Roland®

GW-8
Workstation

Version 2 Supplementary Manual

This document explains the functions that have been added in version 2.0.
Please read this along with the GW-8 Owner's Manual.

Contents

New Functions in GW-8 Version 2.0

Creating a User Style

- You can easily create a new Style by accessing the STYLE MAKEUP screen for an existing style, then changing the sounds or modifying the way the sounds are produced.
- Dedicated MFX (Multi Effects) for Styles are now provided, allowing you to apply MFX to the sound of a style independently from the keyboard performance.
- You can use realtime recording or step recording to create a new Style by recording a performance for individual parts.
- You can now specify two or more Style parts as drum parts.
- You can use editing functions such as quantize and copy to create Styles efficiently.
- The STYLE MICROSCOPE screen lets you edit the individual notes of a Style in detail.
- You can use the EZ Convert function to create Styles easily.

Recording or Editing a Song

- You can access the SONG MAKEUP screen and easily change the sounds in a song or adjust how the sounds are produced.
- Dedicated MFX (Multi Effects) for Songs are now provided, allowing you to apply MFX to the sound of a Song independently from the keyboard performance.
- In addition to "realtime recording," which records your performance just as you play it, version 2.0 provides "step recording," which lets you enter notes and rests one at a time. You can select the recording method that's most appropriate for the part you want to record.
- You can use editing functions such as quantize and copy to create songs efficiently.
- You can use the SONG MICROSCOPE screen or SONG MASTER TRACK screen to edit a song's individual notes or tempo data in detail.

The section "Recording and Editing a Song" in this document includes the content of the section titled "Song" in the Owner's Manual (p. 27–29).

Other Added Functions

- The "STYLE FINDER" screen has been added, allowing you to select a Style from a list sorted by number, name, or tempo.
- The system pedal setting now allows you to assign BEND MODE to the pedal.
- A place for making MIDI settings related to the performance of Styles has been added to the system settings; it's named "SYSTEM STYLE MIDI (NTA)."
- The performance settings now provide a "Chord Zone" parameter, which lets you specify the key range for chord detection.

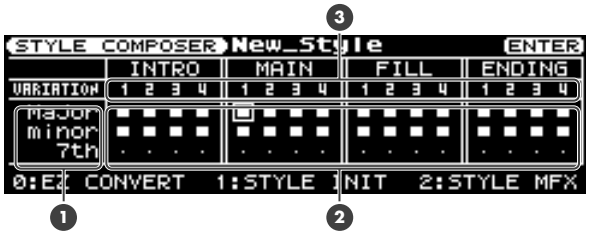
Before You Compose a Style

How a Style is Constructed

For each of the three principal chords (Major, minor, and 7th), each Style contains four variations each for intro, main, fill-in, and ending, giving a total of 48 accompaniment patterns.
Each accompaniment pattern is called a "division."
In the STYLE COMPOSER screen you can check whether or not a division exists.

1. **Select a Style (p. 26 in Owner's Manual).**
2. **Press [MENU] so the button is lit.**
3. **Use [▲] [▼] to select "Style Composer," and press [ENTER].**
   The STYLE COMPOSER screen will appear.
   In this screen you can select the division that you want to edit or record.

MEMO
You can also access the STYLE COMPOSER screen from the Main screen by holding down [STYLE].



1. Chord
2. Division:
   (■) Performance data exists
   (•) No performance data
3. Variation

Divisions

Each division consists of eight performance parts: "drums," "bass," and "accompaniment 1–6."
These eight parts are called Style parts.
You can select a desired part and edit its settings, or newly record it.

Checking the Settings for Each Part of a Division

In the STYLE COMPOSER screen, press [ENTER] to access the STYLE COMPOSER ZOOM screen.
In the STYLE COMPOSER ZOOM screen you can view the tone used by each part of the selected division.

1. Tone:
   This indicates the Tone assigned to the selected style part.
2. Style part:
   The name will be highlighted for parts that contain performance data.
   You can assign the following Tones to each style part.
   Drums (ADR): rhythm sets
   Bass (ABS): tones other than rhythm sets
   Accompaniment (AC 1–6): any tone
3. Move the cursor and press [ENTER] to move to other screens.
   EDIT: STYLE EDIT screen (p. 12)
   MICRO: STYLE MICROSCOPE screen (p. 20)

Parameter	Value	Explanation
PART	ADR, ABS, AC1–6	Selects the style part. ADR: Accomp Drum ABS: Accomp Bass AC: Accompaniment
CHORD	Major, minor, 7th	Selects the chord.
DIVISION	INTRO1–4, MAIN1–4, FILL1–4, ENDING1–4	Selects the division.
MUTE	OFF, ON	Specifies whether the sound will be muted (ON) or heard (OFF).
SOLO	OFF, ON	Specifies whether this part alone will be heard by itself (ON) or not (OFF).

Creating a User Style

Broadly speaking, you can create a user style in either of the following two ways.

Editing an existing style

You can create a new User Style by changing the Tones used in a previously saved Style, adjusting the volume balance between parts, or adjusting the settings of dedicated Style effects.

Creating a new style

You can initialize a new Style and then use realtime or step recording to create the performance data for each division. The performance data you create can be edited using the various editing functions or the Microscope function.

MEMO

You can create performance data for all divisions of a single chord, and then use the EZ Convert function to easily create division data for the remaining chords.

Editing an Existing Style

Changing the Style's Sounds (STYLE MAKEUP)

You can change the Tone used by each part of a Style, and adjust the volume and effect balance between parts.
The STYLE MAKEUP settings are applied to all divisions of a Part for which the same Tone is assigned.

1. **Select a Style (p. 26 in Owner's Manual).**
2. **Press [PART VIEW] a number of times to access the STYLE MAKEUP screen.**

NOTE
You can't access the STYLE MAKEUP screen during recording or in recording-standby mode.

3. **Use [▲] [▼] [◄] [►] to select a parameter.**
4. **Turn the VALUE dial to edit the value.**

Parameter	Value	Explanation
PART	Switches between Makeup settings for the Tones of each part. For example, if Accomp1 is using three Tones, here you can switch among AC1 1, AC1 2, and AC1 3.	
TONE	The Tone used by that part. The top line of the screen shows the Tone number and Tone name.	
EXPRESS	-127–+127	Offset value for the Expression assigned to the Style
PANPOT	-127–+127	Offset value for the Panpot assigned to the Style
REVERB	-127–+127	Offset value for the Reverb assigned to the Style
CHORUS	-127–+127	Offset value for the Chorus assigned to the Style
MUTE	OFF, ON	Specifies whether the sound will be muted (ON) or heard (OFF).
SOLO	OFF, ON	Specifies whether this part alone will be heard by itself (ON) or not (OFF). Press [◄] [►] to turn this ON for the part at which the cursor is located.

Changing the Style's MFX Settings (STYLE MFX)

Here's how to change the effect settings or the amount of chorus or reverb applied to the Style.

1. **Select a style (p. 26 in Owner's Manual).**
2. **Press [MENU] so the button is lit.**
3. **Use [▲] [▼] to select "Style Composer," and press [ENTER].**
   The STYLE COMPOSER screen will appear.

4. **Press [2] (STYLE MFX).**
   The STYLE MFX screen will appear.

MEMO
You can also access the STYLE MFX screen from the STYLE COMPOSER screen by pressing [EFFECTS].

5. **Use [◄] [►] to select a page, and use [▲] [▼] to select the parameter that you want to edit.**
6. **Turn VALUE to edit the value.**

STYLE MFX screen

To access this screen, press [2] from the STYLE COMPOSER screen or press [►] from the STYLE MFX SETTING screen.

Parameter	Value	Explanation
MFX Type	00–78	Select the MFX to use, and edit the parameter values.

Refer to "Multi-Effects Parameters" (p. 56 in Owner's Manual).

STYLE MFX SETTING screen

From the STYLE MFX screen, press [◄] to access this screen.

Parameter	Value	Explanation
Style MFX Chorus Send	0–127	Specifies how much chorus is to be applied to the sound that has passed through MFX.
Style MFX Reverb Send	0–127	Specifies how much reverb is to be applied to the sound that has passed through MFX.
MFX Sw	OFF, ON	Specifies whether MFX will be used (ON), or not be used (OFF) for each part of the Style.

Saving a Style

Here's how a Style you've edited can be saved as a User Style.

1. **Press [WRITE].**

   The WRITE MENU screen or the STYLE NAME screen will appear.

2. **If the WRITE MENU screen appears, use [▲] [▼] to select "Style" and press [ENTER].**

   The STYLE NAME screen will appear.

Naming the Style

3. **Use [◄] [►] to move the cursor, and use the VALUE dial to change the character.**

   Enter a Style name of up to 16 characters.
   The following characters are available.
   A–Z a–z 0–9 ! # $ % & ' ( ) - @ ^ ` { } _

Button	Explanation
[0] (TYPE)	Selects the type of character. Each time you press this, you will alternately select the first character of a character set: uppercase (A), lowercase (a), or numerals and symbols (0).
[1] (DELETE)	Deletes the character at the cursor location.
[2] (INSERT)	Inserts a space at the cursor location.

TIP

From a naming screen you can press [MENU] and select "1. Undo" to return the name to what it was before you changed it.

From [MENU] you can select "2. To Upper" or press [▲] to change the character at the cursor to uppercase.

From [MENU] you can select "3. To Lower" or press [▼] to change the character at the cursor to lowercase.

From [MENU] you can select "4. Delete All" to clear all the characters you were inputting.

NOTE

The GW-8 is able to display both uppercase and lowercase letters, but these are not distinguished internally.

For example, suppose that a Style named "ROCK" has been saved. If you then record a different Style, assign it the name "rock" and then attempt to save it, "ROCK" and "rock" will be considered identically named styles, so a screen will ask you to confirm the overwrite operation.

If you continue with the save operation, the new Style will be overwritten onto "ROCK." The new Style data will be saved with the name "ROCK," and the Style data that was previously in "ROCK" will be lost.

MEMO

With the cursor located at the beginning of the name, pressing [◄] will move the cursor to "ONE TOUCH." Now, if you turn the VALUE dial to add a check mark to this item, the Upper/Lower Tone setting and Keyboard Mode setting used in the Main screen will be saved as One Touch settings at the same time that the User Style is saved.

If you select this User Style and press [ONE TOUCH], the specified Upper/Lower Tone and Keyboard Mode will be recalled.

4. **Press [ENTER].**

   A confirmation screen will appear.

5. **Press [ENTER] to save the User Style.**

   To return to the previous screen without saving the User Style, press [EXIT]

Initializing the Style (STYLE INITIALIZE)

Here's how to delete the performance data from the Style, and initialize it to the specified values.

1. **Press [MENU] so the button is lit.**

2. **Use [▲] [▼] to select "Style Composer," and press [ENTER].**

   The STYLE COMPOSER screen will appear.

3. **Press [1] (STYLE INIT).**

   The Style Initialize window will appear.

4. **Use [▲] [▼] to select the parameter whose setting you want to change, and use the VALUE dial to change the value.**

Parameter	Value	Explanation
Initialize Tempo	20–250	Specifies the initialized tempo.
Time Signature	1–32/2, 4, 8, 16	Specifies the initialized time signature.

5. **Use [▲] [▼] to Move the cursor to "INIT" and press [ENTER].**

   A confirmation screen will appear.

6. **Press [ENTER] to execute the initialization.**

   To return to the previous screen without initializing anything, press [EXIT]

   When the initialization is complete, the STYLE COMPOSER screen will appear, and all of the division indications will change to "•."

Recording a Style

You can use either of two recording methods: realtime recording or step recording. Select the method that's suitable for your situation.

Realtime Recording

1. **If you want to create a new Style from scratch, initialize (p.8) the Style and then proceed to step 4.**
   If you want to record using an existing Style, select the desired Style (p. 26 in the Owner's Manual).

