

 **Roland**[®]

Resource Book

1998

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TurboStarts

Quick guides for easily demonstrating features of many Roland products.

Main Phone Number (323) 685-5141
Roland Super Shop (800) 386-7575
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Customer Service (323) 721-4875
Marketing Department (323) 722-9233
Musical Instruments Department (323) 726-2633
Product Support (323) 726-8865
Service Department (323) 722-7408

If you're online, you can get answers to common tech support questions, download software updates and demo files, and check out everything that's new at Roland.

On The Internet...

<http://www.rolandus.com>

To access the Software Downloads area:

1. On the main page, click Software Downloads.



Also on The Internet...

<http://www.rolandgroove.com>

On CompuServe...

GO ROLAND

To access the Software Downloads area:

1. Click on the GO button.
2. Type Roland and click OK.
3. If you haven't been to the MIDI C Vendor forum before, click the JOIN button.
4. Click the BROWSE LIBRARY button.
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Retail Price Lists

Information on Roland and BOSS products is available to your fax machine

24 hours, 7 days a week, from Roland Corporation U.S.

Doc #	Price List	Pgs
30001	Roland Retail Digital Samplers, Synthesizers & Sound Modules, MIDI Controllers, Digital Pianos, Electronic Percussion, Guitar Products, Sequencers, Signal Processors, Digital Recording & Processing, DeskTop Media Production, and Amplifiers	6
30002	BOSS Retail Compact Pedals, Volume & Expression Pedals, Multi-Effects, Rhythm Units, Signal Processors, and Tuners & Metronomes	2
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Product Specifications & Info

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Doc #	Model		Pgs
Keyboards and Sound Modules			
10077	A-33	MIDI Keyboard Controller	2
10220	A-70	Expandable Controller	1
10074	A-90/EX	Expandable Controller	3
10140	ep-7mkII/9	Digital Piano	1
10006	FP-1	Digital Piano	1
10223	G-600	Arranger Workstation	2
10163	G-800	Arranger Workstation	3
10252	G-1000	Arranger Workstation NEW!	2
10160	JP-8000	Music Synthesizer	2
10036	JV-1080	Super JV Synth Module	2
10162	JV-2080	Super JV Synth Module	2
10253	JX-305	Groove Synth NEW!	2
10225	KC-100	Keyboard Amplifier	2
10104	KC-300	Keyboard Amplifier	1
10078	KC-500	Keyboard Amplifier	2
10103	LVC-1N	Lyrics Video Converter	1
10203	M-BD1	Bass and Drums Module	2
10028	M-SE1	String Ensemble Module	3
10149	PK-5	Dynamic MIDI Pedal	2
10085	PMA-5	Personal Music Assistant	3
10023	RA-30	Realtime Arranger	3
10102	RA-800	Realtime Arranger	2
10197	RD-600	Digital Piano	2
10230	S-MPU-IIAT	MIDI Processing Unit	1
10255	SC-880	64 Voice Synth Module NEW!	1
10082	SR-JV80-09	Session Exp Board	1
10198	SR-JV80-10	Bass & Drums Exp Board	1
10232	SR-JV80-11	Techno Collection Board	1
10256	SR-JV80-12	Hip Hop Collection Board NEW!	1
10075	VE-RD1	Voice Expansion Board	1
10201	VK-7	Combo Organ	2
10153	XP-10	Multitimbral Keyboard	2
10260	XP-60	Music Workstation NEW!	2
10073	XP-80	Music Workstation	2

Doc #	Model		Pgs
Digital Recording and Processing			
10152	DIF-800	Digital Interface	1
10098	DM-800	Multi Track Disk Recorder	3
10244	SI-80S	LANC to MTC Converter NEW!	1
10081	SN-700	Noise/Hum Eliminator	1
10237	VS-840	Digital Studio Workstation	2
10071	VS-880V2	V-Expanded Digital Studio Workstation	4
10243	VS-880-S1	VS-880 System Expansion	1
10072	VS8F-1	Effects Expansion Board	1
10202	VS-CDR-S2	VS-880 CD Exp. System NEW!	1
10202	VS-880CDR	VS-880 CD Rec. System NEW!	1
10259	VS-1680HD	24 Bit Digital Studio Workstation NEW!	2
10277	VSCopy	Polarsonics VS-880 Software	1
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10253	JX-305	Groove Synth NEW!	2
10086	MC-303	Groove Box	2
10254	MC-505	Groove Box NEW!	2
10231	SP-202	Dr. Sample	2
10257	SP-808	Groove Sampler NEW!	2
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10222	DB-12	Dr. Beat	1
10105	DR-5	Dr. Rhythm Section	4
10000	DR-550MKII	Dr. Rhythm	4
10000	DR-660	Dr. Rhythm	4
10229	PD-100/120	V-Pads	1
10022	R-8MKII	Human Rhythm Composer	3
10021	R-70	Human Rhythm Composer	3
10042	SPD-11	Total Percussion Pad	2
10258	SPD-20	Total Percussion Pad NEW!	2
10234	Stage Set	Percussion Stage Set	1
10235	Trap Set	Percussion Trap Set	1
10200	V-PRO KIT	V-Drum Compact System	3
10193	TD-10	V-Drum Sound Module	2



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10195	L-CDP-14	Africa Vol.2 CD ROM	1
10024	S-760	Digital Sampler	6
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10015	MC-50MKII	MicroComposer	3
10141	MT-80SM	Digital Sequencer w/Snd Module	2
Signal Processors			
10187	AD-5	Acoustic Inst Processor	2
10029	SDE-330	Dimensional Space Delay	4
10164	SDX-330	Dimensional Space Delay	2
10029	SRV-330	Dimensional Space Reverb	4
10084	SX-700	Studio Effects Processor	3
10065	VT-1	Voice Transformer	2
CD ROM Patch Listings			
Composer Series CD ROMs			
S-750/760/770 / SP-700 / DJ-70MKII / JS-30			
10176	L-CDC-01	Jazz Composer CD ROM	2
Project Series CD ROMs			
S-750/760/770 / SP-700 / DJ-70MKII / JS-30			
10169	L-CDP-01	Drums and Cymbals Vol. 1	3
10177	L-CDP-02	Guitar and Bass Vol. 1	2
10181	L-CDP-03	Orchestral Percussion Vol. 1	2
10174	L-CDP-04	Orchestral Percussion Vol. 1	2
10172	L-CDP-05	Solo Strings Vol. 1	2
10170	L-CDP-06	Brass Sections Vol. 1	2
10167	L-CDP-07	Super Sax Vol. 1	1
10171	L-CDP-08	Symphony Orchestra Vol. 1	2
10175	L-CDP-09	Keyboards of th 60s & 70s Vol. 1	2
10179	L-CDP-10	Keyboards of th 60s & 70s Vol. 2	2
10183	L-CDP-11	Africa Vol. 1	4
10173	L-CDP-12	Solo Brass	2
10184	L-CDP-13	Strings Sections	3
10206	L-CDP-14	Africa Vol. 2	2
Roland Sample Archive CD ROMs			
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Patch and Waveform Listings			
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10308	JP-8000	Performance Listing	1
10139	MC-303	MC-303 Patch Listing	3
10288	MC-505	MC-505 Patch Listing	3
10289	MC-505	MC-505 Pattern Listing	3
10138	PMA-5	PMA-5 Patch Listing	2
10296	SPD-20	SPD-20 Instrument Listing	5
10295	SPD-20	SPD-20 Patch Listing	1
10106	SR-JV80-01	Pop Exp Patch Listing	1
10107	SR-JV80-02	Pop Exp Waveform Listing	1
10108	SR-JV80-02	Orchestral Exp Patch Listing	1
10109	SR-JV80-02	Orchestral Exp Waveform Listing	1
10110	SR-JV80-03	Piano Exp Patch Listing	1
10111	SR-JV80-03	Piano Exp Waveform Listing	1
10112	SR-JV80-04	Vintage Exp Patch Listing	1
10209	SR-JV80-04	Vintage Exp JD Patch Listing	1
10113	SR-JV80-04	Vintage Exp Waveform Listing	1
10114	SR-JV80-05	World Exp Patch Listing	1
10115	SR-JV80-05	World Exp Waveform Listing	1
10118	SR-JV80-07	Super Sound Set Patch Listing	1
10119	SR-JV80-07	Super Sound Set Waveform Listing	1
10120	SR-JV80-08	60s & 70s Keys Patch Listing	1
10121	SR-JV80-08	60s & 70s Keys Waveform Listing	1
10122	SR-JV80-09	Session Exp Patch Listing	1
10123	SR-JV80-09	Session Exp Waveform Listing	1
10165	SR-JV80-10	Bass & Drums Exp Wave Listing	1
10166	SR-JV80-10	Bass & Drums Exp Patch Listing	1
10240	SR-JV80-11	Techno Collection Wave Listing	1
10241	SR-JV80-11	Techno Collection Patch Listing	1
10287	SR-JV80-12	Hip Hop Collection Wave Listing	1
10286	SR-JV80-12	Hip Hop Collection Patch Listing	1
10306	TD-7T	TD-7T Patch Listing	9
10293	TD-10	Drum Instrument Listing	6
10294	TD-10	Drum Kit Listing	1
10275	VE-RD1	Expansion Board Patch Listing	1
10279	XP-60/80	Internal Waveform Listing	3
10278	XP-60/80	Internal Patch Listing	1



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Guitar Products			
10033	AC-100	Acoustic Chorus Amplifier	2
10080	BC-30/210	Blues Cube Amplifier	1
10079	BC-60/310	Blues Cube Amplifier	1
10192	GC-405/X	Guitar Amplifier	2
10224	GC-408/X	Guitar Amplifier	2
10008	GP-100	Guitar Preamp / Processor	2
10161	GR-30	Guitar Synthesizer w/ Arpeg	2
10097	GT-5	Guitar Effects Processor	3
10083	GX-700	Guitar Effects Processor	3
10204	JC-90	Jazz Chorus Amplifier	1
10011	JC-120	Jazz Chorus Amplifier	1
10207	ME-8	Guitar Multi-Effects	3
10227	ME-30	Guitar Multi-Effects	2
10031	VG-8	V-Guitar System	3
10076	VG8D-1/2	VG-8 Data Cards	1
10070	VG8S-1	VG-8 System Expansion	1
10237	VS-840	Digital Studio Workstation	2
Boss Pedals and Accessories			
10186	AC-2	Acoustic Simulator	1
10003	BD-2	Blues Driver	2
10189	CT-6	Guitar/BOSS Auto Tuner	1
10194	DB-88	Dr. Beat Metronome	1
10002	DD-5	Digital Delay	2
10191	FZ-3	Fuzz Pedal	1
10010	HR-2	Harmonist	2
10020	OD-2R	Turbo Overdrive	1
10228	OD-3	Overdrive	1
10097	PW-2	Power Driver	3
10097	SYB-3	Bass Synthesizer	3
10199	TR-2	Tremolo	1
10097	XT-2	Xtortion	3
Contractor Products			
10099	AR-2000	Audio Recorder	3
10100	AR-100	Announcement Recorder	2

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Sound Reinforcement Products			
10188	AF-70	Feedback Eliminator	2
10205	DR-10/20	Dynamic Microphone	1
10093	EQ-131	Graphic Equalizer	1
10094	EQ-215	Graphic Equalizer	1
10095	EQ-231	Graphic Equalizer	1
10226	MA-4/9	Stereo Micro Monitors	1
10096	MA-8	Stereo Micro Monitors	1
10196	MA-8BK	Stereo Micro Monitors	1
10089	PA-410	Powered Mixer	2
10087	RX-62	Stereo Mixer	1
10088	RX-82	Stereo Mixer	1
10090	SRA-260	Power Amplifier	1
10091	SRA-540	Power Amplifier	1
10092	SRA-800	Power Amplifier	1
10233	SST-151/251	Speaker Systems	2
10233	SSW-351	Subwoofer	2
MI and CK Newsletters			
10265	Atelier News Vol. 3, No. 1		4
10266	Atelier News Vol. 4, No. 1		4
10271	Axe Facts Vol. 3, No. 2		4
10281	Axe Facts Vol. 4, No. 1		4
10269	Back Beat Vol. 3, No. 2		4
10280	Back Beat Vol. 4, No. 1		4
10273	Border Line Vol. 1, No. 3		4
10283	Border Line Vol. 2, No. 1		4
10210	CK Educator's Newsletter Vol. 1, No. 1		12
10262	CK Educator's Newsletter Vol. 1, No. 2		16
10261	CK Educator's Newsletter Vol. 2, No. 1		12
10272	MIDI in Ministry Vol. 1, No. 1		6
10267	Track Notes Vol. 1, No. 2		4
10268	Track Notes Vol. 1, No. 3		4
10282	Track Notes Vol. 2, No. 1		4
10270	Roland Users Group & Newsletter Signup Form		1



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Contemporary Keyboard Products			
10130	AT-30	Atelier Organ	1
10190	AT-80	Atelier Organ	1
10131	AT-90	Atelier Organ	2
10208	E-14US	Intelligent Synthesizer	4
10208	E-28US	Intelligent Synthesizer	4
10213	E-500	Intelligent Synthesizer	3
10242	ep-85/75	Digital Piano	2
10245	HP-126	Digital Piano NEW!	1
10246	HP-236	Digital Piano NEW!	1
10263	HP-245	Digital Piano NEW!	1
10247	HP-335	Digital Piano NEW!	1
10248	HP-535	Digital Piano NEW!	2
10249	HP-555G	Digital Piano NEW!	2
10238	HP-730	Digital Piano	2
10290	KR-75	Intelligent Piano NEW!	2
10284	KR-375	Intelligent Piano NEW!	2
10285	KR-575	Intelligent Piano NEW!	2
10264	KR-1070	Intelligent Piano NEW!	2
10103	LVC-1N	Lyrics Video Converter	1
10148	MSA/MSD	Music Style Disks	2
10141	MT-80S	Digital Sequencer w/Snd Module	2
10144	MT-120/S	Digital Sequencer w/Snd Module	2
10250	MT-300S	Digital Sequencer w/Snd Module NEW!	2
10149	PK-5	Dynamic MIDI Pedal	2
10146	TN-SC2	Music Style Cards	1
10236	V-MT1	Music Tutor Visual MT	3



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Operational Support Documents

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Support Documentation consists of two series: TurboStarts and Supplemental Notes. TurboStarts are short 1-2 page documents with the most basic operations, demo tips, facts and figures. Supplemental Notes are typically longer and contain step by step instructions on more complicated or detailed procedures.

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Supplemental Notes		
3rd Party		
21050	Software Sequencing Basics	13
Arranger MIDI Control Listings for Styles		
21044	RA-30 MIDI Ctrl. for Styles	1
21046	RA-90 MIDI Ctrl. for Styles	1
21047	RA-95 MIDI Ctrl. for Styles	1
21045	RA-800/G-800 MIDI Ctrl. for Styles	1
Contractor Products		
21038	AR-100/2000 Compatibility Guide	2
21020	AR-2000 Quick Application Guide	2
GR / VG / Guitar Products		
21057	Creating an Arpeggio on the GR-30	4
21002	MIDI Sequencing with the GR-1	7
G / JP / JV / JD / MC / XP Series Products		
21054	Basics of MIDI	11
21042	DJ-70/DJ-70mkII Basics	13
21041	G-800 Creating User Styles	5
21048	JP-8000 Basic Synthesis	9
21005	JV / XP Part Rx On/Off SysEx	1
21004	JV Master Class	7
21009	JV-90/V-EXP Sequencing	6
21010	JV-1000/V-EXP Sequencing	6
21034	JV-1080 MIDI Sequencing	10
21022	Super JV - Programming the JV Synthesizers	18
21025	MC-303 System Exclusive Messages	1
21037	MC-303 Advanced MIDI Programming	6
21033	MRM-500 Operating Instructions	1
21049	XP-50 Creating RPS Patterns from SMFs	2
21008	XP-50 Sequencing Basics	7
21053	XP-50 Advanced Sequencing	10
21043	XP-50 Using With an External Sequencer	7
21040	XP-50 Frequently Asked Questions	8
21016	XP-80 Sequencing Basics	8

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Hard Disk Recording and Samplers		
21031	DM-80/800 Compatibility Guide	2
21021	DM-800 Tutorial Guide	15
21024	DM-800 Using a Removable Drive for Backup	1
21055	S-50 Basics	3
21056	S-330/550 Basics	4
21013	S-760 Audio Drivers for the CD Player Function	1
21019	Sampler Compatibility Guide	4
21014	SCSI Transfers with the S-760	3
21012	The Roland S-760 Demystified	10
21058	VS-840 Synchronization	5
21023	VS-880 Basic Recording	29
21032	VS-880 Compatibility Guide	2
21026	VS-880 Connecting Multiple VS-880s	4
21052	VS-880 <i>Hot Tips</i> Keyboard Magazine Article	9
21059	VS-880 <i>Secrets of the Virtual Studio</i> Article	7
21027	VS-880 Synchronizing with Software Sequencers	6
21029	VS-880 Updating from SMF with Update Specs	2
21030	VS-880 MIDI Implementation	19
21035	VS-880 MIDI Implementation V-Xpanded	35
21060	VS-1680/880 Synchronization Supp. Notes	3
MIDI Controllers and Digital Pianos		
21018	Sequencing with the RD-500	3
21051	Sequencing with the RD-600	4
MPU / Sound Cards / Desktop Media Production		
21015	MPU-401 Compatible Installation and Configuration in Windows 95	8
21006	MPU-401 Compatible Installation and Configuration in Windows 3.1	7
21017	RAP-10 Compatible Installation and Configuration in Windows 95	7
21011	SCD-10/15 Daughterboard Installation and Configuration in Windows 95	3
21036	Serial MIDI Device Windows 3.1 Setup	5
SoundCanvas / GS / GM Instruments		
21003	GM Part Rx Channel SysEx for RAP-10/SC-7	1
21001	GS Part Rx Channel SysEx	1
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20044	A-33	MIDI Keyboard Controller	1
20068	A-70	Expandable Controller	1
20002	A-80	MIDI Keyboard Controller	1
20035	A-90/EX	Expandable Controller	1
20001	AX-1	Remote MIDI Controller	1
20045	DJ-70MKII	Sampling Workstation	1
20004	DR-5	Dr. Rhythm Section	2
20003	DR-550MKI	Dr. Rhythm	1
20005	DR-660	Dr. Rhythm	1
20006	DS-330	Dr. SoundCanvas	1
20007	E-66	Intelligent Synthesizer	1
20046	FC-200	Foot Controller	1
20060	G-600	Arranger Workstation	1
20008	G-800	Arranger Workstation	1
20009	GP-100	Guitar Preamp/Processor	2
20010	GR-09	Guitar Synthesizer	1
20011	GR-1	Guitar Synthesizer	1
20055	GR-30	Guitar Synthesizer	1
20040	GT-5	Guitar Effects Processor	1
20036	GX-700	Guitar Effects Processor	1
20012	JD-800	Programmable Synthesizer	1
20013	JD-990	Super JD Synthesizer	2
20057	JP-8000	Music Synthesizer	1
20047	JS-30	Sampling Workstation	1
20014	JV-35	Expandable Synthesizer	1
20015	JV-50	Expandable Synthesizer	1
20017	JV-90	Expandable Synthesizer	2
20016	JV-880	Multitimbral Synth Module	1
20050	JV-1000	Music Workstation	2
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20054	JV-2080	64-voice Synthesizer	1
20075	JX-305	Groove Synthesizer	1

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TurboStarts continued			
20033	MC-50MKII	Microcomposer	1
20042	MC-303	Groove Box	1
20070	MC-505	Groove Box	1
20018	ME-6	Guitar Multi Effects	1
20037	ME-8	Guitar Multi Effects	1
20038	ME-8B	Bass Multi Effects	1
20019	ME-10	Guitar Multi Effects	1
20065	ME-30	Guitar Multi Effects	1
20049	MS-1	Micro Sampler	1
20020	MSD	Music Style Disks	1
20043	PMA-5	Personal Music Assistant	1
20052	R-8MKII	Human Rhythm Composer	1
20021	R-70	Human Rhythm Composer	1
20022	RA-90	Intelligent Arranger	1
20064	RA-95	Intelligent Arranger	1
21028	RA-800	Intelligent Arranger	1
20023	RD-500	Digital Stage Piano	1
20058	RD-600	Digital Stage Piano	1
20024	SC-33	SoundCanvas	1
20025	SC-88	SoundCanvas	1
20073	SC-880	64-voice Synthesizer Module	1
20026	SD-35	SoundCanvas	1
20053	SES	Expansion Series Modules	1
20066	SP-202	Phrase Sampler	1
20076	SP-808	Groove Sampler	1
20027	SPD-11	Total Percussion Pad	1
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TurboStarts continued			
20029	VG-8	V Guitar System	1
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20059	VK-7	Combo Organ	1
20069	VS-840	Digital Studio Workstation	1
20032	VS-880	Digital Studio Workstation	1
20072	VS-1680	24-bit Digital Studio Workstation	1
20056	VS-880-S1	VS-880 System Expansion	1
20067	VSCDR-S2	VS-880 CD Writing System	1
20030	XP-10	Multitimbral Synthesizer	1
20031	XP-50	Music Workstation	1
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20034	XP-80	Music Workstation	1



Service Centers & Info

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24 hours, 7 days a week, from Roland Corporation U.S.

Roland Authorized Service Centers made available through this service are for your convenience in obtaining repair service locally for both in-warranty or out-of-warranty products. Roland makes technical consultation available to these service centers. Roland provides technical training to qualified electronics technicians through formal seminars that include certification exams. Each Roland Authorized Service Center is required to have a Roland certified technician on their staff. Nevertheless, these service centers are independent businesses usually servicing many brands and Roland assumes no responsibility for their actions. A copy of your sales receipt is the controlling document for warranty service.

Alternatively, you may send product directly to Roland for in-warranty or out-of-warranty service. Should you choose to do this you must call ahead to obtain a return authorization (RA) number. Call (213) 685-5141 and select or ask for customer service. You will be asked for your model and serial numbers and a description of the problem. If the product is in-warranty you must submit a copy of your sales receipt. Roland maintains a full service repair department located at the following address:

Roland Corporation U.S.
7200 Dominion Circle
Los Angeles, CA 90040

We've divided our listing of Authorized Roland and BOSS Service Centers by telephone Area Codes to shorten transmission time. In the unlikely event that your instrument needs service, please call our Roland Fax again to request any of the following Documents for the Area Code(s) most convenient for you.

Doc #	Area Code	Pgs
50001	Service Centers in Area Codes 200 - 399	4
50002	Service Centers in Area Codes 400 - 599	3
50003	Service Centers in Area Codes 600 - 799	4
50004	Service Centers in Area Codes 800 - 999	4



Roland
FAX

323-685-5141

Ext. 271

Catalog Five

Product Information Archive

Information on Roland and BOSS products is available to your fax machine

24 hours, 7 days a week, from Roland Corporation U.S.

Doc #	Model		Pgs
Keyboards and Sound Modules			
10221	AX-1	Keyboard Controller	1
10037	JV-35	Expandable Synthesizer	5
10037	JV-50	Expandable Synthesizer	5
10037	JV-90	Expandable Synthesizer	5
10013	JV-880	Synthesizer Module	2
10028	M-GS64	Synthesizer Module	3
10028	M-OC1	Orchestral Module	3
10028	M-VS1	Vintage Synth Module	3
10039	RD-500	Digital Piano	2
10025	SC-50	SoundCanvas	2
10041	SC-55mklI	SoundCanvas	1
10027	SC-88	Super SoundCanvas	3
10032	XP-50	Music Workstation	3
Electronic Percussion			
10043	TD-5K	Compact Drum System	2
10001	TDB- 7K	Compact Drum System	4
10001	TDE- 7K	Compact Drum System	4
Digital Recording and Processing			
10157	AP-700	Advanced Equalizing Proc.	2
Digital Samplers			
10012	JS-30	Sampling Workstation	3
10019	MS-1	Digital Sampler	2
Signal Processors			
10040	RV-70	Digital Stereo Reverb	1
Guitar Products			
10007	GI-10	Guitar MIDI Interface	1
10009	GR-09	Guitar Synthesizer	2
10035	GR-1	Guitar Synthesizer	3
10016	ME-6	Guitar Multi-Effects	4
10018	ME-6B	Bass Multi-Effects	2
10060	ME-8B	Bass Multi-Effects	1
10016	ME-10	Guitar Multi-Effects	4
10211	SR-GR101	GR-1 Guitar Exp Tone Listing	1
10212	SR-GR101	GR-1 Guitar Exp Patch Listing	1
10030	TM-7	Guitar Monitor w/Amp Sim.	2

Doc #	Model		Pgs
Contemporary Keyboard Products			
10154	AT-50/70	Atelier Organs	2
10132	E-12	Intelligent Synthesizer	2
10133	E-38	Intelligent Synthesizer	2
10005	E-66	Intelligent Synthesizer	2
10208	E-68US	Intelligent Synthesizer	4
10135	E-96	Intelligent Synthesizer	2
10140	ep-7mklI/9	Digital Piano	1
10006	FP-1C	Digital Piano	1
10242	HP-130	Digital Piano	2
10137	HP-230/330	Digital Piano	3
10137	HP-530	Digital Piano	3
10239	HP-550G	Digital Piano	1
10137	HP-1300e	Digital Piano	3
10136	HP-1900G	Digital Piano w/GS sounds	2
10155	HP-2800/3800	Digital Piano w/GS sounds	2
10142	KP-24	Keyboard Pickup	1
10134	KR-370/570	Intelligent Piano	2
10156	KR-770	Intelligent Piano	1
10147	MA-100	Powered Speaker	1
10023	RA-30/95	Realtime Arranger	3
10143	TL-16	Teaching Lab	2
CD ROM Patch Listings			
3 rd Party CD ROMs			
S-760 / S-750 / S-770 / SP-700 / DJ-70 MkII / JS-30			
10182	C50-CD02	Club-50™ Foundations	5
10178	DS-60711	Northstar™ Drumscales	3
10168	RS-1	Prosonus™ Orchestral Strings	5
Roland Sample Archive CD ROMs			
S-760 / S-750 / S-770 / SP-700 / DJ-70 MkII / JS-30			
10180	L-CD701	Rhythm Section 1	5
Expansion Board Listings			
10116	SR-JV80-06	Dance Exp Patch Listing	1
10117	SR-JV80-06	Dance Exp Waveform Listing	1
Iomega Products			
10150	JAZ-EXT1	Iomega Jaz Drive - External	2
10151	ZIP-EXT1	Iomega Zip Drive - External	2



RETAIL PRICE LIST

Musical Instruments

EFFECTIVE July 10, 1998

Model	Product	Suggested List Price
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➤ **02 / Keyboards/Synthesizers/SoundModules/
Sequencers**

A-33	MIDI Keyboard Controller - 76 note	\$695.00
A-70	Expandable Controller - 76 note	.1495.00
•A-70EX	Expandable Controller - 76 note w/ VE-RD1 Voice Expansion Board	.1995.00
A-90	Expandable Controller - 88 note w/ weighted PA-4 action	.2495.00
A-90EX	Expandable Controller - 88 note w/ VE-RD1 Voice Expansion Board	.2995.00
JP-8000	Music Synthesizer	.1695.00
•JP-8080	Synthesizer Module	.1595.00
JV-1080	64-Voice Synthesizer Module/4x Expansion	.1395.00
JV-2080	64-Voice Synthesizer Module/8x Expansion/3x EFX Processors	.1995.00
M-BD1	Bass and Drums Module	.495.00
MC-50mkII	MicroComposer - Sequencer	.795.00
PC-200mkII	MIDI Keyboard Controller	.295.00
PK-5	Dynamic MIDI Pedal	.495.00
PMA-5	Personal Music Assistant - 8-track sequencer/16-part multitimbral	.495.00
RD-600	Digital Stage Piano	.2495.00
SC-880	64-Voice Synthesizer Module	.1095.00
VK-7	Combo Organ	.2495.00
XP-10	Multitimbral Synthesizer	.895.00
XP-60	Music Workstation - 61 note	.1995.00
XP-80	Music Workstation - 76 note	.2495.00

PMA-5 ACCESSORIES

DB9F-3	Serial Cable - PC - 3 ft. - PMA-5/XP-10/SC-880/SC-55mkII/SC-50	.10.00
DB9F-10	Serial Cable - PC - 10 ft. - PMA-5/XP-10/SC-880/SC-55mkII/SC-50	.20.00
MD8-3	Serial Cable - MAC - 3 ft. - PMA-5/XP-10/SC-880/SC-55mkII/SC-50	.10.00
MD8-10	Serial Cable - MAC - 10 ft. - PMA-5/XP-10/SC-880/SC-55mkII/SC-50	.20.00
DP-2M	Start/Stop Pedal for the PMA-5	.19.95
PMA-5S/APL	SMF Conversion software, PMA-5 & MAC (includes serial cable)	.49.95
PMA-5S/AT	SMF Conversion software, PMA-5 & PC (includes serial cable)	.49.95
STYLUS	Replacement Stylus for the PMA-5	.9.95

➤ **03 / Groove Products**

•DJ-2000	Professional Groove Mixer	.1495.00
•DR-202	Dr. Groove	.495.00
JX-305	Groove Synthesizer	.1495.00
MC-303	Groove Box	.895.00
MC-505	Groove Box with D-Beam™	.1595.00
SP-202	Dr. Sample/Phrase Sampler	.395.00
SP-808	Groove Sampler with D-Beam™	.1695.00
•SP-808PRO	Groove Sampler with D-Beam™ and Expansion Board Installed	.2195.00
SP-808-OP1	Expansion Board for SP-808 - Digital I/O, SCSI & 3 stereo outs (service center installation required)	.445.00

GROOVE ACCESSORIES

•CFX-1	Replacement Cross Fader for DJ-2000	.40.00
SM-2	Smart Media™ card (2MB)	.35.00
SM-4	Smart Media™ card (4MB)	.60.00

Model Product Suggested List Price

➤ **04 / Electronic Percussion**

ELECTRONIC DRUM SYSTEMS

AT-5	Acoustic Trigger Package	.695.00
Trap-Set	Roland Drum System with Stand (Silver Powder Coat)	.1495.00
	Includes - TD-5, five PD-5s, KD-7, FD-7, MDY-7U, MDH-7U, Trap-Stand and all cables	
Stage-Set	Roland Drum System with Stand (Charcoal Powder Coat) "Turbo Version"	.2595.00
	Includes - TD-7T, four PD-9s, four PD-7s, KD-7, FD-7, two MDY-7Us, two MDH-7Us, Stage-Stand and all cables	
V-Pro-Set	V-drum Professional Set with Stand (Navy Powder Coat)	.4995.00
	Includes - TD-10, three PD-120s, two PD-100s, three PD-9s, PD-7, KD-7, FD-7, two MDY-7Us, V-Pro-Stand and all cables	

RHYTHM COMPOSERS/SOUND MODULES

SPD-20	Total Percussion Pad	.895.00
TD-5	Percussion Sound Module	.645.00
TD-7T	Percussion Sound Module w/ Sequencer, "Turbo Version"	.875.00
TD-10	V-drums Percussion Sound Module w/ Sequencer	.1895.00

ELECTRONIC DRUM ACCESSORIES

APC-33	Clamp Set	.65.00
FD-7	Hi-Hat Control Pedal	.295.00
KD-7	Kick Trigger for TD-5/7/10 (New and Improved)	.195.00
KDB-7	Kick Beater for KD-7	.39.95
•KD-120	V-Kick Trigger	.495.00
MDA-1U	Stand Accessory Kit (ten cable clips, six Velco strips, stand adjusting tool)	.39.95
MDA-2U	Cable Clip Set (ten cable clips)	.15.00
MDC-7U	Mount Clamp	.15.00
MDH-7U	Pad Mount	.32.00
MDJ-7U	Stand Joint "T" Fitting	.15.00
MDK-7U	Hand Knob	.10.00
MDP-7U	Mounting Plate for TD-5/7/10 and SPD-11	.20.00
MDS-7U	Drum Stand (Black)	.375.00
MDY-7U	Cymbal Mount	.95.00
MH-10	Mesh V-replacement head - 10"	.22.95
MH-12	Mesh V-replacement head - 12"	.24.95
PCS-5F	Dual Trigger Cable - 5 ft.	.10.00
PCS-10F	Dual Trigger Cable - 10 ft.	.12.00
PCS-15F	Dual Trigger Cable - 15 ft.	.14.00
PD-5	Single Trigger Pad - 8.5"	.125.00
PD-7	Dual Trigger Pad - 7"	.195.00
PD-9	Dual Trigger Pad - 9"	.245.00
PD-100	Mesh V-Pad - 10"	.395.00
PD-120	Mesh V-Pad - 12"	.445.00
TSC-10	Acoustic Drum Trigger	.39.95
RAD-10U	Rack Adapter for TD-10	.79.95
STAGE-STAND	Drum Stand for Stage-Set (Charcoal Powder Coat)	.375.00
TRAP-STAND	Drum Stand for Trap-Set (Silver Powder Coat)	.375.00
V-DRUMTC	Travel Case for V-drum Module and Pads	.595.00
V-PRO STAND	Drum Stand for V-drum Sets (Navy Powder Coat)	.495.00
TD-BAG	2-Bag set for carrying Trap and Stage Drum Sets	.225.00

➤ **05 / Guitar Products**

GP-100	Guitar Preamp and Effects Processor w/ COSM	.995.00
GR-30	Guitar Synthesizer w/ Arpeggiator	.895.00
GR-30/GK-2A	Guitar Synthesizer w/ Arpeggiator and Divided Pickup	.1095.00
•VG-8EX	V-Guitar System	.1695.00
VG-8EX/GK-2A	V-Guitar System and Divided Pickup	.1895.00

Model	Product	Suggested List Price
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GUITAR PRODUCT ACCESSORIES

C-13A	Cable - 13 Pin - GK-2A to Guitar Synthesizers - 15 ft.	\$65.00
C-13B	Cable - 13 Pin - GK-2A to Guitar Synthesizers - 30 ft.95.00
C-GKA	Guitar to mini jack cable for GK-2A, right angle10.00
C-GKS	Guitar to mini jack cable for GK-2A, straight10.00
FC-200	Foot Controller445.00
GK-2A	Divided Pickup275.00
GK-2AKIT	Divided Pickup Kit (internal guitar mount)275.00
GR-BAG	Carrying Bag for GR-1/GR-09/GR-3065.00
US-20	Unit Selector for Guitar Synthesizer and V-Guitar System195.00
VG8D-01	VG-8 Sound Card "TRADITIONAL"95.00
VG8D-02	VG-8 Sound Card "MODERN"95.00
VG8S-1	VG-8 System Expansion195.00
VG-8TC	Hardshell Travel Case for the VG-8150.00

➤ 06 / Multi-Purpose Accessories

DP-2	Damper Pedal - Black19.95
DP-6	Damper Pedal - Silver (Piano-type)39.95
EV-5	Expression Pedal89.95
FS-1	Single Footswitch29.95
FS-5L	Footswitch - Latching39.50
FS-5U	Footswitch - Unlatching39.50
PCS-20A	Parallel DC Cords for (up to) 8 BOSS pedals16.50
RH-20	Stereo Headphones39.00
RH-80	Stereo Headphones99.00
RH-120	Enclosed Stereo Headphones149.00
SI-80S	LANC to MTC converter (Home Video Synchronizer)295.00

DIGITAL RECORDING ACCESSORIES

CDR-MEDIA	Blank CD for Recording with VS-880CDR and VS-1680CDR3.50
VS8F-1	Dual Stereo Effect Expansion Board for the VS-880HD, J and V2395.00

COMPUTER INTERFACES

S-MPU-II/AT	Intelligent MIDI Processing Unit (Windows Compatible, dual MIDI out)295.00
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VIDEO OWNER'S MANUALS

A-90VM	Video Owners Manual for the A-9040.00
DR-5VM	Video Owners Manual for the DR-540.00
GP-100VM	Video Owners Manual for the GP-10040.00
GR-09VM	Video Owners Manual for the GR-0940.00
•GR-30VM	Video Owners Manual for the GR-3040.00
GT-5VM	Video Owners Manual for the GT-540.00
GX-700VM	Video Owners Manual for the GX-70040.00
JV-1080VM	Video Owners Manual for the JV-108040.00
MC-303VM	Video Owners Manual for the MC-30340.00
ME-8VM	Video Owners Manual for the ME-840.00
PMA-5VM	Video Owners Manual for the PMA-540.00
TDE-5KVM	Video Owners Manual for the TD-5K, TDE-5K, Trap-Set40.00
TDE-7KVM	Video Owners Manual for the TDE-7K, Stage-Set40.00
VG-8VM	Video Owners Manual for the VG-840.00
VS-880VM	Video Owners Manual for the VS-880HD, VS-880V240.00
XP-10VM	Video Owners Manual for the XP-1040.00
XP-50VM	Video Owners Manual for the XP-5040.00
XP-80VM	Video Owners Manual for the XP-8040.00

TURBOSTART VIDEO GUIDES

AT-5VTS	Video "TurboStart" for the AT-510.00
DR-550VTS	Video "TurboStart" for the DR-550mkII20.00

Model	Product	Suggested List Price
DR-660VTS	Video "TurboStart" for the DR-660	\$.20.00
MC-303VTS	Video "TurboStart" for the MC-303	.20.00
PMA-5VTS	Video "TurboStart" for the PMA-5	.20.00
•VDR-VTS	Video "TurboStart" for the V-drums	.20.00
•VS-840TS	Video "TurboStart" for the VS-840	.20.00
VS-880VTS	Video "TurboStart" for the VS-880	.20.00
•VS-1680TS	Video "TurboStart" for the VS-1680	.20.00
VT-1VTS	Video "TurboStart" for the VT-1	.20.00

➤ **07 / Digital Signal Processing**

SDE-330	3-Dimensional Space Delay	.995.00
SRV-330	3-Dimensional Space Reverb	.995.00

➤ **08 - DM/Digital Recording & Processing**

DM-800	Multi Track Disk Recorder	.3695.00
DM-800HD	Multi Track Disk Recorder w/ 2 Internal 800MB Hard Drives	.4995.00
DM-800RS	Roll Around Stand for the DM-800/DM-800HD	.120.00
DM-800TC	Hardshell Case for the DM-800/DM-800HD	.100.00

DIGITAL PROCESSING EQUIPMENT

DA-400	4-ch D/A Converter (for S-760 and DM-800)	.645.00
DIF-800	ADAT®/DA-88/RS-422 Interface for DM-800 recorders	.1095.00
RSS-10	3-Dimensional Sound Space Processor	.1995.00

➤ **08 - VS/Digital Recording**

•VS-880EX	Digital Studio Workstation - w/2 GB HD and Effects	.2195.00
VS-880TC	Hard-shell Travel Case for the VS-880 (all models)	.150.00

16-TRACK DIGITAL RECORDING

VS-1680HD	24 Bit Digital Studio Workstation	.3195.00
VS-1680HDB	24 Bit Digital Studio Workstation w/ File Exchange Software	.3295.00
VS-1680TC	Hard-shell Travel Case for the VS-1680	.195.00
VS8F-2	Dual Stereo Effect Expansion Board for the VS-1680	.395.00

CD RECORDING

•VS-CDR	CD Recorder System for the VS-880(EX) and VS-1680 w/ VS-880 CD System Software	750.00
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➤ **09 / Instrument Amplifiers**

AC-100	Acoustic Chorus Guitar Amplifier	.1195.00
BC-30	BluesCube - 30 watts	.379.00
BC-30/210	BluesCube - 30 watts w/2 x 10" speakers	.479.00
BC-60	BluesCube - 60 watts	.599.00
BC-60/310	BluesCube - 60 watts w/3 x 10" speakers	.779.00
GC-405	Guitar Amplifier w/ 4 x 5" speakers	.249.00
GC-405S	Guitar Cabinet w/ 4 x 5" speakers	.150.00
GC-405X	Guitar Amplifier Stack w/ 8 x 5" speakers	.399.00
GC-408	Guitar Amplifier w/ 4 x 8" speakers	.499.00
GC-408S	Guitar Cabinet w/ 4 x 8" speakers	.200.00
GC-408X	Guitar Amplifier Stack w/ 8 x 8" speakers	.699.00
JC-90	Jazz Chorus Amplifier	.799.00
JC-120	Jazz Chorus Amplifier	.1099.00
KC-100	Keyboard Amplifier - 60 watts	.449.00
KC-300	Keyboard Amplifier - 100 watts	.599.00
KC-500	Keyboard Amplifier - 150 watts	.799.00

Model	Product	Suggested List Price
➤ 09A / Sound Reinforcement		
EQUALIZERS		
EQ-131	Single Channel 31-Band Graphic Equalizer	\$345.00
EQ-215	Stereo Channel 15-Band Graphic Equalizer395.00
EQ-231	Stereo Channel 31-Band Graphic Equalizer495.00
MIXERS		
PA-410	10-Channel Powered Mixer w/ Effects	1595.00
RX-62	Stereo Mixer - 6 Channel295.00
RX-82	Stereo Mixer - 8 Channel395.00
FEEDBACK ELIMINATORS		
AF-70	Feedback Eliminator, Direct Box & Phantom Power Supply395.00
RAF-70	Rack Adapter for 3x AF-70s39.00
AMPLIFIERS		
SRA-260	Stereo Power Amplifier - 260 watts795.00
SRA-540	Stereo Power Amplifier - 540 watts995.00
SRA-800	Stereo Power Amplifier - 800 watts	1295.00
SPEAKER SYSTEMS		
•SSM-151	Floor Monitor399.00
SST-151	2-Way Speaker w/ 12" woofer, horn and parallel inputs399.00
SST-251	2-Way Speaker w/ 15" woofer, horn and parallel inputs599.00
SSW-351	Subwoofer w/ 18" speaker and internal crossover599.00
MICROPHONES		
DR-10	Dynamic Microphone w/ Cable and Clip - 400 Ohms	*
DR-20	Dynamic Microphone w/ Cable and Clip - 330 Ohms	*
POWERED MONITORS		
MA-4	Powered Monitor - Pair (Beige) w/ stereo presence (4W+4W)79.00
MA-8	Powered Monitor - Pair (Beige) w/ mic Input (8W+8W)99.00
MA-8BK	Powered Monitor - Pair (Black) w/ mic Input (8W+8W)99.00
MA-9	Powered Monitor - Pair (Beige) w/ mic Input and echo (8W+8W)149.00
MA-12C	Powered Monitor - Single (Beige) shielded (10W)145.00
MA-12CP	Powered Monitor - Pair (Beige) shielded (10W+10W)290.00
MA-12V	Powered Monitor - Single (Black) w/ mic input (10W)145.00
➤ 11 / Digital Studios		
VS-840	Digital Studio Workstation w/ Zip Drive	1395.00
•VS-840S	Digital Studio Workstation w/ SCSI Expansion	1595.00
VS-840BG	Carrying Bag for VS-840 and VS-840S65.00
VS4S-1	SCSI Expansion Kit for VS-840 (Service Center Installation Required)	150.00
➤ 13 / ep and FP Digital Pianos		
ep-AK-2E	Stand for ep-7mklII Digital Piano	*
ep-7mklII	Digital Piano - 76 note795.00
ep-9	Digital Piano - 88 note w/ stand1195.00
FP-1	Digital Piano - 88 note w/ weighted PA-4 action	1995.00
FPS-1	Stand for FP-1 Digital Piano w/ speakers435.00
FP-1C	Digital Piano and Stand w/ speakers2195.00
PB-7BK	Piano Bench - Black99.00

Model	Product	Suggested List Price	Net Price
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➤ **17 / Sound Libraries**
CD-ROMS

ROLAND COMPOSER SERIES ON CD-ROM - S-760/S-750/S-770/DJ-70MKII/SP-700/JS-30

L-CDC-01 Composer Series "Jazz" (includes SMF demo disk)\$215.00

ROLAND PROJECT SERIES ON CD-ROM - S-760/S-750/S-770/DJ-70MKII/SP-700/JS-30

L-CDP-01 Drums and Cymbals Vol.1195.00
 L-CDP-02 Guitar and Bass Vol. 1195.00
 L-CDP-03 Orchestral Percussion Vol. 1195.00
 L-CDP-04 Orchestral Winds Vol.1195.00
 L-CDP-05 Solo Strings Vol. 1195.00
 L-CDP-06 Brass Sections Vol. 1195.00
 L-CDP-07 Super Sax Vol. 1195.00
 L-CDP-08 Symphony Orchestra Vol. 1195.00
 L-CDP-09 Keyboards of the 60's and 70's Vol. 1195.00
 L-CDP-10 Keyboards of the 60's and 70's Vol. 2195.00
 L-CDP-11 Africa Vol. 1195.00
 L-CDP-12 Solo Brass Vol. 1195.00
 L-CDP-13 String Sections Vol. 1195.00
 L-CDP-14 Africa Vol.2195.00

ROLAND SAMPLE ARCHIVES CD-ROM - S-760/S-750/S-770/DJ-70MKII/SP-700/JS-30

L-CD702 Orchestral Family 1 & 2 (2 disk set)795.00

MSD-Series

MUSIC STYLE DISKS FOR G-600/G-800/G-1000/RA-95/RA-800

MSD-102 Music Style Disk "Around the World 1"19.95
 MSD-103 Music Style Disk "Around the World 2"19.95
 MSD-104 Music Style Disk "Around the World 3"19.95
 MSD-105 Music Style Disk "Around the World 4"19.95
 MSD-106 Music Style Disk "Around the World 5"19.95
 MSD-107 Music Style Disk "American and Piano"19.95
 MSD-108 Music Style Disk "Around the World 6"19.95

Expansion Boards

WAVE EXPANSION BOARDS FOR XP-SERIES, JV-SERIES, JD-SERIES

SR-JV80-01 "POP" Expansion Board395.00
 SR-JV80-02 "ORCHESTRAL" Expansion Board395.00
 SR-JV80-03 "PIANO" Expansion Board395.00
 SR-JV80-04 "VINTAGE SYNTH" Expansion Board395.00
 SR-JV80-05 "WORLD" Expansion Board395.00
 SR-JV80-07 "SUPER SOUND SET" Expansion Board395.00
 SR-JV80-08 "KEYBOARD 60/70'S" Expansion Board395.00
 SR-JV80-09 "SESSION" Expansion Board395.00
 SR-JV80-10 "BASS & DRUMS" Expansion Board395.00
 SR-JV80-11 "TECHNO" Expansion Board395.00
 SR-JV80-12 "HIP HOP COLLECTION" Expansion Board395.00
 •SR-JV80-13 "VOCAL COLLECTION" Expansion Board395.00
 •SR-JV80-14 "ASIA COLLECTION" Expansion Board395.00
 SR-JV80-98 "COMPILATION VOL.2" Expansion Board195.00

VOICE EXPANSION BOARDS FOR A-70/A-90

VE-JV1 Voice Expansion Board (JV-Sounds) for the A-90/A-70495.00
 VE-RD1 Voice Expansion Board for the A-90/A-70545.00

Model	Product	Suggested List Price
Memory Cards		
M-512E	RAM Card - A-Series, GR-Series, JV-Series, R-Series, VG-8, TD-10	\$129.00
➤ 18/ Intelligent Arrangers		
FC-7	Foot Controller for RA-95/RA-800/G-800	195.00
G-600	64-Voice Arranger Workstation - 61 note	1995.00
G-1000	64-Voice Arranger Workstation - 76 note	2995.00
LVC-1N	Lyrics Video Converter	*
➤ AC Adapters		
		Suggested List Price
ACA-120G	AC-Adapter	.24.95
ACB-120	Power Supply for CM-32/64/CS-10/MT-32/MT-100/PR-100	.50.00
ACC-120	Power Supply for M-240	.50.00
ACD-120	Power Supply for TL-16	.50.00
ACE-120	Power Supply for BX-8/BX-16	.50.00
ACF-120	Power Supply for PAD-8/PAD-80/PM-16/SPD-8	.50.00
ACG-120	Power Supply for TR-707/727/WS-20	.25.00
ACH-120	Power Supply for R-8mkII/R-8/R-5	.50.00
ACI-120	Power Supply for D-5/E-36/ep-3/5/GR-1/JV-35/MC-50mkII/R-70/SC-50/SC-55mkII/S	.50.00
ACK-120	Power Supply for CM-300/500/ep-7mkII/9/707/JV/JW-50/MV-30/W-50	.50.00
ACL-120	Power Supply for ep-7	.50.00
ACM-120	Power Supply for SC-7	.50.00
BRA-120	Power Supply for DR-660/DS-330/ME-6/B/MX-10/SC-33/SPD-11/TU-50	.32.00
BRB-120	Power Supply for SE-50/70/TD-7/TL-8	.50.00
PSA-120	AC-Adapter	.24.95
2P-AC1	2 prong AC cable (square end) for D-50/JD-800 etc.	.15.00
2P-AC2	2 prong AC cable (round end) for JV-1000/JD-990/FP-1 etc.	.15.00
3P-AC1	3 prong AC cable for A-80/S-760 etc.	.15.00



BOSS

RETAIL PRICE LIST

EFFECTIVE July 10, 1998

Model	Product	Suggested List Price
	Guitar Compact Pedals and Volume Pedals	
AC-2	Acoustic Simulator	\$169.50
•AD-3	Acoustic Instrument Processor	249.00
AW-2	Auto Wah	149.50
BCB-3B	BOSS Pedal Carrying Case - 3 Unit	59.95
BCB-6G	BOSS Pedal Carrying Case - 6 Unit (Gray)	164.50
BD-2	Blues Driver	125.50
BF-2	Flanger	149.50
CE-5	Stereo Chorus Ensemble	149.50
CH-1	Stereo Super Chorus	135.50
CS-3	Compression Sustainer	135.50
DD-3	Digital Delay	209.50
DD-5	Digital Delay w/ Tap Tempo (Optional FS-5U)	239.50
DI-1	Direct Box	149.50
DS-1	Distortion	97.50
DS-2	Turbo Distortion w/ Remote Turbo (Optional FS-5L)	127.50
FV-50H	Stereo Volume Pedal - High Impedance, Guitar/Bass	114.50
FV-50L	Stereo Volume Pedal - Low Impedance, Keyboards	114.50
FV-300H	Heavy Duty Stereo Volume Pedal, High Impedance, Guitar/Bass	154.50
FV-300L	Heavy Duty Stereo Volume Pedal, Low Impedance, Expression	154.50
FZ-3	Fuzz	149.50
GE-7	Equalizer - 7-Band Graphic	155.50
HM-3	Hyper Metal	127.50
HR-2	Harmonist - 2-Part "Intelligent" Pitch Shifter	239.50
LS-2	Line Selector/Power Supply (Optional PCS-20A)	149.50
MT-2	Metal Zone	159.50
NS-2	Noise Suppressor/Power Supply (Optional PCS-20A)	159.50
OC-2	Dual Octaver	154.50
OD-2R	Turbo Overdrive with remote jack (Optional FS-5L)	124.50
OD-3	Overdrive	149.50
OS-2	Overdrive and Distortion	119.50
PH-2	Super Phaser	169.50
PS-3	Digital Pitch Shifter and Delay (Optional EV-5)	239.50
PSM-5	Power Supply for (up to) 7 pedals w/ Cables and Mute	189.50
PW-2	Power Driver	149.00
RV-3	Digital Reverb and Delay	229.50
SD-1	Super Overdrive	97.50
SD-2	Dual Overdrive (Optional FS-5L)	149.50
TR-2	Tremolo	149.00
•TU-2	Tuner	139.00
XT-2	Xtortion	149.00
	Bass Compact Pedals	
CEB-3	Bass Chorus	110.50
GEB-7	Bass Equalizer - 7 Band Graphic	124.50
LMB-3	Bass Limiter and Enhancer	104.50
ODB-3	Bass Overdrive	124.50
SYB-3	Bass Synthesizer	299.00



RETAIL PRICE LIST EFFECTIVE July 10, 1998

Model	Product	Suggested List Price
➤ Metronomes and Tuners		
DB-12	Dr. Beat Metronome w/ Stopwatch & Tap	\$79.00
DB-66	Dr. Beat Metronome with Tap	175.00
DB-88	Talking Dr. Beat Metronome with Tap	195.00
CT-6	Guitar/Bass Auto Tuner	49.95
TU-6	Guitar/Bass Tuner	59.50
TU-8	Automatic Guitar/Bass Tuner	79.50
TU-12	Automatic Chromatic Tuner	109.50
TU-12H	Automatic Chromatic High Range Tuner	109.50
➤ Guitar Multiple Effects		
GT-5	Guitar Effects Processor w/ COSM (Floor-Type)	995.00
ME-30	Guitar Multiple Effects w/ Phrase Trainer (Floor-Type)	299.00
ME-30BG	Carrying Bag for ME-30	39.95
➤ BOSS Signal Processors		
AD-5	Acoustic PreAmp and Direct Box, Feedback Suppressor w/ Effects	395.00
VT-1	Voice Transformer	395.00
➤ Amplifiers, Speakers & Accessories		
ADS-5	Stand Adaptor for AD-5	79.00
MA-12V	Monitor-Amp/Speaker	145.00
FS-1	Single Footswitch	29.95
FS-5L	Footswitch - Latching	39.50
FS-5U	Footswitch - Unlatching	39.50
➤ Rhythm Machines		
•DR-202	Dr. Groove	495.00
DR-5	Dr. Rhythm Section - Sequencer, Pitch to MIDI, Gig Trainer	495.00
DR-550mkII	Dr. Rhythm	295.00
DR-660	Dr. Rhythm w/ Digital Effects, Roll and Flam	495.00
➤ Phrase Samplers		
SP-202	Dr. Sample/Phrase Sampler	395.00
SM-2	Smart Media™ Card (2MB)	35.00
SM-4	Smart Media™ Card (4MB)	60.00
➤ Power Supplies		
ACA-120G	AC-Adapter	24.95
PSA-120	AC-Adapter	24.95

A-30	Power on while holding WRITE. (Hold for 15 seconds.)
A-33	Power on while holding WRITE. (Hold for 15 seconds.)
A-50	While holding the first, third, and fourth buttons under the display, press CHANNEL. Then press any cursor button.
A-70/JV	Power on while holding down MANUAL, then press ENTER.
A-80	While holding the first, third, and fourth buttons under the display, press CHANNEL. Then press any cursor button.
A-90/EX	Power on while holding down MANUAL, then press ENTER.
A-220	Power on while holding B and MEMORY.
A-880	Power on while holding SIGNAL and MEMORY.
ADA-8024	No ROM reset.
ALPHA JUNO-1	No ROM reset.
ALPHA JUNO-2	No ROM reset.
AP-700	Power on, then press EXIT repeatedly to get ANALYZER/FILTER screen. Cursor to MENU, press ENTER. Cursor to SYSTEM, press ENTER. Cursor to INITIALIZE, press ENTER. Use VALUE to select ALL MEMORY, then press ENTER twice.
AR-Series	No ROM reset.
AT-Series	(Make sure disk drive is empty.) Power on while holding ONE TOUCH PROGRAM.
AX-1	Power on while holding WRITE. (Hold for 30 seconds.)
AXIS-1	While holding FUNCTION, press the F#0, C#2, and D#2 keys.
CA-30	The CA-30 resets itself every time you turn it off and then on.
CR-80	Power on while holding DEL and REPEAT, then press ENTER.
All Other CR	No ROM reset.
CSQ-Series	No ROM reset.
D-5	No ROM reset.
D-10/20	No ROM reset.
D-50	No ROM reset.
D-70	No ROM reset.
D-110	No ROM reset.
D-550	No ROM reset.
DDR-30	Power on while holding the #1 button.
DEP-3	Power on while holding MEMORY NO UP (^) and DOWN (v).
DEP-5	Power on while holding MEMORY NO UP (^) and DOWN (v).
DJ-70	Power on while holding the UP ARROW button to enter test mode. Press A, press C, press S1. When finished the screen will display IC21 = OK.
DJ-70mkII	Power on while holding the UP ARROW button to enter test mode. Press A, press B, press S1. When finished the screen will display IC21 = OK.
DM-Series	No ROM reset.
DR-5	Power on while holding FRET LEFT (<) and RIGHT (>), then press ENTER twice.

DR-550	Power on while holding -1 and +1 , then press START.
DR-550mkII	Power on while holding -1 and +1 , then press START.
DR-660	Press UTILITY, then use LEFT (<) and RIGHT (>) to select [8] INIT. Press ENTER twice.
DS-330	Power on while holding REVERB and SPLIT, then press YES.
E-5	No ROM reset.
E-10	Power on while holding WRITE.
E-12	No ROM reset.
E-14US	The unit resets each time you turn it on.
E-15	The unit resets each time you turn it on.
E-16	The unit resets each time you turn it on.
E-20	Power on while holding WRITE.
E-28US	The unit resets each time you turn it on.
E-30	Power on while holding WRITE.
E-35	Power on while holding REC/PUNCH IN.
E-36	Power on while holding RECORDER.
E-38	The unit resets each time you turn it on.
E-56	Power on while holding WRITE.
E-66	Power on while holding REC in the DISK RECORDER section.
E-68US	Power on while holding WRITE.
E-70	Power on while holding WRITE.
E-86	Power on while holding WRITE.
E-96	Power on while holding WRITE.
E-500	Press UTILITY. Use the buttons under the display that correspond to <<PAGE>> to select FACTORY PRESET. Press EXECUTE, then press OK. When the screen displays RESET COMPLETE, turn the unit off, then on.
EM-101	No ROM reset.
EM-303	The unit resets each time you turn it on.
EM-305	The unit resets each time you turn it on.
EP-3	The unit resets each time you turn it on.
EP-5	While holding REC and PLAY, press STRINGS. Power off and then back on.
EP-7	While holding REC and PLAY, press STRINGS. Power off and then back on.
EP-7MKII	While holding REC and PLAY, press STRINGS. Power off and then back on.
EP-9	While holding REC and PLAY, press CHOIR. Power off and then back on.
EP-75/85	Power on while holding REC.
EP-707	The unit resets each time you turn it on.
All Other EP	No ROM reset.
FC-100	No ROM reset.
FC-100mkII	Power on while holding pedals #1, #2, and #8.

FC-200	Power on while holding the #10 pedal, then press the CTL pedal.
FG-10	Power on while holding CLEAR and EXIT.
FG-1000	Power on while holding CLEAR and EXIT.
FP-1	The unit resets each time you turn it on.
FP-8	Press FUNC and release. While holding PIANO, press FUNC again.
G-600	Power on while holding WRITE.
G-800	Power on while holding WRITE.
GC-8	No ROM reset.
GI-10	Power on while holding PARAMETER + and -, then press VALUE +.
GM-70	Poly Mode: Power on while holding PLAY, GENERAL EDIT, and IND EDIT. Mono Mode: Power on while holding TUNE, CONTROL ASSIGN, and DATA TRANSFER.
GP-8	No ROM reset.
GP-16	Power on while holding the #6, #7, and #8 buttons. Use the FUNCTION LEFT (<) and RIGHT (>) buttons to select "2.All Factory Preset," then press WRITE three times.
GP-100	Power on while pressing in the PARAMETER knob, then press WRITE.
GR-09	Power on while holding Pedal #2, then press the VALUE + button. Now press EDIT/PLAY.
GR-1	Power on while holding WRITE/COPY, then press YES.
GR-30	Power on while holding Pedal #2, then press the PATCH+ button to select INI. Press EDIT/PLAY. Then press PATCH+ and PATCH- simultaneously.
All Other GR	No ROM reset.
GS-6	No ROM reset.
GT-5	Power on while holding MOD and FEEDBACKER/SLOW GEAR. Press WRITE.
GX-700	Press TUNER/UTILITY. Use PARAMETER LEFT (<) and RIGHT (>) buttons to select FACT INIT. Cursor to left and dial SYSTEM, then right and dial P#100. Press WRITE, then TUNER/UTILITY.
HP-100	No ROM reset.
HP-130	Power on while holding REC.
HP-300	No ROM reset.
HP-400	No ROM reset.
All Other HP	The unit resets each time you turn it on.
HS-Series	No ROM reset.
JD-800	Press DATA TRANSFER. Use PAGE UP (^) and DOWN (v) to select FACTORY PRESET. Press YES.
JD-990	While holding EXIT, press UTILITY. Press F6 (EXECUTE), then F5 (YES).
JP-6	No ROM reset.
JP-8	No ROM reset.
JP-8000	While holding SHIFT, press INIT/UTIL. Press INIT/UTIL repeatedly to select INITIALIZE WRITE. Use the DOWN/UP buttons to select FACTORY PRESET, then press WRITE.
JS-30	Power on while holding RECORD located in the SEQUENCER section.
JUNO-6	No ROM reset.

JUNO-60	No ROM reset.
JUNO-106	No ROM reset.
JV-30	Press CHORUS and REVERB (above INITIALIZE) simultaneously. Press VALUE UP (^) .
JV-35	Press CONTROL and MASTER simultaneously. Use PARAMETER UP (^) and DOWN (v) to select ALL. Press VALUE UP (^).
JV-50	Press CONTROL and MASTER simultaneously. Use PARAMETER UP (^) and DOWN (v) to select ALL. Press VALUE UP (^).
JV-80	Power on while holding NUMBER 8 (also labeled PERFORM 16 and CAPS). Press ENTER and then press WRITE.
JV-90	Power on while holding NUMBER 8 (also labeled PERFORM 16 and CAPS). Press ENTER and then press WRITE.
JV-880	Press UTILITY, then use the DATA dial to select FACTORY PRESET. Press ENTER twice.
JV-1000	Power on while holding NUMBER 8 (also labeled PERFORM 16 and CAPS). Press ENTER, then press WRITE.
JV-1080	Press UTILITY. Cursor down once, then cursor right three times to select FACTORY PRESET. Press ENTER twice, then press UTILITY.
JV-2080	Press UTILITY. Press F6 twice to select MENU 3. Press F1. Then press F6. If necessary, use the VALUE DIAL to turn Memory Protect OFF and press F6 twice.
JW-50	Press TUNE/FUNCTION. Press F5 (FACTORY), then F4 (JW RESET), then F3 (GS RESET), then F4 (YES).
JX-1	Power on while holding WRITE and FLUTE.
JX-3P	No ROM reset.
JX-8P	No ROM reset.
JX-10	No ROM reset.
JX-305	Press UTILITY. Use PAGE </> to select Factory Preset and press ENTER. Use PAGE </> to select ALL and press ENTER twice.
KR-33	The unit resets each time you turn it on.
KR-55	Hold MIDI/FUNC and press CARD. Hold both VARIATION buttons for 5 seconds.
KR-100	The unit resets each time you turn it on.
KR-350	While holding LOAD and SAVE, press WRITE.
KR-370	The unit resets each time you turn it on.
KR-500	While holding FROM and TO, press WRITE.
KR-570	While holding PART VOLUME ACCOMP, press TRACK 2 and 4 buttons (Composer section) simultaneously. Press PART VOLUME ACCOMP repeatedly to get FACTORY SETUP LOAD in the window. After loading is complete, power off and then back on.
KR-650	While holding LOAD and SAVE, press WRITE.
KR-770	While holding PART VOLUME ACCOMP, press TRACK 2 and 4 buttons (Composer section) simultaneously. Press PART VOLUME ACCOMP repeatedly to get FACTORY SETUP LOAD in the window. After loading is complete, power off and then back on.
KR-3000	While holding FROM and TO, press WRITE.
KR-3500	While holding LOAD and SAVE, press WRITE.
KR-4500	While holding LOAD and SAVE, press WRITE.

KR-4700	While holding EDIT, press LOAD and SAVE.
KR-5000	While holding EDIT, press LOAD and SAVE.
KR-5500	While holding LOAD and SAVE, press WRITE.
LVC-1N	Power on while holding ENTER.
M-660	While holding EDIT, press WRITE. Use PARAMETER UP (^) and DOWN (v) to select ALL, then press WRITE. When completed, press EDIT to return to Play Mode.
M-760	While holding EDIT, press WRITE. Use PARAMETER UP (^) and DOWN (v) to select ALL, then press WRITE. When completed, press EDIT to return to Play Mode.
M-BD1	Power on while holding F3.
M-DC1	Power on while holding F3.
M-GS64	Power on while holding F3.
M-OC1	Power on while holding F3.
M-SE1	Power on while holding F3.
M-VS1	Power on while holding F3.
MC-303	Power on while holding down SHIFT, then press ENTER.
MC-505	Power on while holding down SHIFT, then press ENTER. Note, this procedure takes several minutes.
All Other MC	No ROM reset.
ME-5	Power on while holding pedals #1 and #2, then press WRITE immediately.
ME-6	Power on while holding PARAMETER DOWN (v) and LEFT (<), then press WRITE.
ME-6B	Power on while holding PARAMETER DOWN (v) and LEFT (<), then press WRITE.
ME-8	Power on while holding PARAMETER LEFT (<) and DOWN (v), then press WRITE/COPY.
ME-8B	Power on while holding PARAMETER LEFT (<) and DOWN (v), then press WRITE/COPY.
ME-10	Power on while holding the BANK DOWN (v) pedal, then press WRITE.
ME-30	Power on while holding the PARAMETER RIGHT (>) and VALUE DOWN (-), then press WRITE/COPY.
ME-X	Power on while holding PARAMETER DOWN (v) and LEFT (<), then press WRITE.
MK-60	No ROM reset.
MK-80	While holding WRITE, press EDIT. While holding the LEFT (<) and RIGHT (>) cursor buttons, press UP (^).
MKB-Series	No ROM reset.
MKS-50	Poly Mode: Power on while holding NUMBER 4 and 8. Mono Mode: Power on while holding NUMBER 3 and 7.
All Other MKS	No ROM reset.
MP-Series	No ROM reset.
MS-1	No ROM reset.
MSQ-100	No ROM reset.
MSQ-700	No ROM reset.
MT-32	While holding MASTER VOLUME, press RHYTHM PART. Press PART 1.

MT-80s	The unit resets each time you turn it on.
MT-100	While holding STOP, press DELETE. After the display flashes ALL CLEAR, press EXECUTE.
MT-120/s	Power on while holding REPEAT, SONG (blue button), and PLAY. Press FWD repeatedly, until the window reads T-13. Press PLAY, then press REC. Power off, then on.
MT-200	Power on while holding REPEAT, SONG (blue button), and PLAY. Use the DIAL to select T-15 in the window. Press PLAY, then press REC. Power off, then on.
MV-30	No ROM reset.
P-55	Power on while holding both INSTRUMENT buttons, then press PARAM 1.
P-330	No ROM reset.
PAD-8	Power on while holding MIDI CH and NOTE NUMBER. Power off, then back on.
PAD-80	Power on while holding both VALUE (solid < and >) buttons.
PC-150	Power on while holding COMMAND on the left edge of the keyboard.
PC-200	Power on while holding the two buttons under the word STANDARD.
PC-200mkII	Power on while holding the two buttons under the word STANDARD.
PK-5	Power on while holding OCT/PARAM .
PM-16	Power on while holding NUMBER buttons 1 and 2. (This reloads the first BANK of settings).
PMA-5	Press UTILITY, then press the RIGHT (>) cursor button repeatedly to select INITIALIZE. Press ENTER, then [EXEC].
PR-100	The unit resets each time you turn it on.
PRO-E	Power on while holding WRITE.
R-5	Power on while holding CURSOR PAGE and PARAM SELECT, then press ENTER twice.
R-8	Power on while holding CURSOR PAGE and PARAM SELECT, then press ENTER twice.
R-8MKII	Power on while holding CURSOR PAGE and PARAM SELECT, then press ENTER twice.
R-8M	Power on while holding ENTER and the RIGHT (>) CURSOR button, then press ENTER twice.
R-70	Power on while holding MIDI and ASSIGN, then press YES twice.
R-880	No ROM reset.
RA-30	The unit resets each time you turn it on.
RA-50	Power on while holding WRITE.
RA-90	Power on while holding WRITE.
RA-95	Power on while holding REC.
RA-800	(WARNING: This will erase the original factory Performance settings. However, you can save them to disk before doing this procedure.) Power on while holding WRITE.
RD-500	Power on while holding NUMBER 1 and 8. Press DEC/YES.
RD-600	Press EDIT. Press the RIGHT PAGE button until "Initialize: All" is displayed. Press INC/YES twice. Press EDIT to return to Play mode.
All Other RD	No ROM reset.
RSP-550	Power on while holding PROGRAM/PAGE UP (^) and DOWN (v), then press WRITE.
RSS-10	Power on while holding LOCK and OPTION. (The MCR-8 LED lights.) Press DEMO PROGRAM four times. Press DEVICE ID.

RSS-8048	No ROM reset.
RV-70	Power on while holding WRITE and DOWN. Use the UP (^) and DOWN (v) buttons to select AL. Press WRITE. Power off, then back on.
SB-55	Power on while holding CLEAR.
SBX-1000	No ROM reset.
S-Series	No ROM reset.
SC-7	The unit resets each time you turn it on.
SC-33	Power on while holding REVERB and SPLIT, then press YES.
SC-50	Power on while holding both INSTRUMENT buttons, then press ALL.
SC-55	Power on while holding both INSTRUMENT buttons, then press ALL.
SC-55mkII	Power on while holding both INSTRUMENT buttons, then press ALL.
SC-88	While holding SELECT, press both INSTRUMENT buttons. Press ALL.
SC-155	Power on while holding both INSTRUMENT buttons, then press ALL.
SC-880	Press UTILITY. CURSOR UP and use the VALUE DIAL to select Factory Preset. CURSOR DOWN and use the VALUE DIAL to select ALL. Press ENTER twice.
SCC-700C	No ROM reset.
SD-35	Power on while holding CLEAR, then press REC.
SDD-320	No ROM reset.
SDE-330	Power on while holding SYSTEM and PROGRAM. Use the DATA dial to select SYSTEM + PROGRAM. Press MEMORY.
All Other SDE	No ROM reset.
SDX-330	Power on while holding SYSTEM and PROGRAM. Use the DATA dial to select SYSTEM + PROGRAM. Press MEMORY.
SE-50	Power on while holding PARAM UP (^) and VALUE UP (^). Press WRITE. Wait three seconds and press WRITE again.
SE-70	Power on while holding in the NUMBER/VALUE knob. Press PARAMETER LEFT (<), then dial to STANDARD mode or GUITAR mode. Press WRITE.
SH-Series	No ROM reset.
SN-700	No ROM reset.
SP-202	CAUTION: This procedure will erase all of the internal samples and initialize the unit: Hold down CANCEL and press DEL, then press the A/B button. Press DEL.
SP-700	No ROM reset.
SPD-8	Power on while holding EDIT, then press COPY. Use the VALUE UP (^) and DOWN (v) to select F A L in the window. Press ALL/ENTER.
SPD-11	Power on while holding ALL/ENTER and the DOWN ARROW button. Press ALL/ENTER.
SPD-20	Power on while holding ALL/ENTER and the DOWN ARROW button. Press ALL/ENTER.
SRC-2	No ROM reset.
SRV-330	Power on while holding SYSTEM and PROGRAM. Use the DATA dial to select SYSTEM + PROGRAM. Press MEMORY.
SRV-1000	No ROM reset.

SRV-2000	Factory: Power on while holding WRITE and REVERB NON-LINEAR. Delay Mode: Power on while holding WRITE, REVERB NON-LINEAR and ROOM SIMULATE.
SSC-8004	No ROM reset.
SX-700	Press UTILITY. Use PARAMETER LEFT (<) and RIGHT (>) to select FACT INIT. Press WRITE.
TB-303	No ROM reset.
TD-5	Power on while holding EDIT and START/STOP, then press START/STOP again.
TD-7	Press SYSTEM. Use the LEFT (<) and RIGHT (>) CURSOR buttons to select INI, then press ENTER. Cursor to HI HAT and use the DATA dial to select ALL. Press ENTER twice.
TD-10	Press SETUP, then press F4 three times.
TL-Series	No ROM reset.
TP-20	No ROM reset.
TR-505	Power on while holding MODE and PATTERN GROUP KEY A .
TR-626	Power on while holding MODE and TRACK #1.
TR-707	Power on while holding TRACK WRITE and TRACK #1 .
TR-727	Power on while holding TRACK WRITE and TRACK #1 .
TR-808	No ROM reset.
TR-909	Power on while holding TRACK #1 and PATTERN #1 .
U-20	No ROM reset.
U-110	Power on while holding PART and EDIT.
U-220	No ROM reset.
VG-8	Power on while holding F1, F3, and F5. Press F6 for All, F4 for Patches, or F2 for System.
VK-7	Power on while holding MAIN, SUB and PEDAL in the HARMONIC BAR PART section.
VK-1000	Press WRITE, then press F3 to access the INIT MENU screen. Press F4 to access the COLD BOOT screen, then press ENTER.
VP-70	Power on while holding PLAY, VOICE EXPANSION, and MIDI.
VS-840	No ROM reset.
VS-880	No ROM reset.
VS-1680	No ROM reset
VT-1	Power on while holding down the PRESET/USER button.
W-30	No ROM reset.
W-50	Press CONTROL and MASTER simultaneously. Use PARAMETER UP (^) and DOWN (v) to select ALL. Press VALUE UP (^).
XP-10	Press UTILITY. Use VALUE + and - to select INITIALIZE, then press ENTER. Use VALUE + and - to select FACTORY PRESET, then press ENTER.
XP-50	Press DISK/UTILITY, select SOUND, select PRESET, then press ENTER. Use the dial to turn Memory Protect OFF if necessary, then press ENTER twice.
XP-60/80	Press UTILITY, press F6 (MENU) twice to select Factory, then ENTER. Press F6 (EXECUTE). Use the dial to turn Memory Protect OFF if necessary, press ENTER, then press F6 (EXECUTE).

