YAMAHA

MUSIC SYNTHESIZER

MONTAGE6
MONTAGE7
MONTAGE8

Supplementary Manual

Contents

EN

New Functions in MONTAGE Version 2.00

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.
- You can now create User Audition Phrases.
- New functions have been added in some displays for simplifying Super Knob settings.
- Transitioning of displays during edits have been improved.
- You can now set the Live Set slot as a startup display.
- You can now apply the Live Set Font Size to the Category Names in the Category Search display.
- You can now load MOXF files.
- You can now load Performance data for the MOTIF XS, MOTIF XF, and MOXF.
- You can now set to keep the current tempo after switching to a different Performance.
- You can now set to keep the current A/D Part volume after switching to a different Performance.
- The shortcuts for opening the Control Assign display have been added in the Envelope Follower display.
- You can now select the Super Knob, Motion Sequencer Lane, or Envelope Follower as a source in the dialog that appears when the [CONTROL ASSIGN] button is pressed.
- New function that emphasize the connected lines in the Overview display to indicate the controller you are operating and its destinations has been added.
- Increased the number of Songs that can be recorded in the MIDI tab of the Play/Rec display from 64 to 128.

Additional New Performances

The MONTAGE offers 99 new Performances.
For the added Performances, refer to the Data List.

Common/Audio Edit (Common/Audio)

General

You can now create User Audition Phrases.

Operation	[PERFORMANCE] → [EDIT] → PART [COMMON] → [General]

Bank   Update User Auditions
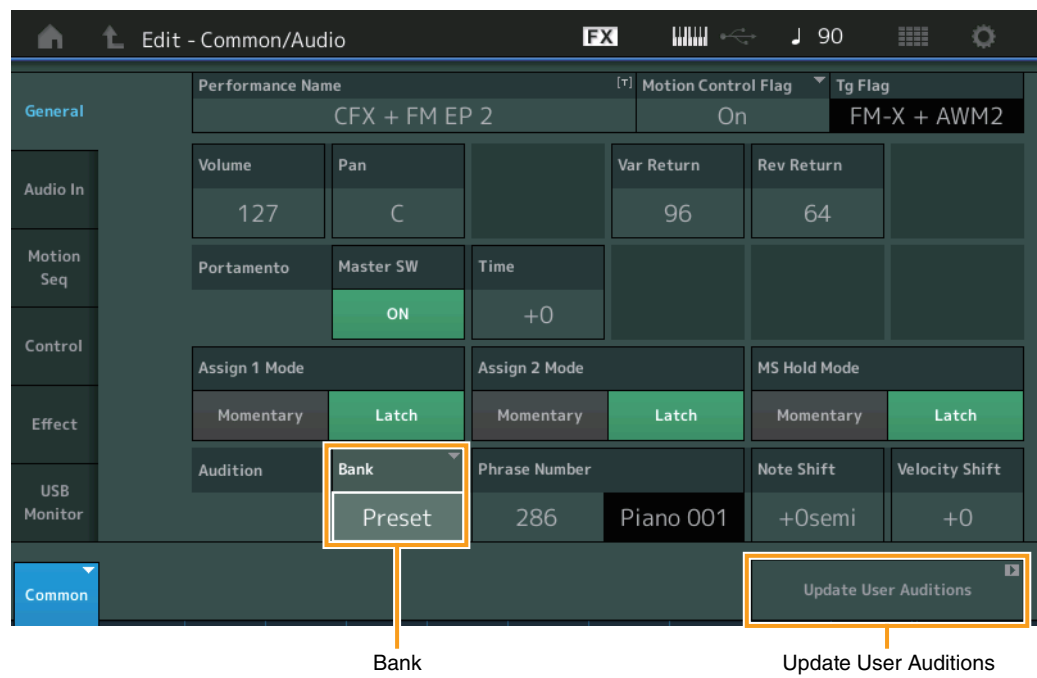
Bank

Indicates the Bank to be used for Audition.

Settings: Preset, User, Library names (when the Library files are loaded)

Update User Auditions

Converts all of the songs recorded on the MONTAGE to User Auditions. If the User Auditions already exist, all User Auditions will be overwritten.

Control

Control Assign

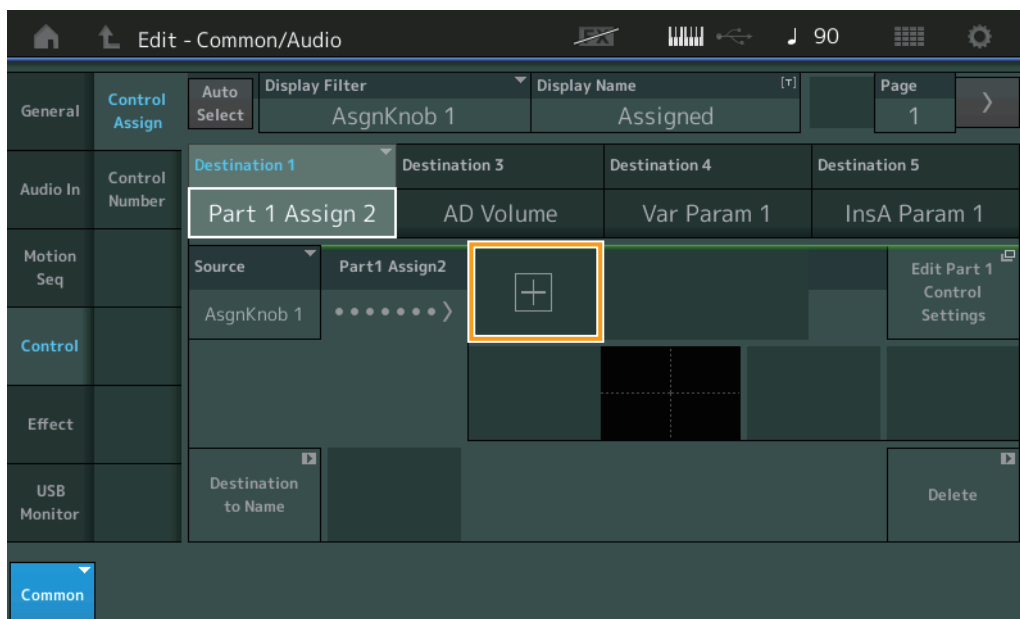When Assignable Knobs are set to Source and Destination but the control destination is not yet selected, a new control destination parameter can be added in this display.

Operation	[PERFORMANCE] → [EDIT] → PART [COMMON] → [Control] → [Control Assign] or Touch [Edit Super Knob] in the Super Knob display.

Touching the [+] button adds a new Part parameter for the Destination.

Part Edit (Edit)

Mod/Control (Modulation/Control)

Control Assign

When the Display Filter is set to "Super Knob," a new parameter can be added by touching the [+] button and will immediately be available for control with the Super Knob.

Operation   [PERFORMANCE] → [EDIT] → Part selection → ELEMENT/OPERATOR [COMMON] → [Mod/Control] → [Control Assign]
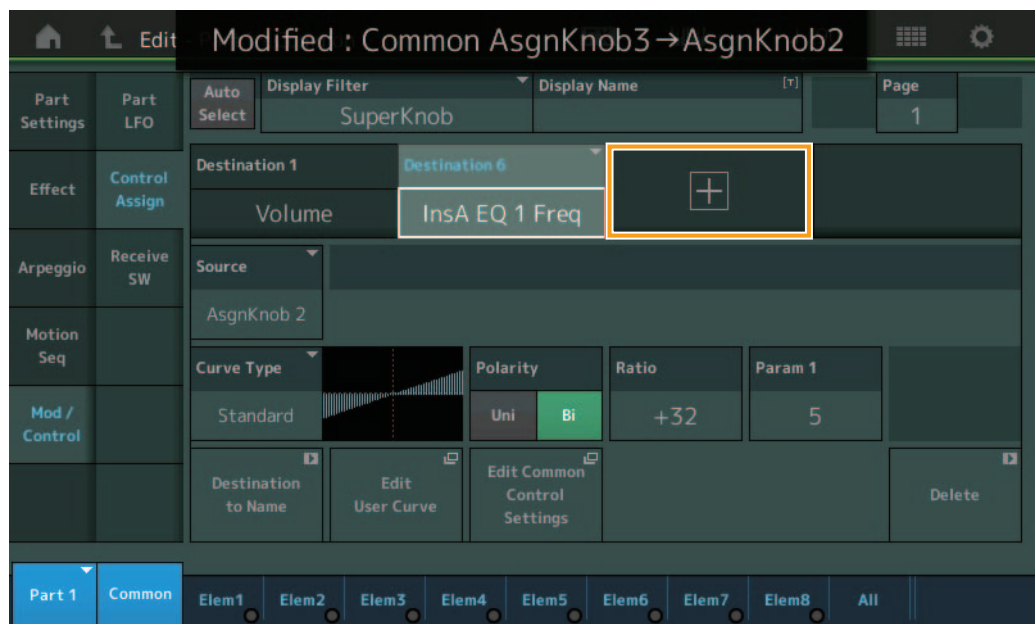
When the Display Filter is set to "Super Knob," touching the [+] button shows a message on the upper part of the display, and the Control Assign setting for Common/Audio Edit is automatically added.

NOTE   When there are no more Assignable knobs available, the [+] button does not appear on the display.

Utility

Settings

System

Added the capability for Live Set slot to be selected as a startup display. Also, enabled the Live Set Font Size to be applied to the Category Names in the Category Search display.

Operation [UTILITY] → [Settings] → [System]

Set Current Slot

Live Set Font
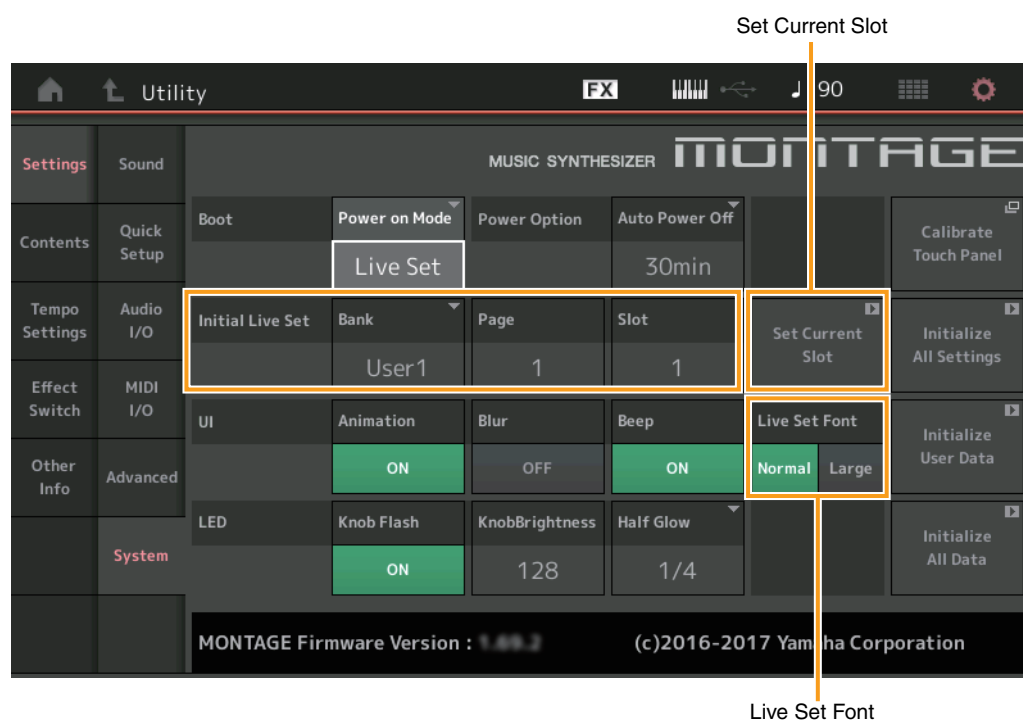
Initial Live Set
Bank
Page
Slot
Determines the Live Set slot as a startup display when Power On Mode is set to "Live Set."

NOTE You can also set the Live Set slot as a startup display by first selecting a Performance in the Live Set display and then touching the "Set Current Slot" button in this display.

Live Set Font (Live Set Font Size)
Determines the font size of the contents names and category names on the Live Set display and the Category Search display.
Settings: Normal, Large

■ Category Search display

• Normal
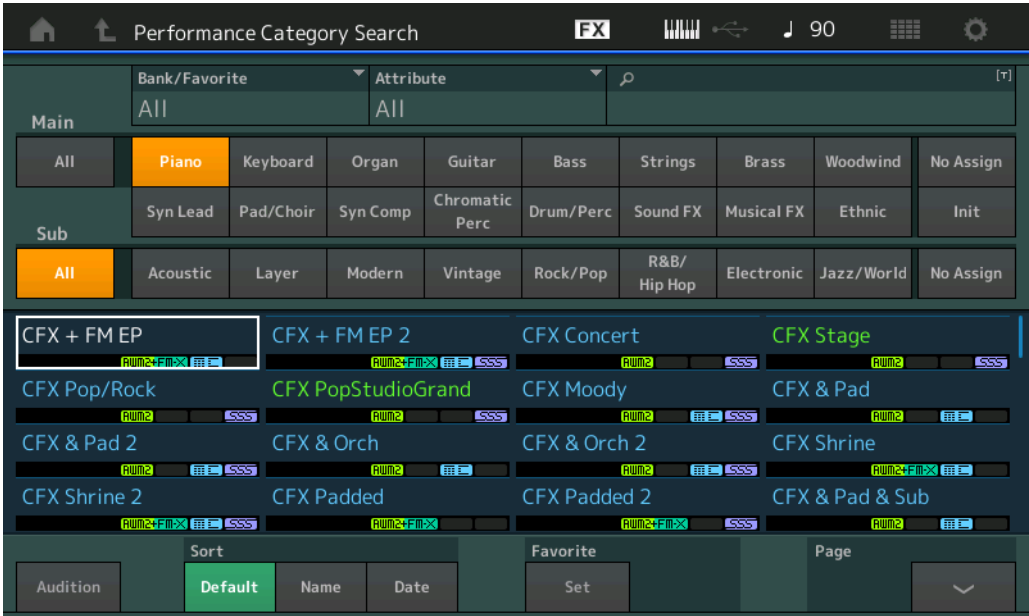
• Large

Contents

Load

Enabled compatibility with MOXF files. Also, enabled compatibility with Performance data for MOTIF XS, MOTIF XF, and MOXF.