2. **Press [MENU] so the button is lit.**

3. **Use [▲] [▼] to select "Style Composer," and press [ENTER].**

   The STYLE COMPOSER screen will appear.

4. **Use [▲] [▼] [◄] [►] to select the division that you want to record, and press [SONG REC].**

   The Style Rec Standby screen will appear, and [SONG REC] will blink.

MEMO

By pressing [SONG REC] you can switch between REALTIME and STEP REC.

You can also switch between REALTIME and STEP REC by moving the cursor to REC TYPE and turning the VALUE dial.

5. **Use [▲] [▼] [◄] [►] to select a parameter, and turn the VALUE dial to change the value.**

Parameter	Value	Explanation
PART	ADrum, ABass, Acc1–6	Selects the part to record.
TONE	Selects the tone.	

Parameter	Value	Explanation
Rec Mode	REPLACE	New material is recorded as previously recorded material is erased.
	MIX	New notes are recorded on top of notes previously recorded.
Count In	OFF	No count-in. Recording starts as soon as you press [►/II].
	1MEAS	Recording starts after a 1-bar count-in.
	2MEAS	Recording starts after a 2-bar count-in.
	WAIT NOTE	Recording starts as soon as you play a note on the keyboard. (There will be no count-in.)
Input Quantize	OFF, 1/4, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T, 1/64	Quantize corrects the timing of your notes by shifting them to the nearest grid mark. This specifies the number of steps per measure (i.e., the resolution).
Key	C–B	Specifies the key to record.
Octave	-4–+4	Adjusts the notes during recording, in octave steps.
Length	Off, 0001–	Specifies the number of measures to record.

MEMO

You can assign the following Tones to each style part.

Drums (ADrum): rhythm sets

Bass (ABass): tones other than rhythm sets

Accompaniment (Acc 1–6): any tone

6. **Press [►/II] to start recording.**

   If the Count In setting is WAIT NOTE, recording will start the moment you play a key.

7. **Play the keyboard.**

8. **Press [►/II] to stop recording.**

   If you want to keep the recorded style, save it as described in "Saving the Style You Recorded" (p. 11).

Step Recording

1. **If you want to create a new Style from scratch, initialize (p.8) the Style and then proceed to step 4.**
   If you want to record using an existing Style, select the desired Style (p. 26 in the Owner's Manual).

2. **Press [MENU] so the button is lit.**

3. **Use [▲] [▼] to select "Style Composer," and press [ENTER].**

   The STYLE COMPOSER screen will appear.

4. **Use [▲] [▼] [◄] [►] to select the division that you want to record, and press [SONG REC].**

   The Style Rec Standby screen will appear, and [SONG REC] will blink.

5. **Press [SONG REC] to change REC TYPE to "STEP REC."**

MEMO

By pressing [SONG REC] you can switch between REALTIME and STEP REC.

You can also switch between REALTIME and STEP REC by moving the cursor to REC TYPE and turning the VALUE dial.

6. **Use [▲] [▼] [◄] [►] to select a parameter, and turn the VALUE dial to change the value.**

Parameter	Value	Explanation
PART	ADrum, ABass, Acc1–6	Selects the part to record.
TONE	Selects the tone.	

Parameter	Value	Explanation
Rec Mode	REPLACE	New material is recorded as previously recorded material is erased.
	MIX	New notes are recorded on top of notes previously recorded.
Start	Specifies the location at which recording will start (MEAS: BEAT: TICK).	
Key	C–B	Specifies the key to record.
Octave	-4–+4	Adjusts the notes during recording, in octave steps.

MEMO

You can assign the following Tones to each style part.

Drums (ADrum): rhythm sets

Bass (ABass): tones other than rhythm sets

Accompaniment (Acc 1–6): any tone

7. Press [►/❚❚] to start recording.

The STYLE STEP REC screen will appear.

8. Use [▲] [▼] [◄] [►] to select a parameter, and specify the note value that you want to input.

Parameter	Value	Explanation
NOTE	1/32–2/1	Specifies the length of the note to be input. The note value is indicated as the length from one note-on to the next note-on.
GATE	1–100%	Specifies the duration from note-on to note-off, as a percentage of the note value. Specify a shorter value if you want staccato, or a larger value if you want to create a tenuto or slur. Normally, this should be set to about "80%".
VELOCITY	REAL, 1–127	Specifies the volume of the note to be input. Select "REAL" if you want the velocity to reflect the force with which you play the key. Otherwise, select the desired value: approximately 60 for "p" (piano), 90 for "mf" (mezzoforte), or 120 for "f" (forte).

9. Use [▲] [▼] to move the input location (step), and press a key.

When you press a key, the input location will advance by the length of the NOTE setting.

MEMO

Pressing [▲] will move the input location back by the length of the current NOTE setting, and pressing [▼] will move the input location forward by the length of the current NOTE setting.

You can use the [0]–[3] buttons to perform the following operations.

Button	Explanation
[0] (BACK DEL)	Cancels the last-entered note.
[1] (TIE)	Enters a tie by extending the duration of the last-entered note by the current length setting.
[2] (UNTIE)	Cancels the last-entered tie.
[3] (REST)	Enters a rest. Set NOTE to the length of the rest that you want to enter, and then press [3] (REST).

10. Repeat steps 7–9 to enter the desired notes.

MEMO

Each parameter will retain the value you entered most recently, so if you want the same settings for the next note you input, there's no need to change them. Once you've specified GATE and VELOCITY, there is usually no need to change these parameters until the end; simply specify the NOTE and the pitch (key).

Entering chords

Play the chord. The input location will advance to the next step when you release all of the keys.

11. When you're finished step-recording, press [►/❚❚].

If you want to keep the Style you just recorded, proceed as described in "Saving the Style You Recorded" (p. 11).

The Relation between Note Value Length and Gate Time

The relation between the length of the note value and the gate time is shown below. Since the GW-8's song recorder uses a TPQN (Ticks Per Quarter Note; i.e., resolution) of 120, a quarter note gate time is 120 ticks.

Note	Gate time
1/32	15
1/16T	20
1/16	30
1/8T	40
1/16.	45
1/8	60
1/4T	80
1/8.	90
1/4	120
1/2T	160
1/4.	180
1/2	240
1/1	480
2/1	960

The gate time that is recorded in step recording will be the original gate time value multiplied by the value of the Gate Time parameter. For example, if the Gate Time parameter is set to "80%," inputting a quarter note will mean that the gate time is 120 x 0.8= 96.

Saving the Style You Recorded

A Style you've recorded can be saved as a User Style.
The following content is saved.

- Recording data for each Division
- Style MFX settings (MFX Type, MFX Chorus/Reverb Send, MFX Sw)
- STYLE MAKEUP settings
- One Touch settings (you can select whether these will be saved)

1. **Press [WRITE].**

   The STYLE NAME screen will appear.

Assigning a name to the Style

2. **Use [◄] [►] to move the cursor, and use the VALUE dial to change the character.**

   Enter a Style name of up to 16 characters.
   The following characters are available.
   A–Z a–z 0–9 ! # $ % & ' ( ) - @ ^ ` { } _

Button	Explanation
[0] (TYPE)	Selects the type of character. Each time you press this, you will alternately select the first character of a character set: uppercase (A), lowercase (a), or numerals and symbols (0).
[1] (DELETE)	Deletes the character at the cursor location.
[2] (INSERT)	Inserts a space at the cursor location.

TIP

From a naming screen you can press [MENU] and select "1. Undo" to return the name to what it was before you changed it.
From [MENU] you can select "2. To Upper" or press [▲] to change the character at the cursor to uppercase.
From [MENU] you can select "3. To Lower" or press [▼] to change the character at the cursor to lowercase.
From [MENU] you can select "4. Delete All" to clear all the characters you were inputting.

NOTE

The GW-8 is able to display both uppercase and lowercase letters, but these are not distinguished internally.

For example, suppose that a Style named "ROCK" has been saved. If you then record a different Style, assign it the name "rock" and then attempt to save it, "ROCK" and "rock" will be considered identically named styles, so a screen will ask you to confirm the overwrite operation.

If you continue with the save operation, the new Style will be overwritten onto "ROCK." The new Style data will be saved with the name "ROCK," and the Style data that was previously in "ROCK" will be lost.

MEMO

If you press [◄] when the cursor is at the beginning of the name, the cursor will move to "ONE TOUCH." Now if you turn the VALUE dial to add a check mark to this item, the Upper/Lower Tone and Keyboard Mode settings used in the Main screen will be saved as One Touch data at the same time that the User Style is saved.

When you select this User Style and press [ONE TOUCH], the specified Upper/Lower Tone and Keyboard Mode will be recalled.

3. **Press [ENTER].**

   A confirmation screen will appear.

4. **Press [ENTER] to save the User Style.**

   If you press [EXIT], you'll return to the previous screen without saving the User Style.

Editing a Style

You can use the Style Edit functions to edit the performance data recorded in each division.

1. **Select the Style that you want to edit (p. 26 in Owner's Manual).**

2. **Press [MENU] so the button is lit.**

3. **Use [▲] [▼] to select "Style Composer," and press [ENTER].**

   The STYLE COMPOSER screen will appear.

4. **Use [▲] [▼] [◄] [►] to select the division that you want to edit, and press [ENTER].**

   The STYLE COMPOSER ZOOM screen will appear.

5. **Use [▲] [▼] [◄] [►] to move the cursor to "EDIT," and press [ENTER].**

   The Style Edit Menu window will appear.

MEMO

You can also access the Style Edit Menu by pressing [MENU] from the "STYLE COMPOSER" or "STYLE COMPOSER ZOOM" screen.

6. **In the "Style Edit Menu," use [▲] [▼] to move the cursor to the editing function you want to execute, and press [ENTER].**

   The screen for the selected editing function will appear. The following editing functions are provided.

- Quantize (Correcting the note timing)
- Erase (Erasing unwanted data)
- Delete (Deleting an unwanted region)
- Copy (Copying performance data)
- Insert (Inserting blank space)
- Transpose (Shifting the pitch)
- Change Velocity (Modifying the note dynamics)
- Change Gate Time (Modifying the note durations)
- Global Change (Replacing performance data)
- Shift Clock (Making fine adjustments to the timing)
- Style Part Length (Changing the length of each part)
- Time Signature (Specifying the time signature)

MEMO

To switch to a different editing function, move the cursor to the function name shown at the top of the screen, and turn the VALUE dial.

Correcting the Note Timing (Quantize)

This function corrects the timing of the performance data in the specified region.

1. **In the "Style Edit Menu," select "1. Quantize" and press [ENTER].**

   The STYLE EDIT QUANTIZE screen will appear.

2. **Use [▲] [▼] [◄] [►] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting.**

Parameter	Value	Explanation
PART	ADrum, ABass, Acc1–6, ALL	Selects the Style part to which the Quantize operation is to be applied.
CHORD	Maj, min, 7th	Selects the chord.
DIVISION	INT1–4, MAIN1–4, FILL1–4, END1–4	Selects the division.
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region to which Quantize is to be applied.
To (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the end of the region to which Quantize is to be applied.
Resolution	1/4, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T, 1/64	Specifies the timing interval for quantization. Select the shortest note value used in the region to be quantized.
Strength	0–100%	Specifies the amount of timing correction applied relative to the Resolution timing interval. If you select "100%," notes will be corrected all the way to precise intervals of the specified Resolution. With lower values, the correction will not be as tight, and with a setting of 0% there will be no correction at all.
Note Range Min	C– (Note Range Max value)	Specifies the lowest pitch to be quantized.
Note Range Max	(Note Range Min value)–G9	Specifies the highest pitch to be quantized.

3. **Select "EXECUTE" and then press [ENTER].**

NOTE

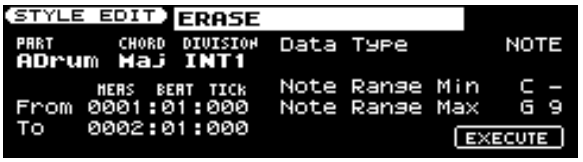
It is not possible to restore the data to its original state after executing this operation.