ROLAND and BOSS POWER SUPPLY COMPATIBILITY GUIDE

Output: Volts (V) Amps (mA)	Unregulated DC															Regulated DC			AC		
	9					9.5	12					±21.5	±15	±10	9	9.6	12	12		14	
	1200	1000	500	300	200	1500	1750	1700	1000	500	200	300/300	350/350	500/150	200	200	2000	1500	500	800	
	ACB	ACI	ACF	ACM	ACA	ACK	ACJ	ACL	ACO	ACN	ACG	ACE	ACD	ACH	PSA		ASA	BRB	BRA	BRC	
	120/T	120/I/J	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120	

A = Included O = Optional

R Recommended

 Compatible

A-30	O					R															
A-33	O					R															
AC-2	O															R					
AD-5	O			R																	
AF-70	A																				R
ASC-10	A															R					
AW-2	O															R					
AX-1	O					R															
BD-2	O															R					
BE-5	A															R					
BE-5B	A															R					
BF-2	O					R															
BF-2B	O					R															
BL-1	O															R					
BX-16	A											R									
BX-4	O															R					
BX-400	A															R					
BX-8	A											R									
CA-30	A					R															
CE-2	O					R															
CE-2B	O					R															
CE-3	O															R					
CE-5	O															R					
CEB-3	O															R					
CF-10	A		R																		
CH-1	O															R					
CL-50	A																				R
CM-300	A					R															
CM-32L	A	R																			
CM-32P	A	R																			
CM-500	A					R															
CM-64	A	R																			

ROLAND and BOSS POWER SUPPLY COMPATIBILITY GUIDE

Output: Volts (V) Amps (mA)	Unregulated DC															Regulated DC			AC		
	9					9.5	12					±21.5	±15	±10	9	9.6	12	12		14	
	1200	1000	500	300	200	1500	1750	1700	1000	500	200	300/300	350/350	500/150	200	200	2000	1500	500	800	
	ACB	ACI	ACF	ACM	ACA	ACK	ACJ	ACL	ACO	ACN	ACG	ACE	ACD	ACH	PSA		ASA	BRB	BRA	BRC	
	120/T	120/I/J	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120	

CN-20	A					R																
CP-40	A																R					
CR-1000	A																R					
CR-80	A		R																			
CS-10	A	R																				
CS-2	O																R					
CS-3	O					R																
CT-6	O																R					
D-5	A		R																			
DB-66	O																R					
DB-88	O																R					
DC-2	O																R					
DC-3	O																R					
DD-3	O																R					
DD-5	O																R					
DF-2	O																R					
DI-1	O																R					
DIF-800	A		R																			
DR-220A/E	O																R					
DR-5	O																R					
DR-550/mkII	O																R					
DR-660	A																				R	
DS-1	O					R																
DS-2	O					R																
DS-3	O																R					
DS-330	A																				R	
DSD-2/3	O																R					
E-12	A												R									
E-14	A												R									
E-15	A		R																			
E-16	A													R								
E-28	A									R												
E-35	A							R														
E-36	A		R																			

ROLAND and BOSS POWER SUPPLY COMPATIBILITY GUIDE

Output: Volts (V) Amps (mA)	Unregulated DC															Regulated DC			AC		
	9					9.5	12					±21.5	±15	±10	9	9.6	12	12		14	
	1200	1000	500	300	200	1500	1750	1700	1000	500	200	300/300	350/350	500/150	200	200	2000	1500	500	800	
	ACB	ACI	ACF	ACM	ACA	ACK	ACJ	ACL	ACO	ACN	ACG	ACE	ACD	ACH	PSA			ASA	BRB	BRA	BRC

E-38	A									R																
E-5	A									R																
E-56	A									R																
E-66	A									R																
E-68	A									R																
EH-2	O																R									
EH-50	A																									R
EM-303	A									R																
EM-305	A									R																
ep-3	A																									
ep-5	A																									
ep-7	A																									
ep-707	A																									
ep-7mkl	A																									
ep-9	A																									
ep-75	A																									
ep-85	A																									
FC-200	O																									
FC-50	O																									
FT-2	O																									
FW-3	O																									
FZ-2	O																									
FZ-3	O																									
GE-21	A																									
GE-7	O																									
GE-7B	O																									
GEB-7	O																									
GI-10	A																									
GR-09	A																									
GR-1	A																									
GR-30	A																									
GX-700	A																									
HC-2	O																									
HF-2	O																									

ROLAND and BOSS POWER SUPPLY COMPATIBILITY GUIDE

Output: Volts (V) Amps (mA)	Unregulated DC															Regulated DC			AC		
	9					9.5	12					±21.5	±15	±10	9	9.6	12	12		14	
	1200	1000	500	300	200	1500	1750	1700	1000	500	200	300/300	350/350	500/150	200	200	2000	1500	500	800	
	ACB	ACI	ACF	ACM	ACA	ACK	ACJ	ACL	ACO	ACN	ACG	ACE	ACD	ACH	PSA		ASA	BRB	BRA	BRC	
	120/T	120/I/J	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120T	120	120	120

HM-2	O															R					
HM-3	O															R					
HR-2	O															R					
JV-30	A		R																		
JV-35	A		R																		
JV-50	A					R															
JW-50	A					R															
JX-1	A																		R		
LM-2	O															R					
LM-2B	O															R					
LMB-3	O															R					
LS-2	O															R					
LVC-1N	A									R											
M-660	A		R																		
MC-50/mkil	A		R																		
MC-202	A														R						
MC-303	A		R																		
ME-6	A																		R		
ME-6B	A																		R		
ME-8	A																			R	
ME-8B	A																			R	
ME-X	A		R																		
MPD-4	A															R					
MS-1	O															R					
MSL-15	O															R					
MT-100	A	R																			
MT-120	A	R																			
MT-2	O															R					
MT-200	A					R															
MT-32	A	R																			
MV-30	A					R															
MX-10	A																			R	
MX-5	O															R					
MZ-2	O															R					

ROLAND and BOSS POWER SUPPLY COMPATIBILITY GUIDE

Output: Volts (V) Amps (mA)	Unregulated DC															Regulated DC			AC		
	9					9.5	12					±21.5	±15	±10	9	9.6	12	12		14	
	1200	1000	500	300	200	1500	1750	1700	1000	500	200	300/300	350/350	500/150	200	200	2000	1500	500	800	
	ACB	ACI	ACF	ACM	ACA	ACK	ACJ	ACL	ACO	ACN	ACG	ACE	ACD	ACH	PSA		ASA	BRB	BRA	BRC	
120/T	120/I/J	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120	

NS-2	O																R				
NS-50	A																			R	
OC-2	O					R															
OD-1	O																R				
OD-2	O					R															
OD-2R	O																R				
OD-3	O																R				
ODB-3	O																R				
OS-2	O																R				
P-55	A		R																		
PAD-8	A			R																	
PAD-80	A			R																	
PC-200/mkII	O					R															
PH-1R	O																R				
PH-2	O					R															
PK-5	O					R															
PM-16	A			R																	
PMA-5	O																R				
PN-2	O																R				
PQ-3B	O																R				
PQ-4	O																R				
PQ-50	A																			R	
PR-1	O																R				
PR-100	A	R																			
PR-300	A					R															
PS-2	O																R				
PS-3	O																R				
PSM-5	A																R				
PV-1						R															
PW-2	O																R				
R-5	A																R				
R-70	A		R																		
R-8	A																R				
R-8mkII	A																R				

ROLAND and BOSS POWER SUPPLY COMPATIBILITY GUIDE

Output: Volts (V) Amps (mA)	Unregulated DC															Regulated DC			AC		
	9					9.5	12					±21.5	±15	±10	9	9.6	12	12		14	
	1200	1000	500	300	200	1500	1750	1700	1000	500	200	300/300	350/350	500/150	200	200	2000	1500	500	800	
	ACB	ACI	ACF	ACM	ACA	ACK	ACJ	ACL	ACO	ACN	ACG	ACE	ACD	ACH	PSA		ASA	BRB	BRA	BRC	
120/T	120/I/J	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120T	120	120	120	120	

RA-30	A		R																		
RA-50	A		R																		
RA-90	A		R																		
RA-95	A		R																		
RBF-10	A															R					
RC-3	O															R					
RCE-10	A															R					
RDD-20	A															R					
ROD-10	A															R					
RPD-10	A															R					
RPH-10	A															R					
RPQ-10	A															R					
RPW-7	A															R					
RRV-10	A															R					
RV-2	O															R					
RV-3	O															R					
SB-55	A		R																		
SC-155	A		R																		
SC-33	A																			R	
SC-50	A		R																		
SC-55	A		R																		
SC-55mkII	A		R																		
SC-7	A				R																
SD-1	O				R																
SD-2	O															R					
SD-35	A		R																		
SE-50	A																		R		
SE-70	A																		R		
SH-101	O														R						
SP-202	O														R						
SPD-11	A																			R	
SPD-20	A																			R	
SPD-8	A			R																	
SX-700	A																				R

ROLAND and BOSS POWER SUPPLY COMPATIBILITY GUIDE

Output: Volts (V) Amps (mA)	Unregulated DC															Regulated DC			AC			
	9					9.5	12					±21.5	±15	±10	9	9.6	12	12		14		
	1200	1000	500	300	200	1500	1750	1700	1000	500	200	300/300	350/350	500/150	200	200	2000	1500	500	800		
	ACB	ACI	ACF	ACM	ACA	ACK	ACJ	ACL	ACO	ACN	ACG	ACE	ACD	ACH	PSA		ASA	BRB	BRA	BRC		
	120/T	120/I/J	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120	120T	120	120	120

SYB-3	O																R					
TD-5	A																				R	
TD-7	A																			R		
TL-16	A												R									
TL-8	A																			R		
TM-3	O																R					
TM-7	O																R					
TR-2	O																R					
TR-505	O																R					
TR-606	O					R																
TR-626	O																R					
TR-707	A													R								
TR-727	A													R								
TU-6	O																R					
TU-8	O																R					
TU-12/H	O																R					
TU-120	O																R					
TU-121	O																R					
TU-12H	O																R					
TU-50	A																				R	
TU-6	O																R					
TU-8	O																R					
VB-2	O																R					
VT-1	A		R																			
W-50	O					R																
WS-20/20M	A													R								
XP-10	A		R																			
XT-2	O																R					

Accessories for Roland Products

	Wave Expansion	Voice Expansion	Video Owner's Manual	Video Demo	Continuous Pedal EV-5/FV-300L	Footswitches DP-2/DP-6/FS-5U	Travel Case Hardshell	Travel Case Soft Bag	Software	TurboStart	Supplemental Notes	CD-ROM Library	Style Disks	Memory Card M-512E	Patch Cards	PCM Card	AC Adaptor	Other
A-33																		
A-70		VE Series																
A-90		VE Series																
A-90EX																		
AC-100																		
BC-30																		
BC-30/210																		
BC-60																		
BC-60/310																		
DJ-70mklI												L-CD7/P						
DR-5																		App Guide
DR-550mklI																		
DR-660																		
E-16																		
E-66													MSD					
ep-7mklI																		EP-AK-2E
ep-9																		PB-7BK
FP-1																		FPS-1
G-600													MSD					
G-800													MSD					
G-1000													MSD					
GC-405/405X																		
GI-10																		US-20
GP-100																		
GR-09		GR9E-1																US-20
GR-1		SR-GR1-01																US-20
GR-30																		US-20
GT-5																		
GX-700																		
JC-120																		
JP-8000																		
JV-1080		SR-JV80																
JV-2080		SR-JV80																
JV-880		SR-JV80																
JX-305																		SM-2, SM-4
M-BD1																		
M-OC1																		
M-SE1																		
M-VS1																		
MC-303																		
MC-505																		SM-2, SM-4
MC-50mklI																		
ME-8																		
ME-8B																		
MS-1																		
PC-200mklI																		
PK-5																		
PMA-5																		
R-70																		
R-8mklI																		
RA-30																		PK-5
RA-800													MSD					PK-5
RA-95													MSD					PK-5
RD-500																		
RD-600																		
S-760																		
SDE-330													L-CD7/P					OP-760-01
SDX-330																		
SE-70																		

Accessories for Roland Products

	Wave Expansion	Voice Expansion	Video Owner's Manual	Video Demo	Continuous Pedal EV-5/FV-300L	Footswitches DP-2/DP-6/FS-5U	Travel Case Hardshell	Travel Case Soft Bag	Software	TurboStart	Supplemental Notes	CD-ROM Library	Style Disks	Memory Card M-512E	Patch Cards	PCM Card	AC Adaptor	Other	
SP-202																			SM-2, SM-4
SP-808																			SP-808-OP1
SPD-11																			PD Pads
SPD-20																			PD Pads
SRV-330																			
SX-700																			
TD-5																			PD Pads
TD-5K																			TDE-5
TD-7																			PD Pads
TDE-7K																			
TD-10																			PD Pads
VG-8																			VG8S-1
VK-7																			PK-5
VS-840																			VS4S-1
VS-880																			VS8F-1
VS-1680																			VS8F-2
VT-1																			
XP-10																			
XP-50		SR-JV80																	
XP-60		SR-JV80																	
XP-80		SR-JV80																	

The following are the patch lists contained in this book, arranged alphabetically by model number.

JP-8000	Patch Listing
JP-8000	Performance Listing
MC-303	Patch Listing
MC-505	Patch Listing
MC-505	Pattern Listing
PMA-5	Patch Listing
SPD-20	Instrument Listing
SPD-20	Patch Listing
SR-JV80-01	Pop Expansion Board Patch Listing
SR-JV80-01	Pop Expansion Board Waveform Listing
SR-JV80-02	Orchestral Expansion Board Patch Listing
SR-JV80-02	Orchestral Expansion Board Waveform Listing
SR-JV80-03	Piano Expansion Board Patch Listing
SR-JV80-03	Piano Expansion Board Waveform Listing
SR-JV80-04	Vintage Expansion Board Patch Listing
SR-JV80-04	Vintage Expansion Board Waveform Listing
SR-JV80-05	World Expansion Board Patch Listing
SR-JV80-05	World Expansion Board Waveform Listing
SR-JV80-06	Dance Expansion Board Patch Listing
SR-JV80-06	Dance Expansion Board Waveform Listing
SR-JV80-07	Super Sound Set Expansion Board Patch Listing
SR-JV80-07	Super Sound Set Expansion Board Waveform Listing
SR-JV80-08	Keyboards of the 60's and 70's Expansion Board Patch Listing
SR-JV80-08	Keyboards of the 60's and 70's Expansion Board Waveform Listing
SR-JV80-09	Session Expansion Board Patch Listing
SR-JV80-09	Session Expansion Board Waveform Listing
SR-JV80-10	Bass and Drums Expansion Board Patch Listing
SR-JV80-10	Bass and Drums Expansion Board Waveform Listing
SR-JV80-11	Techno Expansion Board Patch Listing
SR-JV80-11	Techno Expansion Board Waveform Listing
SR-JV80-12	Hip Hop Collection Patch Listing
SR-JV80-12	Hip Hop Collection Waveform Listing
TD-7T	'Turbo' Patch Listing
TD-10	Drum Instrument Listing
TD-10	Drum Kit Listing
VE-RD1	Expansion Board Patch Listing
XP-60/80	Internal Patch Listing
XP-60/80	Internal Waveform Listing

<u>No</u> : <u>Patch Name</u>	<u>*:Mono</u> <u>**:Legato</u>	<u>No</u> : <u>Patch Name</u>	<u>*:Mono</u> <u>**:Legato</u>	<u>No</u> : <u>Patch Name</u>	<u>*:Mono</u> <u>**:Legato</u>
P:A11: Spit'n Slide Bs	**	P:A64: Spit Brass		P:B37: True Pad	
P:A12: Velo Decay Bass	**	P:A65: Poly Sync		P:B38: Foreboding	
P:A13: Wall Bob	**	P:A66: Rave 5th		P:B41: Skreachea	
P:A14: Juno Sub Bass	**	P:A67: UK Shorty		P:B42: BPM Pulse 1	
P:A15: Subsonic Bass	**	P:A68: Old Rhodes		P:B43: BPM Pulse 2	
P:A16: Big & Dark	**	P:A71: Wurly Piano 1		P:B44: Hi-Pass Puls	
P:A17: Bass Flow	**	P:A72: Wurly Piano 2		P:B45: Sample&Hold Me	
P:A18: Juno Bass Vel	**	P:A73: Moody Organ		P:B46: MKS80 Space	
P:A21: Dubb Bass	**	P:A74: Org/Rotary>Ribon		P:B47: Arctic Sweep	
P:A22: Juice Bass	**	P:A75: VK09 PercEchoes		P:B48: Replicant CS	
P:A23: Dreams Are Made	**	P:A76: Sine Lead	**	P:B51: Stargate	
P:A24: Reso Bass Line	**	P:A77: Wichita Lead		P:B52: Lost in Time	
P:A25: Bass Pedals	**	P:A78: Creamy	**	P:B53: Circular	
P:A26: Hard Core Bass	**	P:A81: Smoothy	**	P:B54: Space Choir	
P:A27: MC-202 Bass	**	P:A82: Soaring Mini	**	P:B55: Hypass Sweep	
P:A28: Rubber SH-2	*	P:A83: Ribn F/B Lead	*	P:B56: BPF Tides	
P:A31: Raging Bass	*	P:A84: Sup-Jup Lead	**	P:B57: Matrix Sweep	
P:A32: Blipper Bass	**	P:A85: Modular Lead	**	P:B58: MKS80 Bells	
P:A33: JP-303	**	P:A86: Syncrosolo	**	P:B61: Tiny bells	
P:A34: Rave Time		P:A87: Ripper	**	P:B62: Chimey	
P:A35: Fretless Bass	**	P:A88: Phantom Lead	**	P:B63: Juno Arp	
P:A36: Digi Strat		P:B11: Whammy Mammy	**	P:B64: Sonar Ping	
P:A37: Fire Wire		P:B12: Wicked Lead	**	P:B65: Air Harp	
P:A38: Proflike Clavit		P:B13: Drefull Dr.		P:B66: Velo FX Percs	
P:A41: Withmod Comp		P:B14: Wiggle Mod		P:B67: Quizzled	
P:A42: Juno Clav		P:B15: Feedback Lead	**	P:B68: Intermittent	
P:A43: Gritty Power		P:B16: Crunch	**	P:B71: Brain Static	
P:A44: Separate ways		P:B17: Chaos Lead	**	P:B72: Computone	
P:A45: For RPS		P:B18: Out of Control	*	P:B73: Pin Matrix	
P:A46: Bread'n Butter		P:B21: String Machine		P:B74: Space Cheese	
P:A47: Silk 5ths		P:B22: Tron Vlins		P:B75: Rough Day	
P:A48: Ancient Asia		P:B23: Luxury Symph		P:B76: The Etruscan.	*
P:A51: Intervalic	**	P:B24: Debussy		P:B77: Varese	
P:A52: Squared Away		P:B25: BPF Velo Strings		P:B78: Pipe Dream	
P:A53: Velo Syncoid		P:B26: Detuned Str.		P:B81: Meteor	
P:A54: Resonance Chord		P:B27: Juno B81 Pad		P:B82: Snowman	
P:A55: Resorelease		P:B28: Richland		P:B83: Space Ghost	
P:A56: Waspy Synth		P:B31: MOD Strings		P:B84: Ozone	
P:A57: Euro SAW		P:B32: Jupiter Pad		P:B85: Cool-a little...	
P:A58: Dance Sweep		P:B33: Soft Strings		P:B86: Electro Gulls	
P:A61: Trance Food		P:B34: Shan-gri-la		P:B87: Template 1	
P:A62: One Shot Reso		P:B35: Fine Wine		P:B88: Template 2	
P:A63: The Fat Guy		P:B36: Glue Pad			

No:	Performance Name	Lower Patch	Upper Patch
P: 11:	Chariots	Chariots L	Chariots U
P: 12:	Fizzoid Bass	Fizzoid Bass L	FizzoidBass U **
P: 13:	Skreacky	Skreacky L	Skreacky U
P: 14:	Feedback Lead	INIT PATCH	Feedback Lead U **
P: 15:	Trancer	Trancer L **	Trancer U
P: 16:	Whisper	Whisper L	Whisper U
P: 17:	Dance Split	Dance Split L	Dance Split U
P: 18:	Comb Strings	Comb Strings L	Comb Strings U
P: 21:	Descender	Descender L	Descender U
P: 22:	Glass Columns	Glass Columns L*	Glass Columns U
P: 23:	BPM Pulsating	BPM Pulse L	BPM Pulse U
P: 24:	1979!	1979 L	1979 U
P: 25:	Elliptical	Elliptical L	Elliptical U
P: 26:	MKS80 Bell/Space	MKS80Bell/SpaceL	MKS80Bell/SpaceU
P: 27:	Legato TB-303	Legato TB-303 L*	Legato TB-303 U **
P: 28:	Massive Pad	Massive Pad L	MassivePad U
P: 31:	AKS Sweep	AKS Sweep L *	AKS Sweep U
P: 32:	Sweepers	Sweepers L	Sweepers U
P: 33:	Juliano	Juliano L	Juliano U
P: 34:	Stargate	Stargate L	Stargate U
P: 35:	Dual Mini's	Dual Mini's L **	Dual Mini's U **
P: 36:	Spacescapes	Spacescapes L	Spacescapes U
P: 37:	Trance Floor	Trance Floor L	Trance Floor U
P: 38:	Arctic E-know	INIT PATCH	Arctic E-know U
P: 41:	Smooth Split	Smooth Split L **	Smooth Split U **
P: 42:	Fanfare	Fanfare L	Fanfare U
P: 43:	Touchy Alarmist	TouchyAlarmist L	TouchyAlarmist U
P: 44:	Last Emperor	Last Emperor L	Last Emperor U **
P: 45:	Euroneuro	Euroneuro L	Euroneuro U
P: 46:	Babylon	Babylon L	Babylon U
P: 47:	Str/Whistle	Str/Whistle L	Str/Whistle U **
P: 48:	Back To The 60's	BackToThe60's L	BackToThe60's U
P: 51:	Wicked	Wicked L **	Wicked U **
P: 52:	Velo NRG	Velo NRG L **	Velo NRG U
P: 53:	Circuit Bent	Circuit Bent L	CircuitBent U
P: 54:	Arpegg<->Juno Pad	Arp<->Juno Pad L *	Arp<->Juno Pad U
P: 55:	Didjeribbon	Didjeribbon L **	Didjeribbon U **
P: 56:	Faze Strings	Faze Strings L	Faze Strings U
P: 57:	Dual SynthKlavs	DualSynthKlavs L	DualSynthKlavs U
P: 58:	Pulsing Sweep	Pulsing Sweep L	PulsingSweep U
P: 61:	Mini 5 th	Mini 5th L **	Mini 5th U **
P: 62:	Tubular	Tubular L	TubularU
P: 63:	Synthboy Split	Synthboy Split L **	Synthboy Split U

No:	Performance Name	Lower Patch	Upper Patch
P: 64:	Water Orchestra	WaterOrchestra L	WaterOrchestra U
P: 65:	Split of 5ths	Split of 5ths L **	Split of 5ths U
P: 66:	Road To Goa	Road To Goa L **	Road ToGoa U *
P: 67:	Rain Drops	Rain Drops L	Rain Drops U
P: 68:	Wide Quark Rings	WideQuarkRings L	WideQuarkRings U
P: 71:	Tritouch Layer	Tritouch Layer L	Tritouch Layer U
P: 72:	Aquapeggios	Aquapeggios L	Aquapeggios U
P: 73:	OB Eight	OB Eight L	OB Eight U
P: 74:	Swynk	Swynk L *	Swynk U
P: 75:	GR-300 Solo	GR-300 Solo L *	GR-300 Solo U *
P: 76:	Ring Split	Ring Split L	Ring Split U
P: 77:	Observatory	Observatory L	Observatory U
P: 78:	Tron Strings	Tron Strings L	Tron Strings U
P: 81:	Mirror Balls	Mirror Balls L	Mirror Balls U
P: 82:	Entropy	Entropy L	EntropyU
P: 83:	Template1	Tmp1:Trig Src.	Tmp1:Trig Dst.
P: 84:	Template2	Tmp2:ChorusSync	Tmp2:DelaySync
P: 85:	Template3	INIT PATCH	Tmp3:LFO Sync
P: 86:	Template4	Tmp4:Lower	Tmp4:Upper **
P: 87:	Template5	Tmp5:Lower	Tmp5:Upper
P: 88:	Template6	Tmp6:Lower	Tmp6:Upper

*: Mono **: Legato

Bank 1: Synthesizer

- 1 Lead TB 1
- 2 Lead TB 2
- 3 Wow TB
- 4 Lead TB 3
- 5 MG Saw
- 6 Voc.Saw
- 7 Cheese Saw
- 8 Saw Lead
- 9 Calc.Saw
- 10 OB2 Saw 1
- 11 Juno6 Saw
- 12 JP8 Pls.1
- 13 MG Pls.1
- 14 Flicker Pls.
- 15 Tri Lead1
- 16 Tri Lead2
- 17 PR5 Squ.1
- 18 JU2 SubOsc.
- 19 Frog Wave
- 20 Seq.Synth
- 21 Polysynth
- 22 JP8 Pls.2
- 23 JP8 Squ.
- 24 260 Pls.90
- 25 Reso.Pls.
- 26 Reso.Stack
- 27 Soft Lead
- 28 8DV Saw 1
- 29 PR5 Saw 1
- 30 D50 Saw
- 31 MG Sweep
- 32 Sweep Lead
- 33 Vocorderman
- 34 4th Lead 1
- 35 4th Lead 2

Bank 2: Synth Bass

- 1 Normal TB
- 2 Dist.TB 1
- 3 Dist.TB 2

- 4 Acid TB 1
- 5 Acid TB 2
- 6 Acid TB 3
- 7 Acid TB 4
- 8 101 Bass 1
- 9 101 Bass 2
- 10 101 Bass 3
- 11 House Bass
- 12 Sine Bass
- 13 Dub Bass
- 14 Pizz.Bass
- 15 MG Bass 1
- 16 MG Bass 2
- 17 MG Bass 3
- 18 MG Bass 4
- 19 FM Super Bs
- 20 Cheese Bass
- 21 Syn.SB Bass
- 22 Blip Bass
- 23 KGP Bass
- 24 TBMG Bass 1
- 25 MG Bass5
- 26 JPMG Bass
- 27 Click Bass
- 28 KMP Bass
- 29 Osc.Bass
- 30 Reso.Bass
- 31 Wow MG Bass
- 32 Wow 101 Bass
- 33 Sweep Wow Bass
- 35 Doom Bass
- 36 Rubber Bass 1
- 37 Rubber Bass 2
- 38 Acid Bass
- 39 Bubble Bass
- 40 Organ Bass

Bank 3: Bass Guitar

- 1 Ac.Bass 1
- 2 Ac.Bass 2
- 3 Fingered Bs 1

- 4 Fingered Bs 2
- 5 Picked Bass 1
- 6 Dust Pick Bass
- 7 Picked Bass 2
- 8 Fretless Bass
- 9 Slap Bass 1

Bank 4: Synth Stack

- 1 Syn.Stack 1
- 2 Oct.Stack
- 3 Syn.Stack 2
- 4 Saw Stack
- 5 Syn.SB 1
- 6 Syn.SB 2
- 7 Brass Perc.
- 8 Dirty SB

Bank 5: Synth Pad

- 1 Atmosphere
- 2 Feed Back
- 3 X-MOD
- 4 Pacifica
- 5 7th Atom
- 6 Outer Space
- 7 Rev.Atom
- 8 2.2 Pad
- 9 Jungle Pad
- 10 Psycho Pad
- 11 Pipe Pad
- 12 Ambient Pad
- 13 Flanger Pad
- 14 Bell Pad
- 15 7th Bell Pad
- 16 Fantasia
- 17 Crystal
- 18 Exo.Bell Pad
- 19 Echo Bell
- 20 Warm Pad
- 21 Soundtrack
- 22 Oct.Pad

- 23 OB Str. Pad
- 24 X-MOD Pad
- 25 Sweep Pad 1
- 26 Sweep Pad 2
- 27 OB Soft Pad
- 28 Goblin
- 29 Echo Drops
- 30 Random Pad
- 31 LFO Sweep
- 32 Horror Pad
- 33 Pulse Key Pad

Bank 6: Strings

- 1 Real Strings 1
- 2 Real Strings 2
- 3 Auh Strings
- 4 Hi Strings
- 5 Syn.Strings 1
- 6 Syn.Strings 2
- 7 Syn.Strings 3
- 8 Noise Strings
- 9 RND Strings
- 10 LFO Strings
- 11 Slow Strings
- 12 Slow SynStr.
- 13 Pizzicato Str.

Bank 7: Voice

- 1 Choir Auhs
- 2 Space Voice
- 3 Sweepvox
- 4 Synthvox 1
- 5 Auh
- 6 Synthvox 2
- 7 Leadvox
- 8 Auh Auh
- 9 Sky Vox
- 10 Auhbient
- 11 Vibravox
- 12 Noisevox

Bank 8: Synth FX

- 1 UFO FX
- 2 Saw in Saw
- 3 Feed Bell
- 4 Abduction
- 5 Loop Sweep
- 6 UP FX
- 7 Robocorder
- 8 Noise Grow
- 9 LFO Techno
- 10 Calculating
- 11 Emergency!
- 12 FX Beats
- 13 Analog FX
- 14 Transformer
- 15 Dusty Scratch
- 16 Space Worms
- 17 Winky FX

Bank 9: Noise

- 1 PR5 Noise1
- 2 PR5 Noise2
- 3 Pink Noise
- 4 White Noise
- 5 Bomb Wind
- 6 Syn.Wind
- 7 Vinyl Noise
- 8 Noise Snare
- 9 Explosion
- 10 Pink Bomb

Bank 10: Piano

- 1 Ac.Piano
- 2 Bright Piano
- 3 E.Piano 1
- 4 E.Piano 2
- 5 E.Piano 3
- 6 E.Piano 4
- 7 Org.E.Piano
- 8 Noise Piano
- 9 Clav.

10 Ana.Clav.	<u>Bank 14: Guitar</u>	17 Flute	<u>Bank 19: SFX</u>	14 Hi Conga Mute
11 Digi.Clav.	1 Steel Str.Gt.	18 Pan Flute	1 Starship	15 Lo Conga Open
	2 12str.Guitar	19 Afro Flute	2 Burst Noise	16 808 Conga
<u>Bank 11: Organ</u>	3 Jazz Guitar	20 Pipe Lead 1	3 Laser-gun	17 Mute Surdo
1 Organ 1	4 Clean Guitar	21 Pipe Lead 2	4 Seashore	18 Open Surdo
2 Lp-Hp Organ	5 Distortion Gt.	22 Shakuhachi	5 Rain	19 Open Pandeiro
3 Organ 2	6 Gt.Harmonics		6 Thunder	20 Mute Pandeiro
4 Percsv Organ	7 Acid Guitar 1	<u>Bank 17: Ethnic</u>	7 Wind	21 Mute Cuica
5 Slow Organ	8 Acid Guitar 2	1 Sitar 1	8 Stream	22 Open Cuica
6 Smokey Org.Chrd	9 Jazz Steel Guitar	2 Sitar 2	9 Bubble	23 Timbale
7 Organ Chord	11 Wah Guitar	3 Kalimba	10 Bird	24 Tablabaya
8 '60s Organ		4 Bagpipe	11 Low Bird	25 Udo
9 Dist.Organ	<u>Bank 15: Brass Section</u>		12 Telephone	26 Latin Menu
10 Church Org.1	1 Brass 1	<u>Bank 18: Hit</u>	13 Gun Shot	
11 Organ Loop	2 Bright Brass 1	1 MG Blip 1	14 Machine-gun	<u>Bank 21: Metal Perc</u>
12 LF-Organ	3 Bright Brass 2	2 Rev.Blip	15 Car-Pass	1 Jungle Tamb.
	4 Brass&Strings	3 MG Blip 2	16 Car-Crash	2 Tambourine
<u>Bank 12: Chrom Perc</u>	5 SB Brass Sect.	4 Syn.Perc	17 Siren	3 Hit Tamb.
1 Glockenspiel	6 ST Brass Sect.	5 Powa	18 Jetplane	4 Shake Tamb.
2 Vibraphone	7 OB Brass	6 Douby	19 Helicopter	5 78 Tamb.
3 Beat Glocken	8 Hybrid Brs.	7 P-Mod Perc	20 Laughing	6 Cowbell
4 Marimba	9 4th Brass	8 Bam Hit	21 Screaming	7 808 Cowbell
5 Timpani		9 Bit Hit	22 Punch	8 78 Cowbell
6 Steel Drums	<u>Bank 16: Brass/Pipe</u>	10 Orch. Hit	23 Heart Beat	9 Mute Triangle
7 Sqr.Perc.	1 Synth Brass 1	11 BF Hit	24 Applause	10 Open Triangle
8 Juno Bell	2 Synth Brass 2	12 Organ Hit		11 Agogo
9 MG Perc	3 Bright Syn.Brs 1	13 Bim Hit	<u>Bank 20: Percussion</u>	12 78 Metal Beat
10 Perc.Glass	4 Bright Syn.Brs 2	14 Dist.Hit	1 909 Tom	13 Jingle Bell
	5 Warm Brass 1	15 Brass Fall	2 Synth Tom	14 Bell Tree
<u>Bank 13: Bell</u>	6 Stack Brass 1	16 Strings Hit	3 808 Tom	15 Wind-chime
1 Tubular-bell	7 Warm Brass 2	17 Space Frog	4 Elec. Tom	
2 Vib. Bell	8 Strings Brass	18 Hoo!	5 Ac.Tom	<u>Bank 22: Other Perc</u>
3 7th Bells	9 Warm Brass 3	19 Ha!	6 78 Tom	1 Maracas
4 Ring Bell	10 Stack Brass 2	20 Afro Feet	7 Hi Bongo Mute	2 808 Maracas
5 Digi.Bell 1	11 Trumpet	21 Breath 3	8 Hi Bongo Open	3 Cabasa Up
6 Ring Mod.	12 Muted Trumpet	22 Scratch Rwnd	9 Lo Bongo Mute	4 Cabasa Down
7 Digi.Bell 2	13 Sax&Trumpet	23 Scratch Push	10 Lo Bongo Open	5 626 Shaker
8 Dirty Bell 1	14 Alto Sax	24 Scratch Pull	11 Hi Conga Slap	6 Short Whistle
9 Dirty Bell 2	15 Baritone Sax	25 Tape Rewind	12 Hi Conga Mute	7 Long Whistle
10 Digi.Bell 3	16 Bright Sax	26 Vinyl Stop	13 Hi Conga Open	8 Short Guiro

- 9 Long Guiro
- 10 78 Guiro
- 11 Click Noise
- 13 808 Rim Shot
- 14 Rim Shot
- 15 Hyoshigi
- 16 Claves
- 17 808 Claves
- 18 Wood Block
- 19 Vibra-slap

Bank 23: Hi-Hat

- 1 Real CH 1
- 2 Real PH 1
- 3 Real OH 1
- 4 Room CH
- 5 Room OH
- 6 Real CH 2
- 7 Real PH 2
- 8 Real OH 2
- 9 808 CH
- 10 808 OH
- 11 78 CH
- 12 78 OH
- 13 707 CH
- 14 707 OH
- 15 606 CH
- 16 909 CH 1
- 17 909 CH 2
- 18 909 OH
- 19 909 Dist.OH

Bank 24: Cymbal

- 1 909 Crash
- 2 808 Cymbal
- 3 909 Ride Cym.
- 4 Ride Cymbal
- 5 Ride Bell
- 6 Asian Gong
- 7 Reverse Cymbal

Bank 25: Clap

- 1 808 Clap
- 2 Finger Snap
- 3 Hip Clap
- 4 Shake & Light Clap
- 5 Rap & Real Clap
- 6 909 & Hard Clap
- 7 HC2 & 707 Clap

Bank 26: Snare Drum (Single)

- 1 Funky Ghost
- 2 Clap SD
- 3 Fat SD
- 4 Tight SD
- 5 909 SD
- 6 808 SD
- 7 Elec. SD
- 8 80809 SD
- 9 Slap
- 10 Blip SD

Bank 27: Snare Drum (Kit)

- 1 Rim SD Kit
- 2 Jngl.SD Kit 1
- 3 Jngl.SD Kit 2
- 4 Mute SD Kit
- 5 Funky SD Kit
- 6 Rap SD Kit
- 7 Dry SD Kit
- 8 Brush Tap
- 9 Brush Slap
- 10 Brush Swirl
- 11 909 SD Kit
- 12 808 SD Kit
- 13 Hyper SD Kit
- 14 FX SD Kit
- 15 808 SD Kit 2
- 16 606 SD Kit

Bank 28: Bass Drum (Single)

- 1 Blip BD
- 2 Cave BD
- 3 808 BD 1
- 4 808 BD 2
- 5 Elec.BD
- 6 Afro Feet BD

Bank 29: Bass Drum (Kit)

- 1 Dist.BD Kit
- 2 Jngl.BD Kit
- 3 909 BD Kit 1
- 4 909 BD Kit 2
- 5 909 BD Kit 3
- 6 Dry BD Kit
- 7 606 BD Kit

Preset A

001= Lead TB 1
 002= Dist TB 1
 003= Dist Sqr TB
 004= Dist TB 2
 005= Dist TB 3
 006= TB + Voco
 007= Dist TB 4
 008= Lead TB 2
 009= Devil TB
 010= Dual TB
 011= HiLo303ModSw
 012= Arpness TB
 013= Acid Line
 014= Dist TB 5
 015= Lead TB 3
 016= Lead TB 4
 017= TB Tra Bass
 018= Acid TB
 019= Psyche-TB
 020= TB + Sine
 021= Hi-Pass TB
 022= Moog Saw
 023= OB Saw
 024= MG Lead
 025= Poly Key
 026= Synth Pulse
 027= Dual Profs
 028= Axe of 80
 029= MG Square
 030= Square Lead1
 031= Square Lead2
 032= Square Lead3
 033= Lucky
 034= Synth Lead 1
 035= Moon Lead
 036= Rezo SynLead
 037= Wspy Synth
 038= Enorjizor
 039= JP8 Sprang
 040= PortaSynLead
 041= Wah Lead

042= Beep Mod
 043= Dist Lead 1
 044= Freaky Fry
 045= JU2 SubOsc 1
 046= JU2 SubOsc 2
 047= Froggy
 048= Synth Lead 2
 049= Singin' MINI
 050= Plastic Ton
 051= SinusoidRave
 052= Sine Me Up
 053= Spooky Sine
 054= Sine Tone
 055= D50 Saw Lead
 056= Dst Syn Lead
 057= Big Up Massv
 058= Warm SawLead
 059= Hartnoll Era
 060= Skegness 97
 061= Simply June
 062= The Brothers
 063= Dist Lead 2
 064= Dark SawLead
 065= Dist Lead 3
 066= Mosquito
 067= Phazyn Vox
 068= Voc Saw
 069= VT Vox
 070= Pure Voice
 071= Robo Vox
 072= Hallucinate
 073= Seq.Synth
 074= Analog Seq
 075= Ana Punch
 076= Atom Brain
 077= Fooled MC
 078= 101 Bass 1
 079= House Bass
 080= 101 Bass 2
 081= 202 Bass
 082= Psycho Funk
 083= Talking Lin

084= Inside Bass
 085= Bubble Bas
 086= Bass Bleep
 087= Wiggle Bas
 088= Twist Bass
 089= Octa Bass
 090= BT's Sticky
 091= MG Bass
 092= FM Super Bs
 093= Solid Bass
 094= T Nite Bass
 095= Front 505
 096= Def Bass 1
 097= Def Bass 2
 098= Sine Bass 1
 099= Sine Bass 2
 100= RollModRezBs
 101= Gate Me Buzz
 102= System Bass
 103= Spike Bass
 104= Solid Goa
 105= Rezo Bass
 106= Blip Bass
 107= Pizz Bass
 108= Voco Bass
 109= VoCoRoBo
 110= Dust Bass
 111= ArtCore Bass
 112= NU-NRG Bass
 113= TalkBox Bass
 114= Incontinence
 115= Bari Voice
 116= Ac.Bass
 117= E.Ac.Bass
 118= Acid Jazz Bs
 119= Soup's Bass
 120= Fingered Bs
 121= FingBsVeloSw
 122= PickedBass 1
 123= PickedBass 2
 124= Fretless Bs
 125= Phot Bass

126= Slap Bass
 127= R&B B-Slides
 128= Syn Stack 1

Preset B

001= Strong Brass
 002= You Can Fl
 003= Syn stack 2
 004= Dawn Of Man
 005= Saw Stack 1
 006= Saw Stack 2
 007= DLM Stack
 008= DOC Stack
 009= LN2 Stack
 010= Bend Stack
 011= Freedom
 012= Good Bean
 013= JP8000 5th
 014= Mega 5th
 015= 5th Saw
 016= 4th Saw
 017= Soundtrack
 018= Rise Pad
 019= Warm Pad
 020= JP + OB Pad
 021= Planet
 022= Additive
 023= Noise Pad
 024= Sweep Pad 1
 025= Sweep Pad 2
 026= Alles Padde
 027= Sky Light
 028= Stargate MC
 029= Middle Grow
 030= AiRye Bread-
 031= NU-NRG Org
 032= Halo Pad
 033= Str/Brs Pad
 034= Syn Brs Pad
 035= Simple Pad
 036= OB Rezo Pad
 037= Sweet Vocode

038= Thin Pad
 039= Attack Pad
 040= Metal Pad
 041= Atmosphere
 042= Fantasia
 043= Feedbackwave
 044= Pacifica
 045= Atmosphere 2
 046= Sub Atmosphe
 047= Machine Pad
 048= Detuned Pad
 049= Scoop Pad
 050= Psycho Trevor
 051= Floating Pad
 052= Fancy Pad
 053= Strings 1
 054= Strings 2
 055= Old StringSW
 056= Swim Strings
 057= Eclip-Str
 058= Slow Strings
 059= OB Slow Str
 060= Syn.Strings1
 061= Syn.Strings2
 062= OB Strings
 063= Rhap Strings
 064= Banded Jupe
 065= NU-NRG Str
 066= Violin
 067= Contrabass
 068= Tremolo Str
 069= Pizzicato 1
 070= Pizzicato 2
 071= Pizz It
 072= Guardians
 073= Gat Passion
 074= Syn Harp
 075= Voice Oohs
 076= Solo Vox
 077= Syn Vox
 078= Choir Aahs
 079= Space Voice

080= Star Voice	122= X-Mod	034= Clavi	076= MKS-30 Melts	118= Recorder
081= Brightness	123= X-FM/Org	035= Digi Clavi	077= Trip Lead	119= Jazz SynLead
082= Vox Lead	124= X-FM Bass	036= FM Clavi	078= Steel-Str.Gt	120= Solo Flute
083= Auhbient	125= Hard BD?	037= AnalogClavi1	079= Clean Gtr	121= Pan Flute
084= Auh Luv Rave	126= S&H Voc	038= AnalogClavi2	080= Jazz Gtr 1	122= Bottle Blow
085= PCM Life	127= X-TlkBxBass	039= Funky Clavi	081= Jazz Gtr 2	123= Funky Pipe
086= Noisevox	128= X-Kick/TB	040= RotaryOrg Sl	082= Muted Gtr	124= Breath Noise
087= Trance Voice		041= RotaryOrg Fs	083= Lo-Fi Gtr	125= Shakuhachi
088= Effect Acer	<u>Preset C</u>	042= Gospel Spin	084= Terror Dome	126= Sitar 1
089= Alternative	001= X-Org/Nz	043= L Org F	085= Psycho-G	127= Sitar 2
090= Hard Pure	002= X-Pizz/Rng	044= Organ 1	086= Dist Gtr Chd	128= Santur
091= Metal EF	003= White Noise	045= Lp-Hp Organ	087= Going Bald	
092= Dly Tone	004= Pink Noise	046= Organ 2	088= Gt.Harmonic1	<u>Preset D</u>
093= Osci Frog	005= P5 Noise	047= Percsv Organ	089= Gt.Harmonic2	001= Kalimba
094= Cal + After	006= Toy Noise	048= Ballad B	090= Shafted Gtr	002= Bagpipes
095= 8b Pad	007= Rezo Noise	049= FM Club Org	091= WahGT 2 Menu	003= PnoBendM7-m7
096= SpaceHighway	008= Vinyl Noise	050= Pop Organ	092= Gtr Up	004= Org Chd m7
097= Trek Storm	009= Tornado Jet	051= Cheese Organ	093= Gtr Down	005= BalapChd 9th
098= Abduction	010= Smooth Jet	052= Reed Organ	094= Gtr Sweep	006= Wah Gtr Hit
099= 1st Contact	011= Sweep Noise	053= Telstar	095= Orch Gtr	007= Orch Hit 1
100= Ice Cave	012= ModWhtSweep	054= Church Org	096= Brass	008= Orch Hit 2
101= Rev Cord	013= Perk Breath	055= Organ Bass	097= Bright Brass	009= Rave-X-Tasy
102= Blue Random	014= Pink Bomb	056= Strict Organ	098= Hush Brass	010= Philly Hit 1
103= Sync Tone	015= 64voicePiano	057= SmkyChrd Org	099= Synth Brass1	011= Philly Hit 2
104= Seq Up	016= Ac.Piano 1	058= Sweep Organ	100= Synth Brass2	012= Attack Hit
105= SawLFOSaw	017= Ac.Piano 2	059= Accordion	101= Synth Brass3	013= Funky Hit
106= Calculating	018= Epic House	060= Vibraphone	102= Syn Brs Lead	014= Tekno ChdHit
107= Touch EF	019= Hush Piano	061= FM Marimba	103= Obilator	015= Dist Hit
108= Welding	020= Happy Piano	062= Marimba	104= OpenUp Brass	016= Glasgow Hit
109= Press Machin	021= BPF Piano	063= Xylophone	105= Brass Fall	017= Happy Hit
110= EF Tribe	022= Honky-tonk	064= Balaphone	106= Trumpet	018= Scene Hit 1
111= Scratch Alt	023= NY Piano+Str	065= Timpani	107= MutedTrumpet	019= Scene Hit 2
112= Analog FX	024= Voice Piano	066= Steel Drum	108= Soprano Sax	020= Drill Hit
113= Non TB	025= Old E.Piano	067= Digi Bell	109= Alto Sax	021= Gaia Message
114= Nasty Filt	026= E.Piano 1	068= Acid Perc	110= Baritone Sax	022= Rezo Perc
115= Psy-Ence	027= E.Piano 2	069= MetaL-SD	111= SlideBiteSax	023= Syn Perc
116= Music Hi	028= Cool Rhodes	070= Classy Pulse	112= Sax & Tp	024= MG Blip
117= Uber Zone	029= Psycho EP	071= Glockenspiel	113= Tuba	025= Rev Blip
118= Down Gown	030= Trip E.Piano	072= Fanta Bell	114= Syn F.Horn	026= Air Blip
119= For Giving	031= Rotary Rhode	073= Crystal	115= Oboe	027= Radical Perc
120= Sound Alarm	032= EP-Organ	074= Tubular-Bell	116= Whistle	028= Machine
121= Acid Drone	033= Harpsichord	075= Shank Bells	117= Ocarina	029= Metal Hit

030= Tanz Devil	072= Short Tamb	114= CHH 2 Menu
031= Headz Direkt	073= 808 Cowbell	115= PHH Menu
032= ShoppingCart	074= CR78 Cowbell	116= OHH 1 Menu
033= Noisy Drill	075= CR78 Beat	117= OHH 2 Menu
034= Thump Bounce	076= Wind-Chime	118= Clap 1 Menu
035= Tape Rewind	077= Rim Shot	119= Clap 2 Menu
036= Stop	078= TR909 Rim	120= Snare 1 Menu
037= Ao!	079= Hyoshigi	121= Snare 2 Menu
038= Ha!	080= TR626 Shaker	122= Snare 3 Menu
039= Seashore	081= 727 Quijada	123= Snare 4 Menu
040= Bird	082= Real CH	124= Snare 5 Menu
041= Telephone	083= TR909 OH	125= Snare 6 Menu
042= Helicopter	084= Syn OH	126= Kick 1 Menu
043= Applause	085= TR909 Crash	127= Kick 2 Menu
044= Gun Shot	086= Reverse Cym.	128= Kick 3 Menu
045= Machine Gun	087= Asian Gong	
046= Laser Gun	088= TR808 Clap	
047= Sci-Fi Laser	089= Down Clap	
048= Breath	090= Clap Tail	
049= Rain	091= Rap&Real Clp	
050= Siren	092= Maddening	
051= TR909 Tom	093= TR909 Snare	
052= TR808 Tom	094= TR808 Snare	
053= Syn Tom 1	095= House Snare	
054= Syn Tom 2	096= Jungle Snr 1	
055= Old Syn Tom	097= Jungle Snr 2	
056= Taiko	098= TR808 Kick	
057= Slow Down	099= Plastic BD	
058= Boom Drop	100= Gate Kick	
059= B-Tom-D	101= Jungle Kick	
060= Mr.Bong Bass	102= Scrтч/Vo Mn	
061= Friends of 0	103= Flexi Vox Mn	
062= Latin Perc	104= Hit Menu	
063= Bongo Fury	105= Indust Menu	
064= High Timbale	106= Tom Menu	
065= MutePandeiro	107= Percus1 Menu	
066= Open Surdo	108= Percus2 Menu	
067= Brazil Perc	109= Cowbell Menu	
068= Tablabaya	110= Shaker+ Menu	
069= Mute Cuica	111= Rim Menu	
070= Long Whistle	112= Cymbal Menu	
071= Agogo	113= CHH 1 Menu	

Techno

No.	Name	BPM	Measure
P:001	Psy Trance	142	4
P:002	Psy Trance 2	145	4
P:003	Psy Trance 3	145	4
P:004	Psy Trance 4	145	4
P:005	Psy Trance 5	138	4
P:006	Psy Trance 6	142	4
P:007	Psy Trance 7	144	4
P:008	Psy Trance 8	143	4
P:009	Psy Trance 9	145	4
P:010	Psy Trance 10	145	4
P:011	Psy Trance 11	145	4
P:012	Psy Trance 12	142	4
P:013	Psy Trance 13	143	4
P:014	Psy Trance 14	145	4
P:015	Psy Trance 15	135	4
P:016	Psy Trance 16	142	4
P:017	Psy Trance 17	147	4
P:018	Psy Trance 18	141	4
P:019	Trance 1	146	4
P:020	Trance 2	136	8
P:021	Trance 3	138	4
P:022	Trance 4	140	8
P:023	Trance 5	145	4
P:024	Trance 6	119	4
P:025	Trance 7	129	4
P:026	Trance 8	129	4
P:027	Trance 9	130	8
P:028	NU-NRG 1	150	2
P:029	NU-NRG 2	152	2
P:030	NU-NRG 3	145	8
P:031	NU-NRG 4	150	8
P:032	NU-NRG 5	140	8
P:033	NU-NRG 6	152	8
P:034	Epic Trance 1	150	4
P:035	Epic Trance 2	148	8
P:036	Epic Trance 3	148	8
P:037	Minimal 1	135	8

No.	Name	BPM	Measure
P:038	Minimal 2	140	8
P:039	Minimal 3	135	4
P:040	Minimal 4	135	4
P:041	Minimal 5	130	2
P:042	Minimal 6	138	4
P:043	Minimal 7	132	4
P:044	Minimal 8	140	16
P:045	Minimal 9	135	4
P:046	Minimal 10	140	4
P:047	Minimal 11	135	4
P:048	Minimal 12	138	4
P:049	DetroitTechno 1	132	4
P:050	DetroitTechno 2	150	4
P:051	DetroitTechno 3	140	4
P:052	DetroitTechno 4	132	4
P:053	DetroitTechno 5	136	8
P:054	DetroitTechno 6	140	4
P:055	Gabba 1	200	2
P:056	Gabba 2	200	4
P:057	Gabba 3	180	4
P:058	Gabba 4	167	4
P:059	Gabba 5	167	4
P:060	HappyHardcore 1	175	4
P:061	HappyHardcore 2	190	4
P:062	HappyHardcore 3	175	2
P:063	HappyHardcore 4	175	4
P:064	HappyHardcore 5	175	2
P:065	Rave 1	130	8
P:066	Rave 2	130	8
P:067	Rave 3	179	8
P:068	Rave 4	179	8
P:069	Rave 5	172	8
P:070	Rave 6	185	8
P:071	Rave 7	170	8
P:072	Dream Pop 1	145	4
P:073	Dream Pop 2	130	8
P:074	Dream Pop 3	140	8
P:075	Rock 1	132	4

No.	Name	BPM	Measure
P:076	Rock 2	130	4
P:077	Rock 3	137	4
P:078	Rock 4	126	4
P:079	Rock 5	137	4
P:080	Rock 6	128	8
P:081	Rock 7	112	4
P:082	Rock 8	128	4
P:083	Industrial 1	125	4
P:084	Industrial 2	132	8
P:085	Industrial 3	112	4
P:086	Industrial 4	90	8
P:087	Industrial 5	128	4
P:088	Industrial 6	128	4
P:089	Industrial 7	128	4
P:090	Industrial 8	128	4
P:091	Electro 1	122	4
P:092	Electro 2	119	8
P:093	AmbientTechno 1	130	8
P:094	AmbientTechno 2	120	16
P:095	AmbientTechno 3	120	16
P:096	AmbientTechno 4	128	4
P:097	AmbientTechno 5	120	4
P:098	AmbientTechno 6	120	4

Drum'n'Bass

No.	Name	BPM	Measure
P:099	Artcore 1	165	8
P:100	Artcore 2	170	8
P:101	Artcore 3	165	16
P:102	Artcore 4	165	8
P:103	Artcore 5	158	16
P:104	Drum'n'Bass 1	165	8
P:105	Drum'n'Bass 2	156	4
P:106	Drum'n'Bass 3	156	8
P:107	Drum'n'Bass 4	180	16
P:108	Drum'n'Bass 5	180	16
P:109	Drum'n'Bass 6	165	8
P:110	Darkcore 1	195	8

No.	Name	BPM	Measure
P:111	Darkcore 2	160	4
P:112	Darkcore 3	161	8
P:113	Darkcore 4	148	4
P:114	Darkcore 5	185	8
P:115	Darkcore 6	185	8
P:116	Hard Step 1	179	8
P:117	Hard Step 2	165	8
P:118	Hard Step 3	160	4
P:119	Hard Step 4	190	8
P:120	Tech Step 1	165	8
P:121	Tech Step 2	165	8
P:122	Tech Step 3	157	8
P:123	Jazz Step 1	156	4
P:124	Jazz Step 2	160	8
P:125	Jazz Step 3	165	8
P:126	Jazz Step 4	197	8
P:127	Jazz Step 5	170	8
P:128	Ragga/Jungle 1	180	8
P:129	Ragga/Jungle 2	179	8
P:130	Ragga/Jungle 3	163	8
P:131	Ragga/Jungle 4	165	8
P:132	Ragga/Jungle 5	200	8

Hip Hop

No.	Name	BPM	Measure
P:133	HipHop East 1	93	2
P:134	HipHop East 2	93	2
P:135	HipHop East 3	95	4
P:136	HipHop East 4	95	2
P:137	HipHop East 5	95	2
P:138	HipHop East 6	95	2
P:139	HipHop East 7	84	8
P:140	HipHop East 8	85	4
P:141	HipHop East 9	89	2
P:142	HipHop East 10	89	4
P:143	HipHop West 1	99	2
P:144	HipHop West 2	99	4
P:145	HipHop West 3	95	4

No.	Name	BPM	Measure
P:146	HipHop West 4	96	4
P:147	HipHop West 5	89	4
P:148	HipHop West 6	96	4
P:149	HipHop West 7	92	2
P:150	HipHop West 8	92	2
P:151	HipHop West 9	92	2
P:152	Abstract 1	79	2
P:153	Abstract 2	77	4
P:154	Abstract 3	79	2
P:155	Abstract 4	94	4
P:156	Abstract 5	94	4
P:157	Abstract 6	92	4
P:158	Abstract 7	67	2
P:159	Abstract 8	105	4
P:160	Abstract 9	104	4
P:161	Abstract 10	77	4
P:162	Abstract 11	100	4
P:163	HipHop Early 1	107	8
P:164	HipHop Early 2	98	4
P:165	HipHop Early 3	103	8
P:166	HipHop Early 4	98	8
P:167	HipHop Early 5	106	8
P:168	HipHop Early 6	100	2
P:169	HipHop Early 7	87	2
P:170	HipHop Early 8	99	2
P:171	NewJack Swing 1	105	8
P:172	NewJack Swing 2	110	4
P:173	Miami Bass 1	138	8
P:174	Miami Bass 2	127	4
P:175	HipHop Jazz 1	102	4
P:176	HipHop Jazz 2	99	8
P:177	HipHop Jazz 3	103	8
P:178	HipHop Soul 1	76	4
P:179	HipHop Soul 2	90	8
P:180	HipHop Soul 3	80	4
P:181	HipHop Soul 4	80	4

House

No.	Name	BPM	Measure
P:182	House 1	123	8
P:183	House 2	123	8
P:184	House 3	123	8
P:185	House 4	128	4
P:186	House 5	122	8
P:187	House 6	122	4
P:188	House 7	123	8
P:189	Garage House 1	123	8
P:190	Garage House 2	125	8
P:191	Garage House 3	123	8
P:192	Garage House 4	123	8
P:193	Garage House 5	123	8
P:194	Garage House 6	120	4
P:195	Hard House 1	128	4
P:196	Hard House 2	130	4
P:197	Hard House 3	128	8
P:198	Hard House 4	128	8
P:199	Hard House 5	123	8
P:200	Hard House 6	128	8
P:201	Hard House 7	130	4
P:202	Hard House 8	130	4
P:203	Hard House 9	130	4
P:204	Hard House 10	130	4
P:205	Happy Handbag 1	130	2
P:206	Happy Handbag 2	130	4
P:207	Happy Handbag 3	130	8
P:208	Happy Handbag 4	128	8
P:209	Happy Handbag 5	128	8
P:210	Euro Beat 1	145	4
P:211	Euro Beat 2	128	8
P:212	Latin House 1	123	4
P:213	Latin House 2	122	8
P:214	Latin House 3	122	8
P:215	Latin House 4	122	8
P:216	Latin House 5	125	8

Jazz

No.	Name	BPM	Measure
P:217	Funk 1	126	8
P:218	Funk 2	118	8
P:219	Funk 3	118	8
P:220	Funk 4	90	8
P:221	Funk 5	100	4
P:222	Funk 6	95	8
P:223	Funk 7	103	8
P:224	Jazz 1	103	8
P:225	Jazz 2	123	8
P:226	Jazz 3	89	8
P:227	Jazz 4	130	8
P:228	Jazz 5	130	8

Reggae

No.	Name	BPM	Measure
P:229	Dance Hall 1	185	8
P:230	Dance Hall 2	158	8
P:231	Dance Hall 3	180	8
P:232	Dance Hall 4	170	8
P:233	Dance Hall 5	188	8
P:234	Lovers 1	181	8
P:235	Lovers 2	176	8
P:236	Reggae 1	126	8
P:237	Reggae 2	172	16

Latin

No.	Name	BPM	Measure
P:238	Salsa 1	112	4
P:239	Salsa 2	112	4
P:240	Salsa 3	104	4
P:241	Salsa 4	95	4
P:242	Salsa 5	88	4
P:243	Songo	112	4
P:244	Samba	124	8
P:245	ChaCha	84	4
P:246	Merengue	110	2
P:247	Mambo 1	90	2
P:248	Mambo 2	90	2

001 Piano 1 Piano 1w Piano 1d	017 Organ 1 Detuned1 60's Or1	029 Muted Gt Funk Gt. Funk Gt2	039 SynthBs1 SynBs101 SynthBs3	059 Tuba 060 MutedTpt 061 Fr.Horn1	082 Saw Wave Saw Dr.Solo
002 Piano 2 Piano 2w	Organ 4 SC88 Or1	MutedGt2 MutedGt3	TB303Bs1 TB303Bs2	Fr.Horn2 062 Brass 1	Big Lead WaspySyn
003 Piano 3 Piano 3w	Detune88 Mixed Or SC88 Or4	Pop Gt. Funk Gt3 Funk Gt4	TB303Bs3 P5 Bass	062 Brass 1 Brass 2	083 SynCalio
004 Honky. Honky.w	Even Bar	030 OvrdrvGt OvdrvGt2	040 SynthBs2 SynthBs4	063 SynBrs.1 SynBrs.3	084 Chiffer
005 E.Piano1 Detuned1 EP 1v	018 Organ 2 Detuned2 Organ 5	FbOvdrvGt	RubberBs SH101Bs1	AnlgBrs1 SynBrs.5	085 Charang Dist.Ld1
60's EP FM+SA EP	019 Organ 3 VS Organ	031 Dist.Gtr FeedbkGt	SH101Bs2 SH101Bs3	Poly Brs QuackBrs	Dist.Ld2 FunkLead
60's EP2 Rhodes	020 ChrchOr1 ChrchOr2	Heavy Gt Fb.HvyGt	ModulrBs	OctavBrs	086 Solo Vox
006 E.Piano2 Detuned2 EP 2v	ChrchOr3	MutDstGt RckRhytm	041 Violin Slow Vln	064 SynBrs.2 SynBrs.4	087 5th Saw BigFives
St.FM EP Br.FM EP	021 Reed Org	032 GtHarmo GtFeedbk	042 Viola	AnlgBrs2 Soft Brs	088 Bs.&Lead Big&Raw
007 Harpsi. Coupld H Harpsi.w Harpsi.o	022 Acord.Fr Acord.It	033 Acous.Bs AcousBs2	043 Cello	VeloBrs1 VeloBrs2	089 Fantasia ThickPad
008 Clav. FunkClav	023 Harmnica	El.Ac.Bs	044 Contrabs	065 Sop.Sax	Horn Pad
009 Celesta	024 Bandneon	034 FingerBs FingrBs2	045 TrmloStr	066 Alto Sax	091 Polysyn 80'sPoly
010 Glocken	025 Nylon Gt Ukulele	FunkBass ReggaeBs	046 Pizz.Str	067 TenorSax	092 SpaceVox
011 MusicBox	NylnGt.o	035 PickedBs Pick.Bs2	047 Harp	068 Bari.Sax	093 Bow.Glas
012 Vibraphn Vib.w	NylonGt2 NylonGt3	MutPkBs1 MutPkBs2	048 Timpani	069 Oboe	094 MetalPad PannrPad
013 Marimba Marimb.w	026 Steel Gt 12str.Gt	036 Fretless	049 Strings Orchestra	070 Eng.Horn	095 Halo Pad
014 Xylophon	12strGt2	037 Slap Bs1 Slap Bs3	050 Slow Str	071 Bassoon	096 SweepPad PolarPad
015 Tublrbel ChrchBel Carillon	Mandolin SteelGt2	038 Slap Bs2	051 Syn.Str1 Syn.Str3	072 Clarinet	097 Ice Rain
016 Santur	12strGt2		Syn.Str4 OB Str.	073 Piccolo	098 Soundtrk Ancestrl
	Nyln+Stl		052 Syn.Str2	074 Flute	Prologue
	027 Jazz Gt. Hawai.Gt		053 ChoirAah ChoirAh2	075 Recorder	099 Crystal SynMalet
	028 Clean Gt ChorusGt		054 VoiceOoh	076 PanFlute	100 Atmsphre
	CleanGt2		055 SynVox	077 BttleBlw	101 Britenis
			056 Orch.Hit	078 Shaku.	102 Goblin
			057 Trumpet	079 Whistle	
			058 Trombone Trmbone2	080 Ocarina	
				081 SquarWav Square SineWave	

103 EchoDrop	123 Seashore
EchoBell	Rain
EchoPan1	Thunder
EchoPan2	Wind
BigPannr	Stream
ResPannr	Bubble
104 StarThme	124 Bird
105 Sitar	Dog
Sitar 2	HrsGalop
106 Banjo	Bird 2
107 Shamisen	125 Telephn1
108 Koto	Telephn2
Taisho K	DoorCrek
109 Kalimba	Door
110 Bagpipe	Scratch
111 Fiddle	WndChime
112 Shanai	126 Helicptr
113 TinklBel	CarEngin
114 Agogo	Car-Stop
115 SteelDrm	Car-Pass
116 Woodblkck	CarCrash
Castanet	Siren
117 Taiko	Train
ConcrtBD	Jetplane
118 MeloTom1	Starship
MeloTom2	BrstNoiz
119 SynthDrm	Random
808 Tom	127 Applause
ElecPerc	Laughing
120 RevrsCym	Screaming
121 FretNoiz	Punch
CutNoise	HartBeat
Str.Slap	Footstep
Wah Gt.	128 Gun Shot
Gt.Slide	MachnGun
GtScrtch	Lasergun
Bs.Slide	Explosion
122 BrthNoiz	
KeyClick	

SPD-20 Instrument List

Loop: After Phrase Loop plays for several measures, the volume then decreases (p. 22).

Exc No.: You cannot sound the instrument that has the same number (#).

Hold: You can use the foot switch to hold notes (p. 41).

SPD-11: Indicates one of the SPD-11's internal instruments.