Operation   [UTILITY] → [Contents] → [Load]
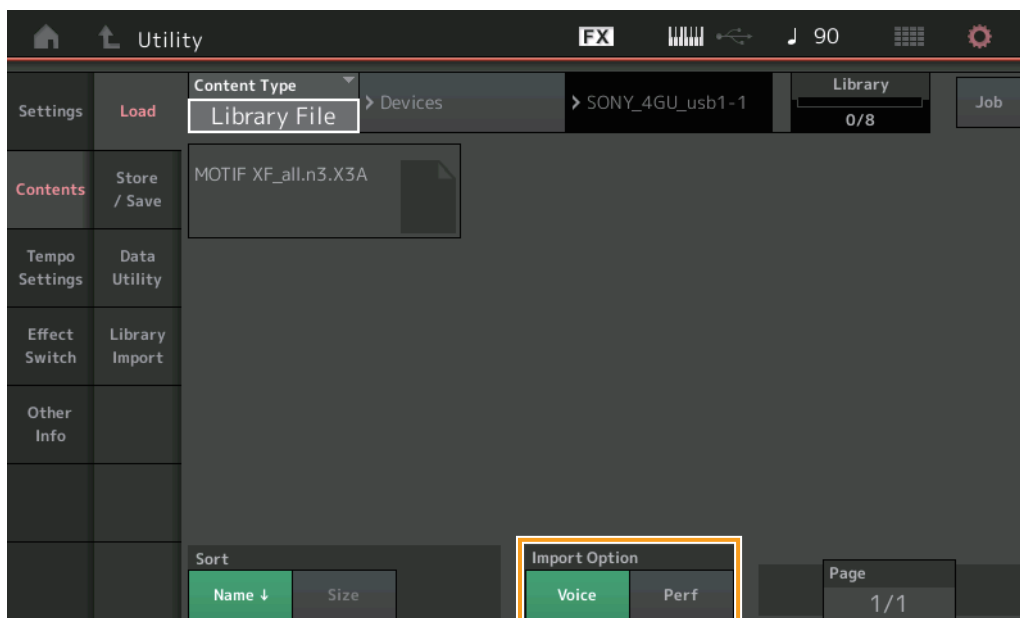
Import Option

Selects the Voice data or the Performance data to load. The Import Option appears when "All" files for MOTIF XS, MOTIF XF or MOXF are in the folder.
Settings: Voice, Perf

Tempo Settings

Added a setting for keeping the current tempo after switching to a different Performance.

Operation	[UTILITY] → [Tempo Settings] or [SHIFT] + [ENTER] or TEMPO SETTINGS icon
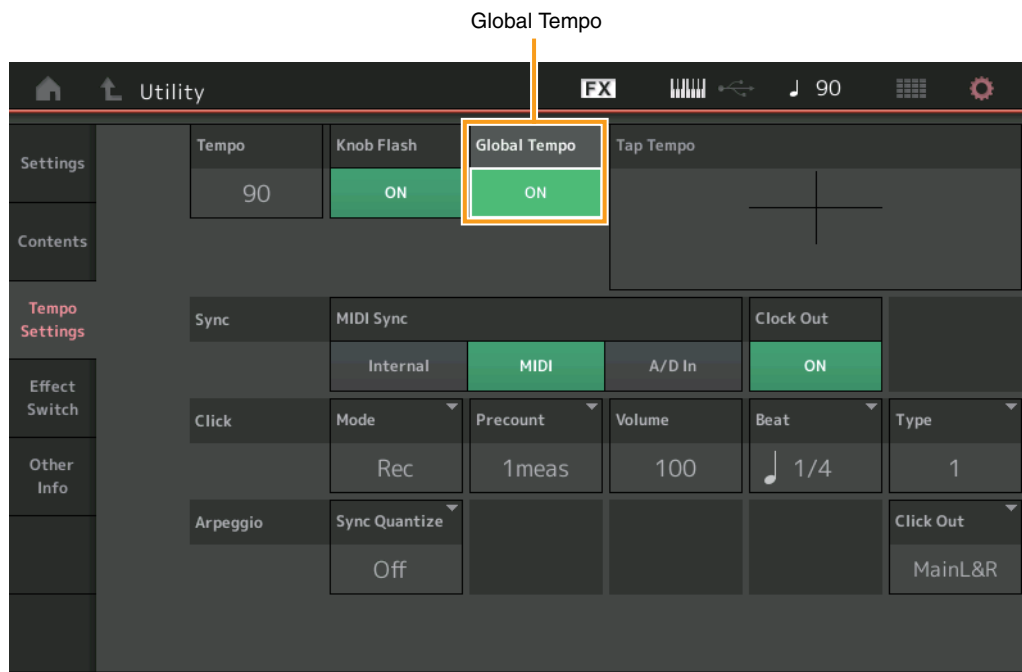
Global Tempo

Global Tempo
When set to OFF, the tempo changes according to the Performance tempo. When set to ON, the current tempo is retained even after switching to a different Performance.
Settings: Off, On

Effect Switch

Added a setting for keeping the current A/D Part volume after switching to a different Performance.

Operation	[UTILITY] → [Effect Switch] or Effect icon
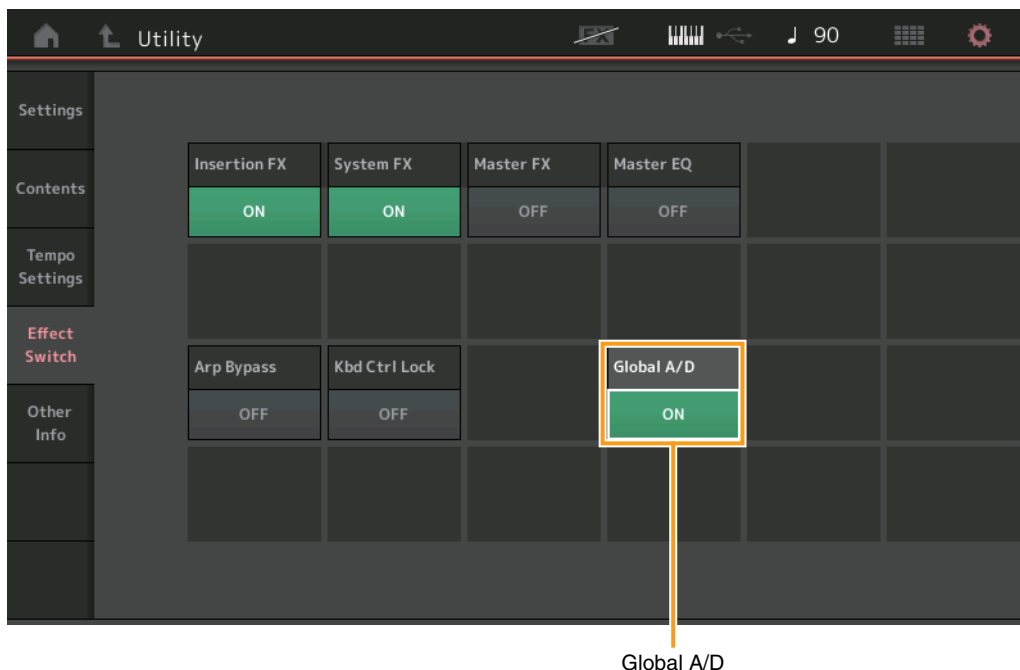
Global A/D

Global A/D

When set to ON, neither the A/D Part volume nor other related parameters are retained even after switching to a different Performance. When set to OFF, the A/D Part volume and other related parameters change according to the Volume setting in the Performance.

Settings: Off, On

Envelope Follower

The shortcuts for opening the Control Assign display has been added in the Envelope Follower display.

Operation	[PERFORMANCE] → [EDIT] → Part Selection → ELEMENT/OPERATOR [COMMON] → [Effect] → [Routing] → Envelope Follower
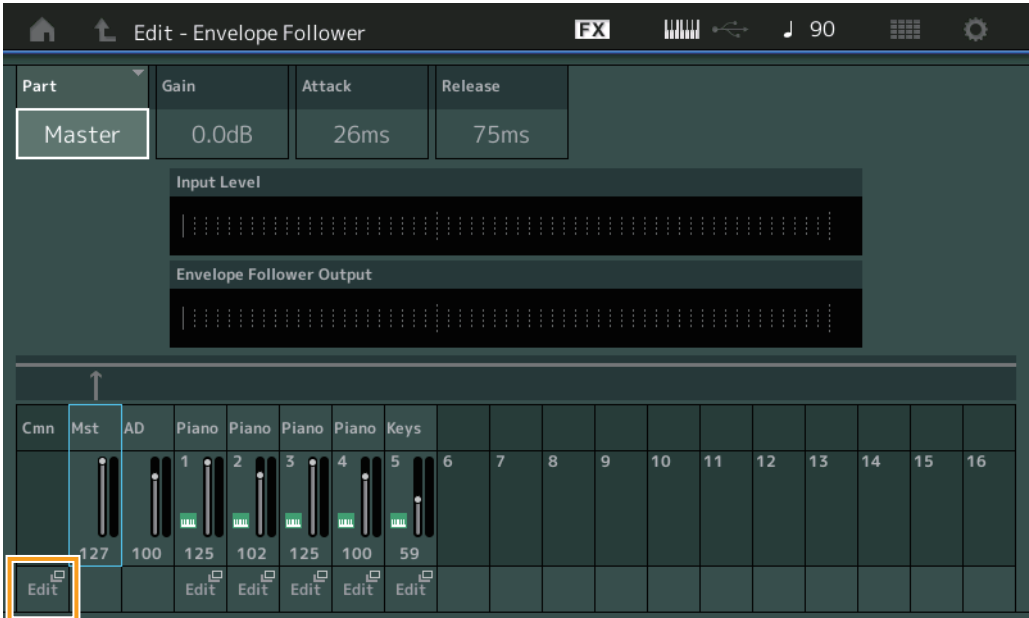
Edit
Calls up the Control Assign display for the Destination Part.

Control Assign dialog

You can now select the Super Knob, Motion Sequencer Lane, or Envelope Follower as a source in the dialog that appears when the [CONTROL ASSIGN] button is pressed.

Operation   Press the [CONTROL ASSIGN] button when the cursor is on the parameter to be the control destination.
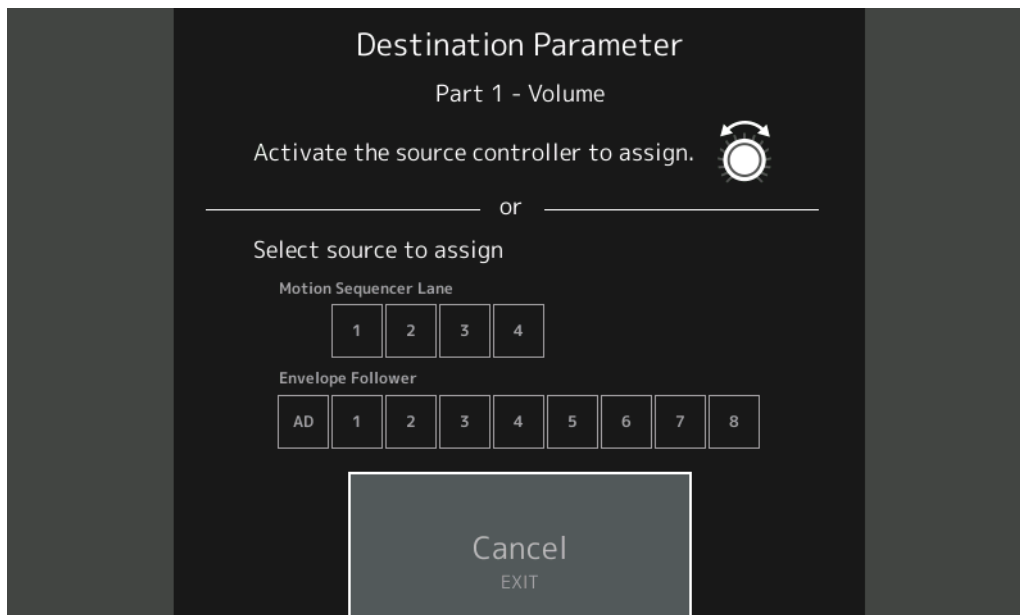
Operate the controller you want to set as a Destination parameter or touch a number under "Motion Sequencer Lane" or "Envelope Follower."

NOTE   An error message appears when you turn the Super Knob and there are no more Assignable Knobs available for assigning a Source.

New Functions in MONTAGE Version 1.60

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 effect types have been added.
- New Performances have been added.
- New functions have been added in some displays for simplifying Super Knob settings.

Additional New Effect Types

The MONTAGE offers following new effect types.

Effect Type	Description	Parameter	Description
Spiralizer P, Spiralizer F	Unique filter applying Phaser (for Spiralizer P)/ Flanger (for Spiralizer F) processing with seemingly endless up/down pitch change.	Spiral Speed	Determines the speed of the pitch shift.
		Offset	Determines the starting pitch in semitones.
		Feedback	Determines the level of the sound signal output from the effect block and returned to its own input.
		Step Mode	Determines whether the pitch shifts smoothly or step by step.
		Semitones	Determines the pitch shift range when "Step Mode" is set to "Semitone."
		Scale Type	Determines how the pitch changes when "Step Mode" is set to "Scale."
		Spiral Sync	Determines the basic time period over which the pitch shifts step by step.
		Ofs Transition	Determines the time that elapses after the Offset value changes.
		Step Transition	Determines how long it takes for the pitch to change to the next pitch when the pitch shifts step by step.
		Dry/Wet	Determines the balance of the dry sound and the effect sound.
		Spiral	Turn the LFO On/Off.

Effect Type	Description	Parameter	Description
Tempo Spiralizer P, Tempo Spiralizer F	Spiralizer with tempo-synchronized LFO.	Spiral Speed	Determines the speed of the pitch shift.
		Offset	Determines the starting pitch in semitones.
		Feedback	Determines the level of the sound signal output from the effect block and returned to its own input.
		Step Mode	Determines whether the pitch shifts smoothly or step by step.
		Semitones	Determines the pitch shift range when "Step Mode" is set to "Semitone."
		Scale Type	Determines how the pitch changes when "Step Mode" is set to "Scale."
		Spiral Sync	Determines the basic time period over which the pitch shifts step by step.
		Ofs Transition	Determines the time that elapses after the Offset value changes.
		Step Transition	Determines how long it takes for the pitch to change to the next pitch when the pitch shifts step by step.
		Dry/Wet	Determines the balance of the dry sound and the effect sound.
		Direction	Determines the direction of the pitch shift.
		Spiral	Turn the LFO On/Off.

Additional New Performances

The MONTAGE offers 8 new Performances.
For the added Performances, refer to the Data List.

Motion Control

Motion Control

Super Knob

Shortcut buttons have been added for simplifying Super Knob settings.

Operation	[PERFORMANCE] → [Motion Control] → [Super Knob]

Edit Super Knob Motion Seq (Edit Super Knob Motion Sequencer)

Edit Super Knob

Edit Super Knob Motion Seq (Edit Super Knob Motion Sequencer)
Calls up the Knob Auto display for editing the Motion Sequencer applied to the Super Knob (Super Knob Motion Sequencer).

