



## Supplementary Manual

### Table of Contents

<b>New Functions in MONTAGE Version 1.10 .....</b>	<b>2</b>
New Performances .....	3
Performance Play (Home) .....	3
Category Search .....	4
Utility .....	6
Part Edit (Edit).....	9
Live Set Edit (Edit) .....	10
Live Set .....	11

# New Functions in MONTAGE Version 1.10

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Yamaha has upgraded the MONTAGE firmware, adding the following new functions. This manual describes additions and changes with respect to the Reference Manual that came with your instrument.

- New Performances have been added.
- From the Performance Play (Home) display, you can now view Part types and categories of each Part.
- From the Performance Play (Home) and the Mixing displays, you can now turn the Arpeggio Hold function on/off.
- In the Part Category Search, you can now specify any Part other than Part 1 as the Part to be copied.
- Performance Merge function has been added.
- MIDI single channel mode has been added.
- From the Data Utility display (in the Utility display) you can now delete multiple contents together.
- You can now copy Performances from the Library memory to the User memory.
- You can now copy or exchange Elements/Operators/Drum Keys.
- You can now copy or exchange Live Sets on a Bank or page basis.
- Live Set pages and slots can now be controlled by MIDI Bank Select and Program Change messages.

# New Performances

64 Performances have been added.

For details about the new Performances, refer to the Data List PDF document.

## Performance Play (Home)

From the Performance Play (Home) display, you can view Part types and Arpeggio Hold function status.

### Home



#### 1 Type/Name Switch

Switches between the displays of Part Type/Category and Part Name.

**Settings:** Type, Name

#### 2 Part Types / Part Names

Indicates the Part types and categories or the Part names.

Touching the parameter calls up the menu for Category Search, Edit, and Copy.

To add another Part, touch the “+” icon.

#### 3 Part Arpeggio On/Off switch

Determines whether the Arpeggio of each Part is on or off. When the Arpeggio and the Arpeggio Hold are set to on, “Arp Hold On” is displayed.

**NOTE** In the Part Control status, you can turn the Arpeggio Hold for the Part on or off by pressing the corresponding Number C [1] – [8] button while holding down the [SHIFT] button.

**Settings:** Off, On

# Category Search

## ■ Part Category Search

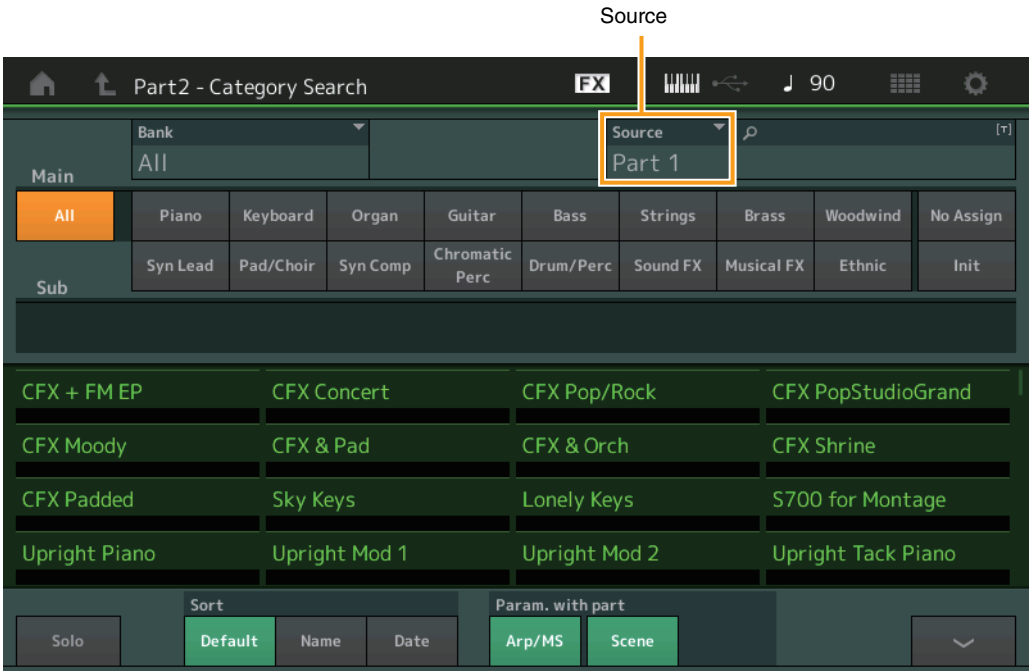
You can now select any Part in a Performance and assign the sound of the Part to another.