DRUMS

Bass Drum (Kick)

No.	Instrument	Loop	Exc No.	Hold	SPD-11
b01	Dry Kick				✓
b02	Dry Medium Kick				
b03	Dry Hard Kick				
b04	Meat Kick				
b05	Pillow Kick				✓
b06	Jazz Kick 1				
b07	Jazz Kick 2				
b08	Maple Kick				
b09	Real Kick				✓
b10	Vintage Kick 1				
b11	Vintage Kick 2				
b12	25" Deep Kick				
b13	Medium Kick				
b14	Oyster Kick				
b15	Open Kick				
b16	Big Low Kick				
b17	Wood Beater Kick				
b18	Deep Kick				✓
b19	Room Kick 1				✓
b20	Room Kick 2				✓
b21	Reverb Kick				✓
b22	Deep Reverb Kick				✓
b23	Mondo Kick				✓
b24	Mondo Deep Kick				✓
b25	Mondo Reverb Kick				✓
b26	Solid Kick				✓
b27	Reverb Solid Kick				✓
b28	House Kick				✓
b29	Dance Kick				✓
b30	Deep Dance Kick				✓
b31	Rap Kick 1				✓
b32	Rap Kick 2				✓
b33	Plastic Kick 1				✓
b34	Plastic Kick 2				✓
b35	Gabba Kick				✓
b36	Jungle Kick				✓
b37	Electronic Kick 1				✓
b38	Electronic Kick 2				✓
b39	TR-808 Kick 1				✓
b40	TR-808 Kick 2				✓
b41	TR-808 Kick 3				✓
b42	808 Electronic Kick				✓
b43	808 Boom Kick 1				✓
b44	808 Boom Kick 2				✓
b45	TR-909 Kick 1				✓
b46	TR-909 Kick 2				✓
b47	TR-909 Kick 3				✓
b48	909 Hard Kick				✓
b49	TR-808 Distortion Kick				✓
b50	CR-78 Kick				✓

Snare Drum

No.	Instrument	Loop	Exc No.	Hold	SPD-11
S01	Piccolo Snare Soft				
S02	Piccolo Snare Hard				
S03	Piccolo Snare Rim Shot				
S04	Beech Snare Soft				
S05	Beech Snare Hard				
S06	Beech Snare Rim Shot				
S07	Acoustic Snare Soft				
S08	Acoustic Snare Hard				
S09	Acoustic Snare Rim Shot				
S10	Steel Snare Soft				
S11	Steel Snare Hard				
S12	Steel Snare Rim Shot				

No.	Instrument	Loop	Exc No.	Hold	SPD-11
S13	Loose Snare Soft				
S14	Loose Snare Hard				✓
S15	Loose Snare Rim Shot				
S16	Medium Snare 1 Soft				
S17	Medium Snare 1 Hard				
S18	Medium Snare 1 Rim Shot				
S19	Medium Snare 2 Soft				
S20	Medium Snare 2 Hard				
S21	Medium Snare 2 Rim Shot				
S22	Concert Snare Soft				
S23	Concert Snare Hard				Exc 1
S24	Concert Snare Rim Shot				Exc 1
S25	Concert Snare Roll				Exc 1
S26	Concert Snare Buzz				Exc 1
S27	Roll Snare				✓
S28	Brass Snare Soft				
S29	Brass Snare Hard				
S30	Ring Snare Soft				
S31	Ring Snare Hard				✓
S32	High Piccolo Snare				
S33	Medium Fat Snare				
S34	TD-7 Acoustic Snare				✓
S35	Real Snare				✓
S36	L.A. Snare				✓
S37	L.A. Fat Snare				✓
S38	Fat Snare				✓
S39	Brush Roll Snare 1				Exc 2
S40	Brush Roll Snare 2				Exc 2
S41	Brush Swish Snare				Exc 2
S42	Brush Slap Snare 1				✓
S43	Brush Slap Snare 2				✓
S44	Brush Slap Snare 3				✓
S45	Brush Slap Snare 4				✓
S46	Rock Snare				✓
S47	Rocker Snare				✓
S48	Rockin' Snare				✓
S49	Rock Light Snare				✓
S50	Rock Rim Shot Snare				✓
S51	Rock Splatter Snare				✓
S52	Light Snare				✓
S53	Big Shot Snare				✓
S54	Hyper Snare				✓
S55	Splatter Snare				✓
S56	Super Light Snare				✓
S57	Super Whack Snare				✓
S58	Cracker Snare				✓
S59	Cruddy Snare				✓
S60	Dopin' Snare				✓
S61	House Snare				✓
S62	House Dopin' Snare				✓
S63	Reggae Snare 1				✓
S64	Reggae Snare 2				✓
S65	Swing Snare				✓
S66	90's Snare				✓
S67	Digital Snare				✓
S68	FX Snare				✓
S69	Page Snare				✓
S70	Jungle Thy Snare				✓
S71	Jungle Rim Snare				✓
S72	Electronic Snare 1				✓
S73	Electronic Snare 2				✓
S74	TR-808 Snare 1				✓
S75	TR-808 Snare 2				✓
S76	TR-909 Snare				✓
S77	TR-707 Snare				✓
S78	TR-606 Snare				✓
S79	CR-78 Snare				✓
S80	Ambient Cross Stick				✓
S81	Hall Cross Stick				✓
S82	Analog Cross Stick				✓
S83	Ragga Cross Stick				✓
S84	TR-808 Cross Stick				✓
S85	TR-909 Cross Stick				✓
S86	CR-78 Cross Stick				✓

Tom-Tom

No.	Instrument	Loop	Exc.No.	Hold	SPD-11
101	Big Tom 1 Soft				
102	Big Tom 1 Hard				
103	Big Tom 2 Soft				
104	Big Tom 2 Hard				
105	Studio Tom 1 Soft				
106	Studio Tom 1 Hard				
107	Studio Tom 2 Soft				
108	Studio Tom 2 Hard				
109	Jazz Tom 1 Soft				
110	Jazz Tom 1 Hard				
111	Jazz Tom 2 Soft				
112	Jazz Tom 2 Hard				
113	Vintage Tom 1 Soft				
114	Vintage Tom 1 Hard				
115	Vintage Tom 2 Soft				
116	Vintage Tom 2 Hard				
117	Double Head Tom 1				✓
118	Double Head Tom 2				✓
119	Fusion Tom 1				
120	Fusion Tom 2				
121	Real Tom 1				✓
122	Real Tom 2				✓
123	Birch Tom 1				
124	Birch Tom 2				
125	Bowl Tom 1				
126	Bowl Tom 2				
127	Room Tom 1				
128	Room Tom 2				
129	Acoustic Tom 1				✓
130	Acoustic Tom 2				✓
131	Rock Tom 1				✓
132	Rock Tom 2				✓
133	Brush Slap Tom 1				✓
134	Brush Slap Tom 2				✓
135	Electronic Tom				
136	2-Tone Electronic Tom				
137	Bright Electronic Tom				
138	TR-808 Tom				✓
139	TR-909 Tom				
140	909 Whack Tom				

Hi-Hat Cymbal

No.	Instrument	Loop	Exc.No.	Hold	SPD-11
h01	Pop Closed Hi-Hat Inner		Exc 31		✓
h02	Pop Closed Hi-Hat Outer		Exc 31		✓
h03	Pop Open Hi-Hat Inner		Exc 31		✓
h04	Pop Open Hi-Hat Outer		Exc 31		✓
h05	Pop Pedal Hi-Hat		Exc 31		✓
h06	Real Closed Hi-Hat Inner		Exc 31		✓
h07	Real Closed Hi-Hat Outer		Exc 31		✓
h08	Real Open Hi-Hat Inner		Exc 31		✓
h09	Real Open Hi-Hat Outer		Exc 31		✓
h10	Real Pedal Hi-Hat		Exc 31		✓
h11	Brush Closed Hi-Hat		Exc 31		✓
h12	Brush Open Hi-Hat		Exc 31		✓
h13	Pure Closed Hi-Hat Inner		Exc 31		
h14	Pure Closed Hi-Hat Outer		Exc 31		
h15	Pure Half Open Hi-Hat		Exc 31		
h16	Pure Open Hi-Hat		Exc 31		
h17	Heavy Closed Hi-Hat		Exc 31		
h18	Heavy Open Hi-Hat		Exc 31		
h19	Medium Closed Hi-Hat		Exc 31		
h20	Medium Open Hi-Hat		Exc 31		
h21	Tambourine Closed Hi-Hat		Exc 31		
h22	Tambourine Open Hi-Hat		Exc 31		
h23	Wheel Closed Hi-Hat		Exc 31		
h24	Wheel Open Hi-Hat		Exc 31		
h25	Wheel Pedal Hi-Hat		Exc 31		
h26	TR-808 Closed Hi-Hat Inner		Exc 31		✓
h27	TR-808 Closed Hi-Hat Outer		Exc 31		✓
h28	TR-808 Open Hi-Hat Inner		Exc 31		✓
h29	TR-808 Open Hi-Hat Outer		Exc 31		✓
h30	TR-909 Closed Hi-Hat		Exc 31		
h31	TR-909 Open Hi-Hat		Exc 31		
h32	CR-78 Closed Hi-Hat		Exc 31		✓
h33	CR-78 Open Hi-Hat		Exc 31		✓

Hi-Hat Cymbal for pedal control

No.	Instrument	Loop	Exc.No.	Hold	SPD-11
H01	Pop Hi-Hat Inner		Exc 31		✓
H02	Pop Hi-Hat Outer		Exc 31		✓
H03	Real Hi-Hat Inner		Exc 31		✓
H04	Real Hi-Hat Outer		Exc 31		✓
H05	Brush Hi-Hat		Exc 31		✓
H06	Pure Hi-Hat Inner		Exc 31		
H07	Pure Hi-Hat Outer		Exc 31		
H08	Heavy Hi-Hat		Exc 31		
H09	Medium Hi-Hat		Exc 31		
H10	Wheel Hi-Hat		Exc 31		
H11	TR-808 Hi-Hat Inner		Exc 31		✓
H12	TR-808 Hi-Hat Outer		Exc 31		✓
H13	TR-909 Hi-Hat		Exc 31		
H14	CR-78 Hi-Hat		Exc 31		✓
H15	Chenchen Hi-Hat		Exc 31		
H16	Shekere Hi-Hat		Exc 31		
H17	Hand Cymbal Hi-Hat		Exc 31		

Crash/Ride Cymbal

No.	Instrument	Loop	Exc.No.	Hold	SPD-11
C01	Crash Cymbal 1				✓
C02	Crash Cymbal 2				✓
C03	Quick Crash Cymbal				
C04	Crash Cymbal Soft				
C05	Chinese Cymbal 1				
C06	Chinese Cymbal 2				✓
C07	Chinese Cymbal 3				✓
C08	Sizzle Chinese Cymbal				
C09	Splash Cymbal 1				
C10	Splash Cymbal 2				
C11	Pgy Crash Cymbal 1				
C12	Pgy Crash Cymbal 2				
C13	Pgy Chinese Cymbal				
C14	Pgy Splash Cymbal				
C15	Ride Cymbal 1				✓
C16	Ride Bell Cymbal 1				✓
C17	Ride Cymbal 2				
C18	Ride Bell Cymbal 2				
C19	Ride Cymbal 3				
C20	Ride Bell Cymbal 3				
C21	Sizzle Ride Cymbal 1				
C22	Sizzle Ride Bell Cymbal 1				
C23	Sizzle Ride Cymbal 2				
C24	Sizzle Ride Bell Cymbal 2				
C25	Sizzle Ride Cymbal 3				
C26	Sizzle Ride Bell Cymbal 3				
C27	Pgy Ride Cymbal 1				
C28	Pgy Ride Cymbal 2				
C29	Brush Crash Cymbal				
C30	Brush Sizzle Crash Cymbal				
C31	Brush Ride Cymbal				✓
C32	Brush Sizzle Ride Cymbal				
C33	Hand Cymbals				✓
C34	Mallet Cymbal				
C35	TR-808 Cymbal				✓
C36	TR-606 Cymbal				

PERCUSSION

Latin Percussion (Cuban, Brazilian)

No.	Instrument	Loop	Exc.No.	Hold	SPD-11
L01	R-8 Bongo High				
L02	R-8 Bongo Low				
L03	Bongo High				✓
L04	Bongo Low 1				✓
L05	Bongo Low 2				✓
L06	R-8 Conga High Mute				
L07	R-8 Conga High Open				
L08	R-8 Conga Low Open				
L09	Conga High Mute				✓
L10	Conga High Slap				✓
L11	Conga High Open				✓
L12	Conga Low Open 1				✓
L13	Conga Low Open 2				✓
L14	Cowbell 1				✓
L15	Cowbell 2				✓
L16	Cowbell 3				✓
L17	Cowbell 4				✓
L18	Cowbell 5				✓

No.	Instrument	Loop	Exc No.	Hold	SFD-11
L19	Claves 1				✓
L20	Claves 2				✓
L21	Guiro Short		Exc 3		✓
L22	Guiro Long		Exc 3		✓
L23	Maracas				✓
L24	Shaker 1				✓
L25	Shaker 2				✓
L26	Shaker 3				✓
L27	Tambourine 1				✓
L28	Tambourine 2				✓
L29	Timbale High				✓
L30	Timbale High Rim Shot				✓
L31	Timbale Low				✓
L32	Timbale Paila				✓
L33	Vibra Slap				✓
L34	Agogo 1 High				✓
L35	Agogo 1 Low				✓
L36	Agogo 2 High				✓
L37	Agogo 2 Low				✓
L38	Agogo 3				✓
L39	Cabasa				✓
L40	TD-10 Cuica Mute 1		Exc 4		✓
L41	TD-10 Cuica Mute 2		Exc 4		✓
L42	TD-10 Cuica Open		Exc 4		✓
L43	Cuica Mute 1		Exc 5		✓
L44	Cuica Mute 2		Exc 5		✓
L45	Cuica Open		Exc 5		✓
L46	Pandeiro 1 Mute		Exc 6		✓
L47	Pandeiro 1 Slap		Exc 6		✓
L48	Pandeiro 1 Open		Exc 6		✓
L49	Pandeiro 2 Mute		Exc 7		✓
L50	Pandeiro 2 Slap		Exc 7		✓
L51	Pandeiro 2 Open		Exc 7		✓
L52	Pandeiro 3				✓
L53	R-8 Surdo Rim				✓
L54	R-8 Surdo Mute		Exc 8		✓
L55	R-8 Surdo Open		Exc 8		✓
L56	Surdo Mute		Exc 9		✓
L57	Surdo Open		Exc 9		✓
L58	Tamborim 1 Mute				✓
L59	Tamborim 1 Slap				✓
L60	Tamborim 1 Open				✓
L61	Tamborim 2 Open				✓
L62	TD-10 Samba Whistle Short		Exc 10		✓
L63	TD-10 Samba Whistle Long		Exc 10		✓
L64	Samba Whistle Short		Exc 11		✓
L65	Samba Whistle Long		Exc 11		✓
L66	Caxixi				✓
L67	Berimbau Mute		Exc 12		✓
L68	Berimbau Open		Exc 12		✓
L69	Berimbau Up		Exc 12		✓
L70	Berimbau Down		Exc 12		✓
L71	Caixa Mute				✓
L72	Caixa Open Soft				✓
L73	Caixa Open Hard				✓
L74	Caixa Roll				✓
L75	Rain Stick				✓
L76	Samba Bateria				✓
L77	Samba Loop	Loop	Exc 30	✓	✓
L78	Shaker Loop	Loop	Exc 30	✓	✓

Indian Percussion

No.	Instrument	Loop	Exc No.	Hold	SFD-11
I01	Sarna Bell				✓
I02	Baya 1 Slide		Exc 13		✓
I03	Baya 1 Gin		Exc 13		✓
I04	Baya 1 Ka		Exc 13		✓
I05	Baya 1 Ge		Exc 13		✓
I06	Baya 2 Ge		Exc 13		✓
I07	Tabla 1 Na		Exc 14		✓
I08	Tabla 1 Tin		Exc 14		✓
I09	Tabla 1 Tun		Exc 14		✓
I10	Tabla 1 Ti		Exc 14		✓
I11	Tabla 2 Te		Exc 14		✓
I12	Tabla 2 Na 1		Exc 14		✓
I13	Tabla 2 Na 2		Exc 14		✓
I14	Tabla 2 Tun		Exc 14		✓
I15	Pot Drum 1 Low		Exc 32		✓
I16	Pot Drum 1 High		Exc 32		✓
I17	Pot Drum 1 Accent				✓
I18	Pot Drum 2 Mute				✓
I19	Pot Drum 2 Long		Exc 33		✓

No.	Instrument	Loop	Exc No.	Hold	SFD-11
I20	Pot Drum 2 Short		Exc 33		✓
I21	Dholak Ga				✓
I22	Dholak Ta		Exc 34		✓
I23	Dholak Tun		Exc 34		✓
I24	Dholak Na		Exc 34		✓
I25	Madal Da				✓
I26	Madal Din		Exc 35		✓
I27	Madal Ta		Exc 35		✓
I28	Khole				✓
I29	Dhol 1		Exc 15		✓
I30	Dhol 2		Exc 15		✓
I31	Dhol 3		Exc 16		✓
I32	Dhol 4		Exc 16		✓
I33	Tabla Baya Loop	Loop	Exc 30	✓	✓

African/Middle Eastern/Australian/Other Percussion

No.	Instrument	Loop	Exc No.	Hold	SFD-11
< Africa >					
F01	Shekere				✓
F02	Djembe 1 Center				✓
F03	Djembe 1 Rim				✓
F04	Djembe 2				✓
F05	Djembe 3				✓
F06	Djembe 4				✓
F07	Talking Drum 1 Down		Exc 17		✓
F08	Talking Drum 1 Up		Exc 17		✓
F09	Talking Drum 2				✓
F10	Afro Drum Open 1				✓
F11	Afro Drum Open 2				✓
F12	Afro Drum Flam				✓
F13	Afro Drum Rattle				✓
F14	Metal Castanets				✓
< Middle East >					
F15	Ball Tree				✓
F16	Sagat Closed		Exc 18		✓
F17	Sagat Open		Exc 18		✓
F18	Darbuka 1 Dom				✓
F19	Darbuka 1 Tak				✓
F20	Darbuka 2				✓
F21	Doira Dun				✓
F22	Doira Tik				✓
F23	Doholla Dom				✓
F24	Doholla Sak				✓
F25	Doholla Tak				✓
F26	Doholla Roll		Exc 19		✓
F27	Doholla Stop		Exc 19		✓
F28	Rek Dom				✓
F29	Rek Tek				✓
F30	Rek Open				✓
F31	Rek Trill				✓
F32	Bendir				✓
F33	Dawul				✓
< Australia >					
F34	Clapstick				✓
F35	Boomerang				✓
< Other >					
F36	Bloom Bell				✓
< Africa >					
F37	Afro Loop	Loop	Exc 30	✓	✓

Japanese/Korean/Chinese/Southeast Asian Percussion

No.	Instrument	Loop	Exc No.	Hold	SFD-11
< Japan >					
J01	Biwa				✓
J02	Atarigane				✓
J03	Hyoshigi				✓
J04	Ohkawa				✓
J05	Tsuzumi 1 High				✓
J06	Tsuzumi 1 Low				✓
J07	Tsuzumi 2				✓
J08	Shime Taiko 1				✓
J09	Shime Taiko 2				✓
J10	Matsuri Taiko				✓
J11	Matsuri Taiko Rim				✓
J12	Taiko 1				✓
J13	Taiko 2				✓
J14	Taiko Rim				✓
J15	Matsuri				✓

No.	Instrument	Loop	Exc.No.	Hold	SPD-11
J16	Yyoo Dude				
< Korea >					
J17	Buk				
J18	Buk Rim				
J19	Jang-Gu				
J20	Jing Mute		Exc 28		
J21	Jing Soft		Exc 28		
J22	Jing Hard		Exc 28		
J23	Gengari Mute		Exc 29		
J24	Gengari Soft		Exc 29		
J25	Gengari Hard		Exc 29		
< China >					
J26	Ban Gu 1				
J27	Ban Gu 2				
J28	Ban Gu 3				
J29	Gu Roll		Exc 20		
J30	Gu High		Exc 20		
J31	Tang Gu Mute		Exc 21		
J32	Tang Gu		Exc 21		
J33	Hu Yin Luo Mute		Exc 22		
J34	Hu Yin Luo		Exc 22		
J35	Nao Bo				
J36	Xiao Bo				
J37	Small Tam-Tam				
J38	Large Tam-Tam				
J39	Large Gong				✓
J40	Small Gong				✓
J41	Tiny Gong				
J42	Bend Gong				
< Southeast Asia >					
J43	Finger Cymbal				
J44	Pama Cymbal				
J45	Chenchen Closed		Exc 23		
J46	Chenchen Open		Exc 23		
J47	Bali Cymbal Closed		Exc 24		
J48	Bali Cymbal Open		Exc 24		
J49	Thai Gong				
J50	Jaws Harp Open		Exc 25		
J51	Jaws Harp Wow		Exc 25		

Orchestral Percussion

No.	Instrument	Loop	Exc.No.	Hold	SPD-11
o01	Sleigh Bell				✓
o02	Tree Chimes				
o03	Triangle Mute		Exc 26		✓
o04	Triangle Open		Exc 26		✓
o05	Castanets				✓
o06	Castanets with Hall Ambience				✓
o07	Wood Block				✓
o08	Slapstick				✓
o09	Concert Bass Drum Mute		Exc 27		✓
o10	Concert Bass Drum Open		Exc 27		✓
o11	Timpani 1 Soft				✓
o12	Timpani 1 Hard				✓
o13	Timpani 2				✓
o14	Timpani Bend				✓
o15	Church Bell			✓	
o16	Percussion Hit 1				
o17	Percussion Hit 2				
o18	Percussion Hit 3				
o19	Orchestra Hit Major 1				
o20	Orchestra Hit Major 2				
o21	Orchestra Hit Diminish 1				
o22	Orchestra Hit Diminish 2				
o23	Orchestra Hit 1				✓
o24	Orchestra Hit 2				✓

Melodic Percussion/Melodic Instruments

No.	Instrument	Loop	Exc.No.	Hold	SPD-11
M01	Glockenspiel				✓
M02	Vibraphone			✓	✓
M03	Xylophone			✓	✓
M04	Marimba 1			✓	✓
M05	Marimba 2			✓	✓
M06	Bass Marimba			✓	✓
M07	Celesta			✓	✓
M08	Tubular Bells 1			✓	✓
M09	Tubular Bells 2			✓	✓

No.	Instrument	Loop	Exc.No.	Hold	SPD-11
< Central America >					
M10	Steel Drum 1				✓
M11	Steel Drum 2				✓
< India >					
M12	Sitar				
M13	Sitar Giles				
M14	Santoor Upper				
M15	Santoor Lower				
M16	Tambura				
M17	Tambura Drone			✓	
< Middle East >					
M18	Hammer Dulcimer Upper				
M19	Hammer Dulcimer Lower				
< Africa >					
M20	Kalimba				✓
M21	Log Drum				✓
M22	Balaphone				
M23	Afro Zither				
< China >					
M24	Yang Qin				
< Southeast Asia >					
M25	Bonang				
M26	Gender				
M27	Saron				
M28	Angklung				
< Melodic Instruments >					
M29	Gamelan 1				✓
M30	Gamelan 2				✓
M31	Glass				✓
M32	Iron Hammer				✓
M33	Bamboo				✓
M34	Drip				✓
M35	Synth Strings 1			✓	
M36	Synth Strings 2			✓	
M37	Brass Hit 1 Short				
M38	Brass Hit 1 Long				
M39	Brass Hit 2 Short				
M40	Brass Hit 2 Long				
M41	Brass Hit 3 Short				
M42	Brass Hit 3 Long				✓
M43	Brass Fall				✓
M44	Choir Soprano				✓
M45	Choir Alto				✓
M46	Choir Bass				✓
M47	Choir Unison 1				✓
M48	Choir Unison 2				✓
M49	Choir 5th 1				✓
M50	Choir 5th 2				✓
M51	Choir 4th 1				✓
M52	Choir 4th 2				✓
M53	Acoustic Bass				
M54	Fingered Bass				
M55	Picked Bass				
M56	Slap Bass				
M57	Funky Bass				
M58	TB-303 Bass				
M59	SH-101 Bass				

Analog Percussion (CR-78, TR-808, etc.)

No.	Instrument	Loop	Exc.No.	Hold	SPD-11
A01	DR-55 Claves				✓
A02	CR-78 Cowbell				✓
A03	CR-78 Metallic Beat				✓
A04	CR-78 Guiro				✓
A05	CR-78 Tambourine				✓
A06	CR-78 Maracas				✓
A07	CR-78 Bongo				✓
A08	CR-78 Claves				✓
A09	TR-707 Cowbell				✓
A10	TR-727 Agogo				✓
A11	TR-808 Conga				✓
A12	TR-808 Claves				✓
A13	TR-808 Maracas				✓
A14	TR-808 Cowbell				✓
A15	TR-808 Hand Clap				✓
A16	TR-900 Hand Clap				✓

SOUND EFFECTS

Dance Sounds

No.	Instrument	Loop	Exc No.	Hold	SFD-11
d01	Hand Clap 1				✓
d02	Hand Clap 2				✓
d03	Little Clap				✓
d04	Hip Clap				✓
d05	Afro Clap				✓
d06	Scratch Push				✓
d07	Scratch Pull				✓
d08	Scratch Stereo				✓
d09	DR-550 Scratch Push				✓
d10	DR-550 Scratch Pull				✓
d11	Scratch Bass Drum Push				✓
d12	Scratch Bass Drum Pull				✓
d13	Scratch Snare				✓
d14	Jungle Hat				✓
d15	Jungle Cymbal				✓
d16	Dance Shaker				✓
d17	Tape Rewind				✓
d18	Vinyl Stop				✓
d19	High-Q 1				✓
d20	High-Q 2				✓
d21	Beam High-Q				✓
d22	Air Blip				✓
d23	Techno Snap				✓
d24	Organ Chord				✓
d25	Distortion Guitar				✓
d26	Auh Voice				✓
d27	Techno Chord				✓
d28	Techno Scene				✓
d29	Synth Hit				✓
d30	Distortion Hit				✓
d31	Thin Beef				✓
d32	Techno Hit				✓
d33	Tao Hit				✓
d34	Philly Hit				✓
d35	Analog Bird				✓
d36	Retro UFO				✓
d37	Metal Sweep				✓
d38	Bounce				✓
d39	Distortion Swish				✓
d40	PCM Press				✓
d41	Jungle Roll Kick				✓
d42	Jungle Roll Snare				✓
d43	Techno Loop	☐	Exc 30	✓	

Artificial Sound Effects

No.	Instrument	Loop	Exc No.	Hold	SFD-11
E01	Burt				✓
E02	Boing 1				✓
E03	Boing 2				✓
E04	Onkey				✓
E05	Tom Noise				✓
E06	Lazer				✓
E07	Feedback Wave				✓
E08	Atmosphere				✓
E09	Bend Synth				✓
E10	Toy Gun				✓
E11	Eddy				✓
E12	F-8 Spark				✓
E13	Rattle				✓
E14	Anvil				✓
E15	Chop				✓
E16	Metal 1				✓
E17	Metal 2				✓
E18	Metal Cross Stick				✓
E19	Crash 1				✓
E20	Crash 2				✓
E21	Explosion				✓
E22	Shot 1				✓
E23	Shot 2				✓
E24	Shot 3				✓
E25	Shot 4				✓
E26	Stick Hit				✓
E27	Noise Accent 1				✓
E28	Noise Accent 2				✓
E29	Noise Accent 3				✓
E30	Noise Accent 4				✓
E31	Random Noise 1				✓
E32	Random Noise 2				✓

No.	Instrument	Loop	Exc No.	Hold	SFD-11
E33	Random Noise 3				✓
E34	Random Noise 4				✓
E35	Slide				✓
E36	Uut?				✓
E37	Drop				✓
E38	Emergency				✓
E39	Woody 1				✓
E40	Woody 2				✓
E41	Monster Drum				✓
E42	Can Drum				✓
E43	Wah Guitar Down 1				✓
E44	Wah Guitar Up 1				✓
E45	Wah Guitar Down 2				✓
E46	Wah Guitar Up 2				✓

Natural Sounds, Human Voice

No.	Instrument	Loop	Exc No.	Hold	SFD-11
n01	Telephone 1				✓
n02	Telephone 2				✓
n03	Doorbell				✓
n04	Dog Bark				✓
n05	Bird				✓
n06	Car Door				✓
n07	Car Stop				✓
n08	Horn				✓
n09	Punch				✓
n10	Glass Crash				✓
n11	Door Close				✓
n12	Metallic Lid				✓
n13	Machine Gun				✓
n14	Pistol				✓
n15	Siren				✓
n16	Drum Major Whistle				✓
n17	Afro Feet				✓
n18	Afro Stomp				✓
n19	Thunder				✓
n20	Stream				✓
n21	Snaps				✓
n22	Human Whistle				✓
n23	Oww!				✓
n24	Woah				✓
n25	Ooh!				✓
n26	Child!				✓
n27	Hey!				✓
n28	Ou!				✓
n29	Ou! Up				✓
n30	Scream				✓
n31	Voice Loop	☐	Exc 30	✓	

Ambience, Reversed Sounds

No.	Instrument	Loop	Exc No.	Hold	SFD-11
r01	Kick Ambience				✓
r02	Snare Ambience				✓
r03	Tom Ambience				✓
r04	Concert Ambience				✓
r05	Reverse Bend Gong				✓
r06	Reverse Analog Bird				✓
r07	Reverse Laser				✓
r08	Reverse Boing				✓
r09	Reverse Bend Synth				✓
r10	Reverse High-Q				✓
r11	Reverse Beat				✓
r12	Reverse Sitar Gliss				✓
r13	Reverse Yoo Dude				✓
r14	Reverse Ambience				✓
r15	Reverse Clap				✓
r16	Reverse Cymbal				✓
r17	Reverse Kick				✓
r18	Reverse Shot				✓
r19	Reverse Snare				✓
r20	Reverse Tom				✓

Forces Phrase Loop Instrument to stop (MUTE)

No.	Instrument	Loop	Exc No.	Hold	SFD-11
Mut	Phrase Loop Mute		Exc 30		

No sound

No.	Instrument	Loop	Exc No.	Hold	SFD-11
oFF	Off				

SPD-20 Patch List

No.	Patch Name	Description
1	Drums & Shaker *	Demo Kit
2	Latin Set *	Demo Kit
3	Orchestral	Demo Kit
4	Groove *	Demo Kit
5	Amazon *	Demo Kit
6	Brushes *	Demo Kit
7	Delay	Demo Kit
8	Dance Chord	Demo Kit
9	Indian *	Demo Kit
10	Tex-Mex	Demo Kit
11	Standard 1	Acoustic Drum Kit
12	Standard 2	Acoustic Drum Kit
13	Big Rock	Acoustic Drum Kit
14	Jazz	Acoustic Drum Kit
15	Funk	Acoustic Drum Kit
16	Power	Acoustic Drum Kit
17	Rock	Acoustic Drum Kit
18	Electronic	Electronic Drum Kit
19	Vintage Hex	Electronic Drum Kit
20	TR-909	Electronic Drum Kit
21	TR-808	Electronic Drum Kit
22	CR-78/TR-808	Electronic Drum Kit
23	Dance Scratch	Electronic Drum Kit
24	Dance Mix *	Electronic Drum Kit
25	Techno	Electronic Drum Kit
26	Techno Beat	Electronic Drum Kit
27	Techno Hit *	Electronic Drum Kit
28	Hip Hop	Electronic Drum Kit
29	Jungle *	Electronic Drum Kit
30	Drums & Synth	Electronic Drum Kit
31	Bongo & Conga	Cuban Percussion
32	Timbales *	Cuban Percussion
33	Cabasa & Cuica	Brazilian Percussion
34	Berimbau *	Brazilian Percussion
35	Samba *	Brazilian Percussion
36	Tabla Baya	Indian Percussion
37	Pot Drums	Indian Percussion
38	Madal & Dholak *	Indian Percussion
39	Sitar *	Indian Stringed Instrument
40	Santoor	Indian Struck Stringed Instrument
41	Tambura	Indian Stringed Instrument
42	African *	African Percussion
43	Kalimba	African Percussion
44	Balaphone	African Percussion
45	Darbuka	Percussion
46	Doholla	Percussion
47	Hammer Dulcimer	Struck Stringed Instrument
48	Japanese	Japanese Percussion
49	Korean	Korean Percussion
50	Chinese	Chinese Percussion

No.	Patch Name	Description
51	Yang Qin	Chinese Struck Stringed Instrument
52	Southeast Asian	Southeast Asian Percussion
53	Gamelan	Southeast Asian Percussion
54	Timpani	Orchestral Percussion
55	Chimes & Bells	Orchestral Percussion
56	Orchestra Hits	Orchestral Percussion
57	Marimba	Melodic Percussion
58	Bass Marimba	Melodic Percussion
59	Celesta	Melodic Percussion
60	Vibraphone	Melodic Percussion
61	Xylophone	Melodic Percussion
62	Tubular Bells	Melodic Percussion
63	Steel Drum	Melodic Percussion
64	Melodic Gong	Melodic Sound
65	Oriental	Melodic Sound
66	Choir	Melodic Sound
67	Choir & Bass	Melodic Sound
68	Strings & Bass	Melodic Sound
69	Brass	Melodic Sound
70	Melodic 1	Melodic Sound
71	Melodic 2	Melodic Sound
72	Melodic 3	Melodic Sound
73	Melodic 4	Melodic Sound
74	Whole Tone	Melodic Sound
75	One Shot Delay	Sound Effects
76	Chorus + Delay	Sound Effects
77	Flanger + Reverb	Sound Effects
78	Metal Head	Sound Effects
79	Chorus Chord	Sound Effects
80	Wack-O	Sound Effects
81	Flying	Sound Effects
82	Crime Scene	Sound Effects
83	Holler	Sound Effects
84	Voices *	Sound Effects
85	Loop Menu *	Sound Effects
86	Reversed Sounds	Sound Effects
87	Ambience	Sound Effects
88	Deep (Full Set)	Full Set Kit
89	Recording (Full Set)	Full Set Kit
90	Vintage (Full Set)	Full Set Kit
91	Jazz (Full Set)	Full Set Kit
92	Jazz Brushes (Full Set)	Full Set Kit
93	Analog (Full Set)	Full Set Kit
94	Kit Copy	
95	Kit Copy	
96	for Patch Expand 1	
97	for Patch Expand 2	
98	for Patch Expand 3	
99	for Patch Expand 4	



Patches marked with an asterisk "*" are made using phrase-loop Instruments.

001	770 Grand 1	025	Ac. Bass 1	049	Funk Gtr	073	Jazzy Flute	097	Harmonica Sw	121	Watery Pipe
002	MIDI 3 Grand	026	Ac. Bass 2	050	Heavy Duty	074	ChamberWinds	098	Accordion 1	122	Starry Night
003	E. Grand 1	027	Ac Fretless	051	Lead Gt 1	075	Clarinet	099	Accordion 2	123	Tin Be Tree
004	60s E. Piano	028	Fretless 2	052	Lead Gt 2	076	Oboe	100	Blade Runner	124	Oriellaris
005	Dyna Rhodes	029	Weather Bass	053	Lead Gt 3	077	Bassoon	101	Mondo Chord1	125	Classic Lead
006	Pop Rhodes	030	Jazz Bass	054	PocketRocket	078	Tuba	102	Bell VOX 1	126	Solo MonoFXM
007	BeautyRhodes	031	P. Bass	055	Power Flange	079	ChamberWoods	103	Mondo Chord2	127	GR Lead
008	Airies Piano	032	P. Funk V-Sw	056	Bowed Guitar	080	HighSchool	104	Ethnic Drums	128	Cubic Lead
009	Clav 1x 4	033	Stick	057	Shakupeace	081	Soprano Sax	105	Gladiators	129	Analog Brs 1
010	Wah Clav	034	DelicateStik	058	Cimbalon 1	082	Turbo Alto	106	Enniumill	130	Analog Brs 2
011	Housey Clav	035	Stick V-Sw	059	Sanza 1	083	Turbo Tenor	107	Vaseline 1	131	Brass Pad
012	Ballad Org. 1	036	Bassic House	060	Shamisentur	084	Baritone Sax	108	Multiswept	132	SytheticBRS
013	Even Bars 1	037	Noo Spitbass	061	Praying Monk	085	Multi Sax 1	109	7th Sand	133	Poly Synth
014	Stereo Organ	038	Metal Bass	062	Electrc Koto	086	Multi Sax 2	110	Gabe Pad 1	134	SYNBRAKUN
015	Jazz Organ 3	039	Sync Bass	063	Ravi Sitar	087	Sax Sect. mf	111	Vibe Pad	135	Pad it!
016	8ft. Stop	040	Bs Slide	064	Mystic Mount	088	Sax Sect mp	112	JV Vektors	136	Deja Vu
017	Brite Org. 1	041	Bs Harmonix	065	Velo String2	089	Trumpet V-Sw	113	Digi Compi	137	TransPonder
018	Soft Organ	042	Super Nylon	066	Virtuoso Vln	090	Trumpets x2	114	Ear Candy	138	Hadees Hiway
019	60s Organ x 4	043	Jazz Guitar	067	Virtuoso Vcl	091	Big Band Brass	115	Massive Voxx	139	Galactica
020	Pipe Organ 4	044	Jazz Cascade	068	Contra Bass	092	New Brass 1	116	Distant Pipe	140	ImperialSwrd
021	Church	045	Jazzy Scat	069	ChambrStrngs	093	Trombones	117	Wind Bell 1	141	Steel Works
022	Celeste	046	Pedla Steel	070	Wacky Strngs	094	Flugel Horn	118	Pan Sandwich	142	House Drums
023	Toy Piano	047	Banjo 1	071	New Strings	095	St. LoBrass 1	119	Ethereal Key	143	Jazz Drums
024	Snow Bells	048	E. Sitar	072	Octave Hit 1	096	Noble Horns	120	Belly Glock	144	Snare Set
									145	Tom Toms	

001 Grand sft 1A	027 Ballad Organ	053 Organ Bass 2	079 Glockenspiel	105 Multi Sax 1	131 Synharmon
002 Grand sft 1B	028 Even Bars	054 Jazz Guitar	080 Xylophone	106 Multi Sax 2	132 PWM
003 Grand sft 1C	029 Sft Stop	055 Mute GTR 2	081 Tubular Bell	107 Shakuhachi	133 Rip Lead
004 Grand hrd 1A	030 Mad Organ A	056 Funky Attack	082 Jazz Flute A	108 Harmonica 1	134 Bright Lead
005 Grand hrd 1B	031 Mad Organ B	057 Lead GTR 1A	083 Jazz Flute B	109 Whistle 1	135 GR300 Saw
006 Grand hrd 1C	032 Mad Organ C	058 Lead GTR 1B	084 Jazz Flute C	110 Tb Sect A	136 Vocal Wave
007 E.Grand 2	033 60's Organ 1	059 Lead GTR 1C	085 Sing Flute	111 Tb Sect B	137 Sync Wave
008 Wurly soft A	034 60's Organ 2	060 Mute Dist	086 Trumpet 2A	112 Tb Sect C	138 Sync Sweep
009 Wurly soft B	035 60's Organ 3	061 Overdrive 1A	087 Trumpet 2B	113 T. Sax Sect A	139 Cello Wave
010 Wurly soft C	036 60's Organ 4	062 Overdrive 1B	088 Trumpet 2C	114 T. Sax Sect B	140 Wally Wave
011 Wurly hard A	037 Celeste	063 Overdrive 1C	089 Flugel A	115 T. Sax Sect C	141 VOX Noise 2
012 Wurly hard B	038 Music Box	064 Power Chords	090 Flugel B	116 Violin A	142 Bottle Lp A
013 Wurly hard C	039 Jazz Bass 1	065 Harmo Lead	091 Flugel C	117 Violin B	143 Bottle Lp B
014 E. Piano 3A	040 Jazz Bass 2	066 E. Sitar	092 Tuba 1	118 Violin C	144 Bottle Lp C
015 E. Piano 3B	041 P. Bass 1	067 Banjo	093 Clarinet 1	119 Cello A	145 Breath Wind
016 E. Piano 3C	042 P. Bass 2	068 Pedal Steel	094 Oboe 1	120 Cello B	146 Breath Attack
017 Clav 2A	043 Stick	069 Shamisen A	095 Bassoon 1	121 Cello C	147 Breath Whisl
018 Clav 2B	044 Fretless 2A	070 Shamisen B	096 Bassoon&Oboe	122 Violin&Cello	148 Breath Hrmon
019 Clav 2C	045 Fretless 2B	071 Shamisen C	097 F. Horn Sect	123 STR Attack A	149 Metal Rain
020 Clav 3A	046 Fretless 2C	072 Koto Attack	098 Soporano Sax	124 STR Attack B	150 Pink Noise
021 Clav 3B	047 Ac. Bass A	073 Sanza soft	099 Alto mp A	125 STR Attack C	151 Orchestra Hit
022 Clav 3C	048 Ac. Bass B	074 Sanza hard	100 Alto mp B	126 Choir 1A	152 Kong
023 Clav 4A	049 Ac. Bass C	075 Pad Hit	101 Alto mp C	127 Choir 1B	153 Timpani
024 Clav 4B	050 Bs Harmonix	076 Santur A	102 TenorBreathy	128 Choir 1C	154 Gong
025 Clav 4C	051 Bs Side	077 Santur B	103 Tenor Sax mf	129 Huge MIDI	
026 Jazz Organ 2	052 Organ Bass 1	078 Santur C	104 Baritone Sax	130 Bell VOX	

001	Warm Violins	046	Bad Guy STR	091	Recorder	136	MuteHrn Sect	181	Dim Hit 1	226	MalletStack7
002	Slow Vlins 1	047	Ominous	092	Oboe 1	137	Horn+Wood 1	182	Major Stab!	227	Choir 1
003	Vins+Vlas 1	048	Lo Express	093	Oboe 2	138	Horn+Wood 2	183	Maj Hit 2	228	Choir 2
004	Vi Sect mono	049	DramaStrings	094	Oboe 3	139	Horn+Wood 3	184	Min Hit 2	229	Snare Drum
005	Arco Violins	050	Solo Vln 1 /	095	Oboe 4	140	Wood Sect 1	185	Classical Gt	230	ConcertSNR1/
006	Marcato Vls 1	051	Solo Vln 2	096	Oboe 5	141	Wood Sect 2	186	Harp 1	231	ConcertSNR2/
007	Vins+Vlas 2	052	Chorus Vln	097	English Hrn1	142	Wood Sect 3	187	Harp 2	232	SNR Roll 1
008	Agitato Vis1	053	Stereo Vln	098	English Hrn2	143	Wood Sect 4	188	Plucked Harp	233	Concert BD1
009	Rosin Pad 1	054	Agitato Vln1	099	English Hrn3	144	2 Oboes	189	Harp StrumMj	234	Concert BD2/
010	Dry Mid - High	055	Solo Vla 1 /	100	Bassoon 1	145	Oboe + Cla	190	Harp StrumMn	235	BD Roll /
011	Natural Vins	056	Solo Via 2	101	Bassoon 2	146	Fit + Piccl	191	Water Harp	236	Timpani 1 /
012	Sad Vln Sect	057	Chorus Viola	102	Clarinet 1	147	Flute + Cla	192	ClasclPiano1	237	Timpani 2 /
013	Marcato Vas	058	Stereo Viola	103	Clarinet 2	148	Bassoon+EHrn	193	ClasclPiano2	238	Timpani 3
014	Arco Violas	059	Agitato Via	104	Bs Clarinet1	149	Hi Woodwinds	194	ClasclPiano3	239	Timpani 4 /
015	Thick Violas	060	Solo Vc 1 /	105	Bs Clarinet2	150	Woodwind Splt	195	ClasclPiano4	240	Tam Tam
016	Va Sect f	061	Solo Vc 2	106	Trumpet 1	151	Multi Reed	196	Harpsichord1	241	Gong
017	Va Small Sec	062	Stereo Cello	107	Trumpet 2	151	4 Trombones	197	Harpsichord2	242	Piatti!!
018	Agitato Vas1	063	Chorus Cello	108	Trumpet 3	153	Tb Sect 1	198	Harpsichord3	243	Sleigh Bells
019	Sad Violas	064	Marcato Vc 1	109	Flugelhorn 1	154	Tb + Tp	199	Harpsichord4	244	Slapstick /
020	Fast Cellos1	065	Solo Cb 1 /	110	Ftugelhorn 2	155	4 Trumpets	200	Celesta 1	245	Wind Chimes1
021	Vcs Legato 1	066	Solo Cb 2	111	Cornet 1	156	3 Trumpets	201	Celesta 2	246	Wind Chimes2
022	Marcato Vcsl	067	Marcato Cb 1	112	Cornet 2	157	Brass ff 1	202	Celesta 3	247	Tambourine /
023	Small Vc Sec	068	Chamber Ens1	113	Solo Tb 1	158	Brass ff 2	203	Glockenleste	248	Castanets /
024	Agitato Vcs 1	069	Chamber Ens2	114	Solo Tb 2	159	Brass ff 3	204	Marimba	249	Rhythm Set
025	Small Cellos	070	Vln+Vla Dble	115	Solo Tb 3 /	160	McArthur Brs	205	BassMarimba1	250	Perc Hit 1
026	Sad CelloSec	071	Vln+Vc Db1	116	Solo Tb 4 /	161	Big Bones	206	BassMarimba2	251	Perc Hit 2
027	Cb Sect ff	072	Vla+Vc Db2	117	Bs Tb 1	162	BassBoneSect	207	Vibe	252	Perc Hit 3
028	Wide Basses	073	Vla+Vc Dble	118	Bs Tb 2 /	163	Brass Swell	208	Xylophone 1	253	Presenting!
029	mf Basses	074	Pizzicato 1	119	Harmon Mute1	164	Full Brs 1	209	Xylophone 2	254	Presto!
030	Agitato Cbs1	075	Mono Pizz	120	Harmon Mute2	165	Brass Sect1/	210	Xylophone 3	255	Christmas!!!
031	Vcs+Cbs	076	Pizzicato 2	121	Tuba 1	166	Brass Ens 1	211	Glocken 1		
032	2 Basses	077	Room Pizz	122	Tuba 2	167	Brass Ens 2	212	Glocken 2		
033	Euro Strings	078	Hall Pizz	123	Solo F.Horn 1	168	Brass Ens 3	213	ChurchBells1		
034	Rich Strings	079	Tight Pizz	124	Solo F.Horn2	169	Brass Ens 4	214	ChurchBells2		
035	Multi Strs 1	080	Short Pizz	125	Sml F.Hrn sc	170	Brass Ens 5	215	ChurchBells3		
036	VlsVasVcsCbs	081	STR Marcato 1	126	Horn Sect 1 /	171	Brass Ens 6	216	TubulaBells1		
037	Bright Strs	082	Oct Marcato	127	F.Horn sc x4	172	Brass Ens 7	217	TubulaBells2		
038	Classicl Str	083	Lower Marc!!	128	Fr.Horn sfz	173	Brass Ens 8	218	Big Tubulars		
039	Full Strings	084	Big Marc!	129	F.Hrn Sect2/	174	Horn Strings	219	Dawning		
040	Med Str Sec	085	STR Spiccato	130	F.Hrn Sect3	175	Full Orch.1	220	MalletStack1		
041	Small Strngs	086	Fast Attacks	131	F.Hm Sect4	176	Full Orch.2	221	MalletStack2		
042	Strings Arco	087	Flute	132	F.Hrn Sect5/	177	Full Orch.3	222	MatietStack3		
043	Vivace Strs	088	Flute V - Sw	133	F.Hrn Sect6	178	Full Orch.4	223	MalletStack4		
044	Agitato STR1	089	Piccolo	134	F.Hrn Sect7	179	Maj Hit 1	224	MalletStack5		
045	LowSTR Attak	090	Piccolo Fit	135	F.HmSect8	180	Min Hit 1	225	MalletStack6		

001	VI Sect A	031	Vls Spicc A	061	Bs Clarint	091	F.Hrn Sc1 Lp	121	Timpani f	151	REV Timp 1
002	VI Sect B	032	Vls Spicc B	062	Multi Cla	092	F.Hrn Sc2 Lp	122	Timp Roll p	152	REV Timp 2
003	VI Sect C	033	Vls Spicc C	063	Bassoon	093	F.Hrn MuteLp	123	Timp Roll f	153	REV SNR 1
004	Va Sect A	034	Vas Spicc A	064	Multi Reed	094	Tb Sect Lp	124	Concert SNR1	154	REV SNR 2
005	Va Sect B	035	Vas Spicc B	065	Tnr.Recorder	095	BRS Ens Lp	125	Concert SNR2	155	REV SNR 3
006	Va Sect C	036	Vas Spicc C	066	F.Horn Solo	096	ff Brass Lp	126	Concert SNR3	156	REV BD 1
007	Vc Sect A	037	Vcs Spicc A	067	F.Horn Sect1	097	Full Orch Lp	127	SNR Roll	157	REV BD 2
008	Vc Sect B	038	Vcs Spicc B	068	F.Horn Sect2	098	Breath Wind	128	Concert BD 1	158	REV BD 3
009	Vc Sect C	039	Vcs Spicc C	069	F.Horn Mute	099	Breath Atack	129	Concert BD 2	159	REV BD Roll
010	Cb Sect	040	Cbs Spicc A	070	Trumpet 2	100	Breath Whisl	130	Concert BD 3	160	REV Crash
011	Multi STR A	041	Cbs Spicc B	071	Flugelhorn	101	Breath Hrmon	131	BD Roll	161	REV Cym Hit
012	Multi STR B	042	Cbs Spicc C	072	Cornet	102	EuroPiano pA	132	Crash Cymbal	162	REV Tam Tam
013	Multi STR C	043	Multi Spicc	073	HarmonMute2A	103	EuroPiano pB	133	Crash Cym Lp	163	REV Gong
014	VI Sect Lp	044	VISolo Spicc	074	HarmonMute2B	104	EuroPiano pC	134	Cymbal Hit	164	REV PercHit1
015	Va Sect Lp	045	VcSolo Spicc	075	HarmonMute2C	105	EuroPiano fA	135	Tam Tam	165	REV PercHit2
016	Vc Sect Lp	046	MultSI Spicc	076	Solo Tb A	106	EuroPiano fB	136	Gong	166	REV Casta 1
017	Cb Sect Lp	047	STR Attack	077	Solo Tb B	107	EuroPiano fC	137	Perc Hit 1	167	REV Casta 2
018	Mult STR Lp	048	Pizzicato 1	078	Solo Tb C	108	Harpsichord	138	Perc Hit 2	168	REV S.Stick
019	VI Solo A	049	Pizzicato 2	079	Bass Tb	109	Celesta A	139	Triangle	169	REV Sleigh
020	VI Solo B	050	Piccolo	080	Tb Sect	110	Celesta B	140	Castanets 1	170	REV Tamb
021	VI Solo C	051	Oboe 1A	081	Tuba	111	Celesta C	141	Castanets 2	171	SNR Set
022	Va Solo A	052	Oboe 1B	082	BRS Ensemble	112	Harp A	142	Slapstick	172	Perc Set 1
023	Va Solo B	053	Oboe 1C	083	Brass ff	113	Harp B	143	Ratchet	173	Perc Set 2
024	Va Solo C	054	Oboe 2A	084	Full Orch.	114	Harp C	144	Sleigh Bell	174	Perc Set 3
025	Vc Solo A	055	Oboe 2B	085	Orch Hit Maj	115	Glockenspiel	145	Tambourine		
026	Vc Solo B	056	Oboe 2C	086	Orch Hit Min	116	Xylophone	146	Wind Chime 2		
027	Vc Solo C	057	Eng.Horn A	087	Orch Hit Dim	117	Bass Marimba	147	Rev Hit Maj		
028	Cb Solo	058	Eng.Horn B	088	Choir A	118	TubularBells	148	Rev Hit Min		
029	Multi Solo 1	059	Eng.Horn C	089	Choir B	119	Church Bells	149	Rev Hit Dim		
030	Multi Solo 2	060	Clarinet	090	Choir C	120	Timpani p	150	REV Bell		

001	Grand Piano1	025	RD A.Piano3A	049	DynoRhodes 3	073	Piano w/Brs	097	Pop Piano 1T
002	St.Grand Pno	026	RD A.Piano3B	050	Tiny Rhodes	074	Wispy Piano 1	098	RD A. Piano 1 T
003	Grand Piano2	027	RD A.Piano3C	051	Bluesy 2	075	Voickey	099	E.Grand 1T
004	Grand Piano3	028	Sml E.Grand	052	BalladRhodes	076	Vox Piano 3	100	RD Piano3 1T
005	Brite Grand	029	E.Grand 1	053	RD Rhodes 1	077	Windy Piano	101	Rhodes 1T
006	Full Grand	030	E.Grand 2	054	Blend	078	Wispy Piano 2	102	Suitcase 1T
007	Grand Piano4	031	E.Grand 3	055	DynoRhodes 4	079	E.P w/Vox	103	RD Rhodes 1T
008	ClasclPiano1	032	Roadcase Pno	056	RD Rhodes Tr	080	Piano Stack	104	Little X 1T
009	ClasclPiano2	033	E.Grand 4	057	Pop Rhodes 1	081	Bells Piano2	105	Velo Clav IT
010	ClasclPiano3	034	Whirly Piano	058	BeautyRhodes	082	Wah Clav	106	Klavdom 1T
011	Grandioso	035	Whirly Road	059	Little X	083	Housey Clavy	107	Clav 1 1T
012	Euro Piano	036	Wurly Trem	060	Pop Rhodes 2	084	Klavdom 1	108	Clav 2 1T
013	Rich Piano	037	60s Rhodes	061	Pop Rhodes 3	085	Klavdom 2	109	Clav 3 1T
014	Pop Piano 1	038	ClassicSound	062	Rhodes X	086	Velo Clav	110	Clav 4 1T
015	Pop Piano 2	039	Dyno Oz!	063	BellRhodes 1	087	Clavidoo	111	Clavi Lead1T
016	Pop Piano 3	040	Dyno Phaze	064	BellRhodes 2	08B	Funkee Whirl		
017	Pop Piano 4	041	Rhodes 66	065	Schmaltz Pno	089	Moming Mist		
018	Pop Piano 5	042	Suitcase Pno	066	Combi Piano	090	Chaos Pad		
019	RD A.Piano 1A	043	Mr Fusion	067	MidiElecGrnd	091	Clavi Lead		
020	RD A.Piano 1B	044	Sensitivity	068	Piano Pad	092	Funky Lead		
021	SA Piano I	045	Rhodes B66	069	Concerto	093	Eclipse		
022	SA Piano 2	046	DynoRhodes 1	070	Bells Piano1	094	CadenzPiano		
023	E J Piano	047	Dynorhodes 2	071	Vox Piano 1	095	Grand Pno 1T		
024	FlinStoneway	048	Bluesy 1	072	Vox Piano 2	096	ClasclPno 1T		

001	Grand sft 1A	017	SApiano p 1B	033	Rhodes 2B	049	Rhodes 5C f	065	Clav 2A
002	Grand sft 1B	018	SApiano p 1C	034	Rhodes 2C	050	Rhodes 6A p	066	Clav 2B
003	Grand sft 1C	019	SApiano f 1A	035	Rhodes 3A	051	Rhodes 6B p	067	Clav 2C
004	Grand hrd 1A	020	SApiano f 1B	036	Rhodes 3B	052	Rhodes 6C p	068	Clav 3A
005	Grand hrd 1B	021	SApiano f 1C	037	Rhodes 3C	053	Rhodes 6A f	069	Clav 3B
006	Grand hrd 1C	022	Sapiano3	038	Rhodes 4A p	054	Rhodes 6B f	070	Clav 3C
007	EuroPiano pA	023	E. Grand BdyA	039	Rhodes 4B p	055	Rhodes 6C f	071	Clav 4A
008	EuroPiano pB	024	E. Grand BdyB	040	Rhodes 4C p	056	Wurly soft A	072	Clav 4B
009	EuroPiano pC	025	E. Grand BdyC	041	Rhodes 4A f	057	Wurly soft B	073	Clav 4C
010	EuroPiano fA	026	E. Grand 1A	042	Rhodes 4B f	058	Wurly soft C		
011	EuroPiano fB	027	E. Grand 1B	043	Rhodes 4C f	059	Wurly hard A		
012	EuroPiano fC	028	E. Grand 1C	044	Rhodes 5A p	060	Wurly hard B		
013	Pop Piano 1	039	E. Grand 2	045	Rhodes 5B p	061	Wurly hard C		
014	Pop Piano 1L	030	Rhodes 1 p	046	Rhodes 5C p	062	E. Piano A		
015	Pop Piano 1R	031	Rhodes 1 f	047	Rhodes 5A f	063	E. Piano B		
016	Sapiano p 1A	032	Rhodes 2A	048	Rhodes 5B f	064	E. Piano C		

001	Prologue	046	The Big Wave	091	MondoDiGiTaL	136	Retrosweep	181	SH - 2 Bass	226	D - 50 Organ 1
002	EasternTempl	047	Mantrawave	092	Poly Flange	137	Velochord Ld	182	JP - 4 Bass 1	227	D - 50 Organ 2
003	Replicants	048	WavetablePan	093	and thenMIDI	138	Micro MG	183	JP - 4 Bass 2	228	Are am eye?
004	Converge	049	2.3 GlassSEQ	094	JP4Sharp Pad	139	VCO Oct Lead	184	Systm700 Bsl	229	2600 Clk Org
005	JX3P Polaris	050	VS Organbell	095	Splatty	140	ModularLead	185	Systm700 Bs2	230	JX - 3P Pipes
006	Big Pad Swp	051	DigitalChoir	096	MKS80 Sprang	141	Expressolo	186	TB303 AcidBs	231	Tron Choir
007	Big LFOSweep	052	Additive	097	JP8 StringsI	142	Jupiter Lead	187	Talking Bs	232	Misty Choir
008	Animotion	053	Tower Silvis	098	JP8 Strings2	143	GR500 SlowLd	188	OB Bass	233	Tron Strings
009	Mega 5ths	054	2.2 Rezidue	099	JP+OB Strngs	144	Pats GR - 300	189	2600 Reso Bs	234	Melotron Pad
010	CS - Sixty BPF	055	Polysync	100	Wavestrngs	145	SH - 2000 Vox	190	Odyssee Bs	235	Tape Echo
011	Waspy Synth	056	Wavesync	101	PWM Strings	146	P5 Sync Lead	191	House Bass	236	StrawberyFlt
012	Polychrome	057	Rock Sync	102	MemoryMG STR	147	Synkoid	192	Woofers Bass	237	MellowFlutes
013	Euro Sweep	058	Kalimbasynt	103	OB Thick Pad	148	Promars Lead	193	Sharp Sub Bs	238	Cyborg
014	OBig Poly	059	Stacc Heaven	104	OB Soft Pad	149	FM Lead	194	Big Sub Bass	239	MKS80 Vortex
015	OB Synth	060	D50 Bellpad 1	105	OctavaStrngs	150	CS Lead	195	Big Spike Bs	240	Earthquake
016	80s OBxa	061	D50 Bellpad 2	106	CS Saw Pad	151	Wagnerian Ld	196	System 100 Bs	241	Dark Air
017	Thick Matrix	062	D50 Bellpad 3	107	CS Strings	152	Naked Cheese	197	Techno Bass	242	Airdrome Pan
018	Poly X - pandr	063	Snow Lake	108	Solina	153	Telstar	198	Housine Bass	243	Deep Wind
019	Synth - X Poly	064	Time flies	109	Rhapsody STR	154	Limonaire	199	Bark Bass	244	Chronos
020	Prophetic	065	Fanta - Retro	110	Big Strings	155	Lucky Man	200	Super Bass	245	Infinity
021	Oct MG Saw	066	SimpleEP+Pad	111	Juno 106 Pad	156	OB 2 Voice	201	X Wire Bass	246	Atmosphlange
022	Juno - 6 Power	067	Juno - 1 Bells	112	Majesty Pad	157	Fue Pipe	202	T8 Sync	247	Medusa
023	Hyperphases	068	Random Chime	113	Peaceful Pad	158	Living Calli	203	P5 Sync Rush	248	Aquaphone
024	Synth - X Phaz	069	Asia Wave	114	Flange strng	159	Arpy Micro	204	ArpeggiBs+12	249	Computer Net
025	MIDI Brs Pad	070	GoodniteBell	115	JP SquarePad	160	JP6 Bend 5th	205	ArpeggiSaws	250	Faveoravo
026	Poly Palette	071	2600 TRlbell	116	HollowBreath	161	Happy Hollow	206	Planet - S SEQ	251	Insecticide
027	Spit Brass	072	Twinkle	117	Hollow JX	162	Resotrails	207	Synthacon	252	Off The Key
028	Pro - 10 Brass	073	Analog Chime	118	DarkEnsemble	163	70s Sinusolo	208	Palpitating	253	H20 Asylum
029	OB Stab Brs	074	Space Echo	119	LonesomeHill	164	Alpha Lead	209	Descender	254	Aural Enigma
030	Pro - 5 Brass	075	Ethno Stack	120	VP - 330 Choir	165	Dark Brass	210	Playmate	255	RSS Spinner
031	MKS - 7 Brass	076	SH - 1000 MIDI	121	VP - 330 Tutti	166	Intervalead	211	MC8 Sequence		
032	Quack Brass	077	ElectraPiano	122	VP - 330 Sweep	167	MG Beef Bass	212	Thips Blips		
033	MemoryMG Brs	078	Rhodes Pad	123	RS - 202 Brass	168	Monster MG	213	Techno Perc		
034	FM Brass	079	Sine Piano	124	Orchestrator	169	Fat MG Bass	214	Power B		
035	Ghost Blow	080	VCO Wurly	125	OBJX Vox Pad	170	Spike Bass	215	DirtyPurple		
036	Metal Drone	081	Clavipad	126	Voices JX-8P	171	ClassicMG Bs	216	Velo Rotary		
037	Rotary Strng	082	P10 GuitClav	127	D50 Heavenly	172	Reso MG Bass	217	Gospel B		
038	Random Pad	083	Gum Clav	128	Mini Lead 1	173	Wet MG Bass	218	Echo - Organ		
039	S/H Texture	084	JunoBiteClav	129	Mini Lead 2	174	MG Ow Bass	219	Organwave2.2		
040	Warm Shimmer	085	Phazyn Clav	130	Pulse Lead	175	Rogue Bass	220	VS Organ		
041	Nervous Pan	086	JP - 8 Clav	131	Shmoog	176	MG Bs Pedals	221	VK - 1 Organ		
042	JX - 3P Planet	087	Alpha Clav	132	ClassicLead	177	SH101 Zap Bs	222	Celesty Juno		
043	JX Melon Vox	088	Hyper Clav	133	MG Swell	178	Bassic 101	223	Alpharphisa		
044	Horror Pad	089	Perky Pad	134	MultiMG 5ths	179	101 Oct Bass	224	Juno6O Organ		
045	Shining Wave	090	Perkolator	135	Sharp 5ths	180	101 Ow Bass	225	JX - 8P Organ		

001	JP-8 Saw A	046	KG800 Square	091	OB Str 2B	136	KG800 Lead	181	MG BsPdl LpC	226	FX1C-L(RSS)
002	JP-8 Saw C	047	KG MS Square	092	OB Str 2C	137	MG Lead	182	MG Fat Bs	227	FX1A-R(RSS)
003	Sys700 Saw	048	CS Square	093	AP Str Ens A	138	MG Lead Lp	183	MG Sharp Bs 1	228	FX1B-R(RSS)
004	JX-10 Saw	049	JP-8 Pulse 1	094	AP Str Ens B	139	JP-8 Lead	184	MG Big Bs	229	FX1C-R(RSS)
005	D-50 Saw 1	050	JP-8 Pulse 2	095	AP Str Ens C	140	Digiwave 1	185	MG ClassicBs	230	FX2A-L(RSS)
006	D-50 Saw 2	051	JP-8 Pulse 3	096	OBXP Str A	141	Digiwave 2	186	MG Sharp Bs2	231	FX2B-L(RSS)
007	SH-5 Saw	052	JP-8 Pulse 4	097	OBXP Str B	142	Digiwave 3	187	TB-303 Bass	232	FX2C-L(RSS)
008	SH-2 Saw	053	JP-8 Pulse 5	098	OBXP Str C	143	Frog wave	188	JP-4 Bass 1	233	FX2A-R(RSS)
009	SH-101 Saw	054	SH-1000 Puls	099	OBXP Str Lp	144	SRG FM	189	JP-4 Bass 2	234	FX2B-R(RSS)
010	SH-1000 Saw	055	MG Pulse 1A	100	MG Oct A	145	Shimmer wave	190	SH-101 Bs 1	235	FX2C-R(RSS)
011	GR-300 Saw 1	056	MG Pulse 1C	101	MG Oct B	146	VS Organ A	191	SH-101 Bs 2	236	FX3A-L(RSS)
012	GR-300 Saw 2	057	MG Pulse 2A	102	MG Oct C	147	VS Organ C	192	SH-101 Bs 3	237	FX3B-L(RSS)
013	JU-2 Saw	058	MG Pulse 2C	103	MG Dt.Oct A	148	Juno Organ	193	SH-101 Bs 4	238	FX3C-L(RSS)
014	MG Saw 1A	059	OB Pulse 1	104	MG Dt.Oct B	149	Juno Organlp	194	SH-101 Bs 5	239	FX3A-R(RSS)
015	MG Saw 1C	060	OB Pulse 2	105	MG Dt.Oct C	150	FM Punch	195	Sys700 Bs 1	240	FX3B-R(RSS)
016	MG Saw 2	061	OB Pulse 3	106	OBXP Brass A	151	Mondigital	196	Sys700 Bs 2	241	FX3C-R(RSS)
017	OB Saw 1A	062	2600 Pulse 1	107	OBXP Brass B	152	MondigitalLp	197	FM Super Bs	242	REV Waspy
018	OB Saw 1C	063	2600 Pulse 2	108	OBXP Brass C	153	JP-8 Clavi A	198	KG Poly Bs	243	REV P5 X-mod
019	OB Saw 2	064	EM Pulse	109	OBXP BrassLp	154	JP-8 Clav C	199	KG Poly BsLp	244	REV SteamDrn
020	P5 Saw 1A	065	CS Pulse 1	110	FM Brass	155	JP-8 ClaviLp	200	Power B slwA	245	REV Kalimba
021	P5 Saw 1C	066	CS Pulse 2	111	Waspy	156	Juno Clavi	201	Power B slwB	246	REV Additive
022	2600 Saw	067	JU-2 Sub OSC	112	Waspy Lp	157	P5 X-mod	202	Power B slwC	247	REV Blip
023	AP Saw	068	MG Ramp	113	OB Lead	158	Steam Drum	203	Power B fstA	248	REV Thump
024	OSC Saw	069	MG Triangle	114	OB Lead Lp	159	Kalimba Atk	204	Power B fstB	249	REV Attack
025	OSC Reso Saw	070	2600Triangle	115	JP-6 SqLead	160	Additive	205	Power B fstC	250	REV FX1L RSS
026	KG700 Saw	071	2600 Sine	116	JP-6SqLd Lp	161	MG Blip	206	Tron Choir A	251	REV FX1R RSS
027	KG800 Saw 1	072	JP-8 PWM A	117	Blown 1	162	MG Blip Lp	207	Tron Choir B	252	REV FX2L RSS
028	KG800 Saw 2	073	JP-8 PWM B	118	Blown 2	163	MG Thump	208	Tron Choir C	253	REV FX2R RSS
029	KG MS Saw	074	JP-8 PWM C	119	PG Sweep 1A	164	MG Thump Lp	209	Tron Flute A	254	REV FX3L RSS
030	CS Saw 1A	075	MG Dt.Saw A	120	PG Sweep 1C	165	MG Attack	210	Tron Flute B	255	REV FX3R RSS
031	CS Saw 1C	076	MG Dt.Saw B	121	PG Sweep 2A	166	MG Attack Lp	211	Tron Flute C		
032	CS Saw 2	077	MG Dt.Saw C	122	PG Sweep 2C	167	VS Bell 1	212	Tron Str A		
033	JP-8 SquareA	078	P5 Dt.Saw A	123	D-50 HeavenA	168	VS Bell 2	213	Tron Str B		
034	JP-8 SquareC	079	P5 Dt.Saw B	124	D-50 HeavenB	169	JP-6 Bell	214	Tron Str C		
035	JX-10 Square	080	P5 Dt.Saw C	125	D-50 HeavenC	170	MKS-80 Xmod1	215	MG White Nz		
036	SH-5 Square	081	MG Dt.Squ A	126	JX-8P Vox	171	MKS-80 Xmod2	216	Mg Pink Nz		
037	SH-2 Square	082	MG Dt.Squ B	127	JX-8P Vox Lp	172	MKS-80 Xmod3	217	SH-5 Pink Nz		
038	MG Square A	083	MG Dt.Squ C	128	VP-330ChoirA	173	MKS-80 Xmod4	218	JP-8 X-mod 1		
039	MG Square C	084	JP-8 Str A	129	VP-330ChoirB	174	MKS-80 Xmod5	219	JP-8 X-mod 2		
040	OB Square A	085	JP-8 Str B	130	VP-330ChoirC	175	OB Bass	220	P5 Noise 1		
041	OB Square C	086	JP-8 Str C	131	P5 Unisync	176	OB Bass Lp A	221	P5 Noise 2		
042	P5 Square A	087	OB Str 1A	132	P5 UnisyncLp	177	OB Bass Lp B	222	ZZZ loop		
043	P5 Square C	088	OB Str 1B	133	P5 Dipthong	178	OB Bass Lp C	223	Atmosphere		
044	2600 Square	089	OB Str 1C	134	P5 DipthngLp	179	MG BsPedal	224	FX1A-L(RSS)		
045	OSC Square	090	OB Str 2A	135	FM Lead	180	MG BsPdl LpA	225	FX1B-L(RSS)		

001	World Tour!	046	5th Wind	091	Hiten Bells	136	Shamisen	181	Moroco FX	226	2Bar Loop 3
002	Afropunch	047	5th Bell	092	Trash Metal	137	Noo Tye Whan	182	Arabian	227	CylicSweep 6
003	Yo-How	048	Ocarawla	093	Singing Bell	138	Time Vault	183	TablanRhythm	228	Special Loop
004	Kenya Split	049	Conch Call	094	Rama Chimes	139	Afroharp 1	184	Tablafun	229	Samba Break/
005	Intar Melody	050	Sweep Flood	095	Rama Cymbals	140	OctHarp	185	Rattabla	230	Bushroot
006	BerimbauMenu	051	Space Pipe	096	Tibet Bells	141	ChineseOrch2	186	Sitarchestra	231	Didgeridrone
007	Thumb Chimes	052	PercssivRain	097	Big Bowls	142	Euro Zither	187	Ravis Axe	232	Dingodrone
008	Velo Afro 1	053	Asian Chord	098	Spoke Mallet	143	AfricaZither	188	Passag2India	233	Didgeridoo
009	Bass Kalirnba	054	Dell Ikhitt	099	Shakuhachi	144	Zithgliss	189	Tambra Swirl	234	Paila MG
010	Buzz Kalimba	055	Ghost Metal	100	Shaku Accent	145	Hmr.Dulcimer	190	Sitar ++	235	Ethno Bass 1
011	Indalimba	056	Ring-RingPad	101	Shakueko	146	Cymbalom	191	Movie Synth	236	Ethno Bass 2
012	Thumb Piano	057	Misterious	102	Pipe Melodi	147	BrT.Dulcimer	192	Sitarsqeezer	237	Earth Com Bs
013	Kalimba FX	058	Re-mind	103	Flautwist	148	Yangchin 1	193	Sitar Gliss	238	Clay HouseBs
014	AfropercMenu	059	Whistle Vox	104	Flute Press	149	EasternTwang	194	Tambura	239	Berimbass
015	Udu Pot Menu	060	Living Dead	105	Zamponia	150	12th Knight	195	Tamb. Drone	240	Hunter
016	Udu Pots /	061	Earth Child	106	Wosh Chiff	151	Bandolim	196	Breath Drum	241	Jawskin
017	Baateri	062	Spaceilimba	107	Tramaloo	151	Cavaquinho	197	Tribe Switch	242	JawHarp Menu
018	Log Detuner	063	Drop of Rain	108	FantasicPipe	153	Oud	198	Perc. Hit 1	243	AfricaVoices
019	Afroperk	064	Gaia Thought	109	Pan Pipe /	154	Mondo Oud!	199	Perc. Hit 2	244	Voice Set
020	Glass Mallet	065	Es E.Piano	110	Random Zamp	155	HybridStrung	200	Big Perc.Hit	245	Zaghruta
021	Velo Afro 2	066	Piri Rise	111	Zampona tr 2	156	GlobalChorus	201	Doira Drum	246	Maiting Call
022	Balafon /	067	Pandoras Box	112	Ethno Pipes 1	157	Kanoum	202	Bendir	247	Lost my way.
023	Hrd.Balafon	068	Ethno Dreams	113	Ethno Pipes 2	158	MultieastPix	203	Chekere /	248	PlayLoHi F#m
024	Pure Balafon	069	Snow Man	114	Ethno Pipes 3	159	Yuehchin	204	Rek Menu	249	Going Deep
025	Big ole Logs	070	Cuica Steps	115	Ocarina 3	160	Crossbreed	205	Shaker Menu	250	Worm Hofe
026	Afro Log	071	Saintly	116	Quena	161	SoftRezituar	206	Caixa Menu	251	Ethno Splash
027	Angklungs	072	Trade Winds	117	Kawala	162	Ethnic VLNx3	207	Cowbell Menu	252	DinosaurPark
028	BellAngklung	073	Pure Logic	118	Kawallabe	163	Singil Piper	208	Bongo Set	253	BackwardGong
029	Steel Drums]	074	Earth Color	119	Romance Exp	164	Kulture Shok	209	Guiro /	254	AfricanQueen
030	Steel Drums2	075	Jawbreath	120	Wind 7 Split	165	Erhu Lead	210	Samba Menu	255	BedRock 5.30
031	War Drums	076	AsiaCYM Menu	121	Uni-Jig Pan	166	ChineseOrch I	211	Pandeiro Menu		
032	AfricanMarch	077	Gong Menu	122	OcarinaLead	167	Mosque Reeds	212	Surdo Menu		
033	AfricanStomp	078	Gong /	123	Zamp Lead	168	E.Com Lead 1	213	Cuica		
034	Tribal Claps	079	China Menu	124	Blown Touch	169	Piri Solo	214	Rain Stick		
035	Kawala Str	080	Kabuki Menu	125	Barkit	170	Mizmar	215	Rotating Drm		
036	Space-o-rama	081	Biwa	126	Jungle Pipes	171	Shahnai	216	BellsOfSarna		
037	Shakupad	082	Genderous	127	C Shell+echo	172	Hichirick	217	Comb.Loop 1		
038	Ceremony	083	Temple Metal	128	Atmospluck	173	VeloBagpipes	218	Comb Loop 2		
039	Los Tremolos	084	Gomelan Tuti	129	Afroharp Arq	174	Bagpipes	219	Comb.Loop 3		
040	Lo Celloez	085	African Snow	130	East/WestPlk	175	Dholla Menu	220	Comb.Loop 4		
041	Octargans	086	Bonang-Gam.	131	Koto	176	Egypt Tablah	221	Comb-Loop 5		
042	Lo Ethnoreed	087	Gamelan x4	132	Zhueng	177	Madal Menu	222	Comb.Loop 6		
043	Eastvox	088	Saron-Gameln	133	Kotokeum	178	Dholak Menu	223	Slow.Loop 1		
044	Black Rain	089	Temple Chime	134	Kayakeum Plk	179	TablaProcess	224	2Bar Loop 1		
045	Steel 5th	090	Prayer Bowls	135	Asian Dawn	180	Tinjaw	225	2Bar Loop 2		

001	Sitar A	046	Shakuhachi 2	091	Kalimba 1	136	AfroDrum Op1	181	Jaw Harp Wow	226	Agogo 2 Hi
002	Sitar B	047	Shaku Attack	092	Kalimba 2	137	AfroDrum Op2	182	Afro Feet 1	227	Agogo 3 Lo
003	Sitar C	048	Shaku Ornam	093	Kalimba 3	138	AfroDrum Flm	183	Afro Feet 2	228	Agogo 3 Hi
004	Sitar Gliss	049	Hunt Pipe	094	Kalimba Gliss	139	AfroDrum Rat	184	Afro Clap	229	Cowbell 1
005	Tambura A	050	Hunt Noise	095	Kalim Gls Lp	140	Tablah MENU	185	Rainstick	230	Cowbell 2
006	Tambura B	051	Bagpipes 1	096	Balaphone 1	141	Tablah Bend	186	Didge MENU	231	Cowbell 3
007	Tambura C	052	Bagpipes 2	097	Balaphone 2	142	Tablah Dom	187	Didgeridoo 1	232	Cuica 2
008	Tambura Drone	053	Bagpipes 3	098	Log Drum 2	143	Tablah Tak	188	Didgeridoo 2	233	Cuica 3
009	Zither A	054	Bagpipes 4	099	Hyoshigi	144	TablahRim	189	Didgeridoo 3	234	Shaker MENU
010	Zither B	055	Hichiriki	100	Clapstick	145	Tablah Roll	190	Voice MENU	235	Shaker Ptn
011	Zither C	056	Hichiriki Lp	101	Slit Drum	146	Doira Dun	191	Yoh ribe	236	Shaker 1
012	HmrDulcimer	057	Shahnai	102	Boomerang	147	Doira Tik	192	Hey Tribe	237	Shaker 2
013	Yuechin	058	Mizmar	103	Ban Gu 1	148	Dohalla MENU	193	Hey Brazil	238	Chekere 1
014	Yangchin	059	Mizmar Lp	104	Ban Gu 2	149	Dohalla Dom	194	Yyoo Dude	239	Chekere 2
015	Bandolim	060	Piri	105	Ban Gu 3	150	Dohalla Sak	195	ZaghrutaLoop	240	SambaWhistle
016	Cavaquinho	061	Piri Lp	106	TablaBy MENU	151	Dohalla Tak	196	ZaghrutaStop	241	Guiro Long
017	Oud A	062	Steel Dr 2	107	TablaBaya Sld	152	Dohalla Roll	197	Bull Scream	242	Guiro Short
018	Oud B	063	Bonang	108	TablaBaya Gin	153	Dohalla Stop	198	Conch Shell1	243	Timbale MENU
019	Oud C	064	Gender	109	TablaBaya Ge	154	Rek MENU	199	Conch Shell2	244	Timbale Lo
020	Kanoun	065	Saron	110	TablaBaya Ka	155	Rek Dom	200	Samba MENU	245	Timbale Hi
021	Koto	066	Blossom Bell	111	TablaBaya Na	156	Rek Tek	201	SambaBateria	246	Timbale Side
022	Shamisen 2	067	Spokes	112	TablaBaya Tin	157	Rek Open	202	PandeiroMENU	247	Bongo MENU
023	Shami Attack	068	Satellite Dr	113	TablaBaya Tun	158	Rek Trill	203	PandeiroL Lo	248	Bongo 1 Lo
024	Kayakeum	069	Finger Cym	114	TablaBaya Te	159	Bendir 1	204	PandeiroL Hi	249	Bongo 1 Ho
025	Oct Harp	070	Ramacymbal	115	TablaBaya Ti	160	Bendir 2	205	PandeiroS Sp	250	Bongo 2 Lo
026	Afro Harp	071	Atarigane	116	Udu Pot MENU	161	Dawul	206	PandeiroS Rm	251	Bongo 2 Hi
027	Biwa MENU	072	AsiaGng MENU	117	Udu Pot1 Lo	162	JapanPrdMENU	207	PandeiroS Op	252	Korean Ens
028	Biwa 1	073	Asian Gong 1	118	Udu Pot1 Hi	163	Taiko	208	PandeiroS Sp	253	Morocco Ens
029	Biwa 2	074	Asian Gong 2	119	Udu Pot1 Slp	164	Sime Taiko	209	PandeiroS Rm	254	African Ens
030	Biwa 3	075	Asian Gong 3	120	Udu Pot1 Acc	165	Tsuzumi Lo	210	TamborimMENU	255	World Tour
031	Esraj 1	076	Asian Gong 4	121	Udu Pot2 Lng	166	Tsuzmui Hi	211	Tamborim Opn		
032	Esraj 2	077	Asian Gong 5	122	Udu Pot2 Sht	167	Ohkawa	212	Tamborim Mut		
033	Kemanche	078	Asian Gong 6	123	Udu Pot2 Mut	168	ChinaPrcMENU	213	Tamborim Slp		
034	Erhu	079	Asian Gong 7	124	Dholak MENU	169	Gu Roll	214	Surdo MENU		
035	Zampona 1	080	REV Gong 5	125	Dholak Ga	170	Gu Hi	215	Surdo Open L		
036	Zampo Attack	081	REV Gong 7	126	Dholak Ta	171	Rot Drum	216	Surdo Open H		
037	Zampo Trem A	082	AsiaCym MENU	127	Dholak Tun	172	BerimbauMENU	217	Surdo Mute		
038	Zampo Trem B	083	Chenchen Ptn	128	Dholak Na	173	Berimbau Opn	218	Surdo Rim		
039	Zampo Trem C	084	ChenChen Opn	129	Madal MENU	174	Berimbau Up	219	Caixa MENU		
040	Sicu Pip	085	ChenChen Cls	130	Madal Da	175	Berimbau Dn	220	Caixa Open1		
041	Quena	086	BaliCym Opn	131	Madal Din	176	Berimbau Mut	221	Caixa Open2		
042	Ocarina	087	BaliCym Cls	132	Madal Ta	177	Angklung 2	222	Caixa Roll		
043	Kawala A	088	Sagat Open	133	TalkingDr Up	178	Aftro Zither	223	Caixa Mute		
044	Kawala B	089	Sagat Close	134	TalkingDr Dn	179	Jaw Harp MENU	224	Agogo MENU		
045	Kawala C	090	Sarna Bell	135	AfroDrm MENU	180	Jaw Harp Opn	225	Agppg 2 Lo		

