

The new Play Level function

This function adjusts the playback level when you play back a sample created by resampling the ESX-1's Pattern mode or Song mode playback.

If you set Play Level to "+12 dB," the resampled phrase sample will play at approximately the same volume as when it plays in Pattern or Song mode.

About the Play Level setting

You can individually set the Play Level for each sample to specify its volume level (0 dB or +12 dB).

The Play Level is automatically set to the appropriate setting when you sample or resample. Normally you will not need to change it.

"0dB": The playback volume is not adjusted.

The Play Level is automatically set to "0 dB" when you sample an external audio source in Sample mode or when you load a new WAV or AIFF file from SmartMedia.

"+12 dB": The playback volume is raised by +12 dB.

The Play level is automatically set to "+12 dB" when you resample in Pattern/Song mode.



Samples whose Play Level is set to "+12 dB" will sound at a volume that is close to the maximum digital amplitude. This means that the sound may distort if you play two more parts simultaneously, or if you use the filter or effects. To prevent distortion, lower the volume by adjusting the Level in the effect section.

In conjunction with this new function, the following additions and changes have been made to the owner's manual. Please refer to this material in conjunction with your Owner's Manual.

p.32: In "Convenient sample-editing functions," make the following change to "Normalize"

Normalize (NORMALIZE) / Play Level (PLAY LEVEL)

Normalize (NORMALIZE)

This operation boosts the level of the sample as much as possible without causing distortion.

1. Use the dial to select the sample you want to normalize.
2. Hold down the SHIFT key and press step key 11 (NORMALIZE). Key 11 will blink.



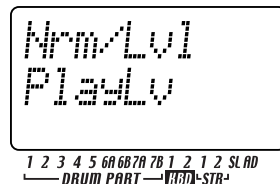
3. The upper line of the display indicates "Nrm/Lvl," and the lower line indicates "Normlz" or "PlayLv." Use the dial to select "Normlz," and press step key 11 once again.
4. The display will ask "Normaliz," "Sure?" Press step key 11 once again to execute Normalize (key 11 will go dark). If you decide to cancel without executing, press the STOP/CANCEL key.

Play Level (PLAY LEVEL)

PLAY LEVEL 0 dB, +12 dB

This setting changes the playback level of the sample.

1. Use the dial to select the sample whose Play Level setting you want to change.
2. Hold down the SHIFT key and press step key 11 (NORMALIZE). Key 11 will blink.
3. The upper line of the display indicates "Nrm/Lvl," and the lower line indicates "Normlz" or "PlayLv." Use the dial to select "PlayLv," and press step key 11 once again.



4. The upper line of the display indicates "PlayLv," and the lower line indicates "0 dB" or "+12 dB." Use the dial to select the desired setting, and press step key 11 once again to set the Play Level (key 11 will go dark).



Samples that are set to "+12 dB" are indicated by a "+" symbol added to their displayed sample number.

If you decide to cancel without executing, press the STOP/CANCEL key.

p.20: Make the following change to step 3 of "Auditioning sample"

3. Turn the dial to select a sample. There are twelve types of sample.

Only a number, such as "001": a monaural sample

"S": a stereo sample

"1" "2" "3" "4": a slice sample

"#": a stretch sample

"+": the Play Level is "+12 dB"

p.20: Add to "What is a sample?"

The ESX-1 maintains a sufficient margin of internal amplitude so that digital clipping (noise that occurs when a digital signal exceeds the maximum level) will not occur when you play multiple parts simultaneously or when you use filtering or effects. This amplitude margin is generally called "headroom." The ESX-1 provides approximately 12 dB of headroom.



For samples that you resample in Pattern or Song mode, the Play Level is automatically set to "+12 dB" so that the volume will not appear unnaturally low, meaning that there will be no headroom for playback (see p.32).

p.21: Add to "Sampling"



When you sample the audio input in Sample mode, the sample itself is sampled at an optimal level, but the output volume for playback will be perceptually lower than during sampling. This is intentional, in order to prevent the sample from distorting when it is played back in Pattern mode. If

desired, you can set the Play Level to “+12 dB” (p.32) so that the sample will play at essentially the same volume as when it was recorded.

p.25: Add to “Directly sampling the sound of the ESX-1”

note A sample that you resampled in Pattern mode or Song mode will have its Play Level (p.32) set to “+12 dB”. If you resample in Sample mode, you won’t be able to change the Play Level.

p.26: Delete the **note from “Resampling just one sound of a part”**

note Pattern or Song mode are suitable when you want to resample the sound played simultaneously by two or more parts, but the sampled volume will be lower. If you want to resample just one sound, we recommend that you work in Sample mode.
→ **delete**

p.46: Make the following change to “SAMPLE” in “Editing a sound,” “Assigning a sample to a part”

SAMPLE
Off, 000(♯, ♯, ♯)...255(♯, ♯, ♯), 000(♯, ♯)...127(♯, ♯)

p.48: Add to “LEVEL” in “Editing the sound of a part”

note The maximum level will depend on the Play Level setting (p.32).

Errata

We apologize for the following mistakes in the ESX-1 Owner’s Manual.

p.7: “Main features”

Incorrect: 192 internal patterns programmed for ...

Correct: 128 internal patterns programmed for ...

p.48: Delete the following text from “EG TIME”

“This is parameter is valid when AMP EG is “**⌵**” and when the filter EG INT is other than 0.” → **delete**

p.63: Modify the **⏏ in “Setting the last step”**

If you change the beat, the last step will be initialized to 16 or 12. (Add) However if you change the beat between 16<=>32 or 8Tri<=>16Tri, the last step will not be initialized.

p.65: Add to “Copying only the sound of a part”



You cannot execute this function on the Accent Part.

p.65: Delete the **⏏ from “Copying only the sound of a part”**



You cannot copy sound data between a keyboard part and a drum part. → **delete**

p.71: MOTION DEST table

Incorrect: EgInt (EG INT) → **Correct:** EGInt (EG INT)

p.85: Note in “Saving data on SmartMedia (Save All)”

Incorrect: approximately 2 megabytes ...

Correct: up to 26 MB ...

p.86: Add to the end of step 7 in “Loading a single pattern from SmartMedia (Load Pattern)”

When you load the data, the currently selected pattern will be overwritten. If you want to keep the pattern data that you are currently editing, write the pattern before you execute Load Pattern.

p.91: Add to “Assigning a MIDI Control Change Number to a knob”



This is available only for the Keyboard part and effects. For other parts, the message is fixed as NRPN.

p.99: Correct the PHONES maximum output level in “Specifications”

Incorrect: 16 mW/33-ohms or more → **Correct:** 13 mW/33 ohms or more