

Style Editing

Yamaha Keyboards have style editing facilities, to allow us new styles or create “hybrid styles.” Simple Edit, Style Assembly, or Full Editing options are available. Here we will look at the two simpler options namely, **Simple Edit** and **Style Assembly** creating new, (**Morphed, or Hybrid Styles**); and full **Style Creation**, (creating a style from scratch) methods are all described below.

Basic Editing (part on/off)

The simplest method of all is just turning parts on or off.

Select any style that you want to “tweak,” then press the **Mixing Consol** button twice, (**Style Parts**) the parts are, **RHY1, RHY2, BASS, CHD1, CHD2, PAD, PHR1, and PHR2** show along the bottom row of the screen. Now press the **Channel on/off** button and turn off the parts you don’t want, using buttons (1 to 8), thus giving you a simpler “backing style.” The part on/off button’s, can also be used to listen to, any part on its own, by turning off all the other parts, and it can help in the Simple Editing Procedure below to listen to the specific part on its own.

Simple Style editing is, (altering a style’s Relative balances, Pan Positions, and Style’s Voices) outlined below.

Simple Editing Outline procedure

1. If we select **Theatre Foxtrot** style, then press the **Mixing Consol** button twice, (**Style Parts**), as our example, now by pressing (buttons E or J), this selects them, and you can alter their relative volumes using, (buttons, 1 to 8 Upper/Lower).
2. If (button D or I) is pressed, (highlighting them), the pan positions can be changed using, (buttons, 1 to 8 Upper/Lower).
3. If you press (button C or H) the voice’s icon row, you can change the sound that it uses, by pressing buttons 1 to 8. **Note** some voices are better suited to certain parts than other’s as their octaves are fixed, and it may be necessary, to rebalance the style parts volumes, as in (1.)

Now if we use say **Theatre Foxtrot** as above, the sounds used are, from Left to Right **RHY1** (Standard Kit 1 *not used in this style*), **RHY2** (Symphony Kit), **BASS** (Tibia 8&4), **CHD1** (Tibia 8), **CHD2** (Tibia 8&4), **PAD** (Trumpet 8), **PHR1** (Tibia 8&4), and **PHR2** (Tibia 8&4).

Detailed Procedure

So let’s start by changing the Chord 1’s sound, Press (button C or H) selecting voice part, then press (button 3), this will take us to the Chord 1, its actual sound is (Tibia 8&4 from {**ORGAN** category}). **Note you can’t use the *Organs Flutes* section for any part, but you can use voices, from the **Custom Voice Section**.**

Now press any button (1 to 8, A to J), or even **UP**, (button Upper 8) this will show all the voice folders, and you can choose from them. First press (button 4), and it shows, the selected voice is (Tibia 8), then I will press (button 8 upper), to allowing me to select from the entire voice category’s. (**Sound can be selected from any “voice section,” including the GM 1, 2, and even the Custom Voice Section**).

I shall now press the **CUSTOM VOICE** button, and go through my theatre voices, and select the **Tibia CP**, (a voice I created for Tyros 2 via the Tyros 2/computer editing function).

Repeat this procedure for all the style parts you want to change, rechecking the balances, now you need to save it, as a “new style,” if you want to use it in the future, or it will only remain, “as you set it,” until you change to another style, or switch off your Tyros.

See Saving your work at the bottom of page 2.

Basic Editing Continued

Style Assembly (Element Replacing)

Preparation

First select the “Style Foundation,” a style, one closest to what you want achieve. Then check other styles for any *new style elements* that can be incorporated into your “Morphed Style.”

To do this select any style and “auditioning” the various element, using **Part Select**, and turning the parts (On/Off), with buttons (1 to 8), this could take some time, and it may be worth jotting down on paper which styles, variation, and elements, would suit your new style, from this ‘donor style,’ such information as part, (**Intro 1 to 3, (Variation A to D) or Ending 1 to 3**), and its sections, [**Rhythm 1,2, Bass, Chord 1,2, Pad, and Phrase 1,2**], and the locations you want to copy them into.

Having done all this preparation, here’s how to do it, and is described below. This Style Assembly will replace the original “Style Element,” with your “New One!”

First select the “Style Foundation,” this will become your “*New, or Morphed Style.*” Now select the element you wish to “change,” in the style parts, from the following elements, [**Rhythm 1/2, Bass, Chord 1/2, Pad, and Phrase 1/2**], and which all go to makes up a style. Now select the section where it’s to be taken from, in the following sections (**Intros 1 - 3, (Variations A – D), or Endings 1 - 3**).

Now press, **Digital Recording – Style Creator**, (button B) **(see footnote)* – then **Tab** to **Assembly**, and select the part to be to be changed, by pressing one of the buttons (A to J); doing this highlighting (*selects it*). Now press the same button again and (*you will see the all style folders*), locate the “donor styles” from inside its folder, or the one you made copied it to previously, and then select it, (by pressing its adjacent button), now “pick,” the “required variation (say A),” if it is different from the, “current variation” (say B), using buttons (2/3), now press exit, and you will now see the “new element’s named in here,” showing you this style contains this “new element.”

