YAMAHA

Quick Reference Guide

DX7 II·FD/D

DIGITAL PROGRAMMABLE ALGORITHM SYNTHESIZER

SUPPLEMENTAL BOOKLET

Welcome

This quick reference guide provides an easy way to locate any (and all) parameters and jobs available in the DX7 II fd/d.

It is comprised of two basic sections:

The **Edit Button Quick Reference Guide** provides a chart of all the parameters/jobs for each button.

The **Individual Button LCD Displays** show all of the possible LCD Displays that can be called up with each of the buttons. To the right of the displays, the range of the parameters or the available options are provided.

At the end of the booklet, a blank voice data chart and a blank performance data chart are provided. Please feel free to photocopy these two pages so that you can document any edits you make for your own custom voice library.

For continuing information concerning the DX7 II fd/d, consult AfterTouch, the official publication of the Yamaha Users Group. Many advanced functions will be discussed in its pages in the coming months. There will also be information concerning the availability of other materials concerning more advanced applications. To receive a free copy of After-Touch every month, send your request to AfterTouch, P.O. Box 2338, Northridge, CA 91323-2338. On your letter or postcard, be sure to indicate that you are the owner of a DX7 II fd/d.

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Internal Files	***Cartridge Files***	***MDR Files***
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>Load File	>Load File	>File Out
>Delete File	>Delete File	>Delete File
>Rename File	>Rename File	>Rename File
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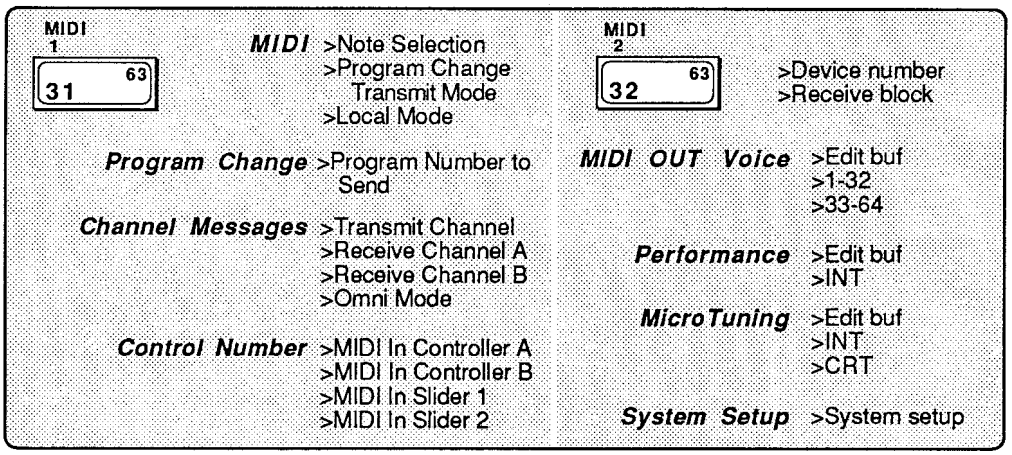
Voice Edit parameters

KEY MODE 23 55	PITCH BEND PORTAMENTO 24 56	BC MW AT 25 57	FC1 FC2 26 58
>Key Mode >Unison Detune	***Pitch Bend*** >Range >Step Range >Mode ***Portamento*** >Mode >Step Range >Time ***Random Pitch*** >Depth	***Breath Control*** >Pitch Mod >Amplitude Mod >EG Bias >Pitch Bias ***Modulation Wheel*** >Pitch Mod >Amplitude Mod >EG Bias ***Aftertouch*** >Pitch Mod >Amplitude Mod >EG Bias >Pitch Bias	***Foot Control 1*** >Control Slider 1 >Pitch Mod >Amplitude Mod >EG Bias >Volume ***Foot Control 2*** >Pitch Mod >Amplitude Mod >EG Bias >Volume ***MIDI IN Control*** >Pitch Mod >Amplitude Mod >EG Bias >Volume

Performance parameters

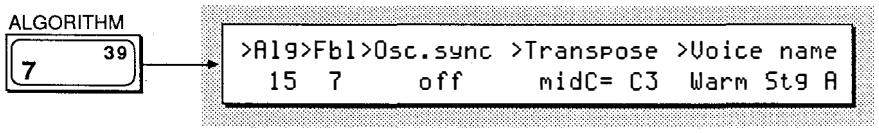
FS CS 27 59	VOICE MODE 28 60	MICRO TUNE 29 61	PAN 30 62
Sustain Ft. Sw. >Bank A >Bank B ***Foot Switch*** >Select >Bank A >Bank B >Soft Range ***CS 1*** >Select >Bank A >Bank B ***CS 2*** >Select >Bank A >Bank B	>Voice mode >Total volume >Balance >Dual detune - or - >Split point	>Tuning Select >Bank A >Bank B >EG Forced Damping ***Note Shift*** >Bank A >Bank B >Performance Name	***Pan*** >Mode >Range >Select ***Pan Envelope*** >Rates 1~4 >Level 1~4

