YAMAHA

TNR-e Quick Guide

Contents

Introduction 2
Controls 2
Basic Operation: Score Mode 3
Function Buttons 5
Layers and the Performance Modes 8
Random Mode Performance 10
Draw Mode Performance 11
Bounce Mode Performance 12
Push Mode Performance 12
Solo Mode Performance 13
Using Blocks 14
Effect Control 16
Using the Menu 17
Menu List 18
- Play Menu 18
- Layer Menu 19
- Edit Menu 20
- Preference Menu 20
- File Menu 22
- Effect Menu 24
- Interior Menu 24
- System Menu 24
- Recording Menu 26
- Session Menu 27

iPhone/iPad <–> Computer (iTunes) File Transfer 28
Multiplayer Session 28
Showing LED buttons in an external display 29

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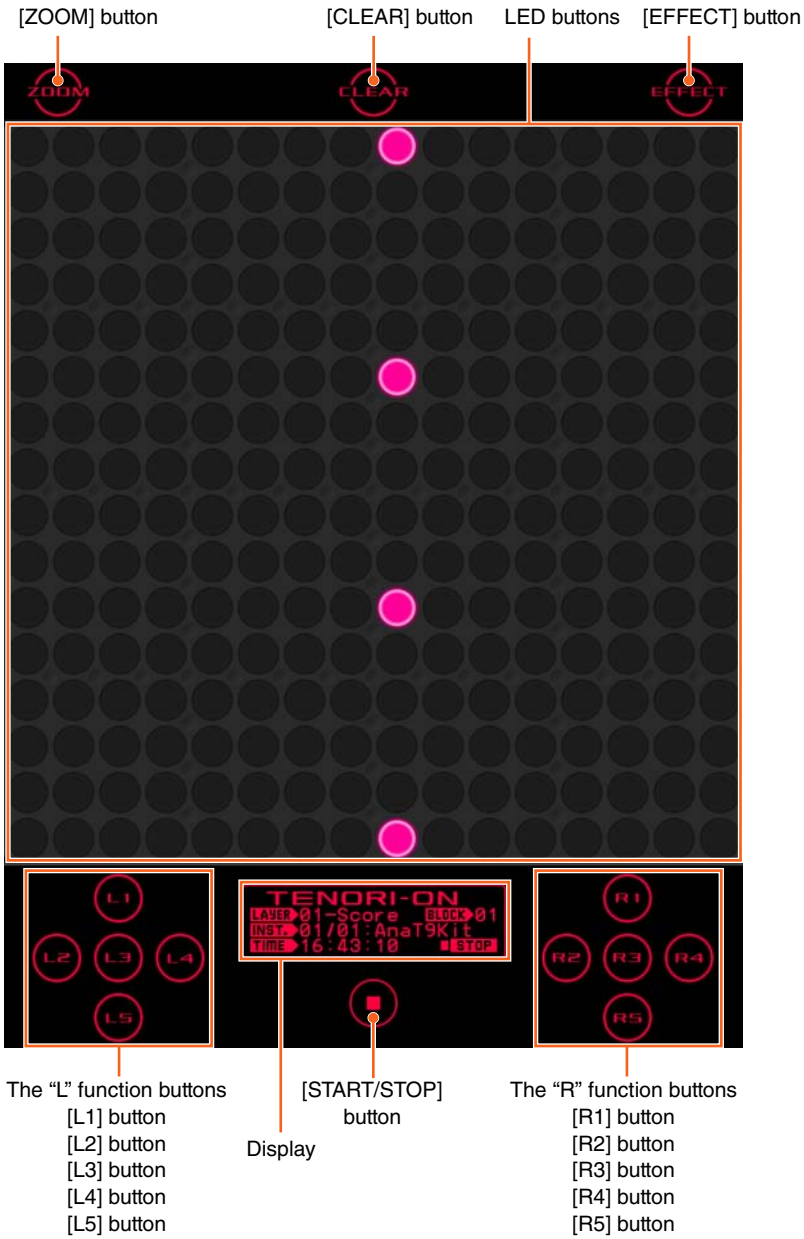
Introduction

TNR-e is an iPhone/iPad application for creating electronic music. It was developed by Yamaha based on both its popular TENORI-ON device and the TNR-i iPhone/iPad application.
TNR-e has a wide variety of new, exciting sounds and functions specifically for use in electronic music, and lets you enjoy the highly intuitive, “visible” musical world of the TENORI-ON on your iPhone/iPad.
This Quick Guide covers the basic operations of the TNR-e. If you want to know more detailed information about this application, please read the TENORI-ON manual, available from the following URL.
http://www.global.yamaha.com/tenori-on/downloads/

Controls



[ZOOM] button

While holding the [ZOOM] button, you can execute the following display operations.
• **To zoom in:** With your thumb and index finger apart on the display, “pinch” them together.
• **To zoom out:** With your thumb and index finger together on the display, move them apart.
• **To scroll:** Run your finger laterally or horizontally on the display.
Double-tapping the [ZOOM] button is equivalent to holding it. Holding is canceled by tapping the button again.

[EFFECT] button

Tap this to call up the XY Pad window (page 16). In the window, you can control the Master Effect and modulate the sound in many dynamic ways.
Tapping this button again while the XY Pad is displayed closes the window.

Basic Operation: Score Mode

TNR-e “Modes”

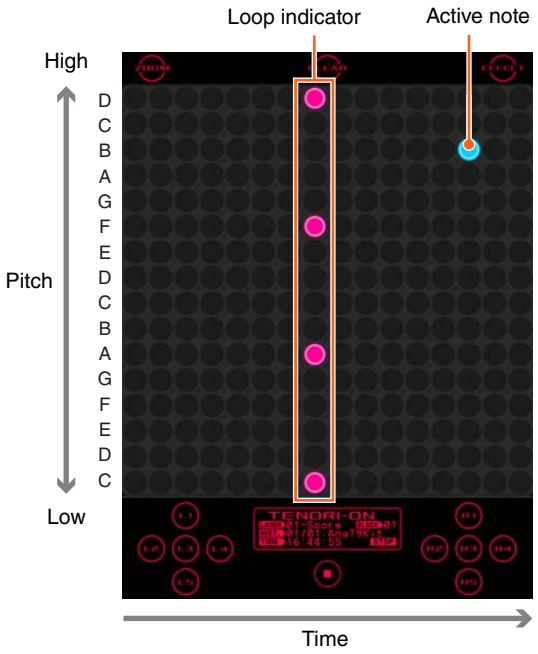
The TNR-e 16 x 16 LED button matrix is simultaneously a performance input controller and display. By operating and interacting with LED buttons and the light they produce you gain access to the TNR-e’s numerous performance capabilities.
The TNR-e provides six different performance and sound/light modes for broad performance versatility, and these modes can be combined and used simultaneously for rich, complex musical expression.

The six modes

- Score mode
- Random mode
- Draw mode
- Bounce mode
- Push mode
- Solo mode

The Score Mode

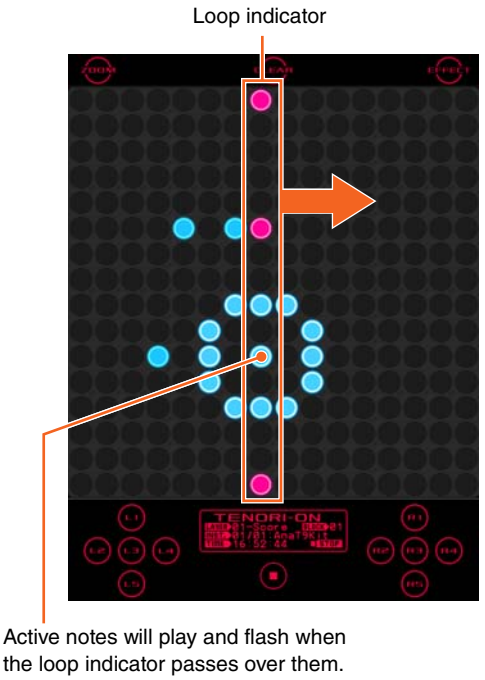
The Score mode is the basic TNR-e performance mode. In this mode the TNR-e interface functions like a musical “score” on which you can write the notes to be played in one musical measure via the 16 x 16 LED button matrix. The time axis of the score proceeds from left to right (the horizontal axis), beginning at the left edge of the matrix and then looping back to the beginning once the right edge of the matrix is reached. The vertical axis corresponds to the pitch of the notes played. If more than one note is entered on the same vertical line, for example, those notes will be played simultaneously as an interval or chord. The maximum number of notes or intervals/chords that can be entered horizontally is 16, but within that range the number and playback speed can be set as required, allowing the creation of complex groupings when multiple Score-Mode layers are combined.



Performance in the Score Mode

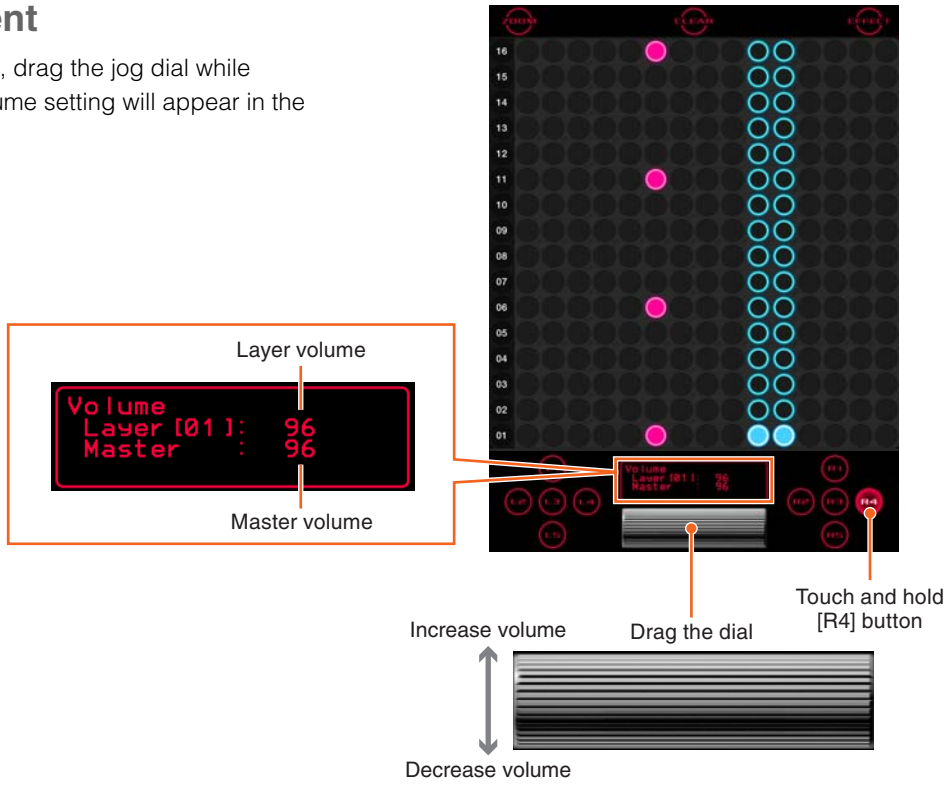
Tap an LED button to play the sound assigned to it. At the same time the lights will flash outward from the played sound. If you hold the LED button a bit longer it will remain lit and will become an active note that will play repeatedly. Touch and hold an active note to de-activate it. The loop indicator will be continuously cycling from the left to right edge of the LED button matrix. Active notes will play when the loop indicator coincides with their positions on the matrix.

- Tap the [CLEAR] button to de-activate all active notes of the current layer.



