

Chapter 10 Track and Phrase Editing

I. Track Editing

A. **Track Erase**

This operation erases audio from the specified area. Compared to a tape recorder, this is like recording silence over an unwanted section of tape.

Graphic p 89 right column top

** Make sure the Track Erase function does not end up leaving a remaining section of audio which is 0.5 seconds or shorter. Any sound left over as a result of Track Erase which is 0.5 seconds or shorter will not be played.*

** While it may seem the audio has disappeared, the data itself has not been deleted from the hard disk. Thus, even when you carry out the Track Erase procedure, the available disk space shown in the display does not change.*

1. Hold [SHIFT] and press [F2(TRACK)].
2. Make sure "Track Edit Menu" appears in the display. If it does not, press [F1(Tr/Ph)] once.
3. Press [F2(Erase)] for Track Erase. If you don't see "Erase" above [F2], press [PAGE] until "Erase" appears, and then press [F2(Erase)].
4. Press the Track STATUS button to specify the track to be erased. The STATUS button turns red, indicating it is the track to be edited. You can press more than just one STATUS button, if you wish to erase more than just one track. If you press a STATUS button, and then change your mind, press it again so it is lit green.
Alternate method for selecting Tracks to be erased:
 - a. Press [F1(SelTr)].
 - b. Press [⇐], [⇒], [↑], and [↓] to move the cursor to the track you want to erase.
 - c. Press [F3(MARK)].
 - d. Press [F2(All)] to mark and un-mark all tracks to be erased.
 - e. Press [F1(Back)].
5. Press [⇐], [⇒], [↑], and [↓] to move the cursor. Set the START and END values.

Graphic p 90 left column top

START (Start Point)

Specifies the start time of the segment to be erased.

END (End Point)

Specifies the end time of the segment to be erased.

All V.Tracks

Normally, audio is erased from the currently selected V-track. If you want audio to be erased on all V-tracks, set this to "On".

6. Press [F4(Exec)]. This executes the Track Erase.
7. When Track Erase is completed correctly, "Complete" appears in the display.
8. Press [PLAY(DISPLAY)] to return to the Playlist display.

B. **Track Cut**

This operation cuts audio from the specified area. The area of audio between the Start point and the End point is removed completely, and the remaining section of audio is spliced on. When a section of audio is cut, and audio following the section is moved back on the time line to fill in the gap. Compared to a tape recorder, this is like using a razor blade to slice off a region of tape, and then splicing the two remaining ends together.

Graphic p 88 right column top

** Make sure the Track Cut function does not end up leaving a remaining section of audio which is 0.5 seconds or shorter. Any sound left over as a result of Track Cut which is 0.5 seconds or shorter will not be played.*

** While it may seem the audio has disappeared, the data itself has not been deleted from the hard disk. Even when you carry out the Track Cut procedure, the available disk space shown in the display does not change.*

1. Hold [SHIFT] and press [F2(TRACK)].
2. Make sure "Track Edit Menu" appears in the display. If it does not, press [F1(Tr/Ph)] once.
3. Press [F6(Cut)] for Track Cut. If you don't see "Cut" above [F6], press [PAGE] until "Cut" appears, and then press [F6(Cut)].
4. Press the Track STATUS button to specify the track to be cut. The STATUS button turns red, indicating it is the track to be edited. You can press more than just one STATUS button, if you wish to cut more than just one track. If you press a STATUS button, and then change your mind, press it again to change it back to green.

Alternate method for choosing Tracks to be cut:

- a. Press [F1(SelTr)].
- b. Press [↵], [⇨], [⇧], and [⇩] to move the cursor to the track you want to cut.
- c. Press [F3(MARK)].
- d. Press [F2(All)] to mark or un-mark all tracks to be cut.

Graphic p 88 right lower

- e. Press [F1(Back)].
5. Press [↵], [⇨], [⇧], and [⇩] to move the cursor. Set the START and END values.

Graphic p 89 left column top

START (Start Point)

Specifies the start time of the segment to be cut.

END (End Point)

Specifies the end time of the segment to be cut.

All V.Tracks

Normally, audio is cut from the currently selected V-track. If you want audio to be cut on all V-tracks, set this to "On".

6. Press [F4(Exec)]. This executes the Track Cut.
7. When Track Cut is completed correctly, "Complete" appears in the display.
8. Press [PLAY(DISPLAY)] to return to the Playlist display.

C. Track Move

This operation moves audio from a specified area to another location on the time line, and simultaneously, to another playback track, if desired. This is useful for correcting timing mistakes that can occur during recording.

