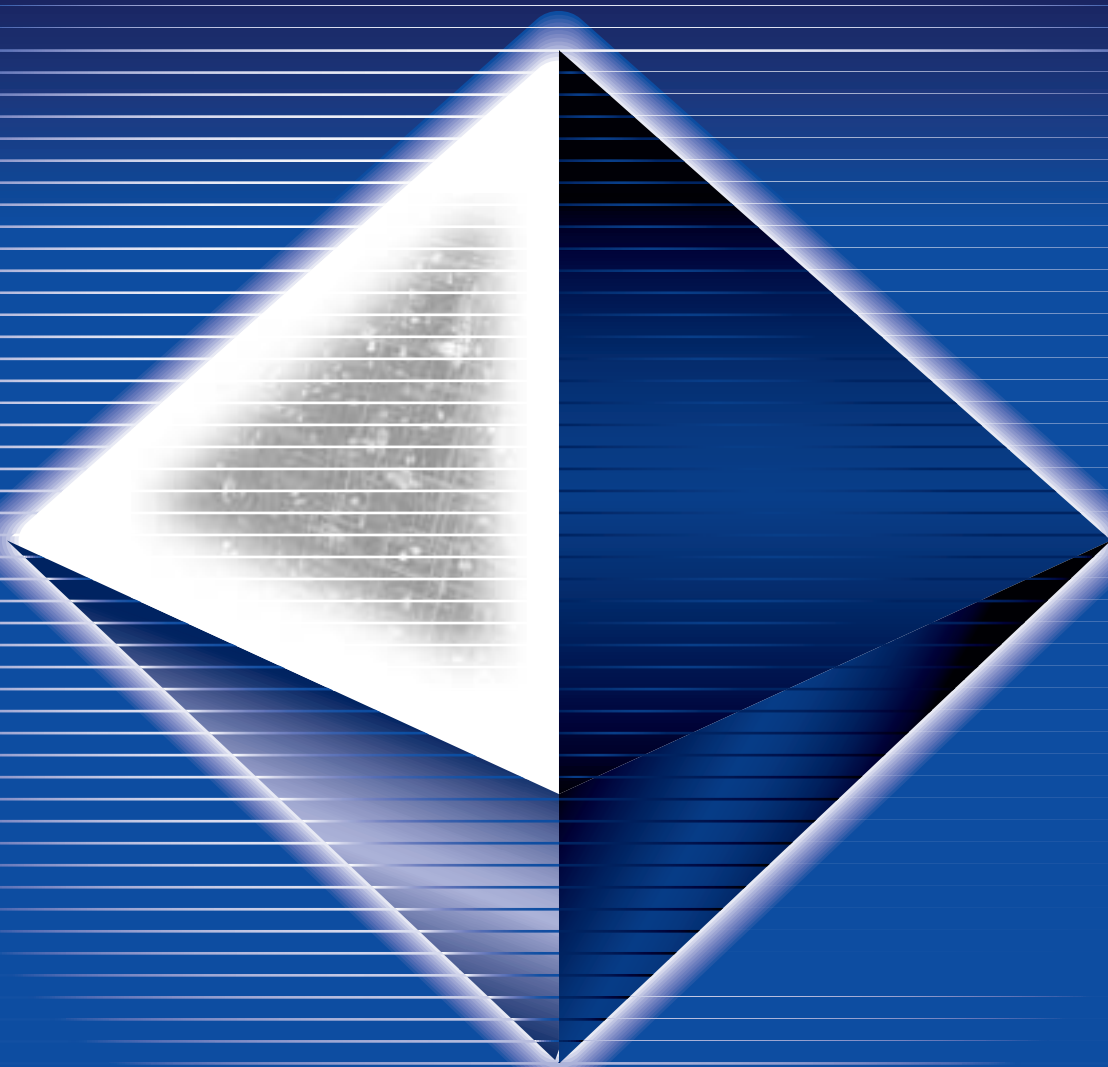




Version 3 Upgrade for
PSR-9000

Version 2 Upgrade for
9000 Pro



Owner's Manual

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1.

Introduction

Although the PSR-9000 and 9000Pro are two of the most powerful music workstations available, this software update adds even more features and power.

Before we move on to the installation procedure, make sure that the following floppy disks have been prepared. If you do not have them yet, download the necessary files from the Yamaha PK Club web site (<http://www.yamahaPKclub.com/>).

PSR-9000

Disk Name	File Name
MAIN PROGRAM 1	p9000m.001
MAIN PROGRAM 2	p9000m.002
MAIN PROGRAM 3	p9000m.003
MAIN PROGRAM 4	p9000m.004
SUB PROGRAM	p9000s.bin

9000Pro

Disk Name	File Name
MAIN PROGRAM 1	p9000pm.001
MAIN PROGRAM 2	p9000pm.002
MAIN PROGRAM 3	p9000pm.003
MAIN PROGRAM 4	p9000pm.004
MAIN PROGRAM 5	p9000pm.005
SUB PROGRAM	p9000ps.bin

About the Example Displays In This Manual

Although the PSR-9000 and 9000Pro allow you to select displays in a number of languages, the example displays shown in this manual are all in English.

The illustrations and displays as shown in this owner's manual are for instructional purposes only, and may be different from your instrument.

Page References

In many cases this manual will refer you to specific pages in the PSR-9000 or 9000Pro Owner's Manual. Such references will be indicated as follows:

 page xx

 page xx

IMPORTANT!!

- If you're not thoroughly familiar with the handling and use of floppy disks, please refer to the precautions on page 5 of the PSR-9000 or 9000Pro Owner's Manual.

2. Important! – Backup Before Installation

If you have made any changes to the Flash Style, OTS, or Music Database contents that you want to keep, we recommend that you back up your data to floppy disk before installing the new software.

You'll need one or two blank floppy disks for this!

Also, the new operating system allots 30 kilobytes more Custom Voice memory than preceding operating system software. We recommend that you back up the Custom Voice data if you're upgrading from a previous operating, but in the case that you want to re-install a previous operating system after upgrading, you will definitely need to use the Save To Disk function to save any Custom Voice data you want to keep to disk (the amount of Custom Voice memory will be reduced and thus the Custom Voice memory will be initialized).



If you haven't made any changes to the settings listed above, or don't want to keep any changes you've made, you can skip straight ahead to "Installing Your New Software" on page 8.

Backing Up Your Data.....

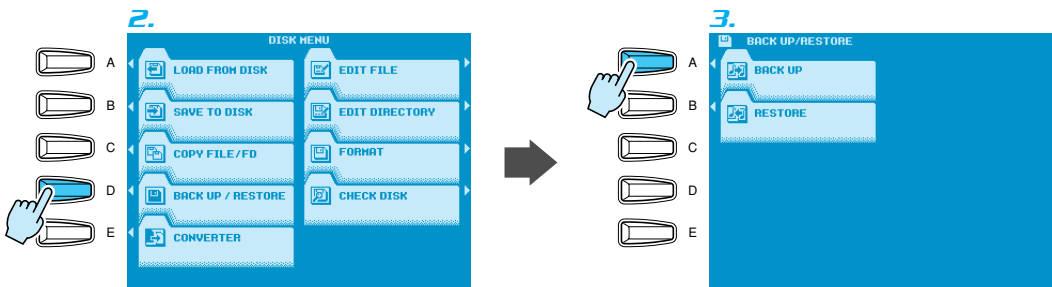
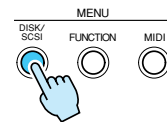
There are several ways to back up your data, depending on the types of changes you have made and the data you want to keep. Look over the options presented below and choose the one that best suits your backup requirements.

All Data

This method will let you back up any combination of Setup, Style, OTS, Music Database, Registration, and Multi Pad data. This backup option uses the Disk/SCSI Backup function.

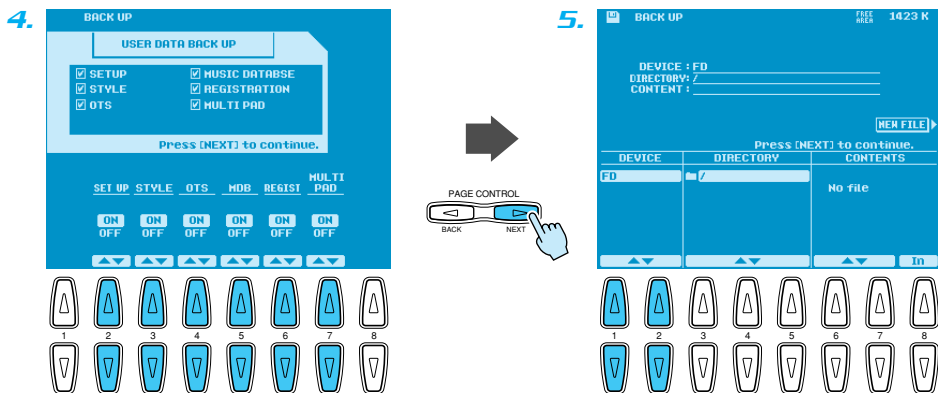


1. Press the [DISK/SCSI] button.
2. Press the LCD [D] button (BACKUP/RESTORE).
3. Press the LCD [A] button (BACKUP).

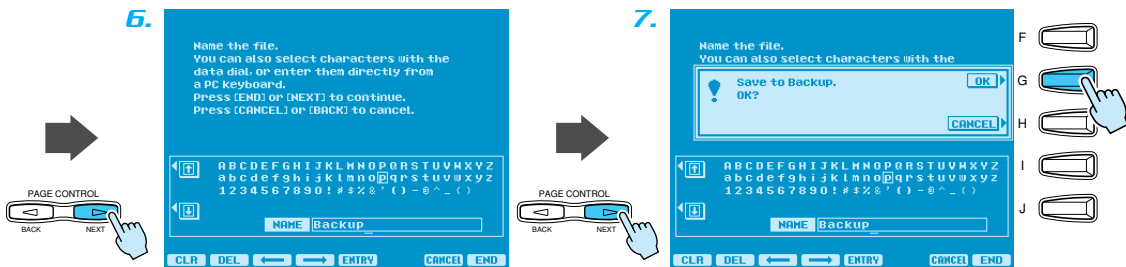


2. Important! – Backup Before Installation

4. Use the LCD [2] ~ [7] buttons to select the types of data you want to back up.
5. Press the [NEXT] button and, when applicable, use the LCD [1]/[2] buttons to select the disk you want to back up to (if you're backing up to floppies a blank floppy disk which is not write protected must be present in the floppy disk drive). If you choose to back up to hard disk, you may also need to select the directory to which the data will be saved.