MIDI parameters



Voice Buttons

Button 7 LCD Display



>Alg
Algorithm *(1 - 32)*

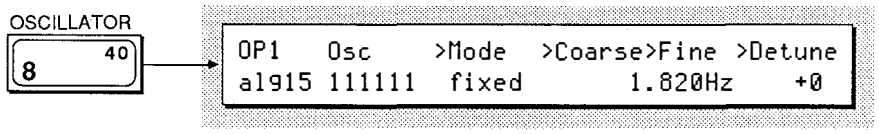
>Fbl
Feedback Level *(0 - 7)*

>Osc. sync
Oscillator Sync *(off, on)*

>Transpose
Transpose *(mid C = C1 to C5)*

>Voice name
Voice Name *(10 character name)*

Button 8 LCD Display



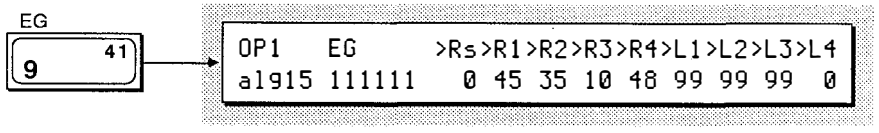
>Mode
Oscillator Mode *(ratio, fixed)*

>Coarse
Coarse Frequency *(varies: see text)*

>Fine
Fine Frequency *(varies: see text)*

>Detune
Oscillator Detune *(-7 to +7)*

Button 9 LCD Display

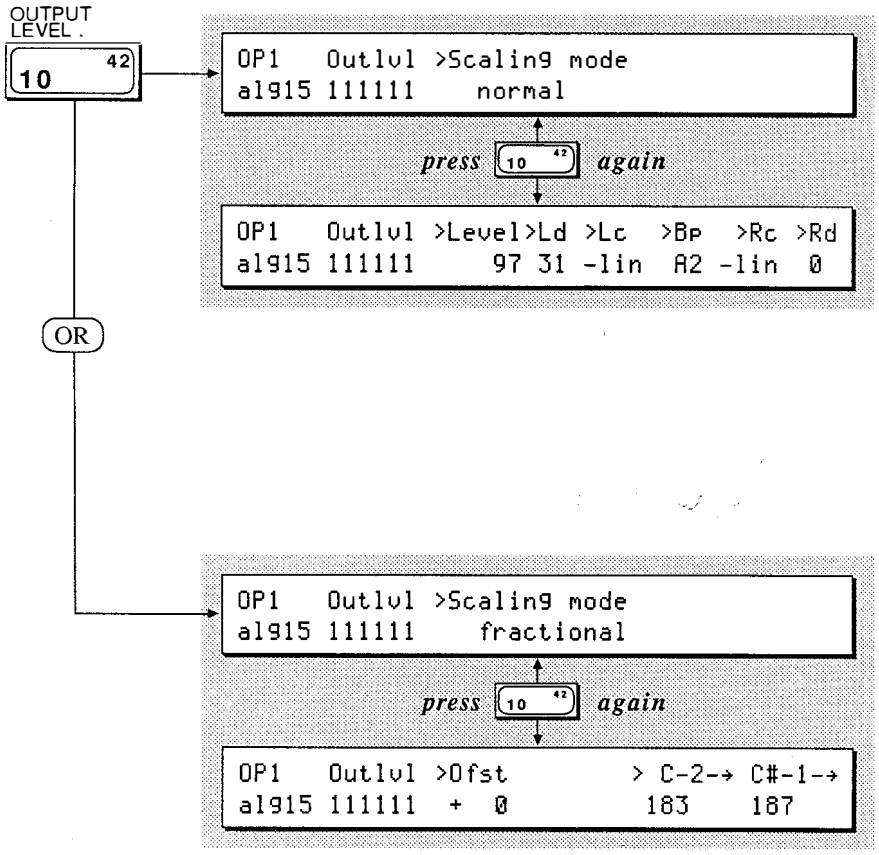


>Rs
Rate Scaling *(0 - 7)*

>R1 >R2 >R3 >R4
Operator Envelope Rates 1 - 4 *(0 - 99)*

>L1 >L2 >L3 >L4
Operator Envelope Levels 1 - 4 *(0 - 99)*

Button 10 LCD Displays



>Scaling mode
Scaling Mode *(normal, fractional)*

>Level
Operator Output Level *(0 - 99)*

>Ld
Left Scaling Depth *(0 - 99)*

>Lc
Left Scaling Curve *(-lin, -exp, +exp, +lin)*

>Bp
Break Point *(A-1 to C8 by half steps)*

>Rc
Right Scaling Curve *(-lin, -exp, +exp, +lin)*

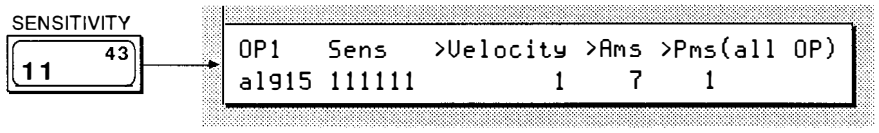
>Rd
Right Scaling Depth *(0 - 99)*

>Scaling mode
Scaling Mode *(normal, fractional)*

>Ofst
Fractional Scaling Offset *(-127 to +127)*

> C-2-→
Scaling Level for key range *(0 - 255)*

Button 11 LCD Display

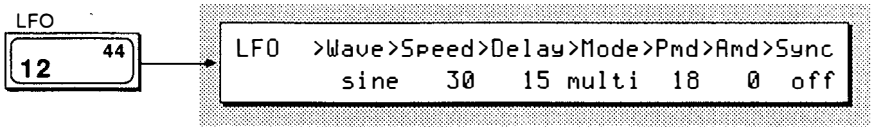


>Velocity
Velocity Sensitivity *(0 - 7)*

>Ams
Amplitude Modulation Sensitivity *(0 - 7)*

>Pms(all OP)
Pitch Modulation Sensitivity *(0 - 7)*

Button 12 LCD Display



>Wave
LFO Waveshape
(triangle, saw down, saw up, square, sine, s/hold)

