useable as is on other devices.

■ Inserting/removing Floppy Disks

● Inserting a floppy disk into the disk drive

- Hold the disk so that the label of the disk is facing upward and the sliding shutter is facing forward, towards the disk slot. Carefully insert the disk into the slot, slowly pushing it all the way in until it clicks into place and the eject button pops out.



Never insert anything but floppy disks into the disk drive. Other objects may cause damage to the disk drive or floppy disks.

● Removing a floppy disk

- After checking that the instrument is not accessing* the floppy disk, firmly press the eject button at the upper right of the disk slot all the way in. When the floppy disk is ejected, pull it out of the drive. If the floppy disk cannot be removed because it is stuck, do not try to force it, but instead try pressing the eject button again, or try re-inserting the disk and attempt to eject it again.

* Access of the disk indicates an active operation, such as recording, playback, or deletion of data. If a floppy disk is inserted while the power is on, the disk is automatically accessed, since the instrument checks whether the disk has data.



Do not remove the floppy disk or turn off the instrument itself while the disk is being accessed. Doing so may result not only in loss of data on the disk but also damage to the floppy disk drive.

- Be sure to remove the floppy disk from the disk drive before turning off the power. A floppy disk left in the drive for extended periods can easily pick up dust and dirt that can cause data-read and -write errors.

■ Cleaning the disk drive read/write head

- Clean the read/write head regularly. This instrument employs a precision magnetic read/write head which, after an extended period of use, will pick up a layer of magnetic particles from the disks used that will eventually cause read and write errors.
- To maintain the disk drive in optimum working order Yamaha recommends that you use a commercially-available dry-type head cleaning disk to clean the head about once a month. Ask your Yamaha dealer about the availability of proper headcleaning disks.

■ About floppy disks

● Handle floppy disks with care, and follow these precautions:

- Do not place heavy objects on a disk or bend or apply pressure to the disk in any way. Always keep floppy disks in their protective cases when they are not in use.
- Do not expose the disk to direct sunlight, extremely high or low temperatures, or excessive humidity, dust or liquids.
- Do not open the sliding shutter and touch the exposed surface of the floppy disk inside.
- Do not expose the disk to magnetic fields, such as those produced by televisions, speakers, motors, etc., since magnetic fields can partially or completely erase data on the disk, rendering it unreadable.
- Never use a floppy disk with a deformed shutter or housing.
- Do not attach anything other than the provided labels to a floppy disk. Also make sure that labels are attached in the proper location.

● To protect your data (write-protect tab):

- To prevent accidental erasure of important data, slide the disk's write-protect tab to the "protect" position (tab open). When saving data, make sure that the disk's write-protect tab is set to the "overwrite" position (tab closed).

● Data backup

- For maximum data security Yamaha recommends that you keep two copies of important data on separate floppy disks. This gives you a backup if one disk is lost or damaged.

3 Formatting External Media



NOTE

Before purchasing a USB flash memory device, please consult your Yamaha dealer, or an authorized Yamaha distributor for advice, or see the Yamaha website (<http://www.yamahamusicsoft.com/>).



NOTE

The indications USB 1, USB 2, etc. will be displayed depending on the number of the connected media.



NOTE

"USB-FD01" appears in the display only when a floppy disk drive has been installed to the Electone.

If you find that you are unable to use new, blank external media (such as floppy disks or USB flash memory) or old one that have been used with other devices, you may need to format them.

Formatting erases all the data in the media and makes it ready to record. The data erased by formatting will be lost permanently. Check whether or not the media contains any important data you wish to keep before executing the operation. Proceed with caution, especially when connecting multiple USB storage media.

1

Connect the media to the USB TO DEVICE terminal.

2

Press the [TOOLS] button at the top right of the display to call up the TOOLS Page.

3

Press the  button repeatedly if necessary until the button is grayed out.

4

Select the desired media you want to format.

To format a USB flash memory, select [USB XX] (USB 01, USB 02, etc.).

To format a floppy disk, select [USB-FD01].



5

Press the [FORMAT] button in the display.

A message appears, prompting confirmation of the operation. Select [FORMAT] to format the media, or [CANCEL] to abort the operation.



Do not remove the media while formatting.

4 Selecting a Song

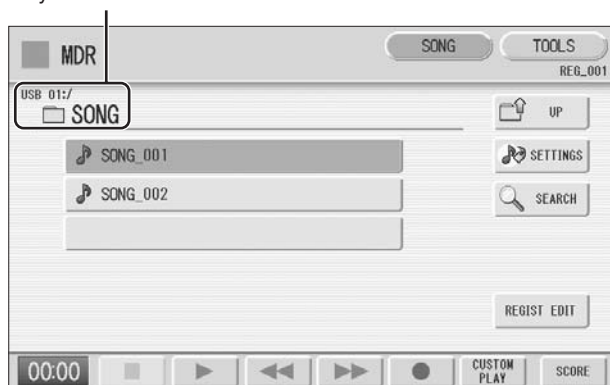
In the M.D.R. display, you can select a blank song to which you want to record your performance or save the Registration settings, or you can select a desired song for playback.

In the M.D.R. display, songs in the currently selected media are displayed. First call up the desired media (and folder, if necessary) in the display, then select the desired song.

1 Check the currently selected media at the top of the display.

Confirm that the desired media is displayed at the top of the display.

Currently selected media/folder



For information on selecting the desired media, see page 6.

2 Press desired song button in the display.

Referring to the song name and icons, select the desired song. The selected song button is highlighted in orange.

Song containing data



Blank song (containing no data)



Do not remove the media while the instrument is accessing the media. (If you are using a USB flash memory which has a lamp, the lamp will flash when the instrument is accessing the USB flash memory.)



Reference Pages

Changing the Song Name (page 18)

Song Icons (page 6)



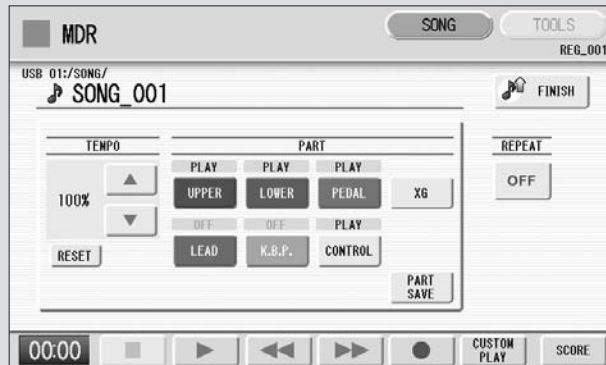
Reference Pages

Playing Back the Selected Part(s) (page 28)

Changing the Tempo (page 29)

About the [SETTINGS] button

Pressing the button calls up a display of the currently selected song, letting you confirm the tempo and parts that are played when playing the song.

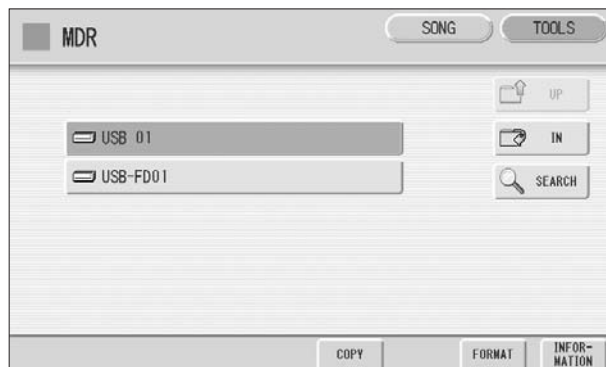


When playing back the song (by pressing the [▶] (Play) button), only those parts that are set to “PLAY” in the display actually play at the indicated tempo (over a range of 50% to 200% of the original tempo when recording). If the song contains no performance data, all parts are set to “OFF.” Pressing the [PART SAVE] button saves each part playback setting (the tempo is not saved).

Search a Song

Search for a desired song by using the Search function

- 1 Insert the media containing the desired song/folder.
- 2 Select the media containing the song/folder.



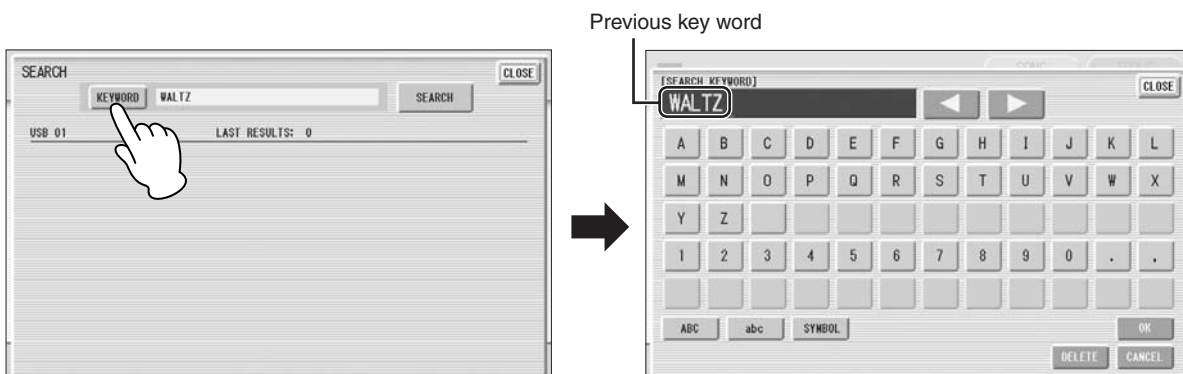
3 Press the [SEARCH] button in the display.