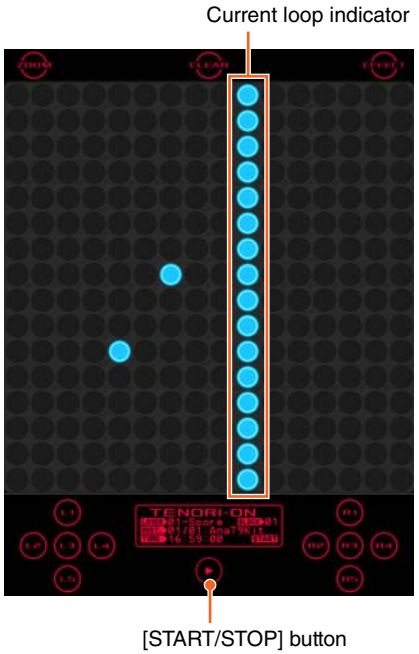
Master Volume Adjustment

To adjust the overall volume of the TNR-e, drag the jog dial while holding the [R4] function button. The volume setting will appear in the Display.

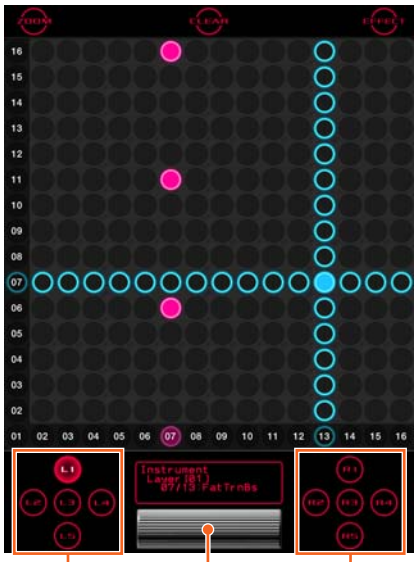


Pausing Loop Playback

Tap the [START/STOP] while the highlighted “STOP” indicator in the lower right corner of the Display is shown to temporarily pause loop playback.
The loop indicator will stop at the position at which the [START/STOP] is tapped, and the highlighted “STOP” indicator will change to “START.” Tap the [START/STOP] a second time and loop playback will resume from the point at which it was paused.



Function Buttons



The “L” function buttons

The “R” function buttons

Touching the [L1] – [L5] or [R1] – [R5] function buttons will call up the jog dial. You can use this jog dial to set the value of the current function.

Functions

By holding one of the ten function buttons of the TNR-e and operating the LED buttons you can change voices, change octaves, and apply a variety of effects and variations to your performance.
This unique visual/tactile interface has been specifically designed to allow intuitive, instantaneous operation of a variety of functions.

- Double-tapping the Function button is equivalent to holding it.

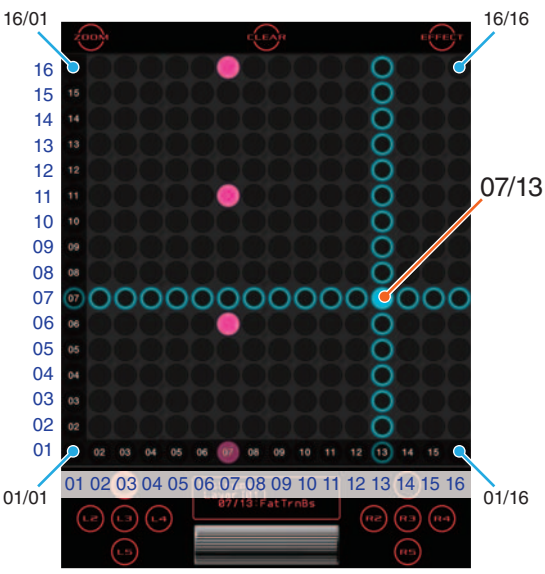
[L1] + LED buttons Changing Voices

You can select any voice from the 256 voices available in one quick operation. When you touch and hold the [L1] button, vertical and horizontal lines will light on the matrix, and the button at their intersection corresponds to the currently selected voice. If you tap a different LED button while these crossed lines are showing the intersection will move to that button and the corresponding voice will be selected.

Voice name

Voice number (vertical/horizontal position)

Matrix with voice number 07/13 selected.

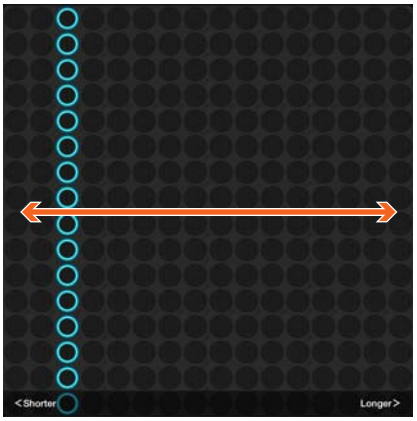


- The Voice number and name will appear in the Display. The Voice number corresponds to the vertical and horizontal button numbers.
- TNR-e has 253 Preset Voices and 3 User Voices.

[L2] + LED buttons Changing Note Length

Sets the length of the notes from the time they are triggered to the time they decay to silence (the gate time).
While holding the [L2] button, slide your finger horizontally over the matrix to move the lit vertical line to the desired setting. Moving the line to the right increases the note length.

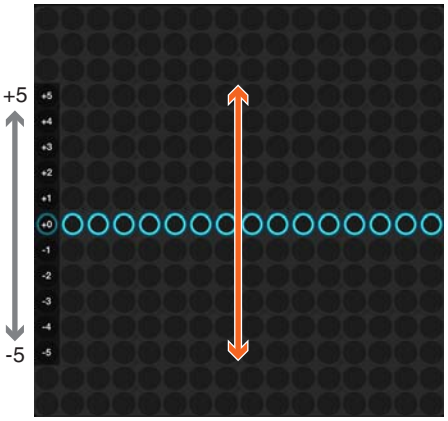
- Not available in the Push Mode.



Shorter Longer

[L3] + LED buttons Changing Octaves

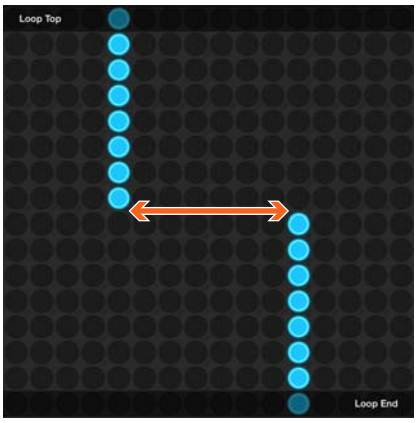
Sets the playback pitch in octave increments.
While holding the [L3] button, slide your finger vertically over the matrix to move the lit horizontal line to the desired octave.



[L4] + LED buttons Changing Loop Points

Sets the loop playback range in the Score Mode.
While holding the [L4] button, slide your finger horizontally over upper half of the matrix to move the loop start point indicator to the desired point, and slide your finger horizontally over lower half of the matrix to move the loop end point indicator to the desired point, as required.

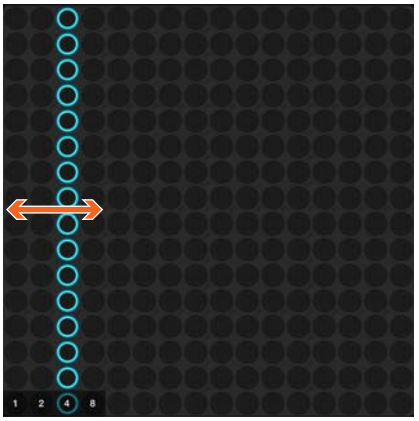
- In the Random Mode this function sets the rotation direction and speed.
- Not available in the Draw, Bounce, Push and Solo Modes.



[L5] + LED buttons Changing Loop Speed

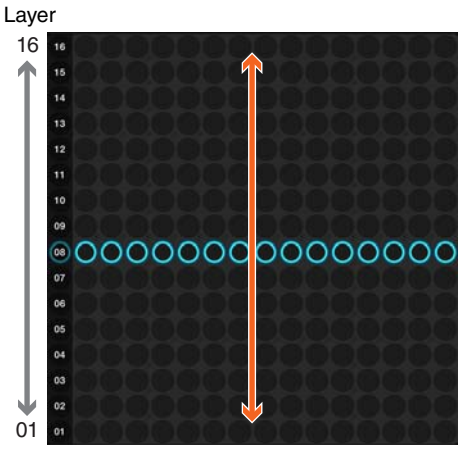
Sets the loop playback speed (the duration of the beats).
Four settings are available, set via the leftmost four columns on the matrix: quarter notes, eighth notes, sixteenth notes, and thirty-second notes.
While holding the [L5] button, tap a button in the corresponding column.

- Not available in the Push Mode.



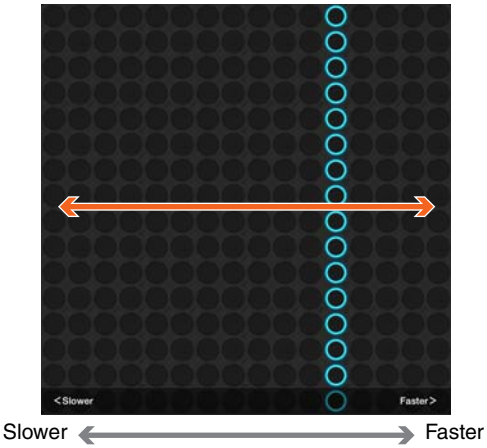
[R1] + LED buttons Switching Layers

Switches to a different layer.
While holding the [R1] button, slide your finger vertically over the matrix to move the lit horizontal line to the desired layer.
Moving the line to the lowest row selects layer 01, the next row up is layer 02, then layer 03, and so on up to layer 16.



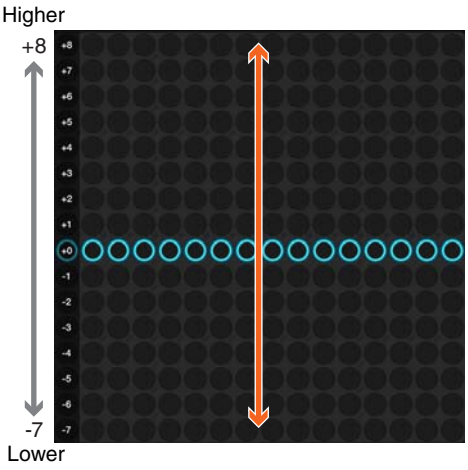
[R2] + LED buttons Changing Tempo

Sets the playback tempo (BPM).
While holding the [R2] button, slide your finger horizontally over the matrix to move the lit vertical line to the desired tempo setting. Moving the line to the right produces faster tempos.



[R3] + LED buttons Transposition

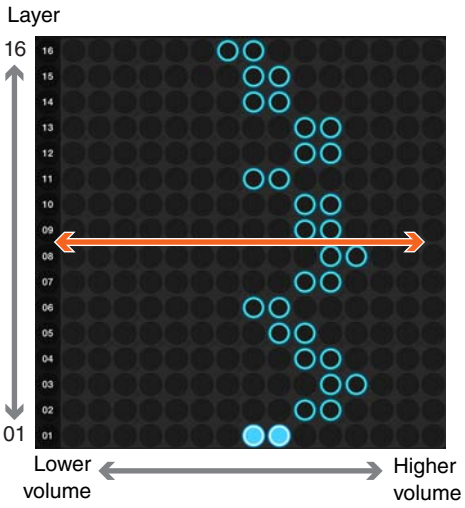
Adjusts the playback pitch in semitone increments.
While holding the [R3] button, slide your finger vertically over the matrix to move the lit horizontal line to the desired pitch.



