D5000

QUICK REFERENCE GUIDE
GUIDE DE REFERENCE PRATIQUE
KURZANLEITUNG

D5000
QUICK REFERENCE GUIDE

PURPOSE

This guide is intended as a quick reference to the major functions on your D5000. For detailed information, refer to the D5000 Operating Manual.
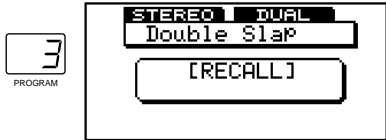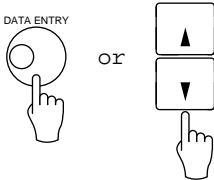
CONTENTS

Selecting a Program (RECALL)

Use the RECALL function to select and load one of the D5000's 100 user programs. When selecting a program, make sure that the program type suits your objectives.

Example: Calling Program #3, "Double Slap"

1 Press [PROGRAM].

2 Use the cursor keys or DATA ENTRY dial to select the program.

DATA ENTRY   or

STEREO DUAL
Double Slap
[RECALL]

← • Check that the program type is appropriate.
   ┌ DUAL   = Dual Delay
   │ SINGLE   = Single Delay
   │ FREEZE   = Freeze
   └ S & H   = Sample & Hold

3 Press [RECALL].

★ If you have made changes to the current program and have not yet saved them to memory, the LCD will display the "Are you sure?" prompt when you first press [RECALL]. Press [RECALL] once again to proceed with the recall (erasing the changes you have made), or press any other key to abort.

Editing a Program

Use the following procedure to edit the currently selected program.

1 Press the PARAMETER key corresponding to the parameter(s) you wish to edit.
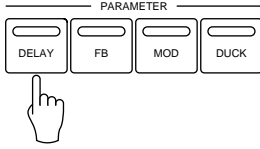
- If you are working with a Single or Dual delay program, you can access parameters using any of the four PARAMETER keys.
- If you are working with a Freeze or S&H program, only the [DELAY] PARAMETER key is effective.

★ Each press of the [DELAY] key displays a single page of the parameter list. Press the key as many times as necessary to advance to the desired page.

2 Select the parameter you wish to change.
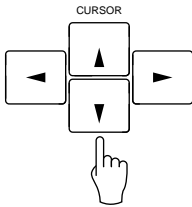
← • The cursor (reverse-video highlight) indicates the currently selected parameter.

3 Use the DATA ENTRY dial to change the parameter's value.

★ The [FB], [MOD], and [DUCK] keys also act as on/off toggles for feedback, modulation, and duck functions. The first time you press the key it returns the corresponding parameter list. Pressing the key while the list is displayed will toggle the function ON or OFF.

Saving a Program (STORE)

Use this function to store an edited program to memory. You can store the program into any program number (1 to 100).

Example: You have edited Program #3 ("Double Slap") and you want to store the edited results into Program #6 under the title "Double Slap 2".

1 Change the program title to "Double Slap 2".

Press [DELAY] to advance to Page 3 of the parameter list, select TITLE, and change the title.

2 Press [PROGRAM].

3 Press [STORE].

```
STEREO  DUAL
 Double Slap 2
  [STORE]
From: 3➔To: 3
```

4 Select the program number for your edited program.

```
STEREO  DUAL
 Medium Double
  [STORE]
From: 3➔To: 6
```
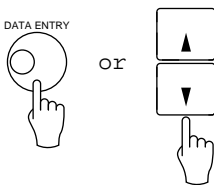
★ Step **3** and **4** can be carried out in either order.

5 Press [STORE].

```
STEREO  DUAL
 Double Slap 2
 Complete !
From: 3➔To: 6
```
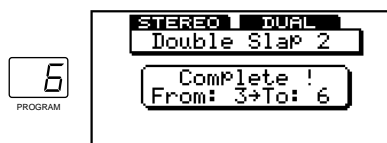
★ The store operation overwrites the program previously stored at the selected program number. You can restore any of the original 100 programs (preset programs) at any time by using the Utility Mode's PARAMETER COPY function.

Setting the Input Mode (Stereo or Mono)

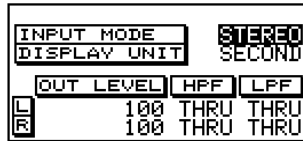Use the following procedure to select stereo or monaural input for the current program. Note that the selected mode is effective even when BYPASS is being used.