NOTE

Previous searched data can be shown on the display. However, the data does not appear if you've turned off the power, removed the media or saved the song after performing the search operation.

4 Press the [KEYWORD] button.



5 Enter the folder/song name for searching.

If necessary, press the [DELETE] button so that the previous key word can be deleted, then enter the new key word. (See page 18 for instructions on changing the song name.)



NOTE

This function does not distinguish between capital and lowercase letters.

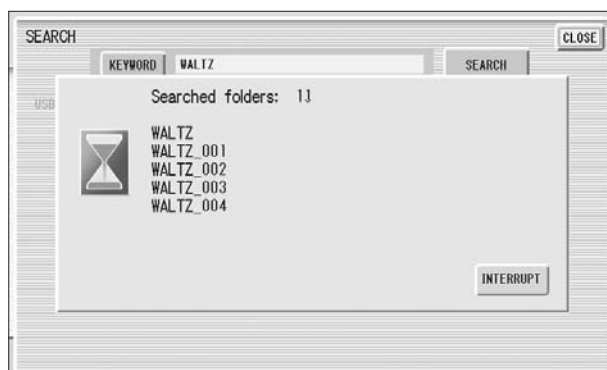
6 Press the [OK] button.

The search will begin, and the detected folder/song name will be shown on the display.

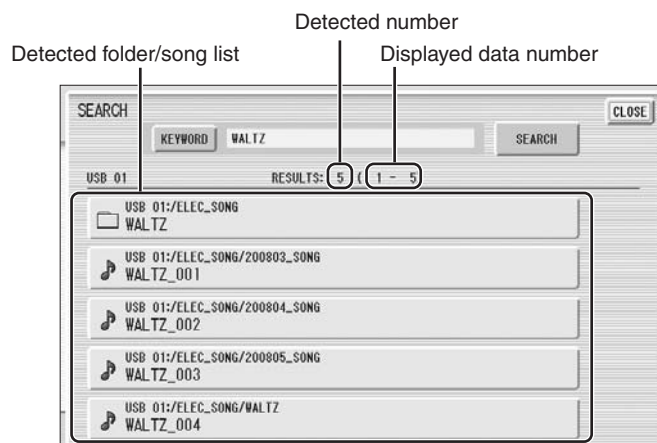


NOTE

When searching for XG songs, entering the extension ".mid" is unnecessary.



7 Confirm the detected folder/song name.



8 Press the desired folder/song.

The display will automatically exit from the SEARCH display and the selected folder/song appears.

If nothing is detected, try the search again by using another name (see step 4 above).

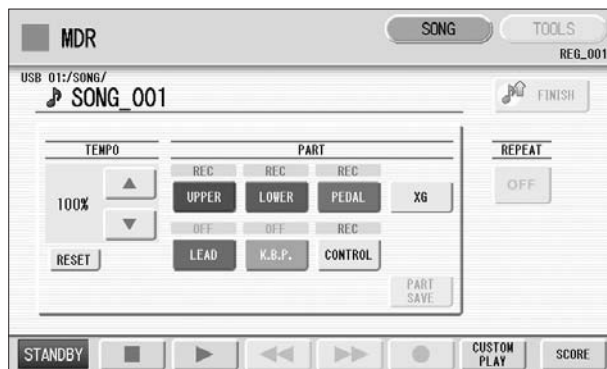
5 Recording

Recording your performance

Set the desired Registrations on the Electone. Make all the Electone settings necessary for the song you will record. This means entering the all Registrations you will need for the entire performance in the Registration Memory. Make sure also to select the Registration that you will use at the beginning of the song.

- 1 Insert a media to the USB TO DEVICE terminal.**
- 2 Select a blank song for recording your performance.**
For details on selecting a song, see page 11.
If you want to overwrite an existing song already containing performance data, you will need to delete it beforehand.
- 3 Press the [SONG] button at the top right of the display to call up the SONG Page, then select the [●] (Record) button.**

The following display appears, indicating that you can record your performance.



- 4 Press the [▶] (Play) button.**
An hourglass icon appears at the bottom left of the display, indicating that Registration data is currently being read.
- 5 After the hourglass disappears, begin playing.**
- 6 When you finish playing, press the [■] (Stop) button in the display.**

The recording is finished and the LCD returns to the M.D.R. display. The song to which your performance is recorded is automatically named "SONG_XXX" (XXX indicates song number). You can change the song name as desired. (For details, see page 18.)



Never attempt to eject the media or turn the power off during recording, reading and playing back.



NOTE

If a message appears indicating there is not enough free space in media, press the [CANCEL] button, then delete any unnecessary songs if possible or insert new media. To continue recording your performance on media that does not have enough space, press the [CONTINUE] button.

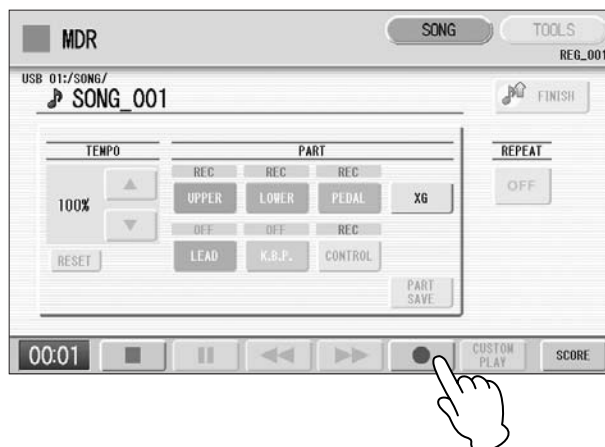


Do not remove the media from the Electone while data is being recorded (while the hourglass icon or other message is shown).

Re-recording (Retry)

If you make a mistake during recording, you can re-record the song from the beginning.

- 1 **Press the [●] (Record) button while the song is still running.**
This automatically stops recording and returns you to the starting point of the song.



NOTE

Pressing the [■] (Stop) button cancels the re-recording and records the previous performance.

- 2 **Press the [►] (Play) or [CUSTOM PLAY] button to begin re-recording the song.**

Re-recording starts from the beginning of the song and replaces the previously recorded performance with the newly recorded performance.

Recording each part separately

You can also record the parts of your performance independently. This function lets you record Keyboard Percussion and performance control data, such as Registration changes and expression pedal operation, separately from the other parts of the song. Even Keyboard Percussion and Lead Voice 1 Voices can be recorded separately, though, the Lead Voice 2 Voices will be included in the performance data of the Upper Keyboard. The following instruction is an example: First, record the chords and bass to the song using the Lower and Pedalboard, and then record the melody using the Upper Keyboard.

- 1 **Follow steps 1 – 3 on page 15 to call up the Rec Standby display.**

- 2 **Select the parts for recording.**

Each pressing of a part button switches the status: PLAY, OFF, and REC.

PLAY: Playback the parts that have been recorded.

OFF: Recording or playback is not active.

REC: Records the part.

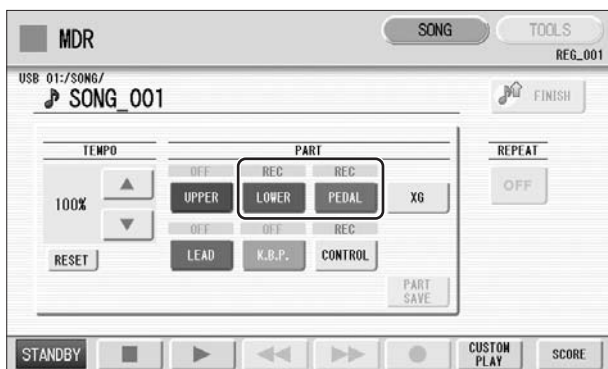


NOTE

When you record the Keyboard Percussion, make sure that the KEYBOARD PERCUSSION [1] and/or [2] button is set to on.

If you set the Upper part to “REC,” the performance on the Upper Keyboard (including Lead Voice 1 Voices) is recorded. Setting Lead to “REC,” however, records only the Lead Voice 1 Voices. You cannot set both Upper and Lead to “REC” at the same time; neither can the Lower and Keyboard Percussion parts be recorded at the same time.

The following setting lets you record only Lower Keyboard and Pedalboard parts.



NOTE

You should also set the Control button to “REC,” in order to record Registration changes and expression pedal operation.