[R4] + LED buttons Changing the Layer Volume

Displays the individual volume settings of all 16 layers, and allows the volume of each layer to be adjusted as required to create the ideal “mix” between layers.
Each row of LED buttons corresponds to a layer, beginning with layer 01 at the bottom row.
While holding the [R4] button, slide your finger horizontally over the row corresponding to the layer you want to adjust to set the volume as required. Each LED button row corresponds to a layer (01 – 16 from bottom to top), and the horizontal axis corresponds to volume level with volume increasing towards the right (the leftmost setting corresponds to “0” volume).

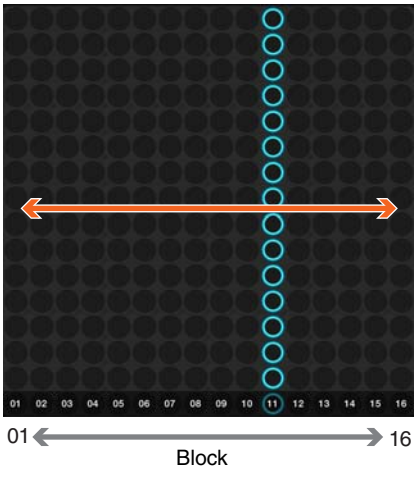
- You can also use the jog dial to set the overall (Master) volume (the Master volume setting will appear in the Display).



[R5] + LED buttons Switching Blocks

Switches to a different block.
While holding the [R5] button, slide your finger horizontally over the matrix to move the lit vertical line to the desired block.
Moving the line to the leftmost column selects block 01, the next column to the right is block 02, then block 03, and so on up to block 16.

- You can copy the contents of the current block to another block.



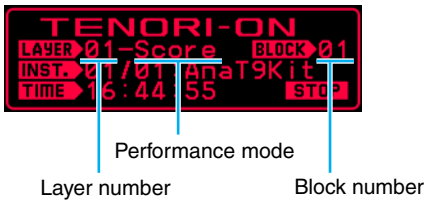
Layers and the Performance Modes

Layers

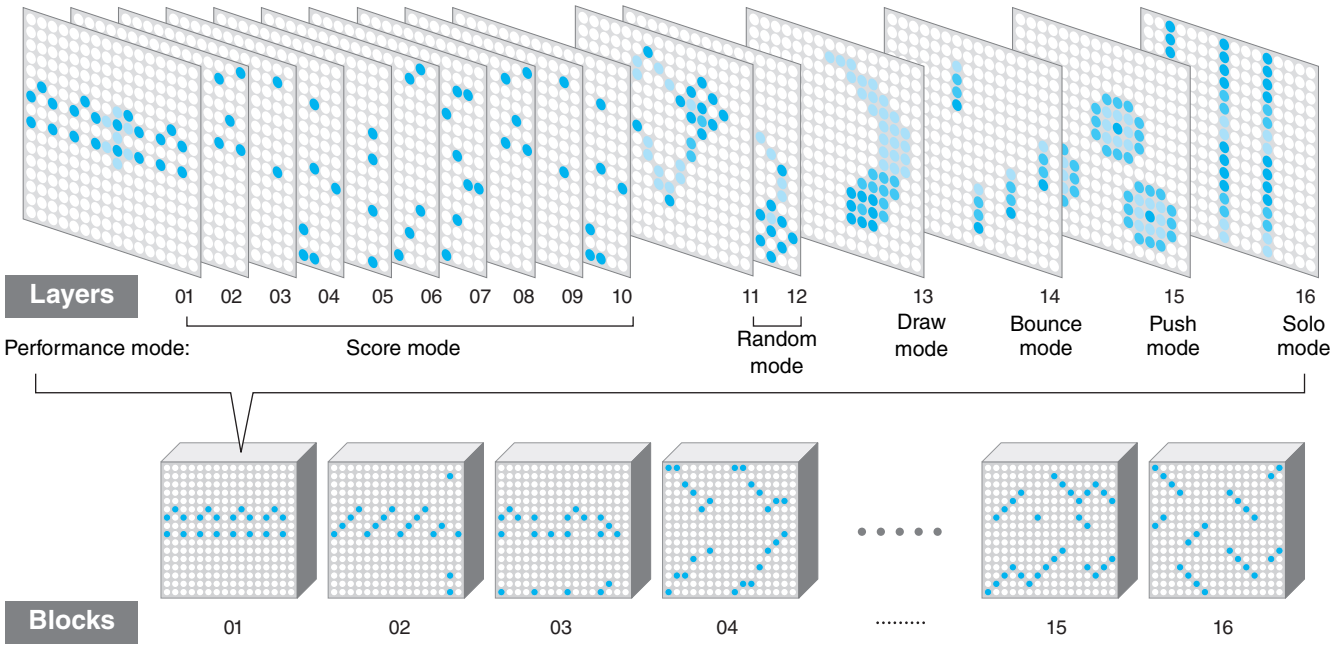
TNR-e layers can be thought of as “performance parts” or “recording tracks.” The TNR-e has a total of 16 layers. Separate notes and voices can be assigned to each layer, and all layers can be played together in synchronization. The 16 layers are divided into six performance mode groups as shown in the illustration below. The six modes have different note entry methods and operation. Up to 16 layers created using different modes can be combined for rich, complex musical expression.

Blocks

One complete set of 16 layers is called a “block.” The TNR-e can store up to 16 programmed blocks (16-layer groups) in memory, and you can switch from block to block instantly during performance.
You could, for example, create a musical composition in one block, then copy that composition to another block and edit it to create a variation of the original composition. Or you can load a number of previously-created compositions into separate blocks and switch between them to create variation during playback.

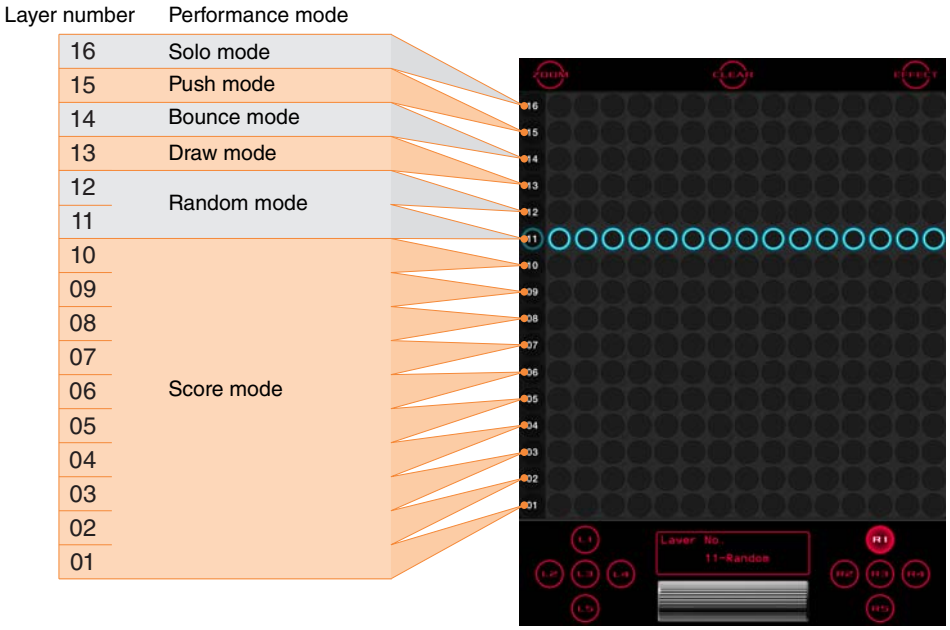


- When you switch between layers or blocks, the current layer number, performance mode, and block number will appear in the Display.

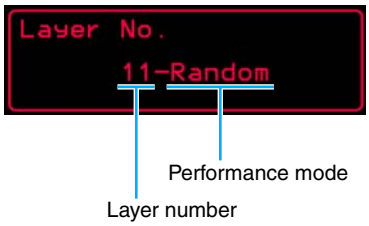


- Tap the [CLEAR] button to clear all active notes from all layers and blocks.

In the initial state, the six performance modes are assigned to the 16 layers as shown in the illustration below.

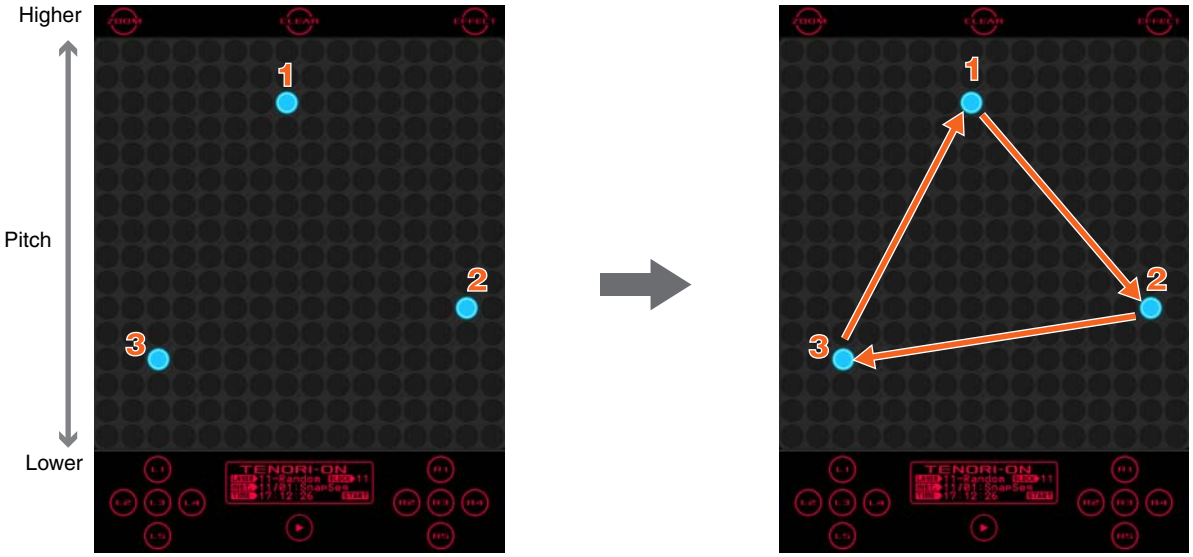


For example, if you tap any LED button in the eighth row from the bottom (any button in this row will do) while holding the [R1] function button as shown in the illustration, you will select the first Random mode layer.