Edit Super Knob
Calls up the Control Assign display in Common/Audio Edit for setting parameters controlled with the Super Knob.
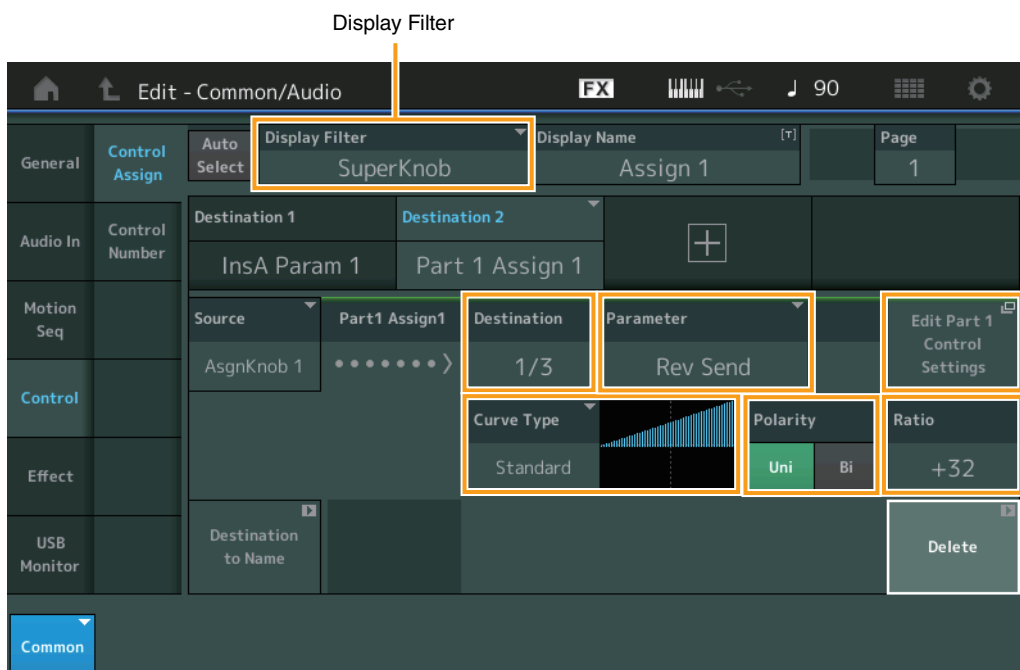
Common/Audio Edit (Common/Audio)

Control

Control Assign

You can now set Super Knob to "Display Filter." You can also check the parameters for Parts which are controlled by using Assignable Knobs common to all Parts in this display.

Operation	[PERFORMANCE] → [EDIT] → PART [COMMON] → [Control] → [Control Assign] or Touch [Edit Super Knob] in the Super Knob display.

Display Filter

Display Filter
Determines the Controller to be displayed. When "Super Knob" is selected, all Assignable Knob settings in which "Super Knob Link" is set to On are displayed.
Settings: AsgnKnob 1 – 8, Super Knob, MS Lane 1 – 4, EnvFollow 1 – 16, EnvFollowAD, EnvFollowMst, All

The following parameters are displayed only when "Destination 1 – 16" is set to "Part 1 – 16 Assign 1 – 8." Also, when Destination is not set to any Assignable Knobs for the Part, only the shortcut buttons are available.

Destination
Determines the controller settings for the Part to be displayed.
Settings: 1 – 16 (The number of Destinations for the Assignable Knobs for the Part which is selected in "Destination 1 – 16" is displayed.)

Parameter
Determines the parameters for the Part to be controlled.
Settings: Refer to the "Control List" in the Data List.

Edit Part Control Settings
Calls up the Control Assign display for the currently selected Part.

Curve Type
Determines the specific curve for changing the parameter which is set in "Destination." The horizontal axis indicates the value of the controller set in "Source" and the vertical axis indicates the parameter values.
Settings: Standard, Sigmoid, Threshold, Bell, Dogleg, FM, AM, M, Discrete Saw, Smooth Saw, Triangle, Square, Trapezoid, Tilt Sine, Bounce, Resonance, Sequence, Hold
For User Bank: User 1 – 32
When a Library file is read: Curves in Library 1 – 8

Polarity (Curve Polarity)

Determines the Curve Polarity of the Curve type set in "Curve Type."

Settings: Uni, Bi

> **Uni:** Unipolar changes only in a positive direction or in a negative direction from a base parameter value according to the Curve shape.
>
> **Bi:** Bipolar changes in both of positive and negative directions from a base parameter value.

Ratio (Curve Ratio)

Determines the Curve Ratio.

Settings: -64 – +63

Part Edit (Edit)

Mod/Control (Modulation/Control)

Control Assign

You can now set Super Knob to "Display Filter."

Operation   [PERFORMANCE] → [EDIT] → Part selection → ELEMENT/OPERATOR [COMMON] → [Mod/Control] → [Control Assign]

Display Filter

Edit Common Control Settings
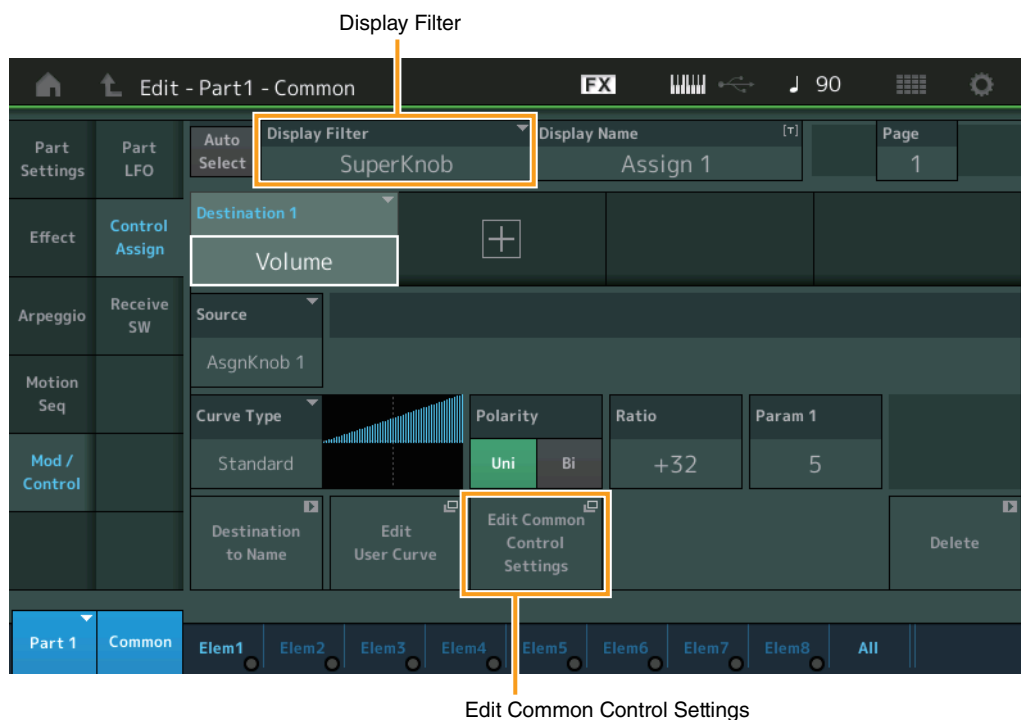
Display Filter
Determines the Controller to be displayed. When "Super Knob" is selected, all Assignable Knob settings to be affected by using the Super Knob are displayed.
Settings: PitchBend, ModWheel, AfterTouch, FootCtrl 1, FootCtrl 2, FootSwitch, Ribbon, Breath, AsgnKnob 1 – 8, Super Knob, AsgnSw 1, AsgnSw 2, MS Lane 1 – 4, EnvFollow 1 – 16, EnvFollowAD, EnvFollowMst, All

Edit Common Control Settings
Calls up the Control Assign display for Common/Audio Edit.

New Functions in MONTAGE Version 1.50

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 effect types have been added.
- New Performances have been added.
- The Favorite function has been added.
- "Mixing" has been added for the "Parameter with Part" setting of the Part Category Search.
- From the Performance Play (Home) display, you can now see various information.
- The Super Knob Link function has been added.
- You can now control the monitor volume of the Audio signal input from the [USB TO HOST] terminal.
- You can now switch Scenes by Control Change messages.
- You can now make partial changes to the font size on the Live Set display and the Category Search display.
- You can now save/load backup files in which the entire User Memory data (including Songs and Libraries) is stored.
- Each Edit display has been improved by allowing touch selection of Parts from the display.

Additional New Effect Types

The MONTAGE offers following new effect types.

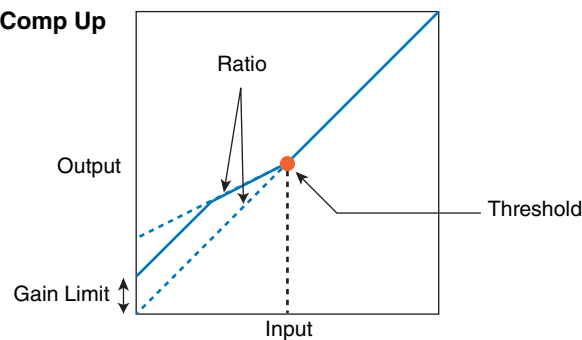| Effect Type	Description	Parameter	Description
Rotary Speaker 2	Simulator of a rotary speaker including the amp block.	Speed Control	Switches the rotary speed.
		Drive	Controls the amount of the distortion.
		Tone	Adjusts the tone level.
		R/H Balance	Determines the volume balance of the horn (higher range) and rotor (lower range).
		Output Level	Determines the output level of the effected sounds.
		Mic L-R Angle	Determines the L/R angle of the microphone.
		Input Level	Determines the input level.
		Mod Depth	Determines the depth of the modulation.
		Horn Slow/Fast	Determines how long it takes for the rotation speed of the horn (higher range) to change from Slow to Fast when the rotation speed is switched.
		Horn Fast/Slow	Determines how long it takes for the rotation speed of the horn (higher range) to change from Fast to Slow when the rotation speed is switched.
		Rotor Slow	Determines the frequency of the rotor (lower range) when the Speed Control is set to Slow.
		Horn Slow	Determines the frequency of the horn (higher range) when the Speed Control is set to Slow.
		Rotor Fast	Determines the frequency of the rotor (lower range) when the Speed Control is set to Fast.
		Horn Fast	Determines the frequency of the horn (higher range) when the Speed Control is set to Fast.
		Rtr Slow/Fast	Determines how long it takes for the rotation speed of the rotor (lower range) to change from Slow to Fast when the rotation speed is switched.
		Rtr Fast/Slow	Determines how long it takes for the rotation speed of the rotor (lower range) to change from Fast to Slow when the rotation speed is switched.

Effect Type	Description	Parameter	Description
Uni Comp Down	Compressor using "downward" algorithm for making loud sounds quieter.	Threshold	Determines the minimum input level at which the compressor effect is applied.
		Knee	Determines how the transition range changes around the threshold. The higher the value, the shallower the transition curve.
		Attack	Determines the amount of time it takes for the effect to reach its maximum compression.
		Release	Determines the amount of time it takes for the compressor effect to diminish or fade out.
		Ratio	Determines the ratio of the compressor.
		Side Chain EQ	When this is turned on, the EQ is applied for the corresponding input level range of the Side Chain.
		SC EQ Q	Determines the Side Chain EQ bandwidth.
		SC EQ Freq	Determines the center frequency of the Side Chain EQ.
		SC EQ Gain	Determines the level gain of the Side Chain EQ.
		Dry/Wet	Determines the balance of the dry sound and the effect sound.
		Output Level	Determines the output level of the effected sounds.
		Make Up Gain	Determines the output gain of the compressor block.
		Post-comp HPF	Determines the Cutoff Frequency of the High-Pass Filter which follows the compressor.
		Clipper	Determines the extent to which the Clipper is applied for forcibly reducing the gain.
		Clipper Source	Determines the signal to which the Clipper effect is applied for forcibly reducing the gain.
		Side Chain Lvl	Determines the Side chain input level.

Uni Comp Down
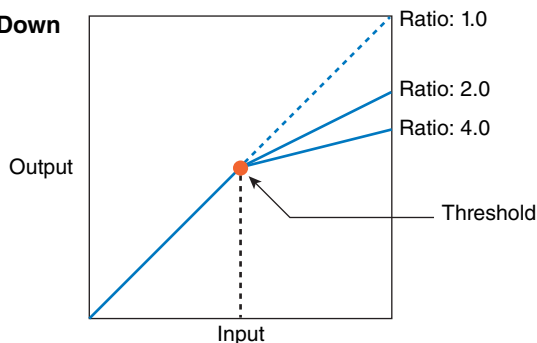
Effect Type	Description	Parameter	Description
Uni Comp Up	Compressor using "upward" algorithm for making quiet sounds louder.	Threshold	Determines the maximum input level at which the compressor effect is applied.
		Knee	Determines how the transition range changes around the threshold. The higher the value, the shallower the transition curve.
		Attack	Determines the amount of time it takes for the effect to reach its maximum compression.
		Release	Determines the amount of time it takes for the compressor effect to diminish or fade out.
		Ratio	Determines the ratio of the compressor.
		Side Chain EQ	When this is turned on, the EQ is applied for the corresponding input level range of the Side chain.
		SC EQ Q	Determines the Side chain EQ bandwidth.
		SC EQ Freq	Determines the center frequency of the Side chain EQ.
		SC EQ Gain	Determines the level gain of the Side chain EQ.
		Dry/Wet	Determines the balance of the dry sound and the effect sound.
		Output Level	Determines the output level of the effected sounds.
		Make Up Gain	Determines the output gain of the compressor block.
		Post-comp HPF	Determines the Cutoff Frequency of the High-Pass Filter which follows the compressor.
		Clipper	Determines the extent to which the Clipper is applied for forcibly reducing the gain.
		Clipper Source	Determines the signal to which the Clipper effect is applied for forcibly reducing the gain.
		Gain Limit	Determines the maximum gain level.
		Side Chain Lvl	Determines the Side chain input level.

Uni Comp Up

Effect Type	Description	Parameter	Description
Parallel Comp	Compressor applying parallel processing of the compressed sounds and dry sounds.	Type	Determines the compressor type.
		Compression	Determines the extent to which the compressor is applied.
		Texture	Determines the texture of the compressor effect.
		Output Level	Determines the output level of the effected sounds.
		Input Level	Determines the input level.

Effect Type	Description	Parameter	Description
Presence	Effect for bringing out the hidden presence in the input sounds.	Presence	Determines the extent to which the effect is applied.
		Texture	Determines the texture of the sound effect.
		Output Level	Determines the output level of the effected sounds.

Additional New Performances

The MONTAGE offers 52 new Performances.
For the added Performances, refer to the Data List.

Category Search

◼ Performance Category Search, Arpeggio Category Search, Waveform Category Search

The Favorite function has been added, giving you quick access to the sounds and Arpeggios you want has been added. This section explains an example of the Favorite function for Performance Category Search.

NOTE You can filter the Performance List by Favorite in the Part Category Search and in the Performance Merge, but you cannot turn the Favorite icon on/off from the search displays.