Operation

[PERFORMANCE] → Part selection → [SHIFT]+[CATEGORY]  
(When the Part to which any sounds are assigned is selected) Touch the Part Name → Select [Search] from the displayed menu  
or  
(When the Part to which no sound is assigned is selected) Touch the “+” icon

### <V1.10 New function>

When the selected Part and all succeeding Parts have no sound assigned (or are empty), executing the operation above opens the Performance Merge display.



### Source

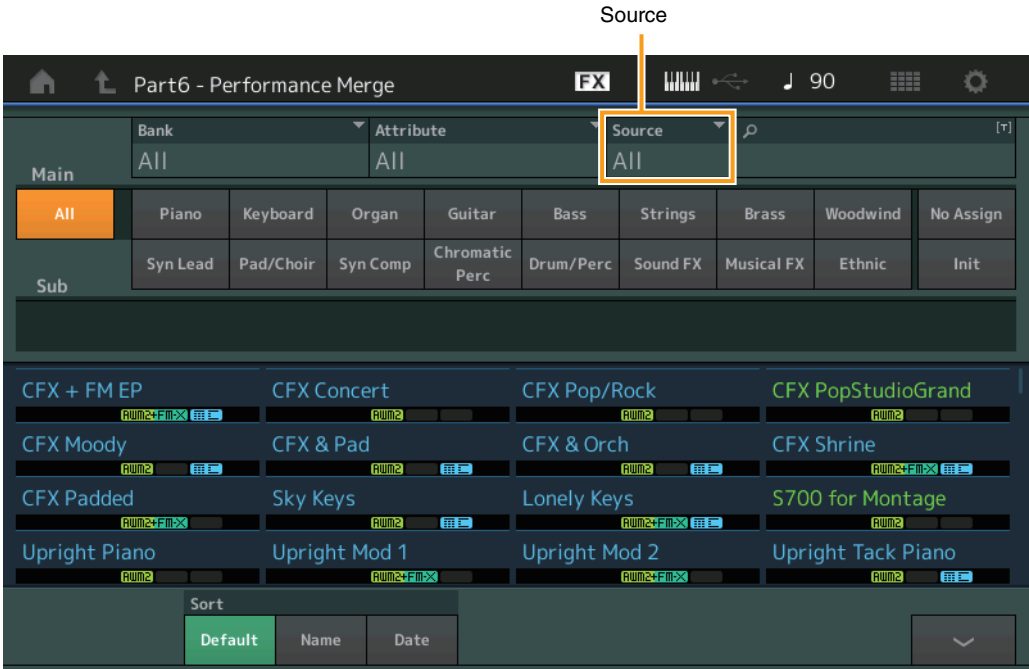
Determines which Part of the selected Performance will be assigned to the Performance being edited. Part 1 is selected by default, which has the same behavior as the older version.

**Settings:** Part 1 – 16

■ Performance Merge

From the Performance Merge display, you can collectively assign multiple Parts from the selected Performance to empty Parts in the Performance currently being edited. For example, you can merge four Piano Parts in one Performance and two Strings Parts in another Performance to create even more richly textured, layered sounds.

**Operation** [PERFORMANCE] → (the selected Part and all Parts that follow must not be assigned) → [SHIFT] + [CATEGORY] or touch the “+” icon



**Source**

Determines which Part of the selected Performance will be assigned to the Performance being edited.

