

**YAMAHA**  **DIGITAL PROGRAMMABLE  
ALGORITHM SYNTHESIZER**

VOICE LIBRARY  
with  
**PERFORMANCE NOTES**

You are encouraged to experiment with each voice in order to achieve the best sound. We have left many standard voices without performance recommendations, due to the possibility of your editing or changing to suit your own taste. Where necessary though, we have included some performance suggestions to enhance the sound as programmed by Yamaha Programmers.

# 1. NORMAL SYSTEM SETTING

First of all, we recommend that the FUNCTION parameters are set as a "NORMAL" system setting as follows:

parameters functions	RANGE	PITCH	AMPLITUDE	EG BIAS	Notes
MODULATION WHEEL	60 – 80	ON	OFF	OFF	This setting is for vibrato.
BREATH CONTROL	99	OFF	OFF	OFF	Using the BC1 Breath Controller with the EG BIAS on, you can get some "wah" effect for some sounds.

- POLY/MONO & PORTAMENTO

POLY/MONO ..... POLY  
 PORTAMENTO TIME ..... 0

\*Some voices like bass or lead sounds are better played in a following setting:

POLY/MONO ..... MONO  
 PORTAMENTO MODE ..... FINGERED  
 PORTAMENTO TIME ..... 50 – 60

- PITCH BEND

RANGE ..... 7  
 STEP ..... 0

# 2. PERFORMANCE NOTES

## SET I. MASTER GROUP

## SET II. KEYBOARD SOUNDS GROUP

No.	Voice Name	Performance Notes
1	BRASS 1	Normal.
2	BRASS 2	Normal.
3	SYNTH BRASS 1	Normal.
4	STRINGS 1	Normal.
5	STRINGS 2	Normal.
6	PIANO 1	Normal.
7	ELECTRIC PIANO 1	Normal.
8	GUITAR 1	Normal.
9	SYNTH LEAD 1	Better in MONO mode with some portamento.
10	BASS 1	Better in MONO mode with some portamento.
11	ELECTRONIC ORGAN 1	Normal.
12	PIPE ORGAN 1	Normal.
13	HARPSICHORD 1	Normal.
14	CLAV 1	Normal.
15	VIBE	Normal.
16	FLUTE	Normal. May be better in MONO mode.
17	STRINGS & BELLS	Big sound. Best to play large chords. Staccato for bells only. Big, full chords for large orchestra.
18	LASER GUN	Tap one note.
19	HUMAN VOICE	Normal. Slow attack so wait for sound to come in.
20	TIMPANI	Play around middle C or below for good timpani sound. Hold note down for damped drum. Play staccato for drum "ring".

No.	Voice Name	Performance Notes
1	PIANO 2	Normal.
2	PIANO 3	Normal.
3	PIANO 4	Honky-tonk Piano.
4	ELECTRIC PIANO 2	Normal.
5	ELECTRIC PIANO 3	Normal.
6	ELECTRIC PIANO 4	Normal.
7	ELECTRIC PIANO 5	Normal.
8	CELESTE	Normal.
9	TOY PIANO	Better played in upper octaves.
10	CLAV 2	Normal.
11	HARPSICHORD 2	Normal.
12	HARPSICHORD 3	Normal.
13	ELECTRONIC ORGAN 2	Normal.
14	ELECTRONIC ORGAN 3	Normal.
15	ELECTRONIC ORGAN 4	60's organ sound.
16	PIPE ORGAN 2	Normal.
17	PIPE ORGAN 3	Normal.
18	PIPE ORGAN 4	Small pipes sound.
19	CALIOPE	Normal.
20	ACCORDION	Normal.

### SET III. ORCHESTRAL SOUNDS GROUP

No.	Voice Name	Performance Notes
1	PICCOLO	Normal.
2	OBOE	Normal.
3	CLARINET	Normal.
4	SAXOPHONE (BC1)	Blow to express saxophone using BC1. EG BIAS on. Use MODULATION WHEEL for vibrato. Saxophone can be played without BC1 by turning BREATH CONTROL EG BIAS off.
5	BASSOON	Normal.
6	STRINGS 3	Normal.
7	STRINGS 4	Normal.
8	STRINGS 5	Normal.
9	STRINGS 6	Normal.
10	STRINGS 7	Normal.
11	STRINGS 8	Normal.
12	STRINGS 9	Normal.
13	STRINGS 10	Pizzicato strings. "Pluck" notes.
14	BRASS 3	Normal.
15	BRASS 4	Normal.
16	BRASS 5	Normal.
17	BRASS 6 (BC1)	Same as SAXOPHONE (BC1).
18	BRASS 7 (BC1)	Same as SAXOPHONE (BC1).
19	SYNTH BRASS 2	Normal.
20	HARMONICA	Normal.