3 Press the [▶] (Play) button, and start playing after the hourglass icon disappears.

4 Press the [■] (Stop) button when you are finished with your performance to stop recording.

Now you’ve recorded the first parts of your performance.

5 Press the [●] (Record) button to set up recording of the next part—Upper part in this case.

A message appears prompting confirmation of operation. Select [OVERWRITE] to overwrite and the Rec Standby display appears.

6 Select the parts for recording.

Set the next parts you want to record (in this case, the Upper part) to “REC.” Also set the part already recorded (in this case Lower and Pedal parts) to “PLAY,” so you can hear the previously recorded parts as you record new ones.

7 Change the playback tempo for the selected part.

The playback tempo can be set over a range of 50% to 200% of the original. The original recorded tempo is 100%; values less than 100% result in a slower tempo while values greater than 100% result in a faster tempo.

8 Press the [CUSTOM PLAY] button to start recording of the new part or parts (Upper part).

Playback of the previously recorded parts starts immediately. The [CUSTOM PLAY] button is used here to record only the parts that have been selected for recording, and plays back only those parts that have been selected for playback. While you listen to the parts being played back, start playing the melody on the Upper Keyboard.

When the end of the recorded performance is reached, playback is automatically stopped. The length of a subsequently recorded part cannot exceed the length of the previously recorded parts.



NOTE

Use the TEMPO [RESET] button in the display to reset the tempo to its original value (100%).

Punch-in Recording

This lets you re-record a specific phrase or section which you don't want to use, either that of a specific part(s) or all parts.



NOTE

This function is best used when the phrase to be re-recorded has definite beginning and end points, with slight pauses before and after.

- 1 Select the song which contains the phrase you want to change.**
For details on selecting a song, see page 11.
- 2 Press the [▶] (Play) button to start playback of the song.**
- 3 Press the [■■] (Pause) button at the point you want to execute punch-in recording.**
- 4 Press the [●] (Record) button.**
The recording display appears, indicating that the Music Data Recorder is ready to record.
- 5 Set the parts which you want to change to “REC” status and other parts to “PLAY.”**
- 6 Press the [▶] (Play) button to start punch-in recording. Play the new phrase, as you want it to be changed.**
- 7 Press the [■] (Stop) button to quit the punch-in recording as soon as you reach the end of the phrase.**

6 Changing the Song Name



NOTE

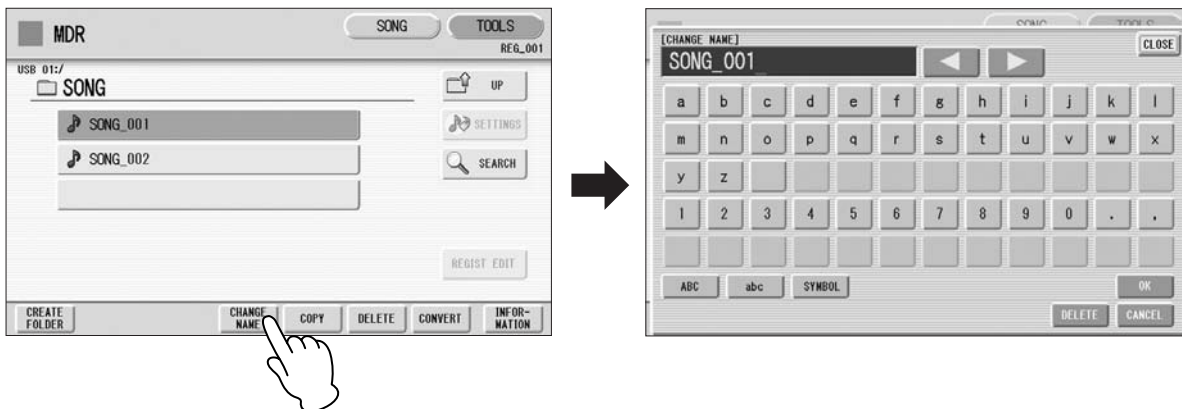
When you change the name of an XG song, the extension (.mid) cannot be changed.

You can name the song, such as giving it a title or indicating the date on which it was recorded. However, song names of the EL-series Electone, such as the EL-900, cannot be changed.

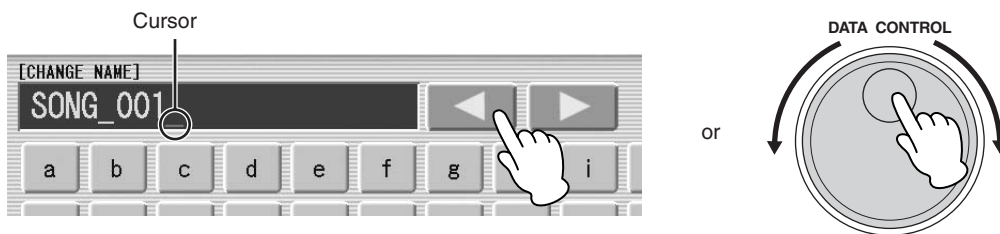
- 1 Select the song whose name you want to change.**
For details on selecting a song, see page 11.
- 2 Press the [TOOLS] button at the top right of the display to call up the TOOLS Page.**

3 Press the [CHANGE NAME] button.

The following display appears.



4 Move the cursor to the desired point by using the [◀] [▶] buttons in the display or the Data Control dial.



5 Select the desired character type: alphabet, upper or lowercase, or symbol.



NOTE

If you select Japanese as the Language in the Utility display, you can also select Japanese language characters (hiragana and kanji, normal size katakana, half size katakana, full size alphabet, and full size symbols).

6 Select the desired character for entry.

A song name can contain up to 50 characters.

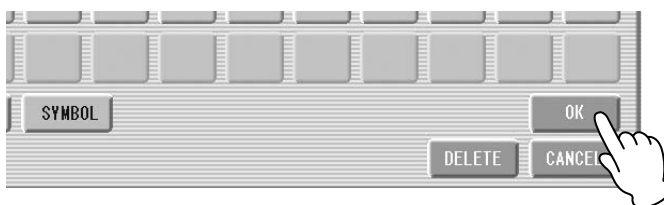


NOTE

An XG song name can contain up to 46 characters.

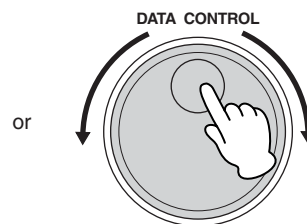
7 After finished, select [OK] to actually enter the name.

The LCD will return to the TOOLS Page display.



To delete the entered character:

- 1 Move the cursor to the character you want to delete.



- 2 Press the [DELETE] button at the bottom right in the display.
The character is deleted.



To convert into kanji (Japanese language):

This applies only if you are using the **かな漢** (Kana-Kan) button in Japanese.

- 1 When the input “Hiragana” characters are shown in the reverse display (highlighted), press the **漢字変換** (kanji-conversion) button once or several times to convert to the characters into the appropriate kanji.

- The reversed area can be changed by the [◀] [▶] buttons in the display or the Data Control dial.
- The converted area can be cleared at once by pressing the **キャンセル** (cancel) button.

- 2 To actually enter the change, press the [OK] button or enter the next character. To enter the hiragana character itself (without converting it), press the **削除** (delete) button.

A “name is not available” message may appear when you press the [OK] button to finish entering the name. If this message appears, the name is invalid and you should enter another name.

The following names cannot be used. (“xx” indicates numbers.)

MDR_xx.EVT	ELS_SONG.NAM	MDR_xxx.TMP	TMP
MDR_xx.MID	MDR_xxx.MID	REG_xxx.TMP	TMPE02
MDR_xx.Bxx	REG_xxx.B00	ELS_SONG.TMP	
MDR_xx.Vxx	SONG_xxx	SONG_xxx.C02	
SONG.NAM			



NOTE

Songs are ordered in the following sequence: symbol, number, alphabet, hiragana, kanji, other symbols. Names with an asterisk (*) at the top are exceptions to this rule.

7 Saving Registrations as Registration Data (File)

You can also record Registrations by themselves, without recording a performance. Bulk data, including Registration Memory and Registration Shift settings, Rhythm Patterns (User rhythms) Rhythm Sequence data, and User Voices, are also saved in the operation.

1 First create your original settings you want to save then select the destination (blank song).

For details on selecting a song, see page 11.

2 Press the [REGIST EDIT] button in the display to call up the Regist (Registration) Edit Display.

3 Press the [SAVE] button in the display.

A message appears, indicating the Registration data is currently being saved. After the message disappears, exit from the Regist (Registration) Edit Display by pressing the [CLOSE] button and return to the SONG SELECT Page. The song to which the Registration is recorded is automatically named "SONG XXX" (XXX indicates song number).

Saving Two or More Registration Banks to One Song

When you want to use more than 16 Registration numbers, you can save additional Registration banks to a single song, with the following procedure.