**Settings:** All, Part 1 – 16

**All:** All non-empty Parts of the selected Performance are assigned to available empty Parts.

**Part 1 – 16:** Only the sound from the specified Part is assigned to the selected Part.

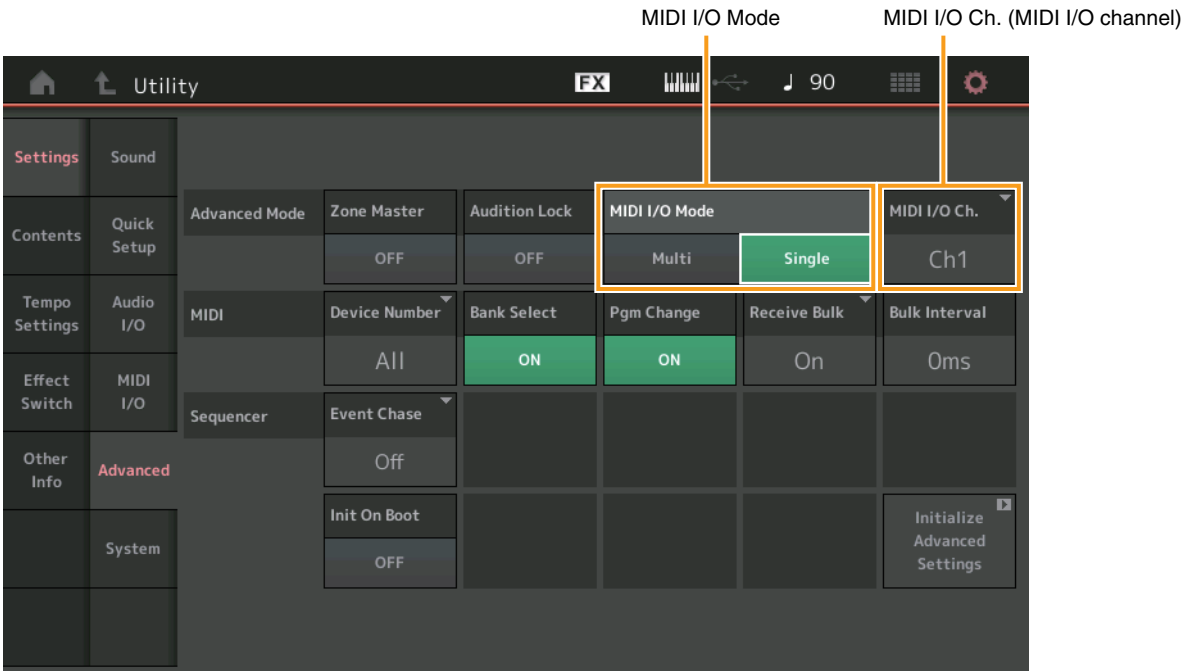
# Utility

## Settings

### Advanced

Data communication between this instrument and an external device using only the specified MIDI channel is now available.

**Operation** [UTILITY] → [Settings] → [Advanced]



### MIDI I/O Mode

Determines which MIDI I/O mode is used for data communication between this instrument and an external device.

**Settings:** Multi, Single

**Multi:** Transmits MIDI data such as Note On/Off messages for each Part.

**Single:** Transmits MIDI data using only the channel specified in "MIDI I/O Ch."

### MIDI I/O Ch. (MIDI I/O channel)

Determines the MIDI channel to be used for data communication when "MIDI I/O Mode" is set to "Single."

**Settings:** Ch1 – 16

**NOTE** When this parameter is set to "Single," Arpeggio data is not transmitted to the external device. When the Zone function is active, the Zone setting for the Performance is given priority over the "MIDI I/O Mode" setting. You can see which setting is active from the MIDI Signal Flow in the MIDI I/O display.

