

Explanation Manual of Functions Added in TENORI-ON (TNR-W/O) Version 2.1

This manual covers the new functions added in version 2.1.

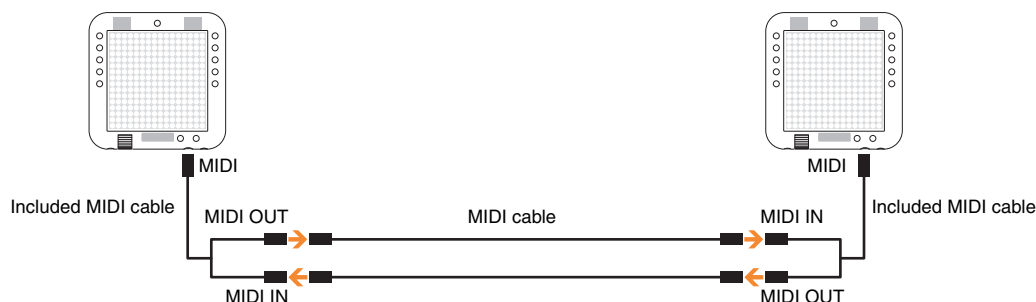
All illustrations and displays shown in this manual are for explanatory purposes only, and may appear somewhat different from those on your instrument.

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■ Playing session with another TNR-W/TNR-O

Now you can share performance data with another TNR-W/TNR-O (Version 2.1 or later) connected via MIDI cables, and have music sessions with your friends.

1 Connect your TNR-W/TNR-O to another TNR-W/TNR-O using standard MIDI cables.



■ NOTICE ■

Before executing step 2 below, make sure to save all the performance data and settings via "File" → "All Blocks." This is necessary since entering the Remote mode will delete them.

2 On each TNR-W/TNR-O, enter the Remote mode.

On the Status display, simultaneously hold [CLEAR] and press [OK] to call up the following display indicating the Remote mode.



3 Synchronize your TNR-W/TNR-O with the connected one.

On either TNR-W/TNR-O, execute Reset Loop Timing.

4 Start the playing session.

On either TNR-W/TNR-O, press the LED buttons or change the settings to control the other TNR-W/TNR-O. Operation of either TNR-W/TNR-O will be applied to the other as well.

NOTE By a communication delay, time lag may occur between your TNR-W/TNR-O and that of the session partner.

5 After finishing the session, exit from the Remote mode.

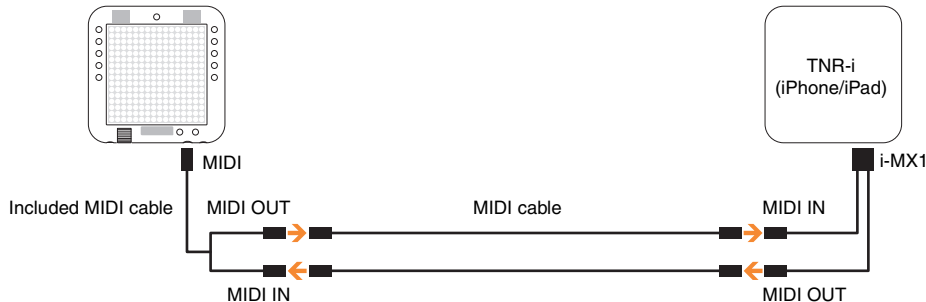
Simultaneously hold the [CANCEL] button and press the [CLEAR] button.

NOTE You may inadvertently exit from the Remote mode by disconnecting the MIDI cables or by executing too many operations at the same time.

■ Joining a multiple session

Now you can use your TNR-W/TNR-O to join multiple sessions of Game Center via TNR-i.

- 1 **By using MIDI cables and a Yamaha i-MX1, connect your TNR-W/TNR-O to an iPad or iPhone.**



■ NOTICE ■

Before executing step 2 below, make sure to save all the performance data and settings via "File" → "All Blocks." This is necessary since entering the Remote mode will delete them.