>Speed
LFO Speed *(0 - 99)*

>Delay
Delay before LFO begins *(0 - 99)*

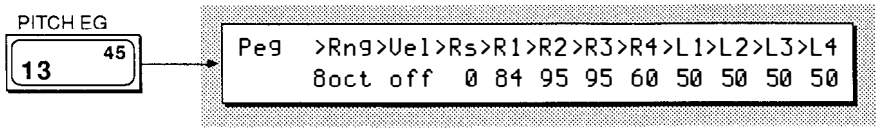
>Mode
LFO Mode *(single, multi)*

>Pmd
Pitch Modulation Depth *(0 - 99)*

>Amd
Amplitude Modulation Depth *(0 - 99)*

>Sync
LFO Sync *(off, on)*

Button 13 LCD Display



>Rng
Octave Range *(1/2, 1, 2, 8)*

>Vel
Velocity *(off, on)*

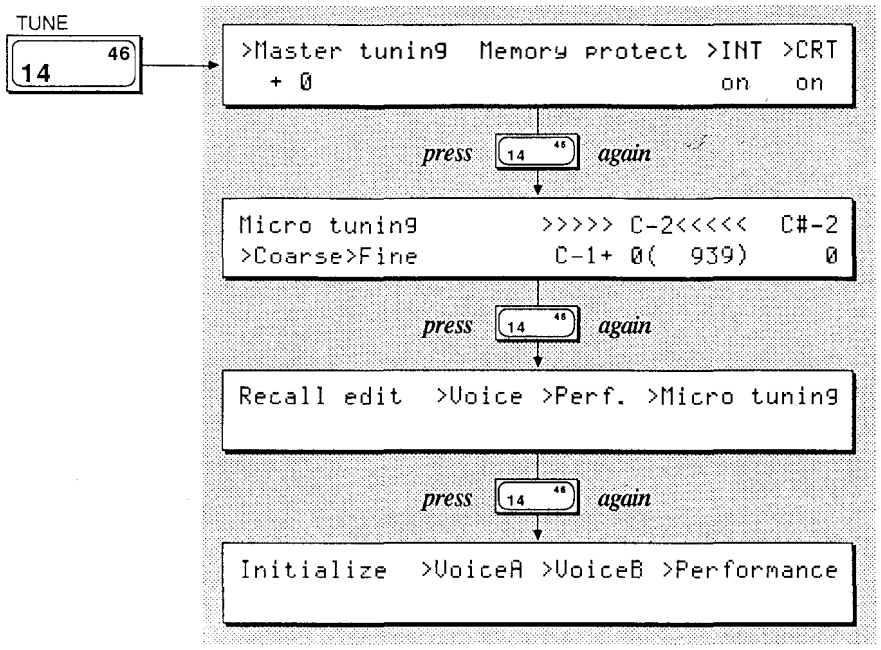
>Rs
Rate Scaling *(0 - 7)*

>R1 >R2 >R3 >R4
Pitch Envelope Rates 1 - 4 *(0 - 99)*

>L1 >L2 >L3 >L4
Pitch Envelope Levels 1 - 4 *(0 - 99)*

Utility Buttons

Button 14 LCD Displays



>Master tuning
Master Tuning *(-64 to +63)*

>INT
Internal Memory Protect *(off, on)*

>CRT
Cartridge Memory Protect *(off, on)*

>Coarse
Coarse Frequency *(C#-2 to G8 by half steps)*

>Fine
Fine Frequency *(-42 to +42)*

>Voice
Recall Voice Edit

>Perf.
Recall Performance Edit

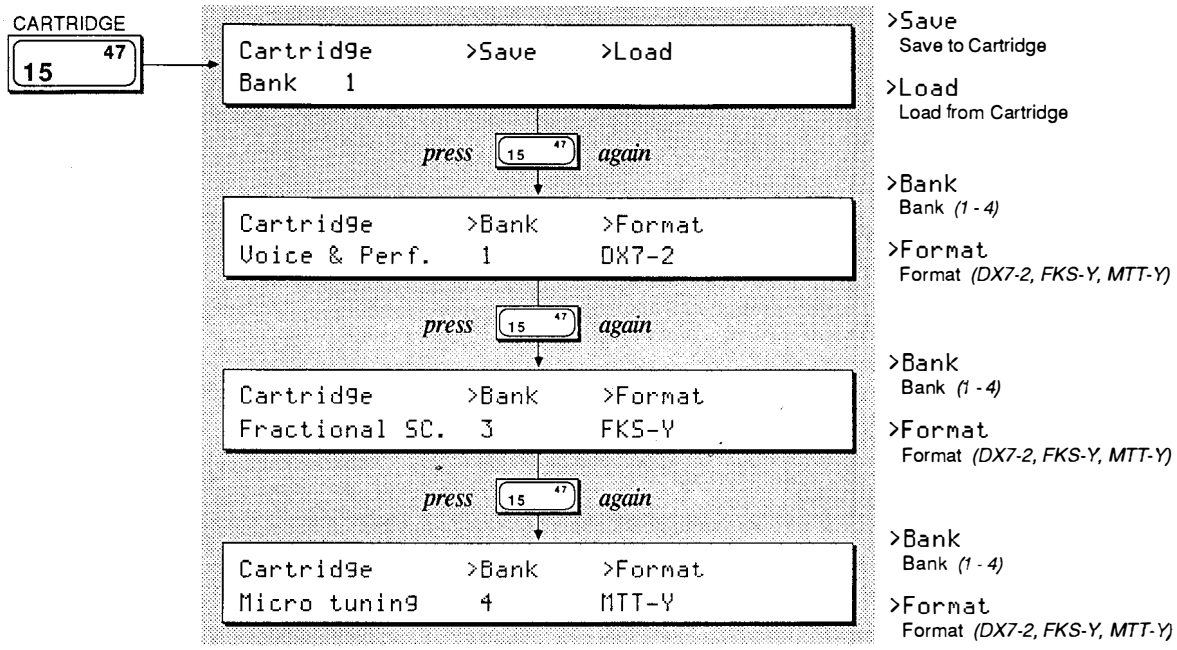
>Micro tuning
Recall Micro Tuning Edit

>VoiceA
Initialize Voice Bank A