Reference Page

Next Regist
Programming a Registration
Sequence

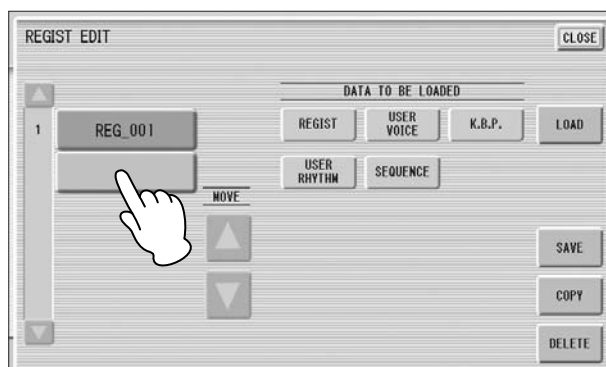
1 First create the original settings you want to save, then select the destination song.

For details on selecting a song, see page 11.

2 Press the [REGIST EDIT] button in the display to call up the Regist (Registration) Edit Display.

The Registration data which has previously been saved to the song is shown.

3 Press the lowest blank (empty) Registration button.



4 Press the [SAVE] button.

The Registration data will be added.

When you play back this song, the top Registration bank in this display will be loaded to the Electone. You can also change the order of the Registration bank. See page 23.

Replacing Registrations

The M.D.R. also lets you change the Registrations of an existing song without changing the performance data. In advance, you need to create the original Registration that will replace the old one.

1 Select the song for which you wish to replace the Registrations.

For details on selecting a song, see page 11.

2 Press the [REGIST EDIT] button in the display to call up the Regist (Registration) Edit Display.

The Registration bank which has been saved to the song is shown.

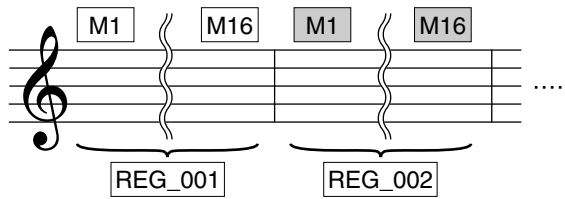
3 Select the Registration bank you wish to replace.

4 Press the [SAVE] button.

A message appears, prompting confirmation of overwriting the Registration bank. Select [OVERWRITE] to overwrite (replace), or select [CANCEL] to abort the operation.

Next Regist (Registration) Settings (Changing the order of the Registration data)

When playing back a song which uses more than 16 Registration numbers, you can use two or more Registration banks saved in a single song and recall them one by one as you play the song. This function is called Next Regist (Registration).



If you want to use the Next Regist (Registration) function, you'll have to make one of the following settings in advance:

- Set the Registration Shift mode to User, and select Next Regist (Registration) as the Shift End, in advance.
- Enter the Next Regist (Registration) data in the Registration Sequence.



NOTE

If the next Registration data contains User voices and/or VA custom voices, the Electone may produce no sound for a few seconds while the Registration is being loaded.

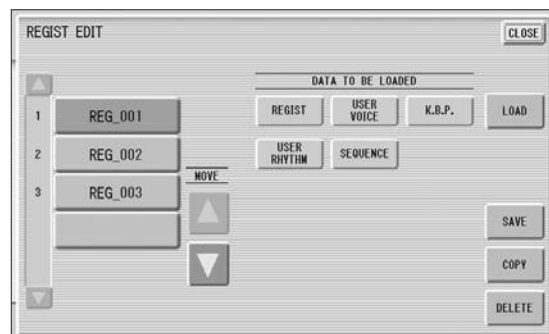
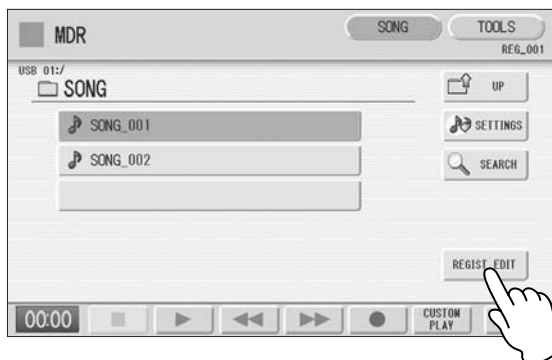
1 Save the desired Registrations to a song.

For instructions on saving two or more Registration banks to a song, see page 21.

2 Select the song containing the Registrations for which you want to change the order.

For details on selecting a song, see page 11.

3 Press the [REGIST EDIT] button in the SONG Page to call up the Regist (Registration) Edit Display.



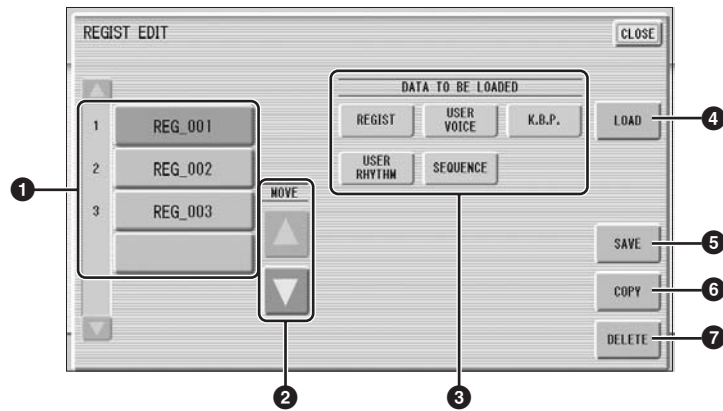
4 Change the Registration order, in the order you want to recall.

First select the specific Registration bank you want to edit, then move, copy or delete the selected data as needed to change the order.



NOTE

If the Next Regist (Registration) function is used while the rhythm is being played back, the sequence data and User rhythm will not change.



1 Registration Data List

From this list, select the Registration you want to move, copy or delete. The selected Registration is highlighted in orange. When more than five Registration banks are saved in the song, a scroll button ▲ ▼ is available for scrolling through the Registration Data List.

2 MOVE

Moves the selected Registration bank up or down.

3 DATA TO BE LOADED

When loading the Registration bank to the panel, select the desired data you want to load. For more information, see page 25.

4 LOAD

Loads the selected Registration bank to the panel/keyboards. After loading, press one of the Registration Memory button and play the keyboard to check the Registration.

5 SAVE

Saves the current panel settings as a Registration bank in the song. The currently selected Registration in the Registration Data List (1) will become the destination location.

6 COPY

Copies the currently selected Registration to the lowest blank location in the Registration Data List.

7 DELETE

Deletes the currently selected Registration bank in the Registration Data List.

5 Exit from the Regist (Registration) Edit Display by pressing the [CLOSE] button at the top right of the display.

8 Recalling Recorded Registrations

Registrations (and bulk data) recorded to song numbers can be easily loaded back to the Electone by the following procedure. The M.D.R. independently recalls the following five types of data:

- REGIST
- USER VOICE
- K.B.P.
- USER RHYTHM
- SEQUENCE

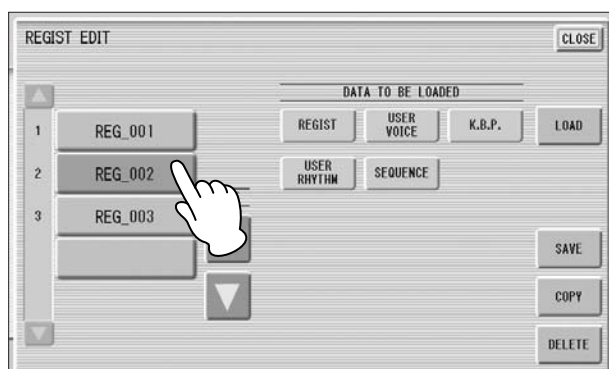
You can select and recall the desired data independently.

1 Insert the appropriate media and select the song you want to load back to the Electone.

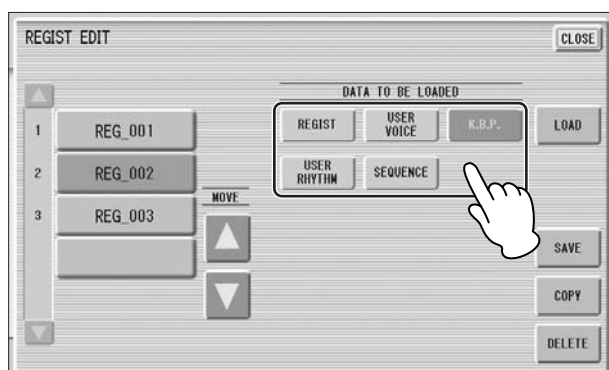
For details on selecting a song, see page 11.

2 Press [REGIST EDIT] button in the display to call up the Regist (Registration) Edit Display.

3 Select the Registration you want to load to the Electone.



4 Using the five "DATA TO BE LOADED" buttons, select the desired data you want to load.



NOTE

When you load the Registration data by using the Next Regist function, all data will be loaded no matter which buttons you select here.