### SET IV. PERCUSSIVE & PLUCKED SOUNDS GROUP

No.	Voice Name	Performance Notes
1	GLOCKENSPIEL	Normal.
2	COWBELL	Play short, percussive notes.
3	STEEL DRUM	Normal.
4	TUBULAR BELLS	Normal.
5	MARIMBA	Normal.
6	XYLOPHONE	Normal.
7	GONG	Use sustain pedal to hear full gong sound.
8	BELLS	Normal.
9	BLOCK	Play percussively.
10	FLEXATONE	Touch any note very quickly.
11	SITAR	Normal.
12	KOTO	Normal. Play Japanese scale for best feel.
13	GIUITAR 2	Normal.
14	GIUITAR 3	Normal.
15	GIUITAR 4	Normal.
16	HARP	"Pluck" notes. Hold note for sharp decay.
17	BANJO	Normal.
18	LUTE	Normal.
19	BASS 2	May be better in MONO mode with some FINGERED portamento.
20	BASS 3	May sound better in MONO mode with some portamento.

### SET V. SYNTH SOUNDS GROUP

No.	Voice Name	Performance Notes
1	SYNTH LEAD 2	These voices would benefit from being played in MONO mode with FINGERED portamento and TIME around 40 or 50.
2	SYNTH LEAD 3	
3	SYNTH LEAD 4	
4	SYNTH LEAD 5	
5	SYNTH LEAD 6	
6	SYNTH CLAV 1	Normal.
7	SYNTH CLAV 2	Normal.

8	SYNTH PIANO	Normal.
9	SYNTH BASS 1	Normal but can be played even in-
10	SYNTH BASS 2	MONO mode.
11	SYNTH BRASS 3	Normal.
12	SYNTH BRASS 4	Normal.
13	SYNTH BRASS 5	Normal.
14	SYNTH BRASS 6	Normal.
15	SYNTH ORGAN	Normal.
16	SYNTH ORCHESTRA	Normal.
17	TUBULAR EXPLOSION	Hold note for expanded tubular bell.
18	SYNTH BELLS	Normal.
19	SAMPLE & HOLD	Be sure that all EG BIAS controls are turned off, or use BC1 with BREATH CONTROL EG BIAS on to bring in Sample & Hold.
20	SYNTH LOG DRUM	Normal. Play percussively.

### SET VI. COMPLEX & EFFECTS SOUNDS GROUP

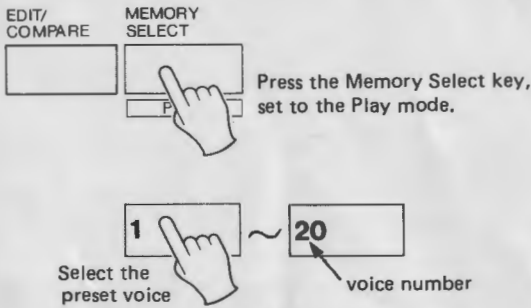
No.	Voice Name	Performance Notes
1	HORNS & STRINGS	Normal.
2	MARIMBA & STRINGS	Normal.
3	HARPSICHORD & STRINGS	Normal.
4	GLOCKENSPIEL & STRINGS	Normal.
5	BRASS & GLOCKENSPIEL	Normal.
6	BRASS & BLOCK	Normal.
7	PIANO & VOICE	Normal.
8	PIANO & BRASS (BC1)	Be sure that all EG BIAS controls are turned off, or use BC1 with BREATH CONTROL EG BIAS on to bring in brass sound.
9	HARP & FLUTE	Pluck quickly to hear only harp. Sustain to bring out flute.
10	CELESTE & ECHO	Hold for echo.
11	POLICE WHISTLE	Play note around middle C.
12	TRAIN WHISTLE	Play middle C and F sharp above.
13	TRAIN	Be sure to turn OFF all EG BIAS controls, otherwise you won't hear the steam train. The alternative is to use BC1 with BREATH CONTROL EG BIAS on to bring in steam sound.
14	SPACE WAR & LASERS	Hit any note. Hold note for more action.
15	EVOLUTION	Very long envelope. Hold notes to hear sound grow.
16	OCTAVE WAR	Normal.
17	WART HOG	Play a few notes quickly at the lower end of keyboard.
18	EARTHQUAKE	Sound builds up once started. Can only be stopped by pressing another preset key.
19	SPACE BIRD	Play a few notes in the upper octaves.
20	DATA TRANSFER NOISE	Play any key while holding sustain pedal.

