

ES-5 Version 2 Supplementary Manual

This manual explains the functions that have been added or improved in ES-5 Version 2. Read it in conjunction with the owner's manual.

Link Function Added

Now you can use two ES-5 units in synchronization.

Operations on one ES-5 unit (such as switching the play screen, switching patches, manual mode operations, Patch MIDI output, or CTL/EXP output) have the same result on the second ES-5 unit.

- * Do not edit the parameters while units are linked. The Link function is disabled if the parameter edit screen is shown.
- * If you use the Link function, the MIDI Setting (system setting) "MIDI Out Mode" and "Sync" settings are disabled.

1. Before you continue, set all parameters of the two ES-5 units to the same settings.

It is convenient to use bulk dump or ES-5 Editor to do this.

2. Use MIDI cables to connect the first unit's MIDI IN connector to the second unit's MIDI OUT connector, and the first unit's MIDI OUT connector to the second unit's MIDI IN connector.

3. On the first ES-5 unit, set Play Option: Link to "MASTER."

4. On the second ES-5 unit, set Play Option: Link to "SLAVE."

"Patch MIDI" Added as an Assign Target

As a Target for Assign, we have added Cate: Pat.M and Target: PMIDI1-8.

By using the Assign settings to control the above target, you can not only switch patches but also transmit Patch MIDI settings at the desired timing.

- * If you press the [ENTER] button while the Patch MIDI screen is displayed, the MIDI messages specified for Patch MIDI 1-8 are transmitted together.
- * If you don't want these messages to be transmitted when you switch patches, set Patch MIDI 1-8: Transmit to "MANUAL."

Example setting

In Assign1, use a footswitch connected to CTL1 IN to transmit the MIDI PC messages that are specified by Patch MIDI1

Parameter	Value
Patch MIDI 1 settings	
Ch	1
LSB	OFF
MSB	OFF
PC	5 (as desired)
Ctl1 CC#	OFF
Val	0
Ctl2 CC#	OFF
Val	0
Transmit	MANUAL
Assign1 settings	
Sw	ON
Src	CTL1
Mod	MOM
Cate	Pat.M
Num	PMIDI1
Min	OFF
Max	ON
Act L	0
Act H	127

Added Patch/System Parameters

In conjunction with the functions added in Version 2, we added the following patch parameters that can be specified for each patch, and additional system setting parameters.

Patch Parameters

Patch

Parameter	Value/Explanation
Patch MIDI 1-8	
Transmit	In Version 2, the contents specified in Patch MIDI can be transmitted using Assign; however, you can specify that the Patch MIDI settings are not automatically transmitted when you switch patches. For details, refer to "Patch MIDI Added as an Assign Target" (p. 1).
	AUTO Patch MIDI settings are transmitted when you switch patches.
	MANUAL Patch MIDI settings are not transmitted when you switch patches.
MIDI Clock Out	For each patch, specifies whether MIDI Clock messages are transmitted. This is convenient if you don't want to use MIDI synchronization for certain patches.
	SYSTEM The settings in MIDI Setting determine whether MIDI Clock messages are transmitted.
	OFF MIDI Clock messages are not transmitted regardless of the settings in MIDI Setting.

System Parameters

Parameter	Value/Explanation
Category: Play Option	
Number 1-8 (MAN)	This lets you change the correspondence between the number switches and the effect loops in manual mode.
	AUTO Pressing a number switch [1]-[5] turns on/off the effect loop of the same number.
	1-5 Pressing a number switch turns on/off the effect loop of the specified number.
Tempo Hold	Specifies how Master BPM is switched when you switch patches.
	OFF When you switch patches, the Master BPM becomes the value specified by each patch.
	ON When you switch patches, the Master BPM maintains the value of the patch prior to switching patches.
Link	This setting specifies how the Link function operates. For details, refer to "Link Function Added" (p. 1)
	OFF The Link function is not used.
	MASTER The Link function operates as the master unit. The Master BPM is also used by the master unit.
	SLAVE The Link function operates as the slave unit. The Master BPM reflects the setting of the master unit.
	If this is set to SLAVE, the patch name screen of play mode shows a display like the following.
<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <pre>111 Patch Name [J]=120]</pre> </div>	

Other Added Functions

- ES-5 Editor is now supported.
- The value that is first transmitted when the Assign setting Mode = TGL is now the value that is specified as MAX.