- 2 **Enter the Remote mode.**

With the TNR-W/TNR-O showing the Status display, enter the Game Center on the TNR-i. This operation calls up the Remote mode on the TNR-W/TNR-O.

NOTE For information about the Game Center, refer to the TNR-i Quick Guide.

- 3 **Start the playing session.**

Pressing any LED buttons or changing the settings will also control the of others who have joined the session. Operation on any one device will be applied also to the others.

NOTE By a communication delay, time lag may occur between TNR-W/TNR-O and TNR-i.

- 4 **After finishing the session, exit from the Remote mode.**

On the TNR-W/TNR-O, simultaneously hold the [CANCEL] button and press the [CLEAR] button.

On the TNR-i, quit the Game Center.

NOTE You may inadvertently exit from the Remote mode by disconnecting the MIDI cables or by executing too many operations at the same time.

■ Remote operation from a computer

Now you can operate the TNR-O/TNR-W from the computer.

1 Connect your TNR-W/TNR-O to a computer using MIDI cables.

For information about connecting to a computer, refer to the section “Connecting to Second TENORI-ON or Computer” in the TENORI-ON MANUAL.

■ NOTICE ■

Before executing step 2 below, make sure to save all the performance data and settings via “File” → “All Blocks.” This is necessary since entering the Remote mode will delete them.

2 Enter the Remote mode.

With the TNR-W/TNR-O showing the Status display, enter the Game Center on the TNR-i. This operation calls up the Remote mode on the TNR-W/TNR-O.

3 Operate the TNR-W/TNR-O from the computer.

Sending MIDI exclusive messages which are on the “[TENORI-ON Remote mode MIDI specifications](#)” from the computer will cause the TNR-O/TNR-W to behave as if it were being operated from the panel.

4 After finishing remote operation, exit from the Remote mode.

On the TNR-W/TNR-O, simultaneously hold the [CANCEL] button and press the [CLEAR] button.

NOTE You may inadvertently exit from the Remote mode by disconnecting the MIDI cables or by executing too many operations at the same time.

■ Effect settings

From this new version, all the Effect settings (Reverb Type, Reverb Param, Chorus Type, Chorus Param) can be saved as a file.

File types to which the Effect settings will be saved:

- Song
- All Blocks
- Current Blocks
- All Settings

Also, the Effect settings are removed from the target of “Automatic Backup” and added to the target of “Save as Default.” If you want to recall the Effect settings next time you turn on the power, make sure to execute “Save as Default” before turning off the power.

TENORI-ON Remote mode MIDI specifications

■ Basic format

F0 43 73 01 33 01 00 id xx xx xx xx F7

id: Remote command ID

xx: Remote data

■ Remote MIDI Message Table

System Exclusive

Yes: Always Transmit/Receive ●: Only Transmit/Receive under Remote mode -: Not Transmitted/Received