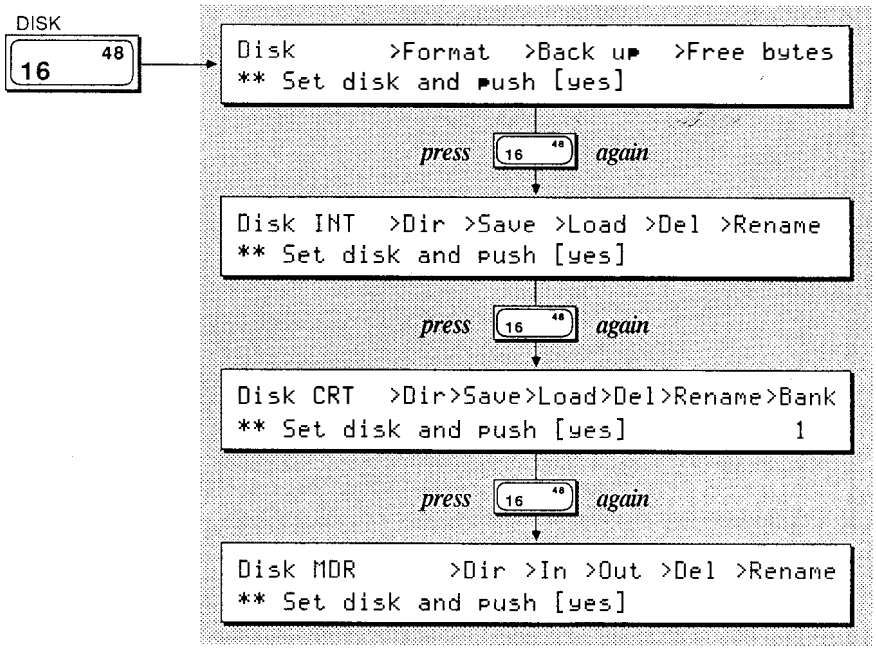
>VoiceB
Initialize Voice Bank B

>Performance
Initialize Performance

Button 15 LCD Displays



Button 16 LCD Displays



>Format
Format Disk

>Back up
Back Up Disk

>Free bytes
Free Files On Disk *(1 - 44)*

>Dir
Internal Files Directory

>Save
Save Internal File

>Load
Load Internal File

>Del
Delete Internal File

>Rename
Rename Internal File

>Dir
Cartridge Files Directory

>Save
Save Cartridge File

>Load
Load Cartridge File

>Del
Delete Cartridge File

>Rename
Rename Cartridge File

>Bank
Cartridge Bank *(1 - 4)*

>Dir
MDR Files Directory

>In
MDR File In

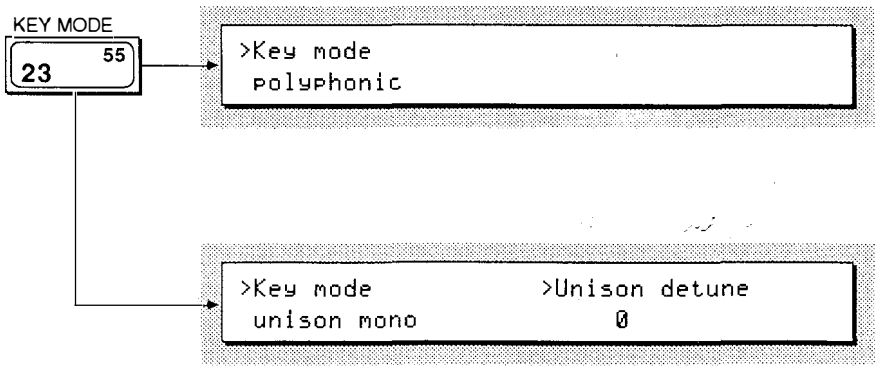
>Out
MDR File Out

>Del
Delete MDR File

>Rename
Rename MDR File

Voice Edit Buttons

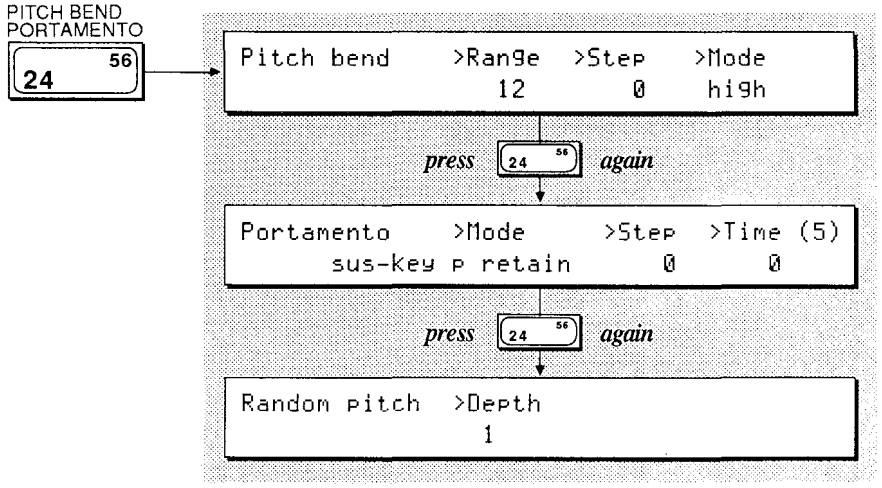
Button 23 LCD Displays



>Key mode
Key Mode
(polyphonic, monophonic, unison poly, unison mono)

>Unison detune
Unison detune *(0 - 7)*
(appears only when Key mode = unison poly or unison mono)