6. Press the [NEXT] button and enter an appropriate name for your backup file.
7. Press the [NEXT] button and then the LCD [G] button (OK) to save the selected data to the specified disk.



After installing the new software you can use the Restore function to reload the saved data.



Individual Flash Styles

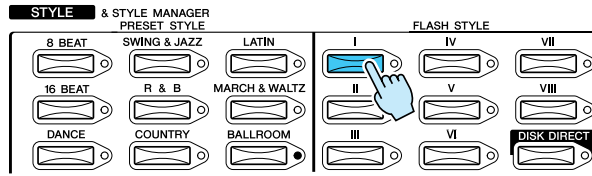
If you only have a few Flash Styles you need to back up, the “All Data” method described above might not be what you need. Here’s how you can backup individual Flash Styles, or a group of Flash Styles as required.

This backup option uses the Save Style From Flash ROM function.

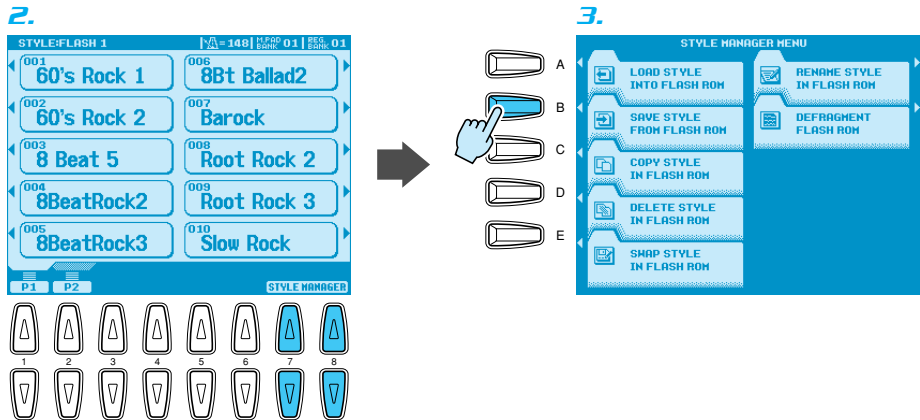


2. Important! – Backup Before Installation

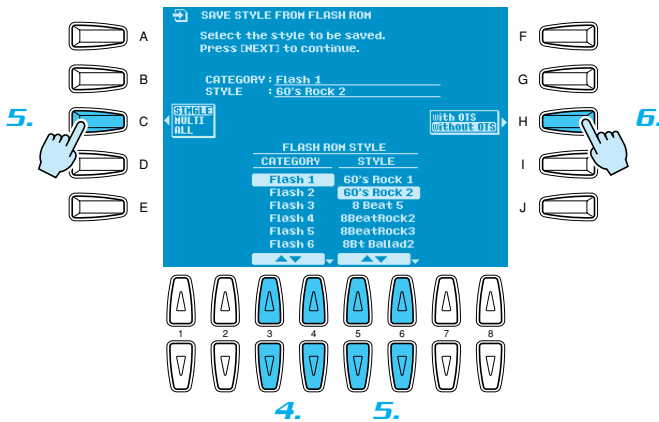
1. Press any FLASH STYLE button.



2. Press the LCD [7] or [8] button to go to the STYLE MANAGER.
3. Press the LCD [B] button to select the SAVE STYLE FROM FLASH ROM function.

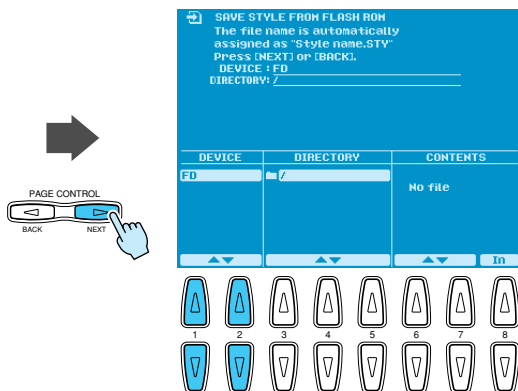


4. Use the LCD [3]/[4] buttons to select the Flash Style category containing the styles you want to backup.

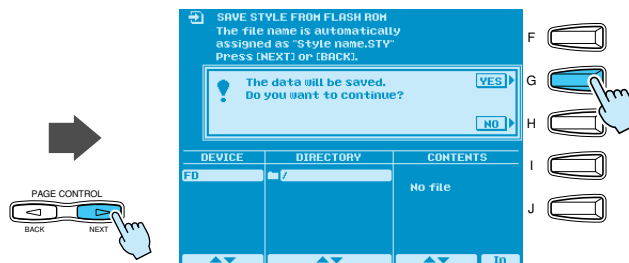


5. Use the LCD [C] button to choose whether you want to backup a single style (SINGLE), a group of adjacent styles in the style list (MULTI), or all styles in the selected category (ALL). If you selected "SINGLE" use the LCD [5]/[6] buttons to select the style you want to backup. If you selected "MULTI" use the LCD [5]/[6] buttons to expand the highlighted region in the STYLE list to include all the styles you want to backup. If you selected "ALL" all styles in the list will automatically be highlighted.
6. Use the LCD [H] button to choose whether you want to save the selected styles with or without OTS data.

- Press the [NEXT] button and, when applicable, use the LCD [1]/[2] buttons to select the disk you want to back up to (if you're backing up to floppies a blank floppy disk which is not write protected must be present in the floppy disk drive). If you choose to back up to hard disk, you may also need to select the directory to which the data will be saved.



- Press the [NEXT] button and then the LCD [G] button (YES) to save the selected data to the specified disk



After installing the new software you can use the Load Style Into Flash ROM function to reload the saved data.

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Using the Registration Memory To Save Music Database Settings

Although all Music Database data can be saved by using the “All Data” method described above, individual Music Database settings cannot be saved to disk. A convenient way to backup Music Database settings is to save them to the Registration Memory.

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 page 28

3. Installing Your New Software

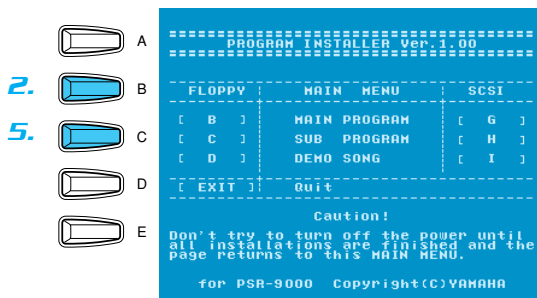
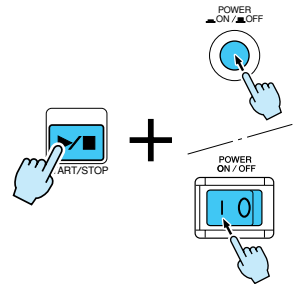
Once you've backed up any personal data you want to keep, as described in the preceding section, you can go ahead and install the new operating system.

Installing the Main and Sub Programs

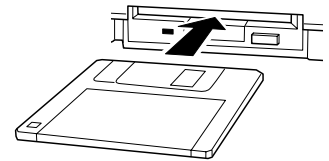
IMPORTANT!!

- Don't turn off the power during the software installation process! Also, don't eject any of the program disks while they are loading! Doing so can result in incomplete and/or corrupted data, requiring complete system re-installation.

1. Turn the 9000 power ON while holding the [START/STOP] button. The PROGRAM INSTALLER page will appear.
2. Press the LCD [B] button to begin the MAIN PROGRAM load procedure.



3. Insert the MAIN PROGRAM 1 disk and press the [START/STOP] button. Wait until the first disk is loaded, then follow the instructions on the LCD and insert/load the remaining MAIN PROGRAM disks in the same way (always be sure to insert the disk specified by the instructions on the LCD).
4. When the main program has been fully loaded "Completed" will appear on the LCD. Press the [EXIT] button to return to the PROGRAM INSTALLER menu.
5. Press the LCD [C] button to begin the SUB PROGRAM load procedure.
6. Insert the SUB PROGRAM disk and press the [START/STOP] button, then wait for the SUB PROGRAM is fully loaded.
7. When "Completed" appears on the LCD, press the [EXIT] button twice. The 9000 will restart with the new operating system.



NOTE

- The display may flicker a little when the 9000 is restarted under the new operating system — this is normal.

4. The New Features



New Split Points

Previous versions of the operating system allowed one split point to be specified to separate the auto-accompaniment/left-hand section and the right-hand section of the keyboard. The new operating system allows three split points:

- **ACMP SPLIT POINT**

Separates the auto-accompaniment section of the keyboard from the left- and right-hand sections.

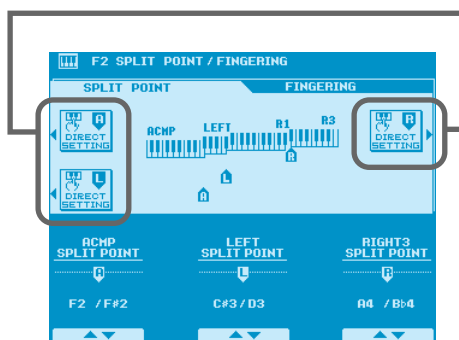
- **LEFT SPLIT POINT**

Separates the left- and right-hand sections of the keyboard.

- **RIGHT 3 SPLIT POINT**

Allows a separate split point to be specified for the R3 voice. This means that you could, for example, assign only the top octave of the keyboard to a percussion or sound-effect voice.

Access: [FUNCTION] → SPLIT POINT/FINGERING



You can set the split points by pressing the desired key while holding the corresponding LCD button.

Use the appropriate LCD buttons to set the split points as required, or use the DIRECT SETTING functions to directly specify the corresponding split point via the keyboard.

NOTE

- The "A" (ACMP) split point cannot be set higher than the "L" (LEFT) or "R" (RIGHT 3) split point, and vice versa. In the same way the "R" split point cannot be set lower than the "L" or "A" split point.

NOTE

- When the "L" and "A" split points are set at different keys, the LEFT voice can be played between the "L" and "A" split points when the Auto Accompaniment function is on. When the "L" and "A" split points are set to the same key, the LEFT voice can be played anywhere to the left of the "L" and "A" split points.