Command	Format	TENORI-ON		TNR-i (iPhone/iPad)	
		Transmit	Receive	Transmit	Receive
Remote Mode On/Off	F0 43 73 01 33 01 00 00 dd d.c. d.c. d.c. d.c. F7 dd: Remote Mode On/Off Request 01H = Mode On with Initialize 00H = Mode Off 02H = Mode On without Initialize d.c.: Don't Care	-	Yes	Yes	-
Remote Mode On/Off Reply	F0 43 73 01 33 01 00 01 dd d.c. d.c. d.c. d.c. F7 dd: Remote Mode On/Off Reply 01H = Mode On 00H = Mode Off d.c.: Don't Care	Yes	-	-	Yes
LED Button ON	F0 43 73 01 33 01 00 02 xx yy Lyr d.c. d.c. F7 xx: X-axis (00H - 0FH) yy: Y-axis (00H - 0FH) Lyr: Layer Number (00H - 0FH) d.c.: Don't Care	●	●	●	●
LED Button ON at DRAW mode	F0 43 73 01 33 01 00 03 xx yy Lyr t1 t2 F7 xx: X-axis (00H - 0FH) yy: Y-axis (00H - 0FH) Lyr: Layer Number (00H - 0FH) t1: The elapsed time from the top of the loop. MSB } 0 - 383 (Resolution=96) t2: The elapsed time from the top of the loop. LSB }	●	●	●	●
LED Button OFF	F0 43 73 01 33 01 00 04 xx yy Lyr d.c. d.c. F7 xx: X-axis (00H - 0FH) yy: Y-axis (00H - 0FH) Lyr: Layer Number (00H - 0FH) d.c.: Don't Care	●	●	●	●
LED Button OFF at PUSH mode	F0 43 73 01 33 01 00 05 xx yy Lyr Odr d.c. F7 xx: X-axis (00H - 0FH) yy: Y-axis (00H - 0FH) Lyr: Layer Number (00H - 0FH) Odr: Order 01H = Letting LED OFF 02H = Keeping LED ON/OFF d.c.: Don't Care	●	●	●	●
LED Button Hold at SCORE and RANDOM mode	F0 43 73 01 33 01 00 06 xx yy Lyr Odr d.c. F7 xx: X-axis (00H - 0FH) yy: Y-axis (00H - 0FH) Lyr: Layer Number (00H - 0FH) Odr: Order 00H = HOLD for LED ON 01H = HOLD for LED OFF d.c.: Don't Care	●	●	●	●
Rotation	F0 43 73 01 33 01 00 07 aa bb Lyr d.c. d.c. F7 aa: Rotatory Direction (00H = Clockwise, 01H = Counterclockwise) bb: Rotatory Speed (00H = Stop, 01H - 08H = Speed) The smaller the value, the faster the speed. Lyr: Layer Number (00H - 0FH) d.c.: Don't Care	●	●	●	●
Play / Pause	F0 43 73 01 33 01 00 08 st d.c. d.c. d.c. d.c. F7 st: Play Start/Stop Command 00H = Pause 01H = Play d.c.: Don't Care	●	●	●	●

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Yes: Always Transmit/Receive ●: Only Transmit/Receive under Remote mode -: Not Transmitted/Received