Button 24 LCD Displays



>Range
Pitch Bend Range *(0 - 12)*

>Step
Pitch Bend Step Range *(0 - 12)*

>Mode
Pitch Bend Mode *(normal, low, high, key on)*

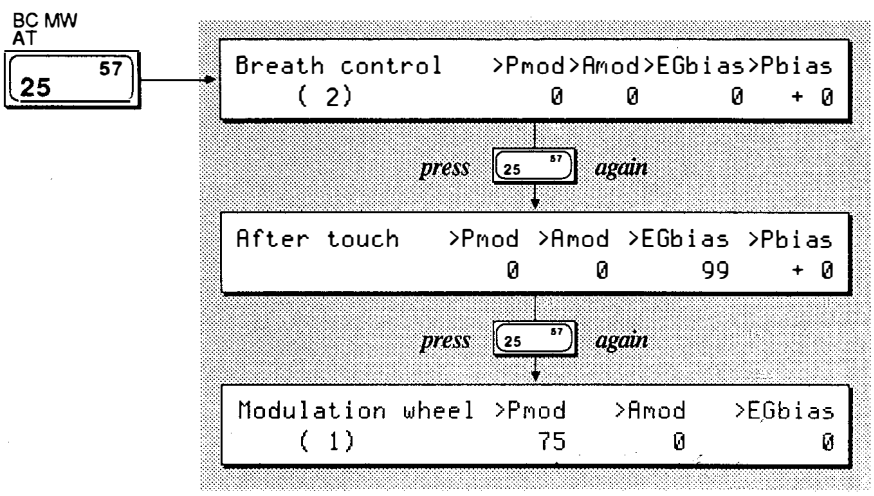
>Mode
Portamento Mode
(sus-key p retain, sus-key p follow)