001	All night!	046	Jazzy 130	091	JP Sub-Synth	136	2Tone Hit	181	Whoooooooooo	226	VCF Bass
002	Tune Up	047	909 Pump 130	092	Saxy Jam	137	Club Hit x4	182	No-No	227	Sharp Rezo
003	Acidic Grv	048	Slammin' 130	093	Reso Pad	138	Big Ol'Stab	183	Ooo~~~~~	228	Technopop Bs
004	Techno'Hood	049	HipHouse 130	094	Fat Stack	139	Loopbits x2	184	Aaaa~~~~~	229	Acid Tripper
005	Space Groove	050	Fancy Sw 130	095	ResoSequence	140	Slide Fx x2	185	Laugh-Mix	230	Hood Bass
006	Odd FXM Loop	051	HipNoKik 130	096	Common Synth	141	Spooky	186	Vocamatic	231	Housine Bs
007	Ultrarave	052	FastEuro 136	097	NewAnalogEra	142	Section Hit	187	Girl Ah	232	Anti-digital
008	Easy R&B 83	053	Justicel 136	098	Monstrousnes	143	Gtr Fx x4	188	Vox Menu	233	Dual VCF Bs
009	Caveman 83	054	Justice2 136	099	Sharpy	144	Breath Fx x4	189	Rev Vox Menu	234	Comic Bass
010	SoulShake 83	055	New Jack 136	100	Dance Arp	145	Sax Fx x3	190	Here We Go!	235	TB-303 Bs 1
011	Hip Hop Jz 88	056	Latin Bt 141	101	Oddigeree	146	Tpt Fx x3	191	Outhere Pad	236	TB-303 Bs 2
012	Homeboy 88	057	Darkman 154	102	Monstrousity	147	Scratch x4	192	Tekno Voices	237	SH-101 Bs 1
013	Gangsta 1 94	058	Beat Menu 1	103	Arpeggio	148	Scratch Loop	193	Old Strings	238	SH 101 Bs 2
014	Gangsta 2 94	059	Beat Menu 2	104	Dance Seq	149	Stab Scratch	194	Dance String	239	SH-101 Bs 3
015	Nite'Hood 94	060	Beat Menu 3	105	Fiesta	150	Record Noise	195	Terminator	240	SH-101 Bs 4
016	Party Jam 94	061	Beat Menu 4	106	Trance Stab	151	Fizzzz	196	AmbientSweep	241	SH-101 Bs 5
017	S2S 909 94	062	Dance Split	107	Digistack	152	Hurray!	197	Ambient BPF	242	How Odd?!
018	Ragga 94	063	Dance Piano	108	Raviin'Choir	153	Sci-Fi	198	Oper'Ambient	243	Hell House
019	DeepGrine 94	064	Odd Piano	109	Random Hits	154	Whoo-Whoo!	199	AmbientPad 1	244	Nightmare!!!
020	TopendSw 100	065	House Piano	110	Fizzy	155	Zigzag	200	Ambient Pad 2	245	Flangehead
021	Danger 100	066	Bight Piano	111	Eurostab	156	Hip alarm	201	Lunar Orbit	246	Doublefunky
022	Breakdwn 100	067	Velo Piano	112	Triumph Stab	157	ScratchMenu1	202	Fly-by Pad	247	Mystical
023	Owl' Hood 100	068	Simple Piano	113	Steet Stab	158	ScratchMenu2	203	Sync Pad	248	Sci-Fi Sweep
024	Lo-Fi 100	069	Night Moods	114	Kik x4	159	ScatchMenu 3	204	Urban Pad	249	Drum Set 1
025	Soulmate 106	070	50's Organ	115	Reverse Nz	160	Tape Spin	205	Deep Analog	250	Drum Set 2
026	SwingTmb 106	071	Organ Tong	116	909 Tom	161	Noise Menu	206	Garage Pad	251	Drum Set 3
027	Squeeky 110	072	Organic	117	HitHat Menu	162	PiknMixnMod	207	UK Swing Pad	252	Drum Set 4
028	Swingin' 110	073	Old Organ	118	Rev Cymbal	163	Manic Shots	208	Warriors	253	Drum Set 5
029	Shufflin' 110	074	Mod Amb.Pipe	119	Bang x2	164	Sonic Stabs	209	Br.Jupiters	254	Drum Set 6
030	Suprise1 116	075	Notre Dame	120	Ragga Hit	165	Slylostab	210	M+C Big Pad	255	Drum Set 7
031	Suprise2 116	076	Legato Synth	121	Fly Chord	166	CutOff Snare	211	Wonderous Pd		
032	Perc Jam 116	077	Summer Time	122	Ravin'Chords	167	Selecta Drum	212	Super OB		
033	909Dscol 120	078	Def Lead	123	Powertechit	168	Trans Vox	213	Eurostrings		
034	909Dsco2 120	079	Minor Rave	124	Organ Hits	169	Aaaah!	214	Sweep Beat		
035	909Dsco3 120	080	Major Rave	125	Choralvibe	170	Ahoo Yell	215	Nice-n-Easy		
036	Superfly 120	081	Dance Lead	126	Trancey	171	Oohh!!	216	World Muzic		
037	DiscoCga 120	082	Sync Lead	127	Sharp Hit	172	Madmam	217	Tri-dent Brs		
038	Caravan 120	083	HyperHiPass	128	Mc Hit x3	173	Oohh Yeah!	218	Dance Brass		
039	Jungle 1 124	084	Mono Raver	129	Kutt Hit	174	Bah	219	Space Bass		
040	808CowBl 124	085	Mod-Trance	130	Galaxy Hit	175	And!	220	Clix Bass		
041	Jungle 2 124	086	Mod-Trance 2	131	Reggae Chord	176	Aaa!	221	System 100m		
042	Cruisin' 124	087	Rave at home	132	Saw Horn x2	177	Hey	222	Synbass Five		
043	909Swing 124	088	ResoLoot	133	Rave Hit	178	Baby	223	Rawsaw Bass		
044	Human Bt 124	089	Square Tone	134	Vinyl Opera	179	Yeah-Yeah	224	Groove Bass		
045	Mover 124	090	Trianglular	135	Movin'Hit	180	Oooooooooo	225	Metalrezo Bs		

001	Easy R&B	83	046	Gabba Kick	091	Ping Snare	136	Ooooooooo	181	Scratch Hit	226	NRG Bass
002	Caveman	83	047	Rotterdam K	092	Brick S.nare	137	Whooooooooo	182	Vinyl Opera 227	227	Power Bass
003	SoulShake	83	048	909 Kick 1	093	Impact Snare	138	Aaaaaaaaa	183	Movin' Hit 1	228	Noiz Bass
004	Hip Hop Jz	88	049	909 Kick 2	094	Space Snare	139	No-No	134	Movin' Hit 2	229	Core Bass
005	Homeboy	88	050	909 Kick 3	095	Reverse Nz	140	Oh-no-no-no	185	2Tone Hit	230	Trance Bass
006	Gangsta 1	94	051	Loop Kick	096	Buzz Roll	141	Ooo~~~~~	186	Gansta Hit	231	Deep Bass
007	Gangsta 2	94	052	Tick Kick	097	Micro Buzz	142	Aaaa~~~~~	187	Classic Hit	232	TB-303 Bass
008	DeepGrine	94	053	909 Kick 4	098	Super Fill	143	Funny	188	Section Hit	233	SH-101 Bs 1
009	Nite'Hood	94	054	HipHop Kick	099	Flange Fill	144	Giggle	189	Intense Hit	234	SH-101 Bs 2
010	Party Jam	94	055	Bubbler Kick	100	Loose Fill	145	Heavy Breath	190	Positive Hit	235	SH-101 Bs 3
011	S2S 909	94	056	Knockout K	101	909 Clap	146	Acid Sync	191	Vintage Hit	236	Sine Loop
012	Ragga	94	057	Massive Kick	102	808 Clap	147	Analog	192	Triumphant	237	VOX Menu
013	TopendSw	100	058	Explosion K	103	Machine Clap	148	Euro Strings	193	Big Ol'Stab	238	Rev Vox Menu
014	Danger	100	059	Leakage Kick	104	Tek Clap	149	Terminator	194	Rev Ol'Stab	239	Noiz Menu
015	Breakdwn	100	060	Solid Kick	105	Ol'Skool Clp	150	TerminatorLp	195	String Gliss	240	Scrтч&Hits1
016	Owl'Hood	100	061	Dance Kick	106	909 Rim	151	House Piano	196	Loop Bit 1	241	Scrтч&Hits2
017	Lo-Fi	100	062	Krash Kick	107	Ragga Tom	152	50's Organ	197	Loop Bit 2	242	Hit&FX Menu
018	Soulmate	106	063	Pozer Kick	108	909 Tom Hi	153	Tong	198	Evil Bass	243	Kick Set 1
019	Swing Tmb	106	064	606 Snare	109	909 Tom Mid	154	Squeal 1	199	Mouth Music	244	Kick Set 2
020	Squeeky	110	065	808 Snare	110	909 Tom Lo	155	Squeal 2	200	Hammer On	245	Kick Set 3
021	Swingin'	110	066	Ragga Snare	111	HiHat Menu	156	Multiponics	201	Short Funk	246	Snare Set 1
022	Shufflin'	110	067	909 Bryt Sn	112	707 Hi Hat	157	Tpt Kiss	202	Oct Slide	247	Snare Set 2
023	Perc Jam	116	068	909 Fat Sn	113	HiHats Rev	158	Tpt Gliss	203	Guitar Fill	248	Snare Set 3
024	Suprise	116	069	909 ShortSn	114	909 Ride	159	Stab fall	204	Jz Gtr Fall	249	Snare Set 4
025	909Disco	120	070	Hip Hop Sn 1	115	909 Crash	160	Dance Hit	205	Mg Slide Dwn	250	Hat&tom Set
026	Caravan	120	071	New Jack Sn	116	HipHopTamb	161	Club Hit	206	Mg Slide U/D	251	Cymbal Set
027	Superfly	120	072	70's Snare	117	Aaaah!	162	Flychord	207	Big Bang	252	Beat Menu 1
028	DiscoCga	120	073	Old Rim	118	Girl Ah	163	Choralvibe	208	Sea Wolf	253	Beat Menu 2
029	808CowBl	124	074	Jam Snare	119	Ahoo Yell	164	Trance 5th	209	Tape Stop	254	Beat Menu 3
030	909Swing	124	075	Gated Shot	120	Oohh!!	165	Power Tech	210	DJ 1	255	Beat Menu 4
031	Human Bt	124	076	Reggae Snare	121	Uhhh!!	166	Ragga Hit	211	DJ 2		
032	Mover	124	077	Sharp Shot	122	Breath in	167	Maj 7th	212	DJ Loop		
033	Cruisin'	124	078	Trunc Snare	123	Madman	168	Minor Hit	213	Wicked DJ		
034	Jungle	124	079	Funk Snare	124	Jam!	169	Major Hit	214	Final Loop		
035	Jazzy	130	080	Noiz Snare	125	Here We Go	170	Mystic Pno	215	Spooky		
036	909 Pump	130	081	Verb Snare	126	Oh Yeah!	171	Kutt	216	Rewind		
037	Slammin'	130	082	Lil'R&B Sn	127	Once Again	172	Euro Hit	217	Zigzag		
038	HipHouse	130	083	80's Snare	128	Bah	173	Organ Hit	218	Whoo-Whoo		
039	Fancy Sw	130	084	Compress Sn	129	And!	174	Org/Piano	219	Hip Alarm		
040	HipNoKik	130	085	Def Clap	130	Aaa	175	Dub Hit	220	Sci-Fi		
041	FastEuro	136	086	Process Sn	131	Love	176	Minor NRG	221	Cheers		
042	Justice	136	087	Chord Snare	132	Oooh Yeah!	177	Hardcore 1	222	60's Vinyl		
043	New Jack	136	088	Hip Hop Sn 2	133	Hey	178	Hardcore 2	223	10000 Mute		
044	Latin Bt	141	089	Glass Snare	134	Baby	179	Power Chord	224	Fizzzzzz		
045	Darkman	154	090	Iron Snare	135	Yeah-Yeah	180	Rave Hit	225	Euro Bass		

001	Ac.Piano 1	046	'60 CompKiav	091	St.335 Pick	136	Bs/Musetdet1	181	Brass Sect 1	226	Mello Orch.
002	Ac.Piano 2	047	House Clav.	092	335 VSW Pick	137	Bs/Musetdet2	182	Brass Sect 2	227	Saturn
003	Soft Piano	048	Phase Clav.	093	335 Mute	138	Bs/Master1	183	Brass Sect 3	228	Orch Hit Maj
004	U-220 APiano	049	Org Flutes 1	094	335 St. Mute	139	Bs/Master2	184	Pizz Brass	229	Orch Hit Min
005	FortePiano	050	Org Flutes 2	095	Echo Mute	140	Bs/Jazz	185	Sax Sect 1	230	Orch Hit Dim
006	Honky Tonk	051	Org Flutes 3	096	VeloMute+Pik	141	Bs/Bandneon1	186	Sax Sect 2	231	Big Hits Maj
007	Pop Piano	052	Org Flute 8'	097	All Mutes	142	Bs/Bandneon2	187	In the Mood	232	Finare /
008	Dusty Piano	053	Church Organ	098	Mute Guitar	143	Reed Organ1	188	Orchestra	233	Owz it !
009	NewAge Piano	054	English Org	099	BriteChorus	144	Reed Organ2	189	BrassOrchest	234	Rave OrchHit
010	E.Grand 1	055	Organ Chord	100	Clean Pick 1	145	Rive Gauche	190	Jazz Quartet	235	OrchHit X
011	E.Grand 2	056	Happy Xmas !	101	Clean Pick 2	146	Iturbynth	191	B!G Stab	236	OrchGlissMaj
012	E.Grand mod	057	1001 Nights	102	Clean E.Gtr	147	Bandneon Duo	192	Brass Fall 1	237	OrchGlissMin
013	U-220 EGrand	058	G.Star 1	103	Phase Guitar	148	Amsterdam	193	Brass Fall 2	238	Orch End FX
014	Stage EGrand	059	G.Star 2	104	PickChordsX4	149	Sad Musette	194	Brass Fall 3	239	Harp m7
015	E.Grand ff	060	Dream Time	105	Super Picker	150	Fiddle 1	195	Tp Fall 1	240	Harp 9th
016	E.Piano mod	061	Clavi Pad	106	St. Pick	151	Fiddle 2	196	Tp Fall 2	241	Harp +7
017	Soft Rhodes	062	into Dream	107	Dist Guitar	151	Super Fiddle	197	Brass Stacc	242	Harp b9
018	St.Rhodes	063	Not Old	108	HEAVY!	153	Fiddle About	198	F.Horn Rip 1	243	Harp m7 Scrl
019	Tremolo EP	064	Box Guitar 1	109	St.Dist Gtr	154	DigitalCello	199	F.Horn Rip 2	244	Harp 9thScrl
020	Long is...	065	Box Guitar 2	110	Super Heavy	155	Four Seasons	200	Mild ANALOG	245	Harp +7 Scrl
021	...the Road	066	Reso Guitar	111	Mandolin 1	156	Staccato	201	Black Ring	246	Harp b9 Scrl
022	High Rhodes	067	V-MX Guitar	112	Mandolin 2	157	Tremolo 1 /	202	Steel Brass	247	Grove 1
023	Bright EP 1	068	Flat Picker	113	Mandolin 3	158	Tremolo 2	203	S.JV Marine	248	Drum Set 1
024	Bright EP 2	069	Steel Guitar	114	Mandolin 4	159	Tremolo 3 /	204	CarminaB/Aft	249	Drum Set 2
025	Bright EP 3	070	Steel there!	115	Mandolins	160	Sop Rec 1T	205	Cosmic Vox	250	Drum Set 3
026	Bright EP 4	071	BriteJGuitar	116	SuperMando	161	Tenor Rec 1T	206	Digital Vox	251	Drum Set 4
027	Syn.E.Piano	072	Tympanon	117	ResonatorGt1	162	Rec Twin	207	¥ Empire	252	Drum Set 5
028	Xmod E.Piano	073	Live Guitar	118	ResonatorGt2	163	Rec Sect	208	Cosmic Echo	253	Drum Set 6
029	<D>gtalPiano	074	Arabic Scale	119	ResonatorGt3	164	Recorder 1T	209	She does ...	254	Drum Set 7
030	Hps Front 1	075	Big Twelve	120	Dobraccent	165	Living Pipe	210	Sine Strings	255	Country Drums
031	Hps Front 2	076	Jazz Guitar	121	Dulcimer 1	166	Pipe Lead	211	Chineez Wave		
032	Hps Front 3	077	St.Jazz Gtr	122	Dulcimer 2	167	Whistle	212	Metalattack		
033	Hps Back 1	078	Pedal Steel1	123	Dulcimer 3	168	Fr'm Scotlnd	213	EG Vox		
034	Hps Back 2	079	Pedal Steel2	124	Gamelan Ens.	169	Soft Sax	214	Metal Sweep		
035	Hps Back 3	080	Stereo Pedal	125	Guitar Pad	170	Bright Sax	215	Digi Sweep		
036	Hps Back 1T	081	Pedal Steel3	126	Bass mix	171	St.Sax	216	Deep Space		
037	Hps F/B	082	Dyno Steel	127	Musette tun	172	Bright TP	217	Blue Mist		
038	Hps F4/B	083	Super Pedal	128	Musette det1	173	Trombone	218	Trailer Pipe		
039	Hps F/B/B4	084	Pedal Steel4	129	Musette det2	174	Trombone SW	219	Cluster		
040	Hps Lute 1	085	PedalSteelSw	130	Master1	175	Twinbone	220	Pentatonic		
041	Hps Lute 2	086	Steel Fours	131	Master2	176	Super TB	221	RoaringSpace		
042	Hps Lute 3	087	Pedal Steel5	132	Jazz	177	St.Trombone	222	Deep Cave		
043	Hps Lute 1T	088	Clean'd Comp	133	Bandoneon1	178	St.Soft TB	223	Kokoro		
044	Medieval Ens	089	Blues Guitar	134	Bandoneon2	179	St.Bright TB	224	Nothing Air		
045	Baroque Ens.	090	335 Guitar	135	Bs/Musettun	180	Fat Trombone	225	Mick'm House		

001	U Ac. Piano P	046	Pd.Steel 2A	091	T_Recorder B	136	Tremolo p Lp	181	Bigshot SN	226	Kick & SN 3
002	U Ac. Piano F	047	Pd.Steel 2B	092	T_Recorder C	137	Tremolo sfLp	182	Crack Snare	227	Kick & SN 4
003	U E.Grand P	048	Pd.Steel 2C	093	Musette 1A	138	Tremolo f Lp	183	Atomic Snare	228	Kick & SN 5
004	U E.Grand F	049	335Pick A	094	Musette 1B	139	Cluster Lp	184	Power Snare	229	Kick & SN 6
005	Rhodes	050	335Pick B	095	Musette 1C	140	PentatonicLp	185	Trash Snare	230	Kick & SN 7
006	Rhodes B	051	335Pick C	096	Musette 2A	141	Orch Hit Maj	186	Hard Snare	231	Kick & Snare
007	Rhodes C	052	335Mute A	097	Musette 2B	142	Orch Hit Min	187	Combo Snare	232	Tom Set
008	Bright EP	053	335Mute B	098	Musette 2C	143	Orch Hit Dim	188	Induced SN	233	HiHat Set
009	Bright EP B	054	335Mute C	099	Musette 3A	144	Orch Hit f	189	Tiny Snare	234	Ride & Clap
010	Bright EP C	055	Funk Gt Mute	100	Musette 3B	145	Staccato p	190	Rock Snare 1	235	REV Hit Maj
011	HPS_Front A	056	Funk Gt	101	Musette 3C	146	Staccato f	191	Rock Snare 2	236	REV Hit Min
012	HPS_Front B	057	Clean EG A	102	Master A	147	F.Horn Rip	192	Reverb Snare	237	REV Hi Dim
013	HPS_Front C	058	Clean EG B	103	Master B	148	Brass Fall	193	SharpTom Lo	238	REV Hit f
014	HPS_Back A	059	Clean EG C	104	Master C	149	Tps Fall	194	SharpTom Hi	239	REV Stacc p
015	HPS_Back B	060	Dist Gt P	105	Single A	150	Brass Stacc	195	Rock Tom 1	240	REV Stacc f
016	HPS_Back C	061	Dist Gt PB	106	Single B	151	Harp m7 Up	196	Rock Tom 2	241	REV Hrp m7Up
017	HPS_Lute A	062	Dist Gt PC	107	Single C	152	Harp m7 Dwn	197	Rock Tom 3	242	REV Hrp m7Dn
018	HPS_Lute B	063	Dist Gt F	108	Bandneon1A	153	Harp 9th Up	198	Rock Tom 4	243	REV Hrp9thUp
019	HPS_Lute C	064	Dist Gt FB	109	Bandneon1B	154	Harp 9th Dwn	199	Ambo Tom 1	244	REV Hrp9thDn
020	HPS_Click A	065	Dist Gt FC	110	Bandneon1C	155	Harp +7 Up	200	Ambo Tom 2	245	REV Hrp +7Up
021	Ac.Guitar A	066	Sax P	111	Bandneon2A	156	Harp +7 Dwn	201	Ambo Tom 3	246	REV Hrp +7Dn
022	Ac.Guitar B	067	Sax PB	112	Bandneon2B	157	Harp b9 Up	202	Ambo Tom 4	247	REV Hrp b9Up
023	Ac.Guitar C	068	Sax PC	113	Bandneon2C	158	Harp b9 Dwn	203	Closed Hat1	248	REV Hrp b9Dn
024	Reso.GTR P A	069	Sax M	114	MasterBs A	159	Harp m7 UpLp	204	Closed Hat2	249	REV PillowBD
025	Reso.GTR P B	070	Sax MB	115	MasterBs B	160	Harp m7 DnLp	205	Room Hat 1	250	REV SnappySN
026	Reso.GTR P C	071	Sax MC	116	MasterBs C	161	Harp 9thUpLp	206	Room Hat 2	251	REV Cross SN
027	Reso.GTR F A	072	Trombopet	117	Bs/Musett1	162	Harp 9thDnLp	207	Room Hat 3	252	REV Brash SN
028	Reso.GTR F B	073	Trombopet B	118	Bs/Musett2	163	Harp +7 UpLp	208	Room Hat 4	253	REV Crisp SN
029	Reso.GTR F C	074	Trombopet C	119	Bs/Musett3	164	Harp +7 DnLp	209	Open HH	254	REV Tom Hi
030	F. Mandolin A	075	Trombone P	120	Bs/Master	165	Harp b9 UpLp	210	Open HiHat	255	Rev Gong
031	F. Mandolin B	076	Trombone PB	121	Bs/Single	166	Harp b9 DnLp	211	Pedal HiHat		
032	F. Mandolin C	077	Trombone PC	122	Bs/Bandne1	167	Fat BD	212	Claps Real		
033	Dulcimer A	078	Trombone M	123	Bs/Bandne2	168	Pillow BD	213	Crash Cym		
034	Dulcimer B	079	Trombone MB	124	Fiddle A	169	Mondo Kick	214	Ride Cym		
035	Dulcimer C	080	Trombone MC	125	Fiddle B	170	Deep Kick 1	215	Ride Cymbal		
036	FretNoise 2	081	Trombone F	126	Fiddle C	171	Solid Kick	216	Ride Bell		
037	Jazz Gt P	082	Trombone FB	127	Gliss Maj	172	Ambo Kick	217	China Cym		
038	Jazz Gt PB	083	Trombone FC	128	Gliss Min	173	Reverb Kick 1	218	Cowbell 2		
039	Jazz G PC	084	ORG_Flute A	129	Tremolo p	174	Deep Kick 2	219	Tambourine		
040	Jazz Gt F	085	ORG_Flute B	130	Tremolo sfz	175	Reverb Kick2	220	Gong		
041	Jazz Gt FB	086	ORG_Flute C	131	Tremolo f	176	Room Stick	221	Hat & Tom 1		
042	Jazz Gt FC	087	S_Recorder A	132	Cluster	177	Snappy SN	222	Hat & Tom 2		
043	Pd.Steel 1A	088	S_Recorder B	133	Pentatonic	178	Cross SN	223	Cymbal		
044	Pd.Steel 1B	089	S_Recorder C	134	Gliss Maj Lp	179	Crisp SN	224	Kick & SN 1		
045	Pd.Steel 1C	090	T_Recorder A	135	Gliss Min Lp	180	Brash SN	225	Kick & SN 2		

001	Blues Perc	046	Mellow Blues	091	Cheeseball	136	Wide Rhodes	181	Rho/Wurl/Rox	226	Mello Vlns
002	A LittleHelp	047	PentaGospel	092	The Sham	137	Soft Fusion	182	Rox Chorus	227	Tron Cello
003	Big Pink B	048	Sweet&Mellow	093	Cheese Pad	138	Phase Rhodes	183	Rox Harpsi	228	Mello Cello
004	Hush B3	049	2B orNot2B3?	094	Crummy Organ	139	SpaceyRhodes	184	Farfi Harpsi	229	Tron Quartet
005	Sly Family B	050	Green Bee	095	VX Religion	140	I'mNotinLove	185	Octa Harpsi	230	Tron Orch
006	3 Dog B3	051	Whiter Shade	096	Farfi Combo	141	VinylRhodes	186	VX Harpsi	231	DrySt /Choir
007	SanFrancisco	052	Fire Perc	097	RotaryCheese	142	BreadRhodes	187	PowerHowers	232	Tron Vox
008	Full Stops	053	Sunset Strip	098	Iron Farf	143	MutroRhodes	188	Rox Grinder	233	Wet & Wiggly
009	Head Up B3	054	B3 JazzSplit	099	DancingQueen	144	Ray'sPno Bs	189	Clav 1	234	TronChoirDry
010	Full Clique	055	Evil Ways	100	PoorMan's B	145	SynRhodes Bs.	190	Clav 2	235	Tron Choir
011	So Very BS&T	056	Dyno Perc 63	101	Reggae Organ	146	Soft Wurly	191	Clav 3	236	Old Choir
012	R&R B3 1	057	888+3rd	102	Farf Lite	147	What'd I say	192	Clav 4	237	FatTronChoir
013	Organ Banks	058	8888+3rd	103	Wooly Farfy	148	Dry Wurly	193	Clav 5	238	Choir Blend
014	Express Way	059	House Organ	104	Clark Farf	149	Chorus Wurly	194	Clav 6	239	Slow Choir
015	85 8808 880	060	Easy to B	105	Pacemaker	150	Acid Wurly	195	Clav 7	240	Retroactive
016	R&R B3 2	061	Harum Scarem	106	Farf Celeste	151	Hard Wurly	196	Phase Clav 1	241	LamenTron
017	MelloDrama	062	Green Eyed	107	Ham & Cheese	151	Tramp Wurly	197	Rich Clav	242	Anthem
018	B3 Sermon	063	8888+3rd Vel	108	Rox Organ P	153	Tremo Wurly	198	Vibraclav	243	Space Tron
019	British B3	064	Shine On B3	109	Rox Organ Ph	154	Smooth Wurly	199	Mute Clav 1	244	MelloMemries
020	All Skate!	065	Procol Perc	110	Rox Organ PH	155	Grungy Wurly	200	Mute Clav 2	245	5th Tron Str
021	Br.Ballad B3	066	Full Perc	111	Rox Organ L	156	Breakin' Up	201	Flange Clav	246	Tron Vortex
022	Pure Bars	067	Mellow 4'	112	Runaway	157	Dist Wurly 1	202	Comp Clav	247	PlanetClaire
023	R&B B3	068	ZomBee 3	113	Ditty Doo	158	Dist Wurly 2	203	Space Clav	248	Rox Strings
024	Felix Ballad	069	Hi Harmonix	114	VX Wah Org	159	Dist Wurly 3	204	Mute Clav 3	249	Harpsiphase
025	Fudge Ballad	070	Rotary Banks	115	Suitcase 88	160	Dist Wurly 4	205	Bass Clav	250	Cheep Phazer
026	B3 Nice Feel	071	Gimme Some	116	Rhodes mkV	161	Whirling	206	Phase Clav 2	251	Swimming Bee
027	85 5000 050	072	Fuzzhead	117	ChorusRhodes	162	RingMod Solo	207	Brite Clav	252	Old Lead
028	Theatrix	073	Traffiking	118	NY Rhodes	163	Rider/Storm	208	WahWah Clavl	253	Organ Lead
029	Barleycorn	074	B3powerOnOff	119	Touch Rhodes	164	Pnet Tee	209	WahWah Clav2	254	Tekno Cheese
030	Magic Carpet	075	ToneWheelPno	120	Stage 73	165	Stereo Pnet	210	Clv/Pnet Sp	255	33 RPM
031	All Star B3	076	Orgiano	121	Joe's Rhodes	166	ShesNotThere	211	Clv/PnetDuol		
032	BT & MG's B3	077	TVA FX ORG	122	Stiff Rhodes	167	R&B Pnet	212	Clv/PnetDuo2		
033	Bookin' B	078	Animalistic	123	Dirty Rhodes	168	BrillantPnet	213	TronStrg ENS		
034	Rock Steady	079	Animal Mod	124	Mr.Suitcase	169	Rox+Pnet	214	Tron Str Dry		
035	NICE L I00	080	Rising Sun	125	Jazz Rhodes	170	Rox Piano 1	215	Rotary Tron I		
036	Tenderness	081	Surf Monkeys	126	HybridRhodes	171	Rox Vinyl	216	Rotary Tron2		
037	Blue B	082	Palisades	127	Dyno Rhodes I	172	Rox Piano 2	217	St.Tron Dry		
038	HeavyTraffic	083	Soul Kitchen	128	Dyno Rhodes 2	173	Crummy Piano	218	TronOctStack		
039	Dyno Rotary	084	BreakOnThru	129	Dyno Rhodes 3	174	Rox Lute	219	Smooth Tron 1		
040	Concert B3	085	Calif.Sun	130	Ring Rhodes	175	Rox Lute Ch.	220	Smooth Tron 2		
041	Salty Dog	086	Steppin'VX	131	LoungeRhodes	176	Rox Full+Acc	221	Slow Tron		
042	Stevie's B3	087	Costello+Mod	132	TremSuitcase	177	Rox Pi/Ha	222	SymphonicTrn		
043	Hang Twice	088	VX Rotary	133	Preacher	178	Carpet Crawl	223	Moody Tron		
044	Let It B	089	Archie's Mod	134	Hard Rhodes	179	Rox Jacuzzi	224	Warm Tape		
045	LA Blues	090	Telstar VX	135	BalladRhodes	180	TrickOf Tail	225	Tron Vls Dry		

001	B3 1 A	046	B3 10 Ch B	091	B3 Harm 2 A	136	Farf Noise	181	Pnet f C	226	Clav 6 p C
002	B3 1 B	047	B3 10 Ch C	092	B3 Harm 2 B	137	Suitcase p A	182	R.Chord A	227	Clav 6 f A
003	B3 1 C	048	B3 10 FL A	093	B3 Harm 2 C	138	Suitcase p B	183	R.Chord B	228	Clav 6 f B
004	B3 2 A	049	B3 10 FL B	094	B3 Harm 3 A	139	Suitcase p C	184	R.Chord C	229	Clav 6 f C
005	B3 2 B	050	B3 10 FL C	095	B3 Harm 3 B	140	Suitcase mfA	185	'70s Piano A	230	Clav Mute 1A
006	B3 2 C	051	B3 11	096	B3 Harm 3 C	141	Suitcase mfB	186	'70s Piano B	231	Clav Mute 1B
007	B3 Ch A	052	B3 Perc 1 A	097	B3 Harm3FL A	142	Suitcase mfC	187	'70s Piano C	232	Clav Mute 1C
008	B3 Ch B	053	B3 Perc 1 B	098	B3 Harm3FL B	143	Suitcase f A	188	'70s Lute A	233	Clav Mute 2A
009	B3 Ch C	054	B3 Perc 1 C	099	B3 Harm3FL C	144	Suitcase f B	189	'70s Lute B	234	Clav Mute 2B
010	B3 2 FL A	055	B3 Perc 2 A	100	B3 Click	145	Suitcase f C	190	'70s Lute C	235	Clav Mute 2C
011	B3 2 FL B	056	B3 Perc 2 B	101	VX Organ 1 A	146	Stage p A	191	Clav Pluck A	236	Clav 7 A
012	B3 2 FL C	057	B3 Perc 2 C	102	VX Organ 1 B	147	Stage p B	192	Clav Pluck B	237	Clav 7 B
013	B3 3 A	058	B3 Perc 3 A	103	VX Organ 1 C	148	Stage p C	193	Clav Pluck C	238	Clav 7 C
014	B3 3 B	059	B3 Perc 3 B	104	VX Organ 2 A	149	Stage f A	194	Ch.Clav A	239	Clav Attack
015	B3 3 C	060	B3 Perc 3 C	105	VX Organ 2 B	150	Stage f B	195	Ch.Clav B	240	Tron Str A
016	B3 3 FL A	061	B3 Perc3FL A	106	VX Organ 2 C	151	Stage f C	196	Ch.Clav C	241	Tron Str B
017	B3 3 FL B	062	B3 Perc3FL B	107	VX Organ 3 A	152	RhodesBs p A	197	Clav 1 A	242	Tron Str C
018	B3 3 FL C	063	B3 Perc3FL C	108	VX Organ 3 B	153	RhodesBs p B	198	Clav 1 B	243	Tron Vlns A
019	B3 4	064	B3 12	109	VX Organ 3 C	154	RhodesBs p C	199	Clav 1 C	244	Tron Vlns B
020	B3 5 A	065	B3 13	110	VX Organ 4 A	155	RhodesBs f A	200	Clav 2 A	245	Tron Vlns C
021	B3 5 B	066	B3 14 A	111	VX Organ 4 B	156	RhodesBs f B	201	Clav 2 B	246	Tron Cello A
022	B3 5 C	067	B3 14 B	112	VX Organ 4 C	157	RhodesBs f C	202	Clav 2 C	247	Tron Cello B
023	B3 6 A	068	B3 14 C	113	VX Harpsi A	158	Wurly 1 p A	203	Clav 3 p A	248	Tron Cello C
024	B3 6 B	069	B3 14 Ch A	114	VX Harpsi B	159	Wurly 1 p B	204	Clav 3 p B	249	Tron Cho.1 A
025	B3 6 C	070	B3 14 Ch B	115	VX Harpsi C	160	Wurly 1 p C	205	Clav 3 p C	250	Tron Cho.1 B
026	B3 7 A	071	B3 14 Ch C	116	VX Org Bs A	161	Wurly 1 mf A	206	Clav 3 f A	251	Tron Cho.1 C
027	B3 7 B	072	B3 14 FL A	117	VX Org Bs B	162	Wurly 1 mf B	207	Clav 3 f B	252	Tron Cho.2 A
028	B3 7 C	073	B3 14 FL B	118	VX Org Bs C	163	Wurly 1 mf C	208	Clav 3 f C	253	Tron Cho.2 B
029	B3 7 FL A	074	B3 14 FL C	119	Farf Organ 1	164	Wurly 1 f A	209	Clav 4 p A	254	Tron Cho.2 C
030	B3 7 FL B	075	B3 15 A	120	Farf Organ 2	165	Wurly 1 f B	210	Clav 4 p B	255	RecordNoise
031	B3 7 FL C	076	B3 15 B	121	Farf Organ 3	166	Wurly 1 p C	211	Clav 4 p C		
032	B3 8 A	077	B3 15 C	122	Farf Organ 4	167	Wurly 2 p A	212	Clav 4 mf A		
033	B3 8 B	078	B3 15 Ch A	123	FarfClar16'A	168	Wurly 2 p B	213	Clav 4 mf B		
034	B3 8 C	079	B3 15 Ch B	124	FarfClar16'B	169	Wurly 2 f C	214	Clav 4 mf C		
035	B3 8 Ch A	080	B3 15 Ch C	125	FarfClar16'C	170	Wurly 2 mf A	215	Clav 4 f A		
036	B3 8 Ch B	081	B3 15 FL A	126	Farf Organ 5	171	Wurly 2 mf B	216	Clav 4 f B		
037	B3 8 Ch C	082	B3 15 FL B	127	Farf Organ 6	172	Wurly 2 mf C	217	Clav 4 f C		
038	B3 8 FL A	083	B3 15 FL C	128	Farf Organ 7	173	Wurly 2 f A	218	Clav 5 p A		
039	B3 8 FL B	084	B3 16	129	Farf Organ 8	174	Wurly 2 f B	219	Clav 5 p B		
040	B3 8 FL C	085	B3 17	130	FarfFlut8' A	175	Wurly 2 f C	220	Clav 5 p C		
041	B3 9	086	B3 18	131	FarfFlut8' B	176	Pnet p A	221	Clav 5 f A		
042	B3 10 A	087	B3 19 A	132	FarfFlut8' C	177	Pnet p B	222	Clav 5 f B		
043	B3 10 B	088	B3 19 B	133	Farf 8'+2'	178	Pnet p C	223	Clav 5 f C		
044	B3 10 C	089	B3 19 C	134	Farf 8'+4'	179	Pnet f A	224	Clav 6 p A		
045	B3 10 Ch A	090	B3 Harm 1	135	Farf 8'+5th	180	Pnet f B	225	Clav 6 p B		

001 St.Concert	044 Legato Tpt	087 X-Fade Metal	130 Trangoa Wave	172 On the move!	214 Voc Solo 5th
002 9ft.Grand 1	045 Dyno Trumpet	088 Velo Power	131 Spiked Cheez	173 XP'ration	215 Dirty Lead
003 9ft.Grand 2	046 Ethno-Trumps	089 Phazy Chunk	132 Glassy Cheez	174 Big Ensemble	216 Boostweeper1
004 Euro Classic	047 Super Tenor	090 Reso Tele	133 Super 808Cow	175 Lazerette	217 Boostweeper2
005 St.Pno & Str	048 TenorExpress	091 Wah Wah BPM	134 Arpeggiatoid	176 Fazed String	218 B3 Filth
006 Compress Pno	049 T.Sax f	092 Rock P.Bass1	135 Euro Hit 1	177 Combing Slow	219 Phazed Organ
007 LA Session	050 Legato Flute	093 Rock P.Bass2	136 Euro Hit 2	178 Jet Stack	220 VSw Vibrafon
008 Water Piano	051 Touch Flute	094 Rock P.Bass3	137 Rave Slice	179 Phazeslopad	221 SA Vibe
009 Vibra Rhodes	052 NewAge Flute	095 Big Jazz Bs	138 Str Torture	180 Rize Mass	222 Rich Vibes
010 Stack Rhodes	053 Flute inMist	096 BriteHazz Bs	139 Juno Harpsi	181 Portent	223 SpaceGamelan
011 ArcoEnsemble	054 Hybrid Flute	097 Ch.Jazz Bs	140 Big Mess Pad	182 DCO Sweeper	224 Toy Vibe
012 Vienna Strgs	055 Flute & Cla	098 Mellow Jz Bs	141 Harpsichoir	183 Sweep Rain	225 Analog Bomb
013 Str Adagio	056 ChristmasFlt	099 Mute E.Bs	142 Echo Juno	184 Sweep Stack	226 Seashore 2
014 Oct Strings	057 Fifth Flute	100 Octabahn Bs	143 Phazerave	185 Big Vectors	227 Cretaion
015 Silky Filter	058 Cosmic Flute	101 Slobbery Bs	144 DanceStack 1	186 Poly Swell	228 Cyberjunkie
016 Soft Strings	059 Acc.de Paris	102 Phase Worm	145 DanceStack 2	187 Alchemy	229 Sci-Fi Bells
017 SlowStr.Sect	060 Paris 50's	103 Euro Rave Bs	146 DanceStack 3	188 Soli-na	230 Shine on
018 GiantStrings	061 Musette Ens	104 Pumpin' Bs	147 DanceStack 4	189 90s Str Mach	231 DEMO Piano1
019 Str+Choir 1	062 Montmartre	105 Tech NoBase	148 DanceStack 5	190 Ultra Cheez	232 DEMO Piano2
020 Str+Choir 2	063 Sad Akordion	106 Bad Acid Bs	149 DanceStack 6	191 Juno-60 Pad	233 DEMO PnoVox
021 Str+Choir 3	064 Fr.Accordion	107 CheepEcho Bs	150 DanceStack 7	192 Progressive	234 DEMO Str 1
022 Breathy Humz	065 Fr.Accord 2	108 Manic Bs	151 DanceStack 8	193 Build-Up Syn	235 DEMO Str 2
023 Dream Voices	066 Troubadour	109 JP6 Sqr Key	152 Eurotek Brs	194 Atlantis 2	236 DEMO Str 3
024 Mmmms	067 SessionNylon	110 Square drops	153 Synergy Brs	195 Perelandra	237 DEMO SynPuls
025 Chorale	068 Solo Nylon 1	111 Celestial	154 PortaSynthex	196 Plutonium	238 DEMO 5thPad
026 Space Men	069 Solo Nylon 2	112 Heavenly Eko	155 Razor VCOs	197 Nautilus	239 DEMO Choir
027 Choir Mm+Aah	070 Nylon & Str	113 JD-800 Nomad	156 Big PWM	198 Metal Dreams	240 DEMO Brass
028 Ivory Mist	071 Nylon & Flt	114 Vibrolater	157 Flutey Stack	199 Glass Clouds	241 DEMO Tenor
029 PercussiVox	072 Nylon Chord	115 MartianChime	158 Wobbly 5th	200 Harmoniccloud	242 DEMO Tpt
030 Mysteriouso	073 Stratar	116 Big Wet Blip	159 Tekno Square	201 Shining Veil	243 DEMO Flute
031 Phase Mmhs	074 Clean Tele	117 Amazing Echo	160 Trance VoXxX	202 Ethereal JX	244 DEMO Nylon
032 AmbientStory	075 Nashville	118 DelaySession	161 Random Rave	203 Striking 5th	245 DEMO PhaseGt
033 Venus	076 Super Trem	119 Deletex	162 Raver Circus	204 Meow 5ths	246 DEMO DistGt1
034 SessionBrass	077 SpaghettiGtr	120 Tarlia	163 Resorave	205 Stepflanger	247 DEMO DistGt2
035 Port.Tpts	078 Duanne'sTone	121 Mahoroba	164 Flangomatic	206 Happy LFOs	248 DEMO Strat
036 R&R Brass	079 Big Hair Ld	122 Eurotek Clav	165 O-Zu-Nu	207 Aero Insect	249 DEMO SlapBs
037 Echo Brass	080 Metal Solo	123 Dope Resoclv	166 Sub Divided	208 Beat Sweeper	250 DEMO P.Bass
038 E.Coast Brs	081 Crunch Tone	124 Tekno Juno	167 Ancient Sqr	209 Wormy Lead	251 DEMO SynBs
039 Bop Soli	082 Overdriven	125 Buzzzzzzzzzzz	168 Fat Flange	210 Atmo Lead	252 DEMO SynLead
040 Soft Saxes	083 Blues Tele	126 Slop-a-rama	169 Phaze NRG	211 Caliolead	253 DEMO Insect
041 Orchestral	084 Tube Double	127 Isn't Pretty	170 Phase Vox	212 Tweedles	254 DEMO Buzzzzz
042 Octalog Hrn	085 Neil's Rust	128 Polywasp	171 Systemkno	213 Raw PWM	255 DEMO Crowd
043 Tpt Soloist	086 Short Crunch	129 Quixelate			

001	StGrand L pA	036	Clean TC1 C	071	R&R Horns B	106	Gtr Cut Nz	141	Tiny Snr 2	176	REV LoosSnr
002	StGrand L pB	037	Clean TC2 A	072	R&R Horns C	107	Gtr Slap	142	Mute Snr	177	Rev Ring Snr
003	StGrand L pC	038	Clean TC2 B	073	Solo Tpt. A	108	FX MENU	143	909 Rim 2	178	REV 808 Snr2
004	StGrand R pA	039	Clean TC2 C	074	Solo Tpt. B	109	Sm.Club	144	909 Tom 2	179	REV 909 Snr2
005	StGrand R pB	040	Clean TC2 fA	075	Solo Tpt. C	110	Sm.Club fw	145	Clp&Snp MENU	180	REV 909 Snr3
006	StGrand R pC	041	Clean TC2 fB	076	F.AccordianA	111	Sm.Club lp	146	909 Clap 2	181	REV 90's Snr
007	StGrand L fA	042	Clean TC2 fC	077	F.AccordianB	112	FX Bell 1	147	HC2 Claps1	182	REV Solo Snr
008	StGrand L fB	043	NylonGt2 p A	078	F.AccordianC	113	FX Bell 1 fw	148	707 Claps	183	REV Rap Snr
009	StGrand L fC	044	NylonGt2 p B	079	Vibraphone A	114	FX Bell 2	149	HC2 Claps 2	184	REV Talk Snr
010	StGrand R fA	045	NylonGt2 p C	080	Vibraphone B	115	FX Bell 2 fw	150	Finger Snaps2	185	REV JnglSnr
011	StGrand R fB	046	NylonGt2 mfA	081	Vibraphone C	116	Auhvox	151	Finger Snaps3	186	REV HouseSnr
012	StGrand R fC	047	NylonGt2 mfB	082	VocalWave2 A	117	Tekno Hit 2	152	Bongo3 MENU	187	REV Snr Buzz
013	OrcStrings A	048	NylonGt2 mfC	083	VocalWave2 B	118	Tekno Hit 3	153	Bongo3 Low	188	REV TinySnr 2
014	OrcStrings B	049	NylonGt2 f A	084	VocalWave2 C	119	Tekno Loop	154	Bongo3 High	189	REV Mute Snr
015	OrcStrings C	050	NylonGt2 f B	085	JP Hollo A	120	FX Bomb	155	Tambrin MENU	190	REV 909 Rim2
016	Choir Aah A	051	NylonGt2 f C	086	JP Hollo B	121	Kick MENU	156	Tamb.Short	191	REV 909 Tom2
017	Choir Aah B	052	P.Bass 3 A	087	JP Hollo C	122	Deep Kick 3	157	Tamb.Long	192	REV 909 Clp2
018	Choir Aah C	053	P.Bass 3 B	088	Hard 5th A	123	TD7 Kick	158	CR78 Tamb.	193	REV HC2 Clp1
019	Choir Mmh A	054	P.Bass 3 C	089	Hard 5th B	124	Dance Kick 2	159	Shaker MENU2	194	REV 707 Clps
020	Choir Mmh B	055	Jazz Bass 3 A	090	Hard 5th C	125	Dance Kick 3	160	626 Shaker	195	REV HC2 Clps2
021	Choir Mmh C	056	Jazz Bass 3 B	091	Blaster A	126	Mix Kick	161	Shaker 3	196	REV F.Snaps 2
022	D.Solo Gtr A	057	Jazz Bass 3 C	092	Blaster B	127	Kick Ghost	162	Shaker 4	197	REV F.Snap 3
023	D.Solo Gtr B	058	Muted Bass A	093	Blaster C	128	Snr&Tom MENU	163	Shaker 5	198	REV Bongo3 L
024	D.Solo Gtr C	059	Muted Bass B	094	Juno Rave A	129	Loose Snr	164	REV Gt Scrap	199	REV Bongo3 H
025	D.MuteGt p A	060	Muted Bass C	095	Juno Rave B	130	Ring Snr	165	REV Gt SldNz	200	REV Tamb.Sht
026	D.MuteGt p B	061	Blow Sax A	096	Juno Rave C	131	808 Snr 2	166	REVGt CutNz	201	REV Tamb.Lng
027	D.MuteGt p C	062	Blow Sax B	097	Wah Gtr MENU	132	909 Snr 2	167	Rev Gt Slap	202	REV CR78Tamb
028	D.MuteGt mpA	063	Blow Sax C	098	Wah Down 1	133	909 Snr 3	168	REV TeknHit2	203	REV 626Shakr
029	D.MuteGt mpB	064	T.Sax hrd A	099	Wah Up 1	134	90's Snare	169	REV TeknHit3	204	REV Shaker 3
030	D.MuteGt mpC	065	T.Sax hrd B	100	Wah Down 2	135	Solo Snr	170	Rev Deep K 3	205	REV Shaker 4
031	D.MuteGt mfA	066	T.Sax hrd C	101	Wah Up 2	136	Rap Snr	171	Rev TD7 Kick	206	REV Shaker 5
032	D.MuteGt mfB	067	Flute Vib A	102	Gtr FX MENU	137	Talk Snr	172	REV Dance K2		
033	D.MuteGt mfC	068	Flute Vib B	103	Gtr Feedback	138	Jingle Snr	173	REV Dance K3		
034	Clean TC 1 A	069	Flute Vib C	104	Gtr Scrap	139	House Snr	174	REV Mix Kick		
035	Clean TC 1 B	070	R&R Horns A	105	Gtr Slid Nz	140	Snr Buzz	175	Rev K.Ghost		

1 Marcus 3way	35 John's OctFl	69 AL Mellow	103 All Noises	137 Rock On KIT	171 FAT Hall Sn
2 MM Slap/Hrm	36 B-Motional	70 Marcus Jazz	104 Ac.Bs Noises	138 Natural KIT	172 Funk Sn Dry
3 MM Fat Slap	37 Weather FrIs	71 MM Jazz Ch.	105 Kick Menu	139 Pitched KIT	173 Funk Sn Room
4 Miller Pop	38 AcoustiTouch	72 MM Jazz Bs	106 Snare Menu1	140 Basher KIT	174 Natural Ping
5 MM Dynathumb	39 JP Soft A.Bs	73 Marcus Mute	107 Snare Menu2	141 Edgy KIT	175 Room Ping
6 Abe Sr. 4way	40 JP Hard A.Bs	74 Bright Pick	108 Snare Menu3	142 FAT Comp.KIT	176 Dance Snr 1
7 AL 3way/Nz	41 Ac.Bs Club	75 Garden Party	109 Hi-Hat Menu	143 FAT & Tight	177 Dance Snr 2
8 AL 3way P.Bs	42 Dry Acoustic	76 Phaser Mute	110 Tom-Tom Menu	144 Studio KIT	178 Kick&Cym 1/2
9 Abe Limiter	43 Hybrid Wood	77 MM Dry Mute	111 Cymbals Menu	145 Tight FunKIT	179 Kick&Cym 1/4
10 Space Bass	44 John's Rock	78 MM Hip-Hop	112 Drum LP Demo	146 TightPiccKIT	180 Kick&Cym 2
11 Hyper Funk	45 Pick UP	79 Wild Thang	113 Sweeping LPs	147 Dry DanceKIT	181 Butt Kicker
12 Abe's Thumbs	46 JP Rock Pick	80 Distorted Bs	114 Lo-Fi Loops	148 R&B KIT	182 Kick&Cym 2/3
13 AL Dark Slap	47 Dark Pick	81 Rock Phaser	115 AmbGrv/Bs	149 DynoSnareKIT	183 Kick&Cym 2/8
14 Poppin' Abe	48 JP Rock+Slap	82 Mod.Fuzz Bs	116 SlapHappy	150 Room Toms	184 Kick&Cym 3
15 John P.4way	49 JP Rock Fls	83 Sticky Bass	117 PlayC4Fun	151 Natural Toms	185 Kick&Cym 4
16 John P.w/Nz	50 Velo Rock Bs	84 Abe Flangpop	118 Flanged	152 Soft Toms	186 Kick&Cym 5
17 JP Chorus Bs	51 JP P.Bass 1	85 Mutey SynBs	119 BW Jz 6/8	153 Big Toms Dry	187 Kick&Cym 6
18 6StringThing	52 JP P.Bass 2	86 Funkin'WahBs	120 BW Brush	154 Big Toms Wet	188 Kick&Cym 7
19 Mondo Johndo	53 JP P.Bass 3	87 T-Wow FretIs	121 AL Slam	155 Ringer Snare	189 Kick&Cym 6/8
20 JP Fat Slap	54 JP P.Bass 4	88 T-Wow Slappy	122 AL Whack	156 Loud Ring Sn	190 Kick&Cym 8
21 JP Brite Slp	55 Dyno Ballad	89 Bass SOLO!!	123 AL Grunge	157 Live Piccolo	191 Kick&Cym 8/2
22 JP Fing+Slap	56 Velo Fingers	90 Refretter	124 BW Swamp	158 Wet Piccolo	192 Kick&Cym 9
23 Solo FretIs	57 Ch. Fingrs	91 Bass Harmos	125 BW Latin	159 Natural Crak	193 Kick&Cym 9/6
24 MM FretnotBs	58 Studio Mellow	92 Marcus Harms	126 BW Fusion	160 Natural Verb	194 Kick&Cym10
25 Marcus OctFl	59 Fat Fingers	93 Harmonicus	127 AL Funk	161 Natural Bryt	195 Kick&Cym11
26 MM FrIsBend	60 Touchy Bass	94 Tune Up	128 AL Shuff.	162 Dry Ringer	196 Kick&Cym12
27 MM Smooth Fl	61 Abe's P.Bass	95 Harm Up	129 Fat Rock KIT	163 Rock On Room	197 Kik&Cym11/12
28 MM Weathery	62 AL Solid Fng	96 Harm Down	130 Ringer KIT	164 Rock On Wet	198 Kick&Cym12/4
29 Abe's FretIs	63 AL 2way Fng	97 Harm A#9	131 DynaPicc.KIT	165 FAT Impact	199 Lo-Fi Kick
30 AL French Ch	64 AbeSoftBs/Nz	98 Harm Eb#9	132 Whammer KIT	166 Nice Ballad	200 18"Hi-Hats1
31 AL Layer Fls	65 Abe Latin Bs	99 Harm E+11	133 BigBalladKIT	167 Huge FAT Snr	201 18"Hi-Hats2
32 AL Fls Solo	66 AL Latin Ch.	100 Harm E69	134 Fat PunchKIT	168 Warm Room Sn	202 16"Hi-Hats1
33 JP 6Str Fls	67 AL Fat Latin	101 SlidesNoises	135 Fat Funk KIT	169 Warm Verb Sn	203 16"Hi-Hats2
34 JP Solo Fls	68 AL Old Soul	102 All Slides	136 Garage KIT	170 Dry FAT Sn	204 CR-78 Hi-Hat

001 MM Slap Bs A	042 JP Pop Bs C	082 AL Nz 9	122 SNR SET 4f	162 Lo-Fi K	202 Click Stick
002 MM Slap Bs B	043 JP Frls Bs A	083 JP Frls Nz 1	123 SNR SET 5p	163 SNR MENU 1	203 HAT MENUi
003 MM Slap Bs C	044 JP Frls Bs B	084 JP Frls Nz 2	124 SNR SET 5f	164 SNR MENU 2	204 18 Hat pdl
004 MM Pop Bs A	045 JP Frls Bs C	085 JP Frls Nz 3	125 SNR SET 6p	165 SNR MENU 3	205 18 Hat cls 1
005 MM Fop Bs B	046 JP Pick Bs A	086 JP Frls Nz 4	126 SNR SET 6f	166 Ring sft Sn	206 18 Hat cls 2
006 MM Pop Bs C	047 JP Pick Bs B	087 JP Ac.Nz 1	127 SNR SET 7p	167 Ring hrd Sn	207 18 Hat hlf 1
007 MM Frls Bs A	048 JP Pick Bs C	088 JP Ac.Nz 2	128 SNR SET 7f	168 Ring rol Sn	208 18 Hat hlf 2
008 MM Frls Bs B	049 JP Rock Bs A	089 JP Ac.Nz 3	129 SNR SET 8p	169 Ring flm Sn	209 18 Hat opn1
009 MM Frls Bs C	050 JP Rock Bs B	090 JP Ac.Nz 4	130 SNR SET 3f	170 SlamRm sftSn	210 18 Hat opn2
010 MM Jazz Bs A	051 JP Rock Bs C	091 DrumGrv MENU	131 SNR SET 9p	171 SlamRm hrdSn	211 16 Hat pdl
011 MM Jazz Bs B	052 JP 6StrBs pA	092 BWJz 6/8	132 SNR SET 9f	172 Slam Rm rolSn	212 16 Hat cls 1
012 MM Jazz Bs C	053 JP 6StrBs pB	093 BW Brush	133 SNR SET 10p	173 SlamRm flmSn	213 16 Hat cls 2
013 MM Pick Bs A	054 JP 6StrBs pC	094 AL Slam	134 SNR SET 10f	174 SlmDry sftSn	214 16 Hat hlf 1
014 MM Pick Bs B	055 JP 6StrBs fA	095 AL Whack	135 SNR SET 11p	175 SlmDry hrdSn	215 16 Hat hlf 2
015 MM Pick Bs C	056 JP 6StrBs fB	096 AL Grunge	136 SNR SET 11f	176 Dry sft Sn	216 16 Hat opn 1
016 MM Harm Bs A	057 JP 6StrBs fC	097 BW Swamp	137 HAT SET 1p	177 Dry hrd Sn	217 16 Hat opn 2
017 MM Harm Bs B	058 JP Ac.Bs p A	098 BW Latin	138 HAT SET 1f	178 Dry rol Sn	218 CR78 Hat cls
018 MM Harm Bs C	059 JP Ac.Bs p B	099 BW Fusion	139 HAT SET 1pdl	179 Dry flm Sn	219 CR78 Hat opn
019 AL Funk Bs A	060 JP Ac.Bs p C	100 AL Funk	140 HAT SET 2p	180 RockOn Sn 1	220 TOM MENU
020 AL Funk Bs B	061 JP Ac.Bs f A	101 ALShuff.	141 HAT SET 2f	181 RockOn Sn 2	221 16 MPL sftTm
021 AL Funk Bs C	062 JP Ac.Bs f B	102 Kik&CymSet1	142 HAT SET 2pdl	182 Verb sft Sn	222 16 MPL hrdTm
022 AL Pop Bs A	063 JP Ac.Bs f C	103 Kik&CymSet2	143 HAT SET 3	183 Verb hrd Sn	223 13 MPL sftTm
023 AL Pop Bs B	064 Sld&Nz MENU	104 Kik&CymSet3	144 TOM SET 1p	184 Warm sft Sn	224 13 MPL hrdTm
024 AL Pop Bs C	065 Slides MENU	105 Kik&CymSet4	145 TOM SET 1f	185 Warm hrd Sn	225 12 MPL sftTm
025 AL Frls Bs A	066 E.Bs Nz MENU	106 Kik&CymSet5	146 TOM SET 2	186 Warm flm Sn	226 12 MPL hrdTm
026 AL Frls Bs B	067 A.Bs Nz MENU	107 Kik&CymSet6	147 TOM SET 3p	187 DryFat sftSn	227 10 MPL sftTm
027 AL Frls Bs C	068 MM Slide 1	108 Kik&CymSet7	148 TOM SET 3f	188 DryFat hrdSn	228 10 MPL hrdTm
028 AL Lat in Bs A	069 MM Slide 2	109 Kik&CymSet8	149 KIK MENU	189 DryFat rolSn	229 Soft Low Tom
029 AL LatinBs B	070 AL Slide	110 Kik&CymSet9	150 Meat K	190 DryFat flmSn	230 Soft Mid Tom
030 AL LatinBs C	071 JP Slide 1	111 Kik&CymSet10	151 Boomer K1	191 Funk Sn1	231 Soft Hi Tom
031 AL Old Bs A	072 JP Slide 2	112 Kik&CymSet11	152 Boomer K2	192 Funk Sn2	232 LoVerb sftTm
032 AL Old Bs B	073 JP Slide 3	113 Kik&CymSet12	153 Medium K	193 Picc. sft Sn	233 LoVerb hrdTm
033 AL Old Bs C	074 AL Nz 1	114 Kik&CymSet13	154 Deep Dry K	194 Picc. mid Sn	234 HiVerb sftTm
034 AL P.Bass A	075 AL Nz 2	115 SNR SET 1p	155 Real Dry K1	195 Picc. hrd Sn	235 HiVerb hrdTm
035 AL P.Bass B	076 AL Nz 3	116 SNR SET 1f	156 Real Dry K2	196 Picc. rol Sn	236 CYM MENU
036 AL P.Bass C	077 AL Nz4	117 SNR SET 2p	157 Real Dry K3	197 Picc. flm Sn	237 Long Crash 1
037 JP Funk Bs A	078 AL Nz 5	118 SNR SET 2f	158 Stomp K	198 Choke Sn	238 Long Crash 2
038 JP Funk Bs B	079 AL Nz 6	119 SNR SET 3p	159 Comp K1	199 LiteVerb Sn	239 Long Ride 1
039 JP Funk Bs C	080 AL Nz 7	120 SNR SET 3f	160 Comp K2	200 Live Stick	240 Long Ride 2
040 JP Pop Bs A	081 AL Nz 8	121 SNR SET 4p	161 Comp K3	201 NaturalStick	241 LngRide Bell
041 JP Pop Bs B					

001	Teknoperator(132)	046	TB Saw Bass	091	Ring Bell	136	Sirena	181	Organ Stabs	226	Snr Menu 1
002	Transmission(144)	047	303 Ow Bass	092	260 & JUNO	137	After's Pad	182	Techno Pizz	227	Snr Menu 2
003	X-Tronic Jam(120)	048	TB Square 1	093	260 MIDI	138	Warmer Pad	183	Captain Pizz	228	Kick Menu
004	Dirt Jungle(160)	049	TB Square 2	094	SquareKeys 2	139	Phatt Pad	184	Pizzatek	229	Hi Hat Menu
005	DJ Spinnin(151)	050	TB Square 3	095	Pure Sine	140	OB Sweep Pad	185	Sleepless	230	Perc Menu
006	Zipper Beat(151)	051	Solid Bass 1	096	Ambient ORG	141	Murk Pad	186	Mega 5 th 2	231	Tom&Cym Menu
007	Tribal House(151)	052	Solid Bass 2	097	JX Planet	142	Dense Floor	187	Chord maj7th	232	Metal Dream
008	Obsession(144)	053	FM Tube Bass	098	Clavi-Club	143	SecretMelody	188	Chord min7th	233	System D
009	Sonic Empire(144)	054	Drum'm'Bass	099	Sweep Clav 2	144	Vaporish	189	5 th Dimension	234	Mayday Ring
010	Double Dutch(140)	055	Sub Bass	100	Square Tek	145	Vintage Revo	190	StateXLChord	235	Industrial
011	E-tronicBoom(116)	056	Dirty Bass	101	Retro Party	146	Liquid Sky	191	Sixth Sense	236	Tranceporter
012	Chillout=->(116)	057	Gate Me Buzz	102	Rave Nature	147	Exploration	192	Garage Chord	237	Acid Copter
013	MecaTrip-Hop(90)	058	Coprex Bass	103	Alias Square	148	Drama Pad	193	Chordmaj7/5-	238	Roll Over
014	Hero Beat(90)	059	Bass Invader	104	Dirty Stack	149	Vapor Style	194	Planet EKNO	239	Gimme aBreak
015	Hit House(120)	060	Ovdrive Bass	105	Phenomena	150	JP-6 Style	195	Optimum Rave	240	RadicalAbuse
016	Voco Groove(122)	061	Housy Bella	106	Music Hi	151	Obilator	196	Arpege Me	241	Echodrome
017	Hell Fire(151)	062	Bassic Needs	107	Euro-Dance 1	151	Glamour	197	Vtransformer	242	Trance Chime
018	Lo:BD Hi:HH(144)	063	Raver Bass 1	108	Euro Dance 2	153	Medium Solo	198	Analog Attax	243	Altamira
019	Detroit+Perc(132)	064	Raver Bass 2	109	Dance Stack	154	Singing'Mini	199	Maxi Fuzzy !	244	Locko Motif
020	Crossfader(120)	065	Jericho Bass	110	Raver Blade	155	Analog Flute	200	Only by FXM	245	SpaceFactory
021	Soft & Hard(120)	066	Slippy Bass	111	White Gloves	156	SH-5 Bs/Lead	201	Hit & Run	246	Get Busy
022	Space Shake(130)	067	Rise Bass	112	Touchdown	157	Classy Pulse	202	Photon Attak	247	Ayers Rock
023	Under Ether(85)	068	Cyber Bass	113	Rave Station	158	Jupiter-6 Ld	203	Predator	248	Altern Saw
024	Confusion(147)	069	SH-2000 Bass	114	Time Warp	159	Just Lovely	204	Village Hit	249	JP-6 Sync
025	Amsterdamer(184)	070	FM Bass	115	Thin Rave	160	DJ Devil	205	Hardcore Hit	250	ColdJX
026	House that?(120)	071	Razor Bass	116	Igor Circus	161	Simply June	206	Short Chord	251	Fancy Pad
027	Phrase Menu	072	SquelchyBass	117	Alpha Zone	162	Mr.Raw SAW	207	ShortCircuit	252	Tune Breath
028	Cyber-Trance	073	RaversBass	118	Stars March	163	Crispy Lead	208	SonafaPitch	253	OrchestraGTR
029	Creator	074	Compu Bass	119	JP Velo -Saw	164	Dirty Lead 2	209	Flutish SQR	254	Gtr Sweep
030	Etherality	075	Jump Bass	120	Rich Teeth	165	Disto Stack	210	FazzyCow 808	255	Trilly
031	Unplugged	076	VocoBass	121	After Saw	166	Velo Chees	211	Blurpy	256	Good Bye Spk
032	Acid Melt	077	Vocoder Menu	122	Saw Cocktail	167	Noiz Mania	212	Static Hit		
033	Brain Waves	078	1.2.3.4. BPM	123	Poly Message	168	Power Mutes	213	Hi Attack		
034	1ShotGroove	079	TeknoMusic	124	Xpressive	169	V-Beep	214	TonalTension		
035	FirstContact	080	Retrocoder	125	Earblower	170	Freaky Fry	215	Jungle sTabs		
036	Ambient S/H	081	u/i/e/o V/Sw	126	Cutting Edge	171	SQ Formule	216	Buzz Machine		
037	Deep Machine	082	Talk Box 1	127	Stalactica	172	DirtyOrgan 2	217	Zapper		
038	Big Blue	083	Talk Box 2	128	LA Heaven	173	Oldies Organ	218	Blip		
039	TeeBee V/Sw	084	VT Vox	129	Euforia	174	Edgy Organ	219	Iron Hit		
040	303 Agressor	085	Artificial	130	Labo-Feedbak	175	Juno Organ	220	Headz Direct		
041	TB or not TB	086	BariVoice	131	Banded Jupe	176	Space Org X	221	Scratchy Hit		
042	HiLo303ModSw	087	After D !	132	Killer Pad	177	Cabin Organ	222	Hit&IndsMenu		
043	2Square Bass	088	ARPsychea	133	Mystic Pad	178	Dream Organ	223	GTR FX Menu		
044	303 HollowBs	089	Vintage Call	134	D-Mention	179	Club Organ	224	GTR Power 1		
045	303 Bass	090	HarmoChimer	135	X-hale	180	Perc. Organ	225	GTR Power 2		