Erasing Unwanted Data (Erase)

This function erases performance data from the specified region. The erased data will be converted to rests; the measures themselves will remain.

1. **In the "Style Edit Menu," select "2. Erase" and press [ENTER].**

   The STYLE EDIT ERASE screen will appear.



2. **Use [▲] [▼] [◄] [►] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting.**

Parameter	Value	Explanation
PART	ADrum, ABass, Acc1–6, ALL	Selects the Style part from which data is to be erased.
CHORD	Maj, min, 7th	Selects the chord.
DIVISION	INT1–4, MAIN1–4, FILL1–4, END1–4	Selects the division.
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region from which data is to be erased.
To (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the end of the region from which data is to be erased.

Parameter	Value	Explanation
Data Type	ALL, NOTE, MODULATION, PANPOT, EXPRESSION, REVERB, CHORUS, PC, PITCH BEND	Specifies the type of data to be erased.
Note Range Min	C– (Note Range Max value)	Specifies the lowest pitch to be erased. This is available only if Data Type is set to NOTE.
Note Range Max	(Note Range Min value) –G9	Specifies the highest pitch to be erased. This is available only if Data Type is set to NOTE.

3. Select "EXECUTE" and then press [ENTER].

NOTE
It is not possible to restore the data to its original state after executing this operation.

Deleting an Unwanted Region (Delete)

This function deletes the performance data of the specified region. Performance data that follows the deleted region will be moved forward to fill the gap. The performance data will be shortened by the amount that was deleted.

1. In the "Style Edit Menu," select "3. Delete" and press [ENTER].

The STYLE EDIT DELETE screen will appear.

2. Use [▲] [▼] [◄] [►] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting.

Parameter	Value	Explanation
PART	ADrum, ABass, Acc1–6, ALL	Selects the Style part from which data is to be deleted.
CHORD	Maj, min, 7th	Selects the chord.
DIVISION	INT1–4, MAIN1–4, FILL1–4, END1–4	Selects the division.
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region to be deleted.
To (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the end of the region to be deleted.

3. Select "EXECUTE" and then press [ENTER].

NOTE
It is not possible to restore the data to its original state after executing this operation.

Copying Performance Data (Copy)

This function copies the performance data of the specified region. This is convenient when you want to re-use an existing Style.

1. In the "Style Edit Menu," select "4. Copy" and press [ENTER].

The STYLE EDIT COPY =SOURCE= screen will appear.

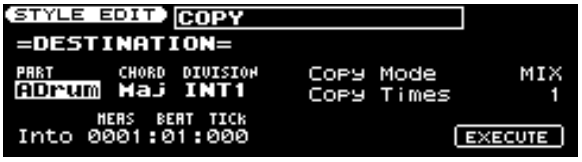
2. Use [▲] [▼] [◄] [►] to move to the parameter you want to change, and use the VALUE dial to make the desired setting.

Parameter	Value	Explanation
SOURCE settings		
SOURCE STYLE	000 TEMPORARY STYLE, 001–	Selects the copy-source Style. * 000 TEMPORARY STYLE indicates the Style you're currently editing.
PART	ADrum, ABass, Acc1–6, ALL	Selects the copy-source Style part.
CHORD	Maj, min, 7th, ALL	Selects the chord.
DIVISION	INT1–4, INTALL, MAIN1–4, MAINALL, FILL1–4, FILLALL, END1–4, ENDALL	Selects the division.

Parameter	Value	Explanation
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region to be copied. If you've selected ALL as the SOURCE part setting, this is shown as "---" and cannot be changed.
To (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the end of the region to be copied. If you've selected ALL as the SOURCE part setting, this is shown as "---" and cannot be changed.

3. In the STYLE EDIT COPY =SOURCE= screen, select "DESTINATION" and press [ENTER].

The STYLE EDIT COPY =DESTINATION= screen will appear.



4. Use [▲] [▼] [◄] [►] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting.

Parameter	Value	Explanation
DESTINATION settings		
PART	ADrum, ABass, Acc1–6	Selects the copy-destination Style part. If you select "ALL" in the SOURCE settings, this setting will be fixed at "ALL" and cannot be changed. If you change the copy-source Style, this will change in tandem.
CHORD	Maj, min, 7th	Selects the chord. If you change the copy-source Style, this will change in tandem. If you select "ALL" in the SOURCE settings, this setting will be fixed at "ALL" and cannot be changed.
DIVISION	INT1–4, MAIN1–4, FILL1–4, END1–4	Selects the division. If the SOURCE setting DIVISION is set to "xxxALL," this setting will be fixed at "xxxALL" and cannot be changed. If you change the copy-source Style, this will change in tandem.
Into (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region at which the copied data is to be pasted. If you've selected ALL as the SOURCE part or SOURCE chord setting, this is shown as "---" and cannot be changed.
Copy Mode	REPLACE, MIX	Specifies the copy method. If you've selected ALL as the SOURCE part or SOURCE chord setting, this is shown as "---" and cannot be changed.
Copy Times	1–99	Specifies the number of times to copy the data. If you've selected ALL as the SOURCE part or SOURCE chord setting, this is shown as "---" and cannot be changed.

5. Select "EXECUTE" and then press [ENTER].

MEMO

If you select "EXECUTE" and press [ENTER] when the Copy Mode or Copy Times value is "---," the copy will be executed with the following settings:

Into = 0001:01:000

Copy Mode = REPLACE

Copy Times = 1

NOTE

It is not possible to restore the data to its original state after executing this operation.

Inserting Blank Space (Insert)

This function inserts blank space at the specified location. Performance data that follows this location will be moved back to make room for the inserted blank space. The performance data will be lengthened by the inserted amount.

1. **In the "Style Edit Menu," select "5. Insert" and press [ENTER].**
   The STYLE EDIT INSERT screen will appear.

2. **Use [▲] [▼] [◄] [►] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting.**

Parameter	Value	Explanation
PART	ADrum, ABass, Acc1–6, ALL	Selects the Style part into which blank space is to be inserted.
CHORD	Maj, min, 7th	Selects the chord.
DIVISION	INT1–4, MAIN–4, FILL1–4, END1–4	Selects the division.
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the location at which the blank space is to be inserted.
For (MEAS: BEAT: TICK)	0000: 00: 000–	Specifies the length of the blank space that is to be inserted.

3. **Select "EXECUTE" and then press [ENTER].**

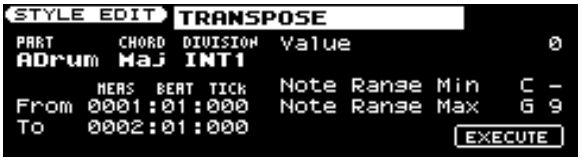
NOTE

It is not possible to restore the data to its original state after executing this operation.

Shifting the Pitch (Transpose)

This function transposes the pitches of the specified region.

1. **In the "Style Edit Menu," select "6. Transpose" and press [ENTER].**
   The STYLE EDIT TRANSPOSE screen will appear.



2. **Use [▲] [▼] [◄] [►] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting.**

Parameter	Value	Explanation
PART	ADrum, ABass, Acc1–6, ALL	Selects the Style part that is to be transposed.
CHORD	Maj, min, 7th	Selects the chord.
DIVISION	INT1–4, MAIN1–4, FILL1–4, END1–4	Selects the division.
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region to be transposed.
To (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the end of the region to be transposed.
Value	-127–127	Specifies the number of semitones by which the pitches are to be transposed.
Note Range Min	C–(Note Range Max value)	Specifies the lowest pitch to be transposed.
Note Range Max	(Note Range Min value)–G9	Specifies the highest pitch to be transposed.

3. **Select "EXECUTE" and then press [ENTER].**

NOTE

It is not possible to restore the data to its original state after executing this operation.

Modifying the Note Dynamics (Change Velocity)

This function modifies the dynamics of the specified region.

1. **In the "Style Edit Menu," select "7. Change Velocity" and press [ENTER].**
   The STYLE EDIT CHANGE VELOCITY screen will appear.

2. **Use [▲] [▼] [◄] [►] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting.**

Parameter	Value	Explanation
PART	ADrum, ABass, Acc1–6, ALL	Selects the Style part whose velocity is to be modified.
CHORD	Maj, min, 7th	Selects the chord.
DIVISION	INT1–4, MAIN1–4, FILL1–4, END1–4	Selects the division.
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region whose velocity is to be modified.
To (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the end of the region whose velocity is to be modified.
Bias	-99–99	Specifies the amount by which the velocity is to be modified.
Magnify	0–200%	Allows you to make the velocity more uniform, or to decrease or increase the dynamics. If Magnify is set near 0%, the velocity will be adjusted toward 64, and the Bias value will be added to each velocity value. This allows you to make the velocity more consistent while adjusting it as desired. If Magnify is set to 101% or higher, velocities greater than 64 will be increased while velocities below 64 will be decreased, increasing the dynamics. If Magnify is set to 100%, the velocity will not change.
Note Range Min	C–(Note Range Max value)	Specifies the lowest pitch whose velocity is to be modified.
Note Range Max	(Note Range Min value)–G9	Specifies the highest pitch whose velocity is to be modified.

3. **Select "EXECUTE" and then press [ENTER].**

NOTE
It is not possible to restore the data to its original state after executing this operation.

Modifying the Note Durations (Change Gate Time)

This function modifies the durations of the notes in the specified region.

1. **In the "Style Edit Menu," select "8. Change Gate Time" and press [ENTER].**
   The STYLE EDIT CHANGE GATE TIME screen will appear.

2. **Use [▲] [▼] [◄] [►] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting.**

Parameter	Value	Explanation
PART	ADrum, ABass, Acc1–6, ALL	Selects the Style part whose gate times are to be modified.
CHORD	Maj, min, 7th	Selects the chord.
DIVISION	INT1–4, MAIN1–4, FILL1–4, END1–4	Selects the division.
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region whose gate times are to be modified.
To (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the end of the region whose gate times are to be modified.

Parameter	Value	Explanation
Bias (TICK)	-1920–1920 (TICK)	Specifies the amount by which the gate times are to be modified, in units of a tick.
Magnify	0–200%	Specifies the ratio by which the gate times will be modified.
Note Range Min	C–(Note Range Max value)	Specifies the lowest pitch whose gate times are to be modified.
Note Range Max	(Note Range Min value)–G9	Specifies the highest pitch whose gate times are to be modified.

3. Select "EXECUTE" and then press [ENTER].

NOTE

It is not possible to restore the data to its original state after executing this operation.

Replacing Performance Data (Global Change)

This function replaces the specified MSB, LSB, and PC values with different MSB, LSB, and PC values. You can also apply a relative adjustment to the control values (Expression, Panpot, Reverb, Chorus) within the Style.

1. In the "Style Edit Menu," select "9. Global Change" and press [ENTER].

The STYLE EDIT GLOBAL CHANGE screen will appear.

2. Use [▲] [▼] [◄] [►] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting.

Parameter	Value	Explanation
PART	ADrum, ABass, Acc1–6, ALL	Selects the Style part whose data values you want to modify.
CHORD	Maj, min, 7th	Selects the chord.
DIVISION	INT1–4, MAIN1–4, FILL1–4, END1–4	Selects the division.
MSB (FROM)	OFF, 0–127, ALL	Specifies the MSB value that is to be changed. By choosing ALL, you can set more than one Style part to the same value.
MSB (TO)	OFF, 0–127	Specifies the new MSB value.
LSB (FROM)	OFF, 0–127, ALL	Specifies the LSB value that is to be changed. By choosing ALL, you can set more than one Style part to the same value.
LSB (TO)	OFF, 0–127	Specifies the new LSB value.
PC (FROM)	OFF, 1–128, ALL	Specifies the PC value that is to be changed. By choosing ALL, you can set more than one Style part to the same value.
PC (TO)	OFF, 1–128	Specifies the new PC value.
EXPRESS	-127–127	Adjusts the Expression values.
PANPOT	-127–127	Adjusts the Panpot values.
REVERB	-127–127	Adjusts the Reverb values.
CHORUS	-127–127	Adjusts the Chorus values.