>Step
Portamento Step Range *(0 -12)*

>Time
Portamento Time *(0 -12)*

>Depth
Random Pitch Depth *(0 -7)*

Button 25 LCD Displays



>Pmod
Pitch Modulation *(0 - 99)*

>Amod
Amplitude Modulation *(0 - 99)*

>EGbias
Envelope Generator Bias *(0 - 99)*

>Pbias
Pitch Bias *(-50 to +50)*

>Pmod
Pitch Modulation *(0 - 99)*

>Amod
Amplitude Modulation *(0 - 99)*

>EGbias
Envelope Generator Bias *(0 - 99)*

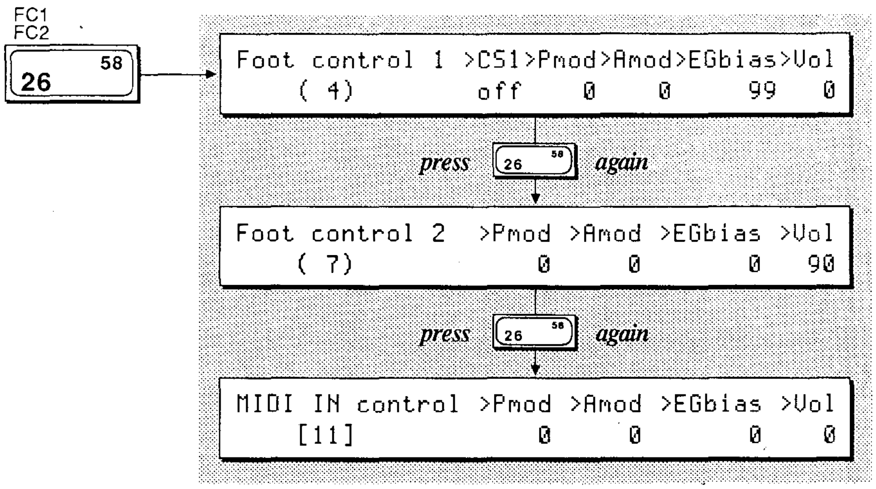
>Pbias
Pitch Bias *(-50 to +50)*

>Pmod
Pitch Modulation *(0 - 99)*

>Amod
Amplitude Modulation *(0 - 99)*

>EGbias
Envelope Generator Bias *(0 - 99)*

Button 26 LCD Displays



>CS1
Control Slider 1 *(off, on)*

>Pmod
Pitch Modulation *(0 - 99)*

>Amod
Amplitude Modulation *(0 - 99)*

>EGbias
Envelope Generator Bias *(0 - 99)*

>Vol
Volume *(0 - 99)*

>Pmod
Pitch Modulation *(0 - 99)*

>Amod
Amplitude Modulation *(0 - 99)*

>EGbias
Envelope Generator Bias *(0 - 99)*

>Vol
Volume *(0 - 99)*

>Pmod
Pitch Modulation *(0 - 99)*

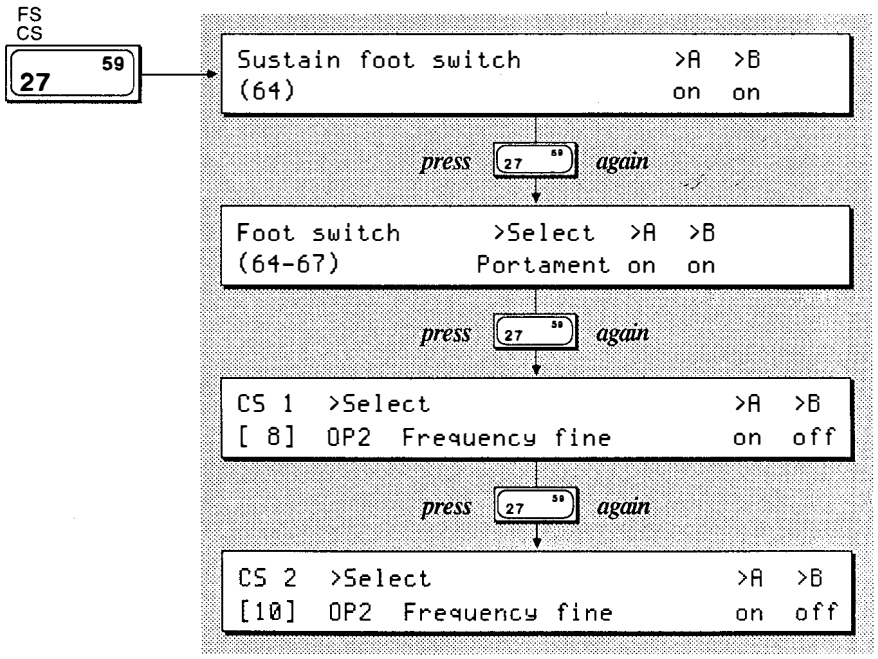
>Amod
Amplitude Modulation *(0 - 99)*

>EGbias
Envelope Generator Bias *(0 - 99)*