1 Press [DELAY] as many times as necessary to display one of the following screens.

<If you are working with a Single or Dual delay program:>

```
INPUT MODE      STEREO
DISPLAY UNIT    SECOND

  OUT LEVEL  HPF  LPF
L         100 THRU THRU
R         100 THRU THRU
```

DELAY

<If you are working with a Freeze or S&H program:>

```
   FREEZE RECORD
TRACK        STEREO
AUTO/MAN     MANUAL
MODE         RECORD

```

2 Move the cursor to "INPUT MODE" or "TRACK."

CURSOR
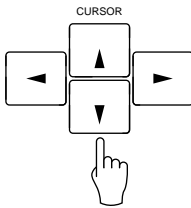
3 Use the DATA ENTRY dial to select the input mode.

<If you are working with a Single or Dual delay program:>

```
INPUT MODE      L-MONO
DISPLAY UNIT    SECOND

  OUT LEVEL  HPF  LPF
L         100 THRU THRU
R         100 THRU THRU
```

DATA ENTRY

<If you are working with a Freeze or S&H program:>

```
   FREEZE RECORD
TRACK        L-MONO
AUTO/MAN     MANUAL
MODE         RECORD

```
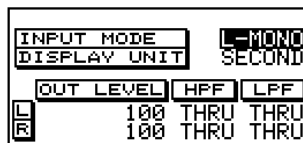
Displaying the Delay Tempo

When working with a Single or Dual delay program, you can use the following procedure to display the delay time in both tempo and notational form. You can then adjust the tempo while referring to the display.

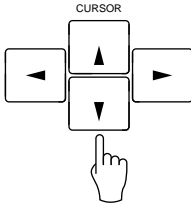**1** Press [DELAY] as many times as necessary to display the following screen.

2 Move the cursor to "DISPLAY UNIT."

3 Select TEMPO.

4 Press [DELAY] twice to produce the following display.
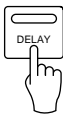
5 Use the DATA ENTRY dial or the [TRIGGER] key to set the tempo.

or

• You can also set the tempo using the footswitch or a MIDI clock.

• The LED on the [TRIGGER] key flashes in sync with the tempo.

• To set the tempo with the [TRIGGER] key, press the key two or more times in succession at approximately the desired tempo. This D5000 responds by setting the tempo to the average interval between your successive keypresses.

FREEZE

The FREEZE function allows you to digitally record a sound, then play it back as a repeating loop. There are three recording modes. RECORD mode is for normal recording; OVERDUB allows you to record new data over existing data; and CAPTURE retains the most recent 5.2 seconds (if stereo) or 10.4 seconds (if mono) of sound.

■ Recording

1 Select a Freeze program.

2 Press [DELAY].

```
| FREEZE RECORD |
TRACK      STEREO
AUTO/MAN   MANUAL
MODE       RECORD
```
← • The FREEZE RECORD page appears.

3 Set parameters as desired.

4 Press [TRIGGER] or step on the footswitch to set the D5000 into standby mode.

```
| FREEZE RECORD |
TRACK      STEREO
AUTO/MAN   MANUAL
MODE       RECORD

    REC. READY
```
← • Indicates the recording mode: REC READY, OVERDUB READY, or CAPTURE READY.

★ This step is omitted if the mode is set to CAPTURE and the recording method (AUTO/MAN) is MANUAL.

5 If MANUAL:
Press [TRIGGER] or step on the footswitch to start the recording.

```
| FREEZE RECORD |
TRACK      STEREO
AUTO/MAN   MANUAL
MODE       RECORD
```
← • Recording status
Shows the elapsed recording time in graphical form.

If AUTO:
Recording starts automatically when the input signal is received.

6 If recording mode is RECORD or OVERDUB:
Recording stops automatically when the maximum recordable length is reached.
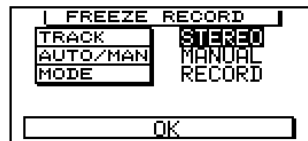
```
| FREEZE RECORD |
TRACK      STEREO
AUTO/MAN   MANUAL
MODE       RECORD

       OK
```
← • Recording status "OK" indicates that recording has terminated.