3. Select "EXECUTE" and then press [ENTER].

NOTE

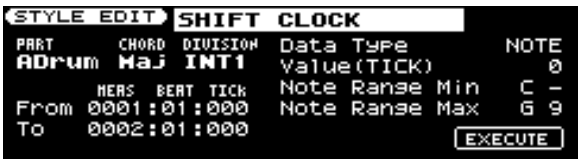
It is not possible to restore the data to its original state after executing this operation.

Making Fine Adjustments to the Timing (Shift Clock)

By using this function, events of the specified data type in the specified region and specified range of pitches can be shifted forward or backward.

1. **In the "Style Edit Menu," select "10. Shift Clock" and press [ENTER].**

   The STYLE EDIT SHIFT CLOCK screen will appear.



2. **Use [▲] [▼] [◄] [►] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting.**

Parameter	Value	Explanation
PART	ADrum, ABass, Acc1–6, ALL	Selects the Style part whose timing is to be shifted.
CHORD	Maj, min, 7th	Selects the chord.
DIVISION	INT1–4, MAIN1–4, FILL1–4, END1–4	Selects the division.
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region to be shifted.
To (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the end of the region to be shifted.
Data Type	ALL, NOTE, MODULATION, PANPOT, EXPRESSION, REVERB, CHORUS, PC, PITCH BEND	Specifies the type of data to be shifted.
Value (TICK)	-4800–4800 (TICK)	Specifies the amount of shift in units of a tick.
Note Range Min	C–(Note Range Max value)	Specifies the lowest pitch whose position is to be shifted.
Note Range Max	(Note Range Min value)–G9	Specifies the highest pitch whose position is to be shifted.

3. **Select "EXECUTE" and then press [ENTER].**

NOTE

It is not possible to restore the data to its original state after executing this operation.

Changing the Length of Each Part (Style Part Length)

This function changes the length of a Style part.

1. **In the "Style Edit Menu," select "11. Style Part Length" and press [ENTER].**

   The STYLE EDIT STYLE PART LENGTH screen will appear.

2. **Use [▲] [▼] [◄] [►] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting.**

Parameter	Value	Explanation
PART	ADrum, ABass, Acc1–6, ALL	Selects the Style part whose length you want to change.
DIVISION	INT1–4, MAIN1–4, FILL1–4, END1–4	Selects the division.
CHORD SW (Major, minor, 7th)	OFF, ON	You may select more than one chord. * You can't execute the function if nothing is selected here.
Length (MEAS: BEAT: TICK)	0000: 00: 000–	Specifies the length of the Style.

3. **Select "EXECUTE" and then press [ENTER].**

NOTE

It is not possible to restore the data to its original state after executing this operation.

Specifying the Time Signature (Time Signature)

This function specifies the time signature of the Style.

1. **In the "Style Edit Menu," select "12. Time Signature" and press [ENTER].**
   The STYLE EDIT TIME SIGNATURE screen will appear.

2. **Use [▲] [▼] [◄] [►] to move the cursor to the parameter you want to change, and use the VALUE dial to make the desired setting.**

Parameter	Value	Explanation
DIVISION	INTRO, MAIN, FILL, ENDING, ALL	Selects the division.
VARIATION SW (1–4)	OFF, ON	Selects the division number. You may select more than one. If DIVISION is set to ALL, this will be ON for all switches 1–4. * You can't execute the function if nothing is selected here.
Time Signature	1–32/2, 4, 8, 16	Specifies the time signature.

3. **Select "EXECUTE" and then press [ENTER].**

NOTE

It is not possible to restore the data to its original state after executing this operation.

Editing a Style in More Detail (STYLE MICROSCOPE)

MICROSCOPE lets you edit individual items of the performance data recorded in the Style, such as notes or velocities.

You can individually edit the following items.

- An event's position
- Note number
- Note gate time
- Note-on velocity
- Controller number
- Controller value
- Program change number
- Pitch bend value

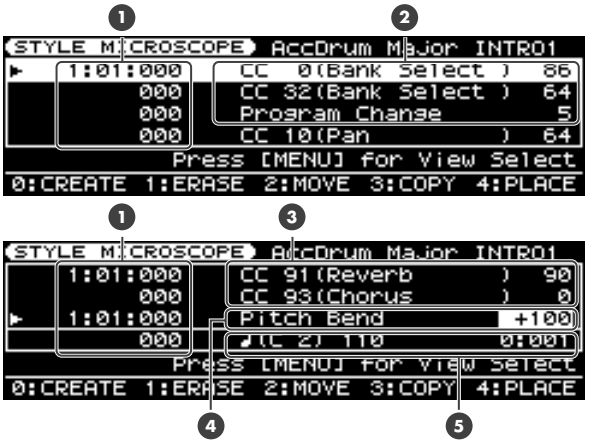
1. **Select a Style (p. 26 in Owner's Manual).**

2. **Press [MENU] so the button is lit.**

3. **Use [▲] [▼] to select "Style Composer," and press [ENTER].**
   The STYLE COMPOSER screen will appear.

4. **Use [▲] [▼] [◄] [►] to select the division that you want to edit, and press [ENTER].**
   The STYLE COMPOSER ZOOM screen will appear.

5. **Use [▲] [▼] [◄] [►] to move the cursor to "MICRO," and press [ENTER].**
   The STYLE MICROSCOPE screen will appear.



1. Measure: Beat: Tick
2. Bank select MSB/value
   Bank select LSB/value
   Program change number/value
3. Controller number/value
4. Pitch bend/value
5. Note: Note number/Velocity/Gate time (Beat: Tick)

6. Use the VALUE dial or [▲] [▼] to select the event that you want to edit.

7. Use [◄] [►] to select the data that you want to change, and use the VALUE dial to change the value.

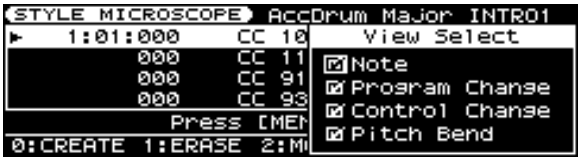
You can use the [0]–[3] buttons to perform the following operations.

Button	Explanation
[0] (CREATE)	Inserts a new event at the desired location. When you press [0] (CREATE), the Create Event window will open. Type: Select the data that you want to insert: Note, Program Change, Control Change, or Pitch Bend. To: Specify the location at which you want to insert the event. Move the cursor to "EXECUTE" and press [ENTER] to insert the event.
[1] (ERASE)	Erases the event at the cursor location.
[2] (MOVE)	Moves the event at the cursor location to the specified location. When you press [2] (MOVE), the Move Event window will open. To: Specify the destination of the move. Move the cursor to "EXECUTE" and press [ENTER] to move the event to the specified location.
[3] (COPY)	Copies the event that's at the cursor location.
[4] (PLACE)	Inserts the copied event at the specified location. When you press [4] (PLACE), the Place Event window will open. To: Specify the location at which you want to insert the copied event. Move the cursor to "EXECUTE" and press [ENTER] to insert the event.

Viewing only the performance data you want to see

Because many events are shown in the STYLE MICROSCOPE screen, it can be difficult to find what you're looking for.
By specifying that only certain types of performance data will be displayed, you can make it easier to view the data.
It's convenient to use this function when you want to view or edit only a specific type of performance data.

1. Press [MENU] to open the View Select window.



2. Move the cursor to Note, Program Change, Control Change, and Pitch Bend, and use the VALUE dial to add a check mark for types of performance data you want to see, and clear the check mark for types you don't want to see.
3. Press [EXIT] to close the View Select window.
   Only the events for the performance data types that have a check mark will be shown.

8. If you want to keep the changes you've made to the Style, proceed as described in "Saving the Style You Recorded" (p. 11).

Automatically Generating Style Data (EZ CONVERT)

Using the Style data of a chord, you can automatically generate Style data for a different chord. This is called the "EZ Convert" function.

For example, you could create performance data for each of the Major divisions, and then use the EZ Convert function to automatically generate data for the minor and 7th divisions.

1. **Select a Style (p. 26 in Owner's Manual).**

2. **Press [MENU] so the button is lit.**

3. **Use [▲] [▼] to select "Style Composer," and press [ENTER].**

   The STYLE COMPOSER screen will appear.

4. **Press [0] (EZ CONVERT).**

   The Style EZ Convert window will open.

Parameter	Value	Explanation
SOURCE	Major, minor, 7th, Auto	Select the chord that will be used as the basis for EZ Convert. If you select "Auto," this function will search for performance data in the divisions of each chord, in the order of 7th→ Major→ minor, and if performance data is found, will use that chord as the Source to automatically generate Style data for the other chords.
DESTINATION	Major, minor, 7th	Selects the chord for which Style data will automatically be generated. If SOURCE is Auto, the DESTINATION will also be set to Auto.

5. **Use [▲] [▼] [◄] [►] to move the cursor to "EXECUTE" and press [ENTER].**

   EZ Convert will be executed, and Style data will be generated for the divisions of the specified chord. The Style data in the divisions of the specified DESTINATION chord will be overwritten.

NOTE

If the selected SOURCE chord has divisions that don't contain performance data, the corresponding divisions in the DESTINATION will be overwritten as a division that contains no performance data.

Creating a Song

You can use the GW-8's 16-track recorder to create songs.

Recording Your Performance as You Play

You can record your keyboard performance while listening to an accompaniment, and then listen to the playback of your recorded performance.

If you want to record the Style playback as well, turn [STYLE] on.

Recording will start/stop simultaneously when you start/stop the Style.

If you want to record only your keyboard performance without playing a Style, turn [SONG] on.

If [STYLE] and [SONG] are both turned off, the rhythm pattern of the Style selected by the STYLE SELECT buttons will be recorded together with the keyboard performance.

NOTE

Recorded performances are discarded when another Song is selected, or when the power is turned off. If you don't want to lose the Song, you must save it (p. 26).

TIP

Song settings (e.g., tempo and time signature) are determined by the settings of the Style that's saved in the selected Performance. You'll probably find it convenient to first select the Style and Tones that you want to use (p. 38 in owner's manual). If you are performing without using a Style, you can specify the tempo and time signature of the Song in the SONG TRACK screen (see below).

1. **Select the Performance that you want to use (p. 38 in Owner's Manual).**

2. **Press [SONG REC].**

   [SONG REC] will blink.

3. **Press [►/❚❚] to start recording.**

4. **Perform.**

5. **Press [►/❚❚] to stop recording.**

   When you stop recording, the SONG TRACK screen will appear.

1. Song Name
2. Part: Part to record
3. The Tone number for each Part
4. Move the cursor here and press [ENTER] to move to a different screen.

   MFX: SONG MFX screen (p. 25)
   EDIT: SONG EDIT screen (p. 31)
   MICRO: SONG MICROSCOPE screen (p. 38)
   MASTER: SONG MASTER TRACK screen (p. 40)
   INIT: SONG INITIALIZE screen (p. 27)
5. MUTE:

   Mute On (no sound) or Off (sound) setting for each Part
6. SOLO:

   Solo On (hear only this part) or Off setting for each Part
7. Recording parts

   A performance you record using a Style is recorded to parts 1–16 as follows.

Track	Part Name	Track	Part Name
1	Accomp 1	**9**	Accomp 6
2	Accomp bass	**10**	Accomp drums
3	Accomp 2	**11**	Lower Part
4	Upper Part	**12**	
5	Accomp 3	**13**	
6		**14**	
7	Accomp 4	**15**	Melody Intelligence
8	Accomp 5	**16**	

When you record a performance, part 4 and part 11 are recorded as the manually played Upper part and manually played Lower part, respectively.