New Fingerings

New fingerings have been added for even greater auto-accompaniment versatility. The available fingering modes are listed below.

● Single Finger

Same as in previous versions.

● Multi Finger

Same as in previous versions.

● Fingered

This is the most standard fingering mode including two-note fingerings as shown in the fingering chart on pages 11 and 12.

● Fingered Advanced

This mode is ideal for jazz-type chord voicings which omit the root and/or 5th. The Fingered Advanced mode also allows two-note fingerings. See the fingering chart on pages 12 and 13 for details.

● Fingered Pro

Chords are only detected (changed) when three or more notes are played. This makes it possible to play one- or two-note lines (e.g. obbligato or riff melody) with the left part without causing a chord change.

● Fingered Pro Advanced

This is a “pro” version of the Fingered Advanced mode — i.e. chords are only detected when three or more notes are played.

● On Bass

The lowest note played becomes the bass note. All other fingerings are the same as in the Fingered mode.

● On Bass Advanced

The lowest note played becomes the bass note. All other fingerings are the same as in the Fingered Advanced mode.

● On Bass Pro

The lowest note played becomes the bass note. All other fingerings are the same as in the Fingered Pro mode.

● On Bass Pro Advanced

The lowest note played becomes the bass note. All other fingerings are the same as in the Fingered Pro Advanced mode.

● Full Keyboard

Fingerings are the same as in the Fingered Advanced mode, but chord detection occurs over the entire keyboard. Arpeggios are not supported in this mode.

● AI Full Keyboard (9000Pro Only)

This Full Keyboard mode is suitable for the piano performance with the both hands (e.g. arpeggios and melody). Chords can be presumed even one or two notes are played. There is a limit to the types of chords that can be detected. See the fingering chart of the Fingered Advanced mode on page 13.

NOTE

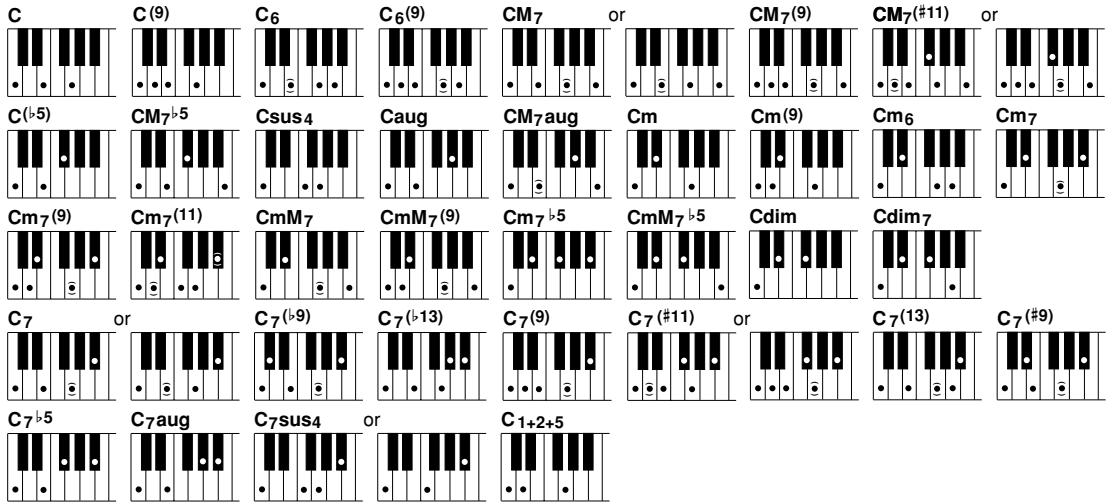
- This fingering mode may not be suitable for some performance.

NOTE

- Notes in parentheses can be omitted.
- If you play any three adjacent keys (including black keys), the chord sound will be canceled and only the rhythm instruments will continue playing (Chord Cancel function).
- The chord fingerings listed are all in “root” position, but other inversions can be used – with the exceptions described on Note column.
- The auto accompaniment will sometimes not change when related chords are played in sequence (e.g. some minor chords followed by the minorseventh).
- Two-note fingerings will produce a chord based on the previously played chord.

■ Chord Types Recognized in the Fingered Mode

● Example for "C" chords

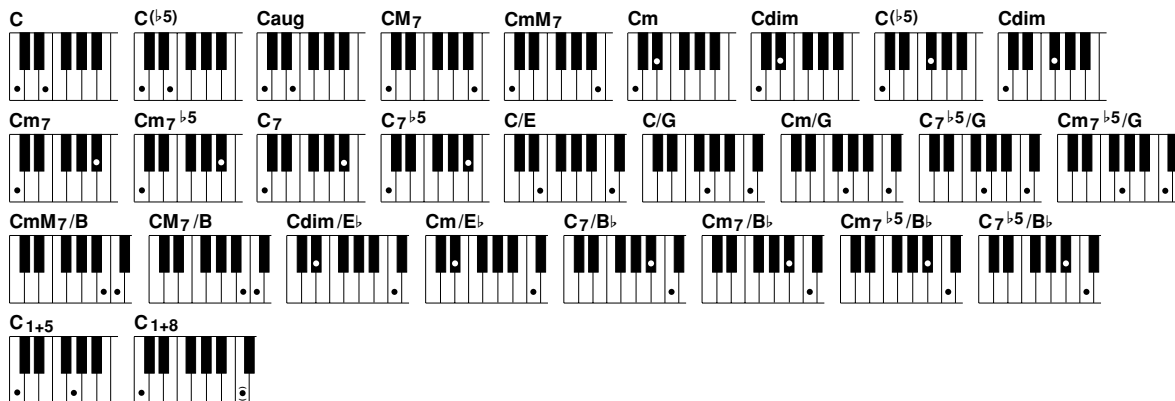


Chord Name [Abbreviation]	Display for root "C"	Normal Voicing	Note
Major [M]	C	1 - 3 - 5	
Add ninth [(9)]	C(9)	1 - 2 - 3 - 5	
Sixth [6]	C6	1 - (3) - 5 - 6	Root position only
Sixth ninth [6(9)]	C6(9)	1 - 2 - 3 - (5) - 6	Root position only
Major seventh [M7]	CM7	1 - 3 - (5) - 7	
Major seventh ninth [M7(9)]	CM7(9)	1 - 2 - 3 - (5) - 7	
Major seventh add sharp eleventh [M7(#11)]	CM7#11	1 - (2) - 3 - #4 - 5 - 7 1 - 2 - 3 - #4 - (5) - 7	
Flatted fifth [(b5)]	C(b5)	1 - 3 - b5	
Major seventh flatted fifth [M7b5]	CM7b5	1 - 3 - b5 - 7	
Suspended fourth [sus4]	Csus4	1 - 4 - 5	Root position only
Augmented [aug]	Caug	1 - 3 - #5	Root position only
Major seventh augmented [M7aug]	CM7aug	1 - (3) - #5 - 7	
Minor [m]	Cm	1 - b3 - 5	
Minor add ninth [m(9)]	Cm(9)	1 - 2 - b3 - 5	
Minor sixth [m6]	Cm6	1 - b3 - 5 - 6	Root position only
Minor seventh [m7]	Cm7	1 - b3 - (5) - b7	Except 1st inversion
Minor seventh ninth [m7(9)]	Cm7(9)	1 - 2 - b3 - (5) - b7	
Minor seventh eleventh [m7(11)]	Cm7_11	1 - (2) - b3 - 4 - 5 - (b7)	Except 1st inversion
Minor major seventh [mM7]	CmM7	1 - b3 - (5) - 7	
Minor major seventh ninth [mM7(9)]	CmM7_9	1 - 2 - b3 - (5) - 7	
Minor seventh flatted fifth [m7b5]	Cm7b5	1 - b3 - b5 - b7	Except 1st inversion
Minor major seventh flatted fifth [mM7b5]	CmM7b5	1 - b3 - b5 - 7	
Diminished [dim]	Cdim	1 - b3 - b5	
Diminished seventh [dim7]	Cdim7	1 - b3 - b5 - 6	Root position only
Seventh [7]	C7	1 - 3 - (5) - b7 1 - (3) - 5 - b7	
Seventh flatted ninth [7(b9)]	C7(b9)	1 - b2 - 3 - (5) - b7	
Seventh add flatted thirteenth [7(b13)]	C7b13	1 - 3 - 5 - b6 - b7	
Seventh ninth [7(9)]	C7(9)	1 - 2 - 3 - (5) - b7 1 - (2) - 3 - #4 - 5 - b7	
Seventh add sharp eleventh [7(#11)]	C7#11	1 - 2 - 3 - #4 - (5) - b7	
Seventh add thirteenth [7(13)]	C7(13)	1 - 3 - (5) - 6 - b7	
Seventh sharp ninth [7(#9)]	C7(#9)	1 - #2 - 3 - (5) - b7	
Seventh flatted fifth [7b5]	C7b5	1 - 3 - b5 - b7	The lowest note can be the root note or b7th note.
Seventh augmented [7aug]	C7aug	1 - 3 - #5 - b7	
Seventh suspended fourth [7sus4]	C7sus4	1 - 4 - 5 - b7	Root position only
One plus two plus five [1+2+5]	C1+2+5	1 - 2 - 5	Root position only