Graphic page 85 left column center : Example 1

Graphic page 85 left column center : Example 2

** Make sure the Track Move function does not end up leaving a remaining section of audio which is 0.5 seconds or shorter. Any sound left over as a result of Track Move which is 0.5 seconds or shorter will not be played.*

1. Hold [SHIFT] and press [F2(TRACK)].
2. Make sure "Track Edit Menu" appears in the display. If it does not, press [F1(Tr/Ph)] once.
3. Press [F3(Move)] for Track Move. If you don't see "Move" above [F3], press [PAGE] until "Move" appears, and then press [F3(Move)].
4. Press the Track SELECT button to specify the track to be moved. The SELECT button stops blinking, indicating it is the track to be moved. Press the Track STATUS button for the desired destination track. The STATUS button turns red. For example, if you wanted to move the section of audio from Track 3 to Track 7, you would first press the Track 3 SELECT button, then press Track 7 STATUS.

Alternate method for selecting Source and Destination Tracks:

- a. Press [F1(SelTr)].
- b. Press [↵], [⇒], [⇧], and [⇩] to move the cursor to the track you want to move.
- c. Press [F3(MARK)].
- e. Press [F2(All)] to mark or un-mark all tracks to be moved.
- f. Use the TIME / VALUE dial to specify the V-track for the destination. For example, "1-1" indicates "Track 1, V-track 1", and "9L-1" indicates "Track 9, V-Track 1".

** Do not designate V-tracks that have already been specified as move destinations for other Tracks.*

Graphic p 85 right middle

- g. Press [F1(Back)].
5. Press [↵], [⇒], [⇧], and [⇩] to move the cursor. Set the START, END, FROM, and TO values.

Graphic p 86 left column top

START (Start Point)

Specifies the start time of the segment to be moved.

END (End Point)

Specifies the end time of the segment to be moved.

FROM (From Point)

Specifies the reference position of the segment to be moved, as relating to the TO point. Normally, this is set as the same as the START point.

TO (To Point)

Specifies the time point the segment will be moved to. Specifies the destination point.

+Insert

When this is set to "On", first a blank space is inserted at the destination location (the To Point) which is equal in length to the section of audio being moved. Then the Track Move is carried out.

Graphic p 86 right column top

6. Press [F4(Exec)]. This executes the Track Move.
7. When Track Move is completed correctly, "Complete" appears in the display.
8. Press [PLAY(DISPLAY)] to return to the Playlist display.

Using FROM Effectively

Typically when you perform a Track Move or Track Copy, the track is moved or copied using the START point as the Move or Copy reference point. If you want to copy or move a track relative to a point other than the START, you can do so using the FROM value. For example, suppose you wanted to move part of a track which contains the sound effect of a time bomb ticking and then exploding, but you wanted to place the sound so the explosion occurs at a specific point on the time line. The START, END, FROM and TO values would be defined as follows:

START: The very beginning of the sound effect. The beginning of the ticking.

END: The very end of the entire sound effect. After the explosion sound has died down.

FROM: The point on the track where the actual explosion is first heard.

TO: The point on the time line where you want the explosion sound to be placed.

This type of editing is known as back-time editing. Select the FROM point within the section to be moved or copied to end up at any position on the time line as set by the TO point.

graphic p 94 right column center

D. Track Copy

This operation copies audio from a specified area to another location on the time line, and simultaneously, to another playback track, if desired. This is convenient when you want the same chorus to occur at several different points of the song, but you don't want to record it each time.

graphic p 83 right column top Example 1 copying to same track

graphic p 83 right column top Example 2 copying to different track

** Make sure the Track Copy function does not end up leaving a remaining section of audio which is 0.5 seconds or shorter. Any sound left over as a result of Track Copy which is 0.5 seconds or shorter will not be played.*

** While it may seem the audio has disappeared, the data itself has not been deleted from the hard disk. Thus, even when you carry out the Track Copy procedure, the available disk space shown in the display does not change.*

1. Hold [SHIFT] and press [F2(TRACK)].
2. Make sure "Track Edit Menu" appears in the display. If it does not, press [F1(Tr/Ph)] once.
3. Press [F2(Copy)] for Track Copy. If you don't see "Copy" above [F2], press [PAGE] until "Copy" appears, and then press [F2(Copy)].
4. Press the Track SELECT button to specify the track to be copied. The SELECT button stops blinking, indicating it is the track to be copied. Press the Track STATUS button for the desired destination track. The STATUS button turns red. For example, if you wanted to copy the section of audio from Track 3 to Track 7, you would first press the Track 3 SELECT button, then press Track 7 STATUS.