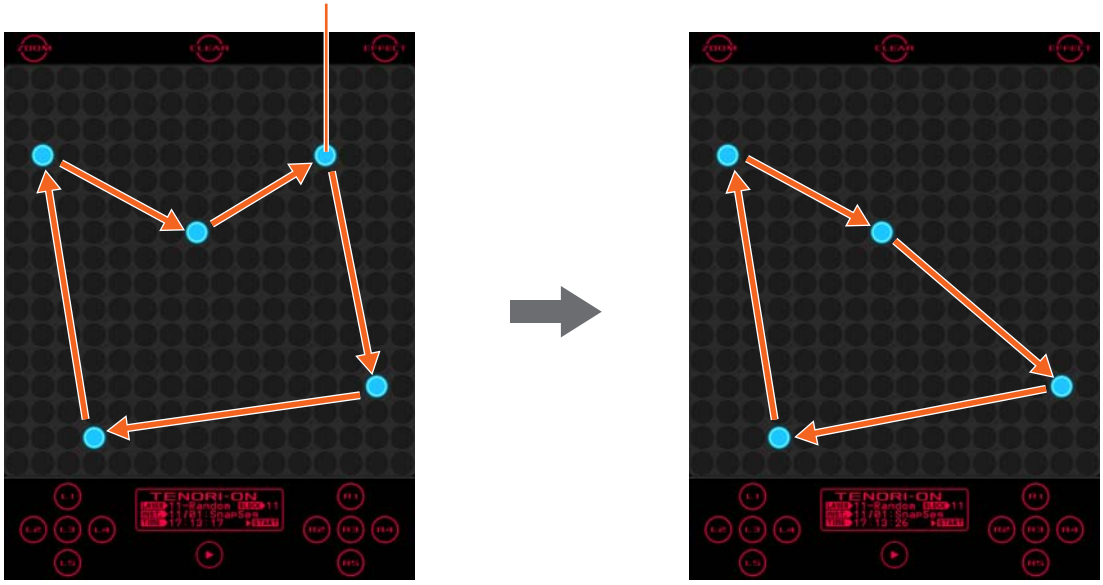


Random Mode Performance

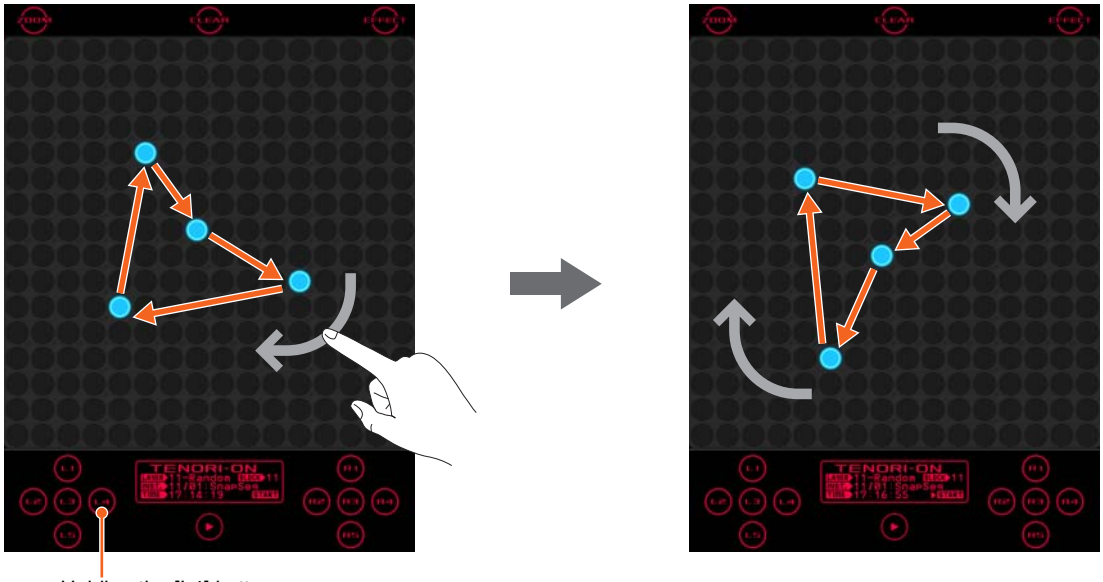
If you touch an LED button long enough to enter an active note in the Random mode, the active note will play back repeatedly. If you then enter a few more active notes, the lights will “travel” from note to note, in the order entered, and the active notes will sound when the traveling light passes over them. The Random mode thus produces a totally different type of loop from the Score mode.



Active notes can be individually deactivated by touching and holding the corresponding LED button.

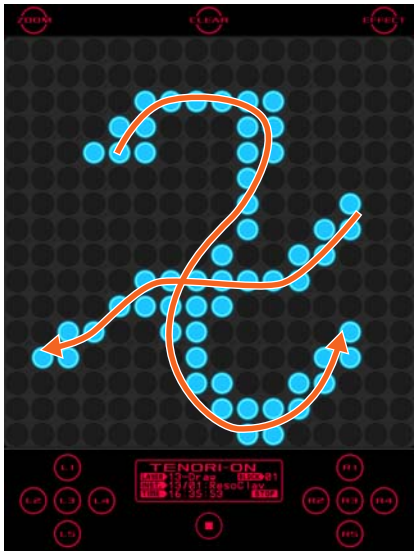


You can even spin loop-shapes you create in the Random mode by holding the [L4] button and running a finger around the matrix in the direction and at the speed of the desired spin. The pitches of the notes will change accordingly as the shape spins, producing loop sound effects. To stop rotation, touch and hold the LED button or double-tap the LED button while holding the [L4] button.



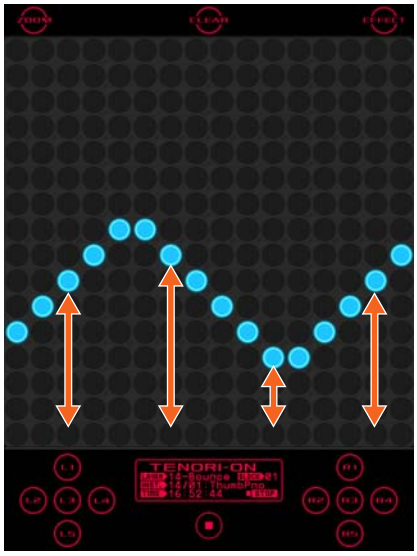
Draw Mode Performance

In this mode you can tap individual LED buttons or draw lines or curves on the matrix, and those actions will be played back and repeated. You can keep adding to your “composition” during playback to build up thick sonic textures.
In the Draw mode you cannot clear only a part of the performance. The entire layer can be cleared by tapping the [CLEAR] button.



Bounce Mode Performance

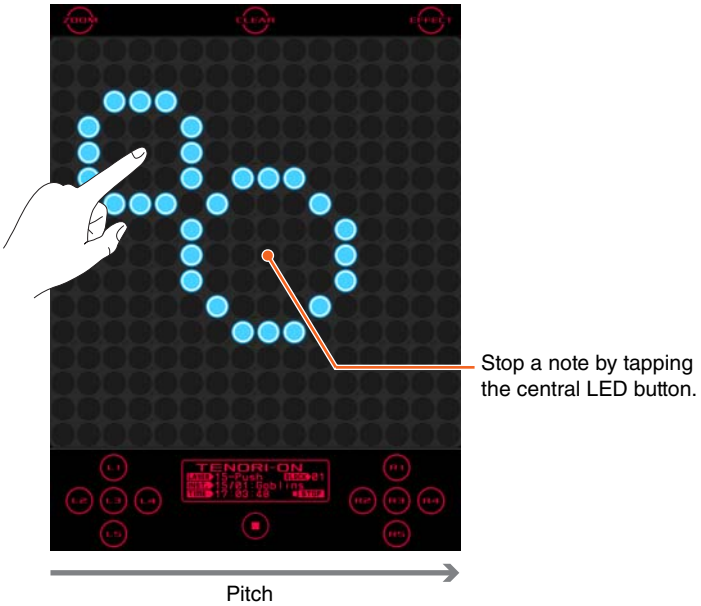
Tap an LED button and the light will “drop” from that button, bounce back from the bottom of the matrix, and repeat. The corresponding note will sound when the light bounces at the bottom row. The higher the entry point, the longer the interval between the sound. In the Bounce mode the pitches are arranged horizontally, like a piano, with the lowest pitch on the left and the highest on the right.



Bouncing can be individually stopped in any column by simply tapping the lowest LED button in that column.

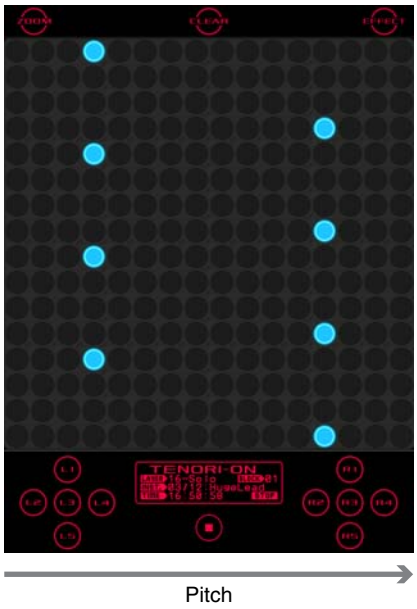
Push Mode Performance

In this mode if you touch and hold an LED button the sound of the corresponding note will begin to change gradually while the flashing surrounding that button gets brighter and wider. If the button is held briefly the note and flashing will stop when you release it, but if you hold the button for longer the note and flashing will continue even after the button is released.



Solo Mode Performance

Touch an LED button and the corresponding note will repeat until the button is released. In the Solo mode the pitches are arranged horizontally, like a piano. You can change the interval between repeats by touching or sliding your finger to a lower (longer) or higher (shorter) LED button in the column. If you touch the lowest LED button in a column the note will sound once without any repeats.



If you turn the Quantize function ON, note timing in the Solo Mode will be synchronized to the Score Mode, making it easy to play solos with rhythm matching that of a background playing in the Score Mode layers. Refer to “Quantize” in the TENORI-ON Manual.

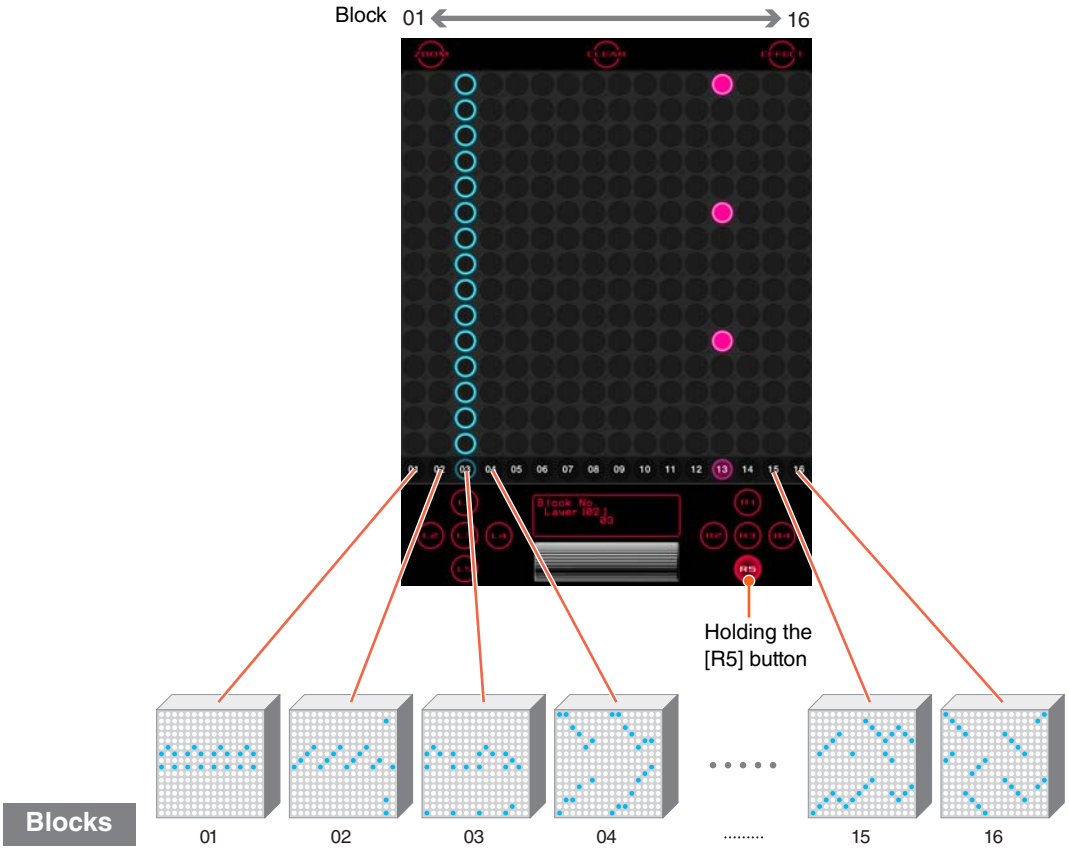
Using Blocks

Some Ideas for Using Blocks

You can leave the current composition in memory while copying it to other blocks where it can be edited to create variations that you can switch between at any time. You could also create totally different compositions in different blocks, and then switch between them in real time for interesting, varied performances.