4. The New Features

■ Two-note Fingerings Recognized in the Fingered and Fingered Advanced Mode

● Example for "C" chords



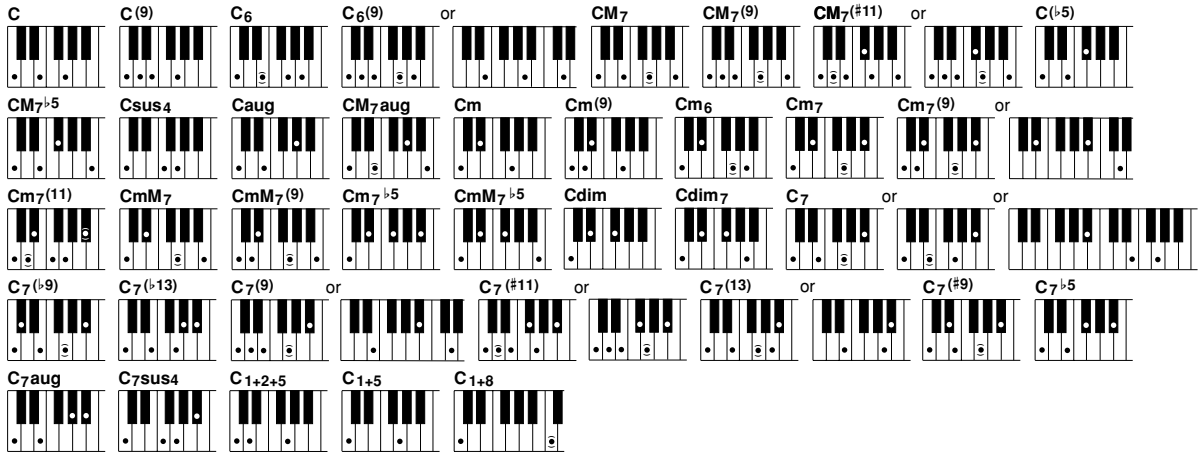
Chord Name [Abbreviation]	Display for root "C"	Normal Voicing	Note
Major [M]	C	1 - 3	Root position only
Flatted fifth [(♭5)]	C(♭5)	1 - 3	Root position only
Augmented [aug]	Caug	1 - 3	Root position only
Major seventh [M7]	CM7	1 - 7	Root position only
Minor major seventh [mM7]	CmM7	1 - 7	Root position only
Minor [m]	Cm	1 - ♭3	Root position only
Diminished [dim]	Cdim	1 - ♭3	Root position only
Flatted fifth [(♭5)]	C(♭5)	1 - ♭5	Root position only
Diminished [dim]	Cdim	1 - ♭5	Root position only
Minor seventh [m7]	Cm7	1 - ♭7	Root position only
Minor seventh flatted fifth [m7♭5]	Cm7♭5	1 - ♭7	Root position only
Seventh [7]	C7	1 - ♭7	Root position only
Seventh flatted fifth [7♭5]	C7♭5	1 - ♭7	Root position only
Major on 3rd [M/3rd]	C/E	3 - 8	No inversions
Major on 5th [M/5th]	C/G	5 - 8	No inversions
Minor on 5th [m/5th]	Cm/G	5 - 8	No inversions
Seventh flatted fifth on 5th [7♭5/5th]	C7♭5/G	5 - 8	No inversions
Minor seventh flatted fifth on 5th [m7♭5/5th]	Cm7♭5/G	5 - 8	No inversions
Minor major seventh on 7th [mM7/7th]	CmM7/B	7 - 8	No inversions
Major seventh on 7th [M7/7th]	CM7/B	7 - 8	No inversions
Diminished on ♭3rd [dim/♭3rd]	Cdim/E♭	♭3 - 8	No inversions
Minor on ♭3rd [m/♭3rd]	Cm/E♭	♭3 - 8	No inversions
Major on ♭7th [M/♭7th]	C7/B♭	♭7 - 8	No inversions
Minor seventh on ♭7th [m7/♭7th]	Cm7/B♭	♭7 - 8	No inversions
Minor seventh flatted fifth on ♭7th [m7♭5/♭7th]	Cm7♭5/B♭	♭7 - 8	No inversions
Seventh flatted fifth on ♭7th [7♭5/♭7th]	C7♭5/B♭	♭7 - 8	No inversions
Perfect Fifth [1+5]	C1+5	1 - 5	No inversions
Single [1+8]	C1+8	1 - (8)	

NOTE

- The chords produced by the above fingerings will depend on the previous chord, with the exception of Major on 3rd, Perfect Fifth, and Single fingerings.
(Example: 5-8 played after a Cm chord produced Cm/G, but played after a C chord 5-8 produced C/G).

■ Chord Types Recognized in the Fingered Advanced Mode

● Example for "C" chords



Chord Name [Abbreviation]	Display for root "C"	Normal Voicing	Note	Full Keyboard	All Full Keyboard
Major [M]	C	1 - 3 - 5		✓	✓
Add ninth [(9)]	C(9)	1 - 2 - 3 - 5		✓	-
Sixth [6]	C6	1 - (3) - 5 - 6	Root position only	✓	✓*1
Sixth ninth [6(9)]	C6(9)	1 - 2 - 3 - (5) - 6	Root position only	✓	-
		3 - 6 - 9	No inversions	✓	-
Major seventh [M7]	CM7	1 - 3 - (5) - 7		✓	✓*1
Major seventh ninth [M7(9)]	CM7(9)	1 - 2 - 3 - (5) - 7		✓	-
Major seventh add sharp eleventh [M7(#11)]	CM7#11	1 - (2) - 3 - #4 - 5 - 7		✓	-
		1 - 2 - 3 - #4 - (5) - 7		✓	-
Flatted fifth [(b5)]	C(b5)	1 - 3 - b5	Except 2nd inversion	✓	✓*2
Major seventh flatted fifth [M7b5]	CM7b5	1 - 3 - b5 - 7		✓	✓
Suspended fourth [sus4]	Csus4	1 - 4 - 5	Root position only	✓	✓
Augmented [aug]	Caug	1 - 3 - #5	Root position only	✓	✓
Major seventh augmented [M7aug]	CM7aug	1 - (3) - #5 - 7		✓	✓*1
Minor [m]	Cm	1 - b3 - 5		✓	✓
Minor add ninth [m(9)]	Cm(9)	1 - 2 - b3 - 5		✓	-
Minor sixth [m6]	Cm6	1 - b3 - (5) - 6	Root position only	✓	✓*1
Minor seventh [m7]	Cm7	1 - b3 - (5) - b7	Except 1st inversion	✓	✓*1
Minor seventh ninth [m7(9)]	Cm7(9)	1 - 2 - b3 - (5) - b7		✓	-
		b3 - b7 - 9	No inversions	✓	-
Minor seventh eleventh [m7(11)]	Cm7 11	1 - (2) - b3 - 4 - 5 - (b7)	Except 1st inversion	✓	-
Minor major seventh [mM7]	CmM7	1 - b3 - (5) - 7		✓	✓*1
Minor major seventh ninth [mM7(9)]	CmM7 9	1 - 2 - b3 - (5) - 7		✓	-
Minor seventh flatted fifth [m7b5]	Cm7b5	1 - b3 - b5 - b7	Except 1st inversion	✓	✓
Minor major seventh flatted fifth [mM7b5]	CmM7b5	1 - b3 - b5 - 7		✓	✓
Diminished [dim]	Cdim	1 - b3 - b5	Root position only	✓	✓*2
Diminished seventh [dim7]	Cdim7	1 - b3 - b5 - 6	Root position only	✓	✓
		1 - 3 - (5) - b7		✓	✓*1
Seventh [7]	C7	1 - (3) - 5 - b7		✓	✓*1
		b7 - 10 - 12	No inversions	✓	-
Seventh flatted ninth [7(b9)]	C7(b9)	1 - b2 - 3 - (5) - b7		✓	-
Seventh add flatted thirteenth [7(b13)]	C7b13	1 - 3 - 5 - b6 - b7		✓	-
Seventh ninth [7(9)]	C7(9)	1 - 2 - 3 - (5) - b7		✓	-
		3 - b7 - 9	No inversions	✓	-
Seventh add sharp eleventh [7(#11)]	C7#11	1 - (2) - 3 - #4 - 5 - b7		✓	-
		1 - 2 - 3 - #4 - (5) - b7		✓	-
Seventh add thirteenth [7(13)]	C7(13)	1 - 3 - (5) - 6 - b7		✓	-
		3 - 6 - b7		✓	-
Seventh sharp ninth [7(#9)]	C7(#9)	1 - #2 - 3 - (5) - b7		✓	-
Seventh flatted fifth [7b5]	C7b5	1 - 3 - b5 - b7	The lowest note can be the root note or b7th note.	✓	✓
Seventh augmented [7aug]	C7aug	1 - 3 - #5 - b7		✓	✓
Seventh suspended fourth [7sus4]	C7sus4	1 - 4 - 5 - b7		✓	✓*3
One plus two plus five [1+2+5]	C1+2+5	1 - 2 - 5	Root position only	✓	-
Perfect Fifth [1+5]	C1+5	1 - 5	No inversions	-	✓
Single [1+8]	C1+8	1 - (8)		-	✓

*1 Notes in parentheses cannot be omitted. *2 All inversions can be detected. *3 The 5th note can be omitted.

NOTE

- All Full Keyboard can detect some exceptional chords consisting of only the notes played on the keyboard. (Example: If C and E are pressed, the style consisting of only C and E will be played.)

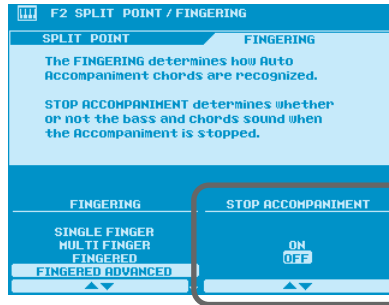
4. The New Features



Stop Accompaniment

This new function allows auto accompaniment to be used even when accompaniment playback is stopped. When a chord is played in the auto-accompaniment section of the keyboard the currently selected pad and bass parts will sound. This can be particularly handy for free-tempo (rubato) passages, or simply to practice at your own pace.

Access: [FUNCTION] → SPLIT POINT/FINGERING → [NEXT]



Turn STOP ACCOMPANIMENT ON or OFF.

NOTE

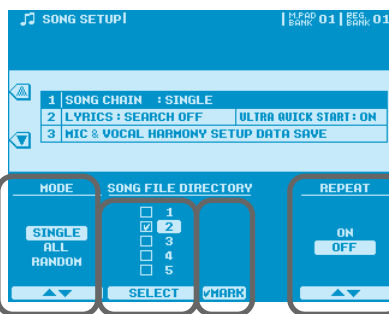
- This function will be disabled when the fingering mode is set to Full Keyboard or AI Full Keyboard, even when Stop Accompaniment is turned ON.



Song Chain

The SONG CHAIN function lets you set up a sequence of songs which will play back automatically – ideal for background music.

Access: [SONG SETUP] → SONG CHAIN



The MODE parameter offers a choice of SINGLE to play only the selected song file directory, ALL to play all marked song file directories, and RANDOM to play the marked song file directories in random sequence.

Select a category.

Mark (include) or un-mark (exclude) the category.

When the REPEAT parameter is OFF the song chain will play through once and then stop. When ON the chain will repeat until playback is stopped manually.