Operation	[PERFORMANCE] → [CATEGORY] (Performance Category Search) or Touch the Performance Name → Select [Search] from the displayed menu

Performance Bank Select/Favorite   Favorite icon

Favorite Set/Unset   Favorite All Clear
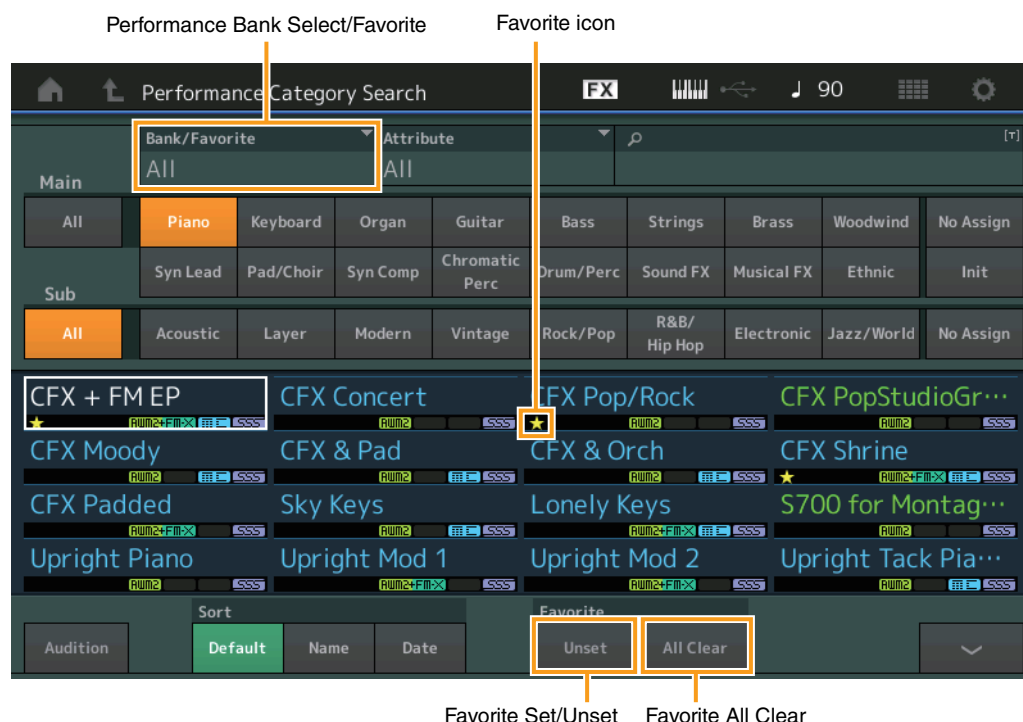
Favorite Set / Unset

Enters (Sets) or cancels (Unsets) the Favorite icon to the currently selected Performance. This is not available when the cursor is not on the Performance List.

NOTE You can also set/unset the Favorite icon from the menu which is displayed by touching the Performance name on the Performance Play (Home) display.

Favorite All Clear

Clears all Favorite icons on Performances. This is available only when at least one Performance has a Favorite icon.

Bank/Favorite (Performance Bank Select/Favorite)

Filters the Performance List by Bank or Favorite. When Favorite is selected, only Performances having a Favorite icon are listed.

Settings: All, Favorite, Preset, User, Library Name (when the Library file is read)

NOTE When the Category Search display is selected, pressing the [CATEGORY] button repeatedly switches Banks among All, Favorite, Preset, User, Library (when the Library file is read). Holding down the [CATEGORY] button lets you go back to All.

■ Part Category Search

When "Mixing" of the "Parameter with Part" (Param. with Part) setting is set to off, you can change sounds continuously, using the current setting values for the Part such as Volume, Pan and Note shift.

Operation	[PERFORMANCE] → (When the Part to which any sounds are assigned is selected) Select the Part Name → [SHIFT]+[CATEGORY] (Part Category Search) or (When the Part to which any sounds are assigned is selected) Touch the Part Name → Select [Search] from the displayed menu

Parameter with Part

Param. with part (Parameter with Part)

Determines whether or not to read and use the parameter values for the next Performance. When the set of parameters is set to off, the current setting values are continuously used even when the next Performance is selected.

Settings: Off, On

Performance Play (Home)

You can now see various information by turning "View" on.

Home

Operation	Press the [PERFORMANCE] button or Touch the [HOME] icon

View

View

Determines whether the detailed information of each Part is displayed (On) or not displayed (Off). The displayed information differs depending on the cursor position or the Control function settings.

Settings: Off, On

NOTE When the cursor is on the Performance name on the Performance Play (Home) display, you can also switch the information views by pressing the [PERFORMANCE] button.

This section explains when "View" is turned on.

■ Element view

This appears only when the currently selected Part is the Normal Part (AWM2), and the [PERFORMANCE CONTROL] button or "Element/Operator control" is turned on.

Element Level   Element Switch

Element SW (Element switch)

Determines whether each Element is active or not.
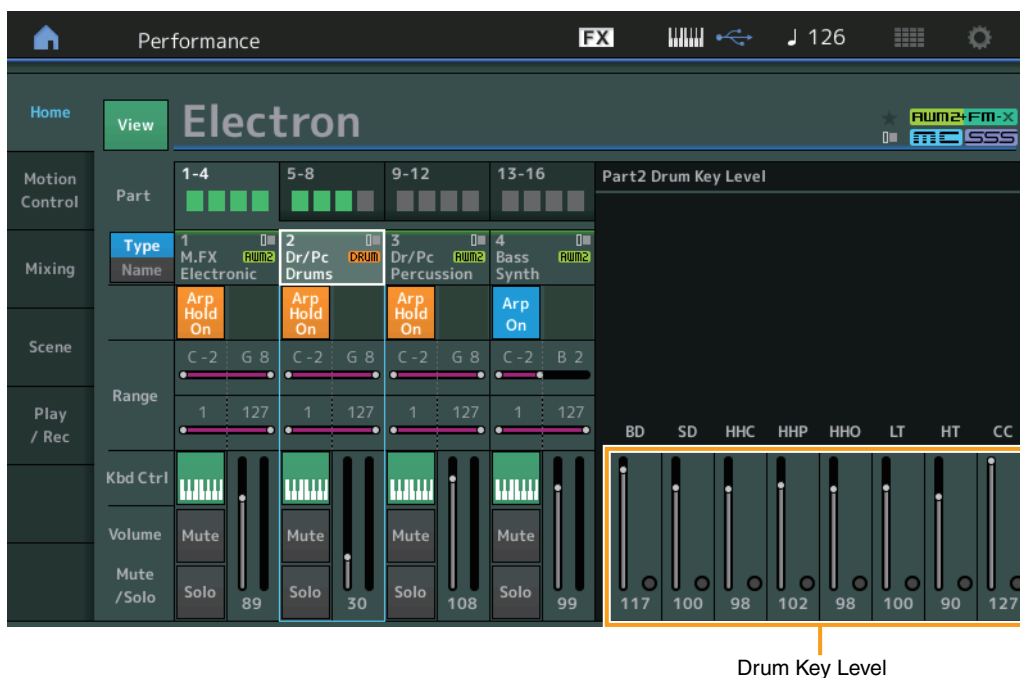**Settings:** Off, On

Element Level

Determines the output level of the Element.
Settings: 0 – 127

■ Drum Key view

This appears only when the currently selected Part is the Drum Part, and the [PERFORMANCE CONTROL] button or "Element/Operator Control" is turned on.

Drum Key Level

Drum Key Level

Determines the output level of the Drum Key.

Settings: 0 – 127

■ Algorithm view

This appears only when the currently selected Part is the Normal Part (FM-X), and the [PERFORMANCE CONTROL] button or "Element/Operator Control" is turned on.

Algorithm Number

Feedback Level

Operator Level

Algorithm (Algorithm Number)

Changes Algorithms.

Settings: See the Data List PDF document.

NOTE Tapping the Algorithm image calls up the Algorithm Search display.

Feedback (Feedback Level)

Waveforms can be changed by feeding some of the signal generated by an operator back through that operator. This allows you to set the feedback level.

Settings: 0 – 7

Operator Level

Determines the output level of the Operator.

Settings: 0 – 99

■ Part – Note view

This appears only when the [PART CONTROL] button is turned on or the cursor is on the Note Limit. This is useful for checking the Layer/Split settings among Parts.

Note Limit

■ Velocity – Note view

This appears only when the cursor is on any velocity limit of Parts. This is useful for setting Velocity split among Parts.
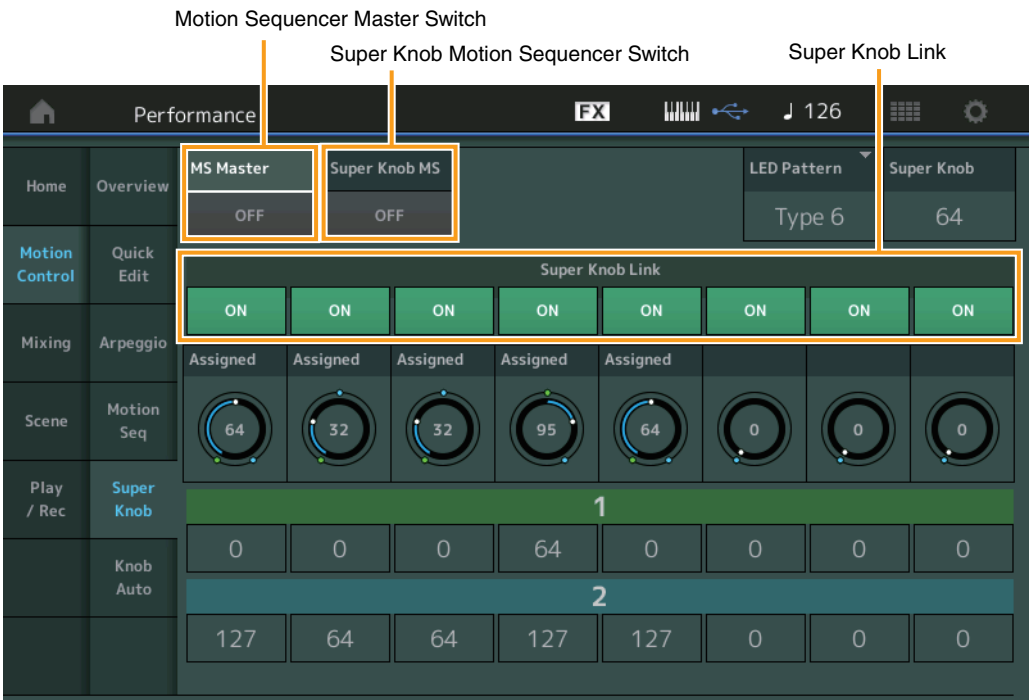

Velocity Limit
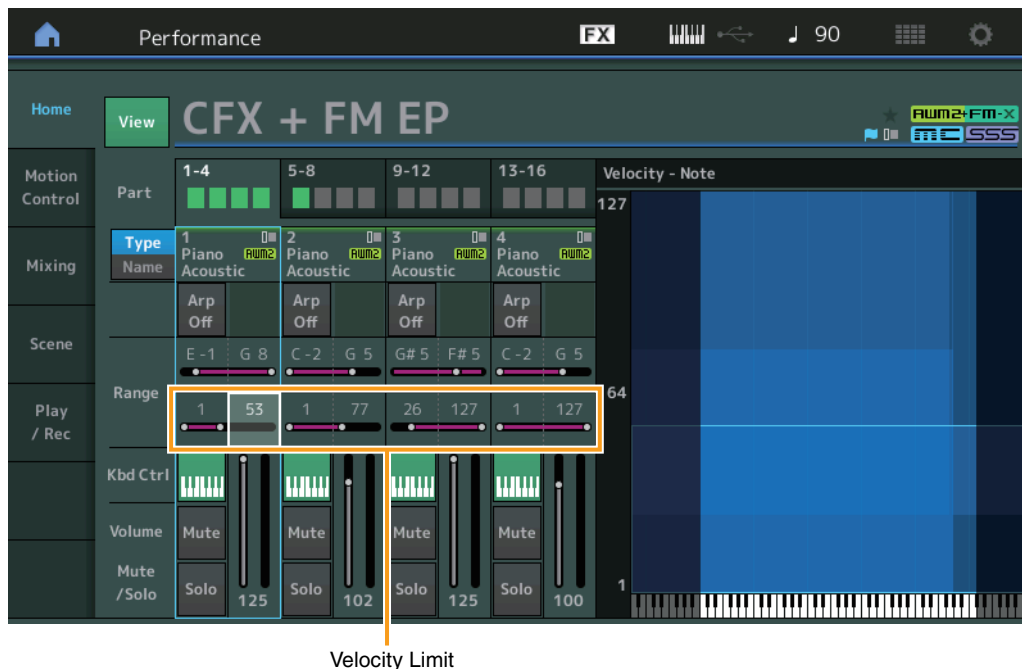
Motion Control

Motion Control

Super Knob

You can now make individual link setting of Assignable Knobs, to which functions commonly effective for all Parts are assigned, with the Super Knob.

Operation   [PERFORMANCE] → [Motion Control] → [Super Knob]

Motion Sequencer Master Switch
Super Knob Motion Sequencer Switch
Super Knob Link

MS Master (Motion Sequencer Master Switch)
Turns the Motion Sequencer for the entire Performance on/off. This setting is applied to the [MOTION SEQ ON/OFF] button on the panel.
Settings: Off, On

Super Knob MS (Super Knob Motion Sequencer Switch)
Turns the Motion Sequencer applied to the Super Knob on/off.
Settings: Off, On

Super Knob Link
Turns the link between the Assignable Knob and the Super Knob on/off. When this is set to off, the function value assigned to the corresponding knob does not change even if the Super Knob is controlled.
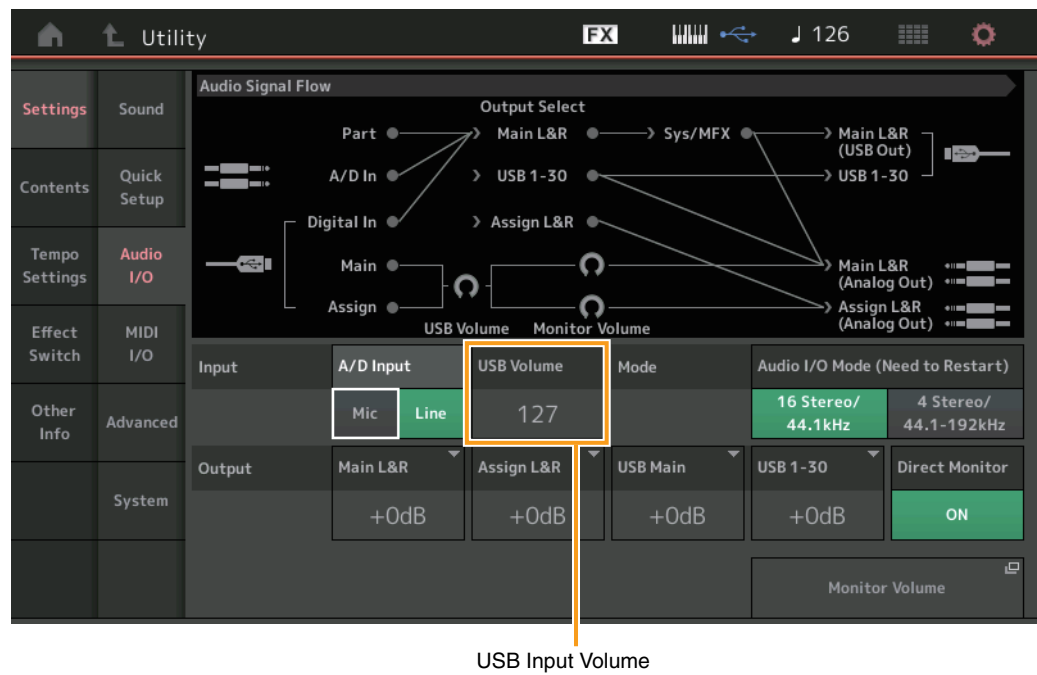**Settings:** Off, On

Utility

Settings

Audio I/O

You can now control the monitor volume of the Audio signal input from the [USB TO HOST] terminal.