Alternate method for selecting Tracks to be copied:

- a. Press [F1(SelTr)].
- b. Press [↵], [⇨], [⇧], and [⇩] to move the cursor to the track you want to copy.
- c. Press [F3(MARK)].
- d. Press [F2(All)] to mark or un-mark all tracks to be copied.

Graphic p 84 left top

- e. Use the TIME / VALUE dial to specify the V-track for the destination. For example, "1-1" indicates "Track 1, V-track 1", and "9L-1" indicates "Track 9, V-Track 1".

** Do not designate V-tracks that have already been specified as copy destinations for other Tracks.*

- f. Press [F1(Back)].
5. Press [↵], [⇨], [⇧], and [⇩] to move the cursor. Set the START, END, FROM, and TO values.

Graphic p 84 left bottom

START (Start Point)

Specifies the start time of the segment to be copied.

END (End Point)

Specifies the end time of the segment to be copied.

FROM (From Point)

Specifies the reference position of the segment to be copied, as relating to the TO point. Normally, this is set as the same as the START point.

TO (To Point)

Specifies the time point the segment will be copied to. Specifies the destination point.

Copy Time

Select how many times (1-99) the audio is copied.

+Insert

When this is set to "On", first a blank space is inserted at the destination location (the To Point) which is equal in length to the section of audio being copied. Then the Track Copy is carried out.

Graphic p 84 right bottom

6. Press [F4(Exec)]. This executes the Track Copy.
7. When Track Copy is completed correctly, "Complete" appears in the display.
8. Press [PLAY(DISPLAY)] to return to the Playlist display.

E. Track Insert

This operation inserts blank space at the specified location.

Graphic p 87 right column top

** Make sure the Track Insert function does not end up leaving a remaining section of audio which is 0.5 seconds or shorter. Any sound left over as a result of Track Insert which is 0.5 seconds or shorter will not be played.*

1. Hold [SHIFT] and press [F2(TRACK)].
2. Make sure "Track Edit Menu" appears in the display. If it does not, press [F1(Tr/Ph)] once.
3. Press [F5(Ins)] for Track Insert. If you don't see "Ins" above [F5], press [PAGE] until "Insert" appears, and then press [F5(Ins)].
4. Press the Track SELECT button to select the track on which you want to insert blank space. The SELECT button stops blinking, indicating it is the track to be edited.

Alternate method:

- a. Press [F1(SelTr)].
- b. Press [↵], [⇒], [⇧], and [⇩] to move the cursor to the track you want to insert on.
- c. Press [F3(MARK)].
- e. If [F2(All)] is pressed, all tracks are selected to be inserted on.
- f. Press [F1(Back)].

Graphic p 87 right bottom

5. Press [↵], [⇒], [⇧], and [⇩] to move the cursor. Set the START and TO values.

Graphic p 88 top left

START (Start Point)

Specifies the start time insert.

TO (To Point)

Specifies the time point the segment will be copied to. Specifies the destination point.

All V.Tracks

Normally, silence is inserted on the currently selected V-track. If you want silence to be inserted on all V-tracks, set this to "On".

6. Press [F4(Exec)]. This executes the Track Insert.
7. When Track Insert is completed correctly, "Complete" appears in the display.
8. Press [PLAY(DISPLAY)] to return to the Playlist display.

F. Track Exchange

This operation exchanges the audio of two tracks between mixer channels, or between V-tracks. This is a great way to quickly re-arrange and organize your tracks.

Graphic p 86 right column bottom

1. Select the V-track containing the source playback audio to be exchanged.
 2. Hold [SHIFT] and press [F2(TRACK)].
 3. Make sure "Track Edit Menu" appears in the display. If it does not, press [F1(Tr/Ph)] once.
 4. Press [F4(Xchg)] for Track Exchange. If you don't see "Xchg" above [F4], press [PAGE] until "Xchg" appears, and then press [F4(Xchg)].
 5. Press the Track SELECT button to specify the track to be exchanged. The SELECT button stops blinking, indicating it is the track to be exchanged. Press the Track STATUS button for the desired destination track. The STATUS button turns red. For example, if you wanted to exchange the audio from Track 3 to Track 7, you would first press the Track 3 SELECT button, then press Track 7 STATUS.
- Alternate method for choosing tracks:
- a. Press [⇐], [⇒], [↑], and [↓] to move the cursor to the track you want to exchange.
 - b. Press [F3(MARK)].
 - c. Press [F2(All)] to mark and un-mark all tracks to be exchanged.

Graphic p 87 left top

- d. Use the TIME / VALUE dial to specify the V-track for the destination. For example, "1-1" indicates "Track 1, V-track 1", and "9L-1" indicates "Track 9, V-Track 1".