NOTE

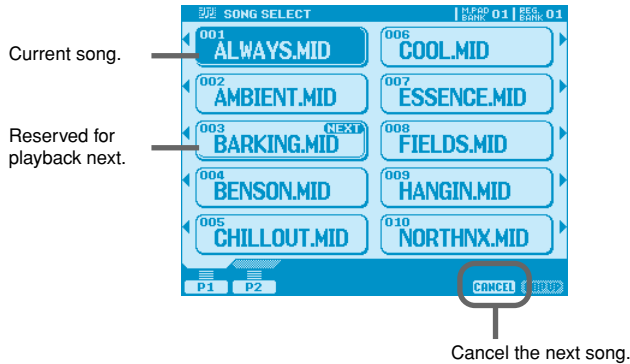
- When ALL or RANDOM is selected the directory containing the currently selected song file will be played back at first, even if it is not marked. Then the marked directories will follow.



Next Song Reservation.....

This function makes it possible to specify the next song to be played while the current song is still playing, so that the next song begins as soon as the current song finishes.

Access: SONG FILE DIRECTORY [I] ~ [V]



While the current song is playing press the appropriate LCD button to select the next song once. A thick border will appear around the selected song title, indicating that it is reserved for playback next. If you press the song-select button a second time playback of the new song will begin immediately.

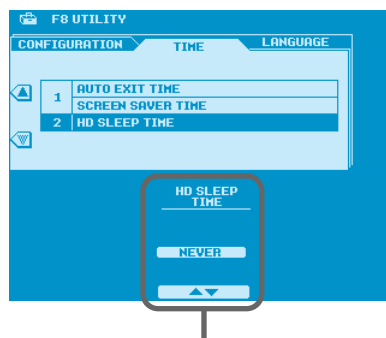


HD Sleep Time Control.....

In previous versions the internal hard disk (when installed) would always go into “sleep” mode after a preset time, both to maximize the lifetime of the hard disk and to minimize unnecessary mechanical noise. The few seconds it took for the hard disk to “wake up” from the sleep mode, could, however, be a problem in some situations.

In the new version you can set the hard disk sleep time from anywhere between 30 seconds and 1 hour, or to “never” if you never want the hard disk to go into sleep mode.

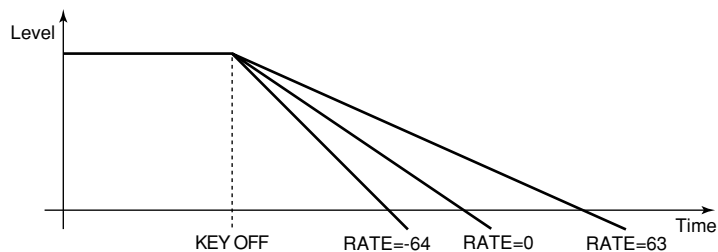
Access: [FUNCTION] → UTILITY → TIME → HD SLEEP TIME



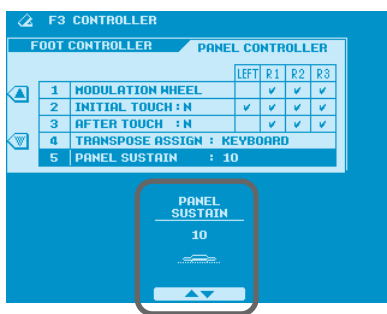
4. The New Features

◆ Panel Sustain Rate Control.....

As always the panel [SUSTAIN] button adds sustain to the voice being played on the keyboard for a smoother overall sound. The new Panel Sustain Rate Control feature allows you to adjust the length of sustain created when the [SUSTAIN] button is ON, for optimum sound with the voice used and your playing style.



Access: [FUNCTION] → CONTROLLER → PANEL CONTROLLER → PANEL SUSTAIN



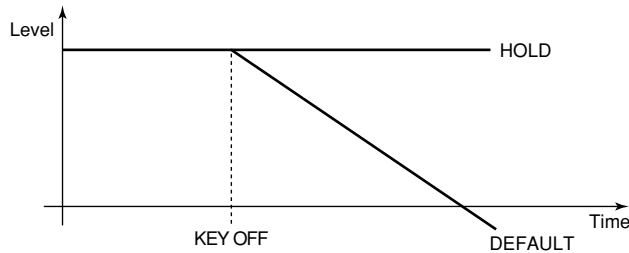
Set the PANEL SUSTAIN from -64 to 63. The higher the value the longer the sustain.

NOTE

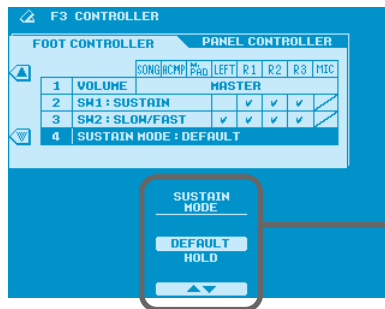
- The PANEL SUSTAIN value is relative, so the actual length of sustain produced will depend on the voice used.

Sustain Mode (new for the PSR-9000)

This feature has already been implemented on the 9000Pro, but is new on the PSR-9000. When the sustain mode is set to DEFAULT pressing the sustain pedal produces sustain with decay, like an acoustic piano. When the sustain mode is set to HOLD, the sustain is maintained indefinitely – ideal for organ, strings, pads, or similar voices. The actual sustain effect produced will depend on the selected voice.



Access: [FUNCTION] → CONTROLLER → FOOT CONTROLLER → SUSTAIN MODE

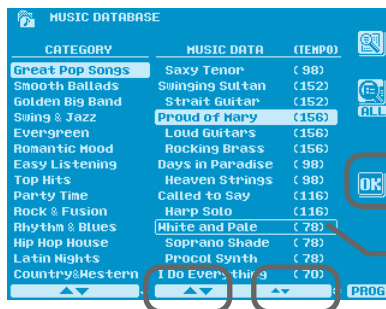


Select the DEFAULT or HOLD mode.

Improved Music Database Display

In the new version the Music Database display has been revised to allow easy pre-selection of a Music Database setting for instant recall when needed.

Access: [MUSIC DATABASE]

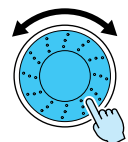


Press this button to actually engage the pre-selected setting.

Indicates the pre-selected setting.

"Pre-select" a MUSIC DATA setting, making it ready for instant selection.

Directly select MUSIC DATA settings in the same way as in previous versions.



Data dial can be used for pre-selection.

4. The New Features

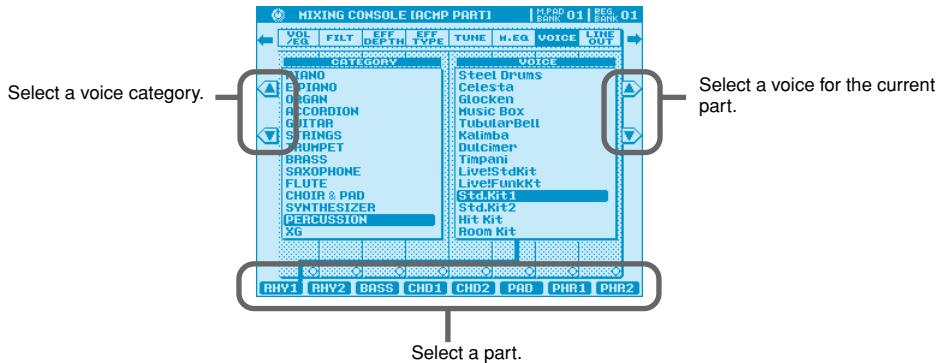


Improved Mixing Console Voice Display.....

The mixing console VOICE display has been revised for easier part voice selection.

Two selection windows appear in the VOICE display: CATEGORY and VOICE. When you select a part via the LCD [1] ~ [8] buttons a line appears between the selected part name and the VOICE window, clearly indicating the part to which the voice selection will apply.

Access: [MIXING CONSOLE] → VOICE

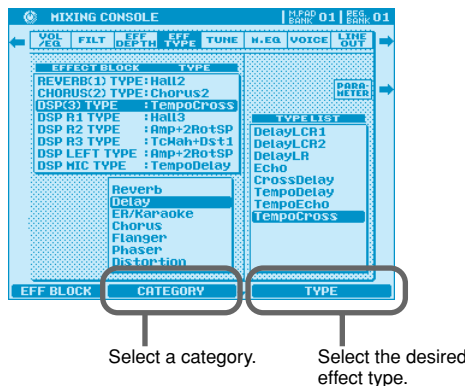


Improved Mixing Console Effect Type Display.....

The mixing console EFFECT display has been revised for easier effect selection.

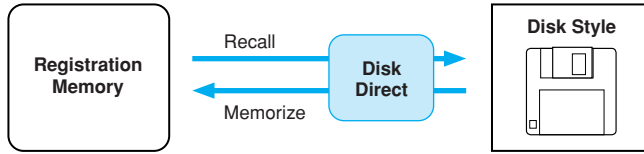
When a DSP type effect is selected in the EFFECT BLOCK window, a new CATEGORY window appears allowing easy direct selection of the available effects.

Access: [MIXING CONSOLE] → EFF TYPE



Disk Direct Style Registration.....

It is now possible to use the Registration Memory with styles on a style disk being used with the Disk Direct function, but only with styles in the currently selected Disk Direct directory.



The procedure is as follows:

1. Open the directory containing the style you want to register via the Disk Direct “POP UP” window (this could be on a floppy disk or on an internal or SCSI hard disk, if installed).
2. Use the System Backup function to memorize the directory with the system.

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3. Set the right-hand voice and other performance parameters as required.
4. Memorize the settings using the Registration Memory.

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NOTE

- Please note that the correct style may not be recalled if a different floppy disk is used or the file name is changed.
- If you recall a Registration Memory with a Disk Direct style in the Song Select display, the style may not be loaded until exiting the display.
- One directory can contain up to 250 style files.