In this case, the part number indication at the bottom of the SONG TRACK screen will indicate "UPR" and "LWR" for Part 4 and Part 11, respectively.

6. **Press [EXIT] to return to the Main screen.**

NOTE

Upper/Lower MFX (p. 42 in Owner's Manual) will apply only to the realtime performance of the Part (Upper Part or Lower Part) you play by hand.
Be aware that Upper/Lower MFX will not apply to the recorded Song data.

MEMO

You can specify whether the metronome will sound during recording. See "Using the Metronome" (Owner's Manual p. 23).

Ways to Create a Song

Broadly speaking, there are two ways to create a song.

Editing an existing song

You can create a new song by changing an existing song's Tones, adjusting the volume balance between parts, or changing the effect settings.

Creating a new song

You can initialize a song, and use realtime or step recording to create performance data for each part.

After you've created the performance data, you can use the SONG MICROSCOPE function or SONG MASTER TRACK screen to edit it.

Changing the Song's Sounds (SONG MAKEUP)

You can change the Tone used by each part of the song, and adjust the volume or effect balance of the parts.

MEMO
The settings in SONG MAKEUP are not applied to the data recorded in the song; rather, they are applied when the song is played back.

1. **Select a song (p. 30 in Owner's Manual).**

2. **Press [PART VIEW] a number of times until the SONG MAKEUP screen appears.**

NOTE
You can't access the SONG MAKEUP screen during recording or in recording-standby mode.

3. **Use [▲] [▼] [◄] [►] to select a parameter.**

4. **Turn the VALUE dial to set the value.**

Parameter	Value	Explanation
PART	Switches between Makeup settings for the Tones of each part. For example, if three Tones are used in Part 1, you can switch between P1 1, P1 2, and P1 3.	
TONE	The Tone used by that part. The top line of the screen shows the Tone number and Tone name.	
EXPRESS	-127–+127	Offset value for the Expression setting of the song
PANPOT	-127–+127	Offset value for the Panpot setting of the song
REVERB	-127–+127	Offset value for the Reverb setting of the song
CHORUS	-127–+127	Offset value for the Chorus setting of the song
MUTE	OFF, ON	Specifies whether the sound will be muted (ON) or heard (OFF).
SOLO	OFF, ON	Specifies whether this part alone will be heard by itself (ON) or not (OFF). Use [◄] [►] to turn on the part at which the cursor is located.

MEMO
If the selected song contains a recorded performance, Part 4 and Part 11 will respectively be the manually played parts, and will be shown as "UPR" and "LWR." Manually played parts cannot be edited in the SONG MAKEUP screen.

MEMO
The SONG MAKEUP settings are not reflected in the Song Track screen.

Changing the Song's MFX Settings (SONG MFX)

You can adjust the song's effect settings or the amount of chorus and reverb that are applied.

1. **Select a song (p. 30 in Owner's Manual).**

2. **Press [PART VIEW] a number of times until the SONG TRACK screen appears.**

3. **Use [▲] [▼] [◄] [►] to move the cursor to "MFX" and press [ENTER].**
   The SONG MFX screen will appear.

4. **Use [◄] [►] to select a page, and use [▲] [▼] to select the parameter that you want to edit.**

MEMO
You can also access the SONG MFX screen from the SONG TRACK screen by pressing [EFFECTS].

5. **Turn the VALUE dial to edit the value.**

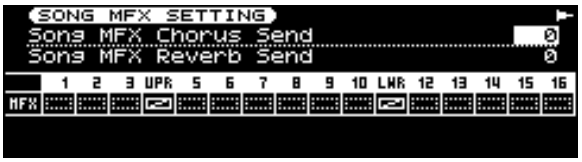
SONG MFX screen

You can access this screen from the SONG TRACK screen by moving the cursor to "MFX" and pressing [ENTER], or from the SONG MFX SETTING screen by pressing [►].

Parameter	Value	Explanation
MFX Type	00–78	Selects the MFX to use. You can then edit the parameter values.
Refer to "Multi-Effects Parameter" (p. 56 in Owner's Manual).		

SONG MFX SETTING screen

You can access this screen from the SONG MFX screen by pressing [◄].



Parameter	Value	Explanation
Song MFX Chorus Send	0–127	Specifies how much chorus is to be applied to the sound that has passed through MFX.
Song MFX Reverb Send	0–127	Specifies how much reverb is to be applied to the sound that has passed through MFX.
MFX Sw	OFF, ON	Specifies whether MFX will be used (ON), or not be used (OFF) for each part of the Song.

NOTE

If part 4 and part 11 were recorded as manually played parts (i.e., if the part indication is "UPR" or "LWR"), the Song MFX effect will not apply to these parts.

Saving a Song

Here's how to save the song you've edited.

1. **Press [WRITE].**

   The WRITE MENU screen or the SONG NAME screen will appear.

2. **If the WRITE MENU screen appeared, use [▲] [▼] to select "Song" and then press [ENTER].**

   The SONG NAME screen will appear.

Naming the Song

3. **Use [◄] [►] to move the cursor, and use the VALUE dial to change the character.**

   Enter a Song name of up to 16 characters.
   The following characters are available.
   A–Z a–z 0–9 ! # $ % & ' ( ) - @ ^ ` { } _

Button	Explanation
[0] (TYPE)	Selects the type of character. Each time you press this, you will alternately select the first character of a character set: uppercase (A), lowercase (a), or numerals and symbols (0).
[1] (DELETE)	Deletes the character at the cursor location.
[2] (INSERT)	Inserts a space at the cursor location.

TIP

From a naming screen you can press [MENU] and select "1. Undo" to return the name to what it was before you changed it.

From [MENU] you can select "2. To Upper" or press [▲] to change the character at the cursor to uppercase.

From [MENU] you can select "3. To Lower" or press [▼] to change the character at the cursor to lowercase.

From [MENU] you can select "4. Delete All" to clear all the characters you were inputting.

NOTE

The GW-8 is able to display both uppercase and lowercase letters, but these are not distinguished internally.

For example, suppose that a song named "SONG1" has been saved. If you now record a different song, assign it the name "song1" and then attempt to save it, "SONG1" and "song1" will be considered identically named songs, so a screen will ask you to confirm the overwrite operation.

If you continue with the save operation, the new performance data will be saved as "SONG1." This means that the performance data that was previously saved in "SONG1" will be lost.

4. **Press [ENTER].**

   A confirmation screen will appear.

5. **Press [ENTER] to save the song.**

   If you press [EXIT], you'll return to the previous screen without saving the song.

Initializing the Song (SONG INITIALIZE)

Here's how to erase the performance data from a song, and initialize it to the specified values.

1. **Press [SONG].**

2. **Press [PART VIEW] a number of times until the SONG TRACK screen appears.**

3. **Use [▲] [▼] [◄] [►] to move the cursor to "INIT" and press [ENTER].**

   The Song Initialize window will appear.

4. **Use [▲] [▼] to select the parameter you want to edit, and use the VALUE dial to edit the value.**

Parameter	Value	Explanation
Initialize Tempo	20–250	Specifies the initialized tempo.
Time Signature	1–32/2, 4, 8, 16	Specifies the initialized time signature.

5. **Use [▲] [▼] to move the cursor to "INIT" and press [ENTER].**

   A confirmation screen will appear.

6. **Press [ENTER] to execute initialization.**

   If you press [EXIT], you'll return to the previous screen without initializing.
   When the initialization is completed, the song name will change to "New Song."

Recording a Song

There are two methods of recording: realtime recording and step recording. Use the method that's appropriate for your situation.

NOTE
When you edit the song data, the SONG MAKEUP settings will be lost.

Realtime Recording

1. **If you want to create a new song, initialize the song (p.27) and then proceed to step 3.**
   If you want to record using an existing song, select the desired song (p.30 in the Owner's Manual).

2. **Press [PART VIEW] so the button is lit.**

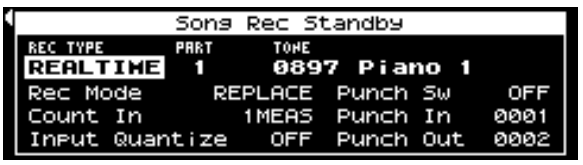
   The SONG TRACK screen will appear.

The SONG TRACK screen has the following limitations.

- Transpose will not apply
- Key Scale will not apply
- DUAL/SPLIT will not apply
- Piano Mode is not available

3. **Press [SONG REC].**

   The Song Rec Standby screen will appear, and [SONG REC] will blink.



MEMO
By pressing [SONG REC] you can switch between REALTIME and STEP REC.
You can also switch between REALTIME and STEP REC by moving the cursor to REC TYPE and turning the VALUE dial.

MEMO
[SONG REC] will blink while you're in recording-standby mode.

4. Use [▲] [▼] [◄] [►] to select a parameter, and turn the VALUE dial to edit the value.

Parameter	Value	Explanation
PART	1–16	Selects the part to record.
TONE	Selects a tone.	
Rec Mode	REPLACE	New material is recorded as previously recorded material is erased.
	MIX	New notes are recorded on top of notes previously recorded.
Count In	OFF	No count-in. Recording starts as soon as you press [►/❚❚].
	1MEAS	Recording starts after a 1-bar count-in.
	2MEAS	Recording starts after a 2-bar count-in.
	WAIT NOTE	Recording starts as soon as you play a note on the keyboard. (There will be no count-in.)
Input Quantize	OFF, 1/4, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T, 1/64	Quantize corrects the timing of your notes by shifting them to the nearest grid mark. This specifies the number of steps per measure (i.e., the resolution).
Punch Sw	ON, OFF	Specifies whether to use Auto Punch-In/Out.
Punch In	0001–9998	Specifies the Auto Punch-In measure.
Punch Out	0002–9999	Specifies the Auto Punch-Out measure.

MEMO

You can use [OCTAVE] to change the octave setting during recording.

NOTE

If "PUNCH IN/OUT" is set for Pedal Assign (p. 46 in Owner's Manual).

- Set Punch Sw to "OFF." If this is "ON," you won't be able to use the pedal to perform Punch In/Out recording.
- Recording will be possible only by using the pedal to perform Punch In/Out recording.

- If you want to record while hearing the accompaniment provided by the Arranger, set Backing= STYLE (p. 24 in Owner's Manual) before you start recording.
- If you want to record while hearing the Style's rhythm, set Backing= OFF (p. 24 in Owner's Manual) before you start recording.
- If you want to record only the keyboard, set Backing= SONG (p. 24 in Owner's Manual) before you start recording.

5. Press [►/❚❚] to start recording.

If Count In is set to WAIT NOTE, recording will start the moment you play the keyboard.

MEMO

[SONG REC] will be lit during recording.

6. Play the keyboard.

7. Press [►/❚❚] to stop recording.

If you want to keep the song you recorded, proceed as described in "Saving the Song You Recorded" (p. 30).

Step Recording

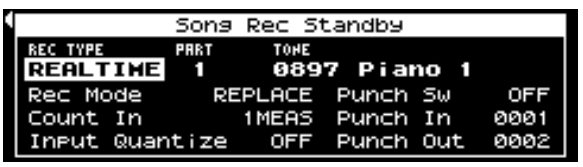
1. If you want to create a new song, initialize the song (p.27) and then proceed to step 3.
If you want to record using an existing song, select the desired song (p.30 in the Owner's Manual).

2. Press [PART VIEW] so the button is lit.

The SONG TRACK screen will appear.

3. Press [SONG REC].

The Song Rec Standby screen will appear, and [SONG REC] will blink.



4. Press [SONG REC] to change REC TYPE to "STEP REC."

MEMO

Pressing [SONG REC] will switch between REALTIME and STEP REC.