Operation	[UTILITY] → [Settings] → [Audio I/O]

USB Input Volume

USB Volume (USB Input Volume)
Adjusts the volume of the Audio signal input from the [USB TO HOST] terminal. This setting is applied to the output gain of the OUTPUT (BALANCED) [L/MONO]/[R] jacks and the ASSIGNABLE OUTPUT (BALANCED) [L]/[R] jacks.
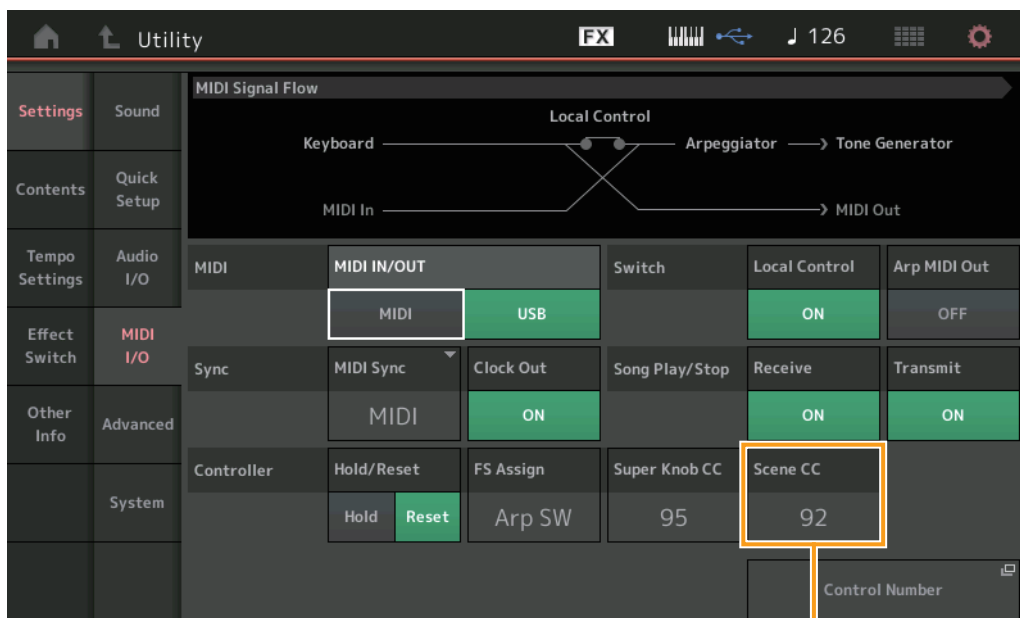**Settings:** 0 – 127
NOTE USB Input Volume is stored as part of the general system settings, not as Performance data.

MIDI I/O

You can now switch Scenes by Control Change messages.

Operation   [UTILITY] → [Settings] → [MIDI I/O]

Scene Control Change Number

Scene CC (Scene Control Change Number)

Determines the Control Change Number generated by switching Scenes. Even when the instrument receives MIDI message with the same Control Change Number specified here from the external equipment, the instrument assumes that the message is generated by switching Scenes.

Settings: Off, 1 – 95

NOTE   Scene 1 – 8 is selected depending on the Control Change value.
0 – 15: Scene 1, 16 – 31: Scene 2, 32 – 47: Scene 3, 48 – 63: Scene 4, 64 – 79: Scene 5, 80 – 95: Scene 6, 96 – 111: Scene 7, 112 – 127: Scene 8

NOTE   When the same Control Change Number is set to both of the Super Knob Control Change and the Scene Control Change, an exclamation mark (!) is shown before the value. In such a case, changes to Scene Control have priority and changes to the Super Knob Control are ignored.

System

You can now change the font size partially on the Live Set display and the Category Search display.

Operation   [UTILITY] → [Settings] → [System]
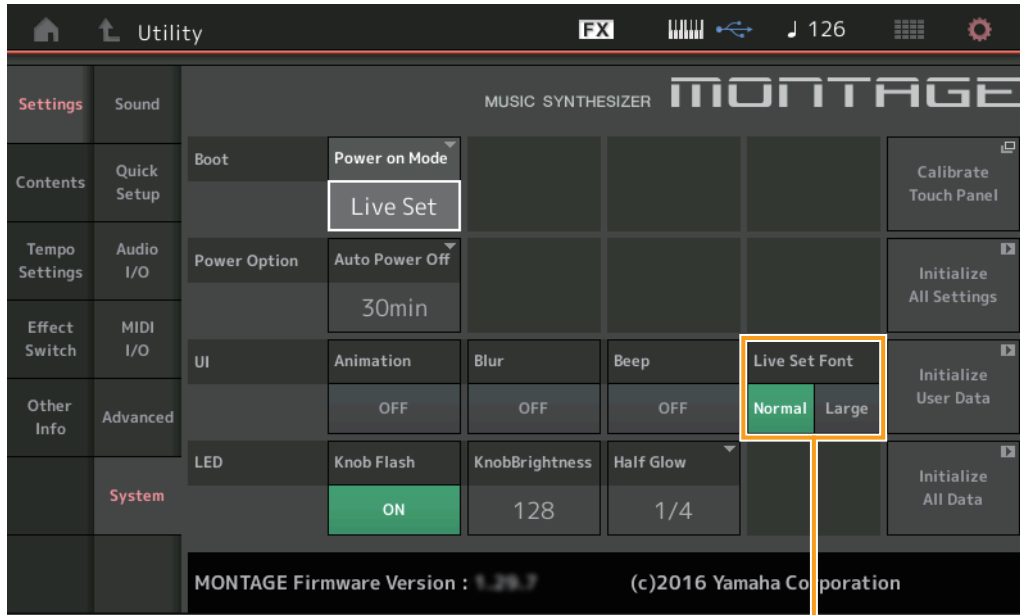
Live Set Font Size

Live Set Font (Live Set Font Size)
Determines the font size of the contents name on the Live Set display and the Category Search display.
Settings: Normal, Large

■ **Live Set display**
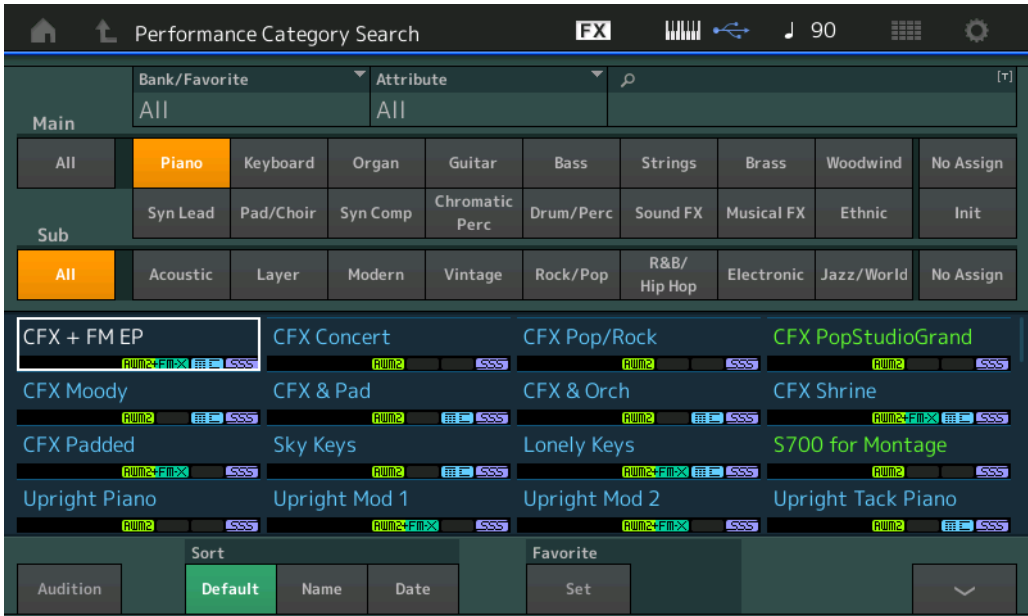
• **Normal**

• **Large**

■ Category Search display
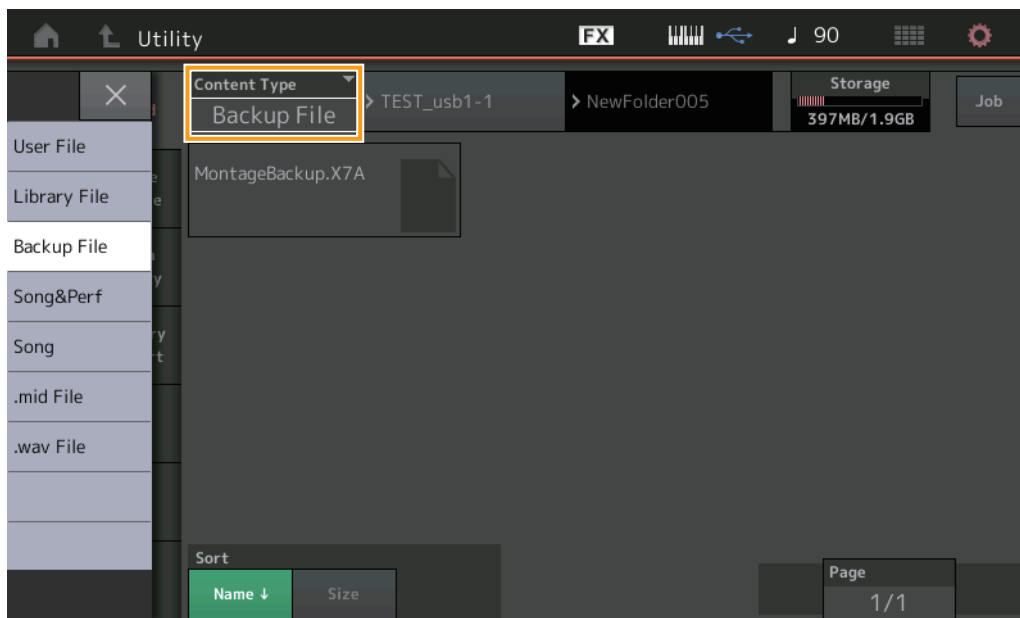
• Normal

• Large

Contents

You can now save/load backup files in which the entire User Memory data (including Songs and Libraries) is stored.

Load

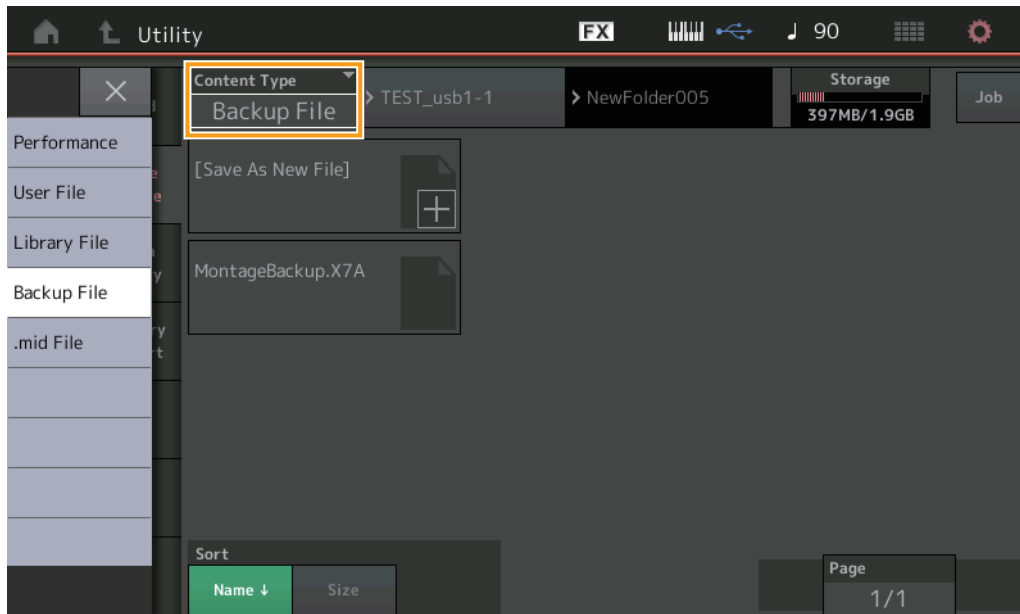**Operation** [UTILITY] → [Contents] → [Load]

Content Type

File Type	Device Type	Extension	Description
Backup File	File	.X7A	Data that is saved to USB flash memory as a backup file can be loaded to the User Memory again. A backup file includes all User data, Library data, and Song data.

Store/Save

Content Type

File Type	Device Type	Extension	Description
Backup File	File	.X7A	Data that is stored to the User Memory can be saved to USB flash memory. A backup file includes all User data, Library data, and Song data.

Edit

Each of the following Edit displays has been improved and you can now select the desired Part by touching the Part name on the display: Normal Part (AWM2) Edit display, Drum Part Edit display, Normal Part (FM-X) Edit display, and Common/Audio Edit display. Here is an example of the Normal Part (AWM2) Edit display.
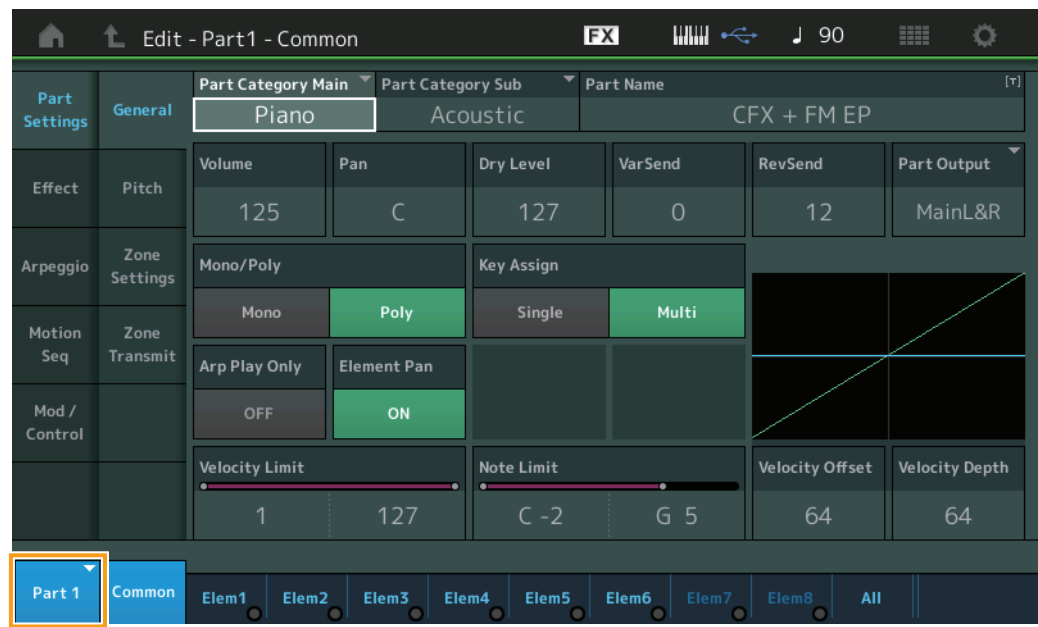
Part

Indicates the selected Part. Touching this calls up a pop-up list to switch the Part to be edited.

Settings: Common, Part 1 – 16

New Functions in MONTAGE Version 1.20

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.