NOTE

If you load a Registration while a rhythm is playing, sequence data and User rhythms in the Registration data cannot be loaded.

5 Press the [LOAD] button.

A message appears, prompting confirmation of the operation. Press the [LOAD] button to load the Registration data. Press [CANCEL] to cancel the operation.

6 Exit from the Regist (Registration) Edit Display by pressing the [CLOSE] button at the top right of the display.

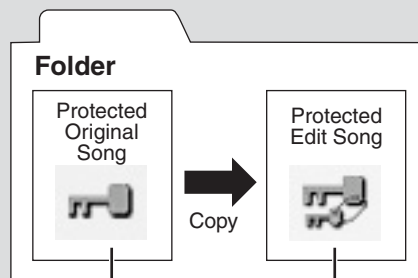
When you select the protected song, the buttons (DATA TO BE LOADED) may be unavailable (grayed out). For example, combining a part of one protected song with another protected song is not allowed.

About Protected Songs

If you buy or download the song data, it may be protected so that you cannot delete or copy, in order to prevent accidental erasure or protect copyright. This is “Protected Song.” Protected songs can be saved to a USB flash memory confirmed by Yamaha.

The protected song can be played back as well as the song you created, but it cannot be converted to XG format, or EL format. It is not possible to edit the Registration data in the protected song, nor to overwrite the performance data.

If you want to edit the protected song, first copy it within one media/folder, then edit the copy. (You cannot copy to another media/folder.) The copy song (called “protected edit song”) is available only when the original song (called “protected original song”) exists in the same folder. Be careful not to delete the protected original song.



You cannot edit this song

You can edit this song, only when this is in the folder that contains protected original song.



To move the protected song in a USB flash memory with a computer, you'll need to use the Musicsoft Downloader application. If you move the song without Musicsoft Downloader, the song cannot be played back. Musicsoft Downloader can be obtained at the following Internet address: <http://music.yamaha.com/download/>



When you want to edit a protected song, first initialize the Registration Memory, then select the desired song. If you have not initialized the Registration first, the edited song may not be saved.

9 Playing Back a Song

The M.D.R. enables you to play back commercially available XG-compatible song data and MIDI data created with a computer as well as songs recorded on the Electone itself.

1 Select the song to be played back.

For details on selecting a song, see page 11.

2 Press the [▶] (Play) button in the display to load the Registration data.

An hourglass icon appears, indicating the Registration data is loading.

If the song contains more than two Registration banks, the first one will be loaded. You can check the Registration order in the Regist (Registration) Edit Display.

If the song contains no performance data, after loading the Registration data, the LCD returns to the SONG Page.

3 Playback starts automatically after reading the Registration data (the elapsed time is shown).

In general, all parts recorded to the song are played back; however, you can mute specific parts and playback only selected parts. For more information, see page 28.

When the end of the recorded performance is reached, playback automatically stops. You can, however, stop playback in the middle of the song by pressing the [■] (Stop) button in the display.



Reference Page

Next Regist Settings
(Changing the order of the
Registration data) (page 23)



Reference Page

About the [SETTINGS]
button (page 12)

Custom Play

If you want to play back the song without resetting the Registrations, press the [CUSTOM PLAY] button instead of the [▶] (Play) button. This displays the song time and starts playback immediately.



When you play the song using the Next Regist function, always press the [▶] (Play) button to start the song, not the [CUSTOM PLAY] button.

Playing Back the Selected Part(s)

You can also play back selected parts of your recorded performance, while other parts are temporarily turned off. This function is especially useful for playing a single part, such as the melody, over previously recorded accompaniment parts.

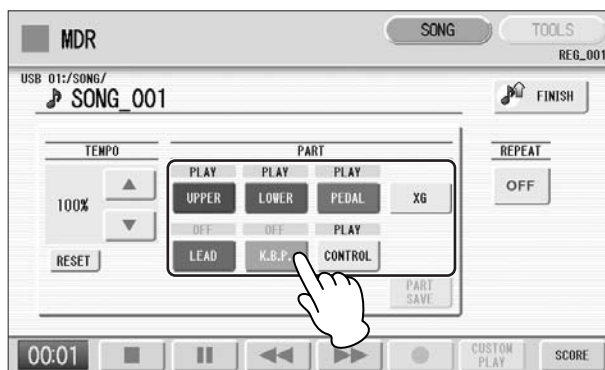


Reference Page

Setting a song (page 12)

To play back the selected part(s):

During playback or in the Settings Display, press each part button to turn the part you want to playback to “PLAY” and the part you want to mute to “OFF.” Each pressing of a part button switches the status between PLAY and OFF. Pressing the [PART SAVE] button saves each part’s playback status.

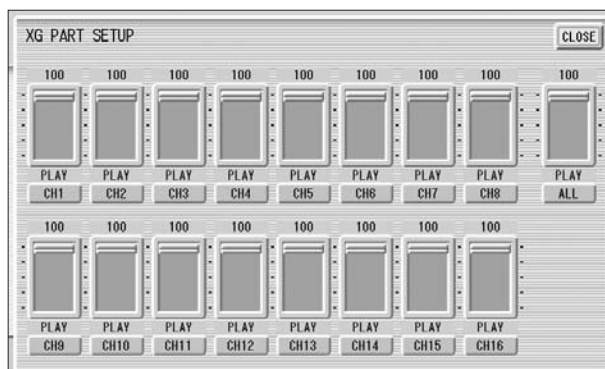


Reference Page

Converting to XG (page 38)

To play back the selected part(s) of XG-compatible song data:

Press the Part [XG] button while XG-compatible song data is being played back. The following XG Part Setup Display appears.



Press the appropriate channel buttons (e.g., the [CH1] button) to set each channel to playback or mute. Each pressing of a button switches the status: PLAY and OFF. Set a part to [PLAY] if you want to play it back and [OFF] if you do not. The [ALL] button enables you to switch all channels to PLAY/OFF at once.

To set each channel’s volume use the sliders. Each channel’s volume can be adjusted between 0 and 100.

The [ALL] slider adjusts the overall volume.

Fast Forward, Rewind and Pause

Fast Forward and Rewind:

During playback, press the [▶▶] (Fast forward) button or [◀◀] (Rewind) button and hold it down until the time reaches the desired position.

Even when the button is released, playback is paused. To resume playback from the point you've advanced or reversed to, press the [▶] (Play) button or [CUSTOM PLAY] button.

Pause:

If you want to temporarily stop playback of the song or songs, press the [■] (Pause) button.

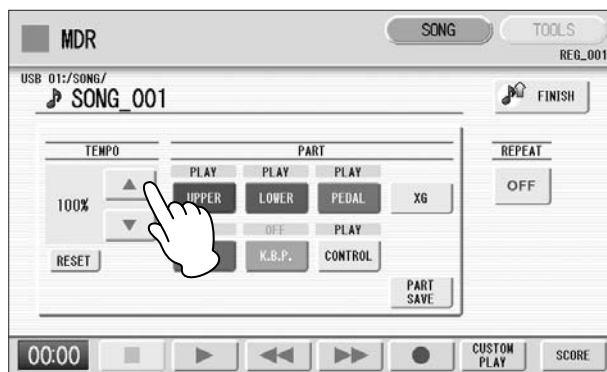
To resume playback from the point at which the song was paused, press the [▶] (Play) button or [CUSTOM PLAY] button.

Changing the Tempo

You can change the tempo of the song as the song is playing in the M.D.R. display, either while the song is stopped or while it is playing.

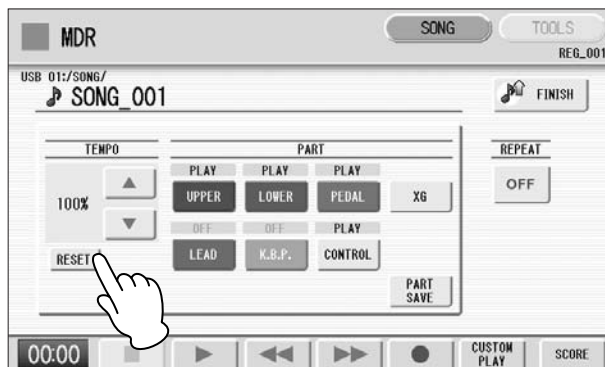
To Change the Tempo:

Use the TEMPO ▲ ▼ buttons in the display or Data Control dial to change the tempo. (The TEMPO dial on the panel cannot be used to change the tempo for the Music Data Recorder.) The range is 50 – 200%. The original recorded tempo is 100% and values less than 100% indicate slower tempo; values greater than 100% indicate faster tempo.