** Do not designate V-tracks that have already been specified as exchange destinations for other Tracks.*

6. Repeat step 5 if you want to exchange more than one pair of tracks.
7. Press [F4(Exec)]. This executes Track Exchange.
8. When the exchange is completed correctly, "Complete" appears in the display.
9. Press [PLAY(DISPLAY)] to return to the Playlist display.

G. Track Time Compression / Expansion

This operation allows you to expand or compress the playback time of a track or a group of tracks by a specified time. You can specify the amount of time compression or time expansion in a range of 75 - 125%, but the more extreme the setting, the more the sound quality may be affected. We recommend you try to keep the compression and expansion within a range of 93 - 107 %.

Graphic p 90 right column top Example 1 Compression

Graphic p 90 right column middle Example 2 Expansion

** Track Compression / Expansion creates new performance data with a different playback time. For this reason, it cannot be executed if there is not sufficient space on the current drive.*

** It is not possible to use Time Compression / Expansion when the elapsed time from the Start Point to the End Point or from the Start Point to the To Point is less than 0.5 seconds .*

** Do not time compress audio to a period of 0.5 seconds or shorter. Any sound 0.5 seconds or shorter will not be played.*

1. Hold [SHIFT] and press [F2(TRACK)].
2. Make sure "Track Edit Menu" appears in the display. If it does not, press [F1(Tr/Ph)] once.
3. Press [F3(CmpEx)]. If you don't see "CmpEx" above [F3], press [PAGE] until "CmpEx" appears, and then press [F3(CmpEx)].
4. Press the Track STATUS button to specify the track to be compressed or expanded. The STATUS button turns red, indicating it is the track to be edited. You can press more than just one STATUS button, if you wish to edit more than just one track. If you press a STATUS button, and then change your mind, press it again to change it back to green.

Alternate method for choosing tracks:

- a. Press [F1(SelTr)].
- b. Press [↵], [⇨], [⇧], and [⇩] to move the cursor to the track you want to time compress or time expand.
- c. Press [F3(MARK)].
- d. Press [F2(All)] to mark or un-mark all tracks to be compressed or expanded.
- e. Press [F1(Back)].

Graphic p 91 left top

5. Press [↵], [⇨], [⇧], and [⇩] to move the cursor. Set the START and END values.

Graphic p 91 left column middle

START (Start Point)

Specifies where the time compression or expansion will start.

END (End Point)

Specifies where the time compression or expansion will end.

Pitch Mode

Variable: The pitch of the audio will change

Fixed: The pitch will remain at the original level.

Type

This selects which algorithm is used to complete the Time Compression / Expansion. The type will also affect how long the process takes. Select the setting that matches the type of song or material you are working with.

A: Vocal, Narration

B: Slow-tempo Songs

C: Fast-tempo Songs

To Point

This specifies the new ending time location as a result of the compression or expansion.

Amplitude

This specifies the volume level as a percentage of the original source (50, 60, 70, 80, 90, 100%) that will result from the compression. The default value of 60% is recommended. If the volume level after conversion is too low, use the Undo function to return to the original condition, increase the Amplitude setting, and try the operation again. Excessively high Amplitude settings can introduce distortion in the audio.

6. Press [F4(Exec)]. This executes the compression or expansion.

** Be aware that depending on conditions, it may take some time for compression or expansion to be completed. This is not a malfunction. Progress of the operation is shown in the display. **Do not turn off the power until the compression or expansion is completed!** You can cancel compression or expansion by pressing [NO].*

7. When Track Compression / Expansion is completed correctly, "Complete" appears in the display.
8. Press [PLAY(DISPLAY)] to return to the Playlist display.

H. Track Name

Use Track Name to create your own custom name for each track. In a new song, track names default to values as shown below.

Graphic p 91 right column bottom

Use Track Name to label your tracks with names such as "Lead Vocal" or "Rhythm Guitar" to help keep your work organized. This helps you remember what performance is recorded on each track.

1. You can change the names of all tracks that are presently selected as the current V-track. If you wish to change the name of a recorded track, first make sure it is the currently selected V-track.
2. Hold [SHIFT] and press [F2(TRACK)].
3. Make sure "Track Edit Menu" appears in the display. If it does not, press [F1(Tr/Ph)] once.
4. Press [F4(Name)]. If you don't see "Name" above [F4], press [PAGE] until "Name" appears, and then press [F4(Name)].
5. Press [↵], [⇒], [↑], and [↓] to move the cursor to the track you want to rename, and then press [F1(Name)] or [YES].
6. The Track Name screen appears in the display. Using [↵], [⇒], [↑], and [↓], and the TIME / VALUE dial, enter the name of the Track.