- Element / Operator Control has been added for "Control Function."
- You can now store Control Function settings as Performance data.
- Song Loop playback function has been added.
- User Arpeggio function has been added.
- You can now separately mute original Parts and newly added Parts by Performance Merge.
- Monitor Volume settings for USB connection have been added.
- You can now control the Super Knob by MIDI Control Change messages.
- You can now copy or exchange Arpeggio Types.
- You can now copy or exchange Motion Sequences.
- Arp Bypass and Kbd Ctrl Lock functions have been added for "Effect Switch."

Motion Control

Motion Control

Overview

| Operation | [PERFORMANCE] → [Motion Control] → [Overview] or [SHIFT] + [PERFORMANCE] |
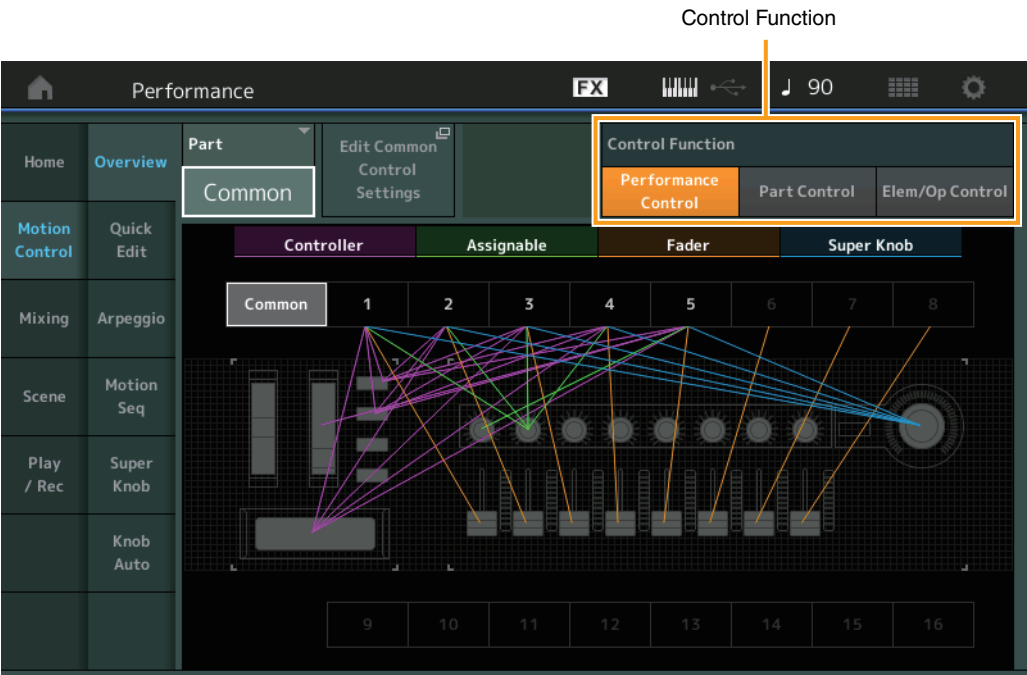
Control Function

Switches among Performance Control, Part Control, and Element/Operator Control.

Settings: Performance Control, Part Control, Elem/Op Control

NOTE You can now store Control function operations as Performance data.

NOTE Element/Operator Control can also be selected by simultaneously holding down the [SHIFT] button and using the [PART CONTROL] buttons.

■ When "Element/Operator Control" is selected

The Number A [1] – [16], Number B [1] – [8], and the Number C [1] – [8] buttons function the same as when "Part Control" is selected.

Number buttons	PART [MUTE] button and PART [SOLO] button are OFF	PART [MUTE] button ON	PART [SOLO] button ON
Number A [1] – [8] buttons (upper line)	Part select (1 – 8)	Part mute (1 – 8)	Part select (1 – 8)
Number A [9] – [16] buttons (lower line)	Part select (9 – 16)	Part mute (9 – 16)	Part solo (9 – 16)
Number B [1] – [8] buttons	Motion Sequencer for each Part ON/OFF (1 – 8 / 9 – 16)		
Number C [1] – [8] buttons	Arpeggio for each Part ON/OFF (1 – 8 / 9 – 16)		

When "Element/Operator Control" is selected and the PART [COMMON] button is ON, the Control Sliders 1 – 8 control the levels of the Elements/Operators of Part 1.

NOTE Element/Operator Control is useful for playing Performances, for example, that contain single Organ Parts, because controlling the volume of Elements in the Live Set display changes the harmonics of the Organ sound, just as with an actual organ.
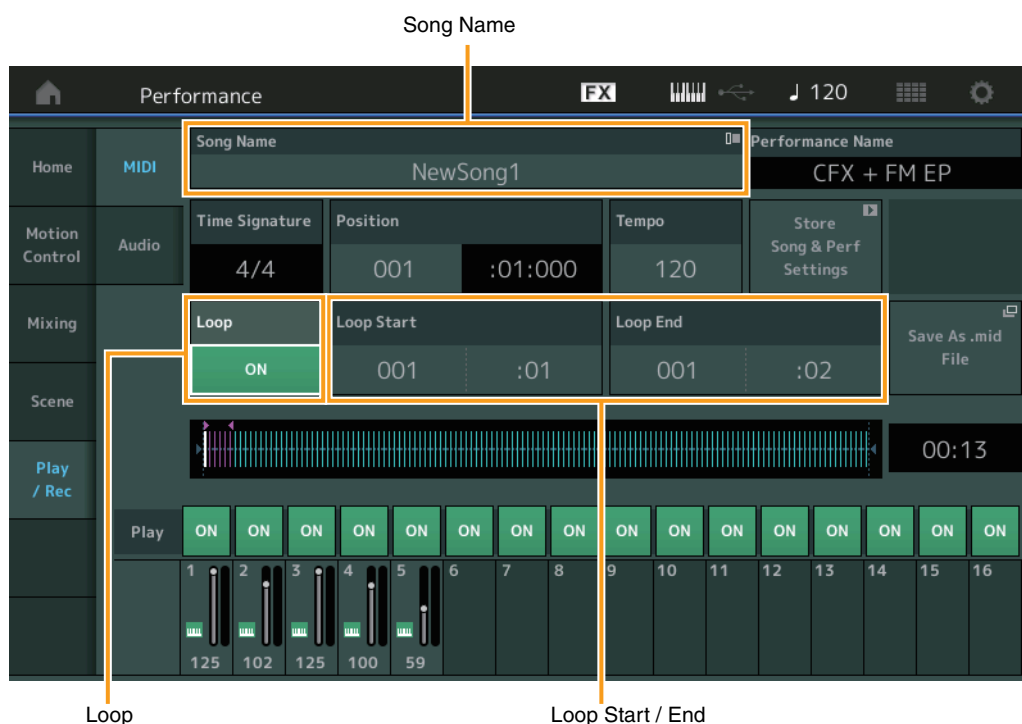
Play/Rec

Play/Rec

MIDI

You can now loop Song playback.

■ Playback and Playback Standby

Operation	[▶] (Play) button, or [PERFORMANCE] → [Play/Rec] → [MIDI]

Song Name

Loop   Loop Start / End

Song Name
Indicates the selected Song name. Touching the Song Name calls up a menu for selecting Load, Rename, and User Arpeggio.

Loop
Determines whether the Song plays through a single time or continuously. When this is set to on, the Song is repeatedly played back between the "Loop Start" and "Loop End" points (below).
Settings: Off, On

Loop Start / End
Determines the start position and the end position of Loop playback. The measure number is in the left cell and the beat number is in the right cell. This is not available when "Loop" is set to off.

■ Put Track to Arpeggio

This function copies data in the specified measures of a track for creating Arpeggio data. Up to 16 unique note numbers can be recorded to the Arpeggio track. If more than 16 different note numbers have been recorded to the MIDI sequence data, the Convert operation reduces the notes in excess of the limit. Because of this, be careful to record only up to 16 different notes when you create an Arpeggio, especially when using multiple tracks.

Operation	[▶] (PLAY) button or [PERFORMANCE] → [Play/Rec] → [MIDI] → Touch the Song Name to call up the menu → [User Arp] in the menu

Arp (Arpeggio Number)

Determines the User Arpeggio number. One of the numbers currently not in use is automatically assigned by default. When a number already in use is selected, the previous Arpeggio data in the selected number will be overwritten.
Settings: 1 – 256

Category (Arpeggio Category)

Determines the Category setting (Main Category and Sub Category) for the created Arpeggio data.
Settings: Refer to the Arpeggio Type Category List in the Reference Manual PDF document.

Name (Arpeggio Name)

Determines the User Arpeggio name. The Arpeggio name can contain up to 20 characters.

Song Track

Determines the track of the source Song for each Arpeggio track.

Convert Type

Determines how the MIDI sequence data (of Song tracks) will be converted to Arpeggio data from the three ways below. This parameter can be set for each track.
Settings: Normal, Fixed, Org Notes
> **Normal:** The Arpeggio is played back using only the played note and its octave notes.
> **Fixed:** Playing any note(s) will trigger the same MIDI sequence data.
> **Org Notes** (original notes): Basically same as "Fixed" with the exception that the Arpeggio playback notes differ according to the played chord.

Original Notes Root

Determines the root note when the Convert Type of any track is set to "Org Notes." This is available only when any track is set to "Org Notes."
Settings: C-2 – G8

Measure

Determines the range of measures to be copied to the Arpeggio data.
Settings: 001 – 999

Store As User Arp (Store As User Arpeggio)

Stores as User Arpeggio following all settings made in this display. This is not available when all tracks are set to off.

Category Search

■ Performance Merge

This allows you to separately mute original Parts and newly added Parts.

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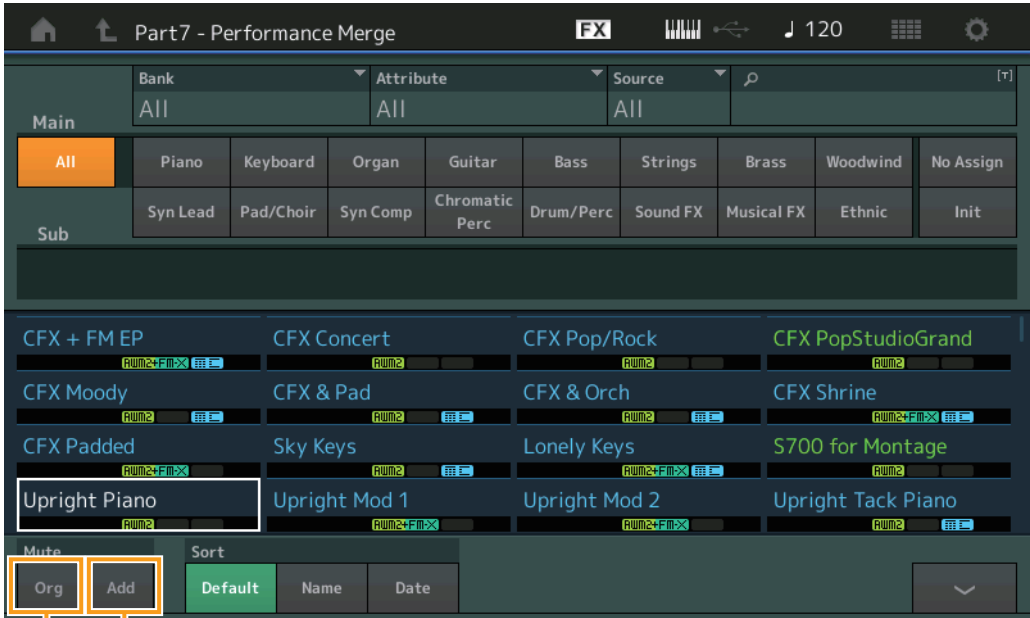
Additional Part Mute

Original Part Mute

Original Part Mute
Mutes the original Parts.
Settings: Off, On

Additional Part Mute
Mutes newly added Parts in the Performance Merge display.
Settings: Off, On

Utility

Settings

MIDI I/O

You can now control the Super Knob by MIDI Control Change messages.

Operation	[UTILITY] → [Settings] → [MIDI I/O]

Super Knob CC (Super Knob Control Change Number)

Control Number

Super Knob CC (Super Knob Control Change Number)
Determines the Control Change number generated by using the Super Knob. Even when the instrument receives MIDI messages with the same Control Change Number specified here from the external equipment, the instrument assumes that the message is generated by using the Super Knob. When "MIDI I/O Mode" is set to "Multi," Channel 1 is used for transmitting MIDI data. When "MIDI I/O Mode" is set to "Single," the channel specified in "MIDI I/O Ch." is used for transmitting MIDI data.
Settings: Off, 1 – 95
NOTE When this parameter is set to off, MIDI data is transmitted by SysEx (System Exclusive) messages.
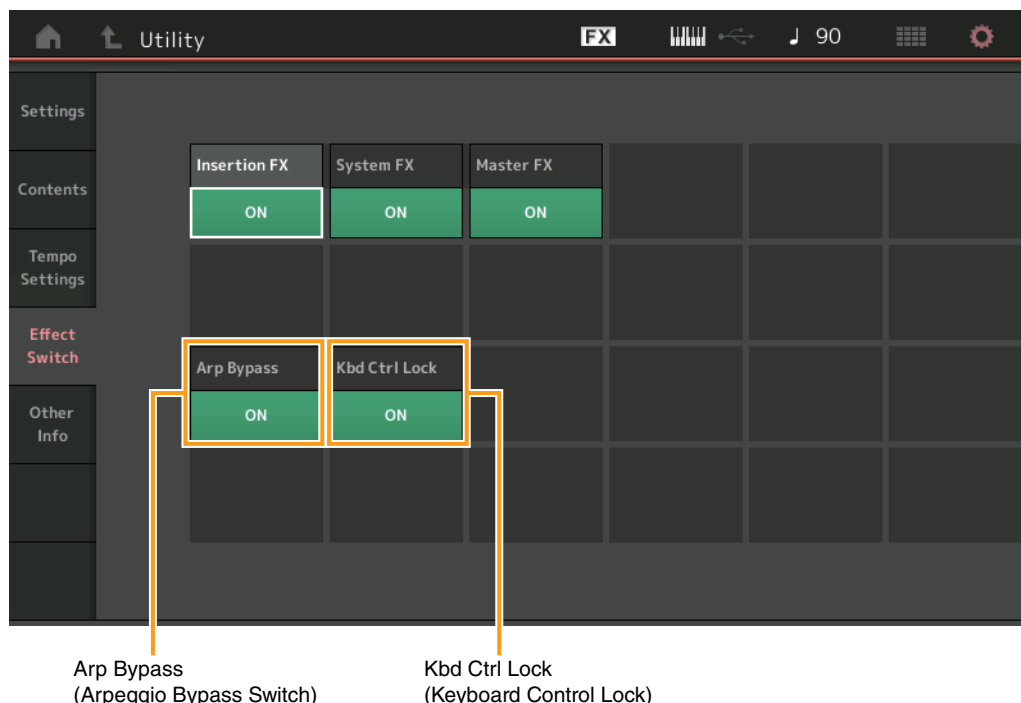
Control Number
Calls up the Control Number display in the Common/Audio Edit.