To reset the changed tempo:

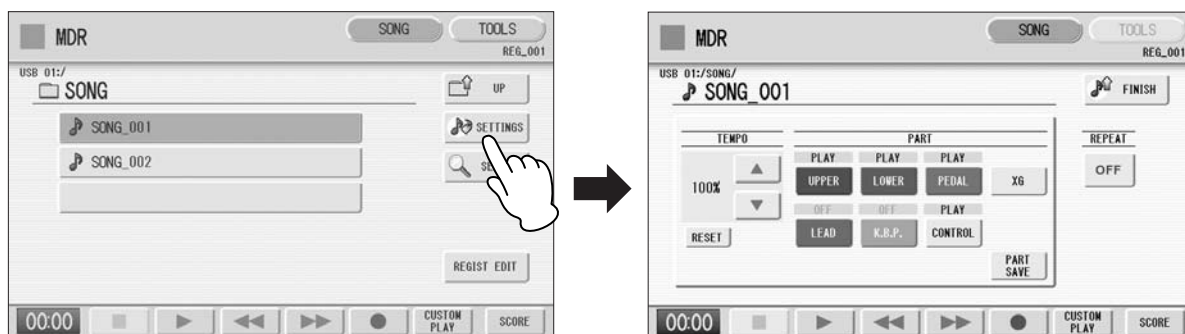
Use the TEMPO [RESET] button in the display to reset the tempo to its original value (100%).



Repeat Playback

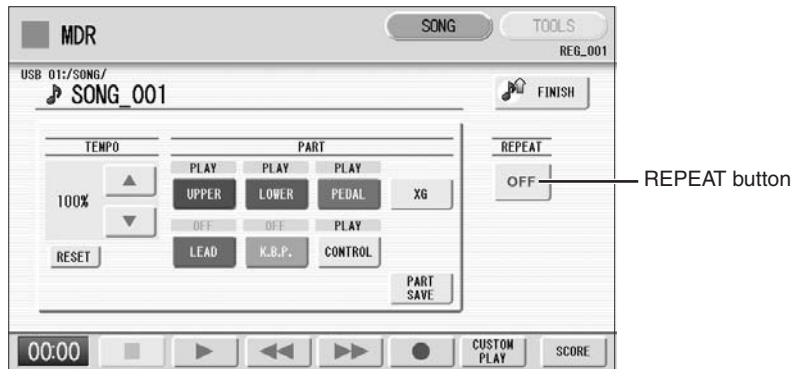
This feature allows you to repeatedly play back either all songs on a folder or only one specific song.

- 1 Select the song you wish to play back.**
If you wish to play back all songs on a folder, select the first song that will be played back. For details on selecting a song, see page 11.
- 2 Press the [SONG] button at the top right of the display to call up the SONG Page.**
- 3 Press the  button on the panel to call up the Settings Display.**



4 Press the REPEAT button to select the repeat mode.

Each press of the button switches the mode.



SINGLE

Repeats the currently selected song again and again.

ALL

Repeats all songs in the currently selected folder in order.

RANDOM

Repeats all songs in the currently selected folder randomly.

OFF

Cancels repeat playback.

5 Exit from the Settings Display by pressing the button at the top right of the display.

6 Press the [▶] (Play) button in the SONG Page to begin playback.

10 Displaying the Score

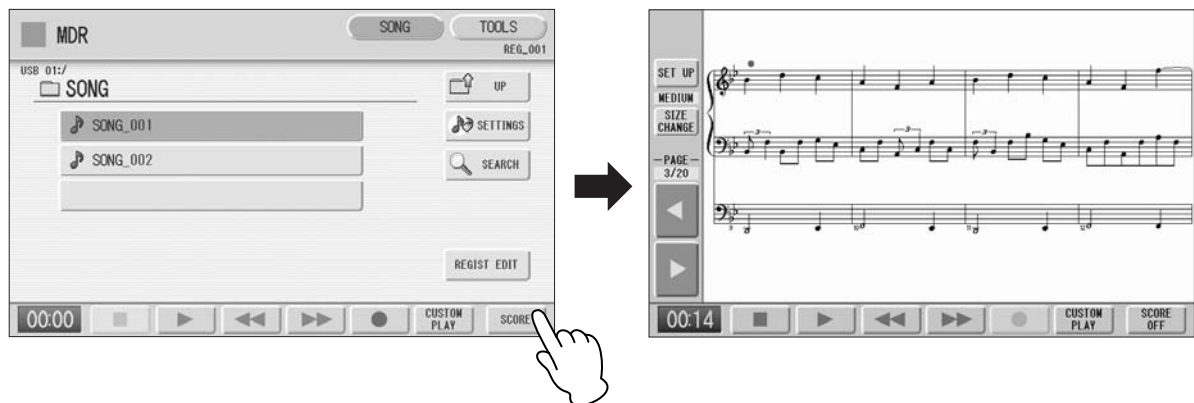
The M.D.R. display can display a music notation (score) of the performance data recorded to media. You can change the size and the number of staves to be displayed. While a song is being played back, the cursor moves according to the performance and the pages are automatically turned.

1 Select the song containing performance data.

For details on selecting a song, see page 11.

2 Press the [SCORE] button in the display.

The currently selected song score will be displayed.



NOTE

The score size setting cannot be stored to a Registration Memory.



NOTE

Scores for protected songs cannot be displayed, excepting those songs that specifically allow score display.

3 Press the [▶] (Play) button in the display to start playing back the song.

As the song plays back, the cursor moves accordingly and the page is automatically turned at the appropriate point.

In this condition, pressing the [●] (Record) button in the display lets you record a song and have the score displayed for you.

The score size can be adjusted by pressing the [SIZE CHANGE] button in the display. Each press of the [SIZE CHANGE] button alternates the score size in the following sequence: normal, large, extra large, small, normal, and so on. Please note that the size cannot be changed while a song is being recorded.

4 You can manually turn the page, by stopping playing back a song using the [■] (Stop) or [⏏] (Pause) button, and then pressing the PAGE [◀] or [▶] buttons in the display.

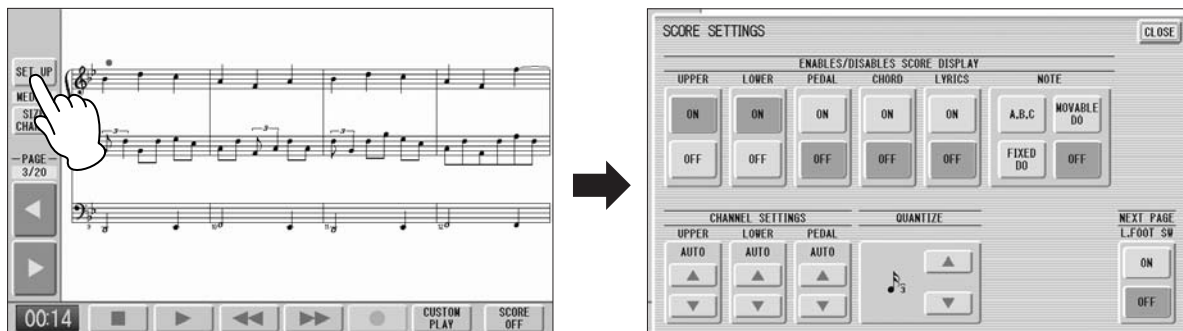
Pressing these buttons moves to the previous or next page. The PAGE [▶] button can be assigned to the left foot switch (page 33).

5 To exit the score, press the [SCORE OFF] button in the display.

Changing the score contents and settings

The Score Settings Display lets you choose the contents to be displayed. In this display, you can also assign the Next Page function to the left foot switch:

- 1 Display the score.
- 2 Press the [SET UP] button in the display to call up the Score Settings Display.



NOTE

Please note that the score settings cannot be changed while the song is being recorded. The [SET UP] button is disabled during recording.

- 3 Change the score settings.

To set whether a specific part is displayed or not in the score, press the appropriate [ON] or [OFF] buttons of each part. Please note that at least one of the upper keyboard, lower keyboard or pedalboard will be set to [ON].

Available settings for notes and how they will be displayed (NOTE) include [A, B, C] (conventional C-D-E indications), [FIXED DO] (solfeggio), [MOVABLE DO] (relative solfeggio) and [OFF].

For the CH SETTINGS, the upper keyboard, lower keyboard and pedalboard can be assigned to the channels with the [▲] or [▼] button. You can also use the Data Control dial to select channels after pressing the [▲] or [▼] button. Selecting [AUTO] automatically assigns parts to the channels according to the song data.

To set the QUANTIZE value use the [▲] or [▼] button. You can also use the Data Control dial to select channels after pressing the [▲] or [▼] button. The shorter the note value is selected, the more precisely the score is displayed.

Setting the NEXT PAGE L. Foot SW [ON] lets you turn the score to the next page with the left foot switch. You can also turn the score to the next page with the PAGE [▶] button in the display. If rhythm, glide and/or rotary speaker are assigned to the left foot switch and set on, both the assigned functions and the Next Page function work.

- 4 Exit from the Score Settings Display by pressing the [CLOSE] button at the top right of the display.



NOTE

The score display settings cannot be stored to a Registration Memory. Only the left foot switch setting can be stored to USB flash memory as Registration data common to all Registration Memory numbers.