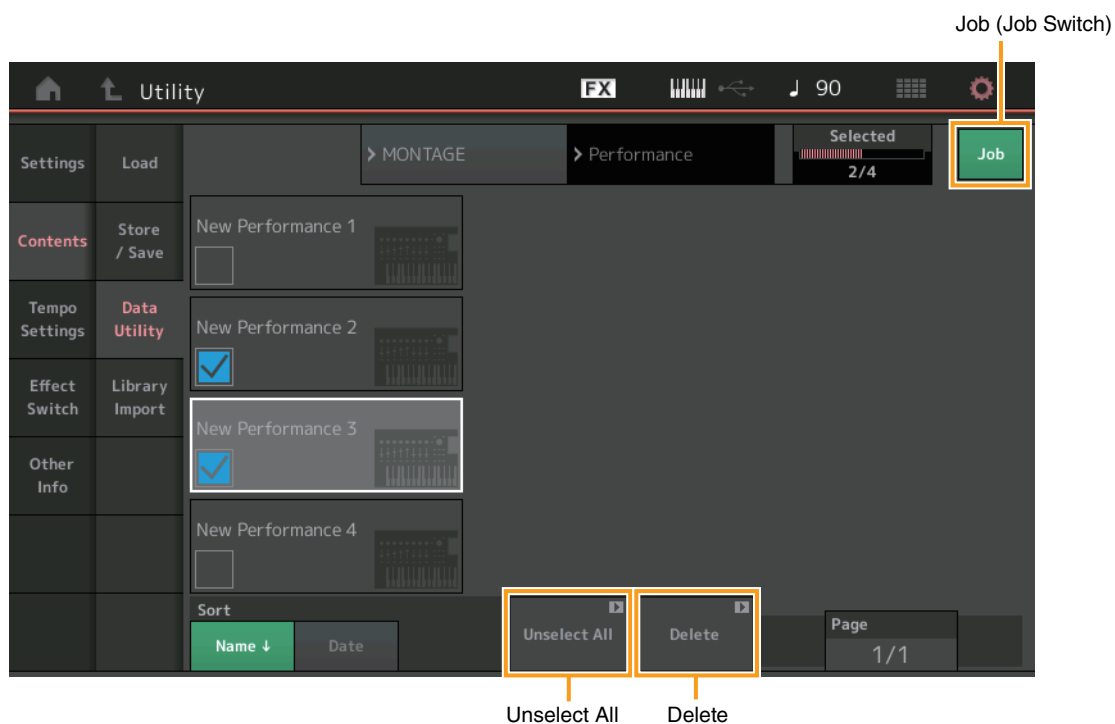
## Contents

### Data Utility

You can now collectively delete multiple contents such as Performances in the User Memory.

**Operation** [UTILITY] → [Contents] → [Data Utility]

#### ■ When the selected Folder is opened



#### Job (Job Switch)

Determines whether the Job function is active (On) or not (Off). When this function is active, you can select multiple contents collectively from this display.

**Settings:** Off, On

#### Select All

Selects all contents in the folder. This button is displayed only when no content is selected.

#### Unselect All

Unselects all contents in the folder. This button is displayed only when any of contents is selected.

#### Delete

Deletes the selected content(s). This button is displayed only when any of contents is selected.

## Library Import

You can now select a desired Performance in the Library file which is loaded to the User Memory and copy the Performance to the User Bank.

**Operation** [UTILITY] → [Contents] → [Library Import]

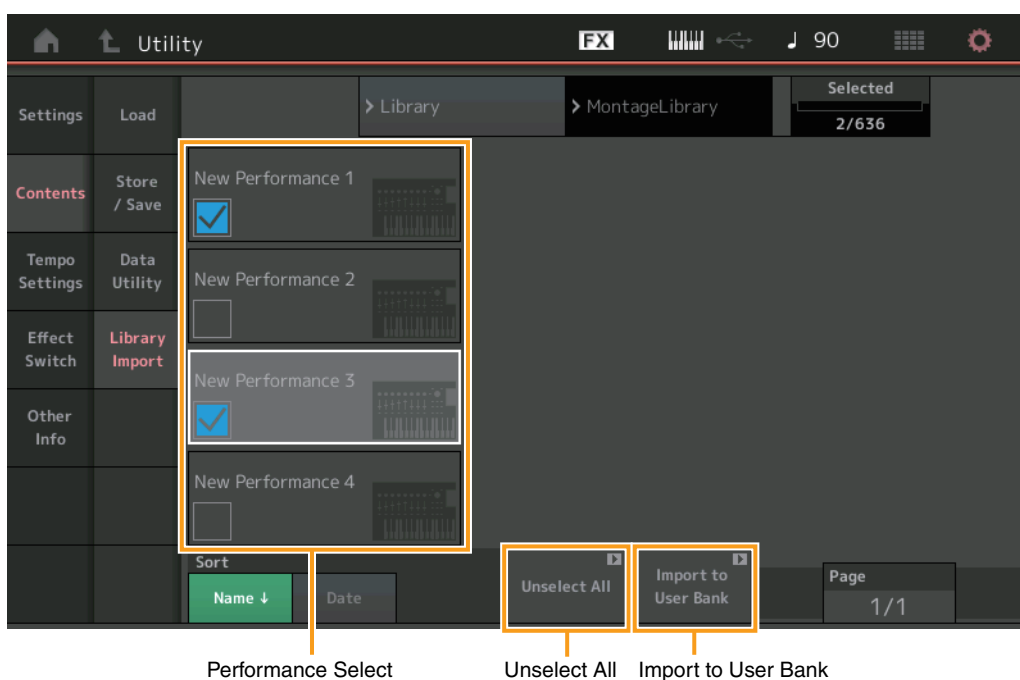
### ■ Library Folder List



### Library Folder Select

Indicates the Libraries as folders. Touching the Folder opens it. These folders are displayed only when Library files are loaded in the Load display.