Graphic p 92 left column middle

The function buttons work as shown below:

[F1(Hist)]:	Pressing this button will take you through a list of the last 20 track names, one at a time.
[F2(Clr)]:	Clears all the characters in the window.
[F3(Del)]:	Deletes the character where the cursor is positioned.
[F4(Ins)]:	Inserts a space where the cursor is positioned.
[F5(Write)]:	Stores the track name and exits the Track Name screen.
[F6(EXIT)]:	Exits the Track Name screen without storing the Track Name

7. When you are done entering the Track name, press [F5(Write)].
8. Hold [SHIFT] and press [ZERO(STORE)]. "STORE OK ?" appears in the display.
9. Press [YES]. This saves the song including the new Track Names.
10. Press [PLAY(DISPLAY)] to return to the Playlist display.

I. Track Import

Track Import allows you to copy recordings from other songs into the current song.

Graphic page 92 right column center

** You can import a track from a song that has the same Sample Rate and Recording Mode as the current song. If there is insufficient disk space on the current drive, Track Import cannot be done.*

1. First select the song you want to be the Import Destination as the current song.
2. Hold [SHIFT] and press [F2(TRACK)].
3. Make sure "Track Edit Menu" appears in the display. If it does not, press [F1(Tr/Ph)] once.
4. Press [F5(Imprt)] for Track Import. If you don't see "Imprt" above [F5], press [PAGE] until "Imprt" appears, and then press [F5(Imprt)].
5. Use the TIME / VALUE dial to select the source song and press [F3(Mark)]. The source song you select must have the same recording mode and sample rate as the current song.
6. Press [F4(Step →)].

Graphic p 93 left column top

7. Press [⇐]. The cursor moves to "Source Track".
8. Use the TIME / VALUE dial to select the source track to be copied.
9. Press [⇒]. The cursor moves to "Destination Track".
10. Use the TIME / VALUE dial to select the destination track in the current song.

Graphic p 93 left column bottom

11. Press [F4(Exec)]. This executes Track Import.
12. When the Track Import is completed correctly, "Complete" appears in the display.
13. Press [PLAY(DISPLAY)] to return to the Playlist display.

II. Phrase Editing

A. Phrase Delete

Use Phrase Delete to delete a phrase from the Playlist. This operation does not change the position of other phrases or tracks on the time line.

Graphic page 99 right column top

After punching in over an existing phrase (Phrase 1), you can Delete the top phrase (Phrase 2). The part of Phrase 1 which was hidden by Phrase 2 becomes audible.

Graphic page 99 right column top

** While it may seem the audio has disappeared, the data itself has not been deleted from the hard disk. Thus, even when you carry out the Phrase Delete procedure, the available disk space shown in the display does not change.*

1. Hold [SHIFT] and press [F2(TRACK)].
2. Press [F1(Tr/Ph)] once so "Phrase Edit Menu" appears in the display.
3. Press [F6(Del)] for Phrase Delete. If you don't see "Delete" above [F6], press [PAGE] until "Delete" appears, and then press [F6(Delete)].
4. Press the STATUS button for the track that contains the phrase you want to delete. The button indicator turns red.
Alternate method to choose the phrase:

- a. Press [⇐], [⇒], [↑], and [↓] to move the cursor to the track which contains the phrase you want to delete.
- c. Press [F3(MARK)].
- d. Press [F2(All)] to mark or un-mark all phrases on all tracks to be deleted.

graphic p 100 left column top

5. Press [F4(Exec)]. Phrase Delete is executed.
6. When Phrase Delete is done, "Complete" appears in the display.
7. Press [PLAY(DISPLAY)] to return to the Playlist display.

B. Phrase Split

Phrase Split allows you to divide one phrase into two. It is useful for isolating a section of audio you want to loop. Compared to analog tape recorders, this function is similar to making a vertical splice on a piece of tape using a razor blade.

Graphic p 100 left column bottom

1. Hold [SHIFT] and press [F2(TRACK)].
2. Press [F1(Tr/Ph)] once so "Phrase Edit Menu" appears in the display.
3. Press [F1(Split)] for Phrase Split. If you don't see "Split" above [F1], press [PAGE] until "Split" appears, and then press [F1(Split)].
4. Press the STATUS button for the track that contains the phrase you want to split. The button indicator turns red.
Alternate method:
 - a. Press [F1(SelPh)].
 - b. Press [⇐], [⇒], [↑], and [↓] to move the cursor to the track which contains the phrase you want to split.
 - c. Press [F3(MARK)].
 - d. Press [F2(All)] to mark or un-mark all phrases on all tracks to be split.
 - e. Press [F1(Back)].

graphic p 100 right column top

5. Enter the value for "TO". This specifies where on the time line the phrase is split.

graphic page 100 right column bottom

TO (To Point)

Specifies the position on the time line where the phrase is split

6. Press [F4(Exec)]. Phrase Split is executed.
7. When Phrase Split is done, "Complete" appears in the display.
8. Press [PLAY(DISPLAY)] to return to the Playlist display.