001	PHRASE MENU	046	Dist Synth	091	ElectricDunk	136	TR808 RimLng	181	HC2 Dry Clap	226	Urban Snare
002	120: House 1	047	Dist Square	092	Thrill	137	TR808 Claves	182	Scratch Clap	227	Sim Snare
003	120: House 2	048	P5 Pipe	093	Drill Hit	138	CHH MENU 1	183	Comp Clap	228	Roll Snare
004	120: House 3	049	FM Garage	094	MachineShout	139	CHH MENU 2	184	Claptail	229	KICK MENU 1
005	120: TeknoBNG	050	JUNO Pluck	095	Air Gun	140	TR909 CHH 1	185	SNR MENU 1	230	KICK MENU 2
006	144: Tekno BD	051	Funky Synth	096	Emergency	141	TR909 CHH 2	186	SNR MENU 2	231	TR909 Kick 1
007	144: TeknoHAT	052	JUNO Bowing	097	Buzzer	142	TR909 CHH 3	187	SNR MENU 3	232	TR909 Kick 2
008	160: Drum'nBS	053	JUNO Synth	098	Tonality	143	TR808 CHH 1	188	SNR MENU 4	233	Plastic BD 1
009	184: Gabba	054	JX Synth	099	Aah Formant	144	TR808 CHH 2	189	SNR MENU 5	234	Plastic BD 2
010	132: Detroit	055	Alpha Wave	100	Eeh Formant	145	TR606 CHH	190	TR909 Snr 1	235	TR808 Snr 1
011	132: Agogo	056	Killer	101	lih Formant	146	TR707 CHH	191	TR909 Snr 2	236	TR808 Snr 2
012	116: Elect'80	057	Detuned Saw	102	Ooh Formant	147	CR78 CHH	192	TR909 Snr 3	237	TR808 Snr 3
013	120: Electro 1	058	Fat JP-6	103	Uuh Formant	148	Pop CHH	193	TR909 Snr 4	238	TR606 Kick 1
014	138: Electro 2	059	Euro Dance	104	Dist Ooh Vox	149	Bristol CHH	194	TR909 Snr 5	239	TR606 Kick 2
015	TB Dst Saw	060	Noisy 101	105	Talkbox	150	PHH MENU	195	TR909 Snr 6	240	TR707 Kick 1
016	TB Dist Sqr 1	061	Daft Wave	106	VOCODER MENU	151	TR909 PHH 1	196	TR909 Snr 7	241	TR707 Kick 2
017	TB Dist Sqr 2	062	Pizzy Techno	107	TOM MENU	152	TR909 PHH 2	197	TR808 Snr 1	242	Culture Kick
018	TB Reso Sqr 1	063	Organ Pizz	108	TR909 Tom	153	TR808 PHH	198	TR808 Snr 2	243	Optic Kick
019	TB Reso Sqr 2	064	Garage Org	109	TR909 DstTom	154	TR606 PHH	199	TR808 Snr 3	244	Lo-Fi BD
020	TB Reso Sqr 3	065	FM Club Org	110	TR808 Tom	155	TR707 PHH	200	TR808 Snr 4	245	Wet Kick
021	TB Saw	066	Org Chord	111	TR606 Tom	156	OHH MENU	201	TR808 Snr 1	246	Video Kick
022	TB Solid Saw	067	Dist TekGtr1	112	TR606 CmpTom	157	TR909 OHH 1	202	TR808 Snr 2	247	JungleKick 1
023	TB Reso Saw	068	Dist TekGtr2	113	TR707 Tom	158	TR909 OHH 2	203	TR808 Snr 3	248	Street Kick
024	TB Square 1	069	GTR FX MENU	114	TR707 CmpTom	159	TR909 OHH 3	204	TR707 Snr 1	249	Turbo Kick
025	TB Square 2	070	JP Siren	115	Deep Tom	160	TR909 DstOHH	205	TR707 Snr 2	250	JungleKick 2
026	TB Square 3	071	Cold Dress	116	Kick Tom	161	TR808 OHH	206	CR78 Snare	251	Tekno Kick
027	Octa Bass	072	HIT MENU 1	117	Natural Tom	162	TR606 DstOHH	207	Headz Snare	252	Sim Kick
028	Rave Bass	073	HIT MENU 2	118	Can Tom	163	TR707 OHH	208	Deep Snare	253	Amsterdam BD
029	FM Pluck Bs	074	Beam HiQ	119	PERCUSS MENU	164	CR78 OHH	209	Fat Snare	254	TR909 Dst BD
030	FM Slide Bs	075	Analog Bird	120	TR808 Conga1	165	R8 OHH	210	Antigua Snr	255	Roll Kick
031	Solid Bass	076	ElectronFall	121	TR808 Conga2	166	Cym OHH	211	MC Snr		
032	Juno-60 Bass	077	Retro UFO	122	Surdo mute	167	CYMBAL MENU	212	DJ Snare		
033	SH-5 Bass	078	Jungle Beep	123	Surdo open	168	TR606 Cym 1	213	Macho Snare		
034	Dirty Bass	079	PC-2 Machine	124	TMB&SKR MENU	169	TR606 Cym 2	214	Clap Snare		
035	Sub Bass	080	Dr. Beat	125	Tambourine 2	170	TR606 DstCym	215	Rage Snare		
036	Jungle Bass	081	Mental Perc	126	Rattle Tamb	171	TR909 Ride	216	Indus Snare		
037	JP8000 Saw 1	082	May Day Perc	127	TechnoShaker	172	TR909DstRide	217	TekRok Snare		
038	JP8000 Saw 2	083	PC-2 Spacers	128	Dance Shaker	173	TR707 Ride	218	Jungle Snr 1		
039	JP-6 Saw	084	Techno Scene	129	COW&RIM MENU	174	TR909 Crash	219	Jungle Snr 2		
040	Techno Saw	085	Pure Psycho	130	TR808Cowbell	175	TR909DsCrash	220	Jungle Snr 3		
041	SH-1 Square	086	TAO Hit	131	TR707Cowbell	176	CLAP MENU	221	Jungle Snr 4		
042	SH-1 Pulse	087	Thin Beef	132	CR78 Cowbell	177	TR909 Clap	222	SideStiker		
043	JP8000 PWM	088	Organ Hit 2	133	TR272 Agogo	178	Ts Clap	223	Ragga Snr 2		
044	JP8000 FBK	089	INDUST.MENU	134	TR909 Rim	179	Clap Stop	224	Lo-Fi Snare		
045	260 Sub OSC	090	PCM Press	135	TR808 Rim	180	TR707 Clap	225	Jungle Snr 5		

Roland® Hip Hop Collection Board *(XP-50/60/80 & JV-1080/2080)* Patch Listing

001	88:Phat Boyz	046	90:Dirty Lp	091	92:Skreem It	136	Happy Piano	181	Scientist	226	Mr.Underhill
002	89:Saxy Hit	047	90:Projects	092	98:Play W/Me	137	Bad Piano	182	DJ stuff	227	PyramidBuildr
003	95:Scream!	048	90:Toy LP	093	98:SawBells	138	Roto B	183	Skratchy	228	Wippa Snappa
004	92:Jazzman	049	90:Effectn'	094	85:BumpnNite	139	Old Organ 2	184	Cwisp 4 Toot	229	Funky Santa
005	101:TripRide	050	91:Bender	095	Loops Menu 1	140	Acid D'Organ	185	Eerie Hits	230	Breathalyzer
006	91:Hop Chop	051	91:Da Dope!	096	Loops Menu 2	141	Spinning ORG	186	MarchingBand	231	Toy Chest
007	107:MCnDaHse	052	91:BigBeauty	097	Juno Bass 1	142	Buzz Organ	187	Spooky Hits	232	Radio Break
008	123:ColdBuzz	053	96:Vintage 2	098	Juno Bass 2	143	Duck Clav	188	Old Fool	233	Glass Tracks
009	98:Moovin'	054	98:Clubbin'	099	Juno Bass 3	144	Mu-Klav	189	Velo Hit	234	Bad Boys
010	95:PhuzzPhat	055	92:StreetRok	100	Squarz Bass	145	Juno Melody	190	Killer Bees	235	The Heist
011	89:Space Dub	056	92:Boom Town	101	Da Juno Bass	146	Weez Synkomp	191	Voice Menu	236	Bristol 1
012	76:DogCatchr	057	92:Wash&Wax	102	Juno Bass 4	147	Doe P. Synth	192	DJ Voc	237	Bristol 2
013	103:O!SciFi	058	92:Ya Mon	103	Sub Bass 2	148	Cheap Syncom	193	1234 x4	238	Evil Storm
014	61:Crawl'n	059	95:Head Bobn	104	PhazSub Bass	149	JUNO Keys	194	Big Mouths!	239	Lunar Surf
015	74:Mystery	060	95:Pure Phat	105	Arrpy Bass	150	CheepnSquare	195	Funky Voxzy	240	Dogs Of Doom
016	138:Kingston	061	98:Box Beat	106	Growl Bass	151	Arrpy Synth	196	Baby...?	241	Cat Song
017	75:Slider PB	062	98:InsectKng	107	Tick Bass 2	151	JUNO Pluck	197	Good eve...?	242	Short Waves
018	76:Trip Bump	063	95:Fractured	108	Multi Bass 2	153	R&B Pluck	198	SubtleAccnts	243	Sleepers
019	78:Bacon	064	95:Go!	109	Plop Bass	154	Dink Melodie	199	Dust Bunnies	244	SpacePeepers
020	73:Back Seat	065	96:FunkyBnd	110	Low Bass	155	Juno ChoBell	200	Gtr Fx Menu	245	EarlyEvening
021	78:SloMo Grv	066	96:Sub-Loop	111	PulsenSub	156	Analog Bells	201	SquelchCry	246	Radioactive
022	80:Squash	067	100:RazrMaid	112	Whappy Bass	157	RadioSymphny	202	Dual Crunchy	247	Lift Off!
023	80:WahHoo	068	100:Club Mix	113	LoPulse Bass	158	Silky Synth	203	Chunky Split	248	Swamp World
024	81:Ringn Kit	069	98:Wiggler	114	JX Bass	159	JUNOStrings2	204	Power 2000	249	ScrapDrumKit
025	81:Wicked	070	104:Respect	115	Incarcerated	160	SoftStrings2	205	Dist-A-Vox	250	Kick Menu
026	83:HipHpDJ	071	108:Gargle	116	Twist Bass	161	HorrorString	206	Smooth Strat	251	Snare Menu 1
027	83:Kick It	072	80:Shout Out	117	808Kick Bass	162	JU&JP Phase	207	WahWahMelo	252	Snare Menu 2
028	83:Vintage 1	073	134:Come On	118	Bomd Bass	163	Juno X	208	Solo Sine	253	Rim&Clp Menu
029	85:Slammin	074	136:Echo Mix	119	DBass/Lead	164	PulsingPhase	209	Sat.Nite Ld	254	HH&Cym Menu
030	85:Homie	075	150:Ohyea	120	Saw Mill	165	Slidin' Bye	210	Lo Budg Id	255	Tom Menu
031	86:Street Bt	076	166:JnglCruz	121	Lo-Fi A.Bass	166	Bad Girls	211	JUNO Soft Ld	256	Perc. Menu
032	82:Urban 2	077	172:Get Busy	122	Hiphop EP 1	167	Dummy	212	SH-2000 2		
033	88:Rastatube	078	61:Slippery	123	Hiphop EP 2	168	Shimmering	213	JU Reso Ld 1		
034	88:HH LoFi	079	61:DopedMetl	124	Soft Rhodes2	169	40's Chord	214	JU Reso Ld 2		
035	88:Yo!	080	78:Thin Lead	125	MellowTrem	170	30's Tpt	215	Synfunk Lead		
036	88:Pumpin'	081	80:HseShffle	126	Echo Rhodes1	171	Brass Boyz	216	Hard Hat		
037	88:WiddimWet	082	90:LP Piano	127	Echo Rhodes2	172	Dist Brass	217	Sus Harmonics		
038	88:VoxMachin	083	88:HoppyJazz	128	StackRhodes2	173	30's BrsFall	218	Flying 5th		
039	88:HmBeatBox	084	88:AftrHours	129	Rotary Rhode	174	Freakout Sax	219	CheapRomance		
040	88:Blow Hard	085	89:AlienLoop	130	Sweet Rhodes	175	4Way SaxHits	220	BudgetSynfn		
041	88:WaterKing	086	90:Gringely	131	Hard Rhodes2	176	Lo-Fi Hits	221	Spellcaster		
042	89:FunkyYeh	087	90:The Fedz	132	Wawa EPiano	177	Brass 4 You!	222	Traf		
043	89:Funky #&!	088	90:CatsnMice	133	Shifter EP	178	Hit Menu	223	CrazyBaby		
044	89:SnakySpl	089	92:SlapySlop	134	My Duck	179	da Alarm	224	HOP Haunting		
045	90:Dirty Lp	090	92:FourHands	135	Comp Piano	180	Ray-gun	225	Roarn Tibet		

001	Phrase MENU1	046	108:Gargle	091	ClassicHseHt	136	Give it Up	181	TightBoomSnr	226	Real Hat
002	Phrase MENU2	047	JUNO Bass 1	092	JUNO Blip 1	137	Canvas Laugh	182	Slamn' Snr	227	Lil' Hat
003	Phrase MENU3	048	JUNO Bass Lp	093	JUNO Blip 2	138	BeatBox Kick	183	PurePhat Snr	228	Garbage Hat
004	61:Slow Grv	049	Moogish	094	Sci-Fi 2	139	BeatBox Hat	184	R&B Snare	229	Ninja Hat
005	75:BoomRvBel	050	JUNO Bass 2	095	Slice of Trp	140	BeatBox Snr1	185	Hi Snare	230	Junk Hat
006	76:TrpHpKikn	051	JUNO Bs 2 Lp	096	Rattle Hit	141	BeatBox Snr2	186	DR Disco Snr	231	Ragga ClHat
007	78:NinjaBrek	052	Big Saw Bass	097	P.Phatt Hit	142	BeatBox Rim	187	Cruis'n Snr	232	Rock OpHat
008	80:Thump Grv	053	Big SawBs 2	098	BD Scratch	143	BeatBox Kik2	188	Overring Snr	233	HipHopMedHat
009	80:MetalHead	054	JUNO Sine Bs	099	SD Scratch	144	BeatBox Perc	189	Cut Hats Snr	234	CR78 Hat
010	81:Ringn Kit	055	Pure EP	100	Tape Stop 2	145	B.Box Shaker	190	Scrap Snr	235	TR909 OpHat
011	83:Big & Bad	056	Org Rhodes	101	BasicScratch	146	Chiki!	191	Machine Snr	236	TR909 Cymbal
012	83:HmBeatBx1	057	Lo-Fi Wurlly	102	Scratch Loop	147	Ahhhhhh	192	DanceHallSnr	237	TR808 Cymbal
013	83:Poing Snr	058	JUNO 60 Buzz	103	Record Noiz	148	B.Box OpHat	193	Dance Snr 1	238	Ragga Crash
014	85:Homie	059	JUNO Pulse 5	104	EFX Tom Lp	149	Kick MENU 1	194	Big Snare	239	Lo-Fi Ride
015	85:Snr Wall	060	Funky JUNO	105	Hip Hop Ride	150	Kick MENU 2	195	Flat Snare	240	Tom MENU
016	86:Street 16	061	Mellow JUNO	106	P5 Noise 3	151	Jungle Kick	196	HipHop Snr 4	241	TR909 Tom
017	86:Bubbles	062	JUNO Strings	107	Toy Gun 1	15	Hip Kick	197	DistortedSnr	242	TR808 Tom
018	88:TrenchTwn	063	JUNO Str Lp	108	Toy Gun 2	153	Ninja Kick	198	Dance Snr 2	243	TR606 Tom 2
019	88:Cut Hats	064	Dist Gtr Chd	109	GeigerCountr	154	Break Kick	199	Sizzle Snr	244	Electro Tom
020	88:Yo!	065	Gtr FX MENU	110	GlassBreakLp	155	Funky Kick	200	Break Snr	245	Garbage Tom
021	88:Crack!n	066	Wah Gtr Lp 1	111	Voice MENU 1	156	Slamn'Kick 1	201	Whack Snr 2	246	Perc. MENU
022	88:HmBeatBx2	067	Wah Gtr Lp 2	112	Voice MENU 2	157	Too Big Kick	202	Real Snare	247	TR808Claves2
023	89:BuzyFunky	068	Wah Gtr A	113	Voice MENU 3	158	Boom Kick	203	TR808 Snr 5	248	TR808 Cowbel
024	89:Slamn'Grv	069	Wah Gtr B	114	1,2,3,4	159	FarNear Kick	204	TR808 Snr 6	249	Tamb.Short 2
025	90:Swingn	070	D.GtrUpwhine	115	Kick it!	160	Slamn'Kick 2	205	TR808 Snr 7	250	Tamb. Long 2
026	90:NozyBoys	071	Gtr Thumper	116	Come on!	161	Hall Kick 1	206	TR606 Snr 4	251	CR78 Tamb 2
027	90:Swingdirt	072	Lo-Fi RoomTp	117	Funky!	162	Dance Kick 4	207	Electro Snr	252	Jingle Bell
028	91:NotopHpHp	073	Hit MENU 1	118	Crazy!	163	Thump Kick	208	Echo Snare	253	Belltree
029	91:Cruis'n	074	Hit MENU 2	119	DJ!	164	PurePhatKick	209	TooBig Snr	254	Funky Tri
030	91:Uptown	075	Brass Fall 2	120	Go!	165	Hall Kick 2	210	Rim MENU	255	TR727Quijada
031	91:BigBeauty	076	Smear Hit 1	121	Stop!	166	Plastic Kick	211	Bright Rim		
032	92:Jazzman	077	Smear Hit 2	122	Good Eve	167	ElectricKick	212	Ragga Rim 1		
033	92:Overring	078	LoFi MinorHt	123	Yeah!	168	TR808 Kick 3	213	TR808 Rim 2		
034	92:Boom Town	079	BrassVox Hit	124	Dirty Laugh	169	TR808 KickLp	214	Ragga Rim 2		
035	92:Too Big	080	Brass Hit Lp	125	Female Laugh	170	TR707 Kick 3	215	Lo-Fi Rim		
036	94:Ya Mon	081	Mean Brs Hit	126	Ow!	171	Lo-Fi Kick	216	Sizzle Rim		
037	95:Head Bobn	082	Sax Lick 1	127	Pretty Aou!	172	Snare MENU 1	217	Real Rim		
038	95:Pure Phat	083	Sax Lick 2	128	Singing Ahh	173	Snare MENU 2	218	Clap MENU		
039	96:PlainJane	084	Sax Cry	129	Oh Yeah!	174	Snare MENU 3	219	Funk Clap		
040	96:Jane 2	085	Sax Blast	130	Hoo!	175	HpHpJazzySnr	220	HipHop Clap		
041	98:Funkster1	086	Sax Blast Lp	131	Say Yeah!	176	DR Snare 1	221	Crackhed		
042	98:Funkster2	087	HipHop Alarm	132	Scream!	177	DR Snare 2	222	MC Clap		
043	104:BigBottm	088	Cuica Hit	133	Baby!	178	RealJazz Snr	223	TR909 Clap 2		
044	104:Respect	089	Breath Hit	134	Get on Up	179	Ragga Snr 3	224	HH/Cym MENU		
045	104:Riddim	090	Bauw Hit	135	MC!	180	HipHop Snr 3	225	Overlord		

Patch	PC#	Display	Name	Pedal Mode	Remark
*1	65	Burn!	Burn! Kit	HiHat1	New Kit
*2	66	Sesion	Session kit	HiHat1	New Kit
*3	67	NowTek	Now Tech kit	HiHat1	New Kit
*4	68	Quake	Quake kit	HiHat1	New Kit
*5	69	Gt&Bas	Guitar&Bass kit	HiHat1	New Kit
*6	70	Vogue	Vogue kit	HiHat1	New Kit
*7	71	Trash	Trash kit	HiHat1	New Kit
*8	72	RimHit	RimHit kit	HiHat1	New Kit
*9	73	Percus	Percussion kit	Pitch-W	New Kit
*10	74	50sRok	50's Rock kit	HiHat1	New Kit
*11	75	Lite	Lite kit	HiHat1	New Kit
*12	76	Scary!	Scary! Kit	OFF	New Kit
*13	77	X-Stik	Cross Stick kit	HiHat1	New Kit
*14	78	Studio	Studio kit	HiHat1	New Kit
*15	79	Stage	Stage kit	HiHat1	New Kit
*16	80	Latin	Latin kit	OFF	New Kit
*17	81	Reggae	Reggae kit	HiHat1	New Kit
*18	82	DrSolo	Drum Solo kit	HiHat1	New Kit
*19	83	Groovy	Groovy kit	HiHat1	New Kit
*20	84	Live	Live kit	HiHat1	New Kit
*21	85	DaBlus	The Blues kit	HiHat1	New Kit
*22	86	X-Fade	Cross Fade kit	HiHat1	New Kit
*23	87	OdPerc	Odd Percussion kit	OFF	New Kit
24	1	Stndrd	Standard kit	HiHat2	GM System GS Format
25	9	Room	Room kit	HiHat2	GS Format
26	17	Power	Power kit	HiHat2	GS Format
27	25	Electr	Electronic kit	HiHat2	GS Format
28	26	TR-808	TR-808 kit	HiHat2	GS Format
29	33	Jazz	Jazz kit	HiHat2	GS Format
30	41	Brush	Brushes kit	HiHat	GS Format
31	49	Orch	Orchestra kit	Pitch-N	GS Format
32	88	User	User kit	HiHat1	

* Patch 24 is to be played with the GM Score (Drum Part).

* Patches 24-31 are to be played with the GS music data (Drum Part).

* To play the TD-7 with an FD-7, change the Hi-hat Control Pedal Mode of Patches 24-30 to HiHat1 (TD-7 Owner's Manual p.66).

* Patch 32 is same as patch 24.

1. Burn! [EFFECT1: Room EFFECT2: Chorus]					3. NowTek [EFFECT1: Room EFFECT2: Chorus]				
TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.	TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.
1/KICK	63.Room2.K	512.Off.E	OFF	-	1/KICK	56.Punch.K	43.Log.K	MIX 1	-
1/KICK(rim)	70.Solid.K	512.Off.E	OFF	-	1/KICK(rim)	56.Punch.K	29.Gate2.K	MIX 5	-
2/SNARE 1	80.Rock1.S	512.Off.E	OFF	-	2/SNARE	196.90's.S	512.Off.E	OFF	-
2/SNARE(rim)	181.Rock2.S	512.Off.E	OFF	-	2/SNARE(rim)	458.LtSht.E	512.Off.E	OFF	-
3/HI-HAT	302.AcoOl.H	300.AcoCl.H	OFF	-	3/HI-HAT	309.LaxOH.H	308.LaxCH.H	OFF	-
3/HI-HAT(rim)	314.PopCH.H	301.AcoCO.H	OFF	-	3/HI-HAT(rim)	309.LaxOH.H	308.LaxCH.H	OFF	-
4/TOM1	228.Dub1.T	512.Off.E	OFF	-	4/TOM1	208.Ambo1.T	268.Rim1.T	MIX 1	-
4/TOM1(rim)	228.Dub1.T	512.Off.E	OFF	-	4/TOM1(rim)	208.Ambo1.T	268.Rim1.T	MIX 1	-
5/TOM2	229.Dub2.T	512.Off.E	OFF	-	5/TOM2	209.Ambo2.T	269.Rim2.T	MIX 1	-
5/TOM2(rim)	229.Dub2.T	512.Off.E	OFF	-	5/TOM2(rim)	209.Ambo2.T	269.Rim2.T	MIX 1	-
6/TOM3	230.Dub3.T	512.Off.E	OFF	-	6/TOM3	210.Ambo3.T	270.Rim3.T	MIX 1	-
6/TOM3(rim)	230.Dub3.T	512.Off.E	OFF	-	6/TOM3(rim)	210.Ambo3.T	270.Rim3.T	MIX 1	-
7/TOM4	231.Dub4.T	512.Off.E	OFF	-	7/TOM4	211.Ambo4.T	271.Rim4.T	MIX 1	-
7/TOM4(rim)	480.RevS.E	512.Off.E	OFF	-	7/TOM4(rim)	211.Ambo4.T	271.Rim4.T	MIX 1	-
8/RIDE	334.RRide.C	512.Off.E	OFF	-	8/RIDE	334.RRide.C	333.RidBl.C	MIX 4	-
8/RIDE(rim)	335.RRdBl.C	512.Off.E	OFF	-	8/RIDE(rim)	328.Spla1.C	512.Off.E	OFF	-
9/CRASH	325.Crsh2.C	512.Off.E	OFF	-	9/CRASH	325.Crsh2.C	512.Off.E	OFF	-
9/CRASH(rim)	331.Chin2.C	512.Off.E	OFF	25	9/CRASH(rim)	330.Chin1.C	512.Off.E	OFF	29
PEDAL	303.AcoOO.H	512.Off.E	OFF	-	PEDAL	310.LaxPH.H	512.Off.E	OFF	-

2. Sesion [EFFECT1: Hall EFFECT2: Chorus]					4. Quake [EFFECT1: Hall EFFECT2: Flanger]				
TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.	TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.
1/KICK	11.Comrc.K	512.Off.E	OFF	-	1/KICK	37.Huge.K	28.Gate1.K	MIX 1	-
1/KICK(rim)	1.AcMpl.K	512.Off.E	OFF	-	1/KICK(rim)	15.Dry1.K	512.Off.E	OFF	-
2/SNARE	143.Loos1.S	91.AcoRm.S	CROSS1 8	-	2/SNARE	182.Room1.S	148.Megal.S	MIX 1	-
2/SNARE(rim)	92.Atak1.S	512.Off.E	OFF	-	2/SNARE(rim)	122.Explo.S	512.Off.E	OFF	-
3/HI-HAT	302.AcoOl.H	300.AcoCl.H	OFF	-	3/HI-HAT	306.HvyOH.H	305.HvyCH.H	OFF	-
3/HI-HAT(rim)	302.AcoOl.H	300.AcoCl.H	OFF	-	3/HI-HAT(rim)	306.HvyOH.H	308.LaxCH.H	OFF	-
4/TOM1	264.Real1.T	512.Off.E	OFF	-	4/TOM1	260.Quak1.T	260.Quak1.T	MIX 6	-
4/TOM1(rim)	264.Real1.T	512.Off.E	OFF	-	4/TOM1(rim)	444.Crsh2.E	512.Off.E	OFF	-
5/TOM2	265.Real2.T	512.Off.E	OFF	-	5/TOM2	261.Quak2.T	261.Quak2.T	MIX 6	-
5/TOM2(rim)	265.Real2.T	512.Off.E	OFF	-	5/TOM2(rim)	477.VbClp.E	512.Off.E	OFF	-
6/TOM3	266.Real3.T	512.Off.E	OFF	-	6/TOM3	262.Quak3.T	262.Quak3.T	MIX 6	-
6/TOM3(rim)	266.Real3.T	512.Off.E	OFF	-	6/TOM3(rim)	340.CowH.P	512.Off.E	OFF	-
7/TOM4	267.Real4.T	512.Off.E	OFF	-	7/TOM4	263.Quak4.T	263.Quak4.T	MIX 6	-
7/TOM4(rim)	267.Real4.T	512.Off.E	OFF	-	7/TOM4(rim)	327.Crsh4.C	324.Crsh1.C	MIX 5	-
8/RIDE	332.Ride.C	512.Off.E	OFF	-	8/RIDE	334.RRide.C	512.Off.E	OFF	-
8/RIDE(rim)	333.RidBl.C	512.Off.E	OFF	-	8/RIDE(rim)	333.RidBl.C	512.Off.E	OFF	-
9/CRASH	325.Crsh2.C	512.Off.E	OFF	-	9/CRASH	327.Crsh4.C	512.Off.E	OFF	-
9/CRASH(rim)	331.Chin2.C	331.Chin2.C	CROSS1 8	-	9/CRASH(rim)	331.Chin2.C	512.Off.E	OFF	26
PEDAL	304.AcoPH.H	512.Off.E	OFF	-	PEDAL	307.HvyPH.H	512.Off.E	OFF	-

5. Gt&Bas [EFFECT1: Hall EFFECT2: Flanger]					7. Trash [EFFECT1: Plate EFFECT2: Chorus]				
TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.	TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.
1/KICK	56.Punch.K	512.Off.E	OFF	44	1/KICK	74.Syn2.K	457.Knock.E	MIX 1	-
1/KICK(rim)	15.Dry1.K	512.Off.E	OFF	-	1/KICK(rim)	26.Flop.K	400.Ethn2.P	MIX 1	-
2/SNARE	130.Hous3.S	501.Gt5Op.E	MIX 1	-	2/SNARE	174.Regg1.S	405.Met1.P	MIX 1	-
2/SNARE(rim)	157.Picc2.S	512.Off.E	OFF	-	2/SNARE(rim)	112.Clip.S	129.Hous2.S	MIX 1	-
3/HI-HAT	312.LitOH.H	311.LitCH.H	OFF	-	3/HI-HAT	315.PopOH.H	308.LaxCH.H	OFF	-
3/HI-HAT(rim)	303.AcoOO.H	301.AcoCO.H	OFF	-	3/HI-HAT(rim)	315.PopOH.H	308.LaxCH.H	OFF	-
4/TOM1	268.Rim1.T	512.Off.E	OFF	-	4/TOM1	292.Tank1.T	393.BellL.P	MIX 1	-
4/TOM1(rim)	328.Spla1.C	512.Off.E	OFF	-	4/TOM1(rim)	292.Tank1.T	393.BellL.P	MIX 1	-
5/TOM2	269.Rim2.T	512.Off.E	OFF	-	5/TOM2	293.Tank2.T	401.Ethn3.P	MIX 1	-
5/TOM2(rim)	426.80Clp.P	512.Off.E	OFF	-	5/TOM2(rim)	293.Tank2.T	401.Ethn3.P	MIX 1	-
6/TOM3	270.Rim3.T	512.Off.E	OFF	-	6/TOM3	294.Tank3.T	396.Can3.P	MIX 1	-
6/TOM3(rim)	340.CowH.P	512.Off.E	OFF	-	6/TOM3(rim)	294.Tank3.T	396.Can3.P	MIX 1	-
7/TOM4	271.Rim4.T	512.Off.E	OFF	-	7/TOM4	295.Tank4.T	397.Can4.P	MIX 1	-
7/TOM4(rim)	327.Crsh4.C	327.Crsh4.C	SW1 8	-	7/TOM4(rim)	295.Tank4.T	397.Can4.P	MIX 1	-
8/RIDE	512.Off.E	512.Off.E	OFF	45	8/RIDE	337.FeRid.C	349.TriMt.P	MIX 1	-
8/RIDE(rim)	333.RidBl.C	335.RRdBl.C	MIX 8	-	8/RIDE(rim)	335.RRdBl.C	512.Off.E	OFF	-
9/CRASH	325.Crsh2.C	325.Crsh2.C	MIX 8	-	9/CRASH	328.Spla1.C	402.Ethn4.P	MIX 1	-
9/CRASH(rim)	330.Chin1.C	330.Chin1.C	SW1 8	40	9/CRASH(rim)	333.RidBl.C	512.Off.E	OFF	-
PEDAL	313.LitPH.H	512.Off.E	OFF	-	PEDAL	316.PopPH.H	512.Off.E	OFF	-

6. Vogue [EFFECT1: Hall EFFECT2: Chorus]					8. RimHit [EFFECT1: Delay EFFECT2: Flanger]				
TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.	TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.
1/KICK	87.909Ac.K	512.Off.E	OFF	-	1/KICK	36.Hous3.K	512.Off.E	OFF	-
1/KICK(rim)	79.TR909.K	512.Off.E	OFF	-	1/KICK(rim)	15.Dry1.K	512.Off.E	OFF	-
2/SNARE	192.TR909.S	512.Off.E	OFF	-	2/SNARE	129.Hous2.S	512.Off.E	OFF	-
2/SNARE(rim)	146.Lt909.S	512.Off.E	OFF	-	2/SNARE(rim)	111.Chain.S	512.Off.E	OFF	-
3/HI-HAT	318.StiOH.H	300.AcoCl.H	OFF	-	3/HI-HAT	323.808OH.H	322.808CH.H	OFF	-
3/HI-HAT(rim)	318.StiOH.H	300.AcoCl.H	OFF	-	3/HI-HAT(rim)	318.StiOH.H	317.StiCH.H	OFF	-
4/TOM1	284.Side1.T	512.Off.E	OFF	-	4/TOM1	272.Ring1.T	512.Off.E	OFF	45
4/TOM1(rim)	284.Side1.T	512.Off.E	OFF	-	4/TOM1(rim)	498.OrHit.E	512.Off.E	OFF	-
5/TOM2	285.Side2.T	512.Off.E	OFF	-	5/TOM2	273.Ring2.T	512.Off.E	OFF	46
5/TOM2(rim)	285.Side2.T	512.Off.E	OFF	-	5/TOM2(rim)	498.OrHit.E	512.Off.E	OFF	-
6/TOM3	286.Side3.T	512.Off.E	OFF	-	6/TOM3	274.Ring3.T	512.Off.E	OFF	-
6/TOM3(rim)	286.Side3.T	512.Off.E	OFF	-	6/TOM3(rim)	498.OrHit.E	512.Off.E	OFF	-
7/TOM4	287.Side4.T	512.Off.E	OFF	-	7/TOM4	275.Ring4.T	512.Off.E	OFF	-
7/TOM4(rim)	287.Side4.T	512.Off.E	OFF	-	7/TOM4(rim)	498.OrHit.E	512.Off.E	OFF	-
8/RIDE	332.Ride.C	512.Off.E	OFF	-	8/RIDE	454.HiQ.E	512.Off.E	OFF	-
8/RIDE(rim)	333.RidBl.C	512.Off.E	OFF	-	8/RIDE(rim)	459.Nois1.E	512.Off.E	OFF	-
9/CRASH	326.Crsh3.C	512.Off.E	OFF	-	9/CRASH	501.Gt5Op.E	512.Off.E	OFF	-
9/CRASH(rim)	331.Chin2.C	512.Off.E	OFF 30	-	9/CRASH(rim)	501.Gt5Op.E	512.Off.E	OFF	-
PEDAL	317.StiCH.H	512.Off.E	OFF	-	PEDAL	310.LaxPH.H	512.Off.E	OFF	-

9. Percus [EFFECT1: Hall EFFECT2: Chorus]					11. Lite [EFFECT1: Hall EFFECT2: Chorus]				
TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.	TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.
1/KICK	387.SrdMt.P	388.SrdOp.P	SW1 6	-	1/KICK	35.Hous2.K	512.Off.E	OFF	-
1/KICK(rim)	387.SrdMt.P	388.SrdOp.P	SW1 6	-	1/KICK(rim)	35.Hous2.K	512.Off.E	OFF	-
2/SNARE	384.PndOp.P	512.Off.E	OFF	43	2/SNARE	128.Hous1.S	512.Off.E	OFF	-
2/SNARE(rim)	383.PndMt.P	512.Off.E	OFF	43	2/SNARE(rim)	139.Lite1.S	512.Off.E	OFF	-
3/HI-HAT	350.TriOp.P	512.Off.E	OFF	43	3/HI-HAT	318.StiOH.H	314.PopCH.H	OFF	-
3/HI-HAT(rim)	349.TriMt.P	512.Off.E	OFF	43	3/HI-HAT(rim)	318.StiOH.H	314.PopCH.H	OFF	-
4/TOM1	359.CgHOp.P	512.Off.E	OFF	-	4/TOM1	284.Side1.T	512.Off.E	OFF	-
4/TOM1(rim)	363.Talk.P	512.Off.E	OFF	-	4/TOM1(rim)	284.Side1.T	512.Off.E	OFF	-
5/TOM2	362.CgLOp.P	512.Off.E	OFF	-	5/TOM2	285.Side2.T	512.Off.E	OFF	-
5/TOM2(rim)	357.CgHMT.P	512.Off.E	OFF	-	5/TOM2(rim)	285.Side2.T	512.Off.E	OFF	-
6/TOM3	364.TimbH.P	512.Off.E	OFF	-	6/TOM3	286.Side3.T	512.Off.E	OFF	-
6/TOM3(rim)	340.CowH.P	512.Off.E	OFF	-	6/TOM3(rim)	286.Side3.T	512.Off.E	OFF	-
7/TOM4	365.TimbL.P	512.Off.E	OFF	-	7/TOM4	287.Side4.T	512.Off.E	OFF	-
7/TOM4(rim)	329.Spla2.C	512.Off.E	OFF	-	7/TOM4(rim)	287.Side4.T	512.Off.E	OFF	-
8/RIDE	369.Gui1L.P	512.Off.E	OFF	-	8/RIDE	336.BrRid.C	512.Off.E	OFF	-
8/RIDE(rim)	368.Gui1S.P	512.Off.E	OFF	-	8/RIDE(rim)	337.FeRid.C	512.Off.E	OFF	-
9/CRASH	377.WhisS.P	512.Off.E	OFF	-	9/CRASH	328.Spla1.C	512.Off.E	OFF	-
9/CRASH(rim)	378.WhisL.P	512.Off.E	OFF	-	9/CRASH(rim)	331.Chin2.C	512.Off.E	OFF	42
PEDAL	367.Vibsl.P	512.Off.E	OFF	-	PEDAL	317.StiCH.H	512.Off.E	OFF	-

10. 50sRok [EFFECT1: Hall EFFECT2: Chorus]					12. Scary! [EFFECT1: Hall EFFECT2: Chorus]				
TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.	TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.
1/KICK	40.Jazz.K	512.Off.E	OFF	-	1/KICK	347.CnBDO.P	512.Off.E	OFF	-
1/KICK(rim)	58.Real.K	512.Off.E	OFF	-	1/KICK(rim)	441.BnSaw.E	512.Off.E	OFF	-
2/SNARE	178.Ring.S	91.AcoRm.S	MIX 5	-	2/SNARE	439.Arc.E	464.Pipe.E	MIX 6	-
2/SNARE(rim)	91.AcoRm.S	512.Off.E	OFF	-	2/SNARE(rim)	401.Ethn3.P	512.Off.E	OFF	-
3/HI-HAT	302.AcoOI.H	300.AcoCl.H	OFF	-	3/HI-HAT	465.Rand1.E	512.Off.E	OFF	-
3/HI-HAT(rim)	302.AcoOI.H	300.AcoCl.H	OFF	-	3/HI-HAT(rim)	483.RevC2.E	512.Off.E	OFF	-
4/TOM1	204.Acou1.T	512.Off.E	OFF	-	4/TOM1	464.Pipe.E	464.Pipe.E	MIX 5	-
4/TOM1(rim)	204.Acou1.T	512.Off.E	OFF	-	4/TOM1(rim)	439.Arc.E	512.Off.E	OFF	-
5/TOM2	205.Acou2.T	512.Off.E	OFF	-	5/TOM2	465.Rand1.E	512.Off.E	OFF	-
5/TOM2(rim)	205.Acou2.T	512.Off.E	OFF	-	5/TOM2(rim)	439.Arc.E	512.Off.E	OFF	-
6/TOM3	206.Acou3.T	512.Off.E	OFF	-	6/TOM3	450.Gun1.E	512.Off.E	OFF	-
6/TOM3(rim)	206.Acou3.T	512.Off.E	OFF	-	6/TOM3(rim)	342.Tamb1.P	512.Off.E	OFF	-
7/TOM4	207.Acou4.T	512.Off.E	OFF	-	7/TOM4	442.CnAmb.E	512.Off.E	OFF	-
7/TOM4(rim)	207.Acou4.T	512.Off.E	OFF	-	7/TOM4(rim)	452.Gun3.E	512.Off.E	OFF	-
8/RIDE	334.RRide.C	512.Off.E	OFF	-	8/RIDE	472.Sonar.E	512.Off.E	OFF	-
8/RIDE(rim)	335.RRdBl.C	512.Off.E	OFF	-	8/RIDE(rim)	459.Nois1.E	512.Off.E	OFF	-
9/CRASH	325.Crsh2.C	512.Off.E	OFF	-	9/CRASH	452.Gun3.E	512.Off.E	OFF	-
9/CRASH(rim)	331.Chin2.C	512.Off.E	OFF	28	9/CRASH(rim)	463.Phase.E	512.Off.E	OFF	-
PEDAL	304.AcoPH.H	512.Off.E	OFF	-	PEDAL	439.Arc.E	512.Off.E	OFF	-

13. X-Stik [EFFECT1: Hall EFFECT2: Chorus]					15. Stage [EFFECT1: Hall EFFECT2: Chorus]				
TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.	TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.
1/KICK	22.EzPlw.K	512.Off.E	OFF	-	1/KICK	28.Gate1.K	512.Off.E	OFF	-
1/KICK(rim)	11.Comrc.K	512.Off.E	OFF	-	1/KICK(rim)	4.Bottn.K	512.Off.E	OFF	-
2/SNARE	200.HicSt.S	512.Off.E	OFF	-	2/SNARE	151.MpRck.S	512.Off.E	OFF	-
2/SNARE(rim)	201.MplSt.S	512.Off.E	OFF	-	2/SNARE(rim)	186.SprWk.S	512.Off.E	OFF	-
3/HI-HAT	315.PopOH.H	314.PopCH.H	OFF	-	3/HI-HAT	306.HvyOH.H	314.PopCH.H	OFF	-
3/HI-HAT(rim)	315.PopOH.H	314.PopCH.H	OFF	-	3/HI-HAT(rim)	306.HvyOH.H	314.PopCH.H	OFF	-
4/TOM1	264.Real1.T	512.Off.E	OFF	-	4/TOM1	240.Grnd1.T	512.Off.E	OFF	-
4/TOM1(rim)	264.Real1.T	512.Off.E	OFF	-	4/TOM1(rim)	240.Grnd1.T	512.Off.E	OFF	-
5/TOM2	265.Real2.T	512.Off.E	OFF	-	5/TOM2	241.Grnd2.T	512.Off.E	OFF	-
5/TOM2(rim)	265.Real2.T	512.Off.E	OFF	-	5/TOM2(rim)	241.Grnd2.T	512.Off.E	OFF	-
6/TOM3	266.Real3.T	512.Off.E	OFF	-	6/TOM3	242.Grnd3.T	512.Off.E	OFF	-
6/TOM3(rim)	266.Real3.T	512.Off.E	OFF	-	6/TOM3(rim)	242.Grnd3.T	512.Off.E	OFF	-
7/TOM4	267.Real4.T	512.Off.E	OFF	-	7/TOM4	243.Grnd4.T	512.Off.E	OFF	-
7/TOM4(rim)	267.Real4.T	512.Off.E	OFF	-	7/TOM4(rim)	243.Grnd4.T	512.Off.E	OFF	-
8/RIDE	332.Ride.C	512.Off.E	OFF	-	8/RIDE	334.RRide.C	512.Off.E	OFF	-
8/RIDE(rim)	333.RidBl.C	512.Off.E	OFF	-	8/RIDE(rim)	335.RRdBl.C	512.Off.E	OFF	-
9/CRASH	326.Crsh3.C	512.Off.E	OFF	-	9/CRASH	325.Crsh2.C	512.Off.E	OFF	-
9/CRASH(rim)	331.Chin2.C	512.Off.E	OFF	36	9/CRASH(rim)	331.Chin2.C	512.Off.E	OFF	26
PEDAL	316.PopPH.H	512.Off.E	OFF	-	PEDAL	310.LaxPH.H	512.Off.E	OFF	-

14. Studio [EFFECT1: Hall EFFECT2: Chorus]					16. Latin [EFFECT1: Plate EFFECT2: Chorus]				
TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.	TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.
1/KICK	22.EzPlw.K	512.Off.E	OFF	-	1/KICK	410.TaikL.P	512.Off.E	OFF	-
1/KICK(rim)	11.Comrc.K	512.Off.E	OFF	-	1/KICK(rim)	367.Vibsl.P	512.Off.E	OFF	-
2/SNARE	153.Nshvl.S	512.Off.E	OFF	-	2/SNARE	390.DjmbH.P	512.Off.E	OFF	-
2/SNARE(rim)	91.AcoRm.S	512.Off.E	OFF	-	2/SNARE(rim)	391.DjmbL.P	512.Off.E	OFF	-
3/HI-HAT	315.PopOH.H	314.PopCH.H	OFF	-	3/HI-HAT	368.Gui1S.P	369.Gui1L.P	MIX 6	-
3/HI-HAT(rim)	315.PopOH.H	314.PopCH.H	OFF	-	3/HI-HAT(rim)	367.Vibsl.P	512.Off.E	OFF	-
4/TOM1	264.Real1.T	512.Off.E	OFF	-	4/TOM1	364.TimbH.P	512.Off.E	OFF	-
4/TOM1(rim)	264.Real1.T	512.Off.E	OFF	-	4/TOM1(rim)	365.TimbL.P	512.Off.E	OFF	-
5/TOM2	265.Real2.T	512.Off.E	OFF	-	5/TOM2	353.BngHM.P	512.Off.E	OFF	-
5/TOM2(rim)	265.Real2.T	512.Off.E	OFF	-	5/TOM2(rim)	356.BngLO.P	512.Off.E	OFF	-
6/TOM3	266.Real3.T	512.Off.E	OFF	-	6/TOM3	358.CgHSI.P	512.Off.E	OFF	-
6/TOM3(rim)	266.Real3.T	512.Off.E	OFF	-	6/TOM3(rim)	359.CgHOp.P	512.Off.E	OFF	-
7/TOM4	267.Real4.T	512.Off.E	OFF	-	7/TOM4	362.CgLOp.P	512.Off.E	OFF	-
7/TOM4(rim)	267.Real4.T	512.Off.E	OFF	-	7/TOM4(rim)	363.Talk.P	512.Off.E	OFF	-
8/RIDE	332.Ride.C	512.Off.E	OFF	-	8/RIDE	393.BellL.P	512.Off.E	OFF	-
8/RIDE(rim)	333.RidBl.C	512.Off.E	OFF	-	8/RIDE(rim)	392.BellH.P	512.Off.E	OFF	-
9/CRASH	326.Crsh3.C	512.Off.E	OFF	-	9/CRASH	328.Spla1.C	512.Off.E	OFF	-
9/CRASH(rim)	331.Chin2.C	512.Off.E	OFF	38	9/CRASH(rim)	378.Whisl.P	512.Off.E	OFF	41
PEDAL	316.PopPH.H	512.Off.E	OFF	-	PEDAL	367.Vibsl.P	512.Off.E	OFF	-

17. Reggae [EFFECT1: Delay EFFECT2: Chorus]					19. Groovy [EFFECT1: Hall EFFECT2: Flanger]				
TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.	TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.
1/KICK	55.Pinch.K	512.Off.E	OFF	-	1/KICK	43.Log.K	512.Off.E	OFF	-
1/KICK(rim)	12.Deep.K	512.Off.E	OFF	-	1/KICK(rim)	15.Dry1.K	512.Off.E	OFF	-
2/SNARE	200.HicSt.S	512.Off.E	OFF	-	2/SNARE	131.HsDpn.S	512.Off.E	OFF	-
2/SNARE(rim)	174.Regg1.S	512.Off.E	OFF	-	2/SNARE(rim)	117.Dance.S	512.Off.E	OFF	-
3/HI-HAT	302.AcoOl.H	300.AcoCl.H	OFF	-	3/HI-HAT	318.StiOH.H	317.StiCH.H	OFF	-
3/HI-HAT(rim)	302.AcoOl.H	300.AcoCl.H	OFF	-	3/HI-HAT(rim)	323.808OH.H	322.808CH.H	OFF	-
4/TOM1	364.TimbH.P	512.Off.E	OFF	-	4/TOM1	236.FlOt1.T	466.Rand2.E	MIX 1	-
4/TOM1(rim)	328.Spl1.C	512.Off.E	OFF	-	4/TOM1(rim)	329.Spl2.C	512.Off.E	OFF	32
5/TOM2	365.TimbL.P	512.Off.E	OFF	-	5/TOM2	238.FlOt3.T	463.Phase.E	MIX 1	-
5/TOM2(rim)	477.VbClp.E	512.Off.E	OFF	-	5/TOM2(rim)	426.80Clp.P	512.Off.E	OFF	-
6/TOM3	289.Surd2.T	512.Off.E	OFF	-	6/TOM3	468.ScrPs.E	512.Off.E	OFF	-
6/TOM3(rim)	340.CowH.P	512.Off.E	OFF	-	6/TOM3(rim)	469.ScrPl.E	512.Off.E	OFF	-
7/TOM4	290.Surd3.T	512.Off.E	OFF	-	7/TOM4	43.Log.K	512.Off.E	OFF	-
7/TOM4(rim)	327.Crsh4.C	512.Off.E	OFF	-	7/TOM4(rim)	450.Gun1.E	512.Off.E	OFF	-
8/RIDE	332.Ride.C	512.Off.E	OFF	-	8/RIDE	454.HiQ.E	512.Off.E	OFF	-
8/RIDE(rim)	333.RidBl.C	512.Off.E	OFF	-	8/RIDE(rim)	445.Drop.E	512.Off.E	OFF	-
9/CRASH	328.Spl1.C	512.Off.E	OFF	-	9/CRASH	449.Glass.E	512.Off.E	OFF	-
9/CRASH(rim)	331.Chin2.C	512.Off.E	OFF	39	9/CRASH(rim)	328.Spl1.C	330.Chin1.C	MIX 8	31
PEDAL	304.AcoPH.H	512.Off.E	OFF	-	PEDAL	317.StiCH.H	512.Off.E	OFF	-

18. DrSolo [EFFECT1: Delay EFFECT2: Flanger]					20. Live [EFFECT1: Hall EFFECT2: Flanger]				
TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.	TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.
1/KICK	81.VbSlid.K	512.Off.E	OFF	-	1/KICK	9.CmAco.K	512.Off.E	OFF	-
1/KICK(rim)	15.Dry1.K	512.Off.E	OFF	-	1/KICK(rim)	15.Dry1.K	512.Off.E	OFF	-
2/SNARE	181.Rock2.S	512.Off.E	OFF	-	2/SNARE	178.Ring.S	512.Off.E	OFF	-
2/SNARE(rim)	91.AcoRm.S	512.Off.E	OFF	-	2/SNARE(rim)	91.AcoRm.S	512.Off.E	OFF	-
3/HI-HAT	309.LaxOH.H	308.LaxCH.H	OFF	-	3/HI-HAT	309.LaxOH.H	300.AcoCl.H	OFF	-
3/HI-HAT(rim)	303.AcoOO.H	301.AcoCO.H	OFF	-	3/HI-HAT(rim)	309.LaxOH.H	300.AcoCl.H	OFF	-
4/TOM1	240.Grnd1.T	512.Off.E	OFF	-	4/TOM1	228.Dubl1.T	512.Off.E	OFF	-
4/TOM1(rim)	240.Grnd1.T	512.Off.E	OFF	-	4/TOM1(rim)	228.Dubl1.T	512.Off.E	OFF	-
5/TOM2	241.Grnd2.T	512.Off.E	OFF	-	5/TOM2	229.Dubl2.T	512.Off.E	OFF	-
5/TOM2(rim)	241.Grnd2.T	512.Off.E	OFF	-	5/TOM2(rim)	229.Dubl2.T	512.Off.E	OFF	-
6/TOM3	242.Grnd3.T	512.Off.E	OFF	-	6/TOM3	230.Dubl3.T	512.Off.E	OFF	-
6/TOM3(rim)	242.Grnd3.T	512.Off.E	OFF	-	6/TOM3(rim)	230.Dubl3.T	512.Off.E	OFF	-
7/TOM4	243.Grnd4.T	512.Off.E	OFF	-	7/TOM4	231.Dubl4.T	512.Off.E	OFF	-
7/TOM4(rim)	243.Grnd4.T	512.Off.E	OFF	-	7/TOM4(rim)	231.Dubl4.T	512.Off.E	OFF	-
8/RIDE	332.Ride.C	334.RRide.C	CROSS18	-	8/RIDE	332.Ride.C	334.RRide.C	CROSS1 8	-
8/RIDE(rim)	333.RidBl.C	335.RRdBl.C	MIX 8	-	8/RIDE(rim)	333.RidBl.C	335.RRdBl.C	CROSS1 8	-
9/CRASH	324.Crsh1.C	325.Crsh2.C	SW1 8	-	9/CRASH	326.Crsh3.C	330.Chin1.C	CROSS1 8	-
9/CRASH(rim)	330.Chin1.C	331.Chin2.C	SW1 8	48	9/CRASH(rim)	330.Chin1.C	326.Crsh3.C	CROSS1 8	-
PEDAL	310.LaxPH.H	512.Off.E	OFF	48	PEDAL	304.AcoPH.H	512.Off.E	OFF	-

21. DaBlus [EFFECT1: Hall EFFECT2: Flanger]					23. OdPerc [EFFECT1: Hall EFFECT2: Chorus]				
TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.	TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.
1/KICK	2.Acous.K	512.Off.E	OFF	-	1/KICK	340.CowH.P	388.SrdOp.P	MIX 6	-
1/KICK(rim)	15.Dry1.K	512.Off.E	OFF	-	1/KICK(rim)	361.CgLSl.P	388.SrdOp.P	MIX 6	-
2/SNARE	143.Loos1.S	512.Off.E	OFF	-	2/SNARE	384.PndOp.P	383.PndMt.P	CROSS1 8	-
2/SNARE(rim)	171.Real3.S	512.Off.E	OFF	-	2/SNARE(rim)	381.CuiMt.P	384.PndOp.P	MIX 3	-
3/HI-HAT	302.AcoOl.H	300.AcoCl.H	OFF	-	3/HI-HAT	463.Phase.E	512.Off.E	OFF	-
3/HI-HAT(rim)	303.AcoOO.H	301.AcoCO.H	OFF	-	3/HI-HAT(rim)	460.Nois2.E	512.Off.E	OFF	-
4/TOM1	204.Acou1.T	512.Off.E	OFF	-	4/TOM1	413.TompL.P	465.Rand1.E	MIX 5	-
4/TOM1(rim)	328.Spl1.C	512.Off.E	OFF	-	4/TOM1(rim)	397.Can4.P	512.Off.E	OFF	-
5/TOM2	205.Acou2.T	512.Off.E	OFF	-	5/TOM2	412.TompH.P	465.Rand1.E	MIX 4	-
5/TOM2(rim)	426.80Clp.P	512.Off.E	OFF	-	5/TOM2(rim)	419.78Tmb.P	512.Off.E	OFF	-
6/TOM3	206.Acou3.T	512.Off.E	OFF	-	6/TOM3	409.TaikH.P	408.OpenL.P	MIX 7	-
6/TOM3(rim)	340.CowH.P	512.Off.E	OFF	-	6/TOM3(rim)	340.CowH.P	512.Off.E	OFF	-
7/TOM4	207.Acou4.T	512.Off.E	OFF	-	7/TOM4	346.CnBDM.P	347.CnBDO.P	MIX 8	-
7/TOM4(rim)	324.Crsh1.C	324.Crsh1.C	SW1 8	-	7/TOM4(rim)	449.Glass.E	512.Off.E	OFF	-
8/RIDE	332.Ride.C	334.RRide.C	CROSS1 8	-	8/RIDE	427.80Cow.P	512.Off.E	OFF	-
8/RIDE(rim)	333.RidBl.C	335.RRdBl.C	MIX 8	-	8/RIDE(rim)	397.Can4.P	512.Off.E	OFF	-
9/CRASH	326.Crsh3.C	326.Crsh3.C	MIX 8	-	9/CRASH	419.78Tmb.P	512.Off.E	OFF	-
9/CRASH(rim)	331.Chin2.C	331.Chin2.C	MIX 8	34	9/CRASH(rim)	400.Ethn2.P	512.Off.E	OFF	-
PEDAL	304.AcoPH.H	512.Off.E	OFF	-	PEDAL	372.Mracs.P	512.Off.E	OFF	-

22. X-Fade [EFFECT1: Room EFFECT2: Chorus]					24.Stndrd [EFFECT1: Hall EFFECT2: Flanger]				
TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.	TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.
1/KICK	18.Dry4.K	47.MdVrb.K	CROSS1 8	-	1/KICK	54.Pillw.K	512.Off.E	OFF	-
1/KICK(rim)	14.DpRom.K	25.Floor.K	CROSS1 6	-	1/KICK(rim)	15.Dry1.K	512.Off.E	OFF	-
2/SNARE	191.TR808.S	115.Crack.S	CROSS1 8	-	2/SNARE	138.LAFat.S	512.Off.E	OFF	-
2/SNARE(rim)	171.Real3.S	162.Punch.S	CROSS1 6	-	2/SNARE(rim)	169.Real1.S	512.Off.E	OFF	-
3/HI-HAT	320.TipOH.H	321.TipPH.H	OFF	-	3/HI-HAT	302.AcoOl.H	300.AcoCl.H	OFF	-
3/HI-HAT(rim)	320.TipOH.H	321.TipPH.H	OFF	-	3/HI-HAT(rim)	302.AcoOl.H	300.AcoCl.H	OFF	-
4/TOM1	244.Lite1.T	280.Room1.T	CROSS1 7	-	4/TOM1	264.Real1.T	512.Off.E	OFF	-
4/TOM1(rim)	244.Lite1.T	280.Room1.T	CROSS1 7	-	4/TOM1(rim)	264.Real1.T	512.Off.E	OFF	-
5/TOM2	245.Lite2.T	281.Room2.T	CROSS1 7	-	5/TOM2	265.Real2.T	512.Off.E	OFF	-
5/TOM2(rim)	245.Lite2.T	281.Room2.T	CROSS1 7	-	5/TOM2(rim)	265.Real2.T	512.Off.E	OFF	-
6/TOM3	246.Lite3.T	282.Room3.T	CROSS1 7	-	6/TOM3	266.Real3.T	512.Off.E	OFF	-
6/TOM3(rim)	246.Lite3.T	282.Room3.T	CROSS1 7	-	6/TOM3(rim)	266.Real3.T	512.Off.E	OFF	-
7/TOM4	247.Lite4.T	283.Room4.T	CROSS1 7	-	7/TOM4	267.Real4.T	512.Off.E	OFF	-
7/TOM4(rim)	247.Lite4.T	283.Room4.T	CROSS1 7	-	7/TOM4(rim)	267.Real4.T	512.Off.E	OFF	-
8/RIDE	332.Ride.C	333.RidBl.C	CROSS1 8	-	8/RIDE	332.Ride.C	334.RRide.C	CROSS1 8	-
8/RIDE(rim)	334.RRide.C	335.RRdBl.C	CROSS1 8	-	8/RIDE(rim)	333.RidBl.C	335.RRdBl.C	MIX 8	-
9/CRASH	329.Spl2.C	325.Crsh2.C	CROSS1 7	-	9/CRASH	326.Crsh3.C	326.Crsh3.C	MIX 8	-
9/CRASH(rim)	325.Crsh2.C	330.Chin1.C	CROSS1 7	40	9/CRASH(rim)	331.Chin2.C	331.Chin2.C	MIX 8	37
PEDAL	321.TipPH.H	512.Off.E	OFF	-	PEDAL	304.AcoPH.H	512.Off.E	OFF	-

25. Room [EFFECT1: Room EFFECT2: Chorus]					27. Electr [EFFECT1: Room EFFECT2: Chorus]				
TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.	TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.
1/KICK	61.Revrb.K	512.Off.E	OFF	-	1/KICK	19.Elec1.K	512.Off.E	OFF	-
1/KICK(rim)	12.Deep.K	512.Off.E	OFF	-	1/KICK(rim)	39.HQ808.K	512.Off.E	OFF	-
2/SNARE	181.Rock2.S	512.Off.E	OFF	-	2/SNARE	124.Fiber.S	512.Off.E	OFF	-
2/SNARE(rim)	168.RckRm.S	512.Off.E	OFF	-	2/SNARE(rim)	112.Clip.S	512.Off.E	OFF	-
3/HI-HAT	302.AcoOl.H	300.AcoCl.H	OFF	-	3/HI-HAT	318.StiOH.H	317.StiCH.H	OFF	-
3/HI-HAT(rim)	302.AcoOl.H	300.AcoCl.H	OFF	-	3/HI-HAT(rim)	318.StiOH.H	317.StiCH.H	OFF	-
4/TOM1	276.Rock1.T	512.Off.E	OFF	-	4/TOM1	232.Elec1.T	512.Off.E	OFF	-
4/TOM1(rim)	276.Rock1.T	512.Off.E	OFF	-	4/TOM1(rim)	232.Elec1.T	512.Off.E	OFF	-
5/TOM2	277.Rock2.T	512.Off.E	OFF	-	5/TOM2	233.Elec2.T	512.Off.E	OFF	-
5/TOM2(rim)	277.Rock2.T	512.Off.E	OFF	-	5/TOM2(rim)	233.Elec2.T	512.Off.E	OFF	-
6/TOM3	278.Rock3.T	512.Off.E	OFF	-	6/TOM3	234.Elec3.T	512.Off.E	OFF	-
6/TOM3(rim)	278.Rock3.T	512.Off.E	OFF	-	6/TOM3(rim)	234.Elec3.T	512.Off.E	OFF	-
7/TOM4	279.Rock4.T	512.Off.E	OFF	-	7/TOM4	235.Elec4.T	512.Off.E	OFF	-
7/TOM4(rim)	279.Rock4.T	512.Off.E	OFF	-	7/TOM4(rim)	235.Elec4.T	512.Off.E	OFF	-
8/RIDE	332.Ride.C	512.Off.E	OFF	-	8/RIDE	334.RRide.C	512.Off.E	OFF	-
8/RIDE(rim)	333.RidBl.C	512.Off.E	OFF	-	8/RIDE(rim)	335.RRdBl.C	512.Off.E	OFF	-
9/CRASH	326.Crsh3.C	512.Off.E	OFF	-	9/CRASH	326.Crsh3.C	512.Off.E	OFF	-
9/CRASH(rim)	331.Chin2.C	512.Off.E	OFF	47	9/CRASH(rim)	331.Chin2.C	512.Off.E	OFF	26
PEDAL	304.AcoPH.H	512.Off.E	OFF	-	PEDAL	317.StiCH.H	512.Off.E	OFF	-

26. Power [EFFECT1: Hall EFFECT2: Chorus]					28. TR-808 [EFFECT1: Hall EFFECT2: Chorus]				
TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.	TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.
1/KICK	48.Mondo.K	512.Off.E	OFF	-	1/KICK	78.TR808.K	512.Off.E	OFF	-
1/KICK(rim)	25.Floor.K	512.Off.E	OFF	-	1/KICK(rim)	57.Rap.K	512.Off.E	OFF	-
2/SNARE	165.Rckin.S	512.Off.E	OFF	-	2/SNARE	191.TR808.S	512.Off.E	OFF	-
2/SNARE(rim)	127.Hard.S	512.Off.E	OFF	-	2/SNARE(rim)	133.Hyper.S	512.Off.E	OFF	-
3/HI-HAT	306.HvyOH.H	314.PopCH.H	OFF	-	3/HI-HAT	323.808OH.H	322.808CH.H	OFF	-
3/HI-HAT(rim)	306.HvyOH.H	314.PopCH.H	OFF	-	3/HI-HAT(rim)	323.808OH.H	322.808CH.H	OFF	-
4/TOM1	280.Room1.T	512.Off.E	OFF	-	4/TOM1	296.808-1.T	512.Off.E	OFF	-
4/TOM1(rim)	280.Room1.T	512.Off.E	OFF	-	4/TOM1(rim)	296.808-1.T	512.Off.E	OFF	-
5/TOM2	281.Room2.T	512.Off.E	OFF	-	5/TOM2	297.808-2.T	512.Off.E	OFF	-
5/TOM2(rim)	281.Room2.T	512.Off.E	OFF	-	5/TOM2(rim)	297.808-2.T	512.Off.E	OFF	-
6/TOM3	282.Room3.T	512.Off.E	OFF	-	6/TOM3	298.808-3.T	512.Off.E	OFF	-
6/TOM3(rim)	282.Room3.T	512.Off.E	OFF	-	6/TOM3(rim)	298.808-3.T	512.Off.E	OFF	-
7/TOM4	283.Room4.T	512.Off.E	OFF	-	7/TOM4	299.808-4.T	512.Off.E	OFF	-
7/TOM4(rim)	283.Room4.T	512.Off.E	OFF	-	7/TOM4(rim)	299.808-4.T	512.Off.E	OFF	-
8/RIDE	334.RRide.C	512.Off.E	OFF	-	8/RIDE 3	32.Ride.C	512.Off.E	OFF	-
8/RIDE(rim)	335.RRdBl.C	512.Off.E	OFF	-	8/RIDE(rim)	333.RidBl.C	512.Off.E	OFF	-
9/CRASH	325.Crsh2.C	512.Off.E	OFF	-	9/CRASH	326.Crsh3.C	512.Off.E	OFF	-
9/CRASH(rim)	331.Chin2.C	512.Off.E	OFF	27	9/CRASH(rim)	331.Chin2.C	512.Off.E	OFF	40
PEDAL	307.HvyPH.H	512.Off.E	OFF	-	PEDAL	322.808CH.H	512.Off.E	OFF	-

29. Jazz [EFFECT1: Hall EFFECT2: Chorus]					30. Brush [EFFECT1: Hall EFFECT2: Chorus]					31. Orch [EFFECT1: Hall EFFECT2: Chorus]					32. User [EFFECT1: Hall EFFECT2: Flanger]				
TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.	TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.	TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.	TRIGGER	SOUND1	SOUND2	Layer TYPE MIX	Seq. Pat. No.
1/KICK	40.Jazz.K	512.Off.E	OFF	-	1/KICK	40.Jazz.K	512.Off.E	OFF	-	1/KICK	346.CnBDM.P	347.CnBDO.P	SW1 7	-	1/KICK	54.Pillw.K	512.Off.E	OFF	-
1/KICK(rim)	22.EzPlw.K	512.Off.E	OFF	-	1/KICK(rim)	21.Ez.K	512.Off.E	OFF	-	1/KICK(rim)	15.Dry1.K	512.Off.E	OFF	-	1/KICK(rim)	15.Dry1.K	512.Off.E	OFF	-
2/SNARE	143.Loos1.S	512.Off.E	OFF	-	2/SNARE	99.BrRi2.S	512.Off.E	OFF	-	2/SNARE	138.LAFat.S	512.Off.E	OFF	-	2/SNARE	169.Real1.S	512.Off.E	OFF	-
2/SNARE(rim)	169.Real1.S	512.Off.E	OFF	-	2/SNARE(rim)	101.BrSI1.S	512.Off.E	OFF	-	2/SNARE(rim)	169.Real1.S	512.Off.E	OFF	-	2/SNARE(rim)	171.Real3.S	512.Off.E	OFF	-
3/HI-HAT	302.AcoOI.H	300.AcoCI.H	OFF	-	3/HI-HAT	302.AcoOI.H	300.AcoCI.H	OFF	-	3/HI-HAT	302.AcoOI.H	300.AcoCI.H	OFF	-	3/HI-HAT	344.Cast1.P	512.Off.E	OFF	-
3/HI-HAT(rim)	302.AcoOI.H	300.AcoCI.H	OFF	-	3/HI-HAT(rim)	302.AcoOI.H	300.AcoCI.H	OFF	-	3/HI-HAT(rim)	302.AcoOI.H	300.AcoCI.H	OFF	-	3/HI-HAT(rim)	342.Tamb1.P	512.Off.E	OFF	-
4/TOM1	224.Dry1.T	512.Off.E	OFF	-	4/TOM1	220.Brsh1.T	512.Off.E	OFF	-	4/TOM1	264.Real1.T	512.Off.E	OFF	-	4/TOM1	348.Timpa.P	512.Off.E	OFF	-
4/TOM1(rim)	224.Dry1.T	512.Off.E	OFF	-	4/TOM1(rim)	328.Spla1.C	512.Off.E	OFF	-	4/TOM1(rim)	264.Real1.T	512.Off.E	OFF	-	4/TOM1(rim)	498.OrHit.E	512.Off.E	OFF	-
5/TOM2	225.Dry2.T	512.Off.E	OFF	-	5/TOM2	221.Brsh2.T	512.Off.E	OFF	-	5/TOM2	265.Real2.T	512.Off.E	OFF	-	5/TOM2	348.Timpa.P	512.Off.E	OFF	-
5/TOM2(rim)	225.Dry2.T	512.Off.E	OFF	-	5/TOM2(rim)	101.BrSI1.S	512.Off.E	OFF	-	5/TOM2(rim)	265.Real2.T	512.Off.E	OFF	-	5/TOM2(rim)	498.OrHit.E	512.Off.E	OFF	-
6/TOM3	230.Dubl3.T	512.Off.E	OFF	-	6/TOM3	222.Brsh3.T	512.Off.E	OFF	-	6/TOM3	266.Real3.T	512.Off.E	OFF	-	6/TOM3	348.Timpa.P	512.Off.E	OFF	-
6/TOM3(rim)	230.Dubl3.T	512.Off.E	OFF	-	6/TOM3(rim)	340.CowH.P	512.Off.E	OFF	-	6/TOM3(rim)	266.Real3.T	512.Off.E	OFF	-	6/TOM3(rim)	498.OrHit.E	512.Off.E	OFF	-
7/TOM4	231.Dubl4.T	512.Off.E	OFF	-	7/TOM4	223.Brsh4.T	512.Off.E	OFF	-	7/TOM4	267.Real4.T	512.Off.E	OFF	-	7/TOM4	348.Timpa.P	512.Off.E	OFF	-
7/TOM4(rim)	231.Dubl4.T	512.Off.E	OFF	-	7/TOM4(rim)	327.Crsh4.C	512.Off.E	OFF	-	7/TOM4(rim)	267.Real4.T	512.Off.E	OFF	-	7/TOM4(rim)	498.OrHit.E	512.Off.E	OFF	-
8/RIDE	332.Ride.C	512.Off.E	OFF	-	8/RIDE	336.BrRid.C	512.Off.E	OFF	-	8/RIDE	332.Ride.C	334.RRide.C	CROSS1 8	-	8/RIDE	377.WhisS.P	512.Off.E	OFF	-
8/RIDE(rim)	333.RidBl.C	512.Off.E	OFF	-	8/RIDE(rim)	333.RidBl.C	512.Off.E	OFF	-	8/RIDE(rim)	333.RidBl.C	335.RRdBl.C	MIX 8	-	8/RIDE(rim)	378.WhisL.P	512.Off.E	OFF	-
9/CRASH	326.Crsh3.C	512.Off.E	OFF	-	9/CRASH	336.BrRid.C	512.Off.E	OFF	-	9/CRASH	326.Crsh3.C	326.Crsh3.C	MIX 8	-	9/CRASH	350.TriOp.P	512.Off.E	OFF	-
9/CRASH(rim)	331.Chin2.C	512.Off.E	OFF	33	9/CRASH(rim)	337.FeRid.C	512.Off.E	OFF	35	9/CRASH(rim)	331.Chin2.C	331.Chin2.C	MIX 8	-	9/CRASH(rim)	349.TriMt.P	512.Off.E	OFF	-
PEDAL	304.AcoPH.H	512.Off.E	OFF	-	PEDAL	304.AcoPH.H	512.Off.E	OFF	-	PEDAL	304.AcoPH.H	512.Off.E	OFF	-	PEDAL	348.Timpa.P	512.Off.E	OFF	-

■ TD-10 Drum instrument list

No.	Inst name	Inst group	Remark
1	VintageK	V-KICK	
2	26"DeepK	V-KICK	
3	ThickHdK	V-KICK	
4	Round K	V-KICK	
5	Medium K	V-KICK	
6	BigRoomK	V-KICK	
7	Big K	V-KICK	
8	BigLow K	V-KICK	
9	studio1K	V-KICK	
10	studio2K	V-KICK	
11	studio3K	V-KICK	
12	studio4K	V-KICK	
13	studio5K	V-KICK	
14	studio6K	V-KICK	
15	studio7K	V-KICK	
16	studio8K	V-KICK	
17	Room 1 K	V-KICK	
18	Room 2 K	V-KICK	
19	Room 3 K	V-KICK	
20	Room 4 K	V-KICK	
21	Room 5 K	V-KICK	
22	Room 6 K	V-KICK	
23	solid1 K	V-KICK	
24	solid2 K	V-KICK	
25	Jazz 1 K	V-KICK	
26	Jazz 2 K	V-KICK	
27	18"JazzK	V-KICK	
28	BrshHitK	V-KICK	
29	Wood 1 K	V-KICK	
30	Wood 2 K	V-KICK	
31	Wood 3 K	V-KICK	
32	Maple1 K	V-KICK	
33	Maple2 K	V-KICK	
34	Oak K	V-KICK	
35	Birch K	V-KICK	
36	RoseWdK	V-KICK	
37	OnePly K	V-KICK	
38	WdBeatrK	V-KICK	
39	TakakaK	V-KICK	
40	Oyster K	V-KICK	
41	Open K	V-KICK	
42	26"HardK	V-KICK	
43	Dry K	V-KICK	
44	DryMed K	V-KICK	
45	DryHardK	V-KICK	
46	DeepDryK	V-KICK	
47	Fusion K	V-KICK	
48	Meat K	V-KICK	
49	SandBagK	V-KICK	
50	BsktBalK	V-KICK	

No.	Inst name	Inst group	Remark
51	MondVrbK	V-KICK	
52	Sizzle K	V-KICK	
53	NailHitK	V-KICK	
54	Box K	V-KICK	
55	Dance K	V-KICK	
56	House K	V-KICK	
57	Pillow K	V-KICK	
58	Rap K	V-KICK	
59	Hard808K	V-KICK	
60	Boom808K	V-KICK	
61	Noiz808K	V-KICK	
62	Real909K	V-KICK	
63	Wood909K	V-KICK	
64	909HdAtK	V-KICK	
65	ElephantK	V-KICK	
66	Cattle K	V-KICK	
67	Giant K	V-KICK	
68	Door K	V-KICK	
69	Punch K	V-KICK	
70	MachineK	V-KICK	
71	Broken K	V-KICK	
72	BendUp K	V-KICK	
73	HrdNoizK	V-KICK	
74	Trip K	V-KICK	
75	Splat K	V-KICK	
76	Scrach1K	V-KICK	
77	Scrach2K	V-KICK	
78	Hi-Q K	V-KICK	
79	Space K	V-KICK	
80	SynBassK	V-KICK	
81	Elec K	ELEC KICK	#
82	TR808 K	TR808 KICK	#
83	TR909 K	TR909 KICK	#
84	Picolo1S	V-SNARE	*2
85	PoolRimS	V-SNARE	
86	Picolo2S	V-SNARE	*2
87	Poo2RimS	V-SNARE	
88	Picolo3S	V-SNARE	*2
89	Poo3RimS	V-SNARE	
90	Medium1S	V-SNARE	*2
91	Med1RimS	V-SNARE	
92	Medium2S	V-SNARE	*2
93	Med2RimS	V-SNARE	
94	Medium3S	V-SNARE	*2
95	Med3RimS	V-SNARE	
96	Medium4S	V-SNARE	*2
97	Med4RimS	V-SNARE	
98	Fat1 S	V-SNARE	*2
99	Fat1RimS	V-SNARE	
100	Fat2 S	V-SNARE	*2