4. The New Features



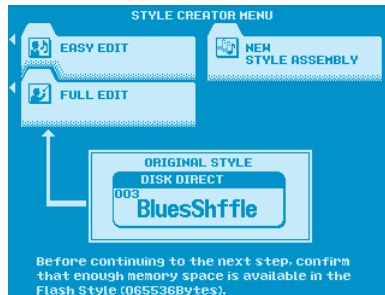
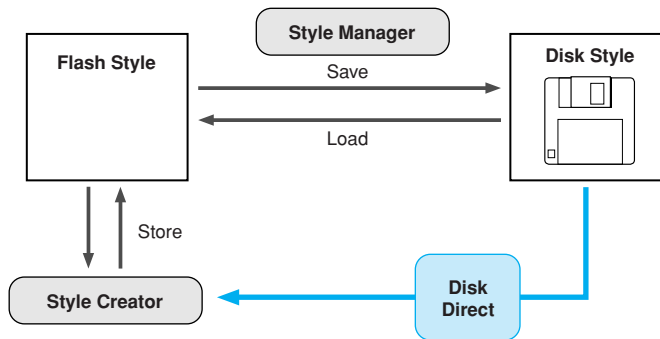
Style Creator & Disk Direct Styles.....

In the new version it is possible to directly select a Disk Direct style for editing in the Style Creator. Simply select the Disk Direct style to be edited and engage the Style Creator.

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Of course, you'll have to save your newly created style to the Flash Style memory if you want to keep it.



NOTE

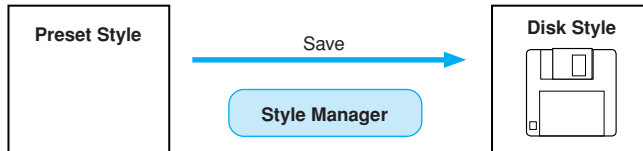
- When you return to the Style Creator Menu display after selecting a Disk Direct style in the Style Creator, the Disk Direct style will be loaded again.

◆ Style Manager & Preset Styles

It is now possible to directly save preset styles to disk using the Save Style From Flash ROM function. Simply select the preset style using the CATEGORY and STYLE parameters, and save using the procedure described for saving Flash Styles in the Owner's Manual.

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5. Power Tips

The “Power Tips” presented in this section can help you make the most of the creative power and performance potential offered by the PSR-9000 and 9000Pro. And note that these tips don’t only apply to the new features – the Power Tips can be used with any previous version of the operating system as well.



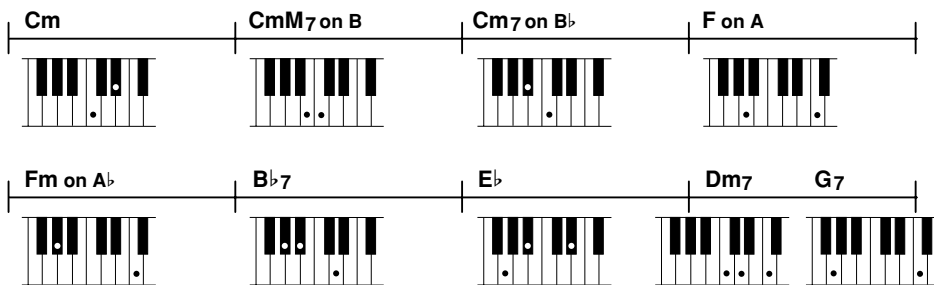
2-note Chords.....

In addition to making it possible to easily play chords that would normally require you to play 3 or 4 notes by actually playing only 2 notes, the ability to specify the bass note in the Fingered and Fingered Advanced modes can be a real advantage when playing progressions like the example below. Try playing the example, and you’ll see what we mean. For details on two-note fingerings, see page 12.

● **Example Progression**

Style: Slow & Easy (16 Beat Category)

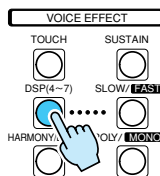
Fingering Mode: Fingered or Fingered Advanced



Maintaining Effects When Multitrack Recording

Normally, when multitrack recording you’ll select a voice for R1, record a track, then select a different R1 voice and record the next track. The problem is that when the results are played back the first track will be played back without effects. The easiest solution is to use R2 for the second track instead of R1. That way the DSP effect used for the R1 tracks will be maintained even after the R2 track is recorded.

When you play back a recording that has been made as described above, no DSP effects will be applied a panel voice you play on the keyboard. If you turn the panel DSP ON, however, the effect used in the song will be applied to the panel voice

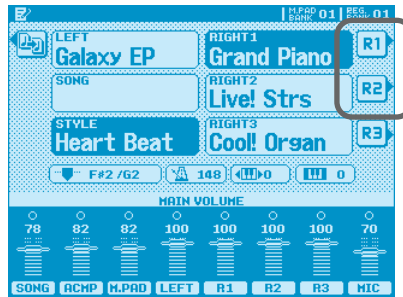


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Single-part Activation

Press the LCD [F] button from the main display to turn only the R1 part on and all other parts off. In the same way, press the LCD [G] button to turn the R2 part on and all other parts off. If you assign the next voice you want to use to R2, for example, then while playing R1 you can press the LCD [G] button to instantly switch to R2 and the assigned voice. Furthermore, the DSP effect is not switched so you can seamlessly switch between voices while playing.

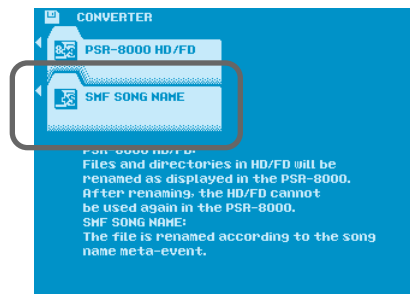


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SMF Song Name Converter

In the PSR-9000 and 9000Pro it has become possible to use filenames longer than the standard 8-character limit. This means you can name files with complete song titles, for example, for easy identification. Because of the conventional 8-character limit many SMF Song files have file names made up of symbols and numbers, while the actual song title is embedded in the file and can only be viewed when the file is loaded and used.

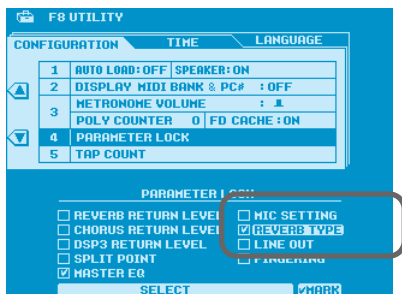
The SMF Song Name Converter feature resolves this problem by automatically extracting the embedded file name and attaching it as the file name. You can even “bulk convert” a number of files in one operation.



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Parameter Lock - Reverb Type.....

Some SMF Song files automatically change the reverb type when played. If you don't want this to happen, use this Parameter Lock function. The Parameter Lock setting is memorized with the System Backup data, so if you always want to keep the Reverb Type setting "locked", perform a System Backup so that the Parameter lock setting will remain in effect.



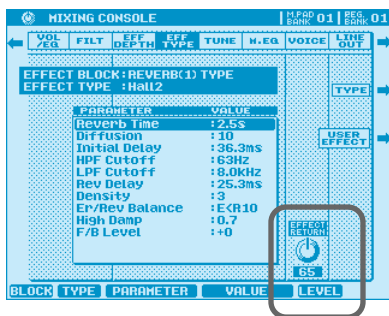
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Reverb Effect Return Level and Parameter Lock

When you want to increase or decrease the amount of overall reverb applied to the accompaniment, individually editing all styles is time-consuming and inefficient. The easy approach is to use the Reverb Return Level parameter to adjust the overall reverb depth.

Some SMF songs automatically change the Reverb Return Level setting when played. If you want to retain your reverb Return Level setting no matter what songs you play use the Parameter Lock function, and perform a System Backup so that the settings will be retained.

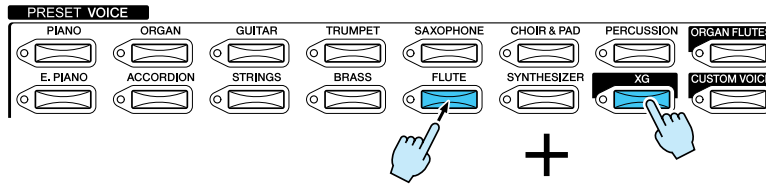


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Selecting an XG Voice.....

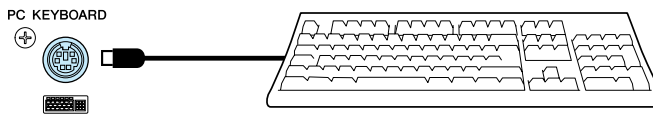
XG is a major enhancement of the GM System Level 1 format, and has been developed by Yamaha specifically to provide more voices and variations, as well as greater expressive control over voices and effects, and to ensure compatibility of data well into the future. To call up the XG voices of a certain voice category, simply select a voice category while pressing the [XG] button.



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Selecting a Voice/Style/Song/Reg.Memory via PC Keyboard ..

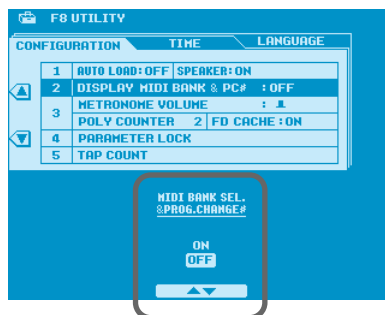
By connecting a standard PC/AT type keyboard to the PC keyboard terminal on the back of the 9000, you'll be able to select Voices, Styles, Songs and Registration Memory by number.



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Program Change Display.....

This function shows the MIDI bank select and program change numbers that correspond to each of the voices - convenient when using a PC-based sequencer. To turn this function on, press the [FUNCTION] button and then select the UTILITY. Use the LCD buttons to access and turn on the DISPLAY MIDI BANK & PC# setting.



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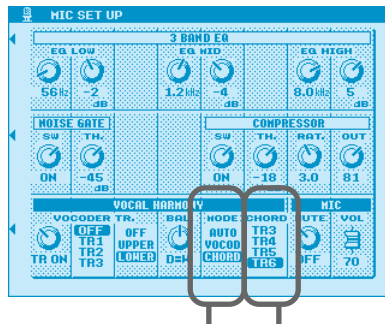


Song Chord Detection.....

Try this technique if you want to learn the chord progression for a song, or apply Harmony/Echo effects or Vocal Harmony that match the song.

Most songs will have one part which is playing the chord progression – the first step is to locate that part. While playing the song, turn the parts on and off, “soloing” each part until you find the one that is playing the chord backing. Next, if the chord part is on Track 6, for example, Set the Mic Setup Chord parameter to TR6 and return to the main display page. The chord names should appear on the display as the song plays back. To learn the chord progression all you need to do is make a note of the chords that appear on the display. Turn Harmony/Echo ON if you want to add harmony to a part you play on the keyboard, or turn Vocal Harmony ON and select the Chordal Mode to produce appropriate vocal harmony.