C. New Phrase

This creates a new phrase from an existing take. This allows you to bring back onto the playlist phrases which were previously deleted. It also allows you to create a copy of a take at a new position on the time line.

1. Hold [SHIFT] and press [F2(TRACK)].
2. Press [F1(Tr/Ph)] once so "Phrase Edit Menu" appears in the display.
3. Press [F2(New)] for New Phrase. If you don't see "New" above [F2], press [PAGE] until "New" appears, and then press [F2(New)].

4. Press [⇐], [⇒], [↑], and [↓] to move the cursor to “Take”.

graphic 101 left column top

5. Rotate the TIME / VALUE dial to select the source take. Press [F1(Take)] to view a list of all takes. Rotate the TIME / VALUE dial to choose the take, and press [F4(Sel)]. Press [F2(Info)] to see information about the take, including the original start and stop times, the amount of disk space used by the take, and the date and time of the original recording. After you’ve selected a take, press [F1(Back)].

graphic 101 left column bottom

6. Press the STATUS button of the destination track for the new phrase. The button indicator lights red. Or, press [F5(ORIG)] if you want the new phrase to be placed on the same track and location as the original source take.
Alternate Method for choosing destination track:
 - a. Press [⇒] to move the cursor to “Track”.
 - b. Use the TIME / VALUE dial to choose the destination track for the new phrase.
7. Press [↓] to move the cursor to “TO”. Choose the “TO” value.

TO (To Point)

Specifies the position on the time line where the new phrase will appear.

8. Press [F4(Exec)]. New Phrase is executed.
9. After the new phrase is created, “Complete” appears in the display.
10. Press [PLAY(DISPLAY)] to return to the Playlist display.

D. Phrase Move

This operation moves the specified phrase to another location on the time line, or to a different track. This is convenient for correcting slight timing mistakes in recorded performances.

Graphic p 96 left column top

1. Hold [SHIFT] and press [F2(TRACK)].
2. Press [F1(Tr/Ph)] once so “Phrase Edit Menu” appears in the display.
3. Press [F3(Move)] for Phrase Move. If you don’t see “Move” above [F3], press [PAGE] until “Move” appears, and then press [F3(Move)].
4. Press the SELECT button for the track that contains the phrase you want to move. The button indicator lights orange. Press the STATUS button for the move destination track. The STATUS button indicator lights red.
Alternate method:
 - a. Press [F1(SelPh)].
 - b. Press [⇐], [⇒], [↑], and [↓] to move the cursor to the track which contains the phrase you want to move.
 - c. Press [F3(MARK)].
 - d. Press [F2(All)] to mark or un-mark all phrases on all tracks to be moved.
 - e. For each phrase to be moved, use the TIME / VALUE dial to select the move destination track and V-track. For example, “1-1” indicates Track 1, V-track 1” and “9L-1” indicates “Track 9 (Stereo Track 9/10 Left Channel), V-track 1”.

** Do not designate V-tracks as move destinations that have already been designated as a destination for another phrase. You cannot move several phrases to the same destination track.*

- f. Press [F1(Back)].

graphic p 96 right column top

5. Repeat Step 4 if you want to move several phrases simultaneously.
6. Press [⇐], [⇒], [↑], and [↓] to move the cursor. Set the FROM, TO, and Quantize values.

Graphic p 96 right column bottom

FROM (From Point)

Specifies the reference position of the phrase to be moved, as relating to the TO point. The From Point does not necessarily need to be located within the phrase.

TO (To Point)

Specifies the time point the phrase will be moved to. Specifies the destination point.

Quantize

When Quantize is "On", the To Point (the move destination point) is placed at the beginning of a measure based on the Tempo Map or Sync Track. For example, if the Tempo Map is set to 120, you can program a one measure phrase to take two seconds.

7. Press [F4(Exec)]. This executes the Phrase Move.
8. When Phrase Move is completed correctly, "Complete" appears in the display.
9. Press [PLAY(DISPLAY)] to return to the Playlist display.

E. Phrase Copy

This operation copies the audio of a specified phrase to another location, either onto a different track, a different position on the time line, or both. Phrase Copy is also used to create drum loops.