NOTE

Setting the NOTE to [MOVABLE DO] displays each key note as "Do."



Reference Page

About Quantize

11 Other Functions (Tools)

The TOOLS Page in the M.D.R. display has many functions, such as song copy, song delete, etc.



NOTE

If the folder already contains 120 XG songs the songs can not be copied, or if the folder already contains 120 folders the folder can not be copied.



NOTE

In the following cases, it may not be able to copy even if the number of folder/ XG song has not yet reached to the maximum number.
Destination root is selected and song name/ path are too long.



NOTE

Copy operation is automatically stopped if there is containing un-recognizable file in MDR.



NOTE

If you copy a protected song to the same folder as the source song, the copied song will be the protected edit song.



To avoid losing your important data in Media. Firmly connect the media to the USB TO DEVICE terminal.

Song Copy

This function lets you copy a folder/song. You can copy and exchange the data even between two different media. (Songs created with the EL-series, such as the EL-900, one by one copy can not be executed.) Make sure to check the remaining memory of the destination media in advance.

Moving a Protected Song

A protected song can be copied within a folder, but it cannot be copied to another folder or media. If you specify another folder or media as the copy destination, a message appears prompting moving of the song—not copying. When the [MOVE] button is pressed, the protected original song and all protected edit songs which come from the same protected original song will be moved together. This effectively “moves” a protected song, but does not “copy” it.

If copy the folder which contains both non-protected songs and protected songs, the copy operation will be automatically executed for only non-protected songs, and protected song will be moved (no copy).

To copy a song:

Insert the media that contains a folder/song to be copied and the destination media.

- **To copy within one media**

Insert the media that contains a song to be copied.

- **To copy a song from USB flash memory to another**

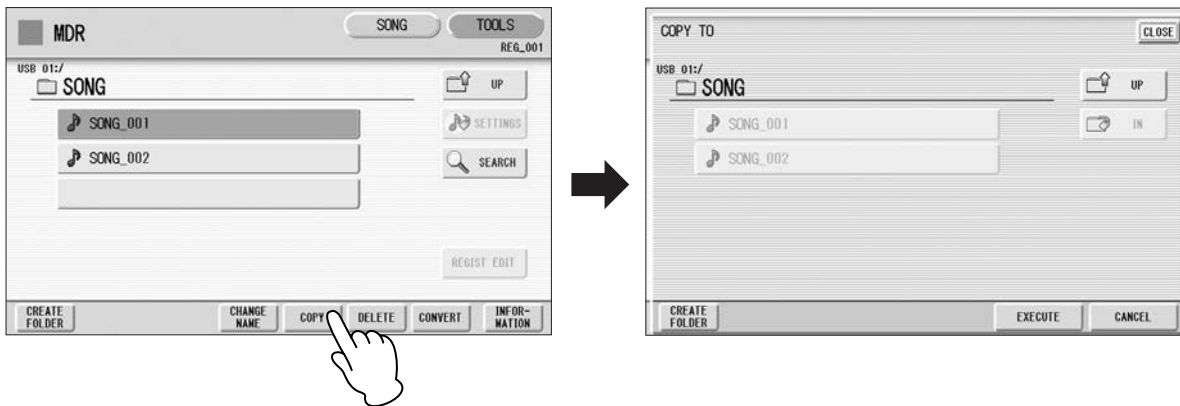
Insert both the USB flash memory that contains a song to be copied and the destination USB flash memory. When there are not enough terminals available, use a self powered USB hub. If you don't have a USB hub, you can copy a song by following the procedure on page 36.

- 1 Select the folder/song to be copied.**

For details on selecting a song, see page 11.

- 2 Press the [TOOLS] button at the top right of the display to call up the TOOLS Page.**

3 Press the [COPY] button in the display to call up the Copy To Display.



4 (If necessary) Change the destination. For details on changing the destination, see page 11.

5 Press the [EXECUTE] button to execute the copy. The folder/song name in the destination is the same as the one of the source song. If you copy a folder/song to a folder that contains a song whose name is the same as the source song, the copied name will be “source song name_XXX” (XXX indicates song number). If you want to change the folder/song name, see page 18. If you copy an XG-compatible song to another folder or media that contains a song with the same name as the source song, a message appears prompting confirmation of overwriting the song. Selecting [OVERWRITE] overwrites the XG-compatible song in the destination.

How to cancel the folder-copy operation

If you want to cancel the folder-copy operation while the copy operation is in progress, press the [CANCEL] button.

However, the operation may take a long time since the stop operation will be executed only after all files in current folder are copied.

If you cancel the operation, make sure to check which files have been properly copied and which have not.



Never attempt to eject the media or turn the power off during copying (or moving a protected song). Data may be lost.



NOTE

While the copy operation is in progress, the approximate time of copying appears on the display; keep in mind that the actual time need may differ.



NOTE

If the media copy is executed, the folder name “#MEDIA” will be created in the destination folder.



NOTE

If the message “The source folder hierarchy is too deep” is displayed, copy each folder in the folder, one by one manually.

If the “Path name is too long” message is displayed, change the hierarchy or rename the folder name shortly.



NOTE

The copy operation will automatically be stopped if an unrecognizable file is detected in the folder.




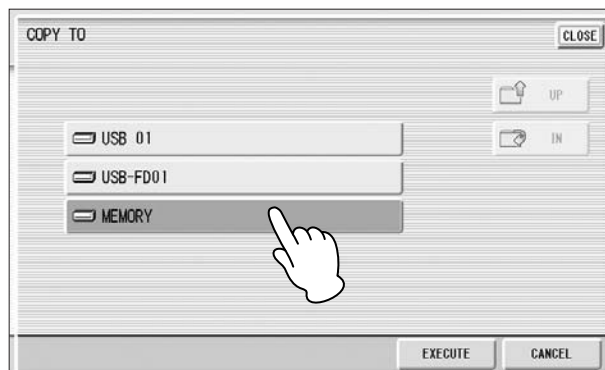
Removing the media during operation may result in loss of the data. Never attempt to remove the media unless the “Eject the source media” message appears.

To copy a song from USB flash memory to another:

It is recommended that you use connect both media (source and destination) to the USB TO DEVICE terminal. However, if there are not enough terminals available, you can copy a song by following the procedure below.

The folder copy can not be executed in this procedure.

- 1 Follow the step 1 – 3 on page 34.
- 2 Press the  button several times until the Media List is displayed.
- 3 Select “MEMORY” as the destination.



NOTE

If you want to abort the operation, press the [CANCEL] button.



Never attempt to turn the power off during copying a protected song. Data may be lost.

- 4 Press the [EXECUTE] button to execute the Song Copy.
The song to be copied is copied to the internal memory of the Electone. The message “Eject the source media” will appear on the display.
- 5 Eject the source media.
After ejecting the source media, the message “Insert the destination media” will appear on the display.
- 6 Insert the destination media to which you want to copy.
- 7 Select the destination.
For details on specifying the destination, see page 11.
- 8 Press the [EXECUTE] button to execute Song Copy. Select [OVERWRITE] to execute or [CANCEL] to abort the operation.
The song is copied with the same name as the source song. If you copy a song to a folder that contains a song whose name is the same as the source song, the copied song name will be “source song name_XXX” (XXX indicates song number).
If you copy an XG-compatible song to another folder or media that contains a song with the same name as the source song, a message appears prompting confirmation of overwriting the song. Selecting [OVERWRITE] overwrites the XG-compatible song in the destination.
If you want to change the song name, see page 18.

Song Delete

You can delete the data of one song. You can specify for deletion only Registration data, only the performance data, or both of them (entire song). Also, only the songs created on the ELS-01/01C and XG-compatible songs can be deleted. Songs created on the EL series instruments such as the EL-900 cannot be deleted.

- 1 Select the song to be deleted.**
For details on selecting a song, see page 11.
- 2 Press the [TOOLS] button at the top right of the display to call up the TOOLS Page.**
- 3 Press the [DELETE] button in the display.**
A message appears, prompting confirmation of the operation. Confirm that the song to be deleted is shown in the display. If you want to change the song, press the [CANCEL] button and select the desired song.
- 4 Press the button of the specific data you want to delete (“DELETE ALL,” “DELETE REGIST” or “DELETE PERFORMANCE”). The selected data will be deleted.**



- **DELETE ALL:** Deletes the entire song.
- **DELETE REGIST:** Deletes only Registration data in the song.
- **DELETE PERFORMANCE:** Deletes only performance data in the song.

Pressing [CANCEL] aborts the operation.