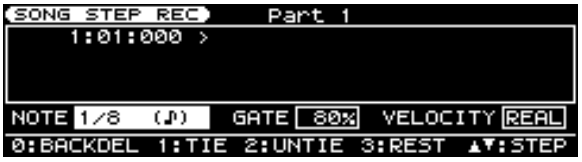
You can also switch between REALTIME and STEP REC by moving the cursor to REC TYPE and turning the VALUE dial.

5. Use [▲] [▼] [◄] [►] to select a parameter, and turn the VALUE dial to edit the value.

Parameter	Value	Explanation
PART	1–16	Selects the part to record.
TONE	Selects a tone.	
Rec Mode	REPLACE	New material is recorded as previously recorded material is erased.
	MIX	New notes are recorded on top of notes previously recorded.
Start	Specifies the location (MEAS: BEAT: TICK) at which recording will start.	
Octave	-4–+4	Shifts the notes during recording in units of an octave.

6. Press [►/❚❚] to start recording.

The SONG STEP REC screen will appear.



7. Use [▲] [▼] [◄] [►] to select a parameter, and make settings for the notes that you'll be entering.

Parameter	Value	Explanation
NOTE	1/32–2/1	Specifies the timing value of the notes that will be entered. The note value indicates the length from a note-on to the next note-on.
GATE	1–100%	Specifies the duration between the note-on and note-off, as a percentage of the note value. Select a smaller value to create a staccato feel, or a larger value to create a tenuto or slur. Normally, you should set this to about 80%.
VELOCITY	REAL, 1–127	Specifies the velocity of the notes that will be entered. Select "REAL" if you want the notes to reflect the actual force with which you strike the key. Otherwise, "p" (piano) corresponds to a value of about 60, "mf" (mezzoforte) to about 90, and "f" (forte) to about 120.

8. Use [▲] [▼] to move the input position (step), and then press a key.

When you press a key, the input position will advance by the length of the NOTE setting.

MEMO

Pressing [▲] will move the input position backward by the current NOTE setting. Pressing [▼] will move the input position forward by the current NOTE setting.

You can use the [0]–[3] buttons to perform the following operations.

Button	Explanation
[0] (BACK DEL)	Cancels the last-entered note.
[1] (TIE)	Enters a tie by extending the duration of the last-entered note by the current length setting.
[2] (UNTIE)	Cancels the last-entered tie.
[3] (REST)	Enters a rest. Set NOTE to the length of the rest that you want to enter, and then press [3] (REST).

9. Repeat steps 7 through 9 to enter notes.

MEMO

Each parameter will retain the value you specified, so there's no need to change the settings if you want to use the same values for the next note. Once you've specified the GATE and VELOCITY, there's usually no need to change these values; simply specify the NOTE value and the pitch (by playing the keyboard).

Entering a chord

Play the chord. The input position will advance to the next step when you've released all of the keys.

10. When you're finished recording, press [►/❚❚].

If you want to keep the song you've recorded, proceed as described in "Saving the Song You Recorded" (p. 30).

The Relation between Note Value Length and Gate Time

The relation between the length of the note value and the gate time is shown below. Since the GW-8's song recorder uses a TPQN (Ticks Per Quarter Note; i.e., resolution) of 120, a quarter note gate time is 120 ticks.

Note	Gate time
1/32	15
1/16T	20
1/16	30
1/8T	40
1/16.	45
1/8	60
1/4T	80
1/8.	90
1/4	120
1/2T	160
1/4.	180
1/2	240
1/1	480
2/1	960

The gate time that is recorded in step recording will be the original gate time value multiplied by the value of the Gate Time parameter. For example, if the Gate Time parameter is set to "80%," inputting a quarter note will mean that the gate time is 120 x 0.8= 96.

Saving the Song You Recorded

Here's how to save a song you've recorded.
The following content will be saved.

- The song's performance data
- Song MFX settings (MFX Type, MFX Chorus/Reverb Send, MFX Sw)
- Song Makeup settings

1. Press [WRITE].

The SONG NAME screen will appear.

Naming the Song

2. Use [◄] [►] to move the cursor, and use the VALUE dial to change the character.

Enter a Song name of up to 16 characters.
The following characters are available.
A–Z a–z 0–9 ! # $ % & ' ( ) - @ ^ ` { } _

Button	Explanation
[0] (TYPE)	Selects the type of character. Each time you press this, you will alternately select the first character of a character set: uppercase (A), lowercase (a), or numerals and symbols (0).
[1] (DELETE)	Deletes the character at the cursor location.
[2] (INSERT)	Inserts a space at the cursor location.

TIP

From a naming screen you can press [MENU] and select "1. Undo" to return the name to what it was before you changed it.
From [MENU] you can select "2. To Upper" or press [▲] to change the character at the cursor to uppercase.
From [MENU] you can select "3. To Lower" or press [▼] to change the character at the cursor to lowercase.
From [MENU] you can select "4. Delete All" to clear all the characters you were inputting.

3. Press [ENTER].

A confirmation screen will appear.

4. Press [ENTER] to save the song.

If you press [EXIT], you'll return to the previous screen without saving the song.

NOTE
If you've assigned the same name as an existing song, a screen will ask you to confirm that you want to overwrite the existing song.

NOTE
The GW-8 is able to display both uppercase and lowercase letters, but these are not distinguished internally.

For example, suppose that a song named "SONG1" has been saved. If you now record a different song, assign it the name "song1" and then attempt to save it, "SONG1" and "song1" will be considered identically named songs, so a screen will ask you to confirm the overwrite operation.

If you continue with the save operation, the new performance data will be saved as "SONG1." This means that the performance data that was previously saved in "SONG1" will be lost.

Editing a Song (SONG EDIT)

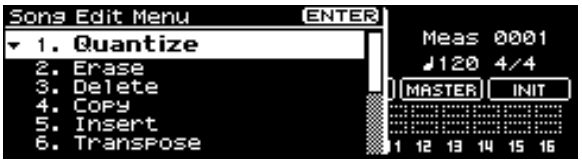
You can use Song Edit functions to edit the song data you've recorded. If you want to keep the edited song data, proceed as described in "Saving the Song You Recorded" (p. 30).

NOTE
When you edit the song data, the SONG MAKEUP settings will be lost.

1. **Select the song that you want to edit (p. 30 in Owner's Manual).**

2. **Press [PART VIEW] so the button is lit.**
   The SONG TRACK screen will appear.

3. **In the SONG TRACK screen, select "EDIT" and press [ENTER].**
   The Song Edit Menu window will appear.



MEMO
You can also access the Song Edit Menu window from the "SONG TRACK" screen by pressing [MENU].

4. **In the "Song Edit Menu," Use [▲] [▼] to move the cursor to the editing function you want to use, and press [ENTER].**
   The setting screen for the selected editing function will appear.
   The following editing functions are available.

- Quantize (Correcting the note timing)
- Erase (Erasing unwanted data)
- Delete (Deleting an unwanted region)
- Copy (Copying performance data)
- Insert (Inserting blank space)
- Transpose (Shifting the pitch)
- Change Velocity (Modifying the note dynamics)
- Change Gate Time (Modifying the note durations)
- Global Change (Replacing performance data)
- Shift Clock (Making fine adjustments to the timing)
- Merge (Combining performance data)
- Exchange (Exchanging data with another part)

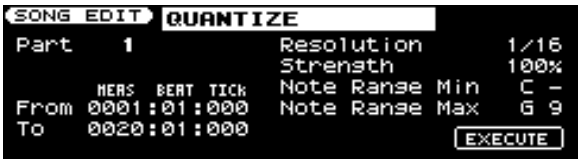
MEMO
To switch to a different editing function, move the cursor to the function name shown at the top of the screen, and turn the VALUE dial.

Correcting the Note Timing (Quantize)

This function corrects the timing of performance data in the specified region.

1. **In the "Song Edit Menu," select "1. Quantize" and [ENTER].**

   The SONG EDIT QUANTIZE screen will appear.



2. **Use [▲] [▼] [◄] [►] to move the cursor to the parameter that you want to change, and use the VALUE dial to make the desired settings.**

Parameter	Value	Explanation
Part	ALL, 1–16	Selects the Song part to which the Quantize operation is to be applied.
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region to which Quantize is to be applied.
To (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the end of the region to which Quantize is to be applied.
Resolution	1/4, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T, 1/64	Specifies the timing interval for quantization.
Strength	0–100%	Specifies the amount of timing correction applied relative to the Resolution timing interval. If you select "100%," notes will be corrected all the way to precise intervals of the specified Resolution. With lower values, the correction will not be as tight, and with a setting of 0% there will be no correction at all.
Note Range Min	C–(Note Range Max value)	Specifies the lowest pitch to be quantized.
Note Range Max	(Note Range Min value)–G9	Specifies the highest pitch to be quantized.

3. **Select "EXECUTE" and then press [ENTER].**

NOTE

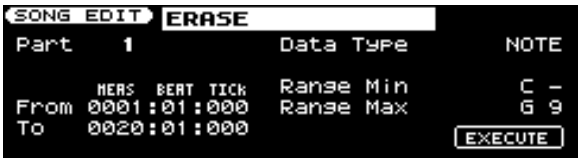
It is not possible to restore the data to its original state after executing this operation.

Erasing Unwanted Data (Erase)

This function erases performance data from the specified region. The erased data will be converted to rests; the measures themselves will remain.

1. **In the "Song Edit Menu," select "2. Erase" and press [ENTER].**

   The SONG EDIT ERASE screen will appear.



2. **Use [▲] [▼] [◄] [►] to move the cursor to the parameter that you want to change, and use the VALUE dial to make the desired settings.**

Parameter	Value	Explanation
Part	ALL, 1–16	Selects the Song part from which data is to be erased.
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region from which data is to be erased.
To (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the end of the region from which data is to be erased.
Data Type	ALL, NOTE, PITCH BEND, CC, PC	Specifies the type of data to be erased.
Range Min	(Only when Data Type= NOTE or CC)	
	If Data Type= NOTE: C–(Range Max value) If Data Type= CC: 0–(Range Max value)	Specifies the lowest note (Note) or lowest value (CC) of the data that is to be erased.
Range Max	(Only when Data Type= NOTE or CC)	
	If Data Type= NOTE: (Range Min Value)–G9 If Data Type= CC: (Range Min value)–127	Specifies the highest note (Note) or highest value (CC) of the data that is to be erased.

3. Select "EXECUTE" and then press [ENTER].

NOTE
It is not possible to restore the data to its original state after executing this operation.

Deleting an Unwanted Region (Delete)

This function deletes the performance data of the specified region. Performance data that follows the deleted region will be moved forward to fill the gap. The performance data will be shortened by the amount that was deleted.

1. In the "Song Edit Menu," select "3. Delete" and press [ENTER].

The SONG EDIT DELETE screen will appear.

2. Use [▲] [▼] [◄] [►] to move the cursor to the parameter that you want to change, and use the VALUE dial to make the desired settings.

Parameter	Value	Explanation
Part	ALL, 1–16	Selects the Song part from which data is to be deleted.
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region to be deleted.
To (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the end of the region to be deleted.

3. Select "EXECUTE" and then press [ENTER].

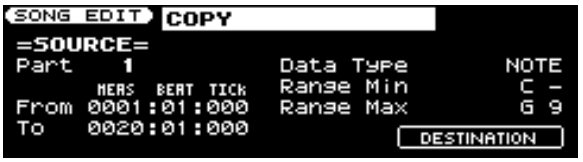
NOTE
It is not possible to restore the data to its original state after executing this operation.

Copying Performance Data (Copy)

This function copies the performance data of the specified region. This is convenient when you want to re-use existing performance data.

1. In the "Song Edit Menu," select "4. Copy" and press [ENTER].

The SONG EDIT COPY =SOURCE= screen will appear.



2. Use [▲] [▼] [◄] [►] to move the cursor to the parameter that you want to change, and use the VALUE dial to make the desired settings.