### ■ When the selected Library Folder is opened





## Performance Select

Indicates the Performances in the selected Library. Touching the name switches between being selected or unselected.

## Select All

Selects all Performances in the selected Library folder. This button is displayed only when no Performance is selected.

## Unselect All

Unselects all Performances in the Library folder. This button is displayed only when any of Performances is selected.

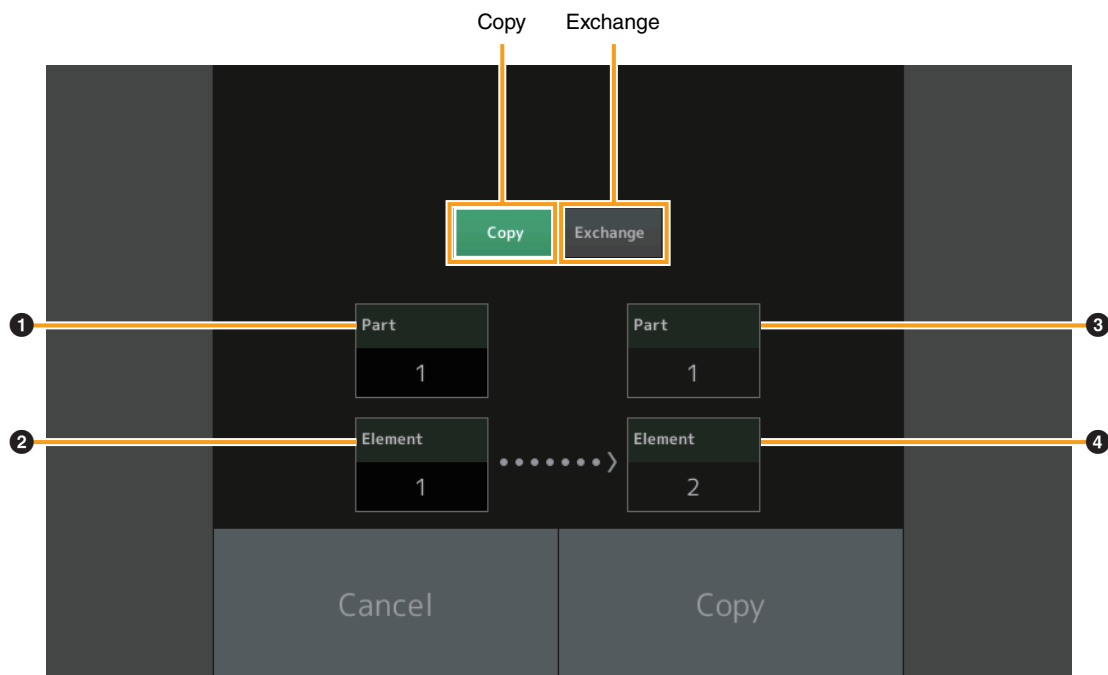
## Import to User Bank

Copies the selected Performance in the User Bank. User Waveforms and User Arpeggio which are used in the selected Performance are copied to the User Bank as well. This button is displayed only when any of the Performances is selected.

# Part Edit (Edit)

You can now copy (or exchange between) Elements/Operators/Drum Keys.

**Operation** [PERFORMANCE] → [EDIT] → Select Element/Operator/Drum Key to be copied → [SHIFT] + [EDIT]



**NOTE** Copying or exchanging between different Part types (for example, between Elements and Operators) cannot be executed.

## Copy

Touching this button activates the Copy function between Elements/Operators/Drum Keys.