Effect Switch

Arp Bypass and Kbd Ctrl Lock functions have been added for "Effect Switch."

| **Operation** | [UTILITY] → [Effect Switch] or touch the Effect icon |

Arp Bypass
(Arpeggio Bypass Switch)

Kbd Ctrl Lock
(Keyboard Control Lock)

Arp Bypass (Arpeggio Bypass Switch)

Determines whether the Arpeggio Bypass is active or not. When this is set to on, all Arpeggiator operations are disabled.

Settings: Off, On

NOTE Arpeggio Bypass can also be turned on/off by simultaneously holding down the [SHIFT] button and using the [ARP ON/OFF] button. The [ARP ON/OFF] button flashes when Arpeggio Bypass is turned on.

NOTE When the Part Arpeggio Switch setting is changed, Arpeggio Bypass is automatically turned off even if it has been set to on.

NOTE You can edit arpeggios in Song data generated by the arpeggiator with using DAW software. By turning Arpeggio Bypass on, you can prevent Song data edited on the DAW software from being affected again by the arpeggiator when routed back to the MONTAGE.

Kbd Ctrl Lock (Keyboard Control Lock)

Determines whether Keyboard Control Lock is active or not. When this is set to on, the Keyboard Control is turned on only for Part 1 and off for the other Parts.

When this is set to off, Keyboard Control settings for all Parts are returned to the original status.

Settings: Off, On

NOTE When you use the MONTAGE as a 16-part multi-timbral sound module with DAW software, the Keyboard Control Lock function is useful for creating or editing MIDI tracks one by one.

Common/Audio Edit (Common/Audio)

Control

Control Number

When the same control number is assigned to the Super Knob and any Assignable Knob, the Super Knob takes priority and operation of the Assignable Knob may be ignored. A warning message appears in that case.

NOTE The Control Number set in this display is stored as Performance data. However, "FS Assign" and "Super Knob CC" are stored as general system settings, not as Performance data.

Operation [PERFORMANCE] → [EDIT] → PART [COMMON] → [Control] → [Control Number]
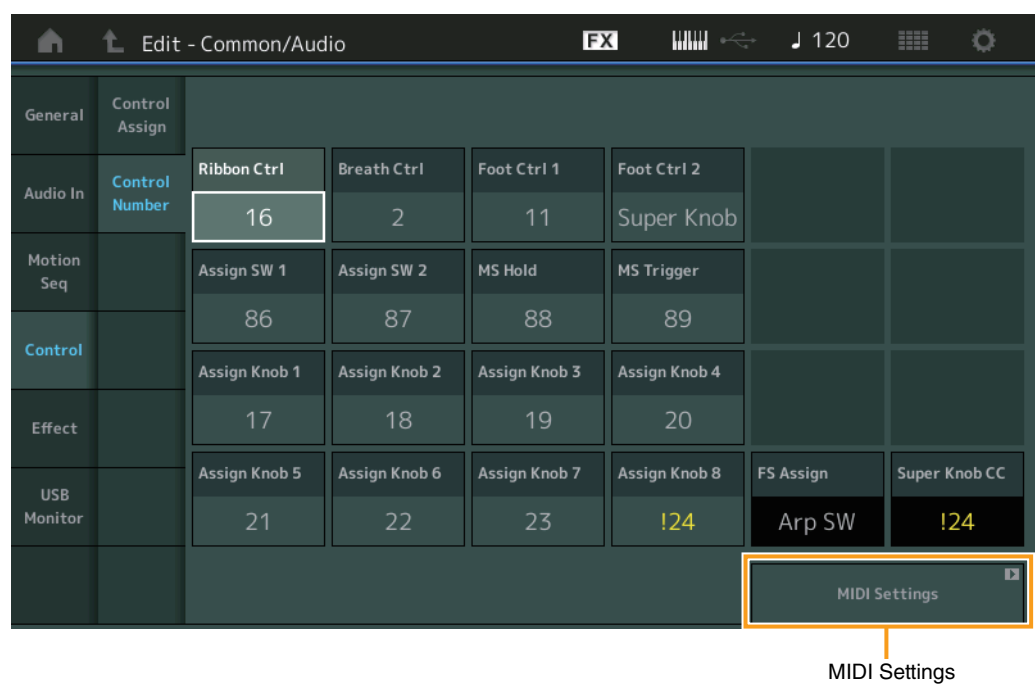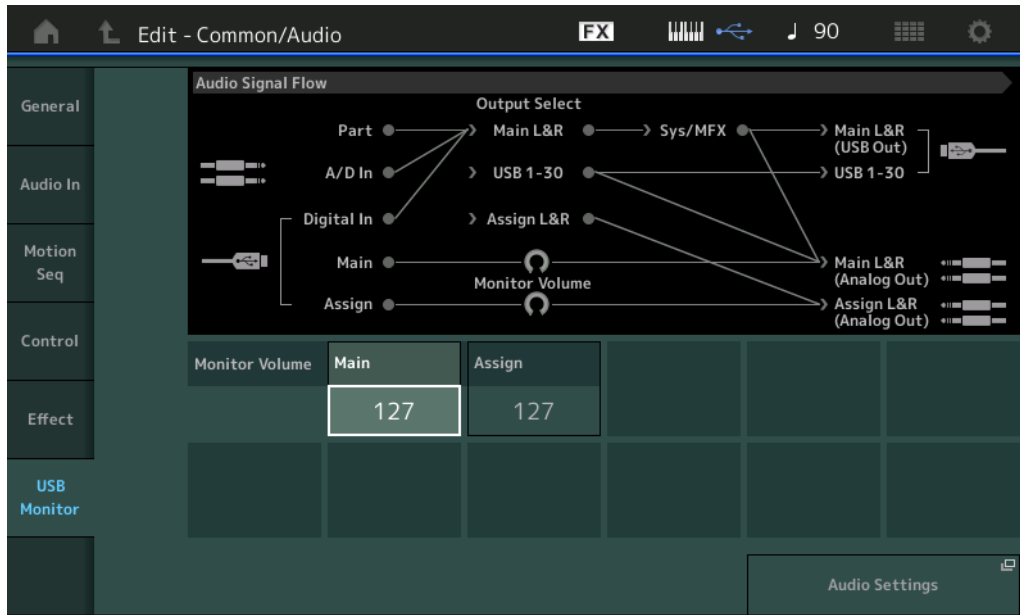

MIDI Settings

MIDI Settings
Calls up the MIDI I/O display in Utility.

USB Monitor

From the USB Monitor display, you can adjust the Audio Input level from the [USB TO HOST] terminal.

NOTE USB Main Monitor Volume and USB Assign Monitor Volume are stored as Performance Data.

Operation	[PERFORMANCE] → [EDIT] → PART [COMMON] → [USB Monitor]

USB Main Monitor Volume

Adjusts the Audio signal level which is input from the [USB TO HOST] terminal and output to the OUTPUT (BALANCED) [L/MONO]/[R] jacks.

Settings: 0 – 127

USB Assign Monitor Volume

Adjusts the Audio signal level which is input from the [USB TO HOST] terminal and output to the ASSIGNABLE OUTPUT (BALANCED) [L]/[R] jacks.
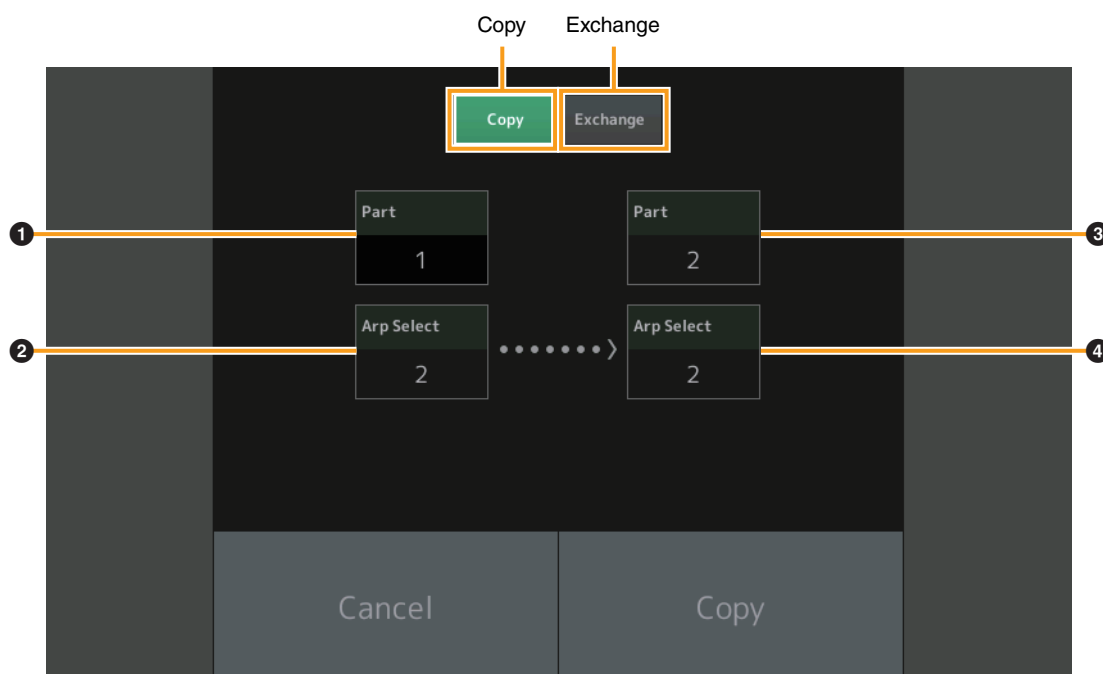
Settings: 0 – 127

Audio Settings

Calls up the Audio I/O display in Utility.

Part Edit (Edit)

You can now copy (or exchange) between Arpeggio types.

Operation	[PERFORMANCE] → [EDIT] → Select Part to be copied → [Arpeggio] → [Individual] → [SHIFT] + [EDIT] or [PERFORMANCE] → [Motion Control] → [Arpeggio] → Select Part to be copied → [SHIFT] + [EDIT]

NOTE You can select "All" for Arp Select when copying between different Parts.

Copy
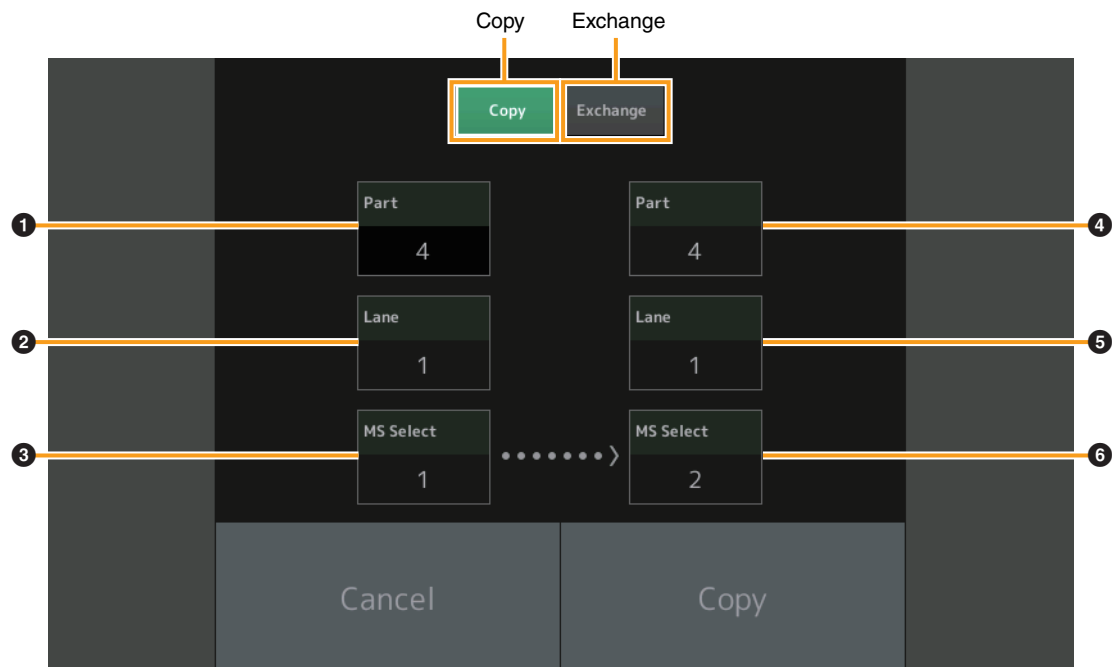Touching this button activates the Arpeggio Type Copy function.

Exchange
Touching this button activates the Arpeggio Type Exchange function.

❶ **Part to be copied (or exchanged)**

❷ **Arpeggio Select to be copied (or exchanged)**

❸ **Copy (or exchange) destination Part**

❹ **Copy (or exchange) destination Arpeggio Select**

You can now copy (or exchange) between Motion Sequences.

Operation	[PERFORMANCE] → [EDIT] → Select Part to be copied → [Motion Seq] → [Lane] → [SHIFT] + [EDIT] or [PERFORMANCE] → [Motion Control] → [Motion Seq] → Select Part to be copied → [SHIFT] + [EDIT] or [PERFORMANCE] → [Motion Control] → [Knob Auto] → [SHIFT] + [EDIT]

NOTE You can select "All" for "Lane" and "MS Select" when copying between different Parts.

Copy
Touching this button activates the Motion Sequence Copy function.

Exchange
Touching this button activates the Motion Sequence Exchange function.

❶ **Part to be copied (or exchanged)**

❷ **Lane to be copied (or exchanged)**

❸ **Motion Sequence Select to be copied (or exchanged)**

❹ **Copy (or exchange) destination Part**

❺ **Copy (or exchange) destination Lane**

❻ **Copy (or exchange) destination Motion Sequence Select**

New Functions in MONTAGE Version 1.10

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

❶ Type/Name Switch

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

❷ 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.