Command	Format	TENORI-ON		TNR-i (iPhone/iPad)																																														
		Transmit	Receive	Transmit	Receive																																													
Loop Indicator Position	F0 43 73 01 33 01 00 09 Pnt d.c. d.c. d.c. d.c. F7 Pnt: Play Point (00H – 0FH) d.c.: Don't Care	●	●	●	●																																													
Clear / Reset	F0 43 73 01 33 01 00 0A Blk Lyr aa bb d.c. F7 Blk: Block Number (00H – 0FH = Target Block, 11H = All Block) Lyr: Layer Number (00H – 0FH = Target Layer, 11H = All Layer) aa: Refer to the following table. bb: Refer to the following table. <table><tr><th>Clear/Reset</th><th>aa</th><th>bb</th></tr><tr><td>Clear This Layer</td><td>00</td><td>01</td></tr><tr><td>Clear This Block</td><td>00</td><td>41</td></tr><tr><td>Clear All Blocks</td><td>01</td><td>01</td></tr><tr><td>Reset All Blocks</td><td>01</td><td>07</td></tr></table>	Clear/Reset	aa	bb	Clear This Layer	00	01	Clear This Block	00	41	Clear All Blocks	01	01	Reset All Blocks	01	07	●	●	●	●																														
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Copy	F0 43 73 01 33 01 00 0B db dl sb sl d.c. F7 db: "Copy To" Block Number (00H – 0FH) dl: "Copy To" Layer Number (00H – 0FH = Layer, 11H = All Layer) sb: "Copy From" Block Number (00H – 0FH) sl: "Copy From" Layer Number (00H – 0FH)	●	●	●	●																																													
Common Parameter	F0 43 73 01 33 01 00 0C ID d1 d2 d.c. d.c. F7 ID: Parameter ID Refer to the following table. d1: Data MSB Corresponds to the higher 7 bit of the following data. d2: Data LSB Corresponds to the lower 7 bit of the following data. d.c.: Don't Care <table><tr><th>Parameter Name</th><th>ID</th><th>Data</th></tr><tr><td>Master Volume</td><td>00H</td><td>0 – 127</td></tr><tr><td>Master Tempo</td><td>01H</td><td>40 – 240</td></tr><tr><td>Master Scale</td><td>02H</td><td>0 – 9 0 = Ionian 1 = Dorian 2 = Phrygian 3 = Lydian 4 = Mixolydian 5 = Aeolian 6 = Locrian 7 = Chromatic 8 = OKINAWA 9 = User</td></tr><tr><td>Master Transpose</td><td>03H</td><td>57 – (64) – 72</td></tr><tr><td>Master Loop Speed</td><td>04H</td><td>1 – 4 1 = speed 1 2 = speed 2 3 = speed 4 4 = speed 8</td></tr><tr><td>Master Loop Point Top</td><td>05H</td><td>0 – 15</td></tr><tr><td>Master Loop Point End</td><td>06H</td><td>0 – 15</td></tr><tr><td>Reset Loop Timing</td><td>07H</td><td>(Don't Care)</td></tr><tr><td>Mute</td><td>08H</td><td>0 – 1 0 = Mute Off 1 = Mute On</td></tr><tr><td>Swing Rate</td><td>09H</td><td>0 – (23) – 46</td></tr><tr><td>Reverb Type</td><td>0AH</td><td>0 – 9 0 = NO EFFECT 1 = HALL1 2 = HALL2 3 = ROOM1 4 = ROOM2 5 = ROOM3 6 = STAGE1 7 = STAGE2 8 = PLATE1 9 = PLATE2</td></tr><tr><td>Reverb Param</td><td>0BH</td><td>0 – 127</td></tr><tr><td>Chorus Type</td><td>0CH</td><td>0 – 4 0 = NO EFFECT 1 = CHORUS1 2 = CHORUS2 3 = FLANGER1 4 = FLANGER2</td></tr><tr><td>Chorus Param</td><td>0DH</td><td>0 – 127</td></tr></table>	Parameter Name	ID	Data	Master Volume	00H	0 – 127	Master Tempo	01H	40 – 240	Master Scale	02H	0 – 9 0 = Ionian 1 = Dorian 2 = Phrygian 3 = Lydian 4 = Mixolydian 5 = Aeolian 6 = Locrian 7 = Chromatic 8 = OKINAWA 9 = User	Master Transpose	03H	57 – (64) – 72	Master Loop Speed	04H	1 – 4 1 = speed 1 2 = speed 2 3 = speed 4 4 = speed 8	Master Loop Point Top	05H	0 – 15	Master Loop Point End	06H	0 – 15	Reset Loop Timing	07H	(Don't Care)	Mute	08H	0 – 1 0 = Mute Off 1 = Mute On	Swing Rate	09H	0 – (23) – 46	Reverb Type	0AH	0 – 9 0 = NO EFFECT 1 = HALL1 2 = HALL2 3 = ROOM1 4 = ROOM2 5 = ROOM3 6 = STAGE1 7 = STAGE2 8 = PLATE1 9 = PLATE2	Reverb Param	0BH	0 – 127	Chorus Type	0CH	0 – 4 0 = NO EFFECT 1 = CHORUS1 2 = CHORUS2 3 = FLANGER1 4 = FLANGER2	Chorus Param	0DH	0 – 127	●	●	●	●
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Current Layer Change	F0	43	73	01	33	01	00	10	Lyr	d.c.	d.c.	d.c.	d.c.	F7	–	●	●	●																																					
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