No.	Inst name	Inst group	Remark
101	Fat2RimS	V-SNARE	
102	AcousticS	V-SNARE	*2
103	AcusRimS	V-SNARE	
104	VintageS	V-SNARE	*2
105	VntgRimS	V-SNARE	
106	Maple1 S	V-SNARE	*2
107	Mpl1RimS	V-SNARE	
108	Jazz S	V-SNARE	*2
109	JazzRimS	V-SNARE	
110	Elec S	ELEC SNARE	#
111	TR808 S	TR808 SNARE	#
112	TR909 S	TR909 SNARE	#
113	Brush1 S	SNARE	*1
114	Brush2 S	SNARE	*1
115	BrshMntS	SNARE	*1
116	MIDBr1S	SNARE	
117	MIDBr2S	SNARE	
118	Ballad S	SNARE	
119	Ring S	SNARE	
120	RingRimS	SNARE	
121	13 " S	SNARE	
122	13 " RimS	SNARE	
123	Rock S	SNARE	
124	RockRimS	SNARE	
125	TD7Maples	SNARE	
126	TD8Maples	SNARE	
127	R8Maples	SNARE	
128	R8MplRimS	SNARE	
129	Funk S	SNARE	
130	FunkRimS	SNARE	
131	Bop S	SNARE	
132	Bop RimS	SNARE	
133	Bronze S	SNARE	
134	BnzRimS	SNARE	
135	Piccolo4S	SNARE	
136	Pco4RimS	SNARE	
137	Piccolo6S	SNARE	
138	Pco6RimS	SNARE	
139	Piccolo6S	SNARE	
140	Pco6RimS	SNARE	
141	Medium6S	SNARE	
142	Med5RimS	SNARE	
143	Medium6S	SNARE	
144	Med6RimS	SNARE	
145	Medium7S	SNARE	
146	Med7RimS	SNARE	
147	Medium8S	SNARE	
148	Med8RimS	SNARE	
149	Fat3 S	SNARE	
150	Fat3RimS	SNARE	
151	Fat4 S	SNARE	
152	Fat4RimS	SNARE	

No.	Inst name	Inst group	Remark
153	Fat5 S	SNARE	
154	Fat5RimS	SNARE	
155	DynamicS	SNARE	
156	DymncRimS	SNARE	
157	Roll S	SNARE	
158	Buzz S	SNARE	
159	NoSnareS	SNARE	
160	Dopin1 S	SNARE	
161	Dopin2 S	SNARE	
162	Reggae S	SNARE	
163	HrcNoizS	SNARE	
164	Cruddy S	SNARE	
165	Dancel S	SNARE	
166	Dance2 S	SNARE	
167	Anvil S	SNARE	
168	House S	SNARE	
169	HousDpnS	SNARE	
170	HipHop S	SNARE	
171	Real808S	SNARE	
172	Real909S	SNARE	
173	Chu-Hi S	SNARE	
174	Clap! S	SNARE	
175	R70Pwr S	SNARE	
176	Whack S	SNARE	
177	CrsStk 1	SNARE	
178	CrsStk 2	SNARE	
179	CrsStk 3	SNARE	
180	CrsStk 4	SNARE	
181	CrsStk 5	SNARE	
182	CrsStk 6	SNARE	
183	808Crstk	SNARE	
184	Fibre T1	V-TCM	
185	Fibre T2	V-TCM	
186	Fibre T3	V-TCM	
187	Fibre T4	V-TCM	
188	Dry T1	V-TCM	
189	Dry T2	V-TCM	
190	Dry T3	V-TCM	
191	Dry T4	V-TCM	
192	NaturLT1	V-TCM	
193	NaturLT2	V-TCM	
194	NaturLT3	V-TCM	
195	NaturLT4	V-TCM	
196	StudioT1	V-TCM	
197	StudioT2	V-TCM	
198	StudioT3	V-TCM	
199	StudioT4	V-TCM	
200	Maple T1	V-TCM	
201	Maple T2	V-TCM	
202	Maple T3	V-TCM	
203	Maple T4	V-TCM	
204	Jazz T1	V-TCM	

TD-10 Preset list

No.	Inst name	Inst group	Remark
205	Jazz T2	V-TCM	
206	Jazz T3	V-TCM	
207	Jazz T4	V-TCM	
208	Buzz T1	V-TCM	
209	Buzz T2	V-TCM	
210	Buzz T3	V-TCM	
211	Buzz T4	V-TCM	
212	Slap T1	V-TCM	
213	Slap T2	V-TCM	
214	Slap T3	V-TCM	
215	Slap T4	V-TCM	
216	Rock T1	V-TCM	
217	Rock T2	V-TCM	
218	Rock T3	V-TCM	
219	Rock T4	V-TCM	
220	Room T1	V-TCM	
221	Room T2	V-TCM	
222	Room T3	V-TCM	
223	Room T4	V-TCM	
224	Big T1	V-TCM	
225	Big T2	V-TCM	
226	Big T3	V-TCM	
227	Big T4	V-TCM	
228	Punch T1	V-TCM	
229	Punch T2	V-TCM	
230	Punch T3	V-TCM	
231	Punch T4	V-TCM	
232	Brsh1 T1	V-TCM	
233	Brsh1 T2	V-TCM	
234	Brsh1 T3	V-TCM	
235	Brsh1 T4	V-TCM	
236	Brsh2 T1	V-TCM	
237	Brsh2 T2	V-TCM	
238	Brsh2 T3	V-TCM	
239	Brsh2 T4	V-TCM	
240	Oak T1	V-TCM	
241	Oak T2	V-TCM	
242	Oak T3	V-TCM	
243	Oak T4	V-TCM	
244	VintageT1	V-TCM	
245	VintageT2	V-TCM	
246	VintageT3	V-TCM	
247	VintageT4	V-TCM	
248	Dark T1	V-TCM	
249	Dark T2	V-TCM	
250	Dark T3	V-TCM	
251	Dark T4	V-TCM	
252	FusionT1	V-TCM	
253	FusionT2	V-TCM	
254	FusionT3	V-TCM	
255	FusionT4	V-TCM	
256	AttackT1	V-TCM	

No.	Inst name	Inst group	Remark
257	AttackT2	V-TCM	
258	AttackT3	V-TCM	
259	AttackT4	V-TCM	
260	Hall T1	V-TCM	
261	Hall T2	V-TCM	
262	Hall T3	V-TCM	
263	Hall T4	V-TCM	
264	Birch T1	V-TCM	
265	Birch T2	V-TCM	
266	Birch T3	V-TCM	
267	Birch T4	V-TCM	
268	Beech T1	V-TCM	
269	Beech T2	V-TCM	
270	Beech T3	V-TCM	
271	Beech T4	V-TCM	
272	Micro T1	V-TCM	
273	Micro T2	V-TCM	
274	Micro T3	V-TCM	
275	Micro T4	V-TCM	
276	Hand T1	V-TCM	
277	Hand T2	V-TCM	
278	Hand T3	V-TCM	
279	Hand T4	V-TCM	
280	Bend T1	V-TCM	
281	Bend T2	V-TCM	
282	Bend T3	V-TCM	
283	Bend T4	V-TCM	
284	Bowl T1	V-TCM	
285	Bowl T2	V-TCM	
286	Bowl T3	V-TCM	
287	Bowl T4	V-TCM	
288	Dirty T1	V-TCM	
289	Dirty T2	V-TCM	
290	Dirty T3	V-TCM	
291	Dirty T4	V-TCM	
292	Space T1	V-TCM	
293	Space T2	V-TCM	
294	Space T3	V-TCM	
295	Space T4	V-TCM	
296	AnalogT1	V-TCM	
297	AnalogT2	V-TCM	
298	AnalogT3	V-TCM	
299	AnalogT4	V-TCM	
300	Noise T1	V-TCM	
301	Noise T2	V-TCM	
302	Noise T3	V-TCM	
303	Noise T4	V-TCM	
304	Elec T1	ELEC TOM1	#
305	Elec T2	ELEC TOM2	#
306	Elec T3	ELEC TOM3	#
307	Elec T4	ELEC TOM4	#
308	TR808 T1	TR808 TOM1	#

No.	Inst name	Inst group	Remark
309	TR808 T2	TR808 TOM2	#
310	TR808 T3	TR808 TOM3	#
311	TR808 T4	TR808 TOM4	#
312	TR909 T1	TR909 TOM1	#
313	TR909 T2	TR909 TOM2	#
314	TR909 T3	TR909 TOM3	#
315	TR909 T4	TR909 TOM4	#
316	Pure HH	HI-HAT	
317	BrightHH	HI-HAT	
318	Jazz HH	HI-HAT	
319	Thin HH	HI-HAT	
320	Pop HH	HI-HAT	
321	Heavy HH	HI-HAT	
322	Dark HH	HI-HAT	
323	Light HH	HI-HAT	
324	12" HH	HI-HAT	
325	13" HH	HI-HAT	
326	14" HH	HI-HAT	
327	15" HH	HI-HAT	
328	HandC HH	HI-HAT	
329	Brush1HH	HI-HAT	
330	Brush2HH	HI-HAT	
331	SizzleHH	HI-HAT	
332	TamrnHH	HI-HAT	
333	MaracsHH	HI-HAT	
334	TR808 HH	HI-HAT	
335	TR909 HH	HI-HAT	
336	CR78 HH	HI-HAT	
337	Mt1B08HH	HI-HAT	
338	Mt1909HH	HI-HAT	
339	Mt178 HH	HI-HAT	
340	Med16 Cr	CRASH	
341	Med18 Cr	CRASH	
342	Quik16Cr	CRASH	
343	Quik18Cr	CRASH	
344	Dark16Cr	CRASH	
345	Dark18Cr	CRASH	
346	Rock16Cr	CRASH	
347	Rock18Cr	CRASH	
348	Brsh1 Cr	CRASH	
349	Brsh2 Cr	CRASH	
350	Sz1Br Cr	CRASH	
351	Swell Cr	CRASH	
352	Splsh 8"	CRASH	
353	Splsh10"	CRASH	
354	Splsh12"	CRASH	
355	HdSpl 8"	CRASH	
356	HdSpl10"	CRASH	
357	DkSpl10"	CRASH	
358	China10"	CRASH	
359	China12"	CRASH	
360	China18"	CRASH	

No.	Inst name	Inst group	Remark
361	China20"	CRASH	
362	sz1China	CRASH	
363	Sw1China	CRASH	
364	PgyzBack	CRASH	
365	PgyCrsh1	CRASH	
366	PgyCrsh2	CRASH	
367	PgyCrsh3	CRASH	
368	PgyCrsh4	CRASH	
369	PgyCrsh5	CRASH	
370	PgyCrsh6	CRASH	
371	PgSplsh1	CRASH	
372	PgSplsh2	CRASH	
373	PhaseCym	CRASH	
374	Jazz Rd	RIDE	*2
375	Jazz RdB	RIDE	
376	Jazz RdX	RIDE	*2
377	Pop Rd	RIDE	*2
378	Pop RdB	RIDE	
379	Pop RdX	RIDE	*2
380	Rock Rd	RIDE	*2
381	Rock RdB	RIDE	
382	Rock RdX	RIDE	*2
383	Lite Rd	RIDE	*2
384	Lite RdB	RIDE	
385	Lite RdX	RIDE	*2
386	Quick Rd	RIDE	
387	Brsh1 Rd	RIDE	
388	Brsh2 Rd	RIDE	
389	Sz1Br Rd	RIDE	
390	sz11 Rd	RIDE	*2
391	Sz11 RdB	RIDE	
392	Sz11 RdX	RIDE	*2
393	Sz12 Rd	RIDE	*2
394	Sz12 RdB	RIDE	
395	Sz12 RdX	RIDE	*2
396	Sz13 Rd	RIDE	*2
397	Sz13 RdB	RIDE	
398	Sz13 RdX	RIDE	*2
399	sz14 Rd	RIDE	
400	Pgy Rd1	RIDE	*2
401	Pgy Rd1B	RIDE	
402	Pgy Rd1X	RIDE	*2
403	Pgy Rd2	RIDE	*2
404	Pgy Rd2B	RIDE	
405	Pgy Rd2X	RIDE	*2
406	Cowbell1	PERCUSSION	
407	Cowbell2	PERCUSSION	
408	CowbellDuo	PERCUSSION	
409	Tambrn 1	PERCUSSION	
410	Tambrn 2	PERCUSSION	
411	Tambrn 3	PERCUSSION	
412	CongaHtt	PERCUSSION	

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No.	Inst name	Inst group	Remark
413	CongaHdp	PERCUSSION	
414	CongaHSl	PERCUSSION	
415	CongaMMt	PERCUSSION	
416	CongaMOp	PERCUSSION	
417	CongaMSl	PERCUSSION	
418	CongaLMt	PERCUSSION	
419	CongaLOp	PERCUSSION	
420	CongaLSl	PERCUSSION	
421	BongoMMt	PERCUSSION	
422	BongoHdp	PERCUSSION	
423	BongoHSl	PERCUSSION	
424	BongoLMt	PERCUSSION	
425	BongoLOp	PERCUSSION	
426	BongoLSl	PERCUSSION	
427	TimbalLH	PERCUSSION	
428	TimbalLL	PERCUSSION	
429	Timbal2H	PERCUSSION	
430	Timbal2L	PERCUSSION	
431	VibraSlp	PERCUSSION	
432	Maracas	PERCUSSION	
433	Shaker	PERCUSSION	
434	Claves	PERCUSSION	
435	CabasUp	PERCUSSION	
436	CabasDwn	PERCUSSION	
437	PandrcMMt	PERCUSSION	
438	PandrcOp	PERCUSSION	
439	PandrcSl	PERCUSSION	
440	SurcblMMt	PERCUSSION	
441	SurcblHOp	PERCUSSION	
442	SurcblLMt	PERCUSSION	
443	SurcblLOp	PERCUSSION	
444	WhislIng	PERCUSSION	
445	WhislSht	PERCUSSION	
446	Agogo H	PERCUSSION	
447	Agogo L	PERCUSSION	
448	GiroLng1	PERCUSSION	
449	GiroSht	PERCUSSION	
450	GiroLng2	PERCUSSION	
451	CuicaMt1	PERCUSSION	
452	CuicaOpn	PERCUSSION	
453	CuicaLow	PERCUSSION	
454	CuicaMt2	PERCUSSION	
455	CncrtBD	PERCUSSION	
456	Timpani	PERCUSSION	
457	TmpHndMt	PERCUSSION	
458	MuteTimp	PERCUSSION	
459	Hand Cym	PERCUSSION	
460	Castanet	PERCUSSION	
461	TringLOp	PERCUSSION	
462	TringLMt	PERCUSSION	
463	WtBlockH	PERCUSSION	
464	WtBlockL	PERCUSSION	

No.	Inst name	Inst group	Remark
465	Sleibell	PERCUSSION	
466	TablaNa	PERCUSSION	
467	TablaTin	PERCUSSION	
468	TablaFun	PERCUSSION	
469	TablaFe	PERCUSSION	
470	TablaTi	PERCUSSION	
471	BayaGe	PERCUSSION	
472	BayaKa	PERCUSSION	
473	BayaGin	PERCUSSION	
474	BayaSl	PERCUSSION	
475	TlkinDrm	PERCUSSION	
476	BellTree	PERCUSSION	
477	BendGong	PERCUSSION	
478	TinyGong	PERCUSSION	
479	Gong	PERCUSSION	
480	TempBel	PERCUSSION	
481	Taiko	PERCUSSION	
482	Caxixi	PERCUSSION	
483	Kalimba	PERCUSSION	
484	SteelDrm	PERCUSSION	
485	Glockspl	PERCUSSION	
486	Vibraphn	PERCUSSION	
487	Marimba	PERCUSSION	
488	Xylophon	PERCUSSION	
489	Tublrbel	PERCUSSION	
490	Celesta	PERCUSSION	
491	808Clap	PERCUSSION	
492	808Cwbl1	PERCUSSION	
493	808Cwbl2	PERCUSSION	
494	808Marcs	PERCUSSION	
495	808Clavs	PERCUSSION	
496	808CongH	PERCUSSION	
497	808CongM	PERCUSSION	
498	808CongL	PERCUSSION	
499	78 Cowbl	PERCUSSION	
500	78 Guiro	PERCUSSION	
501	78 MarcS	PERCUSSION	
502	78 MBeat	PERCUSSION	
503	78 Tmbrn	PERCUSSION	
504	AirDrive	OTHER	
505	Burt	OTHER	
506	Biwa	OTHER	
507	Boing1	OTHER	
508	RvsBoin1	OTHER	
509	Boing2	OTHER	
510	RvsBoin2	OTHER	
511	Bounce	OTHER	
512	CarDoor	OTHER	
513	CarHorn	OTHER	
514	Glass	OTHER	
515	Hammer	OTHER	
516	Hi-Q	OTHER	

No.	Inst name	Inst group	Remark
517	MtlNoise	OTHER	
518	MtlPhase	OTHER	
519	Orch Hit	OTHER	
520	OnKey	OTHER	
521	Punch	OTHER	
522	TapeStop	OTHER	
523	RvsTStop	OTHER	
524	TechTamb	OTHER	
525	TechNoiz	OTHER	
526	AfStmp	OTHER	
527	Barrel	OTHER	
528	ChinaDuo	OTHER	
529	Ou!	OTHER	
530	Ou! Up	OTHER	
531	Nope!	OTHER	
532	Snaps	OTHER	
533	Scrach 1	OTHER	
534	Scrach 2	OTHER	
535	Scrach 3	OTHER	
536	Scrach 4	OTHER	
537	Scrach 5	OTHER	
538	Gt Slide	OTHER	
539	RvsGtSld	OTHER	
540	GtScrach	OTHER	
541	RvsGtScr	OTHER	
542	BsSlide	OTHER	
543	RvsBSlid	OTHER	
544	WahGtDw1	OTHER	
545	WahGtUp1	OTHER	
546	WahGtDw2	OTHER	
547	WahGtUp2	OTHER	
548	CutGtDwm	OTHER	
549	CutGtUp	OTHER	
550	Chord 1	OTHER	
551	Chord 2	OTHER	
552	Chord 3	OTHER	
553	BrsFall1	OTHER	
554	BrsFall2	OTHER	
555	BrsFall3	OTHER	
556	BrsFall4	OTHER	
557	TB Bass	OTHER	
558	SlapBass	OTHER	

No.	Inst name	Inst group	Remark
559	SawWave	OTHER	
560	Click	OTHER	
561	Bucket	OTHER	
562	TrashCan	OTHER	
563	Hoo!	OTHER	
564	ElecBird	OTHER	
565	Gun Shot	OTHER	
566	Mystery	OTHER	
567	Monster	OTHER	
568	KnockDwn	OTHER	
569	TimeTrip	OTHER	
570	RvsKick1	OTHER	
571	RvsKick2	OTHER	
572	RvsSnr 1	OTHER	
573	RvsSnr 2	OTHER	
574	RvsAnvil	OTHER	
575	RvsTam	OTHER	
576	RvsCrash	OTHER	
577	RvsChina	OTHER	
578	RvsBelTr	OTHER	
579	Rvs Hi-Q	OTHER	
580	RvsMfaze	OTHER	
581	RvsAirDr	OTHER	
582	Count 1	OTHER	
583	Count 2	OTHER	
584	Count 3	OTHER	
585	Count 4	OTHER	
586	Count 5	OTHER	
587	Count 6	OTHER	
588	Count 7	OTHER	
589	Count 8	OTHER	
590	Count 9	OTHER	
591	Count 10	OTHER	
592	Count 11	OTHER	
593	Count 12	OTHER	
594	Count 13	OTHER	
595	CountAnd	OTHER	
596	Count E	OTHER	
597	Count A	OTHER	
598	Count Ti	OTHER	
599	Count Ta	OTHER	
600	CFT	OTHER	

*1 Can be played using a "sweep" or "swish" technique (p. 79).

*2 Responds to positional sensing (p. 36).

* An "X" at the end of an instrument name means that it is a "cross-faded" type of sound. With velocity, you can control two sounds.

* When selecting instruments indicated by the following mark "#," a bit more time is needed before you will hear the sound, especially if you are playing constantly while choosing them.

IMPORTANT: Please remember that there are limitations regarding instruments and their trigger assignments. Please see page 136.

TD-10 Preset list

■ Drum kit list

No.	Kit name	Percussion group	Remark
1	StudioV	1	
2	BigRock	1	
3	Tight	1	
4	JazzSizl	1	
5	SuperBwl	1	
6	Freak'n	1	
7	OldScool	1	*1
8	TexMex	1	*2
9	GroovIn	1	
10	BtDelayy	1	
11	LatinSet	1	
12	Orch Set	1	
13	BrasRing	1	
14	TR-808	1	*2
15	TR-909	1	*2
16	Dr Spin	1	
17	Memphis	1	
18	Cartoon	3	
19	KornBall	1	*2
20	X-Stick	1	
21	BIG Band	1	
22	lowFI	1	
23	CarTUNE	1	
24	Natural	1	
25	Dirty	1	

No.	Kit name	Percussion group	Remark
26	Far East	1	
27	SnareBuz	1	
28	HEAVY	1	
29	NextDoor	1	
30	Latin 3D	1	
31	Vintage	1	
32	MIDIrash	1	
33	SockHop	1	
34	Woody	1	
35	GoFigure	1	
36	70'sRock	1	
37	Brushes	1	*1
38	Electro	1	*2
39	Rock	1	
40	Analog	1	*2
41	Fusion	1	
42	Jazz	1	
43	SLAPBACK	1	
44	CCmpress	1	
45	LivnRoom	1	
46	KitCopy1	1	
47	KitCopy2	1	
48	KitCopy3	1	
49	KitCopy4	1	
50	KitCopy5	1	

*1 indicates a kit to be played with brushes.

*2 indicates a kit using sounds referred to "#" on page 144–147. When these sounds are used a bit more time is needed when changing kits.

No.	Name	V	No.	Name	V	No.	Name	V	No.	Name	V
1	St.Concert 1	2	33	SA E.Grand 1	1	65	60s Organ 2	1	97	Square Pad	2
2	St.Concert 2	2	34	SA E.Grand 2	3	66	Sqr Organ	2	98	EPno Pad	2
3	St.Concert 3	2	35	CP E.Grand	2	67	Vibe	2	99	7th Sand	4
4	St.Concert 4	2	36	SA Rhodes 1	2	68	Warm Vibes	2	100	Sweep Pad	2
5	St.Concert 5	2	37	SA Rhodes 2	3	69	AmbienceVibe	3	101	A90 Prologue	2
6	St.Concert 6	2	38	Suitcase	2	70	Dvna Marimba	1	102	A90 Rand Pad	2
7	St.Concert 7	2	39	STAGE Rhodes	1	71	Clav 1	2	103	LFO Strings	2
8	St.Concert 8	2	40	Mr.Suitcase	3	72	Clav 2	2	104	A-90 Aurora	3
9	St.Concertff	1	41	Rhodes p	1	73	Clav 3	2	105	A-90 Waltz	4
10	St.SemiGrd 1	2	42	Rhodes m	1	74	Juno Clav	1	106	A-90 Strobe	2
11	St.SemiGrd 2	2	43	Rhodes f	1	75	Poly Synth	2	107	Foiled Again	1
12	St.SemiGrd 3	2	44	DynoRhodes 1	3	76	Pulse Key 1	3	108	Beauty Vox	2
13	St.SemiGrd 4	2	45	DynoRhodes 2	3	77	Pulse Key 2	1	109	Syn Vox 1	1
14	Euro Piano 1	1	46	Wurly	1	78	Square Key	2	110	Syn Vox 2	1
15	Euro Piano 2	1	47	Wurly p	2	79	St.Strings	2	111	Angel Ooohz	2
16	Euro Piano 3	2	48	Wurly mf	2	80	Warm Strings	2	112	Heaven	1
17	Euro Piano 4	2	49	Wurly f	2	81	Slow Strings	2	113	Sawteeth	3
18	Full Grand 1	2	50	D-50 EPianol	1	82	Strings	1	114	Pulse Lead	4
19	Full Grand 2	2	51	D-50 EPiano2	2	83	OB Thick Pad	3	115	Synth Lead 1	2
20	Full Grand 3	2	52	D-50 Stack	4	84	OB Soft Pad	3	116	Synth Lead 2	1
21	Full Grand 4	2	53	Like Dee	2	85	Soft Pad	1	117	GR Lead	2
22	Full Grand 5	2	54	FM EPiano 1	3	86	Pulse Pad	4	118	20 Years ago	3
23	Full Grand 6	2	55	FM EPiano 2	4	87	SynStrings 1	2	119	SquareLead	2
24	Semi Grand1	1	56	FM EP 3_1	1	88	SynStrings 2	2	120	Finger Bass1	1
25	Semi Grand 2	1	57	FM EP 3_2	1	99	SynStrings 3	1	121	Finger Bass2	2
26	Semi Grand 3	2	58	FM EP 3_3	1	90	After Rave	2	122	Pick Bass	1
27	Semi Grand 4	2	59	FM EP 3_4	1	91	JP-8Haunting	4	123	Ac.Bass	2
28	Semi Grand 5	2	60	B-3 Organ 1	2	92	Synth Brass1	2	124	Wonder Bass	2
29	Semi Grand 6	2	61	B-3 Organ 2	2	93	Synth Brass2	1	125	Super JX Bs	2
30	JV80 Piano 1	2	62	B-3 Organ 3	1	94	Synth Brass3	1	126	Synth Bass	1
31	JV80 Piano 2	2	63	B-3 Organ 4	1	95	Synth Brass4	1	127	Rubber Bass	2
32	JV80 Piano 3	2	64	60s Organ 1	1	96	Dawn 2 Dusk	3	128	PedalBass	2

V = number of voices used

No.	Name	Tones	No.	Name	Tones	No.	Name	Tones	No.	Name	Tones
1	West Coast	4	41	Alternative	2	81	Poly Saws	4	121	Bass Pizz	4
2	Mission LFO	4	42	FM Bells	3	82	Pulse Pad	4	122	Full Orchest	4
3	Dusk 2 Dawn	4	43	Saw Mass	4	83	Nylon Gtr	1	123	esreveR	3
4	Purple Spin	4	44	Steel Away	3	84	Majestic Tpt	1	124	Loop Str	4
5	20 Years ago	3	45	Poly Pulse	4	85	Terminate	3	125	12str Gtr 1	2
6	Symphonique	4	46	Velo Tekno 2	2	86	SquareLead 1	3	126	Gone withe W	3
7	Clear Guitar	3	47	Tone Wh.Solo	3	87	House Piano	2	127	Trance Pad 1	2
8	Gamelan v/s.	4	48	Thin Dist.	1	88	Fooled Again	1	128	Fantasy Vox	4
9	Cyber Swing1	4	49	JP-8Haunting	4	89	Pick Bass	1			
10	Taj Mahal	1	50	Jz Gtr Hall	1	90	Wide Tubular	4			
11	Resosaw Bass	2	51	Vanishing	1	91	Velo-Rez Clv	1			
12	Impact	4	52	Harmonica	2	92	Delicate EP	2			
13	Rock It !!!	2	53	Wave Bells	4	93	Velo Tekno 1	3			
14	Vocal Phrase	3	54	Film Octaves	4	94	Running Pad	4			
15	Raverborg	4	55	Sawteeth	3	95	Archimede	3			
16	ORBit Pad	2	56	AugerMentive	3	96	Stage Egrand	4			
17	Bs/Pno+Brs	4	57	JD Ghostrngs	4	97	Nylon Rhodes	4			
18	Clarinet mp	1	58	SA Rhodes 1	4	98	1key Chord	3			
19	Aurora	4	59	3D Flanged	1	99	Finger Bass	1			
20	Nice Piano	3	60	Ac.Upright	1	100	Slow Voices	3			
21	Heirborne	4	61	Poly Brass	3	101	4 Hits 4 You	4			
22	ChamberWoods	3	62	Stepped Pad	4	102	Brass Sect	4			
23	Raggatronic	4	63	Sax Section	4	103	Sqr Organ	2			
24	PCMEFXHEAVY	2	64	Albion	2	104	Atmosfear	3			
25	LetterFrmPat	4	65	St.Strings	2	105	Tenor Sax	4			
26	Hillbillys	4	66	AmbienceVibe	4	106	Acid 404	1			
27	Gospel Spin	3	67	LFO Strings	2	107	Mellow Bars	4			
28	Biosphere	2	68	AltoLead Sax	3	108	Raver Clav	1			
29	JUNO Strings	3	69	Jet Pad 2	2	109	Air Lead	2			
30	System 100m	3	70	Childlike	4	110	Raya Shaku	3			
31	Tortured	4	71	D-50 Stack2	4	111	Greek Power	4			
32	Flying Waltz	4	72	Pulse Key	3	112	Pure Tibet	1			
33	Sop.Sax mf	2	73	Velo-Wah Gtr	1	113	Wavin Strngs	2			
34	Dist TB-303	2	74	3D-Space	4	114	Chambers	3			
35	Ring EP	3	75	Sitar	2	115	Nomad Perc	3			
36	Rezoid	4	76	Big BPF	4	116	Horn Swell	4			
37	JC Strat	1	77	Plik-Plok	2	117	Claviduck	2			
38	Blade Racer	4	78	PsychoRhodes	2	118	Night Shade	4			
39	PWM Strings	3	79	Bass Marimba	4	119	VOX Flute	4			
40	Brass Orch.	3	80	MandolinTrem	4	120	Dark Vox	2			

No.	Name	No.	Name	No.	Name	No.	Name
INT-A 1	: Ac Piano1 A	INT-A 41	: Organ 1	INT-A 81	: Clean Gtr A	INT-A 121	: Koto B
INT-A 2	: Ac Piano1 B	INT-A 42	: Jazz Organ 1	INT-A 82	: Clean Gtr B	INT-A 122	: Koto C
INT-A 3	: Ac Piano1 C	INT-A 43	: Jazz Organ 2	INT-A 83	: Clean Gtr C	INT-A 123	: Pick Bass A
INT-A 4	: Ac Piano2 pA	INT-A 44	: Organ 2	INT-A 84	: Stratus A	INT-A 124	: Pick Bass B
INT-A 5	: Ac Piano2 pB	INT-A 45	: Organ 3	INT-A 85	: Stratus B	INT-A 125	: Pick Bass C
INT-A 6	: Ac Piano2 pC	INT-A 46	: Organ 4	INT-A 86	: Stratus C	INT-A 126	: Fingerd Bs A
INT-A 7	: Ac Piano2 fA	INT-A 47	: Rock Organ	INT-A 87	: OD Gtr A	INT-A 127	: Fingerd Bs B
INT-A 8	: Ac Piano2 fB	INT-A 48	: Dist. Organ	INT-A 88	: OD Gtr B	INT-A 128	: Fingerd Bs C
INT-A 9	: Ac Piano2 fC	INT-A 49	: Rot.Org Slw	INT-A 89	: OD Gtr C	INT-A 129	: E.Bass
INT-A 10	: Piano Thump	INT-A 50	: Rot.Org Fst	INT-A 90	: OD Gtr A+	INT-A 130	: Fretless A
INT-A 11	: Piano Up TH	INT-A 51	: Pipe Organ	INT-A 91	: Heavy Gtr A	INT-A 131	: Fretless B
INT-A 12	: MKS-20 P3 A	INT-A 52	: Nylon Gtr A	INT-A 92	: Heavy Gtr B	INT-A 132	: Fretless C
INT-A 13	: MKS-20 P3 B	INT-A 53	: Nylon Gtr B	INT-A 93	: Heavy Gtr C	INT-A 133	: UprightBs 1
INT-A 14	: MKS-20 P3 C	INT-A 54	: Nylon Gtr C	INT-A 94	: Heavy Gtr A+	INT-A 134	: UprightBs 2A
INT-A 15	: SA Rhodes 1A	INT-A 55	: 6-Str Gtr A	INT-A 95	: Heavy Gtr B+	INT-A 135	: UprightBs 2B
INT-A 16	: SA Rhodes 1B	INT-A 56	: 6-Str Gtr B	INT-A 96	: Heavy Gtr C+	INT-A 136	: UprightBs 2C
INT-A 17	: SA Rhodes 1C	INT-A 57	: 6-Str Gtr C	INT-A 97	: PowerChord A	INT-A 137	: Slap Bass 1
INT-A 18	: SA Rhodes 2A	INT-A 58	: Gtr Harm A	INT-A 98	: PowerChord B	INT-A 138	: Slap & Pop
INT-A 19	: SA Rhodes 2B	INT-A 59	: Gtr Harm B	INT-A 99	: PowerChord C	INT-A 139	: Slap Bass 2
INT-A 20	: SA Rhodes 2C	INT-A 60	: Gtr Harm C	INT-A 100	: EG Harm	INT-A 140	: Slap Bass 3
INT-A 21	: E.Piano 1A	INT-A 61	: Comp Gtr A	INT-A 101	: Gt.FretNoise	INT-A 141	: Jz.Bs Thumb
INT-A 22	: E.Piano 1B	INT-A 62	: Comp Gtr B	INT-A 102	: Syn Gtr A	INT-A 142	: Jz.Bs Slap 1
INT-A 23	: E.Piano 1C	INT-A 63	: Comp Gtr C	INT-A 103	: Syn Gtr B	INT-A 143	: Jz.Bs Slap 2
INT-A 24	: E.Piano 2A	INT-A 64	: Comp Gtr A+	INT-A 104	: Syn Gtr C	INT-A 144	: Jz.Bs Slap 3
INT-A 25	: E.Piano 2B	INT-A 65	: Mute Gtr 1	INT-A 105	: Harp 1A	INT-A 145	: Jz.Bs Pop
INT-A 26	: E.Piano 2C	INT-A 66	: Mute Gtr 2A	INT-A 106	: Harp 1B	INT-A 146	: Syn Bass A
INT-A 27	: E.Piano 3A	INT-A 67	: Mute Gtr 2B	INT-A 107	: Harp 1C	INT-A 147	: Syn Bass C
INT-A 28	: E.Piano 3B	INT-A 68	: Mute Gtr 2C	INT-A 108	: Banjo A	INT-A 148	: Mini Bs 1A
INT-A 29	: E.Piano 3C	INT-A 69	: Pop Strat A	INT-A 109	: Banjo B	INT-A 149	: Mini Bs 1B
INT-A 30	: MK-80 EP A	INT-A 70	: Pop Strat B	INT-A 110	: Banjo C	INT-A 150	: Mini Bs 1C
INT-A 31	: MK-80 EP B	INT-A 71	: Pop Strat C	INT-A 111	: Sitar A	INT-A 151	: Mini Bs 2
INT-A 32	: MK-80 EP C	INT-A 72	: Jazz Gtr A	INT-A 112	: Sitar B	INT-A 152	: Mini Bs 2+
INT-A 33	: D-50 EP A	INT-A 73	: Jazz Gtr B	INT-A 113	: Sitar C	INT-A 153	: MC-202 Bs A
INT-A 34	: D-50 EP B	INT-A 74	: Jazz Gtr C	INT-A 114	: Dulcimer A	INT-A 154	: MC-202 Bs B
INT-A 35	: D-50 EP C	INT-A 75	: JC Strat A	INT-A 115	: Dulcimer B	INT-A 155	: MC-202 Bs C
INT-A 36	: Celesta	INT-A 76	: JC Strat B	INT-A 116	: Dulcimer C	INT-A 156	: Flute 1A
INT-A 37	: Music Box	INT-A 77	: JC Strat C	INT-A 117	: Shamisen A	INT-A 157	: Flute 1B
INT-A 38	: Clav 1A	INT-A 78	: JC Strat A+	INT-A 118	: Shamisen B	INT-A 158	: Flute 1C
INT-A 39	: Clav 1B	INT-A 79	: JC Strat B+	INT-A 119	: Shamisen C	INT-A 159	: Blow Pipe
INT-A 40	: Clav 1C	INT-A 80	: JC Strat C+	INT-A 120	: Koto A	INT-A 160	: Bottle

No.	Name	No.	Name	No.	Name	No.	Name
INT-A 161	: Shakuhachi	INT-A 201	: F.Horns C	INT-A 241	: Voice Aahs C	INT-B 26	: Synth Saw 1
INT-A 162	: Clarinet A	INT-A 202	: Violin A	INT-A 242	: Voice Oohs1A	INT-B 27	: Synth Saw 2
INT-A 163	: Clarinet B	INT-A 203	: Violin B	INT-A 243	: Voice Oohs1B	INT-B 28	: Syn Saw 2inv
INT-A 164	: Clarinet C	INT-A 204	: Violin C	INT-A 244	: Voice Oohs1C	INT-B 29	: Synth Saw 3
INT-A 165	: Oboe mf A	INT-A 205	: Cello A	INT-A 245	: Voice Oohs2A	INT-B 30	: JP-8 Saw A
INT-A 166	: Oboe mf B	INT-A 206	: Cello B	INT-A 246	: Voice Oohs2B	INT-B 31	: JP-8 Saw B
INT-A 167	: Oboe mf C	INT-A 207	: Cello C	INT-A 247	: Voice Oohs2C	INT-B 32	: JP-8 Saw C
INT-A 168	: Sop.Sax mf A	INT-A 208	: ST.Strings-R	INT-A 248	: Voice Breath	INT-B 33	: P5 Saw A
INT-A 169	: Sop.Sax mf B	INT-A 209	: ST.Strings-L	INT-A 249	: Male Ooh A	INT-B 34	: P5 Saw B
INT-A 170	: Sop.Sax mf C	INT-A 210	: MonoStringsA	INT-A 250	: Male Ooh B	INT-B 35	: P5 Saw C
INT-A 171	: Alto Sax 1A	INT-A 211	: MonoStringsC	INT-A 251	: Male Ooh C	INT-B 36	: D-50 Saw A
INT-A 172	: Alto Sax 1B	INT-A 212	: Pizz	INT-A 252	: Org Vox A	INT-B 37	: D-50 Saw B
INT-A 173	: Alto Sax 1C	INT-A 213	: JP Strings1A	INT-A 253	: Org Vox B	INT-B 38	: D-50 Saw C
INT-A 174	: Tenor Sax A	INT-A 214	: JP Strings1B	INT-A 254	: Org Vox C	INT-B 39	: Synth Square
INT-A 175	: Tenor Sax B	INT-A 215	: JP Strings1C	INT-A 255	: Vox Noise	INT-B 40	: JP-8 SquareA
INT-A 176	: Tenor Sax C	INT-A 216	: JP Strings2A	INT-B 1	: Kalimba	INT-B 41	: JP-8 SquareB
INT-A 177	: Bari.Sax f A	INT-A 217	: JP Strings2B	INT-B 2	: Marimba Wave	INT-B 42	: JP-8 SquareC
INT-A 178	: Bari.Sax f B	INT-A 218	: JP Strings2C	INT-B 3	: Log Drum	INT-B 43	: Synth Pulse1
INT-A 179	: Bari.Sax f C	INT-A 219	: Soft Pad A	INT-B 4	: Vibes	INT-B 44	: Synth Pulse2
INT-A 180	: Harmonica A	INT-A 220	: Soft Pad B	INT-B 5	: Bottle Hit	INT-B 45	: Triangle
INT-A 181	: Harmonica B	INT-A 221	: Soft Pad C	INT-B 6	: Glockenspiel	INT-B 46	: Sine
INT-A 182	: Harmonica C	INT-A 222	: Fantasythn A	INT-B 7	: Tubular	INT-B 47	: Org Click
INT-A 183	: Chanter	INT-A 223	: Fantasythn B	INT-B 8	: Steel Drums	INT-B 48	: White Noise
INT-A 184	: Tpt Sect. A	INT-A 224	: Fantasythn C	INT-B 9	: Fanta Bell A	INT-B 49	: Pink Noise
INT-A 185	: Tpt Sect. B	INT-A 225	: D-50 HeavenA	INT-B 10	: Fanta Bell B	INT-B 50	: Metal Wind
INT-A 186	: Tpt Sect. C	INT-A 226	: D-50 HeavenB	INT-B 11	: Fanta Bell C	INT-B 51	: Wind Agogo
INT-A 187	: Trumpet 1A	INT-A 227	: D-50 HeavenC	INT-B 12	: FantaBell A+	INT-B 52	: Feedbackwave
INT-A 188	: Trumpet 1B	INT-A 228	: Fine Wine	INT-B 13	: Org Bell	INT-B 53	: Spectrum
INT-A 189	: Trumpet 1C	INT-A 229	: D-50 Brass A	INT-B 14	: Agogo	INT-B 54	: BreathNoise
INT-A 190	: Trumpet 2A	INT-A 230	: D-50 Brass B	INT-B 15	: DIGI Bell 1	INT-B 55	: Rattles
INT-A 191	: Trumpet 2B	INT-A 231	: D-50 Brass C	INT-B 16	: DIGI Bell 1+	INT-B 56	: Ice Rain
INT-A 192	: Trumpet 2C	INT-A 232	: D-50 BrassA+	INT-B 17	: DIGI Chime	INT-B 57	: Tin Wave
INT-A 193	: HarmonMute1A	INT-A 233	: DualSquare A	INT-B 18	: Wave Scan	INT-B 58	: Anklungs
INT-A 194	: HarmonMute1B	INT-A 234	: DualSquare C	INT-B 19	: Wire String	INT-B 59	: Wind Chimes
INT-A 195	: HarmonMute1C	INT-A 235	: DualSquareA+	INT-B 20	: 2.2 Bellwave	INT-B 60	: Orch. Hit
INT-A 196	: Trombone 1	INT-A 236	: Pop Voice	INT-B 21	: 2.2 Vibwave	INT-B 61	: Tekno Hit
INT-A 197	: French 1A	INT-A 237	: Syn Vox 1	INT-B 22	: Spark VOX	INT-B 62	: Back Hit
INT-A 198	: French 1C	INT-A 238	: Syn Vox 2	INT-B 23	: MMM VOX	INT-B 63	: Philly Hit
INT-A 199	: F.Horns A	INT-A 239	: Voice Aahs A	INT-B 24	: Lead Wave	INT-B 64	: Scratch 1
INT-A 200	: F.Horns B	INT-A 240	: Voice Aahs B	INT-B 25	: Synth Reed	INT-B 65	: Scratch 2

No.	Name	No.	Name	No.	Name	No.	Name
INT-B 66	: Scratch 3	INT-B 106	: Bongo Hi	INT-B 146	: REV VerbTomL	INT-B 186	: Low Pulse 1
INT-B 67	: Natural SN1	INT-B 107	: Bongo Lo	INT-B 147	: REV DryTom H	INT-B 187	: Low Pulse 2
INT-B 68	: Natural SN2	INT-B 108	: Cga Open Hi	INT-B 148	: REV DryTom M	INT-B 188	: Low Square
INT-B 69	: Piccolo SN	INT-B 109	: Cga Open Lo	INT-B 149	: REV CIHiHat1	INT-B 189	: Low Sine
INT-B 70	: Ballad SN	INT-B 110	: Cga Mute Hi	INT-B 150	: REV CIHiHat2	INT-B 190	: Low Triangle
INT-B 71	: SN Roll	INT-B 111	: Cga Mute Lo	INT-B 151	: REV Op HiHat	INT-B 191	: Low White NZ
INT-B 72	: 808 SN	INT-B 112	: Cga Slap	INT-B 152	: REV Pedal HH	INT-B 192	: Low Pink NZ
INT-B 73	: Brush Slap	INT-B 113	: Timbale	INT-B 153	: REV 606HH Cl	INT-B 193	: DC
INT-B 74	: Brush Swish	INT-B 114	: Cabasa Up	INT-B 154	: REV 606HH Op		
INT-B 75	: Brush Roll	INT-B 115	: Cabasa Down	INT-B 155	: REV Ride		
INT-B 76	: Dry Stick	INT-B 116	: Cabasa Cut	INT-B 156	: REV Cup		
INT-B 77	: Side Stick	INT-B 117	: Maracas	INT-B 157	: REV Crash 1		
INT-B 78	: Lite Kick	INT-B 118	: Long Guiro	INT-B 158	: REV China		
INT-B 79	: Hybrid Kick1	INT-B 119	: Tambourine	INT-B 159	: REV DrySick		
INT-B 80	: Hybrid Kick2	INT-B 120	: Open Triangl	INT-B 160	: REV RealCLP		
INT-B 81	: Old Kick	INT-B 121	: Cuica	INT-B 161	: REV FingSnap		
INT-B 82	: Verb Kick	INT-B 122	: Vibraslap	INT-B 162	: REV Cowbell		
INT-B 83	: Round Kick	INT-B 123	: Timpani	INT-B 163	: REV WoodBlck		
INT-B 84	: 808 Kick	INT-B 124	: Applause	INT-B 164	: REV Clve		
INT-B 85	: Verb Tom Hi	INT-B 125	: REV Orch.Hit	INT-B 165	: REV Conga		
INT-B 86	: Verb Tom Lo	INT-B 126	: REV TeknoHit	INT-B 166	: REV Tamb		
INT-B 87	: Dry Tom Hi	INT-B 127	: REV Back Hit	INT-B 167	: REV Maracas		
INT-B 88	: Dry Tom Lo	INT-B 128	: REV PhillHit	INT-B 168	: REV Guiro		
INT-B 89	: Cl HiHat 1	INT-B 129	: REV Steel DR	INT-B 169	: REV Cuica		
INT-B 90	: Cl HiHat 2	INT-B 130	: REV Tin Wave	INT-B 170	: REV Metro		
INT-B 91	: Op HiHat	INT-B 131	: REV NatrlSN1	INT-B 171	: Loop 1		
INT-B 92	: Pedal HiHat	INT-B 132	: REV NatrlSN2	INT-B 172	: Loop 2		
INT-B 93	: 606 HiHat Cl	INT-B 133	: REV PiccloSN	INT-B 173	: Loop 3		
INT-B 94	: 606 HiHat Op	INT-B 134	: REV BalladSN	INT-B 174	: Loop 4		
INT-B 95	: 808 Claps	INT-B 135	: REV Side Stk	INT-B 175	: Loop 5		
INT-B 96	: Hand Claps	INT-B 136	: REV SN Roll	INT-B 176	: Loop 6		
INT-B 97	: Finger Snaps	INT-B 137	: REV Brush 1	INT-B 177	: Loop 7		
INT-B 98	: Ride 1	INT-B 138	: REV Brush 2	INT-B 178	: R8 Click		
INT-B 99	: Ride 2	INT-B 139	: REV Brush 3	INT-B 179	: Metronome 1		
INT-B 100	: Ride Bell 1	INT-B 140	: REV LiteKick	INT-B 180	: Metronome 2		
INT-B 101	: Crash 1	INT-B 141	: REV HybridK1	INT-B 181	: MC500 Beep 1		
INT-B 102	: China Cym	INT-B 142	: REV HybridK2	INT-B 182	: MC500 Beep 2		
INT-B 103	: Cowbell 1	INT-B 143	: REV Old Kick	INT-B 183	: Low Saw		
INT-B 104	: Wood Block	INT-B 144	: REV Timpani	INT-B 184	: Low Saw inv		
INT-B 105	: Claves	INT-B 145	: REV VerbTomH	INT-B 185	: Low P5 Saw		

AR Series Compatible Media Guide

Current Operating Systems
 AR-100 1.07 Flash RAM
 AR-2000 1.19 Flash RAM

PC Cards

<u>Manufacturer</u>	<u>Model</u>	<u>Capacity</u>
SanDisk	SDP5-1.8	1.8Mb
	SDP3B-2	2.0Mb
	SDP5-2.5	2.5Mb
	SDP3B-4	4Mb
	SDP5-5	5Mb
	SDP3B-6	6Mb
	SDPB-8	8Mb
	SDP5-10	10Mb
	SDP5-20	20Mb
	SDP5A-40	40Mb
Hewlett-Packard	F1012A	5Mb
	F1013A	10Mb
	F1014A	20Mb
Motorola	MCM390180ATA	1.8Mb
	MCM390250ATA	2.5Mb
	MCM390500ATA	5Mb
	MCM391000ATA	10Mb
	MCM392000ATA	20Mb
	MCM394000ATA	40Mb
Verbatim	89759	5Mb
	89760	10Mb
	89761	20Mb
	090655	40Mb
H Co Computer Products	PCMCIA-ATA2	2Mb
	PCMCIA/2BN	2Mb SRAM

Fixed Hard Drives

<u>Manufacturer</u>	<u>Model</u>	<u>Capacity</u>
H Co	HD 260	260Mb

Contact Sources

PCMCIA Flash RAM and SRAM Cards and PCMCA type III Hard Drives

HCo Computer Products	(800) 726-2477
Prima International	(800) 737-7462
AV Labs	(818) 293-8822
Essex	(408) 229-8035



DM-80/800 Multi Track Disk Recorder Compatibility Guide

DM-80
Current Operating System
E-PROM 2.23
Track Manager Software
ver. 2.04

DM-800
Current Operating System
E-PROM 2.10
DIF-800
ver. 1.20

Most SCSI hard drives that adhere to "AV" specifications will work with the DM-80/800. Keep in mind, drives that do not meet AV specs are often still reliable for data storage – but we don't recommend them for recording. In the following charts, we've made a distinction as to the reliability of each drive for both storage and recording/playback.

The DM-800 can format a compatible drive with a capacity of up to 4 GB per SCSI buss (A and B) – including the internal drive. If you're using multiple external drives, the DM-800 is capable of cascading up to six SCSI devices per buss with the same 4 GB per buss limit. Again, any internal drive is included in the 4 GB total. Rackmount drives are available from companies listed under *Contact Sources*.

Suggested specifications for recordable hard drives:

- 13ms Access Time
- No or Intelligent Recalibration
- Active Termination
- 1:1 Interleave
- Slip Sectoring
- Macintosh Compatible

Fixed Hard Drives

Manufacturer	Model	Capacity	Storage	Record/Playback
Quantum	Trailblazer	850 MB	Yes	Yes
Quantum	Fireball	1 GB	Yes	Yes
Quantum	Atlas XP34300W	4.3 GB	Yes	Yes
Seagate	ST15150N	4 GB	Yes	Yes

Removable Media Drives

Winchester Mechanism

Manufacturer	Model	Capacity	Storage	Record/Playback
Nomai *	M540 MCD	540 MB*	Yes	Yes
Syquest**	230	230 MB	Yes	No
Syquest**	SyJet	1.5 GB*	Yes	Yes

*Cannot do Physical Format – Initialize Only
 ** These drives should be physically formatted before use.

Optical (MO) Drives*

<u>Manufacturer</u>	<u>Model</u>	<u>Capacity</u>	<u>Storage</u>	<u>Record/Playback</u>
Olympus	2.6GB MO	2.3 GB	Yes	No
Sony	Vertex 2.6GB	2.3 GB	Yes	No
Fujitsu**	640/230	540/230 MB	Yes	Yes

*Can format 512KB sector optical media only.

**Record/Playback depends on disc's filled capacity and fragmentation of files.

RGB Monitors

These monitors require special adapter cables. See the *Contact Sources* list for suppliers.

<u>Manufacturer</u>	<u>Model</u>	<u>Manufacturer</u>	<u>Model</u>
Atari SC-1224		Mitsubishi	Diamondscan
Atari	SC-1435	NEC	3D
Commodore	1080 & 1084	Sony	PVM
Darius	TSM 1431	Sony	KV 1311
Magnavox	8762	Taxan	610/420
		Zenith	ZVM 133

S-Video

The Roland DM-800 can be used with TV monitors, A/V Computers and Computer Video capture boards (Mac & IBM compatible) to display their output. The DM-800 can supply either S-Video or Color Composite signals. See the Contact Sources list for companies that sell these monitors and boards.

SCSI DAT Drives

<u>Manufacturer</u>	<u>Model</u>	<u>Storage</u>	<u>Record/Playback</u>
Wang	Data DAT 1300	Yes	No
Archive	Python Data DAT 4360XT	Yes	No
APS	Call for current drive	Yes	No
Dynatek	Call for current drive	Yes	No
Teac	Data Cassette MT-2St/F50	Yes	No

Contact Sources

Desktop SCSI Drives:

APS	(800) 354-1213
Dynatek	(902) 832-3000
Nomai	(888) 996-6624
Pacific Coast Technologies (PCT)	(619) 693-0209

Rackmount SCSI Drives:

Pacific Coast Technologies	(619) 693-0209
Dynatek	(902) 832-3000
RAMTEK	(313) 513-7440
SoundLogic	(619) 789-6558
Glyph Technologies	(800) 335-0345
Rorke Data	(800) 328-8147

Monitor Cables:

Redmond Cable (WA)	(206) 882-2009
Redmond Cable (TN)	(423) 478-5760

RGB Monitors:

Direction Sound & Vision	(310) 276-2063
SoundLogic	(619) 789-6558

Monitors (S-Video):

AVVID	(800) 924-2932
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Computer Video Capture

Cards (S-Video and Composite)

MacWarehouse (MAC)	(800) 255-6227
Tiger Software (IBM)	(800) 888-4437



Digital Sampler Compatibility Guide

Current Operating Systems

S-760	2.24
S-770 / 750	2.25
SP-700	1.12 EEPROM
MS-1	1.12
JS-30	1.03 EEPROM
DJ-70	ES.06
DJ-70MkII	1.03 EEPROM

Most of the drives in this guide come in rackmount versions as well as desktop units. The last page of this guide has the contact information for the companies that can package various drives in rack configurations.

CD-ROM Drives

The S-760's System Versions 2.19 - 2.24 have 7 CD audio drivers that will support most CD-ROMs with the CD-Player function. See the Supplemental Note for information on how to set drivers.

<u>Sony</u>	<u>NEC</u>	<u>Chinon</u>	<u>Plextor</u>
4x Speed	8x Speed	2x Speed	12x Speed
CDU-76S	CDR-410	CDX-525	PX-12CSE
CSD-7611M	4x Speed	CDX-535	8x Speed
Apple 600E +	CDR-511	1x Speed	PX-85CS
2x Speed	3x Speed	CDX-435	6x Speed
CDU-55S (Caddieless)	CDR-510	CDX-431	PX-65CXS
Apple CD-300E	2x Speed		4x Speed
CDU-561	CDR-211	<u>Toshiba</u>	PX-43CS
Apple CD-300	CDR-210	12x Speed	2x Speed
1x Speed	1x Speed	XM-5701TA	DM-3028
CDU-541	CDR-84	4x Speed	DM-5024
CDU-6111	CDR-74	4x Speed	1x Speed
Roland CD-5	CDR-38	XM-3501	M-5024D
	CDR-37	3x Speed	
Panasonic	CDR-36	TMX-5201B	Pioneer (S-760 Only)
LK-RC503 (CR 503)	CDR-35	2x Speed	6 Disc Multi CD-ROM
	CDR-25	XM-4402A	Changers
		XM-3401	
<u>MediaVision</u>	Phillips	1x Speed	4x Speed
1x Speed	8x Speed	XM-3301	DRM-604X
Reno Drive	PCA80SC		2x Speed
			DRM-602X

Roland Digital Samplers are not currently compatible with CD-ROM writers or WORM Drives.

Hard Drives

Most SCSI hard drives that are fully compatible with Macintosh computers will work with the 700 Series digital samplers. Our samplers format up to 600MB per drive. Rackmount drives are available from companies listed in Contact Sources on page 3.

Suggested types of Fixed Hard Drives:

Quantum Seagate Toshiba JVC Maxtor Conner Fujitsu

Removable Media Drives

SyQuest Mechanisms

44MB 88MB 105MB 135MB 200MB 230MB 270MB

IoMega Mechanisms

Bernoulli 150MB*

ZIP 100 Mbytes

Jaz 1 Gigabyte

The Iomega Zip and Jaz drives should have system 2.24 for the S-760 and 2.25 for the S-770/750 samplers. The SP-700 will need the 1.12 EEPROM update to support the newer ZIP drives. * The JS-30 needs ROM version 1.03 to work with ZIP 100 drives. The DJ-70MkII needs Operating system 1.02 to work with Iomega JAZ drives.

Other Mechanisms

Nomai

540MB MCD

Does not format discs, only initializes preformatted cartridges

Optical Drives

* Use 512k Sector discs for all Optical Media.

128MB Mechanisms*

Ricoh
RS-3100E
Chinon Relax Sierra
RS-5031E

Sony
RMO-S350
RMO-S360
301F

230MB Mechanisms*

Fujitsu
512

Olympus
MOS321

256MB Mechanisms*

Most
Ocean Micro

230/540MB Mechanisms*

Fujitsu
APS

Optical Drives (Continued)

600MB Mechanisms*

Sony

RM-S-550
 FWB/Hammerdisk
 MassMicro/Datapak
 ThirdWave/Optidisk
 PLI/Optical 5.25
 Sharp JY-750
 Maxoptix Tahiti-2

Ricoh

RS-9200

Panasonic Gemini PCD

4xCD-ROM and MO drive
 Phase Change / CD
 Subsystem

1.3 GB Mechanisms*

Sony

SMO-F521
 Pinnacle Micro Sierra 1.3
 Maxoptix Tahiti 3

SCSI DAT Drives

Wang DATA DAT 1300
 Archive Python Data DAT 4360XT

APS DAT*
 Dynatek*

Hewlett Packard
 Teac Data Cassette MT-2St/F50

* Does not work with S-770 / S-750 Samplers. The S-770/750 must use Hacker Mode to use Data DATs.

Memory

We recommend using the highest quality SIMM's possible. See the phone numbers under contact sources for companies recommended by Roland U.S. for compatible SIMMs.

S-770, DJ-70 & JS-30

30pin 1x8Mbyte,
 100ns or faster

S-750 & SP-700

30pin 4x8Mbyte,
 100ns or faster

S-760 & DJ-70MkII

8Mbyte- 72pin type 2-megaword x 32 bit D-RAM modules.
 16 4-megabit D-RAMS built-in. Access time-within 80 nsec

16Mbyte- 72pin type 4-megaword x 32 bit D-RAM modules.
 16 4-megabit D-RAMS built-in. Access time-within 80 nsec

MS-1 Memory Cards

The MS-1 Digital Sampler uses the Sandisk type of ATA Type II Flash RAM PCMCIA Cards. These PC cards can be ordered through distributors at the end of this guide. See Memory Distributors.

RGB Monitors

These Monitors require special adapter cables. See the Contact Sources list for suppliers.

Atari SC-1224
 Atari SC-1435
 Mitsubishi Diamondscan
 Taxan 610/420

NEC 3D
 Magnavox 8762
 Commodore 1080 & 1084
 Sony KV1311

Sony PVM
 Zenith ZVM133
 Darius TSM-1431

S-Video

The Roland S-760 can be used with TV monitors, A/V Computers and Computer Video capture boards (Mac & IBM compatible) to display its output. The S-760 can supply either S-Video or Color Composite signals. See the Contact Sources list for companies that sell these monitors and boards. The S-770/750 Digital Samplers output their composite signals in black & white only.

CD-ROM Writers and Software

The 700 Series Digital Samplers can not directly address CD-ROM writers, however you can copy a 700 Series Hard drive to a CD-ROM writer by using a computer with CD-ROM premastering software. The list below contains programs that we know to work by making a bit by bit or SCSI device copy of a hard drive to a CD-ROM. The CD-ROM writer compatibility will depend if these drives are supported by the software listed below.

Hybrid Formatter (Sony)

QuickTopix 2.0 (Optical Media International)

Gear (Elektroson)

Toast (Astarté)

Contact Sources

Rackmount SCSI Drives:

	Phone
Pacific Coast Technologies)	(619) 693-0209
Dynatek	(902) 832-3000
RAMTEK	(313) 513-7440
SoundLogic	(619) 789-6558
Glyph Technologies	(800) 335-0345
Roake Data	(800) 328-8147

Desktop SCSI Drives:

APS	(800) 354-1213
MacWarehouse	(800) 255-6227
Dynatek	(902) 832-3000
Pacific Coast Technologies	(619) 693-0209

Memory Distributors

AV Labs*	(818) 293-8822
Advantage Memory *	(800) 266-0488
SoundLogic †	(619) 789-6558
Bell Micro**	(408) 451-1680
Prima International**	(800) 737-7462
Essex**	(408) 229-8035
HCo †	(800) 726-2477

* (SIMMs & PCMCIA)

† (SIMMs Only)

** PCMCIA Only)

Monitors (RGB)

Direction Sound & Vision	(310) 276-2063
SoundLogic	(619) 789-6558

Monitors (S-Video)

AVVID	(800) 924-2932
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Computer Video Capture

Cards (S-Video and Composite)

MacWarehouse (Mac)	(800) 255-6227
Tiger Software (IBM)	(800) 888-4437

Monitor Cables

Redmond Cable	(206) 882-2009 WA
	(423) 478-5760 TN

Video, Mouse & SCSI Switchers

Redmond Cable	(206) 882-2009 WA
	(615) 478-5760 TN

Video & Mouse Switcher (RGB)

SHP manufacturing	(310) 459-5619
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SCSI Patchbays

Electricia Services	(818) 543-0383
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CD-ROM Writer Programs

Gear / Elektroson	(800) 606-6116
Hybrid Formatter / Sony	(800) 654-8802
QuickTopix / OMI	(800) 347-2664
Astarté	(800) 255-4020

3rd Party

CD-ROM Distributors

Spectrasonics	(800) 764-9379
Q Up Arts	(408) 688-9524
East-West Soundwarehouse	(310) 858-8797
Ilio Entertainment	(800) 747-4546
InVision	(800) 468-5530
NorthStar	(503) 760-7777
SampleHeads	(212) 262-3488



VS-Series Digital Studio Workstation

Compatible Media Guide

Current Operating Systems
VS-840 1.02
VS-880 3.100
VS-1680 1.014

If a drive is not listed in this guide, it does not necessarily mean that it is not compatible. To make suggestions for future compatibility testing, please contact Roland at (323) 685-5141 ext. 482.

The VS-880 can format a compatible drive in either 512 MB or 1 GB (1000 MB) partitions. For drives larger than 1 GB, the VS-880 is capable of addressing up to four 1 GB partitions per SCSI I.D. Therefore, drives with up to 4 gigabytes can be fully utilized by the VS-880. Drives smaller than 500 MB will automatically be formatted to their fullest capacity in a single partition.

The VS-1680 can format a compatible drive in either 1 GB or 2 GB partitions and can also access up to four partitions. Therefore, drives with up to 8 gigabytes can be fully utilized by the VS-1680.

Most SCSI hard drives that adhere to "AV" specifications will work with the VS-880 and VS-1680. Keep in mind, drives that do not meet AV specs, though not recommended for recording and playback, are often still reliable for data storage. In the following charts, we've made a distinction as to the reliability of each drive for both storage and recording/playback.

Suggested specifications for recordable hard drives:

- 13ms Access Time
- No or Intelligent Recalibration
- Active Termination
- 1:1 Interleave
- Slip Sectoring
- Macintosh Compatible

Fixed Hard Drives (VS-880/1680)

Internal -IDE

Manufacturer	Model	Capacity
IBM	DBOA-2540, DHAA-2540	540MB
IBM	DPRA-20810, DSOA-20810	810MB
IBM	DSOA-21080 Travelstar 2LP, DMCA-21080	1GB
IBM	DMCA-21440	1.44GB
IBM	DTNA-22160	2.1GB
Hitachi	DK222A-54	540MB
Hitachi	DK212A-81, DK223A-81	810MB
Hitachi	DK212A-10	1GB
Hitachi	DK 223A-11	1.1GB
Hitachi	DK 213A-13	1.3GB
Hitachi	DK224A-14, DK225A-14	1.4GB
Hitachi	DK225A-21, DK226A-21	2.1GB
Quantum	Europa 540AT	540MB
Quantum	Europa 810AT	810MB
Toshiba	HDD2731 or MK-1002 MAV	1GB
Toshiba	HDD2716 or MK-2103 MAV	2GB
Toshiba	HDD2619 or MK-3003 MAV	3GB

Fixed Hard Drives cont. (VS-880/1680)

External - SCSI

Manufacturer	Model	Capacity	Storage	Record/Playback
Quantum	Atlas XP34300W	4.3 GB	Yes	Yes
Quantum	Atlas XP34550W	4.3 GB	Yes	Yes

Removable Media Drives (VS-840/880/1680)

Winchester Mechanism

Note: The VS-1680 is currently recommended for backup only with these drives. Also, the VS-840 is currently only compatible with the IoMega ZIP-100 drive for backup only.

Manufacturer	Model	Capacity	Storage	Record/Playback
Syquest	135	135 MB	Yes	Yes (VS-880 only)
Syquest **	SyJet	1.5 GB	Yes	Yes (VS-880 only)
Nomai	M540 MCD	540 MB*	Yes	Yes (VS-880 only)
Syquest **	230	230 MB	Yes	Yes (VS-880 only)
IoMega	ZIP-100	100MB	Yes	Yes (VS-880 only)

*Cannot do Physical Format – Initialize Only

** Should be physically formatted before use.

Magneto Optical Drives*

Manufacturer	Model	Capacity	Storage	Record/Playback
Olympus	2.6GB MO	2.3 GB	Yes	No
Sony	Vertex 2.6GB	2.3 GB	Yes	No
Fujitsu**	640/230	540/230 MB	Yes	Yes

*Can format 512KB sector optical media only

**Record/Playback depends on disc's filled capacity and fragmentation of files.

Note: These drives have not yet been tested with the VS-1680.

Contact Sources

Rackmount SCSI Drives:

RAMTEK	(313) 513-7440
SoundLogic	(619) 789-6558
Glyph Technologies	(800) 335-0345
Rorke Data	(800) 328-8147

Desktop SCSI Drives:

APS	(800) 354-1213
Dynatek	(902) 832-3000
Nomai	(888) 996-6624

Internal IDE Drives

HCo Computer Products	(800) 726-2477
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The following is a listing of the TurboStarts contained in this book. TurboStarts are arranged alphabetically by model number.

A-30/AX-1	MIDI Keyboard Controller	ME-10	Guitar Multi Effects
A-33	MIDI Keyboard Controller	ME-30	Guitar Multi-Effects
A-70	Expandable Controller	MS-1	Micro Sampler
A-80	MIDI Keyboard Controller	MSD	Music Style Disks
A-90/EX	Expandable Controller	PMA-5	Personal Music Assistant
DJ-70mkII	Sampling Workstation	R-8mkII	Human Rhythm Composer
DR-5	Dr. Rhythm Section	R-70	Human Rhythm Composer
DR-550mkII	Dr. Rhythm	RA-90	Intelligent Arranger
DR-660	Dr. Rhythm	RA-95	Intelligent Arranger
DS-330	Dr. SoundCanvas	RA-800	Realtime Arranger
E-66	Intelligent Synthesizer	RD-500	Digital Stage Piano
FC-200	Foot Controller	RD-600	Digital Stage Piano
G-600	Arranger Workstation	SC-33	SoundCanvas
G-800	Arranger Workstation	SC-88	SoundCanvas
GP-100	Guitar Preamp/Processor	SC-880	64-Voice Synthesizer Module
GR-09	Guitar Synthesizer	SD-35	SoundCanvas
GR-1	Guitar Synthesizer	SES	Sound Expansion Series Modules
GR-30	Guitar Synthesizer	SP-202	Dr. Sample
GT-5	Guitar Effects Processor	SP-808	Groove Sampler
GX-700	Guitar Effects Processor	SPD-11	Total Percussion Pad
JD-800	Programmable Synthesizer	SPD-20	Total Percussion Pad
JD-990	Super JD Synthesizer	SX-700	Studio Effects Processor
JP-8000	Music Synthesizer	TD-5K	Compact Drum System
JS-30	Sampling Workstation	TDE-7K	Compact Drum System
JX-305	Groove Synthesizer	TD-7T	TD-7 Turbo Version
JV-35	Expandable Synthesizer	TD-10	V Drums
JV-50	Expandable Synthesizer	VG-8	V Guitar System
JV-90	Expandable Synthesizer	VG8S-1	VG-8 System Expansion
JV-880	Multitimbral Synth Module	VK-7	Combo Organ
JV-1000	Music Workstation	VS-1680	24-bit Digital Studio Workstation
JV-1080	Multitimbral Synth Module	VS-840	Digital Studio Workstation
JV-2080	Multitimbral Synth Module	VS-880	Digital Studio Workstation
MC-50mkII	Microcomposer	VS-880-S1	VS-880 System Expansion
MC-303	Groove Box	VS-CDR-S2	CD Recorder System for the VS-880
MC-505	Groove Box	XP-10	Multitimbral Synthesizer
ME-6	Guitar Multi-Effects	XP-50	Music Workstation
ME-8	Guitar Multi Effects	XP-60	Music Workstation
ME-8B	Bass Multi Effects	XP-80	Music Workstation


A-30/AX-1
KEYBOARD CONTROLLERS

TURBOSTART

*** ROLAND A-30/AX-1 TURBO FACTS ***

Perfect for playing sounds from a GS/GM sound module, these MIDI keyboard controllers can transmit on two MIDI channels simultaneously, create splits and layers, and can Start/Stop a sequencer from the front panel.

• **Initializing**

To restore the original factory settings, hold down the WRITE button and then turn the power on.

• **Selecting Patches**

- 1) Press the PATCH button so the LED is lit.
- 2) Use the numbered buttons to select patches 1-16 (The numbers ABOVE the buttons indicate the patch number).
- 3) To select patches 17-32, press the boxed-in "17-32" button, then press the patch button (now the boxed-in numbers above the buttons indicate the patch number).

• **Editing**

You can transmit on two MIDI channels simultaneously (upper and lower) with completely programmable split points. KBD MODE allows you to enable the lower part, the upper part or both parts. The SPLIT LEDs will indicate your choice. The EDIT buttons allow you to select which of the two parts you wish to edit. Again, an LED will indicate your choice. You can avoid much confusion by making sure that the part you are editing is the same as the part you have enabled under KBD Mode. The procedures described in the following sections concern editing patches. To properly edit a patch:

- 1) Make sure PATCH LED is OFF (Press PATCH button if necessary).
- 2) Use the SPLIT buttons to choose which part you are listening to (Upper or Lower).
- 3) Use the EDIT buttons to choose the part to be edited (Upper or Lower).

To write a patch, press and hold down WRITE, then push the patch button corresponding to the patch location desired. When writing a patch, the information remembered will include:

- Data Entry assignment.
- Value of Beats Per Minute.
- Values of CC00, CC32 and Program Change.
- Effects settings.
- CC07 (volume) settings.
- MIDI channel assignments.
- Splits and parts enabled.
- Octave assignments.

• **Editing (cont.)**

- Filters for control messages (Pitch Bender, Modulation, Sustain)
- Assignment of Expression Lever (Modulation/Aftertouch)

• **Setting Split Point**

There are three different keyboard modes: Single (Upper or Lower alone), Split (Upper on right keyboard side, Lower on left), and Layer (two sounds overlapping). To configure your keyboard into one of these modes, you will need to set the upper limit of the Lower part and the lower limit of the Upper part like this:

- 1) Make sure the PATCH LED is OFF.
- 2) Press and hold the LOWER button under KBD Mode until the LED begins flashing.
- 3) Now press the key that corresponds to your desired limit point.
- 4) Repeat this process with the UPPER button.

• **Sending Program Changes**

To send a program change message (which will call up the Capital Tones on a GS instrument):

- 1) Make sure the PATCH LED is OFF.
- 2) Press the PROGRAM CHANGE button.
- 3) Now use the buttons numbered 1-0 (underneath the buttons) to select your Program Change number.
- 4) Press ENTER to send the message.

Each factory patch (1-32) is programmed to send a program change number corresponding to a specific instrument belonging to a family of instruments that is listed in blue above the numerical buttons (Piano, Chromatic Percussion, Guitar, etc.) Each of these instrument families consists of several sounds of a similar type.

• **Sending a Bank Select message to access a Variation (Sub-Capital) Tone**

- 1) Press the PATCH button if necessary (the LED should be OFF).
- 2) Press the CC00 button.
- 3) Now use the buttons numbered 1-0 to enter the Bank value (usually either 8 or 127 on GS products).
- 4) Press ENTER.
- 5) Now use the buttons numbered 1-0 to select your Program Change number.
- 6) Press ENTER to send the message.


A-33
MIDI KEYBOARD CONTROLLER

TURBOSTART

*** ROLAND A-33 TURBO FACTS ***

The A-33 is a versatile 76-note master keyboard which combines advanced MIDI control with user-friendly functions. This professional quality controller can run on batteries or AC power. It offers a semi-weighted action, two key zones for creating layers and splits, dedicated buttons for changing octaves, programmable transposition, and 64 Patch locations (32 user and 32 preset). In addition to the new preset Patches, the A-33 also has several new features including keyboard velocity scaling, external inputs for both sustain and expression pedals, and two selectable MIDI outputs. It has a new button layout which makes it easy to use and it comes in an attractive black finish.

• **Initialize**

- 1) Hold WRITE and turn the power on.

• **Selecting Patches**

- 1) Connect a MIDI cable from the A-33's MIDI OUT to the MIDI IN of a sound module (preferably a GM/GS module such as the MGS-64).
- 2) Press PATCH A and use the PATCH buttons to select Patches 1-16 (The Patch numbers are labeled above the buttons).
- 3) To select the second set of 16 Patches, press PATCH B, and use the PATCH buttons 1-16.