Switching Between Blocks

You can switch between blocks simply by holding the [R5] function button and tapping an LED button in the column corresponding to the block you want to switch to.



Copying from Block to Block

You can copy either a single layer to a different block, or all layers from the current block to another block.

• Copying via the LED Buttons

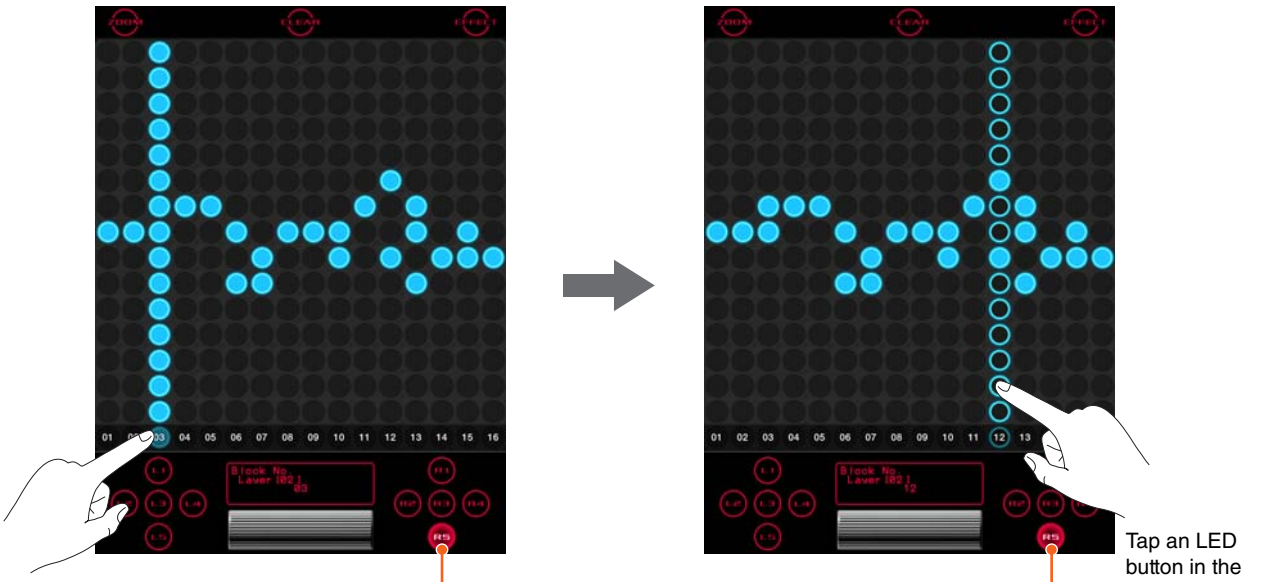
1. Select the layer or block you want to copy.
2. Touch and hold the [R5] function button. The currently playing block will be displayed.

To Copy a Single Layer:

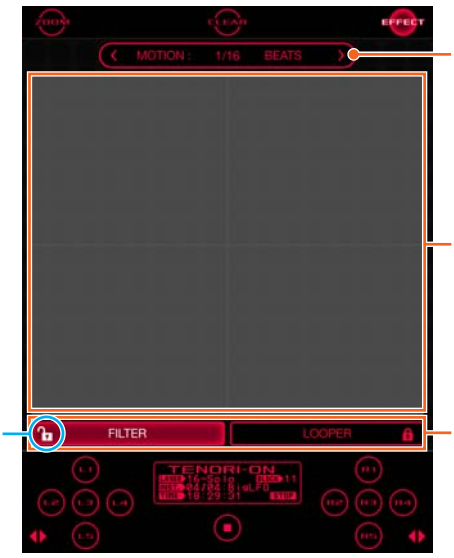
While still holding the [R5] button, tap the lowest LED button in the lit column (the LEDs in the column will shine brighter), and then tap an LED button in the column corresponding to the block you want to copy to. The current layer from the source block will be copied to the same layer in the destination block.

To Copy All Layers:

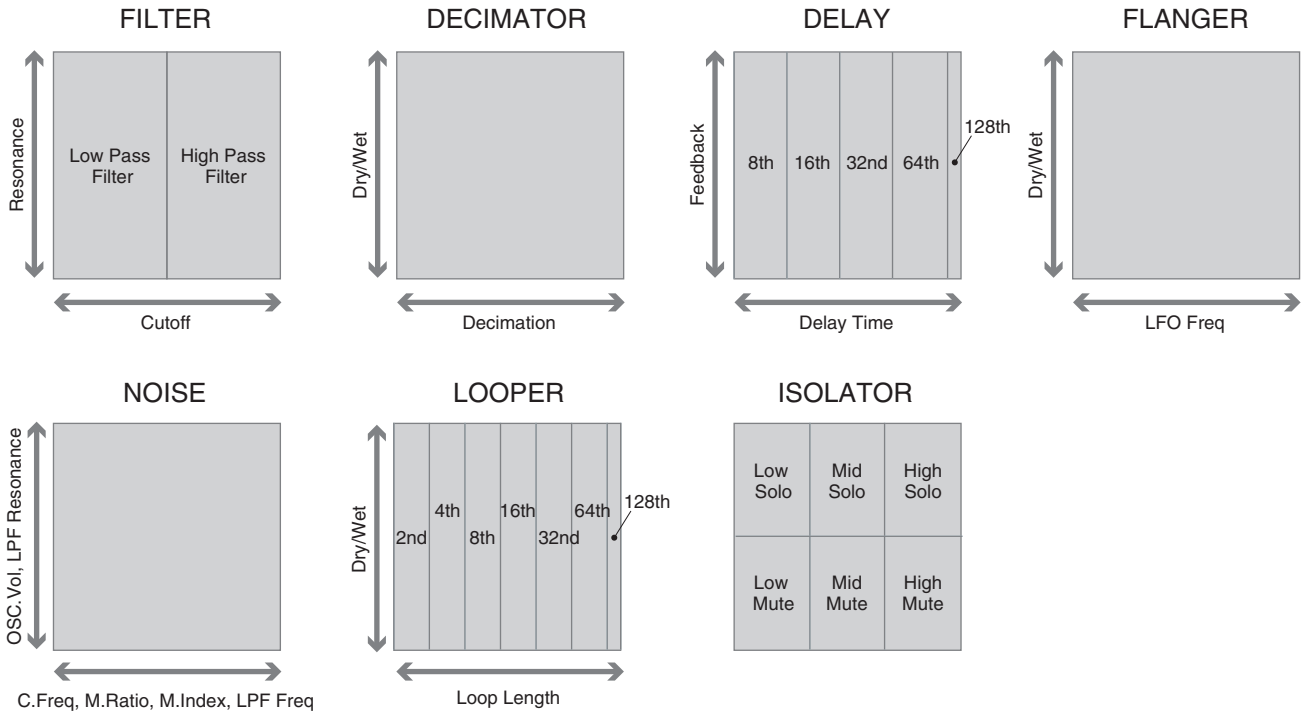
While still holding the [R5] button, tap the lowest LED button in the lit column twice (the LEDs in the column will shine brighter each time the button is tapped), and then touch an LED button in the column corresponding to the block you want to copy to. All layers from the source block will be copied to the destination block.



Effect Control



Tapping the [EFFECT] button calls up the Effect control display.
Touch or drag the XY Pad to turn the active Effect on.
The correspondence between each Effect type's parameter and the location on the XY Pad is shown below.



Touching two points on the XY Pad (for example, with the index fingers on your left and right hands) cycles continuously between the two values/parameters.
The speed of the cycle can be specified by the [MOTION] button.
When the lock switch is set to on, the effect continues even after you release your fingers from the display; when the lock switch is set to off, the effect stops when you release your fingers.

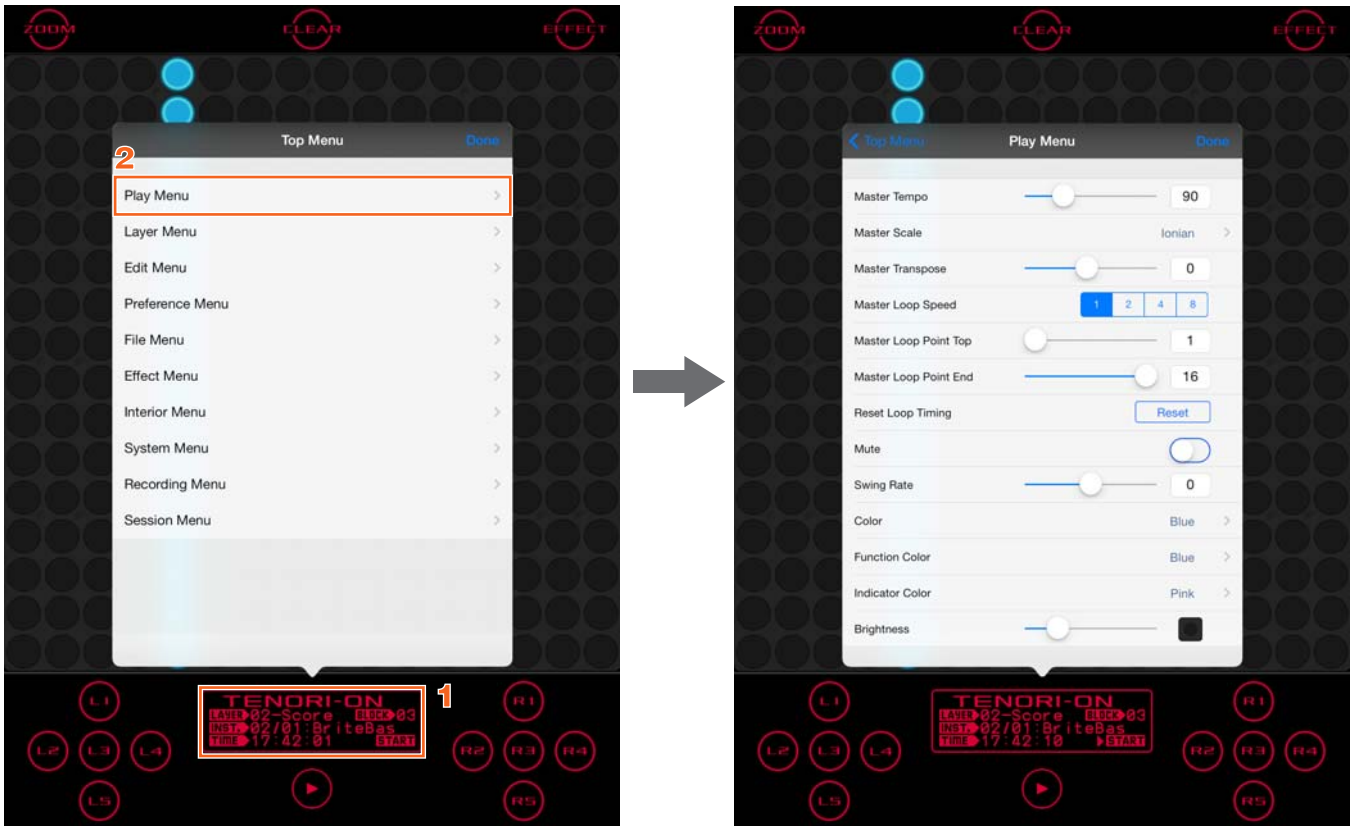
Using the Menu

About the Menu

In addition to the wide range of control available via the function and LED buttons, a number of detailed settings can be made via the TNR-e menu, including tempo, clock display, file save/load and many more.