If recording mode is CAPTURE:
Stop the recording by pressing [TRIGGER] (or stepping on the footswitch) at any time after reaching maximum recordable length. The D5000 will retain the final 5.2 seconds (10.4 seconds if mono) of received sound.

■ Playback

1 Press [DELAY] to display the FREEZE PLAY page.

[DELAY]

```
| FREEZE PLAY
MODE        MOMENTARY
START           0.00
END          5200.00
LOOP            0.00
```

← • FREEZE PLAY page

2 Set parameters as desired.

3 If necessary, press [DELAY] once again and adjust the parameters in the FREEZE PITCH page.

4 If replay mode is MOMENTARY:
Start playback by holding down the [TRIGGER] key or footswitch. Playback continues until you release the key (or footswitch).

[TRIGGER]

• If you are controlling replay via MIDI, replay starts upon receipt of a NOTE ON message, and continues until receipt of a NOTE OFF message.

If replay mode is CONTINU.:
Press the [TRIGGER] key or step on the footswitch to start the playback. Playback continues through the specified number of loops, then stops.

[TRIGGER]

• If you are using MIDI, replay starts when a NOTE ON message is received.

You can terminate the replay before looping is finished by pressing [TRIGGER] one more time.

[TRIGGER]

If replay mode is INPUT TRG:
Playback starts automatically when the input trigger is received, and continues through the designated number of loops.

★ You can execute replay while displaying any of the following pages: FREEZE PLAY, FREEZE PITCH, or TITLE.
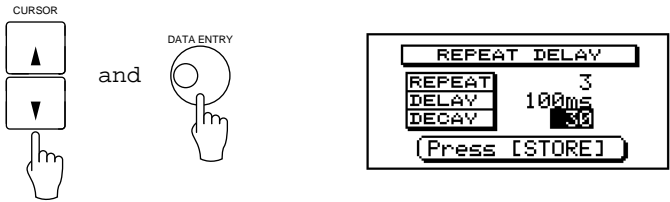
REPEAT DELAY

This function sets all delay taps to equivalent intervals, allowing very easy setup of multitap linear delay.

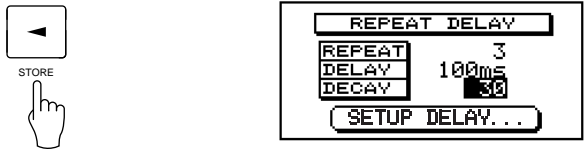**1** Select a Single or Dual delay program.

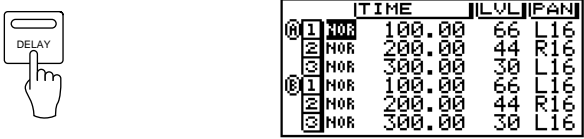**2** Press [UTILITY] as many times as necessary to display the REPEAT DELAY page.

```
DELAY
```

```
┌─────────────────────┐
│    REPEAT DELAY     │
│ ┌──────┐            │
│ │REPEAT│        1   │
│ │DELAY │      0ms    │
│ │DECAY │        1   │
│ └──────┘            │
│  (Press [STORE])    │
└─────────────────────┘
```

3 Set parameters as desired.

```
CURSOR
 ▲
 ▼          and    DATA ENTRY
```

```
┌─────────────────────┐
│    REPEAT DELAY     │
│ ┌──────┐            │
│ │REPEAT│        3   │
│ │DELAY │    100ms    │
│ │DECAY │       30    │
│ └──────┘            │
│  (Press [STORE])    │
└─────────────────────┘
```

4 Press [STORE].

```
 ◄
STORE
```

```
┌─────────────────────┐
│    REPEAT DELAY     │
│ ┌──────┐            │
│ │REPEAT│        3   │
│ │DELAY │    100ms    │
│ │DECAY │       30    │
│ └──────┘            │
│  (SETUP DELAY...)   │
└─────────────────────┘
```

★ You can view the time and level values for all taps by pressing the [DELAY] key.

```
DELAY
```

```
┌─────────────────────────┐
│        │TIME   ││LVL│PAN│
│ Ⓐ①NOR  100.00   66 L16  │
│  ②NOR  200.00   44 R16  │
│  ③NOR  300.00   30 L16  │
│ Ⓑ①NOR  100.00   66 L16  │
│  ②NOR  200.00   44 R16  │
│  ③NOR  300.00   30 L16  │
└─────────────────────────┘
```

8

YAMAHA