## Exchange

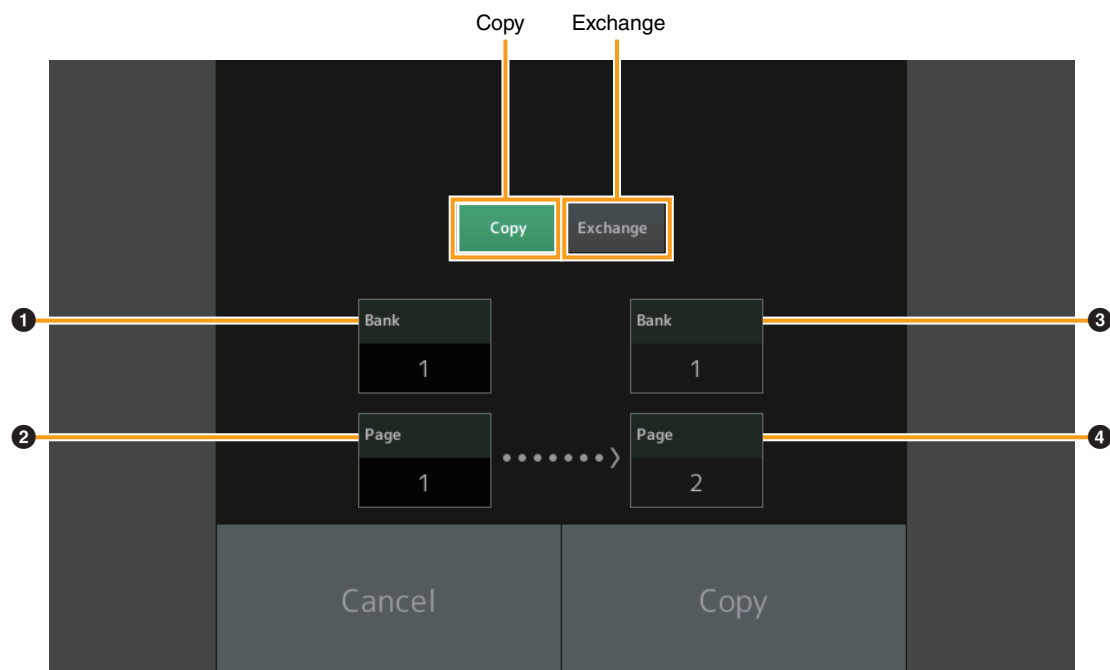
Touching this button activates the Exchange function between Elements/Operators/Drum Keys.

- ❶ Part to be copied (or exchanged)
- ❷ Element/Operator/Drum Key to be copied (or exchanged)
- ❸ Copy (or exchange) destination Part
- ❹ Copy (or exchange) destination Element/Operator/Drum Key

# Live Set Edit (Edit)

You can now copy (or exchange) between Live Sets on a Bank or page basis.

**Operation** [LIVE SET] → User Bank selection → [EDIT] → Select Bank/Page to be copied → [SHIFT] + [EDIT]



**NOTE** Page copy (or exchange) between different Banks cannot be executed.

## Copy

Touching this button activates the Bank/Page Copy function.

## Exchange

Touching this button activates the Bank/Page Exchange function.

- ❶ Bank to be copied (or exchanged)
- ❷ Page to be copied (or exchanged)
- ❸ Copy (or exchange) destination Bank
- ❹ Copy (or exchange) destination Page

# Live Set

You can now select a desired Live Set Slot by sending the appropriate program change message from an external device. The Live Set Slots to be selected and the corresponding Bank Select MSBs/LSBs and Program Change Numbers are as follows.

MSB (HEX)		LSB (HEX)		Program No.	Live Set Slot
62	3E	00	00	0 – 15	Page 1, Slot 1 – 16
		1	01	0 – 15	Page 2, Slot 1 – 16
		2	02	0 – 15	Page 3, Slot 1 – 16
		3	03	0 – 15	Page 4, Slot 1 – 16
		4	04	0 – 15	Page 5, Slot 1 – 16
		5	05	0 – 15	Page 6, Slot 1 – 16
		6	06	0 – 15	Page 7, Slot 1 – 16
		7	07	0 – 15	Page 8, Slot 1 – 16
		8	08	0 – 15	Page 9, Slot 1 – 16
		9	09	0 – 15	Page 10, Slot 1 – 16
		10	0A	0 – 15	Page 11, Slot 1 – 16
		11	0B	0 – 15	Page 12, Slot 1 – 16
		12	0C	0 – 15	Page 13, Slot 1 – 16
		13	0D	0 – 15	Page 14, Slot 1 – 16
		14	0E	0 – 15	Page 15, Slot 1 – 16
		15	0F	0 – 15	Page 16, Slot 1 – 16