• **Creating a Layer or Split**

- 1) Select Patch A-1. KBD MODE/UPPER will light and a program change message for a Piano (if your module is General MIDI compatible) will be assigned to channel 1.
- 2) Press KBD MODE/LOWER to layer a Bass (GM), on channel 2, with the Piano.
- 3) Press KBD MODE/SPLIT to split the UPPER and LOWER. The Piano and Bass will split between the E and F below middle C.

• **Changing the Split Point**

- 1) Using the same Patch, hold SPLIT.
- 2) While holding SPLIT, press the key where you want the split point.

• **Changing Octaves & Transposition**

- 1) Press SELECT/UPPER and use the OCTAVE UP and DOWN buttons to change the octave of the Piano Part. (There is a five octave range available).
- 2) Press SELECT/LOWER and repeat this procedure for the lower Part.
- 3) Pressing TRANSPOSE will transpose the entire keyboard up a half step.
- 4) To set the transpose to a different interval, hold TRANSPOSE and press a key up to an octave above or below middle C.

• **Selecting Tones with Program Change**

- 1) Press EDIT followed by SELECT/LOWER if it is not lit.
- 2) Press PROGRAM CHANGE (also labeled 15).
- 3) Use the buttons numbered 1 through 0 (labeled under the buttons) to select your Program Change number. To call up Synth Strings, press 5 followed by 1.
- 4) Press ENTER to send the message.
- 5) Activate the KBD MODE/ UPPER and LOWER buttons to create a layer of Piano and Strings.

• **Selecting Variation Tones with Bank Select**

- 1) Press EDIT followed by SELECT/LOWER if it is not lit.
- 2) Press CC00 (also labeled 13).
- 3) Use the buttons numbered 1 through 0 to select your Bank value. (Depending on the sound module, variations of Synth Strings are found using a bank select 0 value of 8, 64, and 65).
- 4) Press 8 followed by ENTER to send the bank select message.
- 5) Press ENTER again to re-send program change 51, or select a new Program Change number and press ENTER to send the message.

• **Data Entry Slider**

- 1) The Data Entry Slider can be assigned to any of the 127 Controllers. Currently it controls volume for the lower Strings Part.
- 2) Press EDIT followed by SELECT/LOWER.
- 3) Press DATA ENTRY ASSIGN.
- 4) Use the buttons numbered 1-0 to select the desired controller number. For example, 91 will control Reverb level.
- 5) Press ENTER. The Data Entry Slider will now send the controller information over the selected Part's MIDI channel.

• **Writing Patches**

- 1) Press PATCH A or B (under Mode) to select the desired Patch group.
- 2) Hold WRITE.
- 3) Press the desired Patch button (1-16).

• **Sequencer Start/Stop**

- The A-33 can START/STOP and control the tempo of an external MIDI sequencer.
- 1) Connect the MIDI OUT of the A-33 to the MIDI IN of the sequencer. Set your sequencer to sync to MIDI Clock.
 - 2) Assign the Data Entry Slider to #129. The slider will now control the tempo of your sequencer (the default tempo is 120 BPM).
 - 3) START/STOP will start and stop your sequencer and the tempo setting can be stored as part of the Patch.

*** Roland A-70 TURBO FACTS ***

The A-70 is an expandable keyboard controller that offers extensive MIDI control combined with simple, one-touch operation. Here are a few of the features:

- 76 note partially weighted keyboard with aftertouch
- 4 independent MIDI outputs and 8 zones allow control of up to 64 channels
- 64 Programmable Performances
- 15 Assignable controllers (sliders, buttons, pedals)
- External Sequencer Control (Tempo, Start, Stop, Reset, Song Select)
- Expandable with the VE-RD1, VE-GS1 or the VE-JV1 Voice Expansion Boards
- Displays Patch names with a built-in database containing preset Patch lists for many sound sources as well as 4 user-definable Patch lists

• **Initializing**

Use the following procedure to restore the factory settings:

- 1) Hold MANUAL and turn the power on.
- 2) Press ENTER.

• **Selecting a Performance**

Use the following procedure to select a Performance:

- 1) Make sure that the EDIT button as well as the INT and EXT buttons are not lit.
- 2) Use the INC/DEC buttons, or type a number (01-64) on the 10 Key Pad and press ENTER to select a Performance.

• **Selecting a V-EXP Tone**

Use the following procedure to select a tone from a Roland Voice Expansion Board that has been installed in the A-70:

- 1) Under ZONE, Press INT A so it is lit.
- 2) Under DESTINATIONS, Press INT so it is lit.
- 3) Under PARAMETER SELECT, press PATCH.
- 4) Use the INC/DEC buttons to select the desired Patch.

• **Layering Sounds**

Use the following procedure to layer two sounds:

- 1) Under ZONE, press INT A so it is lit.
- 2) Under DESTINATIONS, press INT so it is lit.
- 3) Under PARAMETER SELECT, press PATCH.
- 4) CURSOR LEFT to select the first number, which corresponds to Zone A.
- 5) Use the INC/DEC buttons to select the desired sound.
- 6) Under ZONE, press INT B so it is lit.
- 7) CURSOR RIGHT to select the next number, which corresponds to Zone B.
- 8) Use the INC/DEC buttons to select the desired sound.

• **Setting up a Split**

Use the following procedure to create a split on the A-70:

- 1) Assign a Tone to Zones A and B as described in the previous section.
- 2) Under DESTINATIONS, press INT so it is lit.
- 3) Under PARAMETER SELECT, press KEY RANGE.
- 4) CURSOR UP to Key Range Lower.
- 5) CURSOR LEFT to select the first number, which corresponds to Zone A.
- 6) Hold ENTER, and press C3 on the keyboard.
- 7) CURSOR DOWN to Key Range Upper.
- 8) CURSOR RIGHT to select the second number, which corresponds to Zone B.
- 9) Hold ENTER and press C#3 on the keyboard. Zone A should now play above C3 and Zone B should play below.

• **Controlling an External Sequencer**

- 1) Set the external sequencer to MIDI sync.
- 2) Press TEMPO and use the SONG SELECT LEFT/RIGHT buttons to select a song on the external sequencer.
- 3) Use the DATA ENTRY slider to adjust the tempo of your sequencer.
- 4) Press START to start the song.
- 5) Press RESET to return to the beginning of the song.

• **Viewing Patch Names of External Devices**

The A-70 allows you to display Patch Names for many devices using bank select MSB and LSB messages. Use the following procedure to display the Patch Names for the Roland SC-55:

- 1) Double click the EDIT button.
- 2) Type 0,2 on the 10 key pad and press ENTER.
- 3) Under ZONE, press EXT A so that it is lit.
- 4) Use the INC/DEC buttons to select #6 (SC-55).
- 5) Press EDIT so it is off.
- 6) Under DESTINATIONS, press EXT.
- 7) Under PARAMETER SELECT, press BANK SELECT.
- 8) CURSOR UP to display BM in upper the left corner.
- 9) CURSOR LEFT to select ZONE A.
- 10) Press 0 on the 10 Key pad.
- 11) CURSOR DOWN to display BL in the upper left corner.
- 12) Press 0 on the 10 Key pad.
- 13) Under PARAMETER SELECT, press PGM CHANGE.
- 14) Use the INC/DEC buttons to select the desired Tones. The Tone names will be displayed.

• **Soloing Zones / Outputs**

Use the following procedure solo a Zone or Output:

- 1) Double click the desired ZONE or OUTPUT button.
- 2) Double click a second time to return to the previous settings.

 Roland®
A-80

MIDI KEYBOARD CONTROLLER

TURBOSTART

*** ROLAND A-80 TURBO FACTS ***

The A-80 is a powerful 88-note, MIDI controller keyboard with the key range and feel of a concert grand piano. System Exclusive information can be stored in a Patch which can also transmit on four independent MIDI Zones.

• **Initializing**

- 1) Hold down the 1st, 3rd & 4th buttons under the display screen and the CHANNEL button.
- 2) Press any cursor button.

Before using the A-80, you may wish to plug a footswitch into the pedal 3 jack. It is set (by default) for sustain on all Zones.

• **Selecting Patches**

To select patches on the A-80:

- 1) Press the PATCH button (if it is not already lit)
- 2) Select bank and number of the desired patch using PATCH BANK and PATCH NUMBER buttons

• **Muting and Soloing Zones or Outputs**

The 4 MIDI outputs from the A-80 carry identical information. This allows different modules (or banks of modules) to be easily muted or soloed.

To mute an output:

- 1) Press the OUTPUT button (if it is not already lit)
- 2) Press the MUTE button (if it is not already lit)
- 3) To mute an output, press the corresponding output button until it is unlit. Active tracks are lit, muted tracks are unlit
- 4) To solo any output, press the solo button & corresponding output button

To mute a zone:

- 1) Press the ZONE button
- 2) Press the MUTE button
- 3) Active zones are lit, muted zones are unlit
- 4) To solo any zone, press the solo button & corresponding zone button

• **Setting Zone MIDI channels**

Before doing any editing on the A-80, it is important to understand that the A-80 has no buffer memory. Therefore, any edits are made directly on a patch, and take effect immediately. For this reason, you should only turn the EDIT light on when making a change, then immediately turn it off.

• **Setting Zone MIDI Channels (cont.)**

To simplify this procedure, let's begin by working on one zone.

- 1) From the main screen, press View, then press Zone
- 2) Select the zone you wish to set by first pressing the ZONE button, then turn off SOLO and MUTE buttons.
- 3) Now select zone to be edited (using A, B, C or D buttons)
- 4) Press the EDIT button and use slider 3 to set the MIDI channel. Notice that there will be MIDI channels that cannot be assigned. This is because the A-80 will not let you assign the same MIDI channel to more than one zone.

• **Setting Key Zone Limits**

The A-80 can transmit on 4 separate zones, each with its own upper and lower keyboard limits. To set the key limits of the 4 zones:

- 1) From the main screen, press View, then press Zone
- 2) Select the zone you wish to set by first pressing the ZONE button, then turn off SOLO and MUTE buttons.
- 3) Now select zone to be edited (using A, B, C or D buttons)
- 2) Press the EDIT button and use sliders 1 and 2 to set the lower and upper key zone limits

• **Assigning Program Changes**

The A-80 will transmit a program change for each zone when a Patch is selected. To set the program number sent by each zone:

- 1) From the main screen, press View, then press the ZONE button.
- 2) Select the zone you wish to set by first pressing the ZONE button, then turn off SOLO and MUTE buttons.
- 3) Now select zone to be edited (using A, B, C or D buttons)
- 4) Press PrgmCh and make sure the Zone light is on.
- 5) Turn-on the Edit light and use the Bank and Number buttons to set the desired program number.
- 6) Turn off the Edit light.
- 7) This program change message is now incorporated into the Zone you chose on this Patch. Repeat this process for any other Zone you wish to incorporate a Program Change message into.

 Roland®
A-90/EX
EXPANDABLE CONTROLLER

TURBOSTART

••• ROLAND A-90 TURBO FACTS •••

The A-90 is a comprehensive, expandable keyboard controller that offers simple, one-touch operation. Roland's proprietary PA-4 hammer-action provides the natural resistance and rebound of a fine acoustic grand. The A-90 has 4 independent MIDI outputs, can control up to 8 Zones, stores 64 User Performances, and displays patch names with a built-in database containing patch lists for many Roland sound sources. The A-90EX (A-90 with the VE-RD1 installed) becomes a 64-voice, 4-part multitimbral digital piano/synthesizer with 128 Tones, true stereo piano samples, and built-in effects. The A-90 is also compatible with the VE-GS1 and VE-JV1 Expansion Boards.

• **Initializing**

To restore the factory settings:

- 1) Hold CHAIN and turn the power on.
- 2) Press ENTER.

• **Listen to the A-90EX Demo Songs**

- 1) Press PGM CHANGE and AUX2 simultaneously.
- 2) Use SONG SELECT to choose a demo song.
- 3) Press START.
- 4) To stop playing, press STOP.
- 5) Press EXIT to return to the previous mode.

• **Selecting a Performance**

Performances contain up to 4 Tones, the effect and editing (Attack, Release, Decay, etc.) parameters for the Internal and External Zones. Disable all FUNCTION and ZONE buttons.

- 1) Use the INC/DEC buttons to select a Performance. You can also type in the desired PATCH number on the keypad and press ENTER.

• **Selecting an Internal Tone**

Disable all FUNCTION and ZONE buttons.

- 1) Under ZONE, Press INT A
- 2) Under DESTINATIONS, Press INT.
- 3) Under PARAMETERS, press PATCH.
- 4) Use INC/DEC to change the Patch.

Note: When changing Tones of a Performance, the parameters of that Performance (like Attack and Decay) are still active.

• **Layering Sounds**

Disable all FUNCTION and DESTINATION buttons.

- 1) Use INC/DEC to select St. Concert 1.
- 2) Press ZONE INT B. The indicator will light.
- 3) Press INT under DESTINATIONS.
- 4) Press PATCH so that it is lit.
- 5) Cursor right to select Zone A or B.
- 6) Use INC/DEC to select the desired sound.
- 7) Use the same procedure to layer additional internal or external zones.

• **Setting up a Split**

- 1) Assign a Tone to Zones 1 and 2. See "Layering Sounds"
- 2) Press INT under Destinations so that it is lit.
- 3) Press KEY RANGE under Parameter Select.
- 4) Cursor up to Key Range Lower.
- 5) Cursor left or right to select the desired Zone.
- 6) Hold ENTER, and press the key on the keyboard you wish to be the lowest key in this Zone.
- 7) Cursor down and repeat steps 5 & 6 to set the Upper Key Range.

• **Controller Assignment**

- 1) Press EDIT.
- 2) Move the controller or slider to activate.
- 3) Use the CURSOR and INC/DEC to choose the type and specific controller.
- 4) Cursor right twice and use INC/DEC to change the controller range.
- 5) Press EDIT again to return to previous mode.

• **Controlling an External Sequencer**

- 1) Set the external sequencer to MIDI sync.
- 2) Use the SONG SELECT LEFT & RIGHT to select a song on an external sequencer.
- 3) Press TEMPO and use the DATA ENTRY slider to adjust the tempo of your sequencer.
- 4) Press RESET to go to the beginning of the song.
- 5) Press START to start the song.

• **Viewing Patch Names of External Devices**

Disable all FUNCTION and DESTINATION buttons.

- 1) Press EDIT.
- 2) Cursor to select SYS, then press Enter
- 3) Cursor down to display N-MAP Assign.
- 4) Press ZONE EXT A so that it is lit.
- 5) Use INC/DEC to select the desired Patch Map.
- 6) Press EDIT.
- 7) Under DESTINATIONS, press EXT.
- 8) Press BANK SELECT.
- 9) Cursor up to display BM in upper left corner.
- 10) Cursor left to select ZONE A.
- 11) Use the Ten-Key pad to Enter MSB/CC 0 value (i.e. 81).
- 12) Cursor down to display BL in upper left corner.
- 13) Use the Ten-Key pad to Enter LSB/CC 32 value (i.e. 0).
- 14) Under PARAMETER SELECT, press PGM CHANGE.
- 15) Use the INC/DEC to select the desired Tones.

• **Writing a Performance to Memory**

- 1) Press UTILITY.
- 2) Cursor to WRITE and press ENTER.
- 3) Use INC/DEC to select the memory location.
- 4) Press ENTER twice.


DJ-70MKII
DIGITAL SAMPLER

TURBOSTART

••• **ROLAND DJ-70MKII TURBO FACTS** •••

The DJ-70MKII 16 bit Stereo Sampler provides everything users need to create hot mixes with professional sound quality. New features include memory expansion of up to 32Mbytes using standard 4x16 72-pin SIMMs chips and a built-in SCSI interface for saving and loading sounds. The DJ-70MKII can read the Roland S-700 Series and Akai S-1000/1100 CD Rom sample libraries. It offers additional unique features such as a large graphic display, a Scratch Wheel, 8 play pads, a 37-note keyboard, and an 8 track Realtime Phrase Sequencer. The DJ-70MKII will even let you synchronize tempos of multiple drum loops with its BPM Adjust function and it also lets you load samples while playing. These innovative features and more make the DJ-70MKII a powerful remix and sampling workstation.

• **Playing the Demo Song**

- 1) Turn the power off and insert the factory demo disk.
- 2) Turn the power on and the demo song will automatically load.
- 3) Press START/STOP (under SEQUENCER) to hear the demo. Notice that you can play along with the demo using the samples assigned to the keys, pads, and Scratch Dial.

• **Loading a Patch**

- 1) Make sure that the demo disk is still in the drive and press DISK.
- 2) Cursor up to Target and use the VALUE dial to select Patch.
- 3) Use the CURSOR buttons to highlight the desired Patch. Press F1 followed by S1.
- 4) The Patch is now loaded into memory. Press PLAY and use the VALUE dial to select the Patch. Now you can play it from the keyboard.

• **Recording a Realtime Phrase Sequence (RPS)**

After you have loaded the Demo song, the DJ-70MKII will have several sounds already available to use with the RPS sequencer.

- 1) Press RPS.
- 2) Check to see if there are any tracks currently recorded (indicated by the '•' under Rec). If so, you can erase them by highlighting the track with the cursor arrows and pressing F4 (ERASE).
- 3) Press REC when you are ready to record.
- 4) Play the keys, Scratch Dial, or user pads to start recording. In addition to the key and pad presses, the sequencer will record pitch bend, modulation, and even Scratch Dial movements.
- 5) Press START/STOP to stop recording.
- 6) Press START/STOP to hear your RPS sequence.

• **Sampling from a CD**

- 1) Plug a CD player into the stereo inputs on the back of the DJ-70MKII.
- 2) Press PLAY on the DJ-70MKII.
- 3) Press F5 (SAMPLE) followed by F1 (READY).
- 4) Play your CD and use the Sampling Level knob to adjust the input level so that the LCD peaks at about 3/4 of the way up the meter.
- 5) To start or stop sampling, press SAMPLE START/END. If you are sampling a drum loop, start sampling at the beginning of the first bar and stop sampling after one or two complete bars by pressing SAMPLE START/END again.
- 6) Your sample is now complete, and has been automatically made into a Patch and assigned to the Scratch Dial. You can play it by pressing F4 (the middle F) on the keyboard.
- 7) If you want to retry sampling, press F1 (READY). Press F1 again (YES), then repeat step 5.
- 8) Once you have a sample that you're satisfied with, press PLAY. The sample will be assigned to the Scratch Dial, on pad H, and on the first key on the keyboard.

• **Using the BPM Adjust Function**

This function allows you to match the tempo of multiple drum loops.

- 1) After creating your sample, hold the H pad and press HOLD. You should hear your sample playback continuously without holding the pad.
- 2) Press F3 to get to the BPM Tap screen.
- 3) Tap CUE/TAP at the same tempo as your drum loop. You will hear a beep sound each time you press the button.
- 4) After matching the tempo, press F1 (SET).
- 5) Press PLAY (under MODE).
- 6) Repeat steps 1-5 to assign a tempo to additional samples.
- 7) Hold the H pad and press HOLD. You should hear your sample playback continuously. Depending on the Performance tempo setting, your sample may be faster or slower than when you originally recorded it.
- 8) From the Performance Play screen, use the CURSOR ARROWS to select the BPM display.
- 9) Use the VALUE dial to increase or decrease the tempo. All samples that were assigned tempos will now play back at the Performance tempo.

BOSS
DR-5
DR. RHYTHM SECTION

TURBOSTART

*** BOSS DR-5 TURBO FACTS ***

The DR-5 Dr. Rhythm Section is a programmable backing section including drum, bass and keyboard sounds. It uses "fret-board" buttons and guitar chord macros to program its 4-track sequencer. The DR-5 includes 256 CD-quality sounds, 64 rhythm kits, 200 preset and 200 user patterns of up to 4 bars each, each pattern with three instrument tracks and a drum track. There are 20 song locations with up to 250 parts per song. It has a guitar-in jack with speaker simulation, a tuner, and the ability to program instrument lines from guitar, and single or double footswitch options for live performance.

• **Initializing**

- 1) Hold down both FRET keys while powering on.
- 2) Press ENTER twice.

• **Playing the Demo Song**

- 1) Turn the DATA dial to CIRCUS.
- 2) Press START to hear the Demo Song.
(Press STOP and use FWD or BWD to select specific demo parts, press START to resume.)

• **Playing Preset Patterns**

- 1) Hold the SHIFT button and press PTN.
- 2) Press START.
- 3) Turn the dial to select additional patterns.

• **One-Button Fill and Variation**

The BOSS DR-5 can play a pattern, fill to variation, and fill to the original pattern—each with the press of a single button. Each pattern is normally four bars long, placing 16 bars in your control with no repeats or programming! Note: preset patterns are named in sets of four by bank and number, i.e. Rock11, Rock12, Rock13, Rock14, to group them for this feature.

- 1) Press STOP, then hold SHIFT and press PTN.
- 2) Turn the dial to select number1 in any pattern group (such as Pattern 004 is Rock21).
- 3) Press START and pattern will begin to play.
- 4) Use VAR, FTO, and FTV buttons to choose between the four patterns in the group. START/VAR toggles between the Original pattern (#1) and the Variation pattern (#3). FTV (pattern #2) is Fill To Variation. FTO (pattern #4) is Fill To Original.

• **Playing Rhythm Kits**

- 1) Press the button labeled KIT.
- 2) Use the DATA DIAL to select one of the 64 kits.
- 3) The TRACK SEL button switches between the drum track and 3 instrument tracks. Play the pads to hear the sounds.

• **Playing Chords from Pads**

- 1) Press TRACK SEL until TRACK 1 is selected.
- 2) Press CHORD ON to the right of the instrument pads. CHORD will appear in the display.
- 3) Select a chord root by holding down a note letter pad on the bottom three rows of pads.
- 4) Now tap on the different chord type pads on the top three rows and you will hear the chords.

• **Creating a Song**

- 1) Hold the SHIFT button and press SONG.
- 2) Use the DATA DIAL to select song number 01.
- 3) Press the red REAL/STEP button two times to enter recording standby for step time write.
- 4) If the PART display does not say PTN use the CURSOR to select it and use the DATA DIAL to change it to PTN.
- 5) Now use the CURSOR > button to select a pattern, then use the DATA DIAL to select the first pattern that you want to use for your song.*
- 6) Once you have selected the pattern press ENTER. The upper number in the PART display will advance to 002?, and wait for a second part.
- 7) Repeat steps 5) and 6) several more times adding more pattern parts to your song.
- 9) Press REAL/STEP to exit record mode, then press the START button to hear your masterpiece.

*HOT TIP - when the pattern number on the top line ends in a question mark you can experiment with different patterns without recording them - use the Start and Stop buttons to hear parts before pressing Enter.

• **Amp Simulation and Tuner**

The DR-5 has a Guitar In Jack with a built in speaker simulator and a tuner.

- 1) Plug a guitar into BOSS distortion pedal, then into the back of the DR-5.
- 3) Hold SHIFT and press the GTR IN pad.
- 4) Use the DATA Dial to select AMPSIM.
- 5) To tune guitar, hold SHIFT and press TUNER.

• **Selecting & Editing Sounds**

- 1) Press KIT button and use the DATA DIAL and scroll to user kit number U15 Orchestra.
- 2) Press and hold the SHIFT key and press PAD pad.
- 3) Press TRACK SEL until it says DRUM in display
- 4) If it does not also say Inst in the display, then CURSOR < to call up instrument assign parameters.
- 5) Use the DATA DIAL to scroll through all 174 drum and percussion sounds.
- 6) Use the CURSOR buttons to access editing parameter: Pitch, Decay, Pan and Volume.
- 7) Use the DATA DIAL to alter the setting.
- 8) Now press TRACK SEL to select TRACK1
- 9) Use the CURSOR < button to call up the instrument assign parameter.
- 10) You can hear the sound by playing the pads which are laid out like a guitar fretboard.
- 11) Use the DATA DIAL to scroll through 82 instrument sounds .
- 12) Use the CURSOR buttons to access the edit parameters available: Pitch, Decay, Pan, Volume and OctaveShift.
- 13) Select an edit parameter and use the DATA DIAL to alter its setting.

• **The Footswitch Jack**

The DR-5 has a footswitch jack that will accommodate up to two momentary footswitches at the same time. If you only need one footswitch function, plug a sustain pedal directly into the footswitch jack on the back - the default function is Start/Stop (S/S). If you want to use two footswitches, you need a PCS-31 stereo insert cable and two FS-5U footswitches.

- 1) Connect footswitches to the back of the DR-5.
- 2) Press and hold the SHIFT key and press the UTIL button on the top row of the Pads.
- 3) Use the CURSOR to select between Foot1 and Foot2 and the DATA DIAL to select the value for each footswitch - there are many options!

• **Writing Multi-track User Patterns**

- 1) Hold the SHIFT button and press PTN.
- 2) Use the DATA DIAL to select any User pattern 200 through 399.
- 3) Press the CURSOR > button until you access the Time Signature parameter (T.Sign) and use the DATA DIAL to set pattern length. Example - for a four bar 4/4 pattern set 16/4.

• **Writing Multi-track User Patterns (cont.)**

- 4) Press KIT and select one using the DATA DIAL.
- 5) If the display says KitSelect, press Exit. Press TRACK SEL and select the DRUM Track.
- 7) Press the Red REAL/STEP button.
Note: The DR-5 loop-records. During recording the pattern will repeat every 16 metronome ticks. The first tick will be louder than the other 15.
- 8) Press the START button to begin recording. Tap on drum pads to make a drum pattern. Holding ERASE and a specific drum pad will delete mistakes for that drum.
- 9) Press the STOP button to end Recording.
- 10) Press TRACK SEL to select TRACK 1.
- 11) Press CHORD (the word Chord will appear).
- 12) Select the chord root by holding down one of the note letter pads on the bottom three rows of pads. Tap on the different chord quality pads on the top three rows to hear chords.
- 13) Press START to play your drum pattern and experiment with different chord progressions until you get something that you like.
- 14) Press STOP so that the DR-5 is not playing. Press REAL/STEP followed by START. Record your chord progression.
- 15) Press the STOP button to end Recording.
- 16) Press TRACK SEL to select TRACK 2.
- 17) Press CHORD and OFF (the word CHORD will no longer be in the display).
- 18) There will be a bass sound with a different pitch on each pad. Press START and practice.
- 19) Press STOP to stop the pattern playback. Now press the Red REAL/STEP button which will activate the REC function and press START.
- 20) Perform the bass line you have been practicing.
- 21) When you have your bass line recorded to your satisfaction press the STOP button and move on to the next Track if necessary.

• **Programming A Part From Guitar**

- 1) Hold SHIFT and press the EXT PITCH pad.
- 2) Rotate the Data Dial to ON.
- 3) Hold SHIFT and press the GUITAR IN pad.
- 4) Rotate the Data Dial to Mix Off.
- 5) Return to Pattern Mode by holding SHIFT and pressing the PTN pad.
- 6) Press the TRACK SEL pad to choose the part you wish to play.
- 7) You can now record a monophonic part from guitar instead of the pads.

HOT TIP: Tune carefully and adjust the guitar input volume knob on the back for optimum tracking.

BOSS®
DR-550mkII
DR. RHYTHM

TURBOSTART

*** BOSS DR-550mkII TURBO FACTS ***

The DR-550mkII Dr. Rhythm is a powerful rhythm composer with a wide variety of percussion sounds and effects. This affordable unit is ideal for home studio and live performance applications featuring 91 16-bit sounds, extensive sound editing parameters and four user-programmable pad banks.

• **Initializing**

Hold the -1/< and >/+1 buttons while powering up. This will restore the factory demonstration song, the factory patterns, sound edits and note number assignments.

• **Playing Sounds**

- 1) Press the Drum Pads 1-12 to play the sounds.
- 2) Press BANK to move between the four pad Banks, A,B,C, and D.

• **Assigning Sounds to Pads**

- 1) Press SHIFT and Pad 7 to enter Pad Edit.
- 2) Touch any pad, then use the -1/< and >/+1 buttons to assign any sound to that pad.
- 3) Press BANK to move between Pad Banks to choose additional Pads to edit.

• **Playing Patterns**

The DR-550mkII comes with 64 Preset Patterns in Bank B, and an additional 64 User-programmable Patterns in Bank A. To play a Preset Pattern B11:

- 1) Hold SHIFT and press Pad 5 to select Pattern Play.
- 2) Hold SHIFT and press BANK to select Pattern Bank B.
- 3) Press 1 twice to select Pattern 11.
- 4) Press START.
- 5) Press any two number buttons to select another pattern.

• **Playing a User Pattern**

- 1) Hold SHIFT and press BANK to select Pattern Bank A.
- 2) Press 3 and 8 to select Pattern A38.
- 3) Press START.
- 4) Press any two number buttons to select another pattern.

• **Creating Rhythm Patterns**

Bank A contains the 64 user-programmable patterns. Patterns A11-A48 contain factory demo patterns, so let's record Pattern A51.

• **Real-time Record**

- 1) Press SHIFT and Pad 6 to enter Pattern Edit.
- 2) Press 5 and 1 to select pattern A51.
- 3) Press START.
- 4) Press TEMPO and the -1/< or >/+1 buttons to set the tempo. Press TEMPO again to return to recording.
- 5) Press BANK to select the Pad Bank you wish to play. You can change Pad Banks while recording to select additional sounds.
- 6) Play the Pads!
- 7) Press STOP when finished.

• **Step-time Recording**

- 1) Press SHIFT and Pad 6 to enter Pattern Edit.
- 2) Press 5 and 2 twice to select pattern A52.
- 3) Use the >/+1 button to select the Step you wish to enter.
- 4) Tap the Pad you wish to play on the current Step.
- 5) The Step will increment, and you can tap the Pad or >/+1 for the next Step.
- 6) Repeat steps 4 and 5 to complete the Pattern.

• **Creating Songs**

The DR-550mkII's contains 8 Song locations. Like most other drum machines, Songs are built by linking Patterns together. Before creating a new Song, you will probably want to Clear the existing Song data:

- 1) Press SHIFT and Pad 2 to enter Song Edit.
- 2) Press Number 1- 8 to select a Song.
- 3) While holding SHIFT, press CLEAR and ENTER.

• **Inputing new Patterns into the Song**

- 1) Press SHIFT and Pad 2 to enter Song Edit.
- 2) Press SHIFT and BANK to select the Bank for the first Pattern.
- 3) Press the number buttons to select a Pattern number.
- 4) Press ENTER. The DR-550mkII will move to the next measure, and you can repeat steps 2-4 to select the next pattern.
- 5) Press SHIFT and Pad 1 to enter Song Play when all your patterns have been entered into the Song.
- 6) Press START to play your Song

BOSS®
DR-660
DR RHYTHM

TURBOSTART

••• **BOSS DR-660 TURBO FACTS** •••

The DR-660 Dr. Rhythm is a professional quality rhythm composer with 255 editable sounds. Each of the 16 pads is touch and velocity sensitive providing expressive control. Digital reverb and chorus and four assignable audio outputs make this affordable instrument ideal for both studio and live applications.

• **Initializing**

- 1) With the power on, press UTILITY.
- 2) Cursor right > to 8 INIT.
- 3) Press ENTER twice.

• **Playing the Demo Song**

- 1) Press SONG so the display indicates Song Mode.
- 2) Scroll the Data Wheel past Song 99 to "Arsenal".
- 3) Press Play.

• **Playing Preset Patterns**

- 1) Press PATTERN/SONG so that the display indicates Pattern Mode.
- 2) Select Pattern P00 8Beat 1 using the Data Wheel or the 10-Key.
- 3) Press TEMPO. Use the Wheel to set the desired Tempo. Press TEMPO to return to Play mode.
- 4) Press START.
- 5) Select new Patterns using the Wheel.

• **Playing Realtime Pattern Change**

- 1) Press SONG to select Pattern Mode.
- 2) Select Pattern P00 8Beat 1 using the Data Wheel or the 10-Key.
- 3) Press START.
- 4) Press FWD for the Fill-to-Variation.
- 5) Press BWD for the Fill-to-Original.
- 6) Press START while the pattern is running to alternate between the Original and Variation Pattern.

• **Play Drum Kits**

- 1) Press DRUM KIT.
- 2) Play the Pads then, scroll the Data Wheel to select Power 1. Play the Pads.
- 3) Use the Data Wheel to choose the TR808, Brush 1, Cheap, and Bass Kits and X Fade kit as you play the Pads.
- 4) Choose X Fade kit. Hold roll and show cross fading with ride cymbal and snare.

• **Demonstrating A/B banks and layering**

- 1) Play the Pads with various velocity levels.
- 2) Press Pad Bank to select Bank B.
- 3) Press Pad Bank again to Layer A and B.
- 4) Hold the ROLL button while applying aftertouch to a pad to control the roll volume.

• **Using Effects**

- 1) Press REVERB or CHORUS.
- 2) Tap the Pad you want to edit.
- 3) Use the Data Wheel to set the amount of Effect for this Pad.
- 4) Press EFFECT.
- 5) Cursor right to select the Effect parameter, and use the Data Wheel to set its value.
For an example of these effects in action, press DRUM KIT and select Kits 29-31, Chorus, Delay, and Vrb&Dly.

• **Sound Editing**

- 1) Press PAD.
- 2) Cursor right to the desired parameter, such as Nuance.
- 3) Tap the Pad you wish to edit. Ride Cymbal works well.
- 4) Use the Data Wheel to set the value.
- 5) Press SONG to return to Song or Pattern mode.

• **Assigning sounds to Pads**

- 1) Press the pad button.
- 2) Assign? will show, press ENTER (yes).
- 3) Tap a pad.
- 4) Use arrow up and down keys to change sound.

• **Real-time pattern write**

- 1) Press SONG and REAL so that Pattern Real Mode is displayed.
- 2) Use the Wheel to select a User Patter, numbers 100-249.
- 3) Press DRUM KIT and use the wheel to select a Kit for your pattern.
- 4) Press REC.
- 5) Press START and play the pads into your pattern.


DS-330
DR. SYNTH MODULE

TURBOSTART

*** BOSS DS-330 TURBO FACTS ***

The perfect sound module to supplement a digital piano or MIDI studio, the desktop DS-330 Dr. Synth offers 156 CD-quality sounds with onboard digital effects and complete tone editing.

• **Initializing**

- 1) Hold down the REVERB and SPLIT buttons while powering-up.
- 2) Press the up arrow/YES button.

• **Playing the Demo Song**

- 1) Hold down the DRUMS and ((•)) buttons while powering-up.
- 2) Press the up arrow/YES button.
- 3) Press the down arrow/NO button to stop the demo song.
- 4) Press EXIT to return to single play mode.

• **Selecting an instrument in single mode**

- 1) Simply press any of the 16 tone bank buttons to select a instrument group of your choice.
- 2) Upon selecting a bank, use the NUMBER up and down buttons to select individual instruments.
- 3) Depending upon the instrument, you can press the VALUE/VARIATION up and down buttons to select variation tones.
- 4) Any of these sounds can be heard by pressing the ((•)) button.

• **Selecting a drum kit**

- 1) Press the DRUMS button.
- 2) Use the VALUE/VARIATION up and down buttons to select any of the 8 drum kits.
- 3) The sounds in each kit can now be played directly from the 16 instrument buttons, which are now drum pads.
- 4) To exit DRUMS mode, press the DRUMS button.

• **Creating a split patch**

- 1) Select Piano 1-1 by pressing the PIANO button.
- 2) Press the SPLIT button.
- 3) Now, any note below F3 will be Acoustic Bass 5-1 and the upper part will be Piano 1-1.
- 4) To alter the split point or change the lower instrument, press the LOW/SUB> button and continue pressing it to go through the parameters.

• **Creating a layer patch**

- 1) Select Piano 1-1 by pressing the PIANO button.
- 2) Press the DUAL button.
- 3) Now, Piano 1-1 will be layered with Strings 7-1.
- 4) To change the layer instrument and its level, press the LOW/SUB> button and continue pressing it to go through the parameters.

• **Fattening the sound**

- 1) Select Piano 1-1 by pressing the PIANO button.
- 2) Press the FAT button.
- 3) Playing a note now, will actually trigger two notes – the one played and the octave below it.

• **Changing the default patch**

When a bank is selected, the first tone in that bank is automatically is selected. To change to default tone to your preference, follow these steps:

- 1) Select Piano 1-1 by pressing the PIANO button.
- 2) Press the NUMBER up button to select E.Piano 2 1-6.
- 3) At this point, the "6" should be blinking. Press the PIANO button again.
- 4) Press the ORGAN button and then go back to the PIANO bank. It should register as E.Piano 2 1-6.

• **Creating a multitimbral setup.**

- 1) Press the UTILITY button until you see SINGLE Mode.
- 2) Use the VALUE/VARIATION up button to select MULTI Mode.
- 3) Press EXIT.
- 4) You will see the Part/MIDI channel displayed on the lower-right of the screen.
- 5) To change Parts, press the PART (CH) up and down buttons.
- 6) Instruments can be selected for each Part by pressing the bank and number buttons.
- 7) To change MIDI channels for a given Part, press the PART EDIT button until you see Part:Ch, and use the VALUE/VARIATION up and down buttons to select any of the 16 MIDI channels.
- 8) Press EXIT to return normal Multi play mode

Roland®
E-66

INTELLIGENT SYNTHESIZER

TURBOSTART

••• ROLAND E-66 TURBO FACTS •••

The E-66 Intelligent Synthesizer offers Intelligent Arranger features with an 18 bit quality JV-type sound source, 28 note polyphony and both General MIDI and GS compatibility. It has on-board reverb and chorus effects, 241 tones, 56 internal styles, and a 3.5 inch floppy disk drive to provide access to a growing library of Roland Music Style Disks (MSD) and can play Standard MIDI Files (SMF) directly from disk, without lengthy load times.

• **Initializing**

- 1) Press and hold the REC button (in the display section) during 'power up'.

• **Playing the Demo Songs**

- 1) Press and hold the blue DEMO button in the Music Style section, then press the #5 button in the MUSIC STYLE section to listen to Demo Song #1.
- 2) Press the DEMO button to stop the Demo.
- 3) Repeat steps 1 and 2 with Music Style #6 for Demo 2, or Music Style #7 for Demo 3.

• **Playing Styles**

Under 'Key Mode' press the 'Arranger', Arranger 'Hold', 'Sync Start' and 'Split Upper' buttons so that their LEDs are lit. This gives us a common start point.

- 1) Select a Style - in the Music Style section, press the number '1', then the number '7' to call up Style 17 - Funk 1 (see the reference list at the top left of the E-66).
- 2) Press the Intro button if you would like to begin with a preset four bar intro.
- 3) Play a major chord at the lower end of the keyboard to start a major arrangement. Try switching to a minor chord - most arrangements will change subtly. You may try a wide variety of chords, or even a single key or two note interval to change the harmony and arrangement.
- 4) Experiment with 'Fill-in To Variation', 'Fill-in To Original', and 'Advanced Arranger' (below).
- 5) Press Start/Stop to stop, or press Ending for a four bar pre-programmed ending.

• **Fill-in Buttons & Advanced Arranger**

The Roland E-66 can play a fill-to-variation or fill-to-original pattern, each with the press of one dedicated button. Each fill is up to one bar long. Just press the appropriate 'fill to...' button during the bar before the new version is desired. The 'Advanced' Arranger button can be selected at any time to increase the complexity of the arrangement without interruption of the beat.

• **Muting or Changing Volume of Parts**

You can mute or adjust the volume of the arrangement parts in the BALANCE section.

- 1) Use the left and right buttons to decrease or increase the volume of each part.
- 2) To mute a selected part, simply press the left and right buttons simultaneously.

• **Playing a Standard MIDI File from disk**

- 1) Insert a floppy disk with prerecorded SMFs and wait for the disk light to go out (about 5 sec.).
- 2) Press the SONG SELECT button located in the display area - the display will read "01", confirming that the first song is selected.
- 3) Use the PREV and NEXT buttons to scroll through all the songs available on the disk.
- 4) To play SMF songs, press the white PLAY button located in the display section.

To switch from SMF to Music Style play, see below.

• **Playing Along with a Standard MIDI File**

- 1) To play along with most SMFs, mute the Upper part in the BALANCE section (see instructions for muting and volume changing of parts).
- 2) Any sound chosen in the Tone section will be assigned to the upper part of the keyboard.

To switch from SMF to Music Style play, see below.

• **Formatting a Floppy Disk**

- 1) Insert a DD or HD floppy disk with the protection tab set to WRITE position (down).
- 2) Hold the FUNCTION button and press REC.
- 3) Display reads "SUR", asking if you are sure you want to format the disk. Press the REC button again to answer 'yes', or press any other button to exit the operation.

• **Recording a Song to Disk**

- 1) Insert a disk into the disk drive.
- 2) Press the REC button and the REC indicator will light and the display will show the number of the song being recorded.
- 3) To start recording, press the PLAY button, or to start recording with the Arranger, press the white Start/Stop button.
- 4) To stop recording press the STOP button in the display section.

*To switch from SMF to Music Style play, see below.

*NOTE: To switch back to playing Styles instead of Standard MIDI Files, hold the Reverb and Chorus buttons down at the same time for several seconds - the red Tempo light will return to flashing the tempo.

Roland®

FC-200

MIDI FOOT CONTROLLER

TURBOSTART

*** ROLAND FC-200 TURBO FACTS ***

The Roland FC-200 MIDI Foot Controller is the perfect companion for the Roland GP-100 and BOSS GX-700. This powerful MIDI foot pedal can call up patches and send MIDI controller messages to other devices right from the floor. There is even a built-in expression pedal. In addition, up to 6 expression and/or foot pedals can be used for additional realtime control. It can also send MIDI notes, MIDI Start/Continue/Stop, and even MIDI Machine Control messages. The FC-200 can send system exclusive messages for 'no hands' editing of the GP-100 and GX-700. These features and more make the FC-200 the best choice in MIDI foot controllers.

• Initialize

- 1) Hold the 10 foot switch and turn the power on.
- 2) Press CTL.

• Selecting Patches

- 1) Connect a MIDI cable from the FC-200's MIDI OUT to MIDI IN of a Roland GP-100 or BOSS GX-700.
- 2) The foot switches (1-10) will change Patches. Use BANK UP and DOWN to change to the next bank of 10 Patches.

Note: If the FC-200 is not changing patches on the GP-100 or GX-700, make sure that it is in Program Change Mode (press MODE until 0 is displayed). If a problem continues, make sure that the GP-100 or GX-700 is set to receive on MIDI channel 1.

• Using the Built-in Expression Pedal

The FC-200 comes with a built-in expression pedal. It defaults to MIDI controller 7 (volume). The factory patches in the GP-100 and GX-700 are programmed to respond to controller 7.

- 1) Select Patch 1 STUDIO SPACE on the GX-700, or Patch 001 CLASSIC STACK on the GP-100.
- 2) Play your guitar and use the expression pedal on the FC-200. It will function as a volume pedal.

Note: This function will work with any MIDI device that is set to respond to controller 7. This may require some additional setup depending on the MIDI device you are using. If you have a device that uses a controller other than 7, the FC-200's expression pedal can be set to transmit a variety of MIDI controllers.

The FC-200 has jacks for adding up to six more expression or foot pedals. The default controller messages sent from these inputs are listed under the inputs. There is also a jack for changing modes with a foot switch.

• Using Manual Mode with the GX-700

When using an FC-200 with a GX-700, it is possible to use the foot switches to turn effects on and off in a patch.

- 1) Press MODE until SE appears in the display.
- 2) Use the foot switches (1-10) to turn the GX-700's effects on or off.

• No Hands Editing on the GX-700

Using an FC-200 with a GX-700, it is possible to do 'no hands' editing. This requires connecting additional foot switches to the back of the FC-200. Make sure that the FC-200 is in Exclusive Mode (SE) and use the following procedure for 'no hands' editing:

- 1) Use external foot switches 5 and 6 to control the PARAMETER LEFT and RIGHT commands.
- 2) Use external foot switch 4 to return to PLAY MODE.
- 3) External foot switches connected to jacks 1, 2, and 3 will control the LEVEL/CHAIN, BYPASS, and TUNER/UTILITY commands respectively.
- 4) Use the built-in foot switches (1-10) as you would use the EFFECTS SELECT button on the GX-700. Pressing a foot switch enters the edit mode for each effect, and the external foot switches select the various parameters.
- 5) Use the expression pedal to change the value.

• No Hands Editing on the GP-100

It is also possible to do 'no hands' editing with the GP-100. As with the GX-700, this requires connecting additional foot switches to the back of the FC-200. Make sure that the FC-200 is in Exclusive Mode (SE) and use the following procedure for 'no hands' editing:

- 1) Use the FC-200's built-in foot switches 4 and 5 as you would use the PARAMETER knob on the GP-100.
- 2) Use the built-in foot switch 1 for the WRITE command.
- 3) Use the built-in foot switch 2 for the EXIT command.
- 4) Use the BANK DOWN and CTL foot switches on the FC-200 as you would use the NUMBER/VALUE knob on the GP-100 (the built-in expression pedal will change values quickly).
- 5) External foot switches connected to the FOOT SW/EXP jacks 1-6 will access the VOLUME, BASS, MIDDLE, TREBLE, PRESENCE, and MASTER parameters respectively.

• Control Mode and Note Mode

Control and Note modes allow you to assign different controllers or note numbers to each of the FC-200's foot switches (external foot switches can be assigned as well). These modes do not apply to the GP-100 or GX-700, but they are extremely useful when using a MIDI sequencer, sound module, or Intelligent Arranger. You can use the Control mode to start or stop your sequencer from the FC-200. You can use Note mode to trigger sounds in your sound module or to change chords on an Intelligent Arranger, as you would with MIDI bass pedals.

 **Roland®**
G-600
ARRANGER WORKSTATION

TURBOSTART

*** ROLAND G-600 TURBO FACTS ***

The G-600 is part of a new generation of Roland Arranger Workstations. It is ideal for one-man bands, songwriters, and is perfect to enjoy a wide variety of Music Styles and Standard MIDI Files at home. The G-600 features 689 Tones, 64-notes polyphony, 128 Music Styles, 192 Performance Setups, and a 61-note keyboard. The 8-Track Music Style Recorder lets you create your own Music Styles, and it also features direct-to-disk recording and playback of SMFs. The G-600 is 16 part multi-timbral, and features built-in reverb, chorus, delay and EQ. Operation is made easy thanks, in part, to the large 240 x 64 pixel display.

• **Initializing**

Use the following procedure to restore the factory settings:

- 1) Hold WRITE, and turn the power on.

• **Playing the Demo Songs**

The G-600 comes with 2 floppy disks containing demo songs.

Use the following procedure to listen to all of the demo songs:

- 1) Simultaneously press [◀] DOWN and [▶] UP (under Performance Memory) so that " 00 Free Pnl" is displayed.
- 2) Insert one of the demo disks into the disk drive.
- 3) Press PLAY/STOP (under Recorder) to start playback and adjust the VOLUME slider as desired.
- 4) Press PLAY/STOP again to stop playback.

NOTE: To play a specific song, press SONG SELECT so it is lit and use the PREVIOUS and NEXT buttons to select the desired song after step 2 above. Then proceed with the remaining steps.

• **Selecting Tones**

The G-600 features 689 high quality, PCM sampled Tones.

Use the following procedure to select Tones:

- 1) Press UPPER 1 (under the display) so it is lit.
- 2) Press GROUP A-D, (in the Tone area) to select the desired group of instruments.
- 3) Use the [1]-[8] buttons to select the desired Bank.
- 4) Use the [1]-[8] buttons again to select the Tone from within that Bank.
- 5) Press VARIATION to select a variation Tone.

• **Selecting Music Styles**

The professional quality of the G-600 is evident in the 128 built-in Music Styles. Additional styles are available on MSA / MSD series floppy disks. Use the following procedure:

- 1) Press GROUP (under Music Style / MIDI Set) to select Group A, B, or USER as desired.
- 2) Use the [1]-[8] buttons (under Music Style / MIDI Set) to select the desired bank.
- 3) Use the [1]-[8] buttons again to select a Music Style from within that bank.
- 4) Press SYNCHRO START so it is lit.
- 5) Play a chord on the keyboard below middle C.
- 6) Press START/STOP to stop the arranger.

• **Setting Split Points - Up to 3 Zones**

The G-600 can have up to three instruments assigned to different sections of the keyboard.

- 1) Press SYNCHRO START so it is not lit.
- 2) Press SPLIT.
- 3) Press UPPER1, LOWER, and UP2 SPLIT (under Keyboard Mode) so they are lit. This will divide the keyboard into 3 independent sections.
- 4) Press F2.
- 5) Press PAGE down to select page #2.
- 6) Use the DRUMS/PART [◆] buttons (under the display) to adjust the split point between the Upper and Lower zones.
- 7) Use the ACCOMP/GROUP [◆] buttons (under the display) to adjust the split point between the Upper 1 and Upper 2 zones.

• **Layering Tones**

Use the following procedure to layer two Tones across the whole keyboard:

- 1) Press UPPER1 (under Keyboard Mode) so it is lit.
- 2) Press UPPER2 (under Keyboard Mode) so it is lit.
- 3) Press WHOLE RIGHT.

• **Playing Standard MIDI Files**

The G-600 features direct-from-disk playback of Standard MIDI Files, giving you access to the thousands of MIDI files available from various manufacturers at the touch of a button. Use the following procedure:

- 1) Insert a disk containing a Standard MIDI File.
- 2) Press GM/GS so it is lit.
- 3) Press SONG SELECT so it is lit.
- 4) Use the PREVIOUS and NEXT buttons to select the desired song title and press PLAY.
- 5) If the SMF includes lyrics, press F4 to view the lyrics in the display.

• **Using the G-600 with the LVC-1N**

The Roland LVC-1N Lyrics Converter allows you to project the lyrics being read by the G-600 onto a video monitor. Use the following procedure to setup the G-600 for use with the LVC-1N and Standard MIDI Files containing lyric information:

- 1) Press F3 (MIDI).
- 2) Hold SHIFT and press F1 (BASIC).
- 3) Use the PAGE DOWN button to access the "TX" display.
- 4) Use the LOWER [◆] (under the display) to select "Lyrics" and press UPPER 2 (under the display) to select "ON" (if necessary).
- 5) Play the Standard MIDI File (as previously described).

*** Options ***

FC-7 MIDI Foot Controller, PK-5 Dynamic MIDI Pedal, FV-300L Expression Pedal, DP-6/2 Pedal Switch, MSD/MSA-Series Style Disks, LVC-1N Lyrics Converter.


G-800
ARRANGER WORKSTATION

TURBOSTART

*** ROLAND G-800 TURBO FACTS ***

The G-800 is the first of a new generation of Roland Arranger Workstations. It is ideal for one-man bands, songwriters, and is perfect to enjoy a wide variety of Music Styles and Standard MIDI Files at home. The G-800 features 689 Tones, 64-notes polyphony, 128 Music Styles, 192 Performance Setups and a new 76-note keyboard. The 8-Track Music Style Recorder lets you create your own Music Styles, and it also features direct-to-disk recording/playback of SMFs. The G-800 is 32 part multi-timbral with two MIDI ports, and features built-in reverb, chorus, delay and EQ.

• **Initializing**

- 1) Hold WRITE, and turn the power on.

• **Selecting Tones**

- 1) Press UPPER 1 under the display.
- 2) Press GROUP A-D, (in the Tone area) to select the desired group of the instruments.
- 3) Press Bank and Tone 1-8 to select the Bank.
- 4) Press Tone 1-8 again to select the Tone.
- 5) Press VARIATION to select a variation Tone.

• **Selecting Music Styles**

- 1) Press GROUP A-B in the Music Style area.
- 2) Press BANK.
- 3) Press Music Style 1-8 to select a Bank.
- 4) Press Music Style 1-8 to select a Music Style.

• **Setting Split Points - Up to 3 Zones**

The G-800 can have up to three key zones and transmit on three MIDI channels simultaneously.

- 1) Press SPLIT.
- 2) Press UPPER1 and UPPER2 (under Keyboard Mode) for two zones; also press LOWER for three zone split. The buttons will be lit.
- 3) Press F2.
- 4) Press PAGE down to select page #2.
- 5) Use DRUMS rotary knob to choose split point. For three zone split, use the ACCOMP rotary knob to choose the additional split point.

• **Layering Tones**

To layer two Tones across the whole keyboard:

- 1) Press UPPER1 under Keyboard Mode.
- 2) Press UPPER2 under Keyboard Mode.
- 3) Press WHOLE RIGHT.
- 4) Press SYNCHRO START so it is off.

• **Storing Performances in Memory**

You can save selected and edited Tones, Music Styles, Split Points, and Effect Settings into a Performance Memory. To store your setup:

- 1) Press WRITE.
- 2) Press UPPER1 (under the display) to turn the memory protect OFF, if it is on.
- 3) Hold WRITE and press GROUP A-C in the Performance Memory area.
- 4) Continue to hold WRITE and press BANK.
- 5) Press PERFORMANCE MEMORY 1-8 for the Bank value.
- 6) Press PERFORMANCE MEMORY 1-8 for the Number value.

• **Saving and Loading data to Disk**

You can save created Music Styles, Style Sets, MIDI Sets, Chord Sequences and Performances on the floppy disk.

- 1) Press F5.
- 2) Press F1 for Load or F2 for Save.
- 3) Press PAGE to select the type of data to Load/Save.
- 4) Press UPPER1 in the display area to Load; press MBASS to Save.

• **Playing Standard MIDI Files**

- 1) Insert the disk.
- 2) Press GM/GS.
- 3) Press SONG SELECT Previous or Next to select the desired song title.
- 4) Press PLAY.
- 5) If the SMF includes lyrics, press F4 to view the lyrics in the display.

• **Editing Tones**

You can edit the tones of the RealTime Parts as Upper, Upper2, Lower, M.Bass or M. Drums:

- 1) Press Tone in the display area.
- 2) Press F4 Edit.
- 3) Select the Part with the DRUM rotary knob.
- 4) Select the parameter with the ACCOMP knob.
- 5) Adjust the value of the parameter with the UPPER rotary knob.

*** Options ***

FC-7 MIDI Foot Controller, PK-5 Dynamic MIDI Pedal, FV-300L Expression Pedal, DP-6/2 Pedal Switch, MSD-Series Style Disks.

 Roland®
GP-100
PREAMP/PROCESSOR

TURBOSTART

••• **Roland GP-100 TURBO FACTS** •••

The Roland GP-100 Guitar Preamp/Processor is the first rack mount effects processor to use Composite Object Sound Modeling (COSM). This new technology allows the GP-100 to accurately reproduce classic guitar amps, a large selection of speaker cabinets and several different microphones. Dedicated knobs are provided to allow you to easily change the preamp settings of the GP-100. The GP-100 can produce up to 16 effects simultaneously which can be arranged in any order. These include a wide variety of effects like ducking delay, tap delay, noise suppressor, phaser, reverb, slow gear, tremolo/pan, chorus, compressor/limiter, equalizer and intelligent pitch shifting. The 200 Preset and 200 User Patches include 16 realtime controllers, selectable stereo outputs, two programmable effects loops and two external control switches. The system can be set up with a guitar amp or direct to the board for recording. The GP-100 also includes a built in chromatic guitar tuner.

• **Initializing the GP-100**

- 1) Hold the PARAMETER knob while powering on.
- 2) Press WRITE.

• **Connecting the GP-100 to a Sound System**

Both pair of stereo outputs can be individually setup to work with a standard guitar amp or direct into a full range PA or recording system. The factory presets are setup to use the OUTPUT A L(MONO) and R connections. Connect a set of cables from these outputs.

- 1) Press GLOBAL.
- 2) Rotate PARAMETER to Amp Being Used:A.
- 3) Rotate VALUE to select Solid State or Tube to determine the amplifier you are using.
- 4) Dial PARAMETER to SP(eakers) Being Used:A. VALUE to the appropriate cabinet type - Built In for combo amps or stack for separated.
- 5) Dial PARAMETER to SP(eaker) Color:A. Dial VALUE to Adjust for guitar amp.
- 6) Press EXIT to return to play mode.

• **Tuning the Guitar**

- 1) Connect a guitar to the INPUT on the front panel.
- 2) Press the TUNER button and play each string.
- 3) Adjust the tuning of each string to the center position of the meter.
- 4) Press EXIT to return to play mode.

• **Auditioning Patches**

The GP-100 has 200 user programmable (001 to 200) and 200 preset patches (201 to 400). To scroll through patches one at a time, rotate the NUMBER knob. Pressing the NUMBER knob in while rotating it will change patches in increments of 10. Check out the following patches:

- 1) 001 CLASSIC STACK - 1959 Marshal stack with realistic dynamic control.
- 2) 002 JC-120 Clean - Original sound of the Roland JC-120 Jazz Chorus amplifier.
- 3) 007 5VOICE HARMONY - Thick harmony in the key of C.
- 4) 011 BOOGIE LEAD - Mesa Boogie Lead channel with stack.
- 5) 012 VINTAGE TWIN - Classic Fender Twin with 2 x 12" speakers.

• **Editing Sounds**

The PREAMP knobs are similar to knobs on a standard guitar amplifier. Rotate the knob past the original value so that it catches the number, then continue to rotate to change the value of the selected parameter.

- 1) Select any patch as a starting point.
- 2) Rotate the PARAMETER knob. The effects will be abbreviated with two letters.
- 3) Press the VALUE knob to turn effects ON or OFF. Rotate VALUE to change the placement of the selected effect in the chain. (The DUAL algorithm can not reorder the effects).
- 4) Continue rotating PARAMETER to access the parameters of each effect. Press and rotate PARAMETER to skip through each effect quickly.
- 5) Rotate VALUE to change effects settings. Press and rotate VALUE knob to change values quickly.

• **Writing a Patch**

Once you have edited a sound you can write it to any of the 200 user programmable memory locations.

- 1) Press WRITE. The number of the PATCH will flash.
- 2) Use the VALUE dial to select the location in which you want to store your Patch.
- 3) Press WRITE again.

Roland®
GP-100
PREAMP/PROCESSOR

TURBOSTART

• **Realtime Control**

With an FC-200 MIDI Foot Controller, expression pedal, or foot switch, it is possible to control up to 16 parameters of the GP-100 in realtime - 8 continuous and 8 effects on/off. Connect the FC-200 to the MIDI IN and an expression pedal to the EXP Pedal jack on the back. The CONTROL 1/2 jack can be used with a PCS-31 insert cable and two FS-5U foot pedals to turn effects on and off without changing a patch. To program the GP-100 to respond to the expression and control pedal on the FC-200:

- 1) Rotate PARAMETER until the screen reads [Assign 2 Target]. Rotate VALUE to select parameters. (Assign 1 can only be used for volume or wah. Assign 2 through 8 can target any parameter).
- 2) Rotate PARAMETER to [Assign 2 Min] and use VALUE to set the range. Repeat for [Assign 2 Max].
- 3) Rotate PARAMETER to [Assign 2 Source] and VALUE to [MIDI CTL #7] for FC pedal, [MIDI CTL #80] for FC switch, [EXP PEDAL] or [CONTROL 1/2] for pedals.
- 4) Experiment with the pedal to see how it controls the sound parameters in realtime.

• **Understanding Algorithms**

The top row of the display screen shows the Patch number and Algorithm name. Algorithms are a collection of effects with the parameters available for each effect. The GP-100 has five algorithms: BASIC, DELAY, HARMONY, VINTAGE and DUAL.

BASIC: A set of effects that are quick and easy to program, including Compressor, Wah, EQ, Noise Suppressor, Harmonist, Delay, Chorus and Reverb.

DELAY: All the effects available in BASIC plus Phase, Flange and a more powerful 4 tap ducking delay.

HARMONY: The BASIC effects with an impressive intelligent pitch-shifter.

VINTAGE: The BASIC effects along with some unique BOSS pedals including Tremolo/Pan, Vibrato, Auto Wah, Slow Gear and Feedbacker.

DUAL: Two chains of effects which include the Preamp along with EQ, Delay, Chorus and Reverb. These chains can be layered, switched or morphed in realtime with a foot pedal or other controller.

*** **GP-100 COSM Models*** ***

Amplifiers

Roland JC-120
Fender Twin
Matchless (Vox AC-30 clone)
Mesa Boogie Lead
Marshall 1959
Soldano
Peavey 5150 Rhythm
Peavey 5150 Lead

Pedals

OD-1 Overdrive
OD-2 Turbo Overdrive
DS-1 Distortion
FZ-2 Fuzz pedal

Speaker Cabinets

Small open-back enclosure - 1 x 10"
Open-back enclosure - 1 x 12"
Open-back enclosure - 2 x 12"
Large sealed enclosure - 4 x 12"
Large dual stack - 4 x 12"

Microphones

SM-57
Electro Voice RE-20
U-87 condenser mic

* All products are trademarks of their respective companies.

Roland®
GR-09
GUITAR SYNTHESIZER

TURBOSTART

*** GR-09 GUITAR SYNTH TURBO FACTS ***

The new Roland GR-09 is an inexpensive Guitar Synthesizer featuring 180 high quality tones, 128 patches, 2 independent effects processors and Roland's exclusive high speed tracking technology. The 180 tones (2 megabytes) have been hand-picked from Roland's extensive sample library. The operations of the GR-09 have been consolidated to 2 easy to use dials to choose various parameters. Assignable expression pedal per patch and multiple pedal operations make the GR-09 suitable for live applications. The GR-09's 28 notes of polyphony accommodate even the most extensive sounds like layers and splits. The sounds of the GR-09 can be expanded to 360 tones with the optional GR9E-1 4 megabyte expansion board.

• **Initializing**

- 1) While holding PEDAL 2, turn on the GR-09.
- 2) Press + followed by EDIT/PLAY.

• **ROM Play**

- 1) While holding PEDAL 1, turn on the GR-09.
- 2) Press EDIT/PLAY.
- 3) Press EDIT/PLAY again to stop.
- 4) Turn the unit off and on to return it to its normal state.

• **Tuning your Guitar**

The GR-09 uses high speed pitch conversion to activate its internal sounds. It is for this reason, that proper guitar tuning is essential.

- 1) Hold down the S1 button on the GK-2 or GK-2A, press PEDAL 1.
- 2) Play each individual string. The left of the display will indicate what string number you have played.
- 3) Tune your guitar to the display using the group of five LED lights and display as your guide.
- 4) The right of the display indicates the current pitch. The middle light of these five LED's indicates proper tuning.
- 5) Tune all your strings to the GR-09 using this method.

• **Playing Patches**

There are two methods used to change patches on the GR-09: from the front panel switches and with the foot switches.

• **Front Panel method**

- 1) Use the +/- value buttons to select various patches.

• **Playing Patches (cont.)**

• **Changing patches with the footswitches:**

- 1) Hold the S1 button on the GK-2 or GK-2A and press Pedal 2 entitled NEXT GROUP to change the group (A,b,C,d)
- 2) Hold the S1 button on the GK-2 or GK-2A and press Pedal 3 (BANK DOWN) or Pedal 4 (BANK UP) .
- 3) Release the S1 button and press Pedals 1-4 to choose the desired Patch.

• **Using Pedals for Pitch Bend or Modulation**

The Pedals can be used to control Pitch Shift, Modulation, Hold 1 and Hold 2. Pitch Shift will raise or lower the pitch of the synth sound. Modulation adds vibrato to the current synth sound. Both the Hold 1 and 2 functions are used for sustaining the synth sound of the GR-09. The Hold 1 function will sustain currently active synth notes and let you play the guitar sound on top. The Hold 2 function will sustain only the currently held strings and let you play guitar or synth sound on top.

- 1) Press the S2 button on the GK-2 or GK-2A.
- 2) 'Pd' will appear in the display.
- 3) Pedals 1 thru 4 will now function as Pitch Shift, Modulation, Hold 1 and Hold 2.
- 4) Press the S2 button to return to normal play mode.

• **Creating Custom Sounds on the GR-09**

The GR-09 contains 128 patches, the first 64 of which are pre-programmed from the factory with various sounds. The last 64 sounds are initialized settings available for you to edit and change. A patch is made up of up to two samples called Tones. Patches also control various editing parameters involved with the Tones.

Choosing new Tones

- 1) Choose Patch C11.
- 2) Press EDIT/PLAY.
- 3) Turn the MODE knob to PATCH EDIT 1.
- 4) Turn the PATCH PARAMETER knob to MAIN TONE#.
- 5) Select the new Tone (1-180) with the VALUE +/- buttons.
- 6) Press EDIT/PLAY when completed.

Modifying Other Parameters

- 1) Turn PATCH PARAMETER to the desired parameter for example - ATTACK. The ATTACK parameter controls how fast the sounds come in.
- 2) Modify values with the VALUE +/- buttons.

Saving the Changes

- 1) Turn the MODE knob to WRITE.
- 2) Press VALUE + and - simultaneously.



GUITAR SYNTHESIZER



*** ROLAND GR-1 TURBO FACTS ***

The revolutionary GR-1 is the guitarist's guitar synthesizer. The user-friendly, floor-module design with lightning-fast tracking allows performers to take advantage of the 200 CD-quality sounds – designed exclusively for guitarists. The onboard digital reverb and chorus add the professional touch whether playing live or using the 2,000 note sequencer.

• **Initializing**

- 1) Turn power off.
- 2) Hold WRITE/COPY while turning on.
- 3) Press ENTER/YES.

• **Playing patches**

- 1) Press BANK footswitch (bank number flashes).
- 2) Press footswitches 1 through 4.
- 3) Press GROUP UP, and repeat above to access the second group of 32 patches.

Note: The first eight patches (bank 1-1 through bank 2-4) are demo patches of the quickest tracking sounds and give an idea of the GR-1 sonic capabilities.

• **Auditioning Tones**

- 1) Choose patch 1-1.
- 2) Press 1ST TONE.
- 3) Use DEC/INC buttons or VALUE knob (vibrato rate) to choose any of the 200 tones.
- 4) Press EXIT when done.

• **Layering Tones**

- 1) Choose patch 3-1 "GRAND."
- 2) Press string mode select CHANGE until 1ST and 2ND both appear.
- 3) Strings are automatically selected. Press 2ND TONE and use INC/DEC to choose new 2nd tones.
- 4) Press EXIT when done.

• **Layering Guitar**

- 1) Choose patch 1-4 (group 1) "SCATIN."
- 2) Put GK-2 switch on MIX and play jazzy riffs.
- 3) Choose patch 4-2 "BIG STGS."
- 4) Layer clean guitar sound and play chords.
- 5) Choose patch 2-1 "FEEDBACKER."
- 6) Layer metal guitar sound with it.

• **Quick edit-tones**

- 1) Choose patch 2-4 "GIT+STGS."
- 2) Put TARGET knob on 2ND.
- 3) Turn ATTACK slightly counterclockwise to speed it up.

• **Quick edit-effects**

- 1) Put TARGET knob on COMMON.
- 2) Turn LEVEL and TIME clockwise to hear more reverb.

• **Show splits and v-switch/v-mix modes**

- 1) Choose patch 6-1 in GROUP 2 "BEAT KIT."
- 2) Choose patch 7-3 in GROUP 2 "BASS>PNO."
- 3) Choose patch 4-1 in GROUP 1 "V-SW STNGS."

• **Playing the Sequencer demo**

- 1) Press START/STOP

• **Playing along with the sequencer**

- 1) Let sequencer continue after demo song.
- 2) Choose patch 3-4 "ROCK BEE."
- 3) Play along with demo.

• **Recording a quick sequence**

- 1) Turn unit off.
- 2) Press and hold EXIT/NO while turning on (song init OK ?).
- 3) Press ENTER (reboots).
- 4) Press RECORDER/PART.
- 5) Press ENTER/YES, the display reads "1-2-3-D-." These are the 3 parts and drums.

The part with the flashing underline is the one selected to record. The CURSOR takes you to other parts.

- 6) Press ENTER/YES.
- 7) Press REC.
- 8) Press START/STOP. You'll hear 2 bars in and the recording begins at the 3rd bar.
- 9) Press START/STOP when you done recording.
- 10) To play, press START/STOP.

By pressing EXIT, you will be returned to the track select screen to select another part by cursoring to it.


GR-30
GUITAR SYNTHESIZER

TURBOSTART

••• ROLAND GR-30 TURBO FACTS •••

The GR-30 is the newest guitar synthesizer from Roland. It features 8 megabytes of ROM waveform data, 256 Patches (128 Preset and 128 User) and 384 high quality tones such as Pianos, Violins, Organs, Drums, and Percussion. The GR-30 includes an impressive Arpeggiator that allows you to create independent string sequences of various finger picking patterns. The GR-30 also includes Intelligent Pitch Shifting, Reverb, Chorus, Delay, Wah, Whammy Effects, and a Chromatic Tuner.

• **Initialization**

To reset the factory settings:

- 1) Power on while holding down Pedal 2.
- 2) Press PATCH [+] to select the type of initialization ("PAT" initializes Patches, "SyS" initializes system settings, and "ini" initializes all settings).
- 3) Press EDIT/PLAY.
- 4) Press the PATCH +/- buttons simultaneously

• **Setting String Sensitivity**

Setting the string sensitivity is critical for obtaining maximum performance from your GR-30. Use the following procedure:

- 1) Turn the PARAMETER SELECT knob to select PICKUP SENS (1-6).
- 2) Press EDIT/PLAY, then play a string.
- 3) Use the PATCH (VALUE) +/- buttons to set the level. Turn the level up until the red light appears, then back off the level by one.
- 4) Press EDIT/PLAY to return to Play Mode.

• **Using The Guitar Tuner**

Use the following procedure to tune your guitar:

- 1) While pressing the S1 button on GK-2A, press Pedal 1 (or press PATCH [-] while holding EDIT/PLAY).
- 2) Play a string and tune accordingly. When the light in the center turns from green to red you are in tune.
- 3) Press any pedal or the S2 button to return to Play Mode.

• **Auditioning Patches and Tones**

The GR-30 includes 128 Preset and 128 User Patches that allow you to combine two of the 384 tones. Use the following procedure to access the patches using the GK-2A pickup:

- 1) Turn the PARAMETER SELECT knob to select PATCH INC/DEC BY S1/S2 Guitar Select.
- 2) Use the S1/S2 buttons on the GK-2A to change patches up and down.

To access Tones:

- 1) Turn the PARAMETER SELECT knob to A.
- 2) Turn the EDIT TARGET knob to 1st or 2nd TONE.
- 3) Use the PATCH (VALUE) +/- buttons to change Tones.

• **Selecting Arpeggiator Patches**

The GR-30 allows you to create individual string sequences similar to finger picking styles. The following Patches use the Arpeggiator:

Patch A11

Try some different chords.

Patch A14

Try a few chords, be sure to let arpeggio play out.

Patch A21

Try the chord sequence Am, E, G, D, F, C, Dm, E.

Patch A31

Play strings 2 and 6 simultaneously.

• **Using The Harmonist**

The Harmonist feature allows you to add harmonies that intelligently follow your notes in the selected key. Use the following procedure:

- 1) Select Patch A81 and press EDIT/PLAY.
- 2) Turn the PARAMETER SELECT knob to A.
- 3) Turn the EDIT TARGET knob to ARPEGGIO/harmony.
- 5) Use the PATCH (VALUE) +/- buttons to select h-1.
- 6) Turn the PARAMETER SELECT knob to B.
- 7) Use the PATCH (VALUE) +/- buttons to select Harmony Interval.
- 8) Turn the PARAMETER SELECT knob to C.
- 9) Use the PATCH (VALUE) +/- buttons to select Key.
- 10) Turn the PARAMETER SELECT knob to WRITE TO and use the PATCH (VALUE) +/- buttons to select a Patch location.
- 11) Turn the PARAMETER SELECT knob to WRITE PATCH.
- 12) Press the PATCH (VALUE) +/- buttons simultaneously to permanently save the new Patch.

• **Effects**

The GR-30 offers several effects such as Reverb and Chorus. Use the following procedure to select the desired effect:

- 1) Press EDIT/PLAY.
- 2) Turn the PARAMETER SELECT knob to A.
- 3) Turn the EDIT TARGET knob to EFFECT.
- 4) Use the PATCH (VALUE) +/- buttons to select Reverb Type.
- 5) Turn the PARAMETER SELECT knob to B, and use the PATCH (VALUE) +/- buttons to adjust Reverb Level.
- 6) Turn the PARAMETER SELECT knob to C, and use the PATCH (VALUE) +/- buttons to adjust Reverb Time.
- 7) Turn the PARAMETER SELECT knob to D, and use the PATCH (VALUE) +/- buttons to select the type of CHORUS or FLANGE.
- 8) Turn the PARAMETER SELECT knob to WRITE TO and use the PATCH (VALUE) +/- buttons to select a Patch location.
- 9) Turn the PARAMETER SELECT knob to WRITE PATCH and press the PATCH (VALUE) +/- buttons simultaneously to permanently save the new Patch.

