desired, you can set the Play Level to "+12 dB" (☞p.32) so that the sample will play at essentially the same volume as when it was recorded.

p.25: Add to "Directly sampling the sound of the ESX-1"

note A sample that you resampled in Pattern mode or Song mode will have its Play Level (☞p.32) set to "+12 dB". If you resample in Sample mode, you won't be able to change the Play Level.

p.26: Delete the note from "Resampling just one sound of a part"

note Pattern or Song mode are suitable when you want to resample the sound played simultaneously by two or more parts, but the sampled volume will be lower. If you want to resample just one sound, we recommend that you work in Sample mode.

➔ ***delete***

p.46: Make the following change to "SAMPLE" in "Editing a sound," "Assigning a sample to a part"

SAMPLE .....
Off, 000(♩, 𝅗𝅥, 𝅝)...255(♩, 𝅗𝅥, 𝅝), 000𝄻(𝅗𝅥, 𝅝)...127𝄻(𝅗𝅥, 𝅝)

p.48: Add to "LEVEL" in "Editing the sound of a part"

note The maximum level will depend on the Play Level setting (☞ p.32).

Errata

We apologize for the following mistakes in the ESX-1 Owner's Manual.

p.7: "Main features"
Incorrect: 192 internal patterns programmed for ...
Correct: 128 internal patterns programmed for ...

p.48: Delete the following text from "EG TIME"
"This is parameter is valid when AMP EG is "⌐" and when the filter EG INT is other than 0." ➔ ***delete***

p.63: Modify the ✍ in "Setting the last step"
If you change the beat, the last step will be initialized to 16 or 12. (Add) However if you change the beat between 16<=>32 or 8Tri<=>16Tri, the last step will not be initialized.

p.65: Add to "Copying only the sound of a part"
✍ You cannot execute this function on the Accent Part.

p.65: Delete the ✍ from "Copying only the sound of a part"
✍ You cannot copy sound data between a keyboard part and a drum part. ➔ ***delete***

p.71: MOTION DEST table
Incorrect: EgInt (EG INT) ➔ **Correct:** EGInt (EG INT)

p.85: Note in "Saving data on SmartMedia (Save All)"
Incorrect: approximately 2 megabytes ...
Correct: up to 26 MB ...

p.86: Add to the end of step 7 in "Loading a single pattern from SmartMedia (Load Pattern)"
When you load the data, the currently selected pattern will be overwritten. If you want to keep the pattern data that you are currently editing, write the pattern before you execute Load Pattern.

p.91: Add to "Assigning a MIDI Control Change Number to a knob"
✍ This is available only for the Keyboard part and effects. For other parts, the message is fixed as NRPN.

p.99: Correct the PHONES maximum output level in "Specifications"
Incorrect: 16 mW/33-ohms or more ➔ **Correct:** 13 mW/33 ohms or more