# LS9 V1.1 Supplementary Manual

LS9 firmware V1.1 contains the following changes from V1.0.

Changes in V1.1

- The SCENE PLAYBACK LINK screen has been added. This allows you to specify linking so that a specific audio file from USB memory is played back when you recall a certain scene. For details, refer to "Linking scene recall with audio file playback."

- DIRECT PLAY has been added as a function that can be assigned to a user-defined key. When you press a user-defined key to which this function is assigned, the specified audio file will begin playing. The song will play from the beginning each time you press the key. The audio file to be played can be specified in the PARAMETER 2 field of the USER DEFINED KEY SETUP popup window.

NOTE

- *The audio file to be played must be saved in the SONGS folder within the YPE folder. Please note that you won't be able to specify a file that is in the root directory or another folder. When you execute playback, the path in the TITLE LIST screen will change to \YPE\SONGS\.*

- *You can't play back during recording or in record-ready mode.*

- *The specified audio file will be played only once, regardless of the playback mode setting.*

- *The specified file is distinguished by its eight-character file name + three-character extension. If you change the file name after specifying it, or if you repeatedly delete and copy the file, there may be rare cases in which the specified file can no longer be recognized.*

- *The PARAMETER 2 field of the USER DEFINED KEY SETUP popup window will show the song title or the file name of the audio file. Use the TITLE LIST screen's SONG TITLE/FILE NAME buttons to specify which of these is shown.*
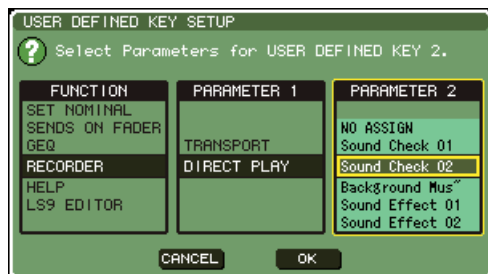

NOTE

- *When you assign the DIRECT PLAY function, the song title or file name is also displayed in the USER DEFINED KEYS popup window, as shown below. The file name is shown in black if the specified file no longer exists, and the song title or file name is shown in yellow if the file can no longer be recognized.*
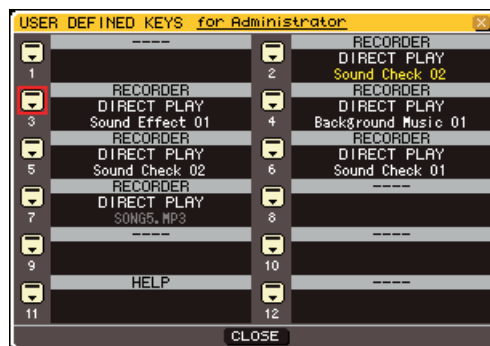
- You can now switch between the song title and file name in the TITLE LIST screen. Move the cursor to the SONG TITLE/FILE NAME buttons and press the [ENTER] key to switch the display.

- You can now display a comment for the scene in the SCENE LIST screen. Use the COMMENT tab and the TIME STAMP tab in the lower right of the screen to switch the display. If an audio file is linked to the scene, the STATUS field will now show a PLAY indicator.
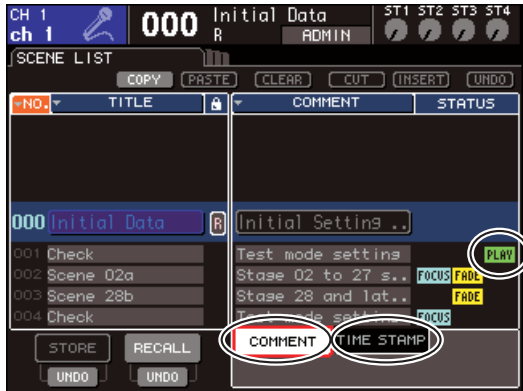
Linking scene recall with audio file playback

You can make link settings so that a specific audio file from USB memory is played back when you recall a certain scene. This is a convenient way to automatically play back a sound effect or background music at a certain point in the performance.

To link scene recall with audio file playback, proceed as follows.

1 **Connect the USB memory containing the audio file to the USB connector.**

2 **In the DISPLAY ACCESS section, press the [SCENE MEMORY] key repeatedly to access the SCENE PLAYBACK LINK screen.**
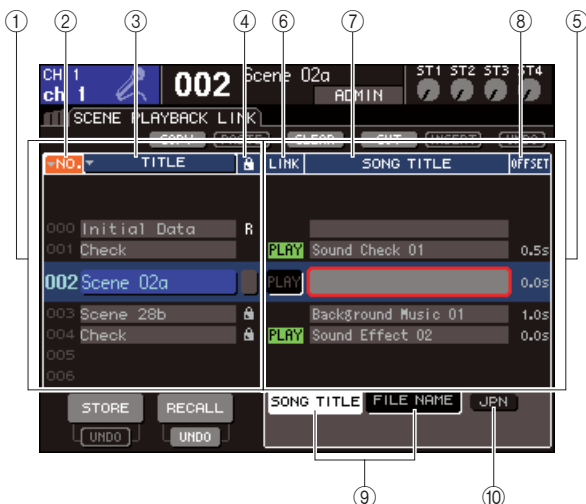
① **Scene list**
This is the list of scenes to which you can assign a song (audio file). The line with the blue background in the middle of the list is the scene that's selected for operation.