You might also want to memorize the settings with the song selection in the Registration Memory so that the next time you select that Registration Memory the Mic Setup Chord parameter settings will automatically be recalled.



Select Chordal Mode (CHORD) if you want Vocal Harmony effect. Select the appropriate track.

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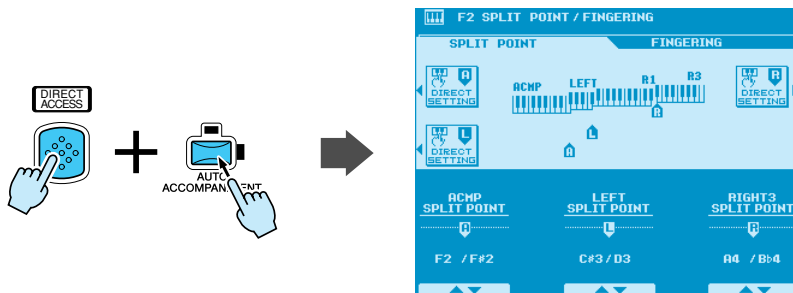
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Instant Access to Any Function Menu.....


The 9000 lets you instantly call up function menus by simply pressing the [DIRECT ACCESS] button and a button or wheel associated with that function.

1. Let's say, for example, that you want to set the split points. First press the [DIRECT ACCESS] button and then press the [AUTO ACCOMPANIMENT] button.



2. The Split Point/Fingering menu appears on the screen. You can now set the split points.

This chart shows a list of all menus that are accessible through the Direct Access function.

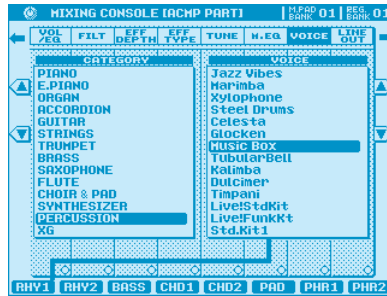
Function of the accessed LCD display		Operation:  + button listed below	See pages (PSR-9000)	See pages (9000Pro)	
Mixing Console	Volume/EQ settings (Main)	MAIN VARIATION [A]	122	144	
	Volume/EQ settings (Accompaniment)	MAIN VARIATION [B]	122	144	
	Volume/EQ settings (Song tracks 1 - 8)	MAIN VARIATION [C]	122	144	
	Volume/EQ settings (Song tracks 9 - 16)	MAIN VARIATION [D]	122	144	
	Filter settings (Main)	FILL IN & BREAK [←]	122	144	
	Filter settings (Accompaniment)	FILL IN & BREAK [↻]	122	144	
	Filter settings (Song tracks 1 - 8)	FILL IN & BREAK [→]	122	144	
	Filter settings (Song tracks 9 - 16)	FILL IN & BREAK [↹]	122	144	
	Effect Depth settings (Main)	VOCAL HARMONY [MIC SETUP]	122	144	
	Effect Depth settings (Main)	ENDING [I]	122	144	
	Effect Depth settings (Accompaniment)	ENDING [II]	122	144	
	Effect Depth settings (Song tracks 1 - 8)	ENDING [III]	122	144	
	Effect Depth settings (Song tracks 9 - 16)	FADE IN/OUT	122	144	
	Effect Type settings	VOICE EFFECT [DSP(4-7)]	123	145	
	Effect Type settings (Microphone Sound)	VOCAL HARMONY [DSP(8)]	123	145	
	Effect Parameter settings	VOICE EFFECT [SLOW/FAST]	123	145	
	Tune Settings (Portamento Time)	VOICE EFFECT [POLY/MONO]	122	144	
	Tune Settings (Pitch Bend Range)	PITCH BEND wheel	122	144	
	Tune Settings (Octave)	UPPER OCTAVE [+], [-]	122	144	
	Tune Settings (Tuning)	PART ON/OFF [R1]	122	144	
	Tune Settings (Tuning)	PART ON/OFF [R2]	122	144	
	Tune Settings (Tuning)	PART ON/OFF [R3]	122	144	
	Tune Settings (Tuning)	PART ON/OFF [L]	122	144	
	Tune Settings (Transpose)	TRANSPOSE [+]	122	144	
	Master EQ settings	[MIXING CONSOLE]	125	147	
	Master EQ settings	[MAIN MIXER]	125	147	
	Master EQ settings	INTRO [I]	125	147	
	Voice selection	[PART ON/OFF]	122	144	
	Voice selection	VOICE [PIANO] - [PERCUSSION]	122	144	
	Voice selection	INTRO [II]	122	144	
	Line Out settings	INTRO [III]	126	148	
	Function	Master Tuning	[SOUND CREATOR]	134	158
		Scale Tuning	MULTI PAD [STOP]	134	158
		Split Point/Fingering mode settings	[AUTO ACCOMPANIMENT]	135	159
		Split Point/Fingering mode settings	[LEFT HOLD]	135	159
		Foot Controller Volume settings	FOOT VOLUME	135	159
		Footswitch 1 function assignment	FOOTSWITCH 1	136	160
		Footswitch 2 function assignment	FOOTSWITCH 2	136	160
		Modulation wheel settings	MODULATION wheel	137	161
		Initial Touch setting	VOICE EFFECT [TOUCH]	137	162
		After Touch setting	VOICE EFFECT [SUSTAIN]	137	162
		Transpose Assign	TRANSPOSE [-]	138	162
		Registration settings	REGISTRATION MEMORY [1] - [8]	139	163
		Registration settings	REGIST BANK [+], [-]	139	163
		Registration Memory FreezeGroupSetting	[FREEZE]	139	163
Voice Set settings (R1)		PART SELECT [R1]	139	163	
Voice Set settings (R2)		PART SELECT [R2]	139	163	
Voice Set settings (R3)		PART SELECT [R3]	139	163	
Voice Set settings (L)		PART SELECT [LEFT]	139	163	
Harmony/Echo settings		[HARMONY/ECHO]	140	164	
Video monitor settings		[DEMO]	141	165	
Talk Setting		VOCAL HARMONY [TALK]	141	165	
AutoLoad (and Speaker) settings		[FUNCTION]	142	166	
Display MIDI Bank & Program Change #		VOICE [XG] - [CUSTOM VOICE]	142	166	
Metronome Volume for Recording setting		[DIGITAL RECORDING]	142	166	
Parameter Lock settings		[MEMORY]	142	166	
Tap Count setting		TAP TEMPO	142	166	
Auto Exit Time setting		PAGE CONTROL [BACK]	143	167	
Language settings		PAGE CONTROL [NEXT]	143	167	
Style Manager		Menu selection	PRESET STYLE [8 BEAT] - [BALLROOM]	62	74
		Loading Style into Flash ROM	FLASH STYLE [I] - [VIII]	62	74
Style Selection		Directory selection	[DISK DIRECT]	63	151
		Directory selection	SONG DIRECTORY [I] - [IV]	66	78
Song Selection		Directory selection	[SONG SETUP]	66	78
		Directory selection	[SONG PLAYER]	66	78
Multi Pad		Repeat settings	MULTI PAD [1], [2], [3], [4]	65	77
		Chord Match settings	MULTI PAD BANK [+], [-]	65	77
DISK/SCSI		Loading Data from a Disk to Flash ROM	[DISK/SCSI]	96	152
MIDI		Clock setting	[MIDI]	151	175
		Parameter settings	VOCAL HARMONY [V.H.(9)]	69	81
VocalHarmony		Parameter settings	VOCAL HARMONY [SELECT]	69	81
		Searching the Music Database	[MUSIC DATABASE]	27	27
Restoring the default tempo setting of the selected style		Data dial	-	-	-
Restoring the default tempo setting of the selected style		ONE TOUCH SETTING [1] - [4]	-	-	-
Returning to the default display (that appears when the power is turned on)		[EXIT]	-	-	-
Exiting from the Direct Access mode		[DIRECT ACCESS]	-	-	-

5. Power Tips



Revoice

Revoice lets you create new style accompaniments by changing style parameters such as the voices, volumes and tempo. Any changes you make to a style can be stored in Registration Memory.

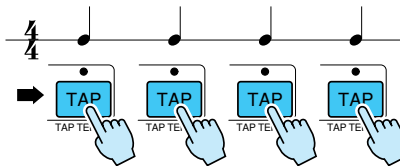


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Tap Tempo Sound

You can use the [TAP/TEMPO] button to start song playback simply by tapping a one-measure introduction at your desired tempo. The tap sound and velocity can be customized and stored in Registration Memory. For example, you can select a loud open hi-hat sound for the intro of a hard-driving rock song. Or, choose a soft stick sound for the intro to a slow ballad. To access this function, press the [DIRECT ACCESS] button and then press the [TAP/TEMPO] button.

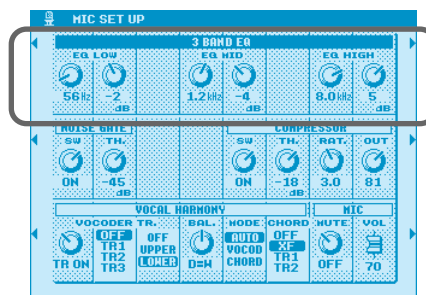


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Reducing Mic Sibilance

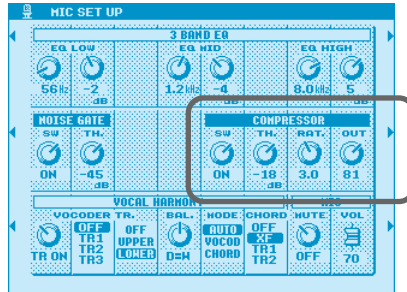
Sibilant sound, such as spoken words that begin with the letter S, tend to sound over emphasized when sung through a microphone. To reduce this hissing effect, press the [MIC SETUP] button. In the 3 Band EQ section, the default setting of the high EQ is 8kHz/+5dB. Change this setting to 10kHz and reduce the gain (dB) to +3dB or whichever setting best suits your acoustic environment.



