Song playback

You have already learned how to play back Songs on page 19. In this section, you'll learn how to use convenient mute/solo functions during playback.

Track mute

This lets you mute a specific Track or Tracks of the Song.

1 **Press the [MUTE] button so that its lamp lights.**
The lamps of the Number buttons light, indicating that the corresponding Tracks are on.

Number [1] – [16] buttons   [MUTE] button
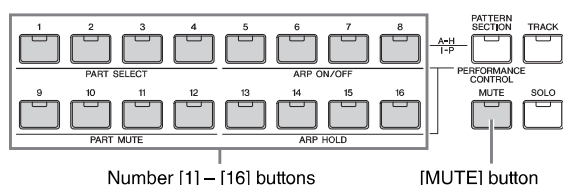
2 **To mute a Track, press the corresponding Number [1] – [16] buttons (the lamp turns off).**
Multiple Tracks can be muted simultaneously.

3 **To sound a muted Track, press the corresponding button (lamp is off) so that its lamp lights.**
For future recording purposes, make sure all buttons are lit and Mute is turned off for all Tracks.

Track solo

This lets you solo a specific Track of the Song.

1 **Press the [SOLO] button so that its lamp lights.**

Number [1] – [16] buttons   [SOLO] button
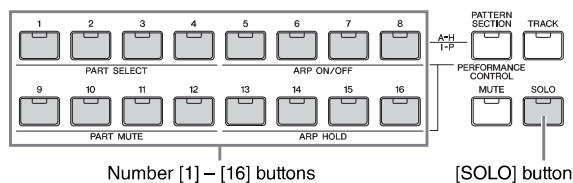
2 **To solo a Track, press the corresponding Number [1] – [16] buttons (the lamp flashes).**
Press another number button to change the soloed Track.

3 **Press the [TRACK] or [MUTE] button to return to the original status.**
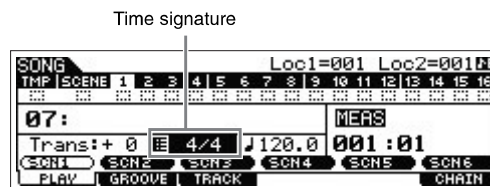
Creating a Drum part via Step Recording

Now, try creating a Song.
First, record a 4-measure drum phrase as shown below to Track 1 by using Step Recording.

1 **Press the [SONG] button to call up the Song Play display then select an empty Song.**

2 **On the [F1] PLAY display, set the time signature to "4/4."**

Time signature

3 **Press the [REC] button, followed by the [F1] SETUP button, then set the parameters as below.**
- Type = step
- Event = note
- RecTr = 1
- Ch = all

If necessary, set the tempo to the desired value.

4 **Press the [F2] VOICE button, followed by the [CATEGORY SEARCH] button, then select the Drum Voice.**
Set the Main Category to "Drum/Percussion" then set the Sub Category to "Drums." Move the Cursor [>] button to call up the Drum Voice List. From this list, select "PDR B09 Analog" then press the [ENTER] button.
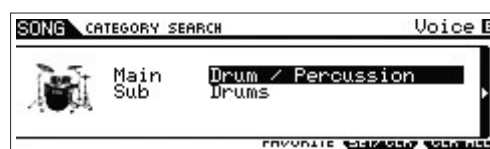
5 **Press the [▶] (Play) button to enter the Step Record mode.**

The [▶] button lamp lights and the Step Record display appears.

6 **Set the "Step Time" to "480."**

The "Step Time" parameter determines to what position the pointer will advance after a note has been entered. Here, the pointer will advance in quarter-note steps.

7 **Press the [◀] (Top) button to return to the top of the Song, then press the B0 key four times.**

The Bass Drum Kick sound (assigned to the B0 key) is recorded to the timing of each beat.

> **NOTE** If you are using the MOXF6, use the [OCTAVE] buttons to make sure that the Bass Drum Kick sounds when you play the B0 key. This is necessary since the MOXF6 has a shorter keyboard and doesn't have a B0 key.

8 **Press the [■] (Stop) button to stop recording.**

This returns to the Song Play display.

9 **To record another percussion sound, press the [REC] button then the [▶] (Play) button to enter the Step Record mode again.**

The [▶] button lamp lights and the Step Record display appears.

10 **Set the "Step Time" to "♪ 240."**

The Step Time parameter determines to what position the pointer will advance after a note has been entered. Here, the pointer will advance in eighth-note steps.

11 **Press the [◀] (Top) button to return to the top of the Song, then press the [F3] REST button and G♯1 key four times.**

An eighth-note rest is recorded to each down beat and the Hi-Hat Cymbal sound (assigned to the G♯1 key) is recorded to each up beat.

> **NOTE** If you are using the MOXF6, use the [OCTAVE] buttons to make sure that the Hi-Hat Cymbal sounds when you play the G♯1 key. This is necessary since the MOXF6 has a shorter keyboard and doesn't have a G♯1 key.

12 **Press the [■] (Stop) button to stop recording.**

This returns to the Song Play display.
After executing the above operations (steps 1 – 12), you should now have a 1-measure drum phrase as shown below.

13 **Press the [◀] (Top) button, then press the [▶] (Play) button to hear the recorded data.**

To stop playback, press the [■] (Stop) button.

14 **Press the [JOB] button, followed by the [F3] EVENT button to call up the EVENT JOB SELECT display.**

To create a four-measure drum pattern (which repeats the recorded drum phrase), use the Copy Event Job.
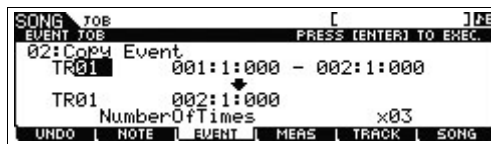
15 **Select "02: Copy Event" then press the [ENTER] button.**

```
SONG ╲JOB            [      ]C
EVENT JOB SELECT          PRESS [ENTER] TO SELECT.
 01:Shift Clock
 02:Copy Event
 03:Erase Event
 04:Extract Event
 05:Create Continuous Data
 UNDO │ NOTE │ EVENT │ MEAS │ TRACK │ SONG
```

16 **Make the settings as listed below then press the [ENTER] button to execute the Copy Event Job.**

- Source Track = "01", Source range = "001:1:000" – "002:1:000"
- Destination Track = "01", Top measure of the destination = "002"
- "NumberOfTimes" = "x 03"

Executing this Job will copy the drum phrase (recorded to the first measure) to the 2nd, 3rd, and 4th measures respectively.

```
SONG ╲JOB            [      ]C
EVENT JOB                 PRESS [ENTER] TO EXEC.
 02:Copy Event
    TR01      001:1:000 - 002:1:000
                   ↓
    TR01      002:1:000
        NumberOfTimes        x03
 UNDO │ NOTE │ EVENT │ MEAS │ TRACK │ SONG
```

17 **Press in order the [SONG] button, [◀] (Top) button, and [▶] (Play) button to hear the recorded data.**

To stop playback, press the [■] (Stop) button.

HINT

Tips in Step Recording

- In Step recording, you can also enter chords. Because notes are actually entered when the keys are released, make sure to press all correct keys you want to enter then release the keys.
- In Step Recording, press the [▶] (Play) button to start playback from the current position. In this status, pressing the [■] (Stop) button will stop playback and return to the Step Record mode.
- In Step recording, you can create the legato phrases by setting the GateTime to "100%."
- In Step Recording, you can enter tied notes. For example, first set the Step Time to "480" (quarter note) then press and release the key. Next, change the Step Time to "240" (8th note) then press the [F4] TIE button, resulting in a dotted quarter note.