② **No. (scene number)**
③ **TITLE (scene title)**
④ **Protect**
These respectively indicate the scene number, title, and protect status.

⑤ **Song list**
This is the list of songs (audio files) that can be linked. The line with the blue background in the middle of the list is the file that's selected for operation.

⑥ **LINK**
This indicates whether linking from the scene to an audio file is enabled. The PLAY indicator is shown if linking is enabled. If the PLAY indicator is off even though a file is selected, the audio file will not play when scene recall occurs.

⑦ **SONG TITLE/FILE NAME field**

This shows the title or file name of the audio file.

⑧ **OFFSET (Offset time)**

This shows the time from the recall operation until the corresponding audio file will begin playing.

⑨ **SONG TITLE/FILE NAME buttons**

These buttons select the item that is shown in the SONG TITLE/FILE NAME field.

⑩ **JPN button**

If this button is on, the song title will be displayed using Shift-JIS code (double-byte character code) to support Japanese.

3 **Operate the dial or the [DEC]/[INC] keys so that the scene to which you want to assign a song is displayed in the middle.**

4 **Move the cursor to the blue background area in the middle of the list SONG TITLE/ FILE NAME field, and press the [ENTER] key.**

The SONG SELECT popup window will appear, allowing you to select an audio file.

① **SONG TITLE/FILE NAME buttons**

These buttons select the item (song title or file name) that is shown in the song list.

② **JPN button**

If this button is on, the song title will be displayed using Shift-JIS code (double-byte character code) to support Japanese.
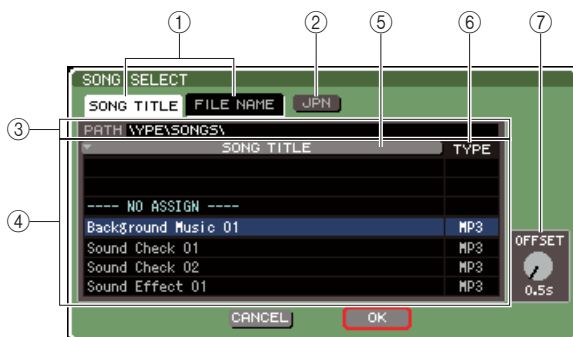
③ **PATH field**

This indicates the path of the folder (\YPE\SONGS\) in which the audio files are saved. This cannot be changed.

④ **Song list**

This shows the playable audio files in the SONGS folder.

⑤ **SONG TITLE/FILE NAME button**

When you move the cursor to this button and press the [ENTER] key, the song list will be sorted in alphanumeric order by song tile or file name. Each time you press the [ENTER] key, the list will alternate between ascending and descending order.

⑥ **TYPE**

This indicates the type of the audio file. The significance of this indication is as follows.

• **MP3** ....MPEG-1 Audio Layer-3

• **WMA** ....Windows Media Audio

• **AAC** ....MPEG4 AAC

⑦ **OFFSET (Offset time)**

This specifies the time from the recall operation until the corresponding audio file begins to play.

5 **Operate the dial or the [DEC]/[INC] keys to scroll the song list so that the file you want to link to the scene is shown in the center with a blue background.**

6 **If necessary, move the cursor to the OFFSET knob and use the dial or the [DEC]/ [INC] keys to specify an offset time before the audio file will play back.**

You can specify the offset time in a range of 0–99 seconds in 0.5 second units.

7 Move the cursor to the OK button and press the [ENTER] key.

The popup window will close, and you will return to the SCENE PLAYBACK LINK screen. The title or file name of the file you selected will be displayed in the center of the song list.

Alternatively, if you select the CANCEL button instead of the OK button, the settings will be discarded and you will return to the SCENE PLAYBACK LINK screen.

8 Move the cursor to the LINK field and press the [ENTER] key to turn on the link to the audio file.

The PLAY indicator will appear in the LINK field. The PLAY indicator will also appear in the STATUS field of the SCENE LIST screen.

9 Repeat steps 3–8 to assign audio files to other scenes in the same way.

> **HINT**
>
> • As other ways to control audio file playback, you can use MIDI MMC commands for remote control from an external device (→ LS9 owner's manual p. 186), or assign the DIRECT PLAY function to a user-defined key and play back the audio file directly.

10 Recall a scene to which you've linked an audio file.

After the offset time has elapsed, the audio file will play only once.

> **NOTE**
>
> • When you recall the scene, the constant display area will show a count-down until the offset time has elapsed.
>
> • You cannot play back during recording or in record-ready mode.
>
> • If another song is playing when scene recall occurs, the currently-playing song will stop when recall occurs, regardless of the offset time setting.
>
> • The linked audio file will be played only once, regardless of the playback mode setting.