❸ 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.
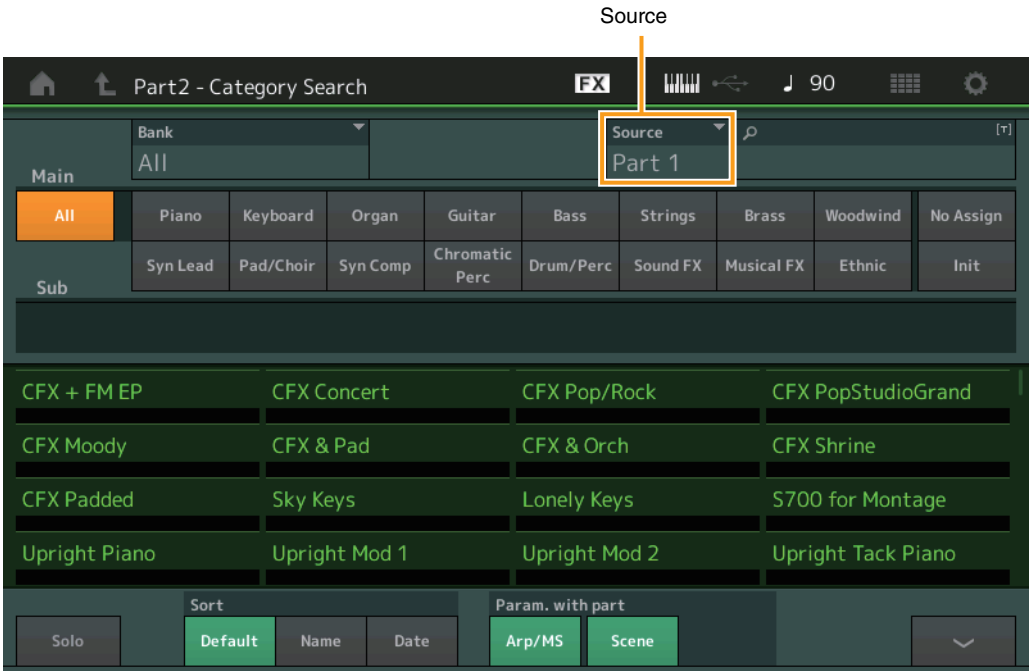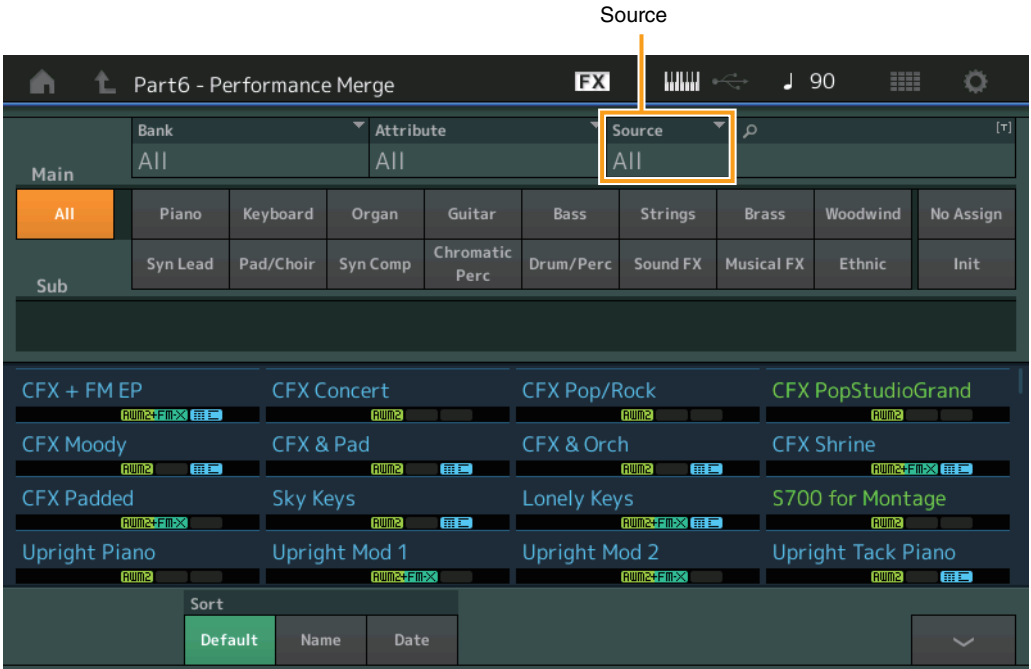

Source

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

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.
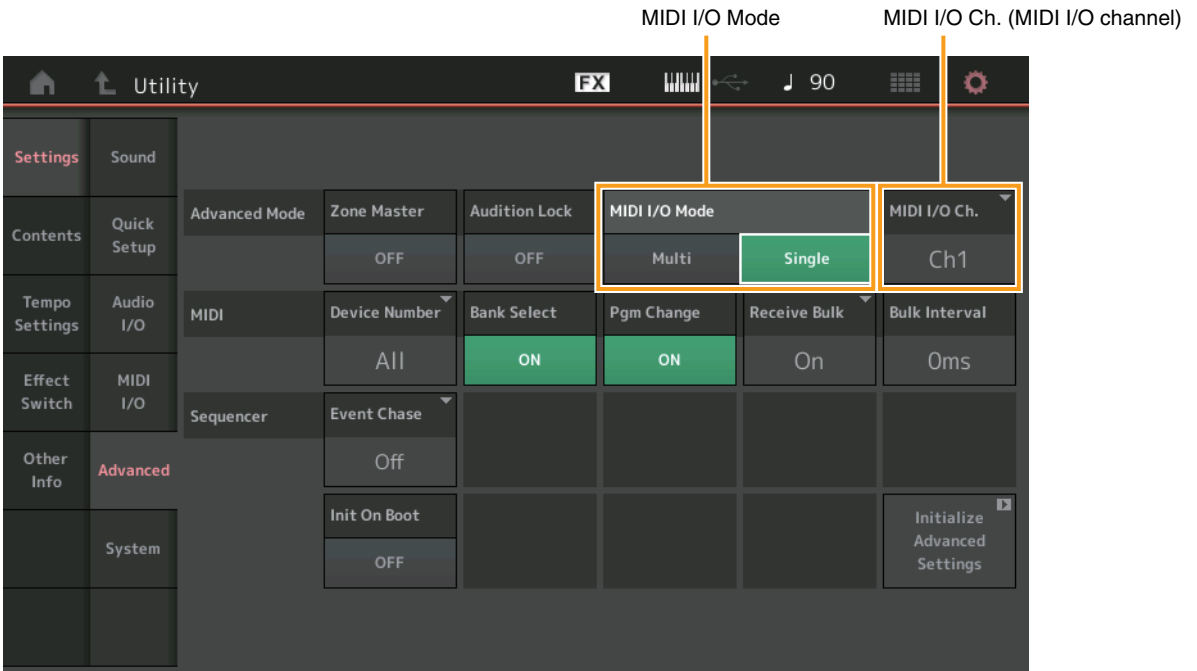
Utility

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

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.
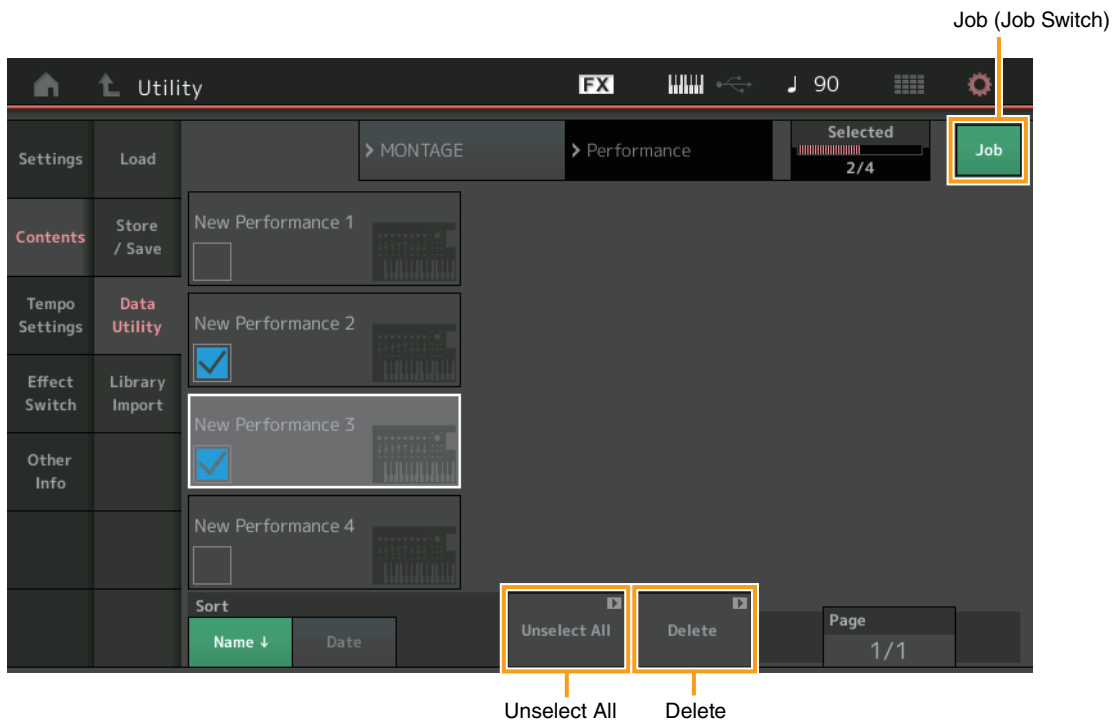
Contents

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)

Unselect All　　Delete

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.

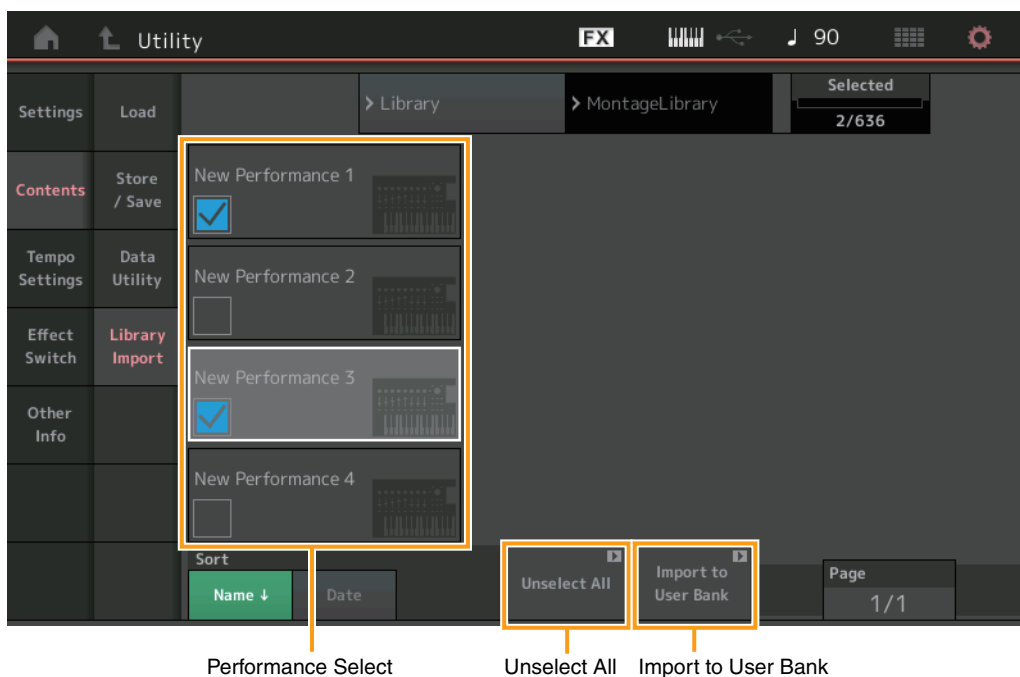**Operation**   [UTILITY] → [Contents] → [Library Import]

■ Library Folder List

Library Folder Select

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   Unselect All   Import to User Bank

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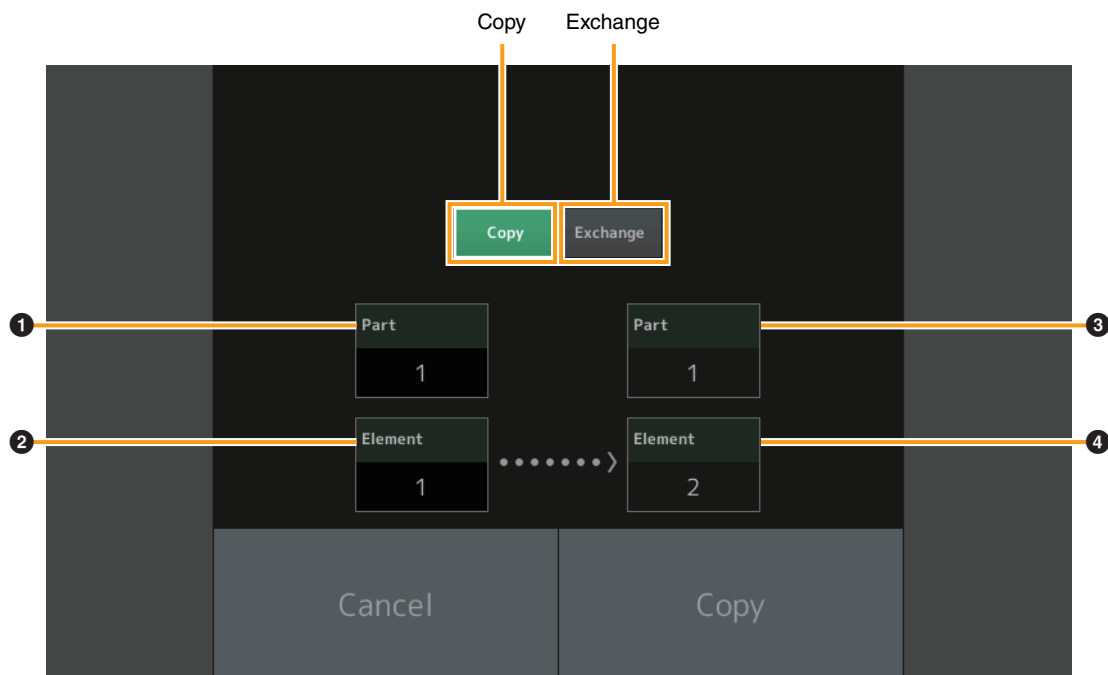
NOTE   Copying or exchanging between different Part types (for example, between Elements and Operators) cannot be executed.

Copy

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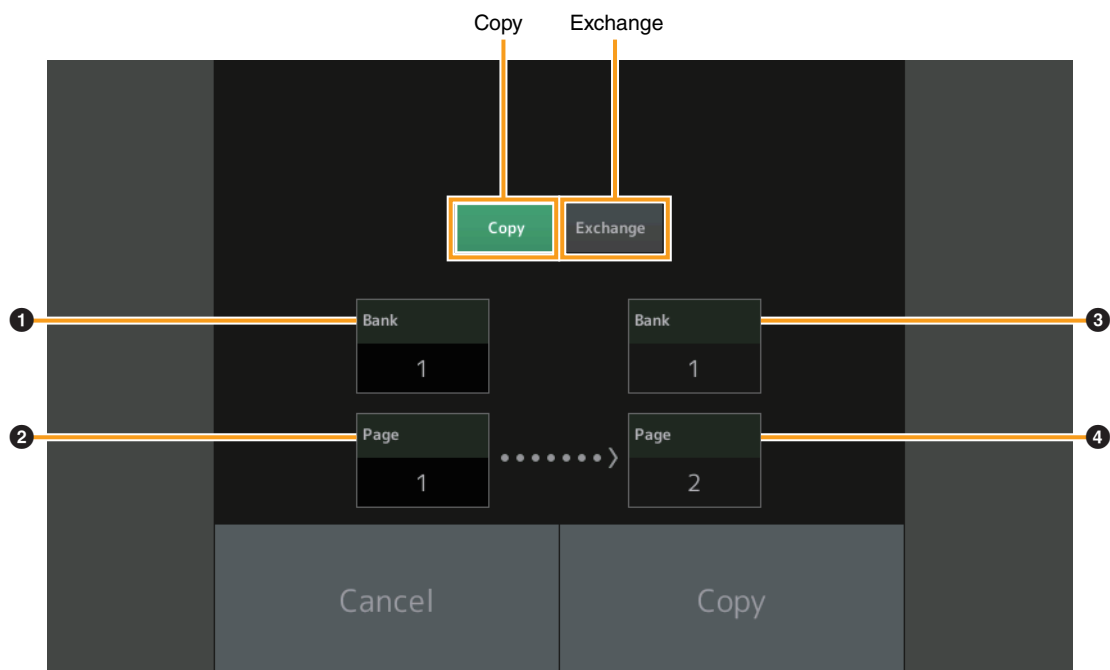
Exchange

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