Basic Menu Operation

1. Tap the Display section at the bottom to call up the Top Menu.
2. Tap the desired menu item to call up the corresponding menu.



From the Menu display, you can execute the desired function or edit the desired parameter value. To exit from the Menu display, tap [Done] or any section outside the menu area.

Menu List

Regarding menu items marked with an asterisk (*), refer to the TENORI-ON Manual PDF at the following URL.
http://www.global.yamaha.com/tenori-on/downloads/

Play Menu

Parameters that apply to all layers and blocks.

Master Tempo*	Sets the master tempo.
Master Scale*	Sets the master scale. The “Major Pentatonic” and “User” scales are provided in the TNR-e, in addition to the scales of the hardware TENORI-ON.
Master Transpose*	Sets the transposition.
Master Loop Speed*	Sets the loop speed (beat duration) for all layers.
Master Loop Point*	Sets the loop range for all layers.
Reset Loop Timing	Resets the playback position to the beginning of the loop. ● You can reset loop timing by holding the [L4] and tap the [R1] .
Mute	Mutes sound output. ● You can control Mute on/off by holding the [R4] and tap the [L1] .
Swing Rate	Sets the “swing” feel. Produces a “swing” feel by shifting the timing of the back beats. The smaller the rate, the shorter the repeat interval with the previous LED button. A setting of “0” produces no swing. ● This function applies to Score mode layers only. ● When using a swing feel, changing the loop's point and speed, and inputting the performance data into layers other than Score mode, etc., may shift the timing between layers. Range.....-23 – 0 – +23 Default .....0 LED buttons.....No display
Color	Sets the color of the active note LED. Range.....White, Blue, Purple, Pink, Red, Orange, Green, Blue Green
Function Color	Sets the color of the function LED. You can select the LED color which is shown when the function button [L1] – [R5] is touched. Range.....White, Blue, Purple, Pink, Red, Orange, Green, Blue Green
Indicator Color	Sets the color of the loop indicator. Range.....White, Blue, Purple, Pink, Red, Orange, Green, Blue Green
Brightness	Adjusts the brightness of the LED buttons Move the slider rightward to increase brightness and leftward to lower it.

Layer Menu

Parameters that apply to the currently selected layer.

Sound Select	Selects internal sound of TNR-e (Internal) or external sound of Inter-App Audio application (Instrument App).
Instrument*	Selects the Voice. When Sound Select is set to 'Internal.' Tap the "Instrument" in the menu to call up the Voice list. Scroll through the list by dragging, then select the desired Voice by tapping. ● User Voices are assigned to [01/16], [02/16], [03/16] on the Voice map. When Sound Select is set to 'Instrument App.' The display shows the [i] button and the name of selected Instrument App. When Instrument App is not selected, 'Not assigned' is shown instead of the name. Tapping the name or 'Not assigned' calls up the Instrument App list where you can select your favorite Instrument App. Tapping the [i] button calls up the editor window of the selected Instrument App. Voice map
Volume*	Sets the layer volume.
Loop Speed*	Sets the loop speed.
Sound Length*	Sets the gate time.
Panpot*	Sets the stereo position of the sound.
Animation*	Specifies the light animation.
Animation Direction	Specifies the light animation. Sets the motion direction of the light animation to "Expand" or "Shrink."
Play Mode	Specifies the performance mode of the layer. Range.....Score, Random, Draw, Bounce, Push, Solo

Edit Menu

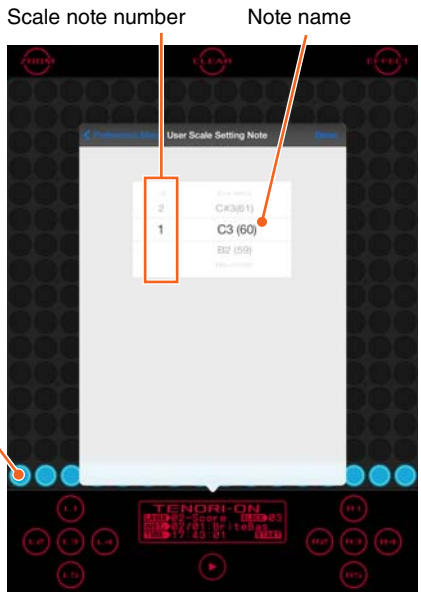
Data edit functions such as copy, clear, and reset.

- After executing the Edit function, the button indication will change to [Undo]. If you tap [Undo], you can undo the last executed function. [Undo] itself will be canceled when you execute any of the following operations.
  - Executing another function in the Edit Menu.
  - Closing the Menu.
  - Exiting from the Edit Menu.
  - Keeping [Undo] active without conducting any operations for longer than fifteen seconds.

Copy this Block*	Copies the current block to another one. Tap this menu item to call up the corresponding display. Set the destination block number then tap [Copy] to execute this function.
Clear this Block*	Clears the active notes for the current blocks. Tap [Clear] in the Menu to execute the function.
Copy this Layer*	Copies the layer. Tap this menu item to call up the corresponding display. Set the destination Block number and Layer number, then tap [Copy] to execute this function.
Clear this Layer*	Clears the active notes for the current layer. Tap [Clear] in the Menu to execute the function.
Clear All Blocks*	Clears the active notes from all blocks (all layers). Tap [Clear] in the Menu to execute the function.
Reset All Blocks*	Resets all blocks (all layers). Tap [Reset] in the Menu to execute the function.

Preference Menu

Initial settings that apply to the entire instrument.

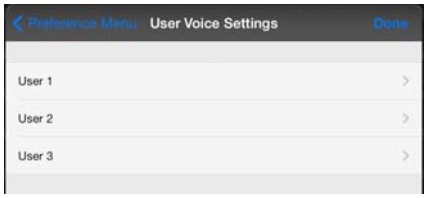
Quantize*	Synchronizes Solo mode note timing with the Score mode.
Push Sensitivity*	Sets LED-button touch time for note activation.
Master Tuning*	Master tuning for the internal voices (MIDI tone generator).
Local Control*	Turns internal tone generator output ON or OFF.
Synchronize*	Synchronizes multiple instruments.
Loop Indicator*	Displays or hides the loop indicator.
User Scale Setting Note	Allows you to create your own scale. Assigns a note name (such as C#3, A5, etc.) to each of the 16 scale note numbers. Use the created scale by selecting the User by “Main Menu” > “Play Menu” > “Master Scale.” The selected scale note number is represented as the vertical axis of LED buttons on the Score/Random/Draw mode and the horizontal axis of LED buttons on the Bounce/Push/Solo mode. 

User Voice Settings

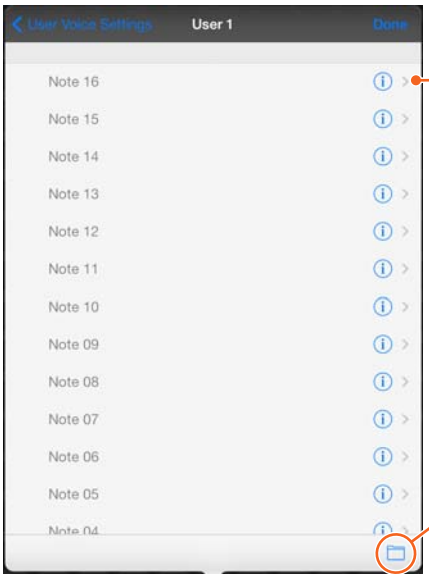
Allows you to create your own voice.

You can create up to three User Voices.

- A User Voice can be selected on the "Instrument" Voice map by tapping [01/16], [02/16], [03/16] in the Layer menu.



Tapping a User Voice on the "User Voice Settings" window calls up a window for Note assignment as shown below.

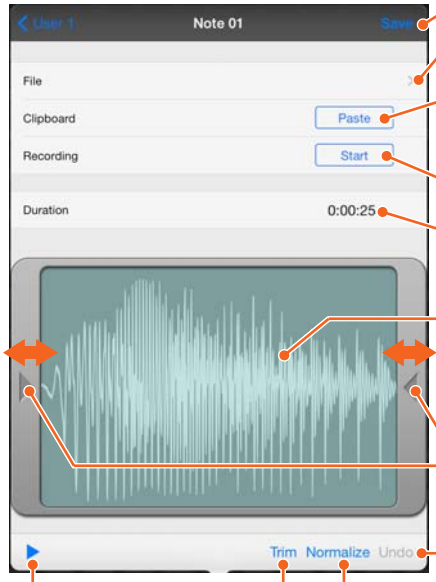


Tapping here opens each Note window.

Tapping this allows you to load or save all sixteen Notes. Also, sampling data output via the TENORI-ON User Voice Manager can be imported.

For each User Voice, sixteen audio samples can be assigned to Notes 01 – 16, which correspond to the pitch of each layer. To hear the assigned audio sound, tap the desired Note number in the list.

Note window



Tapping here saves the edited sound data as a User Voice.

Imports .WAV files transferred via iTunes from a computer.

Imports the audio data made on another application. Before using this function, you should copy the audio data from another application to the clipboard.

Records audio signals input via the microphone of the iPad.

Shows the length of sound data. Maximum available sampling time is five seconds. If this is exceeded, the duration time is shown in red.

Tapping the shown sound data calls up the "Copy/Paste/Clear" menu.
Copy: Copies the sound data to the Clipboard.
Paste: Pastes the sound data from the Clipboard.
Clear: Clears the assigned sound data.

Touch and slide leftward or rightward to adjust the Trim area.

Executes Undo of the last operation.

Plays back the audio shown in the window.

Executes Normalize, which optimizes the entire level of the audio data.

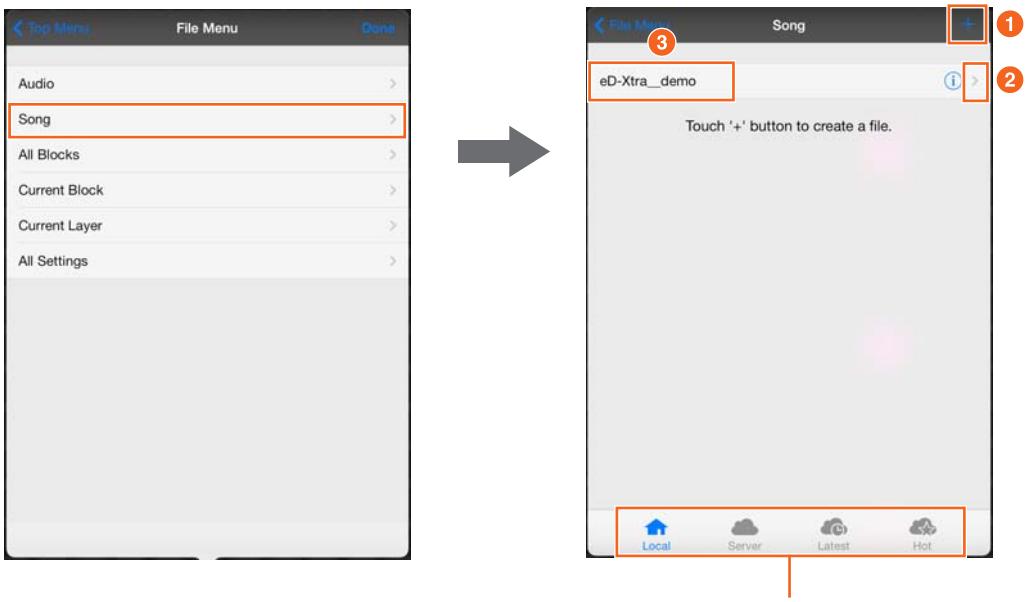
Executes Trim, which removes the specified areas.