### 3. HOW TO PLAY PRE-PROGRAMMED VOICES

#### ● Playing the Internal Voices

The DX9 has 20 internal voices, any one of which can be selected simply by pressing the **MEMORY SELECT** key, and then by pressing the appropriate Voice Select key. Each Voice Select key has a large numeral that corresponds to the voice number at its left edge.

Select and play each voice to get a feel for the kind of sounds that are available.



#### ● Playing the External Voices

The voice data contained on the voice data cassette must be loaded into the instrument before it can be played.

Two types of LOAD functions are provided: LOAD, with which an entire group of 20 voices is loaded, and LOAD SINGLE, with which any desired single voice can be loaded.

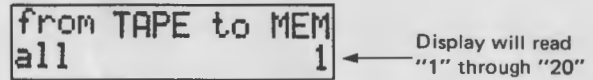
##### 1) LOADING an entire 20-voice group.

- (1) Make sure the cassette recorder is properly connected to the DX9, insert the cassette containing the desired voice group, and set the tape to the beginning of that voice group (disengage the remote control function to do this). Stop the cassette recorder.
- (2) Turn MEMORY PROTECT OFF.



- (3) Press the **LOAD** key and then the **YES** key and the display will read "from TAPE to MEM all ready?" (the remote control function is re-engaged).
- (4) Make sure the cassette recorder's headphone jack is connected to the DX9 and press the cassette recorder PLAY button.
- (5) Press the **YES** key and the "ready?" portion of the display will disappear, the tape will begin to run, and the pilot tone will be heard.
- (6) Adjust the cassette recorder volume control to set the pilot tone at a comfortable listening level.

(7) When the data signal begins the bottom right hand corner of the display will read "1" through "20" as the corresponding voices are loaded into the internal memory.



(8) When the LOAD operation is completed the DX9 PLAY mode will be engaged and the cassette recorder will stop.

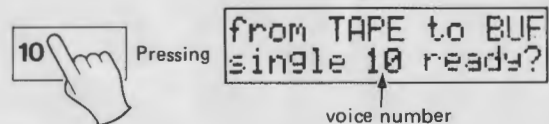
#### \* Using a Cassette Recorder with No REMOTE Terminal

The SAVE and LOAD procedures are basically same for cassette recorders with or without a REMOTE terminal. When there is no REMOTE terminal, the cassette recorder must manually be set to the record or play mode after the **SAVE** or **LOAD** and **YES** keys have been pressed ("ready?" display).

##### 2) LOADING a single voice.

This function loads any single voice from within a voice group, and operates basically in the same way as for loading a voice group. Instead of pressing the **LOAD** key, press the **LOAD SINGLE** key.

- (1) Make sure the cassette recorder is properly connected and set the tape to the beginning of the voice group that contains the desired voice.
- (2) Press the **LOAD SINGLE** key and then the **YES** key and the display will read "from TAPE to BUF single? (1-20)". The DX9 is asking you for the number of the desired voice.
- (3) Press the preset key corresponding to the number of the desired voice and the display will respond with the chosen voice number and "ready?".



- (4) Press the **YES** key and the tape will begin playback. The pilot tone will be heard.
- (5) Set the cassette recorder volume control so that the pilot tone is at a comfortable listening level.
- (6) The display counts down the voices in the group, and the DX9 PLAY mode is engaged when the desired voice has been loaded. The voice number display shows "0". The loaded voice must then be stored in any preset number according to the STORE instructions in your owner's manual.

**YAMAHA**