You can change as many new elements as you desire, but I would recommend at this point, that you *save, and rename it*, after every change you make to it, by doing so it will allow us check how its progress, and also keep track of it.

This will also help to avoid any confusion, and may prevent you accidentally overwriting it, and all the hard work you have done so far.

Also remember that the Simple Edit functions described above can be incorporated into the “New Morphed Style,” to further enhance it.

Saving you work

Finally don’t forget save this as a “new style,” as follows, press **Digital Recording – Style Creator** (button B), then the **TAB Right** button, to bring up the “Save” option (button I), then rename the style so that you know its the one you have modified, you can just add a letter the style’s name, or name it as a “Song Title,” and put (.sty) after it, thus indicating it’s a “Style,” and not a “Song.”

Footnote * {*this brings up Style Record mode, {RHY 2}, you can ignore this step, if you wish, to you can, (or press (button 2 under RHY 2) to turn record function off for this part), as we are only replacing elements and not recording new data*}

Full Style Editing continues on the next page!

Creating Styles (Full Edit)

To create a style use **Menu**, select **Digital Recording**, then press (screen button **B**), **Style Creator**, there are lots of “**Tabs/Pages**” along the top, and you will already be on the **Basic** page, which is fine. Now press (button **C**) “**New Style**,” this clears all style parts and you have a “**clean slate**” to work with.

Along the bottom of the screen, you will see the **style’s parts icons**, and their status (**Record, On or, Off**) that are used to make up the whole **Style**, and **RHY1**, will be already set to Record (its default setting), this will allow you to add the **Drum/Percussion** part, by playing the appropriate keys. You can record any track, if you don’t want to record the **Drum track** first, as in “**Recording the Bass track**,” below.

But first you need press the **screen’s exit button**, this will allow you select the “length of the pattern in bars,” of your chosen **Variation 1 to 4, Intro & Endings Fill etc**, use button **3 & 4 (for the chosen Variation)**, and use buttons **5 & 6** to select the **pattern’s length** in bars. You will also need to select the **Style’s Parameters (Tempo & Beats per Bar)**, by pressing button **B**, then using buttons **3/4 (tempo)**, and set its (**beats in the Bar**), using buttons **5/6**.

Now assuming you do want to create the **Drum** part first, you press the **Drum/Percussion** button, you will get a list of **Drum Kits** that you can use, select any of them, just as if you were selecting any normal “**voice**,” may be **Standard Kit 1**, could be a good first choice, but feel free to try the others.

Now to start, you can either use **Sync Start**, or just press **Start/Stop**, to “input,” the “drum part,” you will hear a metronome playing, keeping time for you, (**this sound is not recorded!**).

You will have noticed along the bottom below the keys there are “**Drum Icons**” (which will give you an idea of the sound you will get) from pressing the “note/key.” Now by playing the appropriate keys, the sounds will be recorded “as played,” and give you your **Drum Track**. This pattern will loop repeatedly allowing you to add more **Drum & Percussion Sounds** which will build up this track. Finally you can quantise the setting to correct any timing errors, by pressing the (**Tab left/right** buttons at the top of the screen), and **Channel Page/Tab**, Buttons **1/2** selects “part to be quantized,” buttons **4-6** select the quantized note value (use the smallest value you used in the “input,” 1/16 note, or whatever), and **7/8** gives you the percentage of “shift of the note,” time wise. Other functions are also on this page, such as **Velocity, Copy, Clear**, and **Remove Event**. Phew what a lot to think about!

Recording the Bass Track

Now you can record another track, let’s say the **Bass** track, (recording the other tracks is very similar, but the Bass part is “Monophonic”), now press (button **3 upper**), to select its **Voice**, as you would do to select any voice, now press (button **3 lower** and **button F together**), to select **Record Channel**, now play your bass part. See the **important note** below.

Important Note

You need to follow the “**note rules**,” for all non-rhythm parts, use (**Cmajor7**), for **Bass**, and **Phrase** parts notes, (i.e. **C, D, E, G, A, and B**), and for **Chord**, and **Pad parts**, only use (**C, E, G, & B**). Refer to your Keyboard Manual for more information. You could use the step recording facilities, if you prefer, which are found on the **Edit (Tab/Page)**, and pressing button **G**, you can record all the parts in this manner. Proceed in a similar way with the other parts, **CHD1, CHD2, PAD, PHR1, & PHR2**, using the note rules. This will build up your style tracks, and “**programme**” the other **Variations, Intro, Fills, and Endings**.

The link below give access to lot of Yamaha styles, and you may find some you like, or could be suitable modified, by yourself.

<http://www.jososoft.dk/yamaha/stylesites.htm>

Happy Editing

Colin