Parameter	Value	Explanation
SOURCE settings		
Part	ALL, 1–16	Selects the copy-source Song part.
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region to be copied.
To (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the end of the region to be copied.
Data Type	ALL, NOTE, PITCH BEND, CC, PC	Specifies the type of data to be copied.
Range Min	(Only when Data Type= NOTE or CC)	
	If Data Type= NOTE: C–(Range Max value) If Data Type= CC: 0–(Range Max value)	Specifies the lowest note (Note) or lowest value (CC) of the data that is to be copied.
Range Max	(Only when Data Type= NOTE or CC)	
	If Data Type= NOTE: (Range Min Value)–G9 If Data Type= CC: (Range Min value)–127	Specifies the highest note (Note) or highest value (CC) of the data that is to be copied.

3. **In the SONG EDIT COPY =SOURCE= screen, select "DESTINATION" and press [ENTER].**

   The SONG EDIT COPY =DESTINATION= screen will appear.

4. **Use [▲] [▼] [◄] [►] to move the cursor to the parameter that you want to change, and use the VALUE dial to make the desired settings.**

Parameter	Value	Explanation
DESTINATION settings		
Part	1–16	Selects the copy-destination Song part. If you select "ALL" in the SOURCE setting, this setting will be fixed at "ALL" and cannot be changed.
Into (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region at which the copied data is to be pasted.
Copy Mode	REPLACE, MIX	Specifies the copy method.
Copy Times	1–99	Specifies the number of times to copy the data.

5. **Select "EXECUTE" and then press [ENTER].**

NOTE

It is not possible to restore the data to its original state after executing this operation.

Inserting Blank Space (Insert)

This function inserts blank space at the specified location. Performance data that follows this location will be moved back to make room for the inserted blank space. The performance data will be lengthened by the inserted amount.

1. **In the "Song Edit Menu," select "5. Insert" and press [ENTER].**

   The SONG EDIT INSERT screen will appear.

2. **Use [▲] [▼] [◄] [►] to move the cursor to the parameter that you want to change, and use the VALUE dial to make the desired settings.**

Parameter	Value	Explanation
Part	ALL, 1–16	Selects the Song part into which blank space is to be inserted.
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the location at which the blank space is to be inserted.
For (MEAS: BEAT: TICK)	0000: 00: 000–	Specifies the length of the blank space to be inserted.
Time Signature	1–32/2, 4, 8, 16	Specifies the time signature. * This is shown only if the Part setting is ALL.

3. **Select "EXECUTE" and then press [ENTER].**

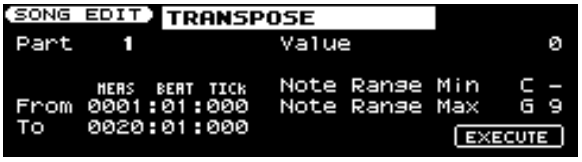
NOTE

It is not possible to restore the data to its original state after executing this operation.

Shifting the Pitch (Transpose)

This function transposes the pitches of the specified region.

1. **In the "Song Edit Menu," select "6. Transpose" and press [ENTER].**
   The SONG EDIT TRANSPOSE screen will appear.



2. **Use [▲] [▼] [◄] [►] to move the cursor to the parameter that you want to change, and use the VALUE dial to make the desired settings.**

Parameter	Value	Explanation
Part	ALL, 1–16	Selects the Song part to be transposed.
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region to be transposed.
To (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the end of the region to be transposed.
Value	-127–127	Specifies the number of semitones by which the pitches are to be transposed.
Note Range Min	C–(Note Range Max value)	Specifies the lowest pitch to be transposed.
Note Range Max	(Note Range Min value)–G9	Specifies the highest pitch to be transposed.

3. **Select "EXECUTE" and then press [ENTER].**

NOTE

It is not possible to restore the data to its original state after executing this operation.

Modifying the Note Dynamics (Change Velocity)

This function modifies the dynamics of the specified region.

1. **In the "Song Edit Menu," select "7. Change Velocity" and press [ENTER].**
   The SONG EDIT CHANGE VELOCITY screen will appear.

2. **Use [▲] [▼] [◄] [►] to move the cursor to the parameter that you want to edit, and use the VALUE dial to set the value.**

Parameter	Value	Explanation
Part	ALL, 1–16	Selects the Song part whose velocity is to be modified.
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region whose velocity is to be modified.
To (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the end of the region whose velocity is to be modified.
Bias	-99–99	Specifies the amount by which the velocity is to be modified.
Magnify	0 –200%	Allows you to make the velocity more uniform, or to decrease or increase the dynamics. If Magnify is set near 0%, the velocity will be adjusted toward 64, and the Bias value will be added to each velocity value. This allows you to make the velocity more consistent while adjusting it as desired. If Magnify is set to 101% or higher, velocities greater than 64 will be increased while velocities below 64 will be decreased, increasing the dynamics. If Magnify is set to 100%, the velocity will not change.
Note Range Min	C–(Note Range Max value)	Specifies the lowest pitch whose velocity is to be modified.
Note Range Max	(Note Range Min value)–G9	Specifies the highest pitch whose velocity is to be modified.

3. **Select "EXECUTE" and then press [ENTER].**

NOTE
It is not possible to restore the data to its original state after executing this operation.

Modifying the Note Durations (Change Gate Time)

This function modifies the durations of the notes in the specified region.

1. **In the "Song Edit Menu," select "8. Change Gate Time" and press [ENTER].**
   The SONG EDIT CHANGE GATE TIME screen will appear.

2. **Use [▲] [▼] [◄] [►] to move the cursor to the parameter that you want to change, and use the VALUE dial to make the desired settings.**

Parameter	Value	Explanation
Part	ALL, 1–16	Selects the Song part whose gate times are to modified.
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region whose gate times are to be modified.
To (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the end of the region whose gate times are to be modified.
Bias (TICK)	-4800–4800 (TICK)	Specifies the amount by which the gate times are to be modified, in units of a tick.
Magnify	0–200%	Specifies the ratio by which the gate times will be modified.
Note Range Min	C–(Note Range Max value)	Specifies the lowest pitch whose gate times are to be modified.
Note Range Max	(Note Range Min value)–G9	Specifies the highest pitch whose gate times are to be modified.

3. **Select "EXECUTE" and then press [ENTER].**

NOTE
It is not possible to restore the data to its original state after executing this operation.

Replacing Performance Data (Global Change)

This function replaces the specified MSB, LSB, and PC values with different MSB, LSB, and PC values. You can also apply a relative adjustment to the control values (Expression, Panpot, Reverb, Chorus) within the Song.

1. **In the "Song Edit Menu," select "9. Global Change" and press [ENTER].**
   The SONG EDIT GLOBAL CHANGE screen will appear.

2. **Use [▲] [▼] [◄] [►] to move the cursor to the parameter that you want to change, and use the VALUE dial to make the desired settings.**

Parameter	Value	Explanation
Part	ALL, 1–16	Selects the Song part whose data values you want to modify.
MSB (FROM)	OFF, 0–127, ALL	Specifies the MSB value that will be changed. By choosing ALL, you can set more than one Song part to the same value.
MSB (TO)	OFF, 0–127	Specifies the new MSB value.
LSB (FROM)	OFF, 0–127, ALL	Specifies the LSB value that is to be changed. By choosing ALL, you can set more than one Song part to the same value.
LSB (TO)	OFF, 0–127	Specifies the new LSB value.
PC (FROM)	OFF, 1–128, ALL	Specifies the PC value that is to be changed. By choosing ALL, you can set more than one Song part to the same value.
PC (TO)	OFF, 1–128	Specifies the new PC value.
VOLUME	-127–127	Adjusts the Volume values.
EXPRESS	-127–127	Adjusts the Expression values.
PANPOT	-127–127	Adjusts the Panpot values.
REVERB	-127–127	Adjusts the Reverb values.
CHORUS	-127–127	Adjusts the Chorus values.

3. Select "EXECUTE" and then press [ENTER].

NOTE

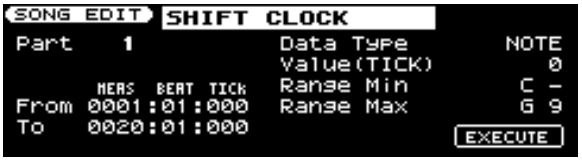
It is not possible to restore the data to its original state after executing this operation.

Making Fine Adjustments to the Timing (Shift Clock)

By using this function, events of the specified data type in the specified region and specified range of pitches can be shifted forward or backward.

1. In the "Song Edit Menu," select "10. Shift Clock" and press [ENTER].

The SONG EDIT SHIFT CLOCK screen will appear.



2. Use [▲] [▼] [◄] [►] to move the cursor to the parameter that you want to change, and use the VALUE dial to make the desired settings.

Parameter	Value	Explanation
Part	ALL, 1–16	Selects the Song part whose timing is to be shifted.
From (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the beginning of the region to be shifted.
To (MEAS: BEAT: TICK)	0001: 01: 000–	Specifies the end of the region to be shifted.
Data Type	ALL, NOTE, PITCH BEND, CC, PC	Specifies the type of data to be shifted.
Value (TICK)	-4800–4800 (TICK)	Specifies the amount of shift in units of one tick.
Range Min	(Only when Data Type= NOTE or CC)	
	If Data Type= NOTE: C–(Range Max value) If Data Type= CC: 0–(Range Max value)	Specifies the lowest note (Note) or lowest value (CC) of the data that is to be shifted.
Range Max	(Only when Data Type= NOTE or CC)	
	If Data Type= NOTE: (Range Min Value)–G9 If Data Type= CC: (Range Min value)–127	Specifies the highest note (Note) or highest value (CC) of the data that is to be shifted.

3. Select "EXECUTE" and then press [ENTER].

NOTE

It is not possible to restore the data to its original state after executing this operation.

Combining Performance Data (Merge)

This function combines (merges) the performance data of the specified Song part with a different part of the same Song.

1. In the "Song Edit Menu," select "11. Merge" and press [ENTER].

The SONG EDIT MERGE screen will appear.

2. Use [▲] [▼] [◄] [►] to move the cursor to the parameter that you want to change, and use the VALUE dial to make the desired settings.

Parameter	Value	Explanation
SOURCE PART	1–16	Selects the Song part containing the data that you want to merge. You can't select the same part as the Destination.
DESTINATION PART	1–16	Selects the merge-destination Song part. You can't select the same part as the Source.

NOTE
The performance data of the selected Source part will be lost.

Data such as Program Changes will also be merged, so if the Source Part and Destination Part are using different Tones, the data resulting from the merge might not be played by the Tone you intend.

3. Select "EXECUTE" and then press [ENTER].

NOTE
It is not possible to restore the data to its original state after executing this operation.

Exchanging Data with Another Part (Exchange)

This function exchanges the performance data between two specified parts of the same Song.

1. In the "Song Edit Menu," select "12. Exchange" and press [ENTER].

The SONG EDIT EXCHANGE screen will appear.

2. Use [▲] [▼] [◄] [►] to move the cursor to the parameter that you want to change, and use the VALUE dial to make the desired settings.

Parameter	Value	Explanation
PART A	1–16	Selects one of the Song parts to exchange. You can't select the same part as PART B.
PART B	1–16	Selects the other Song part to exchange. You can't select the same part as PART A.

3. Select "EXECUTE" and then press [ENTER].

NOTE
It is not possible to restore the data to its original state after executing this operation.

Editing a Song in More Detail (SONG MICROSCOPE)

This lets you edit individual MIDI events of the Song data. You can individually edit the following items.

- An event's position
- Note number
- Note gate time
- Note-on velocity
- Controller number
- Controller value
- Program change number
- Pitch bend value

1. Select the Song that you want to edit (p. 30 in Owner's Manual).

2. Press [PART VIEW] so the button is lit.

The SONG TRACK screen will appear.

3. Use [▲] [▼] [◄] [►] to move the cursor to "MICRO" and press [ENTER].

The SONG MICROSCOPE screen will appear.