** Phrases shorter than 0.5 seconds cannot be played back.*

1. Hold [SHIFT] and press [F2(TRACK)].
2. Press [F1(Tr/Ph)] once so "Phrase Edit Menu" appears in the display.
3. Press [F2(Copy)] for Phrase Copy. If you don't see "Copy" above [F2], press [PAGE] until "Copy" appears, and then press [F2(Copy)].
4. Press the SELECT button for the track that contains the phrase you want to copy. The button indicator lights orange. Press the STATUS button for the copy destination track. The STATUS button indicator lights red.
Alternate method:
 - a. Press [F1(SelPh)].
 - b. Press [⇐], [⇒], [↑], and [↓] to move the cursor to the track which contains the phrase you want to copy.
 - c. Press [F3(MARK)].
 - d. Press [F2(All)] to mark or un-mark all phrases on all tracks to be copied.
 - e. For each phrase to be copied, use the TIME / VALUE dial to select the copy destination track and V-track. For example, "1-1" indicates

Track 1, V-track 1" and "9L-1" indicates "Track 9 (Stereo Track 9/10 Left Channel), V-track 1".

** Do not designate V-tracks as copy destinations that have already been designated as a destination for another phrase. You cannot copy several phrases to the same destination track.*

- f. Press [F1(Back)].

graphic p 94 left column top

5. Repeat Step 4 if you want to copy several phrases simultaneously.
6. Press [←], [→], [↑], and [↓] to move the cursor. Set each of the values.

Graphic p 94 left column bottom

FROM (From Point)

Specifies the reference position of the phrase to be copied, as relating to the TO point. The From Point does not necessarily need to be located within the phrase.

TO (To Point)

Specifies the time point the phrase will be copied to. Specifies the destination point.

Quantize

When Quantize is "On", the To Point (the copy destination point) is placed at the beginning of a measure based on the Tempo Map or Sync Track. For example, if the Tempo Map is set to 120, you can program a one measure phrase to take two seconds. Setting Quantize "On" also automatically works like Overlap "On".

Copy Time

Select how many times (1-99) the phrase is copied.

Overlap

When more than one copy of a phrase is made (Copy Times is 2 or greater), this setting determines how each successive copy is placed past the first copy. When Overlap is "Off", the second copy of a multiple phrase copy will be placed at the end of the first copy. Each successive copy is placed at the end of the previous. If Overlap is "On", the interval of time determined by the position of the FROM and TO points is maintained for each copy. If the phrase is shorter than the distance between the TO and FROM points, blank space will appear after each copy. If the phrase is longer than the distance between the TO and FROM points, the beginning of each copy will overlap the end of the previous copy.

graphic p 95 left column top: CORRECTION in Label of Graphic

Example 1: When the phrase is shorter than the interval between FROM and TO

graphic p 95 left column bottom: CORRECTION in Label of Graphic

Example 2: When the phrase is longer than the interval between FROM and TO

7. Press [F4(Exec)]. This executes the Phrase Copy.
8. When Phrase Copy is completed correctly, "Complete" appears in the display.
9. Press [PLAY(DISPLAY)] to return to the Playlist display.

About Multiple Phrase Copy

It is possible to select a group of phrases across multiple tracks to be copied together. If Overlap is "Off", and the different phrases within the group have different lengths, the timing from one phrase to another will start to shift with each copy. Before copying a group of phrases, make sure the lengths are the same using Phrase Trim In or Phrase Trim Out.

graphic 95 right column center

If Overlap is "On", you can copy a group of phrases which are not all the same length. However if the length of time between the FROM and TO points is longer than any one phrase, there will be some silence before the copy of that phrase is heard.

Using FROM Effectively

Typically when you perform a Phrase Move or Phrase Copy, the phrase is moved or copied using the beginning of the phrase as the Move or Copy reference point. If you want to copy or move a phrase relative to a point other than the beginning, you can do so using the FROM value. For example, suppose you wanted to move a phrase which contains the sound effect of a time bomb ticking and then exploding, but you wanted to place the sound so the explosion occurs at a specific point on the time line. The point in the phrase where the explosion begins would be the FROM point, and the position on the time line where you want that sound to occur would be the TO point. This type of editing is known as back-time editing. You can define a point *within* a phrase (the FROM point) to "land" at any position on the time line as set by the TO point.

graphic p 94 right column center

F. Phrase Trim In

This adjusts the point at which the phrase begins without changing the phrase's position on the time line. This is convenient for trimming the front edge of a phrase to be looped.

