

CR500 Owner's Manual (V1.10 Supplement)

With the software upgrade of the CR500, the track increment function has been newly added. This function is useful when recording to a CD-DA disc (the track increment function does not work when recording a BWF file).

The track increment function automatically creates a new audio track during CD-DA recording by pressing the [RECORD] key while the [SHIFT] mode is active. Therefore, using this function, you can create a track for each song during live recording.

<Important!>

When a track is incremented by the track increment function, an approximately 100 ms gap (silent space) is inserted between tracks. That is, when you burn an audio CD using this function and play it back using any CD player other than the CR500, it is played back with a silent space between tracks (though it is played back with no silent space between tracks when you use the CR500). Therefore, it is recommended not to execute this function in the middle of a song. Execute this function at a point between songs, etc.



<Note>: Pressing the [RECORD] key while the SHIFT mode is active during recording turns off the shift mode. To divide the track again, do not forget to press the [SHIFT] key to turn on the shift mode before pressing the [RECORD] key.

<Recording without using the track increment function>

When you stop recording, an audio track is created on a disc. The following shows the screen example when you disable the record ready mode after you stop recording.

Rec Start

Track 01

Rec End

0 m 00 s 000					TOTAL
					mS
TRK-01					
→ ALL PLAY					
01					F S
					44.1
					BIT
					CDDA

<Recording using the track increment function>

By using the track increment function, you can create more than one audio track in a single recording process. If you execute the track increment function three times during live recording as in the figure below, four audio tracks are created. The following shows the screen example when you disable the record ready mode after you stop recording.

Rec Start

Track 01 Track 02 Track 03 Track 04

Rec End

0 m 00 s 000					TOTAL
					mS
TRK-01					
→ ALL PLAY					
01	02	03	04		F S
					44.1
					BIT
					CDDA