>Vol
Volume *(0 - 99)*

Performance Edit Buttons

Button 27 LCD Displays



>A
Bank A *(off, on)*

>B
Bank B *(off, on)*

>Select
Select *(Sustain, Portamento, Key hold, Soft)*

>A
Bank A *(off, on)*

>B
Bank B *(off, on)*

>Range
Soft Range *(0 - 7)*

>Select
Select *(see Select Table)*

>A
Bank A *(off, on)*

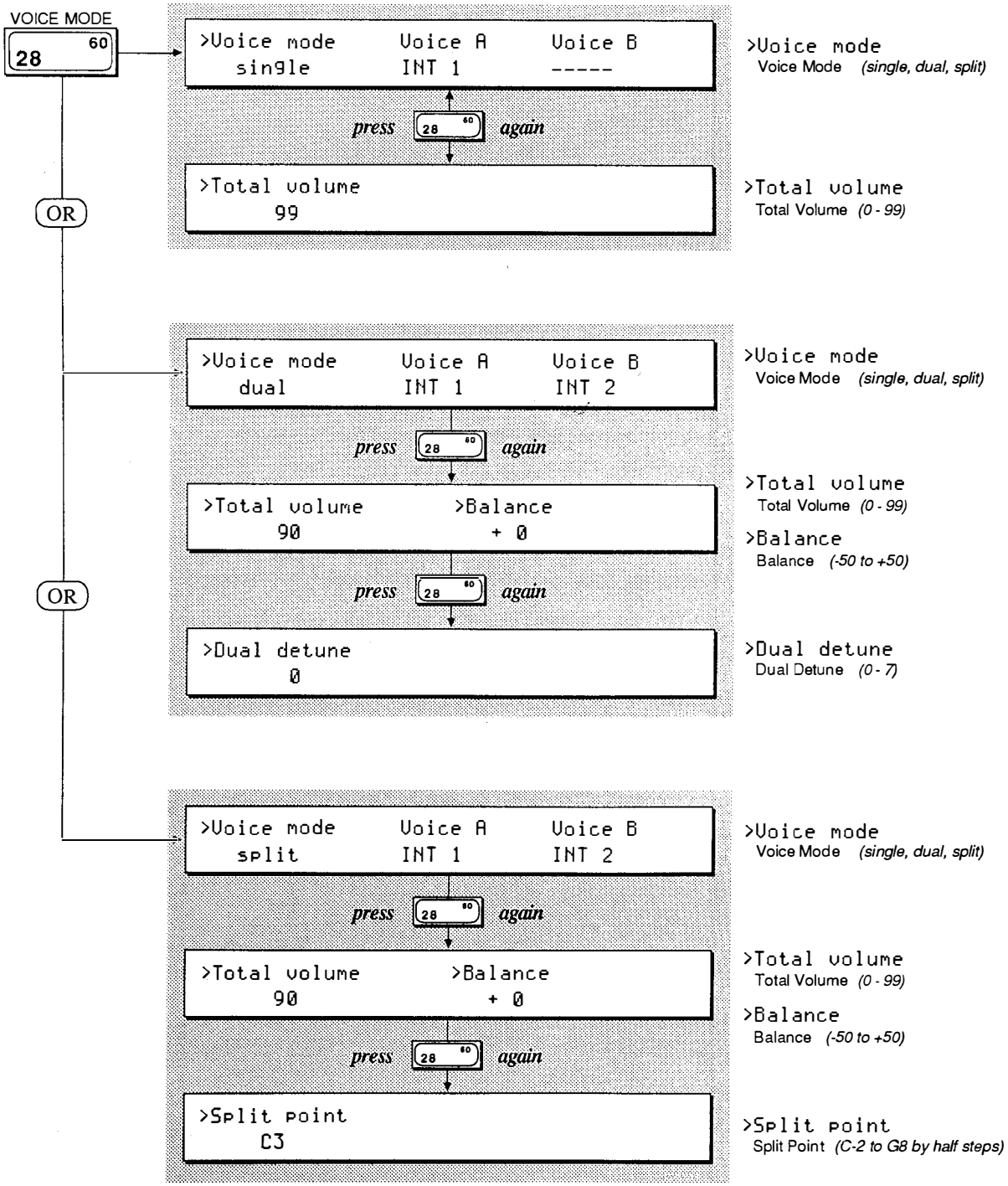
>B
Bank B *(off, on)*

>Select
Select *(see Select Table)*

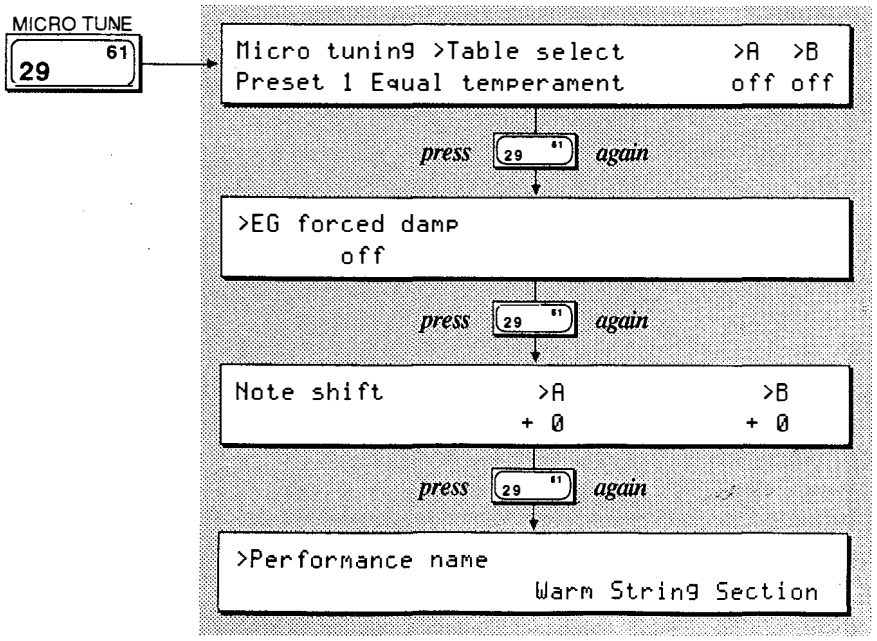
>A
Bank A *(off, on)*

>B
Bank B *(off, on)*

Button 28 LCD Displays



Button 29 LCD Displays



>Table Select
Tuning Table *(Preset 1-11, User 1-2, Cart 1-63)*

>A
Table Bank Switch *(off, on)*

>B
Table Bank Switch *(off, on)*

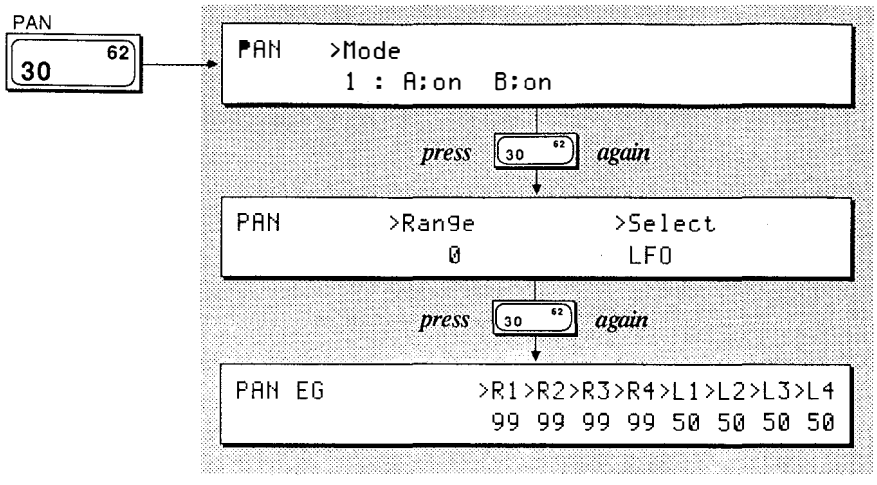
>EG forced damp
EG Forced Damping *(off, on)*

>A
Bank Note Shift *(-24 to +24)*

>B
Bank Note Shift *(-24 to +24)*

>Performance name
Performance Name *(20 character name)*

Button 30 LCD Displays



>Mode
Pan Mode *(0 - 3)*

>Range
Pan Range *(0 - 99)*

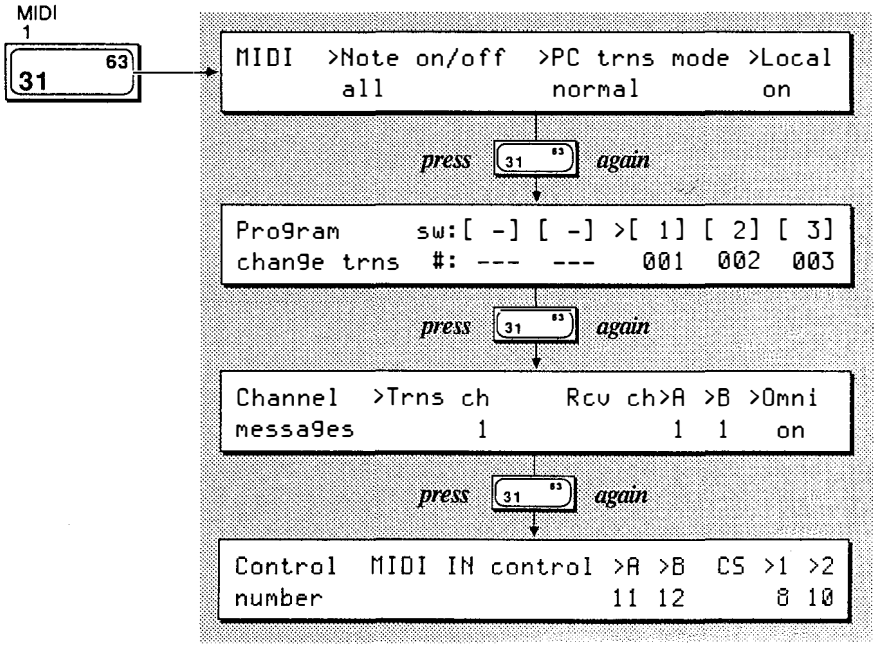
>Select
Pan Select *(LFO, Velocity, Note number)*