File Menu

Includes data file save, load, rename and delete functions.
The following types are available.

Audio	Audio File operations
Song*	Song File operations
All Blocks*	All Blocks File operations
Current Block*	Current Block File operations
Current Layer*	Current Layer File operations
All Settings*	All Settings File operations

The file operations listed below can be applied to the above file types.
Tap the desired file type in the File Menu to call up the available file list, then execute the desired operation.



These icons are shown when the file type is one of the following: Song, All Blocks, Current Block, or Current Layer.

Local	Shows the files saved in your TNR-e.
Server	Shows the last ten files you've uploaded. Scrolling downward shows the next latest ten uploaded files. You can narrow down the list of files by keyword searching.
Latest	Shows the latest ten files on the server. Scrolling downward shows the next latest ten files. You can narrow down the list of files by keyword searching.
Hot	Shows the ten files (on the server) that have been played back the most. Scrolling downward shows the next ten files. You can narrow down the list of files by keyword searching.

Save

1 Tap the [+] button.

- Tapping the [+] with the selected Song or Audio file will call up the Recording Menu.

Rename, Delete and Other Menus

2 Tap the [>] indicator.

Load

3 Tap the file name.

Delete

3 Flick the file name, then [Delete] will appear.

Load	Tapping the desired file will call up the dialog. Tap the [Load] to execute the actual Load operation. ● During loading, no other operations, including Load Cancel, can be executed. ● This menu is not available when “Audio” is selected.
Rename	Tap [>] at the right of the file name to call up the File Rename display. From this display, tap the file name to call up the on-screen keyboard, then enter the desired name. After entering the name, tap [Rename] to execute the Rename function. ● If you’ve entered an already existing name and an error dialog appears, enter a different name.
Send Mail	In the File Rename display called up via [>], tap [Send Mail] to start up the E-mail software. Enter the destination address, write or revise your message then tap [Send] to send the selected TNR-e file. If you want to cancel this operation, tap [Cancel] before tapping [Send]. ● You will, of course, need to set up the network and E-mail software beforehand. If the mail receiver has already installed the TNR-e to his/her iPhone/iPad, the received file can be played immediately on his/her iPhone/iPad by tapping [Click Here!]. ● When the received file is opened from some other E-mail software, the file will be saved to the TNR-e folder with the name “IMPORTED.” If a file of the same name already exists, the file will be overwritten. Because of this, you should always change the names of received files from “ImportedFile.” ● This menu is not available when “Audio” is selected.
Delete	Tap [>] at the right of the file name to call up the new menu. Tap [Delete] in this menu to call up the confirmation dialog. Tap [Delete] in the dialog to execute the actual Delete operation. Or flick the desired file name to call up the [Delete] button. Tapping [Delete] will execute the Delete function. Tapping the area outside the [Delete] button cancels the [Delete] indication.
Save	Tap [+] at the right of the navigation bar to call up the display for entering the file name. You can revise the default file name as desired. From this display, tap the file name to call up the on-screen keyboard, then enter the desired name. After entering the file name, tap [Save] to execute the Save operation. ● If you’ve entered an already existing file name and an error dialog appears, enter a different file name then tap [Save] again. ● Tapping the [+] with the selected Song or Audio file will call up the “Recording Menu.” ● During saving, no other operations, including Save Cancel, can be executed.
Upload	To use the Upload function, select a file type in the File Menu and tap [>] at the right of the file name to call up a new window, in which [Upload] is shown. Uploading the Audio files Tap [Upload] to access SoundCloud. To use SoundCloud, you will need to register your name. For details, refer to the SoundCloud page (URL below). http://soundcloud.com/ Uploading the Song/All Blocks/Current Block/Current Layer files Tap [upload] to access the TENORI-ON Server. To use the server, you will need to register your name. You can enter the title and comments of the file. The file can be uploaded with a “public” or “private” setting. Setting this to “public” allows other users to download your file, while “private” allows you to prevent your file from being downloaded by other users. The setting “public” or “private” can be updated after uploading. You should log in to TENORI-ON Server before updating. Tapping [Upload] without logging in the server calls up the log-in window. For details about logging in to TENORI-ON SERVER, refer to “TENORI-ON Server Account” of System Menu in this manual. ● This menu is unavailable when an Audio file or All Settings file is selected.
Copy	You can copy the data of the Audio file to the clipboard, from which the copied data can be obtained by another iPad/iPhone application. To use the Copy function, select “Audio” in the File Menu and tap [>] at the right of the file name to call up a new menu, in which [Copy] is shown. Tap [Copy] to call up the Clipboard window and tap [Copy Audio] in the window to copy the data of the selected Audio file to the Clipboard. ● This menu is available only when “Audio” is selected.
Update	Allows you to edit the title and comments of your file on the server. 1. Select a file type from Song, All Blocks, Current Block, or Current Layer to call up the file list window. 2. Tap [Server] beneath the file list window to call up the window of your files on the server. 3. Tap [>] at the right of the file name to call up a new window. 4. Edit the comments and title in the window, then tap [Update]. ● This menu is unavailable when an Audio file or All Settings file is selected.

Effect Menu

Reverb and chorus effect settings.

Reverb Type*	Sets the reverb effect type.
Reverb Param*	Sets the reverb effect depth.
Chorus Type*	Sets the chorus effect type.
Chorus Param*	Sets the chorus effect depth.

Interior Menu

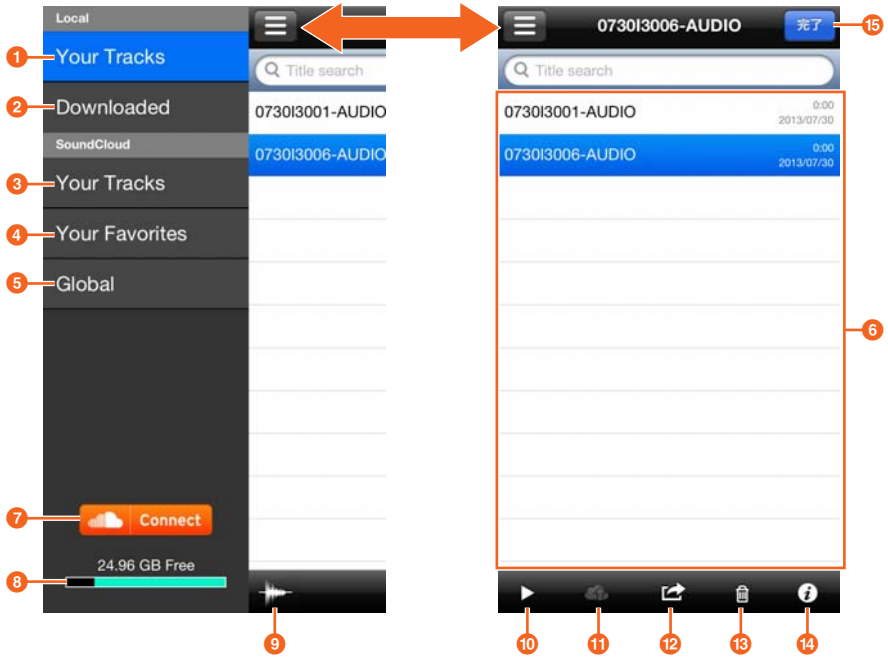
Settings not related to performance (clock, song playback).

Interior Start	Begins operation of the specified Interior mode. Tap [Start] in the Menu to immediately begin the operation specified at the “Interior Type” described below. ● The Menu is not available in the Interior mode.
Interior Type	Selects the type of Interior mode operation. Range • Song(DEMO) ..... Plays the pre-programmed TNR-e Demo Song. • Song(USER)..... Randomly plays Song files from iPhone/iPad. • Clock..... Displays the time on the TNR-e matrix. • Clock+Song(DEMO)..... Displays the time on the TNR-e matrix while playing the pre-programmed TNR-e Demo Song. • Clock+Song(USER)..... Displays the time on the TNR-e matrix while randomly playing Song files from iPhone/iPad.
Interior Time	Sets the amount of time that must elapse before Interior mode begins. If the time specified here elapses without any operation executed, the TNR-e will change to the Interior mode specified at “Interior Type.” If the TNR-e often changes to the Interior Mode inadvertently, you may want to set Interior Time to a longer value. ● Regarding actual operations, the TNR-e cannot recognize operations which do not affect the TNR-e sound output, such as simply changing the menu or editing but not finalizing the parameter value. This means that all your edits, performances or operations will be canceled if the TNR-e changes to the Interior mode. To prevent this from happening, you may want to set Interior Time to a longer value.
Time Signal ON/OFF*	Determines whether the time signal will be played or not.
SaveAs Time Signal	Saves the data in the current block for use as the time signal.

System Menu

Includes Initialize and various other system-related operations.

Owner Name*	Entering the name of the TNR-e owner Tapping the owner name will call up the on-screen keyboard.
SaveAs Default*	Saving the current settings as start-up defaults Tap [Save] in the menu to save the current settings.
Initialize	TNR-e system reset Tapping [Set] in the Menu will initialize the TNR-e.
Manual	Calling up the TNR-e Quick Guide
TENORI-ON Website	TENORI-ON Web appears in the Menu. ● You will need to connect your iPhone/iPad to the Internet.

SoundCloud	Calling up the SoundCloud Audio Library window.  1 Shows the list of recorded sound data in your iPhone/iPad. 2 Shows the list of sound data files which have been downloaded from SoundCloud. 3 Shows the list of recorded sound data files which have been uploaded to SoundCloud. 4 Shows the list of your favorite sound data files. 5 Shows all the uploaded sound data files for which Sharing has been set to “public.” 6 Sound data list displaying available data files for selection. 7 For connecting to SoundCloud. 8 Shows the available recording capacity. 9 Calls up the waveform of the currently selected sound data. 10 Plays back the sound data files selected in the list. When playing back sound data directly from SoundCloud, the playback sound is output only from the iPhone/iPad. 11 **When the Library window is displaying the data files of Local:** Opens the SoundCloud Upload window. **When the Library window is displaying the data files of SoundCloud:** Downloads the selected file. 12 **When the Library window is displaying the data files of Local:** Copies the sound data selected in the list to the Clipboard. The sound data can be copied to other iPhone/iPad applications via the Clipboard. **When the Library window is displaying the data files of SoundCloud:** Registers the currently selected sound data to Your Favorites or cancels the registration. 13 Deletes the selected sound data file. 14 Calls up the information related to the currently selected sound data. If your original data is selected, you can edit the information with the keyboard. 15 Closes the Library window.
TENORI-ON Server Account	The TENORI-ON Server and Twitter link with each other. Your Twitter account is necessary when using the server. To use the server, tap [Log In] to call up the Twitter Authorize application window, then enter your Twitter account and password. Your User Name and profile icon mirror those of your Twitter account. Log in status is maintained for a week.
Guide	If you set the Guide function, holding the [L1] – [L5], [R1] – [R5] calls up the tutorial for each held button and indicates the row/column number of LED buttons. Guide option can be selected from the following. **All:** Indicates both tutorial for function button and row/column number of LED buttons. **Index:** Indicates row/column number of LED button. Tutorial for [L1] – [L5], [R1] – [R5] is not indicated. **None:** Neither the tutorial nor the row/column number of LED buttons are indicated.
Panel Lock	Locks the LED buttons and panel operations of the TNR-e, and prevents inadvertent operations or changes. This is useful when you execute a multiplayer session via the TNR-e while controlling the hardware TENORI-ON (TNR-W/TNR-O).