1. Measure: Beat: Tick

2. Bank select MSB/value
Bank select LSB/value
Program change number/value

3. Controller number/value

4. Pitch bend

5. Note: Note number/Velocity/Gate time (Beat: Tick)

4. Use the VALUE dial or [▲] [▼] to select the event that you want to edit.

5. Use [◄] [►] to select the data that you want to edit, and use the VALUE dial to edit the value.

You can use the [0]–[4] buttons to perform the following operations.

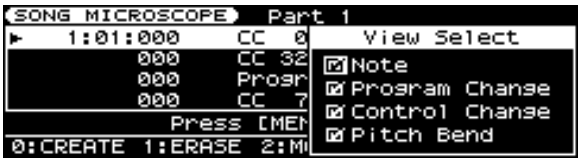
Button	Explanation
[0] (CREATE)	Inserts a new event at the desired location. When you press [0] (CREATE), the Create Event window will open. Type: Select either Note, Program Change, Control Change, or Pitch Bend to specify the data to be inserted. To: Specify the location at which you want to insert the event. Move the cursor to "EXECUTE" and press [ENTER] to insert the event.
[1] (ERASE)	Erases the event at the cursor location.
[2] (MOVE)	Moves the event at the cursor location to the specified location. When you press [2] (MOVE), the Move Event window will open. To: Specify the move-destination location. Move the cursor to "EXECUTE" and press [ENTER] to move the event to the specified location.
[3] (COPY)	Copies the event that's at the cursor location.
[4] (PLACE)	Inserts the copied event at the specified location. When you press [4] (PLACE), the Place Event window will open. To: Specify the location at which you want to insert the copied event. Move the cursor to "EXECUTE" and press [ENTER] to insert the event.

Viewing only the performance data you want to see

Because many events are shown in the SONG MICROSCOPE screen, it can be difficult to find what you're looking for. By specifying that only certain types of performance data will be displayed, you can make it easier to view the data.

It's convenient to use this function when you want to view or edit only a specific type of performance data.

1. Press [MENU] to open the View Select window.



2. Move the cursor to Note, Program Change, Control Change, and Pitch Bend, and use the VALUE dial to add a check mark for types of performance data you want to see, and clear the check mark for types you don't want to see.

3. Press [EXIT] to close the View Select window.

Only the events for the performance data types that have a check mark will be shown.

6. If you want to keep the Song you've edited, proceed as described in "Saving the Song You Recorded" (p. 30).

Editing Data that Applies to the Entire Song (SONG MASTER TRACK)

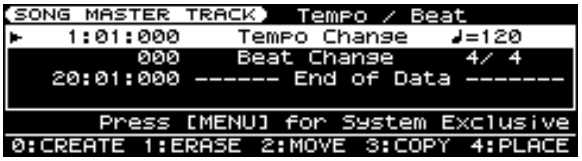
You can edit individual MIDI events of the data that applies to the entire song (i.e., System Exclusive, Tempo, and Beat data).

1. **Select the Song that you want to edit (p. 30 in Owner's Manual).**
2. **Press [SONG].**
3. **Press [PART VIEW].**

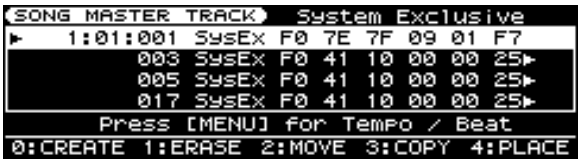
   The SONG TRACK screen will appear.

4. **Use [▲] [▼] [◄] [►] to move the cursor to "MASTER" and press [ENTER].**

   The SONG MASTER TRACK screen will appear.



   Immediately after you've entered the MASTER TRACK screen, Tempo/Beat events will be shown.
   Press [MENU] to view System Exclusive events.



   Each time you press [MENU], you'll alternate between viewing Tempo/Beat events and System Exclusive events.

5. **Use [▲] [▼] to select the event that you want to edit.**

6. **Use [►] to move the cursor to the value that you want to edit, and use the VALUE dial to edit the value.**

   You can use the [0]–[4] buttons to perform the following operations.

Button	Explanation
[0] (CREATE)	Pressing [0] (CREATE) will open the Create Event window. Type: If the Tempo/Beat view is shown, select either Tempo Change or Beat Change as the data to be inserted. If the System Exclusive view is shown, only Sys Exclusive can be selected. Move the cursor to "EXECUTE" and press [ENTER] to insert the event.
[1] (ERASE)	Erases the event at the cursor location.
[2] (MOVE)	Moves the event at the cursor location to the specified location. When you press [2] (MOVE), the Move Event window will open. To: Specify the destination of the move. Move the cursor to "EXECUTE" and press [ENTER] to move the event to the specified location.
[3] (COPY)	Copies the event that's at the cursor location.
[4] (PLACE)	Inserts the copied event at the specified location. When you press [4] (PLACE), the Place Event window will open. To: Specify the location at which the copied event is to be inserted. Move the cursor to "EXECUTE" and press [ENTER] to insert the event.

   If System Exclusive events are selected, pressing [►] will open the System Exclusive Edit window, allowing you to edit System Exclusive events.

   If you want to save the result of your editing, press [ENTER].
   If you press [EXIT], your edits will be discarded and you'll return to the previous screen.
   In the System Exclusive Edit window you can use the [0]–[2] buttons to perform the following operations.

Button	Explanation
[0] (INSERT)	Inserts "00" at the cursor location.
[1] (ERASE)	Deletes the event at the cursor location.
[2] (TEST)	Transmits the System Exclusive message currently being edited from MIDI OUT.

NOTE

System Exclusive messages, which serve in storing MFX and other settings for the GW-8, will be recorded at the beginning of the song.
For this reason, please do not edit any System Exclusive messages other than those listed in the MIDI Implementation.

The GW-8's MIDI Implementation can be downloaded from the Roland website.

7. **If you want to keep the edited Song, proceed as described in "Saving the Song You Recorded" (p. 30).**

Other Added Functions

STYLE FINDER

The "STYLE FINDER" screen lets you sort the listed Styles in order of number, name, or tempo.
This lets you quickly find the desired one of a large number of Styles.

1. **Press [STYLE].**

   Press [STYLE] so it's lit if you want to hear the chordal accompaniment, or turn it off (unlit) if you want only the rhythm to be heard. The button will alternate between lit and extinguished each time you press [STYLE].

2. **Use [▲] [▼] [◄] [►] to move the cursor to the Style number in the screen, and press [ENTER].**

   The STYLE LIST screen will appear.

3. **Press [MENU].**

   The STYLE FINDER screen will appear.

   You can use the [0]–[2] buttons to sort the list in the following ways.

Function	Explanation	
[0] (NUMBER)	Numerical order	Press the button again to alternate between ascending and descending order.
[1] (NAME)	Alphabetical order	
[2] (TEMPO)	Tempo order	

   An "→" is shown beside the current sorting order, with ▼ to indicate ascending order or ▲ to indicate descending order.

4. **Press [ENTER] to confirm your choice of Style.**

   You will return to the Main screen.
   If you press [EXIT], you'll return to the STYLE LIST screen without changing the Style.

SYSTEM PEDAL

(Owner's Manual p. 46)

In the System Pedal setting, you can now assign BEND MODE to the pedal.

1. **Press [MENU].**
2. **Use [▲] [▼] to select "System" then press [ENTER].**
3. **Use [◄] [►] to select the SYSTEM PEDAL screen, and use [▲] [▼] to select the parameter that you want to edit.**
4. **Turn the VALUE dial to edit the value.**

   When you're finished making system settings, press [EXIT].

Parameter	Value	Explanation
Pedal Assign	EXPRESSION	Refer to Owner's Manual p. 46 * The function of using the pedal to Punch In/Out is available only when you're realtime recording with the Song Track screen displayed.
	CHORD OFF	
	CHORD TOGGLE	
	SOSTENUTO	
	SOFT	
	ROTARY SLOW/FAST	
	START/STOP	
	BASS INVERSION	
	PUNCH IN/OUT	
	FILL UP	
	FILL DOWN	
	PERFORM UP	
	PERFORM DOWN	
	FAV PERFORM UP	
	FAV PERFORM DOWN	
	FAV TONE UP	
	FAV TONE DOWN	
	BEND MODE	The BEND MODE (NORMAL, CATCH+LAST) will change each time you press the pedal.

SYSTEM STYLE MIDI (NTA)

You can receive program change messages to switch divisions of the Style, or cause program change messages to be transmitted when you switch divisions of the Style.
You can also receive chord input from an external MIDI keyboard.

1. **Press [MENU].**
2. **Use [▲] [▼] to select "System" then press [ENTER].**
3. **Use [◄] [►] to select the SYSTEM STYLE MIDI screen, and use [▲] [▼] to select the parameter that you want to edit.**
4. **Turn the VALUE dial to edit the value.**
5. **When you're finished making system settings, press [EXIT].**

Parameter	Value	Explanation
TX Style PC		
Tx Style PC Channel	1–16	Specifies the transmit channel for the program changes transmitted when you switch between divisions of the Style.
Tx Style PC Switch	OFF, ON	Specifies whether program changes will be transmitted when you switch between divisions of the Style.
Rx Style PC		
Rx Style PC Channel	1–16	Specifies the receive channel for program changes from an external device that will switch between divisions of the Style.
Rx Style PC Switch	OFF, ON	Specifies whether program changes will be received to switch between divisions of the Style.
NTA (see below)		
Rx NTA Channel	1–16	Specifies the NTA receive channel.
RX NTA Switch	OFF, ON	Specifies whether NTA will be received.

What is NTA?

This stands for "Notes To Arranger." The notes you play on the keyboard of the GW-8 are sent together with chord information to the arranger. These notes can also be received via MIDI from an external MIDI keyboard controller or other device. If you want to use the arranger without playing the GW-8's keyboard, turn this setting "ON," and transmit the note messages from your computer or an external MIDI device to the GW-8.

How program changes correspond to a Style's divisions

Division		Program change
INTRO	1	67
	2	68
	3	65
	4	66
MAIN	1	1
	2	2
	3	9
	4	10
FILL	1	97
	2	89
	3	98
	4	90
ENDING	1	75
	2	76
	3	73
	4	74

NOTE

Immediately after using Style PC to specify a FILL, you should then specify the division that you want to play following the fill-in.

Chord Zone

(Owner's Manual p. 39)

A new "Chord Zone" parameter has been added to the performance settings, allowing you to specify the key range for chord detection.

1. **Press [MENU].**
2. **Use [▲] [▼] to select "Perform Edit" then press [ENTER].**
3. **Use [◄] [►] to select the PERFORM GENERAL screen, and use [▲] [▼] to select "Chord Zone."**
4. **Turn the VALUE dial to edit the value.**
5. **When you're finished making system settings, press [EXIT].**

Parameter	Value	Explanation
Chord Zone	OFF	Chord detection will not be performed.
	LEFT	Chords played to the left of the split point will be detected.
	RIGHT	Chords played to the right of the split point will be detected.
	WHOLE	Chords will be detected in the entire key range.

NOTE

The Chord Zone setting applies only to the keyboard of the GW-8 itself. If NTA is turned on, chords will be detected using the entire range of notes from an external MIDI device.

Error Messages Related to Creating Styles and Songs

Message	Meaning	Action
Edit Error!	Failed to edit the Style/Song data.	Make sure that the edit-related settings are correct.
EZ Convert Error!	EZ Convert failed.	Make sure that division data exists for the chord you've specified as the source.
		Make sure that you haven't specified the same chord as the Source and Destination.
Style Full!	Recording is not possible because you have exceeded the maximum number of events that can be stored in a Style.	Use track edit operations such as Delete or Erase to remove unneeded data from the Style you're recording.
Style Full! Recording failed!	Recording failed because you have exceeded the maximum number of events that can be stored in a Style.	Use track edit operations such as Delete or Erase to remove unneeded data from the Style you're recording, and then record again.

Index

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