>R1 >R2 >R3 >R4
Pan Envelope Rates 1 - 4 *(0 - 99)*

>L1 >L2 >L3 >L4
Pan Envelope Levels 1 - 4 *(0 - 99)*

MIDI Buttons

Button 31 LCD Displays



>Note on/off
Note Selection *(all, odd, even)*

>PC trns mode
Program Change Transmit Mode
(off, normal, programmable)

>Local
Local Mode *(off, on)*

>[1] [2] [3]
Program Number to Send *(001 - 128)*

>Trns ch
Transmit Channel *(1 - 16, off)*

>A
Receive Channel A *(1 - 16, off)*

>B
Receive Channel B *(1 - 16, off)*

>Omni
Omni Mode *(off, on)*

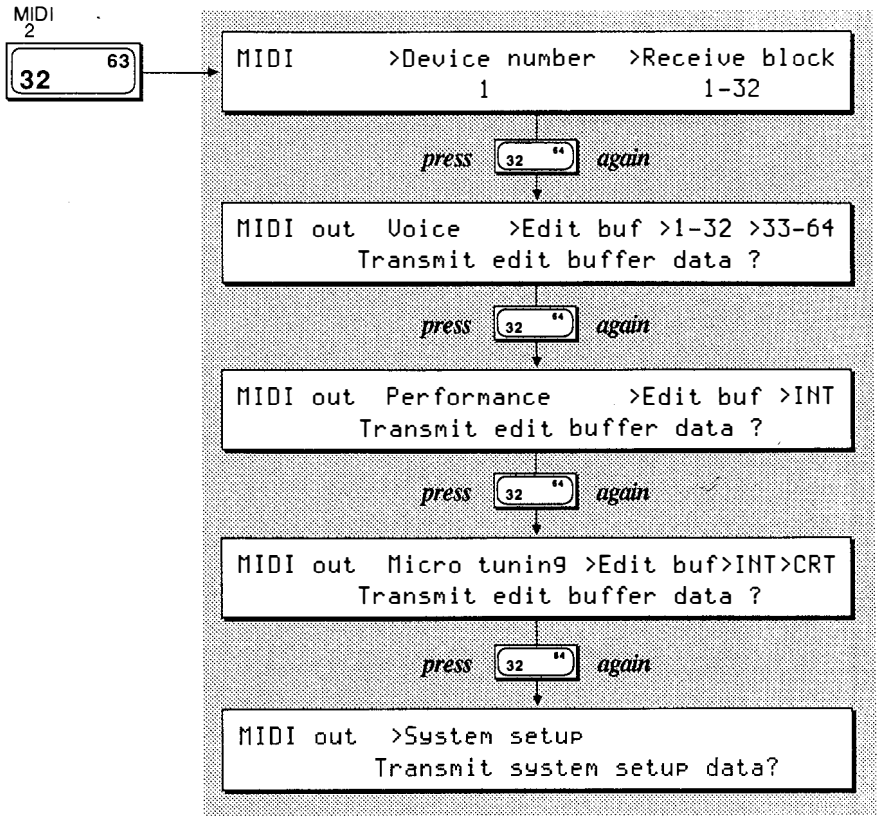
>A
MIDI In Controller A *(11 - 31)*

>B
MIDI In Controller B *(11 - 31)*

>1
MIDI In Slider 1 *(5 - 31)*

>2
MIDI In Slider 2 *(5 - 31)*

Button 32 LCD Displays



>Device number
Device Number *(1 - 16, off)*

>Receive block
Receive Block *(1 - 32, 33 - 64)*

>Edit buf
Transmit Voice Edit Buffer

>1-32
Transmit Voice Data 1-32

>33-64
Transmit Voice Data 33-64

>Edit buf
Transmit Performance Edit Buffer

>INT
Transmit Internal Performance Memory

>Edit buf
Transmit Micro Tuning Edit Buffer

>INT
Transmit Internal Micro Tuning Memory

>CRT
Transmit Cartridge Micro Tuning Memory

>System setup
Transmit System Setup

DX7 II·FD/D

Voice name :

Date : / /

Blank Voice Data Chart

ALGORITHM		OSCILLATOR	OP	1	2	3	4	5	6	Key mode		Foot control 1	
ALG		Mode								Key assign mode		P. MOD	
FBL		Coarse·Fine								Unison detune		A. MOD	
OSC.Sync		Detune								Pitch Bend		EG. B	
Transpose		E G	OP	1	2	3	4	5	6	Range		P. Bias	
L F O		RS								Step		Foot control 2	
Wave		R1								Mode		P. MOD	
Speed		R2								Portamento		A. MOD	
Delay		R3								Mode		EG. B	
Mode		R4								Step		P. Bias	
PMS		L1								Time		MIDI IN control	
PMD		L2								Random pitch S.		P.MOD	
AMD		L3								Modulation Wheel		A. MOD	
Sync		L4								P. MOD		EG. B	
Pitch E G		Output Level	OP	1	2	3	4	5	6	A. MOD		P. Bias	
Range		Scaling mode								EG. B			
Velocity										Breath Control			
RS		Output Level								P. MOD			
R1		LD								A. MOD			
R2		LC								EG. B			
R3		BP								P. Bias			
R4		RC								After Touch			
L1		RD								P. MOD			
L2		Sensitivity	OP	1	2	3	4	5	6	A. MOD			
L3		Velocity								EG. B			
L4		AMS								P. Bias			

Blank Performance Data Chart

DX7 II·FD/D

Performance name :

	A	B
Voice mode		
Voice No(name)		
Total volume		
Balance		
Dual detune		
Split point		
Sustain foot switch		
Foot switch ( )RNG		
Continuous slider 1 ( )		
Continuous slider 2 ( )		
Micro tuning table select ( ) Key=		
EG forced damping		
Note shift		
PAN mode		
PAN range		
PAN select		

PAN EG	R1	R2	R3	R4
	L1	L2	L3	L4