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Mic Compressor

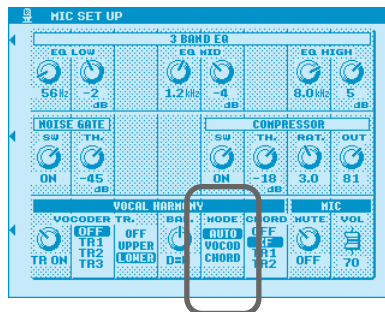
Compression is an essential effect for a vocal microphone. It allows singing to be reproduced more clearly and smoothly by boosting the level of soft signals and lowering the level of loud signals. Press the [MIC SETUP] button to access the Mic Compressor. Try the singing with the compressor effect turned on and then compare singing with it turned off. Notice the difference?



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Vocal Harmony Mode

Vocal Harmony mode can be set to either Chordal mode (harmony is determined by chords played in the auto accompaniment or by chords contained in song data) or Vocoder mode (harmony is determined by the notes you play on the keyboard or by the Vocal Harmony track of a song). When this mode is set to AUTO, the Vocal Harmony setting changes automatically according to the situation. For example, if you play back a song file that contains a Vocal Harmony track, the Vocal Harmony setting will automatically switch to Vocoder mode. To access the Vocal Harmony setting, press the [MIC SETUP] button.



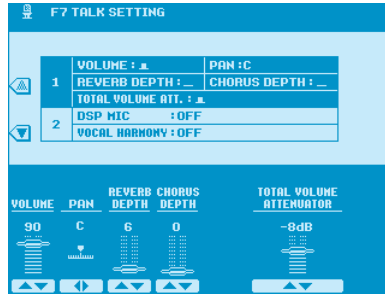
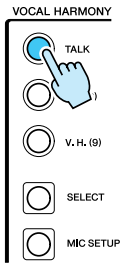
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Talk Button

This function is ideal for making announcements between your singing performances. When singing a song, several effects such as reverb, delay and vocal harmony are usually assigned to the MIC Setup. When speaking to your audience, however, these effects may sound disturbing. Whenever the [TALK] button is turned on, Delay and Vocal Harmony effects turn off and the amount of reverb lowers automatically. Talk settings can be customized as well, allowing you to add effects to your voice as you speak to your audience.



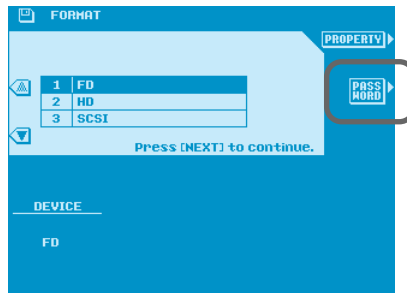
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Password

You can protect your floppy disks and hard drives with a password to prevent accidental data loss due to reformatting. To access this function, press the [DISK/SCSI] button and then select FORMAT and PASSWORD using the LCD buttons.

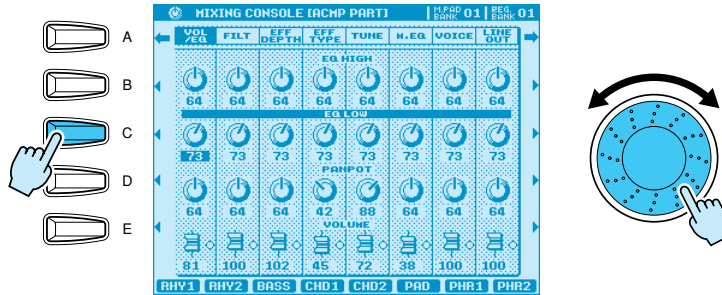


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Simultaneous Parameter Change

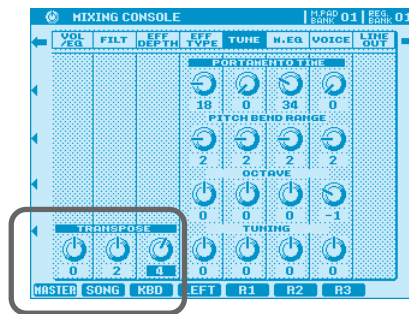
This convenient function allows you to simultaneously change all the parameter knobs of a specified row in the Mixing Console menu. Press and hold down the LCD button of a parameter you want to change (for example, any row of on-screen knobs in the VOL/EQ, FILT, EFF, DEPTH and TUNE menus) and use the Data dial to change the value.



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Keyboard Transpose and Song Transpose

Two types of transpose settings are available: Keyboard Transpose and Song Transpose. Keyboard Transpose changes the key of the keyboard as well as the chord accompaniment. Song Transpose changes the key of a song when played back from disk. The combination of these functions allows you to, for example, sing along in the key of E with a song that's been recorded in the key of D, while playing the keyboard in the key of C.

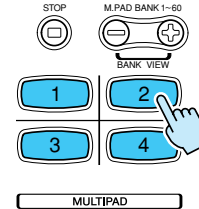
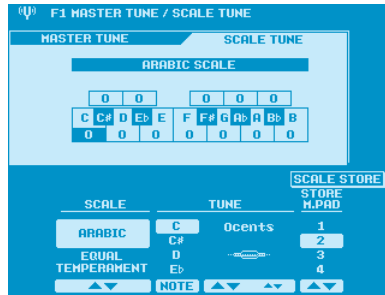


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Using Multi Pads to Change Scale Tuning.....

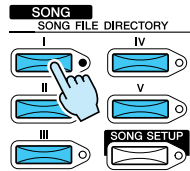
The Scale Tuning function allows you to create your own custom scale tunings such as those used in Arabic music. Up to four different scale tunings can be stored in Multi Pad Bank #60, allowing you to change tunings on the fly as you are playing.



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Song File Directory.....

This unique function allows you to quickly access your favorite song files from a disk. Any directory, be it on a floppy disk, internal hard disk or external SCSI disk, can be assigned to one of the five buttons on the LCD panel for one-touch access.



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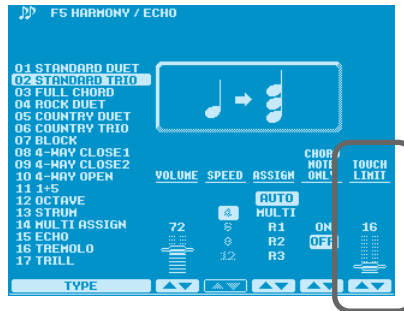
Song Selection via Registration Memory.....

Not only can you use Registration Memory to change voices and styles, but also to select song files from a disk. Furthermore, you can use it to call up songs in your favorite key using the Song Transpose function.

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Touch Limit for Harmony/Echo

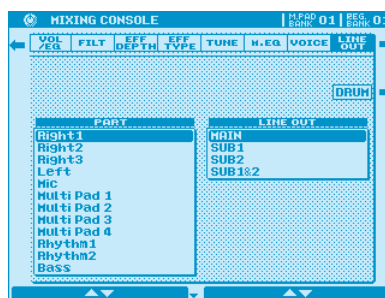
This function determines how hard the keyboard must be played in order for the Harmony/Echo effect to sound. The higher the value, the harder the keyboard must be played to apply the Harmony/Echo effect. This setting is useful for adding performance expression to a voice; for example, adding a tremolo effect to a mandolin voice when played at higher velocities.



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Sub Line Out

Next to the main stereo outputs are two (four on the 9000Pro) sub outputs, which can be used as either two single outputs or one stereo output. You can assign any part or parts, including the MIC signal and groups of drum sounds, to these outputs. If an audio cable is not plugged into a sub output jack, the signal of any part assigned to that output will be automatically routed to the main stereo outputs, which eliminates the hassle of reconfiguring the outputs whenever your playing environment changes. For further convenience, the output assignment is saved in Registration Memory and, if preferred, can be locked using the Parameter Lock function.

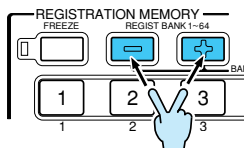


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Register Bank View.....

This function makes it easy to look for a specific Registration Memory among the 512 locations. Simply press the [+] and [-] Registration Memory buttons at the same time to display the names of the Registration Memory Banks on the LCD. Then use the LCD buttons to navigate through the various banks.

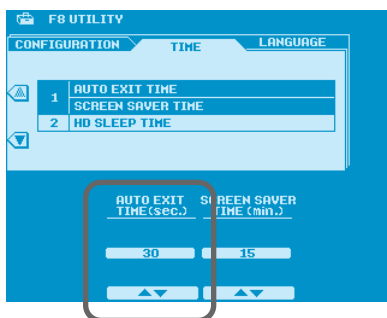


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Auto Exit Time.....

With this function set to a time value, selecting a voice or style results in the display automatically returning to the previous display after the selected amount of time has passed. This function is extremely useful when you're in Multi-Record mode and you want to browse through the voices as you compose your song, for example. To set the Auto Exit Time value, press the [FUNCTION] button and select the UTILITY menu. Then press the [NEXT] button to display the TIME page.

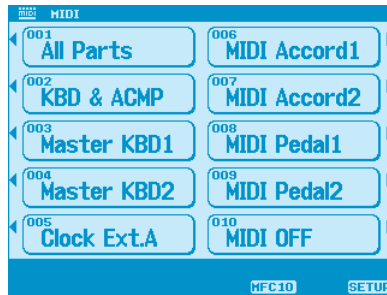


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MIDI Templates.....

If you use the 9000 along with other MIDI equipment, such as a MIDI accordion, MIDI pedal or an external sequencer, you can quickly and easily set the MIDI parameters by selecting one of the 10 preset MIDI Templates. You can program your own MIDI Templates as well.

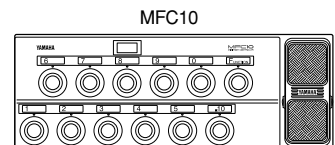
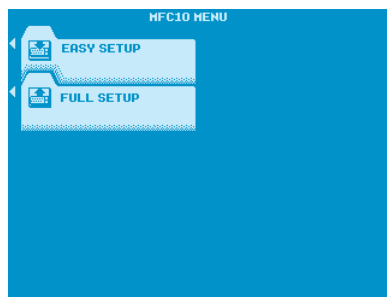


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Using the MFC10 with the 9000.....

The Yamaha MFC10 is the ideal foot controller for use with the 9000. It provides extensive keyboard control including Registration Memory selection, transposition, Vocal Harmony control, Slow/Fast setting of the DSP effect, Multi Pad play and more. Setting up the MFC10 is a snap. Simply press the [MIDI] button and select MFC10 at the bottom of the LCD screen. You can choose Easy Setup or Full Setup, either of which will guide you step by step through the setup process.



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