When deleting folders, songs with only registration, songs with only performance data, protected songs or XG-compatible songs:



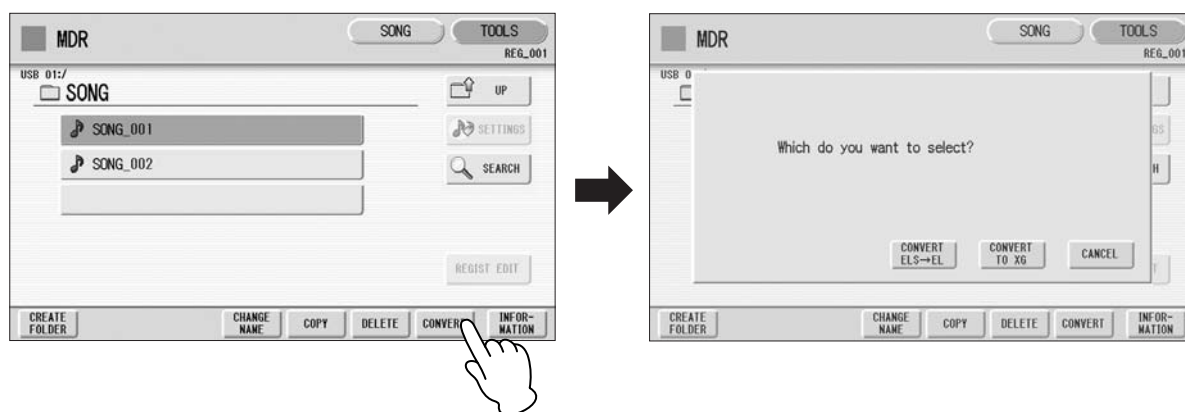
Select [DELETE] to actually delete the data, or select [CANCEL] to abort the operation.

Converting to XG

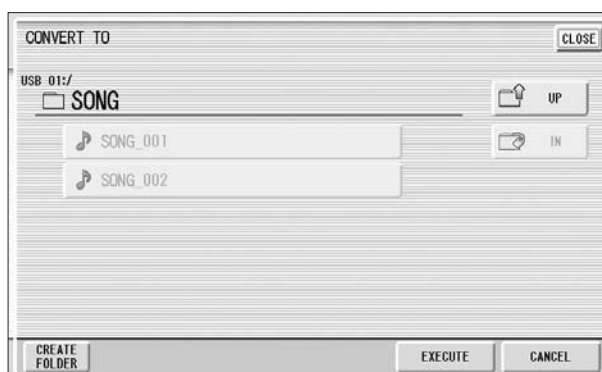
This function allows you to convert the ELS-01/01C song data to XG format data. You can playback the data using XG devices. The converted XG song data may sound differently from the original data.

Confirm that the media should contain enough amount of available memory before the conversion. The protected songs cannot be converted to XG format.

- 1 Select a song to be converted to XG.**
For details on selecting a song, see page 11.
- 2 Press the [TOOLS] button at the top right of the display to call up the TOOLS Page.**
- 3 Press the [CONVERT] button.**
A message “Which do you want to select?” appears.



- 4 Press the [CONVERT TO XG] button.**
The following display appears.



- 5 (If necessary) Changes the destination to save the converted song.**
For details on changing the destination, see page 11.

NOTE

Playing the keyboard or pressing the panel controls during the confirmation of the conversion will be recorded to the converted XG-compatible song.

- 6 Press the [EXECUTE] button.**
A message appears indicating that the converted data is being checked and the M.D.R. starts playback of the selected song. When playback is finished, the display returns to the previous display.

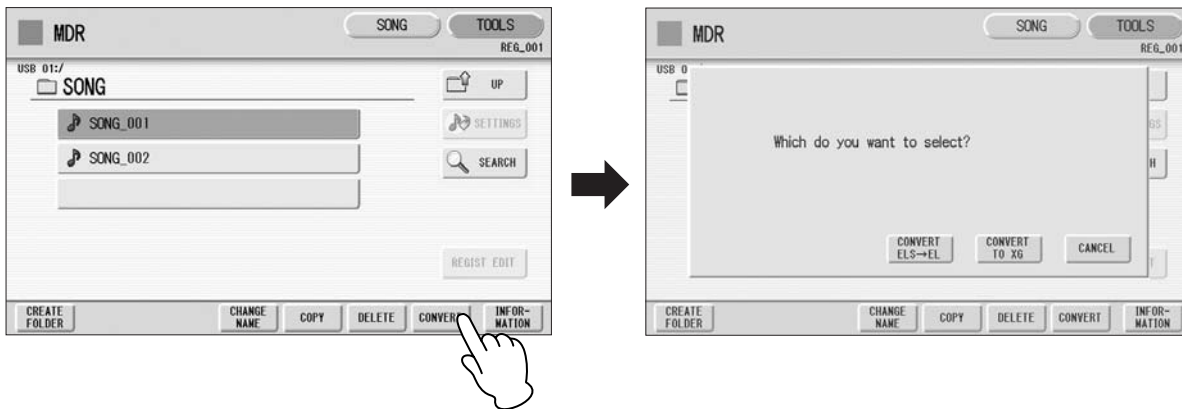
Converting ELS format to EL

You can convert songs created on the ELS-01/01C to EL-series format, and save them to a floppy disk. The converted data can be used with EL-series Electones, such as the EL-900. This function is not available for protected songs.

You'll need to install the optional floppy disk drive such as UD-FD01.

1 Select the song to be converted to EL-series format.
For details on selecting a song, see page 11.

2 In the TOOLS Page, press the [CONVERT] button.
A "Which do you want to select?" message appears.



3 Press the [CONVERT ELS → EL] button.
If the source song contains two or more Registration banks, you'll need to make ready the same number of destination songs to save the converted data.

4 Insert the floppy disk, then press the [EXECUTE] button in the display.
If the remaining memory of the floppy disk is insufficient, conversion cannot be executed. (An error message appears and the operation is cancelled.)

 **Reference Page**

About Protected Songs
(page 26)

 **NOTE**

User rhythms cannot be converted to EL format.

 **NOTE**

If the source song's name contains full size characters or Japanese characters, these characters will be shown as question marks (such as "????").

Converting EL format to ELS

You can convert the songs in the floppy disk created with an EL-series Electone, such as the EL-900, to the ELS-01/01C format, and save it to a USB flash memory confirmed by Yamaha. You'll need to install the optional floppy disk drive such as UD-FD01.

Depending on the original song, the sound or tempo of the converted song may differ from the original song, or the Next Song function of the original song may not be effective.

1 Insert the floppy disk that contains the song you want to convert to ELS format, then select the source song.
For details on selecting a song, see page 11.

 **Reference Page**

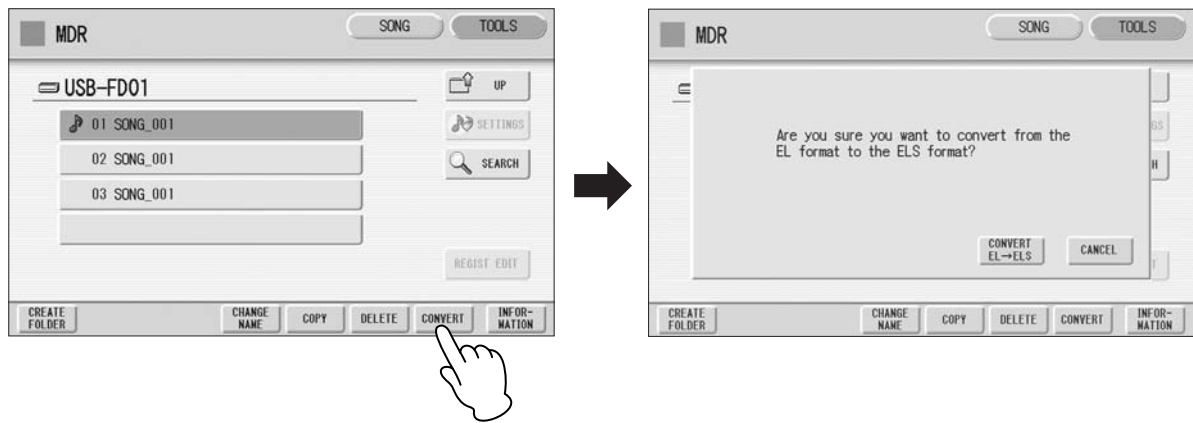
Installing the Floppy Disk Drive

 **NOTE**

When you convert the protected EL data to ELS format, set the write-protect tab of the EL disk to the "overwrite" position (tab closed).

2 In the TOOLS Page, press the [CONVERT] button.

A message appears confirming if you want to convert from the EL format to the ELS format.



3 Press the [CONVERT EL → ELS] button in the display, then specify the destination for the converted song.

To use the converted song on the ELS-01/01C, the destination must be USB flash memory.

4 Press the [EXECUTE] button in the display to start conversion.

If the remaining memory of the USB flash memory is insufficient, conversion cannot be executed. (An error message appears and the operation is cancelled.)

Checking the Remaining Memory

In the TOOLS Page, press the [INFORMATION] button. If media is selected, the remaining memory in the media is shown and if a song is selected, the song data capacity, title, composer, etc. are shown.