graphic page 97 right column top

Trim In can also be used to correct a manual Punch In done too early. When you Trim In Phrase 2, the portion of Phrase 1 which was previously covered by Phrase 2 becomes audible.

graphic page 97 right column middle

1. Hold [SHIFT] and press [F2(TRACK)].
2. Press [F1(Tr/Ph)] once so "Phrase Edit Menu" appears in the display.
3. Press [F4(TrimI)] for Phrase Trim In. If you don't see "TrimI" above [F4], press [PAGE] until "TrimI" appears, and then press [F4(TrimI)].
4. Press the STATUS button for the track which contains the phrase you wish to trim. The STATUS button indicator lights red.
Alternate method:
 - a. Press [F1(SelPh)].
 - b. Press [↵], [⇒], [⇧], and [⇩] to move the cursor to the track which contains the phrase you want to trim.
 - c. Press [F3(MARK)].

- d. Press [F2(All)] to mark or un-mark all phrases on all tracks to be trimmed.
- e. Press [F1(Back)].

graphic p 98 left column top

5. Set the TO value.

Graphic p 98 left column bottom

TO (To Point)

Specifies the time point the beginning of the phrase will be trimmed to.

6. Press [F4(Exec)]. This executes the Phrase Trim In.
7. When Phrase Trim In is completed correctly, "Complete" appears in the display.
8. Press [PLAY(DISPLAY)] to return to the Playlist display.

G. Phrase Trim Out

This adjusts the point at which the phrase ends without changing the phrase's position on the time line. This is convenient for trimming the ending of a phrase to be looped.

graphic page 98 right column top

Trim Out can also be used to correct a manual Punch Out done too late. When you Trim Out Phrase 2, the portion of Phrase 1 which was previously covered by Phrase 2 becomes audible.

graphic page 97 right column middle

1. Hold [SHIFT] and press [F2(TRACK)].
2. Press [F1(Tr/Ph)] once so "Phrase Edit Menu" appears in the display.
3. Press [F5(TrimO)] for Phrase Trim Out. If you don't see "TrimO" above [F5], press [PAGE] until "TrimO" appears, and then press [F5(TrimO)].
4. Press the STATUS button for the track which contains the phrase you wish to trim. The STATUS button indicator lights red.
Alternate method:
 - a. Press [F1(SelPh)].
 - b. Press [↵], [⇒], [⇧], and [⇩] to move the cursor to the track which contains the phrase you want to trim.
 - c. Press [F3(MARK)].
 - d. Press [F2(All)] to mark or un-mark all phrases on all tracks to be trimmed.
 - e. Press [F1(Back)].

graphic p 99 left column top

5. Set the TO value.

Graphic p 99 left column bottom

TO (To Point)

Specifies the time point the end of the phrase will be trimmed to.

6. Press [F4(Exec)]. This executes the Phrase Trim Out.
7. When Phrase Trim Out is completed correctly, "Complete" appears in the display.

8. Press [PLAY(DISPLAY)] to return to the Playlist display.

H. Phrase Name

With each recording, the following Phrase Names are assigned automatically.

Graphic 102 left column top

You can change Phrase Names. This is useful for keeping track of multiple takes of a part, or different sections of a song. For example, on a Guitar track, one phrase might be labeled “riff”, and another phrase labeled “solo”.

1. Hold [SHIFT] and press [F2(TRACK)].
2. Press [F1(Tr/Ph)] once so “Phrase Edit Menu” appears in the display.
3. Press [F4(Name)] for Phrase Name. If you don’t see “Name” above [F4], press [PAGE] until “Name” appears, and then press [F4(Name)].
4. Press [←], [→], [↑], and [↓] to move the cursor to the phrase you want to rename, and then press [F1(Name)] or [YES].
5. The Phrase Name screen appears in the display. Use [←], [→], [↑], and [↓], and the TIME / VALUE dial to enter the name of the phrase.

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The function buttons work as shown below.

[F1(Hist)]: Pressing this button will take you through a list of the last 20 phrase names, one at a time.

[F2(Clr)]: Clears all the characters in the window.

[F3(Del)]: Deletes the character where the cursor is positioned.

[F4(Ins)]: Inserts a space where the cursor is positioned.

[F5(Write)]: Stores the phrase name and exits the Phrase Name screen.

[F6(EXIT)]: Exits the Phrase Name screen without storing the phrase name.

6. After entering the name, press [F(Write)].
7. Hold [SHIFT] and press [ZERO/(STORE)].
8. “STORE OK?” appears in the display. Press [YES]. This saves the song and the phrase names.
9. Press [PLAY(DISPLAY)] to return to the Playlist display.