Recording Menu

Includes recording and saving recorded files.

Performance operations carried out on the TNR-e can be recorded in real time and saved as a Song or Audio file. Song files contain all operations carried out from the time recording is begun until it is ended: LED button operations, functions button operations, and [CLEAR] operations are all recorded in real time. A recorded Song file can then be loaded into the TNR-e and played back, precisely reproducing the entire performance as it occurred.
On the other hand, Audio files contain all the sounds produced via the TNR-e performance and input via the iPad microphone. From the File menu, an Audio file can be uploaded to the SoundCloud, and can be copied to other iPhone/iPad applications via the Clipboard.

- Song files can be loaded from the File Menu.
- Uploading of Audio files to SoundCloud and copying of Audio files to Clipboard are both available in the File Menu.
- To use SoundCloud, access the following URL, then register your name.
  http://soundcloud.com/
- XY Pad operations (called up by the [EFFECT] button) are not recorded to the Song file.

Recording

For recording and saving a Song.

1. Tap “Display” > “Recording Menu,” then select [Song] and tap [Start] in the menu to begin recording.
   - The Menus cannot be accessed during recording.
2. When the performance is finished, tap [START/STOP] to stop recording.
3. After confirming the message “Save this Song?,” tap [OK] as desired.
   If you do not want to save, execute any of the following operations.
   - Tap [Cancel].
   - Tap the area outside the menu.
   - Tap [Top Menu] in the Recording Menu.
   - Tap [Done] in the Recording Menu.
   - If you tap [START/STOP], the already-recorded data is canceled and you can start re-recording.
4. If you tap [OK] in step 3 and the Song file name entry display appears, enter the desired file name.
   - Tapping the file name will call up the on-screen keyboard.
5. Tap [OK] at right of the file name to save the recorded data as a Song file.

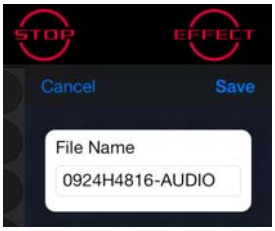
For recording and saving Audio files.

1. Tap [Audio] in the Type menu.
2. Tap [Stand By] in the Recording menu to enable recording standby on the TNR-e.
3. Tap [START] in the upper right area of the display to start recording.

Tapping here starts recording of the audio signals input via the iPad microphone, as well as the audio signals produced via your TNR-e performance.

4. Tap [STOP] to stop recording and call up the window for the file operation in the upper right area of the display.

5. Tap [Save] to save the recorded data as an Audio file.
   Tapping [Cancel] aborts saving of the file and closes the window.
   Tapping the file name area calls up the on-screen keyboard and allows you to enter the file name.



Session Menu

Operations related to sessions with other users.

Multiplayer Session	For entering a Multiplayer Session. Tapping [Start] starts the Multiplayer Session. The “Chat” indication appears in the menu when a session is active.
Chat Message	For entering messages and showing the message history and member locations. The “Chat” indication appears in the menu only when a session is active. During a session, tap [Open] of “Chat” or tap the player name shown in the upper area of the display to call up the window. In this window, input the message, then tap [Send] to transmit the message to other session members and allow them to see your message on their iPad displays. You can also see the message history and locations of the members in the window.
Finding Players on Twitter	For inviting session members via Twitter. When this is set to ON, you will see messages from other users who have invited session members on the upper area of your TNR-e screen; these are displayed once every minute. When this is set to ON, enter the Multiplayer Session to call up the dialog. In this dialog, input a message to the Twitter site for inviting session members and tap [Send] to transmit the message to Twitter, which enables Session Standby status. To enter Session Standby status without transmitting the message to Twitter, tap [Cancel] instead of [Send]. The messages you have transmitted are shown on the TNR-e screens of other users who set “Finding Players on Twitter” to ON.
Sending Location	For allowing your location information to be sent. When you set this to ON, the other members can recognize your location in their TNR-e Chat window. ● You should also allow sending of your location in the iOS.
WIST	For synchronizing with other applications. You can synchronize your TNR-e performance with that of another iPad/iPhone application. Tap [Connect] of “WIST” in the menu to look for the target applications. For details about WIST, tap “About WIST” in the menu or refer to the following URL. http://www.korguser.net/wist/

iPhone/iPad <–> Computer (iTunes) File Transfer

You can transfer TNR-e files from your iPhone/iPad to a computer, and vice versa.
By connecting your iPhone/iPad to a computer, you can also access your TNR-e files (saved in the File Menu) from iTunes on the computer, using the following operation.

iTunes → DEVICES → Your iPhone/iPad → App → File Sharing → TNR-e

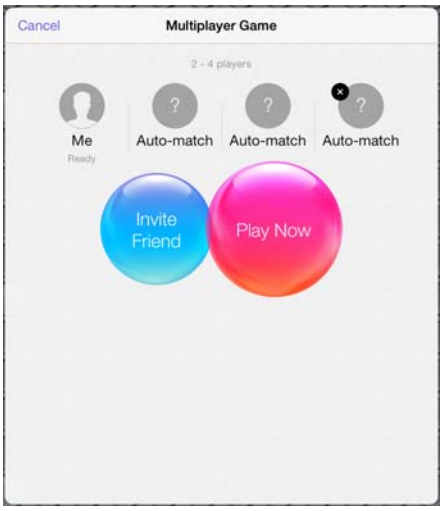
Multiplayer Session

The Game Center lets you execute multiplayer sessions. In the TNR-e, different layers can be played by different players at the same time, such as Layers 1 – 4 for you and Layers 5 – 8 for your friend.

- To do this, follow the instructions below.
  Sign In from the Game Center Menu to log in the Game Center with your Apple ID.
  With your iPhone/iPad connected via Network, start the TNR-e to register your TNR-e to the Game Center.
  Once your TNR-e is registered to the Game Center, you can start the TNR-e from the Game Center menu from the next time.

Calling up a Multiplayer Game

Hold [CLEAR] then tap the Display section of TNR-e or call up the Multiplayer Game menu as shown at right. Also tapping [Start] at “Multiplayer Session” in the Session menu calls up the Multiplayer Game menu.
From this window, you can select the session players (up to three friends) via “Auto-Match” or “Invite Friend” (one-by-one).



- When you select the first session player:
  If you tap [Play Now] without any operation, the Game Center will search and determine another player, letting you start the TNR-e session. If you tap [Invite Friend], you can select your desired friend as the session player then tap [Play Now] to start the session. For details, refer to the next section.
- When you select the second or third session player:
  Tap [Play Now], or tap [Invite Friends] to select your desired friend as the session player.
- When you remove the player:
  Tap [Remove Player].

Selecting another player and starting the Multiplayer Session

There are two ways to select another player.

1. Selecting another player with “Auto-Match.”

When the Multiplayer Game window is called up, “Auto-Match By Game Center” is shown as the player name. In this status, tapping [Play Now] will start the search to find a player who wants to join the session.

- The Game Center will determine the player who has also executed “Auto-Match.”
- Note that you should wait until the Game Center determines the player. If you don’t wish to wait, tap [Cancel].

2. Selecting another player with “Invite Friends.”

- Ask your friends to set the “Allow Game Invites” (called up via [Game Center] > Account > [View Account] > [Allow Game Invites]) of his/her account to on.
- Ask your friend to set “Notifications” (called up via [Setting] > [Notifications]) of iOS in his/her iPhone/iPad to on.
- Ask your friend to set “Alerts” (called up via [Setting] > [Notifications] > [Game Center]) of iOS in his/her iPhone/iPad to on.

1. Tap [Invite Friend] in the Multiplayer Game to call up your friends list.
2. Tap your desired friends in the list to enter checkmarks.
3. Tap [Next], enter a message to your friends as desired, then tap [Send] to send the invitation message to your friends’ iPhone/iPad.

- Your friends will receive your invitation message with a fanfare sound. Your friends may tap “Accept” to accept the invitation or tap “Decline” to reject the invitation. Your friends’ TNR-e will be started automatically when they tap “Accept.”

- In your iPhone/iPad, “Waiting…” will be shown until the answer comes from your friend. When your friend accepts your invitation, the “Ready” indication appears next to your friend’s name in the list. If there is no answer from your friend for a while, “No Answer” will appear and you can invite another friend.

4. Tap [Play Now] to start playing. You can play the TNR-e with your friends marked with “Ready.” You can start playing only after one friend has accepted your invitation.

- All the iPhones/iPads of the players should be connected via Network.
- Only you (the inviter) can start playing the Multiplayer Session.
- All the TNR-e settings of the players will be initialized when the Multiplayer Session starts.
- As soon as the Multiplayer Session is started, all the player’s Loop Indicators will be synchronized to the same position, allowing all the players to operate their TNR-e layer in sync with each other.

Operations on the Multiplayer Session

Basically, your performance generated by tapping or touching LED buttons will be transmitted to the other players. For information about other performances, note the following points.

- When the Multiplayer Session is started, all the player’s names will be displayed.
- The settings in “Play Menu,” “Layer Menu,” “File Menu” and “Effect Menu” will be applied to all the iPhones/iPads of the other players.
- The settings in “Preference Menu” will be applied to only your iPhone/iPad. This allows each player to make different settings, creating various sounds.
- UNDO is not available in “Edit Menu.”
- When you execute “Copy this Layer,” only your current Layer will be moved. That of the other players will not be moved.
- In the Multiplayer Session, the following Menus are not available.
  - “File Menu”
  - “Interior Menu”
  - “System Menu”
  - “Recording Menu”
- “Edit Menu” can be operated by only one player at the same time.
- Synchronization between the iPhones/iPads may be broken by editing “Master Tempo,” ”Master Loop Speed,” ”Master Loop Point Top,” and ”Master Loop Point End” in “Play Menu.” If this happens inadvertently, touch [Reset] of “Reset Loop Timing.” Touching [Reset] for a while will enable high-resolution synchronization. Note that it is difficult to maintain synchronization if the network delay is large.
- Each player can select his or her own “Color” in the “Play Menu.” Changing the “Color” value will affect only your active notes.
- Once the TNR-e is closed or network communication errors occur with the other players, the Multiplayer Session will be ended and cannot be recovered.
- Before joining the session, make sure to upgrade your TNR-e to the latest version to play in the session successfully.
- WIST is unavailable when you are in a Multiplayer Session.

Exiting from Multiplayer Session

You can exit from a Multiplayer Session by the operation described below. The last status of the performance is not cleared by exiting the operation. You can save the performance data.

- Tap the [CLEAR] button while holding the [START/STOP] button.
- Tap [Exit] at “Multiplayer Session” in the Session menu.
- Exit TNR-e by pressing the [Home] button on your iPhone/iPad.

Showing LED buttons in an external display

The indication of TNR-e LED buttons can be output to an external display by connecting a hardware accessory (such as the Apple VGA adapter) to the Dock connector of your iPad. If your device supports AirPlay Mirroring, you can output the indications of the TNR-e LED buttons to an external display by AirPlay.

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KORG WIST (Wireless Sync-Start Technology) Software Development Kit

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