BOSS **GT-5**

GUITAR EFFECTS PROCESSOR

TURBOSTART

*** BOSS GT-5 TURBO FACTS ***

The BOSS GT-5 is the first pedal board style Guitar Multi Effects Processor to incorporate Composite Object Sound Modeling (COSM). This technology allows the GT-5 to emulate several of the world's most popular guitar amps and speaker cabinets. The GT-5 includes 28 digital effects and 11 BOSS Overdrive and Distortion pedals. There's a wide variety of Modulation, Delay, and Reverb Effects such as the Humanizer, Harmonist, Trem/Pan, Sound On Sound Delay, and Reverb. The new Acoustic Guitar Simulator and HRM Guitar Synth Waveforms make the GT-5 extremely versatile. Up to 10 controllers can be assigned per patch and they can be controlled by the built-in control or expression pedals, external pedals or assignable MIDI controllers. Manual Mode allows you to turn effects On and Off with the pedal board. The built-in effects loop of the GT-5 allows you to add additional pedals and effects. A chromatic guitar tuner is also included in the GT-5.

• Initialization

The GT-5 allows you to select which areas of the system to initialize. Use the following procedure to return the entire system back to it's factory settings:

- 1) Turn the Power ON while holding down the MOD and FEEDBACKER/SLOW GEAR buttons.
- 2) Use the VALUE DIAL to select System and #4-5-5.
- 3) Press WRITE.

• Connecting the GT-5 to an Amp or PA System

The GT-5 can be used with a guitar amp or full range PA. You can specify the type of amp being used such as Tube or Solid State. Connect two audio cables from the Stereo Outputs to the L & R Inputs of your sound system.

- 1) Press UTILITY.
- 2) Use the VALUE DIAL to select the type of amp.
- 3) Press the PARAMETER RIGHT button to select SPEAKER SIMULATOR. Use VALUE to select PATCH DATA (speaker simulator on/off is determined by the Patch), ALWAYS ON, or ALWAYS OFF.
- 4) Press EXIT.
- 5) Connect your guitar cable to the back panel INPUT.
- 6) Use the INPUT MIN/MAX Volume Knob to adjust the input level, so the Overload Light does not light up.

• Tuning the Guitar

The Chromatic Tuner allows you to tune your guitar to normal pitch, or you can set it to display a half or whole step below normal tuning.

- 1) Press TUNER/BYPASS and play each string.
- 2) Adjust the pitch of each string to the center position on the meter.
- 3) Use the PARAMETER buttons to access additional tuning options, if desired.
- 4) Press EXIT.

• Selecting Patches

The GT-5 includes 250 Patches that are organized by Group, Bank, and Number. There are 4 User Groups and 6 Preset Groups. The Preset Numbers are highlighted in the LCD Display. The Patches can be switched by pressing the appropriate foot pedal.

- 1) Press the GROUP button to select the GROUP.
- 2) Press the FOOT PEDAL marked B to change BANKS followed by one of the five pedals. The Bank Number in the LCD will blink until you press a number pedal.
- 3) Press Pedals 1-5 for Patches. The red light on the pedal will be lit when the Patch is being used.

• Editing Patches

The GT-5 has 16 buttons that correspond with the 28 effects that can be individually edited. When the corresponding red light is ON, the effect is being used.

- 1) Press the desired Effect Button.
- 2) Turn the VALUE DIAL so that the Effect is ON or to select the desired User (U) or Preset (P).
- 3) Use the PARAMETER buttons and the VALUE DIAL to select the Effect Parameters.
- 4) Press WRITE to save the settings.
- 5) Use the VALUE DIAL to select a Patch Location.
- 6) Press WRITE to complete.

• Real Time Control

The pedal board on the GT-5 includes a built-in Control and Expression Pedal which can be used to control up to 10 parameters at once, per patch. You can also assign real time controllers to external foot pedals or MIDI controllers.

- 1) Press PEDAL/ASSIGN.
- 2) Turn the VALUE DIAL to select Expression Pedal ON, or to choose between User (U) and Preset (P).
- 3) Use the PARAMETER RIGHT button to select Target, and use the VALUE DIAL to choose the desired Target.
- 4) Use the PARAMETER buttons and VALUE DIAL to select and change the MIN and MAX assign settings.
- 5) Press WRITE to save to the desired Patch location.

• Manual Mode

Manual Mode allows you to use Pedals 1-5 as ON and OFF switches for selected Effects. It is not necessary to change patch numbers to enter Manual Mode.

- 1) Press MANUAL.
- 2) Use the PARAMETER buttons to select the Effect Type and the VALUE DIAL to make a selection.

GX-700

GUITAR EFFECTS PROCESSOR

*** BOSS GX-700 TURBO FACTS ***

The GX-700 Guitar Effects Processor is a single rack space preamp/processor which combines 21 highly sophisticated guitar effects with unprecedented operational ease. Up to 13 effects, including intelligent pitch shifting, can be used simultaneously and the connection order is user assignable. The GX-700 uses Roland's proprietary Composite Object Sound Modeling (COSM) technology and offers the flexibility of a built-in preamp and speaker simulator.

• Auditioning Patches

The GX-700 has 100 user programmable Patches in memory locations 1 to 100, and 100 preset patches in 101 to 200. To scroll through patches, simply rotate the NUMBER knob. Pressing the NUMBER knob in and rotating it will change patches in increments of 10.

• The Tuner

- 1) Connect a guitar to the INPUT.
- 2) Press the TUNER button (it can also be assigned to a foot pedal) and tune each string.
- 3) Press PLAY to return to play mode.

• Effects On/Off & Editing Parameters

- 1) VALUE knob to select preset patch [101].
- 2) Press the EFFECT SELECT button of your choice to access the parameters.
- 3) Pressing the button again toggles effect on/off.
- 4) PARAMETER buttons to scroll through the parameters in the selected effect.
- 5) VALUE knob to change the selected effects setting in single increments. Press and rotate VALUE knob to change in increment of 10.

• The Order Of Effects

- 1) Press LEVEL/CHAIN to access edit mode.
- 2) PARAMETER right to the effects list. Move the cursor (a little man) to the position where you want to move an effect. For example, move the man in between the WAH and OD/DS effect.
- 3) To move effect into new location press the EFFECT SELECT button with effect.

• The Preamp

- 1) Select any patch as a starting point.
- 2) Press the EFFECT SELECT PREAMP button.
- 3) Use the PARAMETER buttons to select [Type] and pick an amp with the VALUE knob.
- 4) Continue using the PARAMETER buttons and the VALUE knob to program the amp settings.
- 5) Repeat the same procedure with EFFECT SELECT SP.SIM for selecting and programming a speaker cabinet to go with the preamp.

• The Effects Loop

- 1) Press EFFECT SELECT PREAMP to turn off.
- 2) Press EFFECT SELECT LOOP until it turns on. If your guitar preamp is in the loop you should hear it.
- 3) Make the setting in your normal guitar amp to your liking. Don't worry about volume.
- 4) PARAMETER right to access the [Level] of the loop and VALUE it to a good setting.

• The Harmonist

- 1) The Harmonist is one of the MOD effects. Press the EFFECT SELECT MOD button to on.
- 2) PARAMETER right one time to [Mode] and VALUE to [Harmonist].
- 4) PARAMETER to [Key] and select one.
- 5) PARAMETER to [Harmony 1], VALUE to [+3rd]. Play a scales in your selected key. You will discover the pitch shifted interval changes from a major to minor 3rds.

• Real Time Control Assign:

With an FC-200 MIDI Foot Controller, and/or an expression pedal and foot switches plugged into back, it's possible to control up to seven parameters in real time, three preset & four user programmable. Connect FC-200 to MIDI In and/or the expression pedal and momentary foot switch (FS-5U or DP-2). (The FC-200's Expression and Controller foot switch transmit MIDI CTL# 7 and 80).

• Volume Pedal

- 1) Press EFFECT SELECT LEVEL/CHAIN button and PARAMETER right to [Assign 1 Target].
- 2) Rotate VALUE knob to select [FV : Level] for foot volume control before the delay.
- 3) PARAMETER to [Assign 1 Min] / [Assign 1 Max]. VALUE to appropriate settings.
- 4) PARAMETER to [Assign 1 Source], VALUE to [MIDI CTL #7] for FC-200 expression pedal or [EXP PEDAL] for an expression pedal in back.
- 5) Experiment with the pedal to see how it controls the sound parameter in real time.

• Naming The Patch

- 1) PARAMETER right until you reach [Name Edit].
- 2) Use VALUE to select letters and PARAMETER to move the cursor left and right. Press VALUE to toggle between CAPITOL and small letters.

• Writing The Patch

- 1) Press WRITE, The PATCH number will flash.
- 2) VALUE to select a different location (optional).
- 3) Press WRITE again

Roland®

JD-800

PROGRAMMABLE SYNTHESIZER

TURBOSTART

*** ROLAND JD-800 TURBO FACTS ***

The JD-800 is Roland's preeminent synthesizer, featuring CD-quality waveforms with incredible dynamic range, dedicated front panel controls for patch editing or performance nuances, and a multi-effects processor capable of producing up to eight effects at once.

• **Initializing**

- 1) Press DATA TRANSFER.
- 2) Use the cursor buttons to select [FACTORY RESET].
- 3) Choose YES.

• **Selecting Patches**

Single Mode

- 1) Press SINGLE.
- 2) Press a Bank and Number key.

Multi Mode

- 1) Press MULTI.
- 2) Press PART < > to select your Part.
- 3) Press a Bank and Number key.

• **Editing Patches**

Patches can be edited in either Single or Multi mode. Each Patch contains up to four Tones, A-D. Active Tones are indicated for each Patch by the Tone LEDs under the Patch block.

- 1) If you're in MULTI mode, press PART < > to select which Part you wish to edit.
- 2) Press ACTIVE.
- 3) Press Tone A-D button to select which Tone to edit. You can edit all four Tones at once if they're all selected. If none are selected, use the Tone Palette sliders to edit the Tones.
- 4) Move any slider, knob or button to edit the Tone.
- 5) Press LAYER and a Tone button to activate/de-activate additional Tones.

• **Using the JD-800 to edit a JD-990**

From Single mode on the JD-800:

- 1) Connect the MIDI Out of the JD-800 to the MIDI In of the JD-990.
- 2) Press the MIDI button.
- 3) Use the Cursor arrows to find "TX edit data."
- 4) Use the Value buttons to turn this parameter ON.

From Patch mode on the JD-990:

- 1) Press the System Setup button.
- 2) Press the F4 button, "MIDI RX"
- 3) Cursor to RX Exclusive and turn it to "ON-2."

• **Sequencing**

The JD-800 is 6-Part multitimbral for sequencing applications, including 5 Patches and a Special Setup for drum, percussion or special effects. It must be in Multi Mode in order to play multiple Patches simultaneously.

Setting the Transmit channel:

- 1) Press MIDI.
- 2) PAGE Up to "MIDI Tx Channel".
- 3) Use the Value slider to set it to PART.
- 4) Press EXIT.

Setting the Part Parameters:

- 1) Press PART EDIT.
- 2) Use the PART < > and the Value slider to set the Receive Channel for each Part.
- 3) PAGE Up to additional Part Parameters like Level, Pan, Output Assign, etc.
- 4) Press EXIT.

Selecting Patches:

The JD-800 will now automatically transmit on the channel of the current Part.

- 1) Press PART < > to select a Part.
- 2) Press a Bank and Number key.

• **Splitting the Keyboard**

Each Tone within a Patch has its own key range. To Split the keyboard, you must assign each Tone the appropriate zone.

- 1) In Single Mode, press COMMON.
- 2) Press PAGE Up until the display reads Range A.
- 3) Set the Low and High Range for Tone A using the Value slider and cursor.
- 4) PAGE Up for Tones B, C, and D.

• **Sound Card Library for the JD-800**

- 1) SL-JD80 Series:

A diverse library of Waveforms and Patches ranging from Acoustic, Dance and Rock drums to Strings, Brass, Pianos and even Accordion. Each set contains both a Waveform card and a Data card with 64 patches which utilize the sounds on the Waveform card.

- 2) SO-PCM Series:

These cards contain new Waveforms for use with either the JV or JD-series synthesizers. The JD-800 can use these Waveforms to enhance its internal library and allow users to build new Patches.

Roland®
JD-990
SUPER SYNTHESIZER MODULE

TURBOSTART

*** ROLAND JD-990 TURBO FACTS ***

The JD-990 Super JD is Roland's most powerful and programmable synthesizer ever. It features 6 Mb of our highest quality 44.1kHz waveforms, a powerful and flexible synthesizer architecture with extensive real-time control, 4 pairs of stereo outputs, and a dynamic multi-effects processor for creating stunning synth textures, as well as expressive acoustic instruments.

• **Initializing**

To return the Super JD to its factory setup:

- 1) Hold EXIT and press UTILITY.
- 2) Press F6 EXECUTE.

• **ROM Demo**

To play the Super JD's demo songs:

- 1) Press EXIT and CURSOR DOWN simultaneously.
- 2) Press F5 START to play the chain of songs. Or, CURSOR DOWN to any of the songs and press F5 START.

• **Selecting Patches**

The Super JD features 192 Patches – 128 Preset Patches (A/B), and 64 User Patches (I). An M-256E card can hold an additional 64 User Patches (C).

- 1) Press PATCH.
- 2) Press A, B, or INT to select a Patch bank.
- 3) Use the VALUE dial to select new Patches.
- 4) Press the VALUE dial to open a window of the current Patch bank.
- 5) Use the VALUE dial, or use the cursors, to move among the Patches.
- 6) Press the VALUE dial again to move to the next patch bank.

• **Using Controllers with Patches**

Most of the Patches in the Internal Bank are setup to respond to controllers "4" and "1" or "11" for real-time control of various parameters. Use a controller keyboard or sequencer that can transmit one or both of these controllers to shape the sound of the JD-990 Tones in real-time.

Patch I-11 DeepSEAmphony is a good example of how these controllers can be used. Controllers can be assigned to control a wide range of parameters including pitch, cutoff, resonance, level, and LFOs. Two controllers can be assigned for each Tone.

• **Editing Patch Parameters**

The JD-990 features extensive Patch editing capabilities. In the Patch mode, you can easily move to these parameters using the F keys.

• **Patch Parameter Edits (cont.)**

- 1) Press F5 LFO&CTL.
- 2) Press F5 to toggle between individual Tone view and Palette view. For now go to Tone view.
- 3) Press F2 LFO1. The LFO structure is displayed for the active Tone.
- 4) Cursor to each parameter and use the VALUE dial to change the values. The graphic display shows your changes as you make them.
- 5) Use the F keys to select other parameters and their graphic displays.

• **Sequencing**

The Super JD is 8-part multitimbral in Performance mode. To quickly get started sequencing with the Super JD, choose one of the Preset Performances B-09 through B-16. These Performances are already configured for multitimbral setup on channels 1-7 with Rhythm on 10.

- 1) Press PERFORM.
- 2) Press B.
- 3) Press the VALUE dial until the bank of Performances Pop Kit through Ethnic Kit appears.
- 4) Select a Performance for sequencing.

To select sounds, levels, panning and other parameters for each Part:

- 1) Press F2 PART.
- 2) Press F6 Palette.
- 3) Cursor to your desired parameter.
- 4) Use the VALUE dial or INC/DEC buttons to make your changes.

• **Using Expansion Boards & PCM Cards**

The Super JD's 6 Mb of memory can be user-expanded to 16 Mb using the SR-JV80 Series Expansion Boards, and SO-JD80 and SO-PCM1 Waveform Cards. Both the SR-JV80 Boards and SO-PCM1 Cards also contain Patches. These Patches must be loaded into User Memory locations before they can be played normally.

- 1) Install the Expansion Board, or insert an SO-PCM1 Card.
- 2) Press PATCH.
- 3) Press UTILITY.
- 4) Press F4 CARD.
- 5) Press F5 LD PRM.
- 6) Use the Data Wheel to select either PCM Card or EXP Board.
- 7) Cursor to the right, and use the Data Wheel to select a Patch.
- 8) Press F6 EXECUTE.

The Patch is now in temporary memory. You can use the WRITE procedure (UTILITY, F1) to store it in any User Patch location.

• Using the Effects

An integral part of the Super JD's sound is its tremendous multi-effects processor. Any Patch can use up to 8 effects at one time. The effects are divided in to two Groups, A and B. Group A includes Distortion, Phaser, Spectrum EQ, and an Enhancer. Group B features Chorus, a Stereo Multi-Tap Delay, and Reverb. The delay has been expanded to 3000ms, and will sync to MIDI clock. Two effect Parameters can be controlled in real-time via MIDI.

To setup Effect control via MIDI:

- 1) Press PATCH.
- 2) Select PATCH I-15 DistSynChorus.
- 3) Press EFFECTS.
- 4) Press F2 FX Control.
- 5) Choose your control Source. This is the controller you will transmit from your keyboard or sequencer.
- 6) Choose a Destination for your controller.
- 7) Set the desired depth of effect.

Note: Your destination Effect must be enabled under F4 Group A and F5 Group B.

• Assigning Outputs

The JD-990 has four pairs of stereo outputs to which any of the eight multitimbral parts can be assigned in Performance mode. By panning a Part all the way to the left or the right, you can effectively assign each Part to its own output.

To assign a Part to a Stereo Pair:

- 1) Press PERFORM.
- 2) Press F4 Out & FX.
- 3) Cursor down to bottom row.
- 4) Cursor left or right to the desired Part.
- 5) Turn dial to select D-1, D-2 or D-3.

Now pan the Part hard right or left within the stereo pair for individual outputs.

- 6) Press F2 (Part).
- 7) Press F6 Palette.
- 8) Cursor to Pan for the desired Part.
- 9) Dial to L50 for "hard left" or R50 for "hard right".

If you are using a stereo Patch, each Tone must be panned to the center for these settings to take effect. From the Patch mode, press F4, cursor to Pan, and set all 4 Tones to "0".

• Using the Oscillator Sync Function

This function lets you create interesting effects by forcing any waveform to be "slaved" to any other waveform in a Patch. Any Tone (waveform) within a Patch can be designated the "master." Each remaining Tone can then be slaved to the frequency of the "master". Pitch envelopes can be applied to the "slave" Tone(s) to try to force them out of tune, creating new harmonics and resulting in the characteristic Sync sound. This effect only works when Solo is ON. Also, the Tone switch for the selected Master Tone must be turned ON.


- 1) In Patch Play mode, select a Patch to edit.
- 2) Press F1 COMMON.
- 3) Press F2 Key FX.
- 4) Press CURSOR DOWN to <SOLO> Switch.
- 5) Use the VALUE dial to turn SOLO Switch ON.
- 6) Press CURSOR DOWN to Sync Master.
- 5) Use the VALUE dial to select a master Tone.
- 6) Press EXIT.
- 7) Press F2 WG.
- 8) Press F1 Wave.
- 9) Press CURSOR DOWN to Sync Slave SW.
- 10) Press TONE SELECT to select a Slave Tone.
- 11) Use the VALUE dial to turn the Sync Slave Switch ON.
- 12) Repeat steps 10 and 11 for the remaining Tones as desired.
- 13) Press EXIT.

• Use a JD-800 to edit Patches

Each of the edit sliders on the front panel of the JD-800 can be used to edit the Tones in the JD-990 in real-time.

- 1) Press SYSTEM.
- 2) Press F4 RX MIDI.
- 3) CURSOR to RX EXCLUSIVE.
- 4) Use the VALUE dial to select ON-2.
- 5) Turn on the TX EDIT function in the JD-800 MIDI Menu.
- 6) Use the edit Sliders on the JD-800 to alter the JD-990 Tones in real-time.

If the appropriate edit window is open in the JD-990, the graphic display will show your changes as you make them. Make sure the correct Tone Switch is enabled for the parameter you are editing.

 **JP-8000**
MUSIC SYNTHESIZER

TURBOSTART

*** ROLAND JP-8000 TURBO FACTS ***

The JP-8000 is a new generation synthesizer, bridging the gap between analog and digital synths. It uses Roland's Analog Modeling technology, instead of sampled waveforms, in combination with front panel knob and sliders to create incredible new sounds.

- DSP Oscillators simulate 7 different analog waveforms
- 8 voice polyphony
- Keyboard layers & splits
- Oscillator Sync, Cross & Ring Modulation
- 48 Arpeggiator styles
- 48 recordable RPS patterns
- EQ, Chorus, Flanger, Phaser & Delay
- Sliders and knobs transmit MIDI data
- Arpeggiator, LFOs, & effects sync to MIDI
- 256 Patches & 128 Performances
- New Super Saw waveform that models 7 saw waves using just one voice of polyphony.

• **Initialize**

Use the following procedure to restore the factory settings:

- 1) Hold SHIFT and press INIT/UTIL.
- 2) Press INIT/UTIL until "Initialize [WRITE]" is displayed.
- 3) Use the DOWN/UP buttons to select "FACTORY PRESET."
- 4) Press WRITE.

• **Play the ROM Demos**

- 1) Press ARP HOLD and REC simultaneously. Song 1 will begin to play.
- 2) Use the [1]-[8] buttons to select a different song.
- 3) Press EXIT to return to the previous screen.

• **Selecting Sounds**

On the JP-8000, each musical sound that you play is called a Performance. There are always 2 Patches selected (Upper and Lower) in each Performance and you can play either one or both. Patch selections for the Upper and Lower parts, front panel settings, arpeggiator/RPS settings, and a variety of other settings are stored with each Performance. Use the following procedure to listen to Performances:

- 1) Press PERFORM/PATCH until "PERFORM" is displayed.
- 2) Use the BANK/VALUE buttons to select the desired bank (each bank contains 8 Performances).
- 3) Use the [1]-[8] buttons to select the desired Performance.

• **Using the Arpeggiator**

- 1) Select a Performance.
- 2) Hold SHIFT and press PFM COMMON [1].
- 3) Press PFM COMMON [1] until "Arpeggio Dest" is displayed. Use the DOWN/UP buttons to select LOWER & UPPER (if it is not already selected).
- 4) Press PFM COMMON until "ARP BEAT PATTERN" is displayed. Use the DOWN/UP buttons to select the desired arpeggio pattern.
- 5) Press ON/OFF (under Arpeggiator/RPS) so that it is lit.
- 6) Play the keyboard to hear the arpeggio.
- 7) Use the TEMPO knob to adjust the tempo as desired.
- 8) Press ON/OFF to turn the arpeggiator off.

• **Playing RPS Patterns**

RPS Patterns are short sequences (1 to 4 bars) that are assigned to various notes on the keyboard. There are 48 Preset RPS Patterns that you can choose from or you can create your own. RPS settings such as ON/OFF and TEMPO can be stored in each Performance.

To play an RPS Pattern:

- 1) Select the desired sound.
- 2) Press ON/OFF (under Arpeggiator/RPS) so that it is lit.
- 3) Press MODE until all three indicators (UP, DOWN, and RND) are lit.
- 4) Play the keyboard to hear the RPS patterns.

To record an RPS Pattern:

- 1) Hold REC and press the C4 key.
- 2) Press CLEAR [6] followed by WRITE.
- 3) Press REC and play the keyboard when "M=1 B=1" is displayed.
- 4) Press REC when finished.
- 5) Make sure that ON/OFF is lit and press the C4 key to hear your new RPS Pattern.

• **Recording a Motion Control**

The Motion Control function allows you to store multiple slider and knob movements as a 'Motion' for automated playback. Up to 4 different 'Motions' can be stored in memory and you can activate them by pressing the MOTION CONTROL [1] or [2] buttons. Before recording a new 'Motion' you must first clear any existing ones:

- 1) Hold REC and press MOTION CONTROL [2].
- 2) Press CLEAR [6].
- 3) Press WRITE followed by EXIT.

To record a new 'Motion':

- 1) Select Performance P:88 Template6.
- 2) Press LOWER.
- 3) Hold REC and press MOTION CONTROL [2].
- 4) Press LOOP LENGTH [1] and use the DOWN/UP buttons to select "4." Press EXIT.
- 5) Adjust the sliders and/or knobs as desired, then press REC.
- 6) Hold a note(s) on the keyboard to hear the effect of the 'Motion' you created.

• **Assigning the Ribbon Controller**

The ribbon controller allows you to control the movements of multiple sliders and/or knobs with a single control. Use the following procedure to assign the slider/knob functions to the ribbon controller:

- 1) Select the desired Performance.
- 2) Press RIBBON ASSIGN.
- 3) Press WRITE. "Ribbon Assign (Not Assigned)" will be displayed.
- 4) Adjust sliders and/or knobs as desired (try CUTOFF FREQ and RESONANCE).
- 5) Press RIBBON ASSIGN.
- 6) While playing the keyboard, press the center of the ribbon controller and slide your finger to the right. The sound will change as it did previously when the sliders and knobs were adjusted.


JS-30
SAMPLING WORKSTATION

TURBOSTART

••• **ROLAND JS-30 TURBO FACTS** •••

The JS-30 Sampling Workstation is a self contained Phrase Sampler designed for DJ's in both live and studio applications. It is 8 note polyphonic, 16 part multitimbral, and contains 36 specialized ROM sounds. Also included is a Beats Per Minute (BPM) function for matching tempos of various samples. The JS-30 features a 4-Track Realtime Phrase Sequencer (RPS) for sample playback. The sampling RAM can be expanded to 4MB using standard SIMMs memory chips. A SCSI port comes standard for saving and loading data. The JS-30 can read Roland S-700 Series and Akai S-1000/1100 CD Rom libraries.

• **Initialize**

- 1) Hold RECORD (in the PERFORMANCE section) and turn the power on.

• **Playing Demos or other Sequences**

- 1) Press DEMO.
- 2) Press TRACK 1 and Demo 1 will play.
- 3) Press STOP to stop the Demo.
- 4) Press the TRACK 2 after pressing DEMO to select Demo 2.

• **Selecting Banks and Samples**

- 1) Press FACTORY BANK under BANK SELECTOR. Each time you press the button you can shift between the 3 banks of built-in sounds.

• **Creating a Sample**

- 1) Connect an input source (such as a microphone) to the JS-30's "Mic In" input or rear input jack.
- 2) Press the RECORD (in the EDITING section), the LED should light.
- 3) Play your input source and adjust the level with the "Sampling Level" fader. Be sure that the horizontal fader is set to "INPUT" (all the way left). You can monitor the input level in the Level Indicator section of the display.
- 4) Press the grey SAMPLING button to begin sampling.
- 5) Press SAMPLING again to stop recording.
- 6) The sample you just created will be the last one in memory. "r 01" will be displayed indicating that a sample has been created. You can now play the pads and hear the sample.

• **Recording a Realtime Phrase Sequence (RPS)**

- 1) Press RECORD. TRACK 1 will flash indicating that it is in Standby mode.
- 2) Play the pads to begin recording.
- 3) Press START/STOP when finished recording.
- 4) Press RECORD followed by TRACK 2 to record on the next track. It will flash indicating that it is in Standby mode.
- 5) Play the pads (or press START/STOP) to record on Track 2.
- 6) Continue this process to record Tracks 3 & 4.
- 7) Press START/STOP to play back your sequence.

• **Using the Beats Per Measure (BPM) Function**

This function allows you to match the tempo of multiple drum loops.

- 1) From PLAY mode, play the drum loop on the D pad of FACTORY BANK 1.
- 2) Press EDIT followed by the F pad to hear the sample at its original pitch.
- 3) Hold pad 9 and press HOLD. The sample will play continuously.
- 4) Hold the blue 2ND FUNCTION button and press BPM SET, "b—" will be displayed.
- 5) Press BPM SET.
- 6) Tap the grey TAP-TEMPO- SAMPLING pad at the same tempo as the drum loop. You should hear a beep sound as you tap the pad.
- 7) Once you have chosen the tempo, press ENTER to assign the tempo to the pad.
- 8) Press PLAY to return to Play mode.
- 9) Repeat steps 1-5 to assign the tempo for additional drum loops and/or samples.
- 10) Hold the blue 2ND FUNCTION button and press MASTER BPM to display the Master Tempo of the Performance. It will display "b---."
- 11) Press MASTER BPM.
- 12) Tap the gray TAP-TEMPO- SAMPLING pad at the desired tempo for the drum loops. You will hear a beep sound as you tap the pad.
- 13) After you set the tempo, press ENTER to assign the tempo to the performance. All samples that were assigned tempos will now play back at the Performance tempo.

The JS-30's memory can be expanded with up to three 30 pin, 1X8Mbyte SIMMs memory chips. Call Roland Corporation U.S. (213) 685-5141, ext. 482 for recommended distributors of RAM and SCSI devices for the JS-30.

Roland®
JX-305
GROOVE SYNTH

TURBOSTART

*** ROLAND JX-305 TURBO FACTS ***

The Roland JX-305 is a performance-oriented synthesizer with killer sounds and massive realtime control. Features include:

- 61 note, velocity-sensitive keyboard with aftertouch
- 64 voice polyphony
- 640 Preset and 256 User Patches, 42 Rhythm Kits
- Reverb, Delay, and 24 Multi-Effects
- 8 track pattern-oriented sequencer with 768 preset, 256 user Patterns, and 75,000 note internal memory
- Powerful onboard Arpeggiator and Realtime Phrase Sequencer functions
- 9 control knobs for intuitive real-time control. All control knobs transmit MIDI controller values
- SmartMedia memory card for external storage of up to 480,000 notes

• **Initializing**

Use the following procedure to initialize the JX-305 and restore the factory settings:

- 1) Press UTILITY.
- 2) Use the PAGE </> buttons to select "FACTORY PRESET," and press ENTER.
- 3) Use the PAGE </> buttons to select "ALL."
- 4) Press ENTER twice.

Note: Initialization will take several minutes.

• **Playing the Demo Songs**

The JX-305 has 8 demo songs. Use the following procedure to listen to the demo songs:

- 1) Simultaneously press EXIT and ENTER.
- 2) Use the VALUE dial to select the desired demo song.
- 3) Press STOP/PLAY to begin playback
- 4) Press STOP/PLAY to halt playback.
- 5) Press EXIT to return to play mode.

• **Selecting Patterns**

Use the following procedure to select a pattern for playback:

- 1) Press MODE so it is not lit.
- 2) Press PTN/SONG in the Display section.
- 3) Press PRESET/USER/CARD several times to select PRESET and use the VALUE DIAL to select "P A:22 Psy Trance 10."
- 4) Press STOP/PLAY to begin playback.
- 5) Press STOP/PLAY to halt playback.
- 6) Use the above steps to try the following Patterns:

P B:28 Rock 6	P B:78 Tech Step 1
P C:15 Hip Hop East 1	P D:41 Funk 1
P D:57 Dance Hall 3	P D:66 Salsa 1

• **Muting Parts in a Pattern**

Use the following procedure to mute parts of a Pattern:

- 1) Select Pattern "P A:11 Psy Trance 1" (see above).
- 2) Press STOP/PLAY to begin playback.
- 3) Press PART MUTE so it is lit.
- 4) Use the Bank 1-8 buttons to mute parts. Note that when a button is blinking, it is muted.
- 5) Press STOP/PLAY to halt playback.

• **Auditioning Sounds**

Use the following procedure to audition Patches and Effects together:

- 1) Press PART SELECT so it is lit, then press PART 1.
- 2) Press PART SELECT so it is not lit.
- 3) While holding SHIFT, press PATCH.
- 4) Press the Bank 1 button to select a Piano sound with Reverb and play the keyboard.
- 5) Try the following sounds:

Bank 3 - an Electric Piano sound with Auto Pan
Number 1 - a String sound with EQ
Number 8 - a Synth sound with the Slicer effect.

• **Using the Arpeggiator**

The Arpeggiator sequentially triggers notes that are held on the keyboard in time with the current Pattern. The JX-305 has 43 preset and 10 user arpeggio styles. Use the following procedure:


- 1) Press ARP so it is lit.
- 2) Hold several keys down on the keyboard.
- 3) Hold the ARP button and use the VALUE DIAL to select other arpeggio styles.

• **Using RPS**

RPS allows you to trigger patterns from the keyboard. There are 60 RPS sets, each containing 16 patterns. Like the Arpeggiator, RPS patterns are played back in sync with the internal Patterns. Use the following procedure:

- 1) Press RPS SET so it is lit.
- 2) Use the VALUE DIAL to select "U:13 NU NRG."
- 3) Press RPS so it is lit.
- 4) Press the bottom 17 keys to trigger the selected patterns.

The SmartMedia Cards are available in 2 and 4 megabyte versions; SM-2 (\$35.00 retail) and SM-4 (\$60.00 retail). Contact your local Authorized Roland dealer to order these cards.


JV-35
EXPANDABLE SYNTHESIZER

TURBOSTART

*** ROLAND JV-35 TURBO FACTS ***

The JV-35 is a 16-Part multitimbral, 28-voice polyphonic, GS/GM compatible synthesizer, with 226 Tones and 9 Drum Sets. An additional 256 User Tones and 9 User Drum Sets can be customized and stored by the user. It can be expanded to 56-voice polyphony by installing the VE-JV1 or the VE-GS1 Voice Expansion Boards.

• **Initializing**

- 1) Press CONTROL and MASTER.
- 2) Press VALUE UP to restore the original settings.

• **ROM Play**

- 1) Press LEVEL and PAN.
- 2) Use PARAMETER UP/DOWN to select the desired song.
- 3) Press VALUE UP to start song playback.
- 4) Press VALUE DOWN to stop playback.
- 5) To exit ROM Play mode, press LEVEL and PAN.

• **Auditioning Sounds**

The JV-35's 16 Preset Banks are stenciled on the upper right corner for easy location of the Tones.

- 1) Press Bank 1, Number 1: Piano 1
- 2) Press Bank 4, Number 1: Nylon Str-Gtr
- 3) Press Bank 3, Number 1: Organ1
- 4) Press Bank 5, Number 7: Synth Bass 1
- 5) Press Bank 12, Number 2: Warm Pad

Some Tones will have Variations as well. Press VARIATION to hear them.

• **Customizing Tones**

- 1) Select a Tone.
- 2) Press Envelope, then move the corresponding slider to alter the Attack, Decay or Release time.
- 3) Press Filter, then edit the Cutoff and Resonance.
- 4) Press Vibrato, then ease the Depth slider up to add vibrato.
- 5) To store an edited Tone, hold WRITE, toggle VARIATION to specify the User Tone Map 1 or 2, then press the flashing number button.

• **Selecting Drum Sets**

Two of the JV-35's 16 Parts can contain Drum Kits. Part 10 defaults as Drum 1. Any other Part can be assigned Drum 2 by pressing the DRUM 2 button.

- 1) Press DRUM 2 to make the selected Part Drum 2, or press PART <> to move to Part 10.
- 2) Press Number 1: Standard
- 3) Press Number 3: Power
- 4) Press Number 7: Brush
- 5) Press Number 8: Orchestra
- 6) Press Variation: SFX

• **Drum Set Editing**

- 1) While in a Drum Kit, press both PARAMETER UP/DOWN simultaneously.
- 2) Use the Value Slider to change the Pitch.
- 3) Press PARAMETER UP to access LEVEL, PANNING, PITCH, and the REVERB DEPTH.

• **Splitting the Keyboard**

- 1) Select the sound for the upper range of the keyboard.
- 2) Press the SPLIT button.
- 3) Move the cursor to the bottom of the display using the PARAMETER DOWN button.
- 4) Use Bank and Number to select a sound for the lower range of the keyboard.
- 5) To set the Split Point: Hold SPLIT, use the Value Slider to set the split point.

• **Layering Sounds**

- 1) Select a sound, then press DUAL.
- 2) Move the cursor to the bottom of the display by using the PARAMETER DOWN button.
- 3) Use Bank and Number to select a second sound.
- 4) Use LEVEL to balance the volume of each sound.

• **Performances**

The JV-35 has 8 Performances which store the entire 16-Part multitimbral setup, plus Key Modes such as Split and Layer.

- 1) To recall a Performance, hold PERFORMANCE and press a Number button, 1 thru 8.
- 2) To store a Performance, hold WRITE and PERFORMANCE, and press a Number button, 1 thru 8.

• **Using an External Sequencer**

When initialized, each Part 1-16 transmits and receives on its respective MIDI channel.

- 1) Use PART <> to select a Part.
- 2) Use Bank and Number to select a sound.
- 3) Record your track.
- 4) Use PART <> to select a new Part.
- 5) Repeat steps 2-4.

• **Using a Voice Expander**

When installed, the VE-JV1 or VE-GS1 can increase polyphony for sequencing or layering sounds. The VE-JV1 will also add 512 new sounds. To use a Voice Expander sound, press EXPANSION then Bank and Number.


JV-50
EXPANDABLE SYNTHESIZER

TURBOSTART

*** ROLAND JV-50 TURBO FACTS ***

The JV-50 is a 16-Part multitimbral, 28-voice polyphonic, GS/GM compatible synthesizer, with 226 Tones and 9 Drum Sets and a Direct from Disk SMF Player. An additional 256 User Tones and 9 User Drum Sets can be customized and stored by the user. It can be expanded to 56-voice polyphony by installing the VE-JV1 or the VE-GS1 Voice Expansion Boards.

• **Initializing**

- 1) Press CONTROL and MASTER.
- 2) Press VALUE UP to restore the original settings.

• **ROM Play**

- 1) Press LEVEL and PAN.
- 2) Use PARAMETER UP/DOWN to select the desired song.
- 3) Press VALUE UP to start song playback.
- 4) Press VALUE DOWN to stop playback.
- 5) To exit ROM Play mode, press LEVEL and PAN.

• **Auditioning Sounds**

The JV-50's 16 Preset Banks are stenciled on the upper right corner for easy location of the Tones.

- 1) Press Bank 1, Number 1: Piano 1
- 2) Press Bank 4, Number 1: Nylon Str-Gtr
- 3) Press Bank 3, Number 1: Organ1
- 4) Press Bank 5, Number 7: Synth Bass 1
- 5) Press Bank 12, Number 2: Warm Pad

Some Tones will have Variations as well. Press VARIATION to hear them.

• **Customizing Tones**

- 1) Select a Tone.
- 2) Press Envelope, then move the corresponding slider to alter the Attack, Decay or Release time.
- 3) Press Filter, then edit the Cutoff and Resonance.
- 4) Press Vibrato, then ease the Depth slider up to add vibrato.
- 5) To store an edited Tone, hold WRITE, toggle VARIATION to specify the User Tone Map 1 or 2, then press the flashing number button.

• **Selecting Drum Sets**

Two of the JV-50's 16 Parts can contain Drum Kits. Part 10 defaults as Drum 1. Any other Part can be assigned to Drum 2 by pressing the DRUM 2 button.

- 1) Press DRUM 2 to make the selected Part Drum 2, or press PART <> to move to Part 10.
- 2) Press Number 1: Standard
- 3) Press Number 3: Power
- 4) Press Number 7: Brush
- 5) Press Number 8: Orchestra
- 6) Press Variation: SFX

• **Splitting the Keyboard**

- 1) Select the sound for the upper range of the keyboard.
- 2) Press the SPLIT button.
- 3) Move the cursor to the bottom of the display by using the PARAMETER DOWN button.
- 4) Use Bank and Number to select a sound for the lower range of the keyboard.
- 5) To set the Split Point: Hold SPLIT, use the Value Slider to set the split point.

• **Layering Sounds**

- 1) Select a sound, then press DUAL.
- 2) Move the cursor to the bottom of the display by using the PARAMETER DOWN button.
- 3) Use Bank and Number to select a second sound.
- 4) Use LEVEL to balance the volume of each sound.

• **Performances**

The JV-50 has 8 Performances which store the entire 16-Part multitimbral setup, plus Key Modes such as Split and Layer.

- 1) To recall a Performance, hold PERFORMANCE and press a Number button, 1 thru 8.
- 2) To store a Performance, hold WRITE and PERFORMANCE, and press a Number button, 1 thru 8.

• **Using an External Sequencer**

When initialized, each Part 1-16 transmits and receives on its respective MIDI channel.

- 1) Use PART <> to select a Part.
- 2) Use Bank and Number to select a sound.
- 3) Record your track.
- 4) Use PART <> to select a new Part.
- 5) Repeat steps 2-4.

• **Using Standard MIDI Files**

The onboard disk drive accepts 720K DOS-format Standard MIDI Files (SMF). SMFs created on a PC or MC-50mkII can be saved to floppy disk then played on the JV-50. Macintosh SMFs can be converted to DOS SMFs via Apple File Exchange.

- 1) Press DISPLAY to show Title, Measure & Tempo.
- 2) Press PLAY.

• **Using a Voice Expander**

When installed, the VE-JV1 or VE-GS1 can increase polyphony for sequencing or layering sounds. The VE-JV1 will also add 512 new sounds. To use a Voice Expander sound, press EXPANSION then Bank and Number.


JV-90
EXPANDABLE SYNTHESIZER

TURBOSTART

*** ROLAND JV-90 TURBO FACTS ***

The JV-90 is an 8-Part multitimbral, 28-voice polyphonic, fully programmable synthesizer, with complete MIDI controller functions and a 76-note keyboard. It can be expanded to 56-voice polyphony by installing the VE-JV1 or the VE-GS1 Voice Expansion Boards. The JV-90 sound library can also be enhanced by the SR-JV80 series of 8MB expansion boards as well as SO-PCM sound cards and PN-JV80 parameter cards.

• **Initializing**

- 1) Hold CAPS, and POWER ON.
- 2) Press ENTER.
- 3) Press WRITE.

• **ROM Play**

- 1) Press the LEVEL and WAVE buttons under the EDIT PALETTE.
- 2) Press ENTER.

• **Auditioning Sounds**

The JV-90 has four Preset Patch Groups, A, B, C, D, and one User-programmable Patch Group I, each with 64 Patches, for a total of 320 on board Patches. An M-256E or PN-JV80 Card can hold an additional 64 User Patches. The JV-90 can also directly access Patches on any SR-JV80 Expansion Board or SO-PCM1 Card, providing immediate access to over 600 Patches.

- 1) Press PATCH.
- 2) In the PATCH GROUP buttons select USER, PRESET or W-EXP.
- 3) For Preset Patches:
Select A, B, C, or D from the PATCH GROUP buttons.
For User Patches:
Select INT or CARD from the PATCH GROUP buttons.
For Expansion Board Patches, :
Select A, B, C, or D from the PATCH GROUP buttons.
For SO-PCM1 Card Patches:
Select PCM CARD A from the PATCH GROUP buttons.
- 4) After selecting your Group, use the eight BANK and NUMBER buttons to select Patches within that Group.

• **Customizing Patches**

The Edit Palette provides a quick and intuitive method for mastering the JV-90's powerful synthesizer controls, allowing you to customize your Patches. Each Patch combines 1-4 Tones, indicated by the Tone Switch LEDs.

Customizing Patches (cont.)

- 1) Press PATCH.
- 2) Press LEVEL in the Edit Palette.
- 3) Use Sliders 1-4 to remix the Levels of the enabled Tones.
- 4) Press the other Edit Palette controls, PAN, TUNE, WAVE, CUTOFF, RESONANCE, ATTACK or RELEASE, and use the sliders to change the sound.
- 5) The s and t in the display indicate you can CURSOR to related parameters from any of the eight Edit Palette screens.

• **Writing a new Patch in memory**

- 1) Press WRITE.
- 2) Cursor to Write and press ENTER.
- 3) Select a User Patch location using the Patch Group, Bank and Number buttons, or Slider 1.
- 4) Press ENTER.

• **Performances**

Like Patches, there are both Preset and User Performances in the JV-90. There are three types of Performances:

- LAYER: for layering Patches.
ZONE: for splitting Patches across the keyboard.
SINGLE : for multitimbral sequencing.

To set the Performance mode:

- 1) Press PERFORMANCE.
- 2) Press EDIT.
- 3) Cursor down to KEY MODE.
- 4) Use INC/DEC or Slider 1 to set the desired Mode.

• **Using the JV-90 with a sequencer**

- 1) Select Preset Performance A16 "PopOrchestra".
- 2) Cursor right to listen to the patches in this Performance.
- 3) Cursor right to the Rhythm Part.
- 4) Record on track one on your Sequencer.
- 5) To listen to your Track, press PLAY.

To record additional Tracks:

- 1) Cursor to your next instrument.
- 2) Repeat steps 4 and 5, selecting a new Track each time.

To select new Patches:

- 1) Press PATCH on the Edit Palette.
- 2) Use the Group, Bank and Number buttons, or Sliders, to select Patches for each Part.


JV-90
EXPANDABLE SYNTHESIZER

TURBOSTART

• **Compu-Mixing**

Compu-Mixing turns the JV-90's sliders into an automated MIDI mixer, controlling the volume and pan information of your sequence tracks.

- 1) Record a sequence, as above.
- 2) Press TX VOL on the Edit Palette.
- 3) Press REC and select an empty Track for recording.
- 4) Press PLAY to start recording, and move the sliders to mix the volume levels.
- 5) Press STOP and RESET.
- 6) The sequencer will play back your volume changes.
- 7) You can do the same with TX PAN, to move the sounds throughout the stereo field.

• **VE-JV/GS Voice Expanders**

In addition to SR-JV80 Expansion Boards, the JV-90 can be expanded with the VE-GS1 and VE-JV1 Voice Expanders, which provide additional polyphony and multitimbral parts.

To select Voice Expander sounds:

- 1) Press V-EXP.
- 2) Press V-EXP and A in the Patch Group buttons.
- 3) Use the BANK and NUMBER buttons to select the sounds.
- 4) Use PART SEL (under Edit Palette) to toggle between Parts 1-8 and 9-16. Cursor between individual Parts.

To select GS Variation Tones: (VE-GS1 only)

- 1) Press BANK LOW in the Patch Group buttons.
- 2) Press BANK and NUMBER buttons to select a new Bank. (Not all Banks contain Variations - see a GS Tone Chart)

• **MIDI Internal/External Switch**

In order to provide independent access to both the internal sounds of the JV-90 and the V-EXP sounds of either a VE-JV1 or VE-GS1 Voice Expansion Board, there are two MIDI inputs. To allow the two sound sources to be addressed separately the MIDI switch must be set to External.

In External position, the JV-90 sound source will be accessible from the JV-90 MIDI In and the Voice Expansion Board will be addressed only from the V-EXP MIDI In.

This concept has the following ramifications:

- 1) If you're addressing a sound source via the JV-90 MIDI In, the internal processor will update the display when MIDI data is received, i.e.

MIDI Internal/External Switch (cont.)

program changes, volume changes, etc.

- 2) Subsequently, when set to EXT, the V-EXP MIDI In bypasses the JV-90 and the display is not updated when MIDI data is received.

EXPANSION BOARDS

There are essentially two kinds of optional expansion boards for the JV-90: Voice Expanders and Waveform Expanders.

Voice Expansion Boards

These expansion boards increase the JV-90's polyphony, multitimbral capability, the number of sounds, and includes its own effects processor.

- The VE-GS1-01 General MIDI/GS compatible board provides 226 new sounds, 28 additional voices of polyphony and 16 more multitimbral parts.
- The VE-JV1 board provides 512 sounds (64 of which are not in the internal JV-90 library), 28 additional JV-90 quality voices of polyphony and 8 more multitimbral parts.

Waveform Expansion Boards

The SR-JV series Sound Expansion Boards are 8 Megabyte libraries of new sounds. These sounds are grouped by style. Currently, there are four libraries: Pop, Orchestral, Piano, and Vintage Synth. In addition to 8MB of new waveforms, these boards also contain a large library of Patches that utilize the waveforms on the Expansion Board.

• SR-JV80-01 Pop Expansion Board:

Pianos, organs, basses, synth pads and leads—the kinds of sounds typically associated with Pop music.

• SR-JV80-02 Orchestral Expansion Board:

One of the most accurate collections of virtually every orchestral instrument necessary for composing or performing in this genre.

• SR-JV80-03 Piano Expansion Board:

Everything from classic Rhodes to stunning grand pianos—Steinway to Bosendorfer. A "best of" collection of the worlds best electric and acoustic pianos.

• SR-JV80-04 Vintage Synth Expansion Board:

An amazing collection of all the sounds that defined early synthesis. Oberheim®, Moog®, Hammond®, Mellotron®, and of course, Roland—they're all here with breathtaking realism and playability.

• SR-JV80-05 World Expansion Board:

Over 255 waveforms that cover an extensive collection of ethnic instruments from around the world. Includes 255 patches using internal and SR-JV80-05 waveforms.

• SR-JV80-06 Dance Expansion Board:

255 waveforms and 255 patches for dance music applications such as techno, industrial, acid-house, hip-hop, trance, and more. Includes phrases, scratch noises, human voice exclamations, beat-loops, vocal samples, TR-808/909, TB-303, SH-101, and more.

 **JV-880**
SYNTHESIZER MODULE

TURBOSTART

*** ROLAND JV-880 TURBO FACTS ***

The JV-880 puts the latest in Roland's leading-edge sound technology in a single-space rack module. It's incredible sounds – expandable to 14 Mbytes, 8-part multitimbral capabilities and impressive sound editing features make it an ideal instrument for any professional or home studio environment.

• **Initializing**

- 1) Press UTILITY.
- 2) Rotate the DATA dial to Factory Preset.
- 3) Press ENTER twice.

• **Playing the ROM demos**

There are 3 ROM demos in the JV-880. To access them:

- 1) Press UTILITY.
- 2) Rotate the DATA dial to ROM Play.
- 3) CURSOR to the bottom line of the display.
- 4) Rotate the DATA dial to select the desired song.
- 5) Press UTILITY to exit.

• **Selecting Patches**

- 1) Press PATCH/PERFORMANCE so that it is lit.
- 2) Use the DATA dial to select the desired patch. Press the DATA dial while turning it to select Banks A, B, or I.

• **Sequencing with Performances**

- 1) Press PATCH/PERFORMANCE so that it is unlit.
- 2) Rotate the DATA dial to select Performance A-16 PopOrchestra. Press the dial to change Banks A, B, or I.
- 3) Transmit MIDI channel 1 from your keyboard. Part 1, Warm Vibe, will sound.
- 4) Cursor right once to display Warm Vibe.
- 5) Rotate the dial to select a different Patch for Part 1.
- 6) Cursor right to Part 2, Pick Bass.
- 7) Transmit MIDI channel 2 from your keyboard to play Pick Bass.
- 8) Cursor right to Parts 3-8 and select Patches for each Part, and a Rhythm Kit for Part 8.

Note: Part 8 is reserved for Rhythm Kits and defaults to receive on MIDI channel 10.

• **Loading single patches from a PCM card or Expansion Board**

To load single patches from either a PCM card or Expansion Board:

- 1) Press UTILITY.
- 2) Scroll to 'Load patch single'.
- 3) Position the cursor in the bottom left corner of the screen.
- 4) Select either PCM or EXP.
- 5) Press the right cursor button once.
- 6) Use DATA dial to select desired patch; notice that as you change patches, you can audition them immediately.
- 7) Press ENTER; this loads the selected patch into the temporary patch buffer.
- 8) Now the patch can be written into internal memory by using the Patch write command under the UTILITY menu. Select desired memory location and press ENTER.

• **Loading Patch groups from a PCM card or Expansion Board**

The JV-880 lets you load patches in groups, either from PCM cards or Expansion Boards. To access this function:

- 1) Press UTILITY.
- 2) Turn DATA dial until 'Load patch group' appears in display.
- 3) Position the cursor in the bottom left corner of the screen.
- 4) Select either PCM or EXP.
- 5) Press the right cursor button once.
- 6) Select the bank that you want to load into memory.
- 7) Press ENTER.
- 8) Press UTILITY to exit back to normal operation.

• **Using Multiple Outputs**

The JV-880 can operate in either 2 or 4 Output Modes. When the 4 output mode is used, all internal effects are disabled at all outputs.

To select the Output Mode:

- 1) Press SYSTEM.
- 2) Turn the DATA dial until the display reads 'Output Mode'.
- 3) Cursor right and select either 2 or 4 Output mode.

Roland®
JV-1000
MUSIC WORKSTATION

TURBOSTART

*** ROLAND JV-1000 TURBO FACTS ***

The JV-1000 is a 76 key Music Workstation featuring 320 Patches, 80 Performances, 5 Rhythm Sets and an extensive sequencer supporting Roland S-MRC and Standard MIDI File format. It can be expanded using any of the SR-JV80-Series Wave Expansion Boards and/or the VE-Series Voice Expanders, as well as all SO-PCM-Series Sound Cards and PN-JV80-Series Parameter Cards. The on-board sequencer provides powerful recording and editing features, with a total memory capacity of 40,000 events. Each of the eight Tracks can utilize all 16 MIDI channels.

• **Initialize**

- 1) Hold CAPS while powering on.
- 2) Press ENTER.
- 3) Press WRITE.

• **Playing the Demonstration Songs**

- 1) Insert Demonstration Disk into disk drive.
- 2) Press DISK MODE.
- 3) Press ENTER two times.
- 4) Use the ALPHA-DIAL to select a song title.
- 5) Press ENTER.
- 6) Press LOAD.
- 7) Press DISK MODE when loading is complete.
- 8) Press PLAY.

• **Playing Patches**

The JV-1000 has four Preset Patch Groups, A, B, C, D, and one User-programmable Patch Group I, each with 64 Patches, for a total of 320 on-board Patches. An M-256E can hold an additional 64 User Patches. The JV-1000 can also directly access Patches on any SR-JV80 Expansion Board, PN-JV80 Parameter Card or SO-PCM1 Card, providing immediate access to over 600 Patches.

- 1) Press PATCH.
- 2) In the PATCH GROUP buttons select USER, PRESET or W-EXP.
- 3) *For User Patches:*
Select INT or CARD from the PATCH GROUP buttons.
For Preset Patches:
Select A, B, C, or D from the PATCH GROUP buttons.
For Expansion Board Patches,:
Select A, B, C, or D from the PATCH GROUP buttons.
For SO-PCM1 Card Patches:
Select PCM CARD A from the PATCH GROUP buttons.

• **Playing Patches cont.**

- 4) After selecting your Group, use the eight BANK and NUMBER buttons to select Patches within that Group.

• **Sequencing**

The sequencer can record data into any of the eight phrase Tracks on any MIDI channel. Tracks can be merged together and each Track can contain data on all 16 MIDI channels. There are eight song locations in internal memory and up to 108 songs can be stored on a single disk.

- 1) Select the Performance Preset A16 "PopOrchestra."
- 2) Cursor right and left to listen to the Patches in this Performance.
- 3) Cursor right to the Rhythm Part.
- 4) Press REC and PAUSE on the Sequencer. Track 1 will begin to flash, and it will begin to record when you play the keyboard.
- 5) Play your drum part, then press STOP and RESET.
- 6) To listen to your Track, press PLAY.

To record additional Tracks:

- 1) Cursor to you next instrument.
- 2) Press REC, PAUSE and TRACK 2.
- 3) Repeat steps 1 and 2, selecting a new Track each time.

To select new Patches:

- 1) Press WAVE/PATCH in the EDIT PALETTE.
- 2) Use the Group, Bank and Number buttons, or Sliders, to select Patches for each Part.

• **Compu-Mixing**

Compu-Mixing turns the JV-1000's sliders into an automated MIDI mixer, controlling the volume and pan information of your sequence Tracks.

- 1) Record a sequence, as shown above.
- 2) Press LEVEL in the EDIT PALETTE.
- 3) Press REC and select an empty Track for recording.
- 4) Press PLAY to start recording, and move the sliders to mix the volume levels.
- 5) Press STOP and RESET.
- 6) Press PLAY and the sequencer will playback your volume changes.
- 7) You can do the same with TX PAN, to move the sounds throughout the stereo field.

• **Using VE-Series Voice Expanders**

If you have a VE-Series Voice Expander installed, the sequencer's MIDI THRU Condition (MIDI-3) determines whether the keyboard will sound the Internal Performance, the Voice Expander or both.

To set the MIDI THRU Transmit condition:

- 1) Press MIDI in the sequencer section.
- 2) Press 3, then press ENTER.
- 3) Set the desired sound source.

THRU OUT 1: JV Internal Performance
 THRU OUT 2: Voice Expander
 THRU 1 + 2L Both Internal and V-EXP

Likewise, Sequencer Output Assign (Function 11) determines whether the sequencer Tracks plays the Internal Performance, the Voice Expander, or both. Each Track can have its own output assignment.

To assign the output of a Track:

- 1) Press FUNCTION.
- 2) Use the ALPHA-DIAL to select "FUNC11 OUTPUT ASSIGN," and press ENTER.
 The numbers in the lower right corner of the display represent Tracks 1-8 and R. The default setting is both sound sources (3).
- 3) Use the ALPHA-DIAL and cursors to set each Track to the desired Output Assignment.
 The possible settings are:
 OFF: No data is output from the Track
 OUT 1: Data is sent to Internal Performance
 OUT 2: Data is sent to the V-EXP.
 1+2: DATA is sent to both the Internal Performance and the V-EXP.
- 4) Press STOP.

• **Customizing Patches with the Edit Palette**

The Edit Palette provides a quick, intuitive method for mastering the JV-1000's powerful synthesizer controls. Each Patch combines from 1 to 4 Tones, indicated by the Tone Switch LEDs.

- 1) Press PATCH.
- 2) Press LEVEL in the EDIT PALETTE.
- 3) Use sliders 1-4 to remix the Levels of the enabled Tones.
- 4) Press the other EDIT PALETTE controls, PAN, TUNE, WAVE, CUTOFF, RESONANCE, ATTACK or RELEASE, and use the sliders to change the sound.

• **Customizing Patches cont.**

- 5) The s and t in the display indicate additional parameter windows. You can cursor to related parameters from any of the eight Edit Palette screens.

To store your new Patch in memory:

- 1) Press WRITE.
- 2) Cursor to Write and press ENTER.
- 3) Select a User Patch location using the Patch Group, Bank and Number buttons, or slider 1.
- 4) Press ENTER.

• **Using Performances**

Performances are the eight-Part multitimbral setups in the JV-1000. Like Patches, there are both Preset and User Performances available.

- 1) Press PERFORMANCE.
- 2) In the PATCH GROUP select USER or PRESET.
- 3) *For Preset Performances:*
 Select A, B, C, or D from the PATCH GROUP.
For User Performances:
 Select INT or CARD from the PATCH GROUP.
- 4) Use the Bank and Number buttons to choose a Performance.

There are three types of Performances:

LAYER: For layering Patches
 ZONE: For splitting Patches across the keyboard
 SINGLE: For multitimbral sequencing.

A Word about the Expansion Boards

The JV-1000 can be expanded with one Voice Expander and one Wave Expander.

The SR-JV80-Series Wave Expanders add 8 Mb of additional waveforms and Patches to the JV-1000. These Waves and Patches can be used in Patch or Performance Mode.

The VE-Series Voice Expanders add an additional 28 voices of polyphony, hundreds of sounds, additional multitimbral Parts, plus digital effects for use by these Parts.

Note: The added polyphony is used only by the Voice Expander Parts. Adding a VE-Series Voice Expander does not increase the polyphony of the Internal Performance.


JV-1080
SUPER JV SYNTHESIZER

TURBOSTART

*** ROLAND JV-1080 TURBO FACTS ***

The JV-1080 Super JV Synthesizer module is a powerful instrument based on a 32-bit RISC processor. It is 64 note polyphonic, and offers 16 part multitimbral capability. In addition to its 8 MBytes of onboard ROM waveforms, the user can install up to four 8 MByte Expansion Boards (from the SR-JV80 Series) for a total of 40 MBytes of accessible waveforms. There are 512 Preset Patches and 128 User Patches. The effects include reverb and chorus, plus 40 Insert Effects like Rotary, Distortion, Flanging, Phasing, and MultiTap Delays.

• **Initialize**

- 1) Press UTILITY.
- 2) Use the CURSOR buttons to select FACTORY PRESET.
- 3) Press ENTER.

• **Play the ROM Demos**

- 1) Hold SHIFT and press ENTER.
- 2) Use the VALUE DIAL to select desired song.
- 3) Press ENTER to begin play and EXIT to stop.

• **Selecting Patches**

There are 512 Preset Patches in the JV-1080 as well as 128 User Patches. Any installed expansion boards also have patches that can be accessed directly from the JV-1080's front panel.

- 1) Press PATCH.
- 2) Use the USER/CARD, PRESET and EXP buttons to select the desired group of patches.
- 3) Use the A/B/C/D buttons to determine which bank of Patches you wish to use.
- 4) Use the VALUE DIAL to choose Patches; notice that turning the dial moves through Patches one-by-one, and turning the dial while pressing it in moves through Patches in increments of 10. (This feature works in all editing pages as well!)

• **Editing Patches**

- 1) Press PATCH.
- 2) Notice that there are 4 Tone Switch buttons under the display. Any tone(s) that are lit are active in the Patch you have chosen. To enable or disable any tone(s), press its Tone Switch button.
- 3) Make sure that the Tone Select button is lit to correspond to an active Tone; otherwise, you will not be able to hear any edits that you make.
- 4) Press PARAMETER; you are now in Edit Mode.
- 5) Press WAVE (written in orange); this will show you the Waveform being used for the selected tone. Notice the arrow in the display; this indicates that you can access more Wave parameters by using CURSOR UP or DOWN.

• **Editing Patches (cont.)**

- 6) All other Patch parameters are accessed by pressing a corresponding button (i.e. COMMON, EFFECTS, CONTROL, etc).
- 7) You can press the PALETTE button at any time to view the selected parameter setting for all 4 tones simultaneously.

• **Storing an edited Patch**

To store a modified Patch to a User location:

- 1) Press UTILITY.
- 2) Select WRITE by using the CURSOR buttons.
- 3) Press ENTER.
- 4) Use the VALUE dial to choose the Patch location you wish to write to.
- 5) Press ENTER.
- 6) Press UTILITY to write the Patch.

• **Sequencing**

The JV-1080 is a 16-part multitimbral instrument. There are 64 Preset Performances and 32 User Performances. To select a Performance:

- 1) Press PERFORMANCE.
- 2) Press USER/CARD or PRESET to choose a Performance Bank.
- 3) Use the VALUE dial to select a Performance.

To change a Patch for a Part, or adjust levels, panning and other Part parameters:

- 1) Press PARAMETER.
- 2) Press PART (written in blue). This shows the Patch currently selected for this Part.
- 3) To access the Patches for other Parts, press PARAMETER again (turning it off). Now you can use the 8 PART SELECT buttons (written in blue) to choose which Part you want to edit; the 1-8/9-16 button will choose between Parts 1 through 8 or 9 through 16.
- 4) You can select other Part parameters by pressing PARAMETER again and then pressing any PERFORMANCE EDIT button written in blue (i.e. COMMON, EFFECTS, MIDI, etc).
- 5) You can also press the PALETTE button to view the parameter setting for Parts 1-8 or 9-16.

• **Using the JV-1080 for General MIDI**

The Super JV contains all of the sounds required by General MIDI; they are found in Preset bank D. If you want to play GM sequences through the JV-1080, you can quickly set-up all 16 parts for General MIDI by doing the following:

- 1) Press and hold SHIFT.
- 2) Press GM.
- 3) To exit the GM mode, press the PERFORMANCE or PATCH buttons.


JV-2080
SUPER JV SYNTHESIZER

TURBOSTART

*** ROLAND JV-2080 TURBO FACTS ***

The JV-2080 Super JV Synthesizer module is a powerful addition to Roland's popular JV series sound modules. It contains the same exceptional features of the JV-1080 in addition to some new ones such as:

- 640 Preset and 128 User Patches.
- Eight SR-JV80 compatible Expansion Slots for a total of 144 Mbytes of waveform data and 2900 Patches accessible from the front panel.
- Patch Finder function for quickly locating the desired Patches by category.
- Phrase Preview function for auditioning sounds with a short musical phrase.
- Large 320 x 80 dot backlit LCD display.
- Three independent EFX sets in addition to chorus and reverb. Each EFX set contains 40 effects such as Rotary, Distortion, Flanging, Phasing, and MultiTap Delays.

• **Initialize**

- 1) Press UTILITY.
- 2) Press F6 two times to select (Menu 3). Press F1.
- 3) Press F6 to restore the factory settings. If necessary, use the VALUE DIAL to turn Memory Protect OFF and press F6 two times.

• **Play the ROM Demos**

- 1) Hold EXIT and press the down CURSOR button.
- 2) Use the VALUE DIAL to select desired song.
- 3) Press F6 to begin playback (press F6 to stop).
- 4) Press EXIT to return to the previous display.

• **Selecting Patches**

The JV-2080 contains 640 Preset and 128 User Patches. The JV-2080 can be expanded up to 2900 Patches with up to eight optional SR-JV80 Series Expansion Boards.

- 1) Press PATCH.
- 2) Use the USER, CARD, PRESET and EXP buttons to select the desired group of patches.
- 3) Use the A-H buttons to determine the desired Bank of Patches.
- 4) Use the VALUE DIAL to choose Patches.

Note: Pushing the VALUE DIAL displays a list of 10 Patches at once. You can use the FUNCTION buttons to scroll through Patches 10 at a time.

• **Using Phrase Preview**

The JV-2080 allows you to audition sounds from the front panel using musical phrases associated with that sound.

- 1) Select the Patch you would like to hear.
- 2) Push the VOLUME knob.

• **Using the Patch Finder**

- 1) Press PATCH followed by CATEGORY.
- 2) Use the VALUE DIAL to select the desired category. For example, select ORCHESTRAL for a string sound.
- 3) Press F5 and use the VALUE DIAL to select the desired sub-category.
- 4) Press F5. All Patches (including Expansion Boards) from that category will be displayed in groups of 10.
- 5) Use the VALUE DIAL to select the desired Patch.

Note: This function will also work in Performance Mode from the Part display.

• **Using the Graphic Display**

The JV-2080 features a comprehensive display that is very useful for editing filters, envelopes, LFOs, etc. Use the following procedure to view the graphic display of the TVF page:

- 1) Press PATCH and use the VALUE DIAL to select the PATCH you wish to edit.
- 2) Press F3 (TVF).
- 3) Use the CURSOR buttons to select Filter Type.
- 4) Use the VALUE DIAL to change the filter type. Notice the graphic reflects the filter that you have chosen.
- 5) Use the CURSOR buttons to select Cutoff Frequency.
- 6) Use the VALUE DIAL to change the cutoff frequency. Notice the graphic reflects the changes that are made.
- 7) Press EXIT to return to the previous display.

• **Sequencing**

The JV-2080 is a 16-part multitimbral instrument. There are 64 Preset Performances and 32 User Performances. To select a Performance for sequencing:

- 1) Press PERFORMANCE.
- 2) Press PRESET followed by A to select the Preset A Bank.
- 3) Use the VALUE DIAL to select PR-A:01 Seq:Template.

Use the following procedure to choose sounds, adjust levels, panning or other Part parameters:

- 1) Press F3 (Part) followed by F6 (Palette).
- 2) Use the left and right CURSOR buttons to select the desired Part.
- 3) Push the VALUE DIAL to access the Sound List display and turn the dial to select a Patch. Press EXIT to return to the Part display.
- 4) Use the CURSOR buttons to select additional Part parameters (Level, Pan, Coarse Tune, Fine Tune, and Voice Reserve) and use the VALUE DIAL to adjust these parameters as desired.

***** ROLAND MC-50mkII TURBO FACTS *****

The MC-50mkII Micro Composer is a dedicated sequencer featuring professional-level sequencing (S-MRC), MIDI data storage (40,000 events), live performance capabilities (S-MRP) and tape sync, all in one compact unit. Each of its 8 tracks holds 16 MIDI channels for a total of 128 parts. It can output 32 channels simultaneously, via its two MIDI OUT connections. It can load and save Standard MIDI Files and uses a 3.5" disk drive for storage.

• Formatting a Disk

- 1) Insert a 3.5" Double Density disk.
- 2) Hold SHIFT, press MODE, then #4.
- 3) Press ENTER three times.
- 4) When completed, press STOP.
- 5) Hold SHIFT, press MODE, then ENTER.

• Realtime Recording

- 1) Press REC, then PLAY.
- 2) After the two measure count-in, start playing. When finished, press STOP, then RESET.
- 3) To record another track, press REC then any TRACK button 2-8 (since you've already recorded on Track 1).

• Quantizing

- 1) Press EDIT, #9, then ENTER.
- 2) Use the DIAL to select the track to be quantized, then ENTER.
- 3) Use the DIAL to select which track the quantized data will go to, then ENTER.
- 4) Select the data's MIDI channel, then ENTER.
- 5) Select a Quantize Resolution, then ENTER.
- 6) Select a Quantize Rate, to set how close a note is pulled to the point of resolution (the normal setting is 1.0), then ENTER.
- 7) Select the measure you want to start at, then the number of measures you want to quantize.
- 8) Press ENTER, then REC.

• Erasing measures

- 1) Press EDIT, then ENTER.
- 2) Select the track, then ENTER.
- 3) Select the MIDI channel, then ENTER.
- 4) Select the events (ex. ALL), then ENTER.
- 5) Select first measure to be erased, then ENTER.
- 6) Select total amount of measures to be erased, then ENTER.
- 7) Press REC.

• Creating an Individual Event

- 1) Press MICROSCOPE.
- 2) Press a TRACK button to select a track.
- 3) Select the *measure-beat-clock* position where the event will go (ex. 1-1-000), then ENTER.
- 4) Press EDIT, #3, then ENTER.
- 5) Dial the event type (ex. NOTE), then ENTER.
- 6) Select the value for each section, then ENTER.

• Editing an Individual Event

- 1) Follow the above steps 1-2.
- 2) Hold SHIFT and dial to an event.
- 3) Press EDIT, then ENTER.
- 4) Select the value for each section, then ENTER.

• Tempo Settings

To set a song's Basic Tempo:

- 1) Press FUNC, #9, then ENTER.
- 2) Dial the Basic Tempo for the song.

To insert individual tempo *changes*:

- 1) Press MICROSCOPE, then TEMPO.
- 2) Press EDIT.
- 3) Dial [CREATE EVENT], then ENTER.
- 4) Dial the tempo, then ENTER.

To record tempo changes in real-time:

- 1) Press REC, then TEMPO.
- 2) Press PLAY to begin recording.
- 3) Dial tempo changes while the music is playing.

• Loading Files: S-MRC or Standard MIDI Files

- 1) Insert DOS- or S-MRC-formatted disk with S-MRC Files or Standard MIDI Files (SMF).
- 2) Hold SHIFT, press MODE, #2, then ENTER.
- 3) **S-MRC:** Press ENTER two more times.
Standard MIDI Files: Dial LOAD [MIDI FILE], then ENTER twice..
- 4) Dial a song, press ENTER, then LOAD.
- 5) Hold SHIFT, press MODE, then ENTER.

• Saving Files: S-MRC or Standard MIDI Files

- 1) Insert DOS- or S-MRC-formatted disk.
- 2) Hold SHIFT, press MODE, #2, then ENTER.
- 3) **S-MRC:** Dial [SAVE], then ENTER twice.
Standard MIDI Files: Dial SAVE [MIDI FILE], then ENTER twice.
- 4) Create song name with the DIAL or 10-key pad.
- 5) Press ENTER, then SAVE.
- 6) Hold SHIFT, press MODE, then ENTER.

Roland®
MC-303
GROOVEBOX

TURBOSTART

*** ROLAND MC-303 TURBO FACTS ***

The MC-303 provides 448 dedicated Dance sounds, including 40 synth basses, 35 synth leads, 33 synth pads and 12 different rhythm kits. The sounds of the MC-303 are derived from classic analog products such as the TB-303, SH-101, TR-808, and TR-909. It includes 133 preset patterns with 300 variations and 50 User patterns. The MC-303 features a Real time Modify (RTM) function that allows you to make changes to a sound during playback with knobs and buttons. In addition, a Real time Phrase Sequencer (RPS) allows simultaneous playback of phrases triggered from front-panel buttons. Other features include: Grid, Shuffle, and Groove Quantize and built-in vintage synth arpeggios. A unique low-boost circuit adds emphasis to the low frequencies, providing a powerful sound.

• **Restoring Factory Settings**

- 1) Hold SHIFT and power on.
- 2) Press ENTER.

• **Playing the Demo Song**

- 1) Hold SHIFT and press PLAY MODE.
- 2) Press PLAY.
- 3) Press STOP to end playback. Press EXIT to leave the Demo Mode.

• **Playing Patterns**

The MC-303 contains 133 preset patterns with 300 variations. In addition, it includes 50 user patterns. Use the following procedure to play these patterns.

- 1) Press PLAY MODE to make the PATTERN indicator light (lower left corner of display).
- 2) Use the SELECT buttons to make the PTN/SONG indicator light.
- 3) Use the VALUE-DIAL to select a pattern. Hold SHIFT and rotate the VALUE-DIAL, to change patterns in increments of ten.
- 4) Press PLAY. Rotate the VALUE-DIAL to select a new pattern. The new Pattern number will appear under NEXT in the display and will play after the current Pattern finishes.
- 5) You can adjust the tempo of the Pattern by pressing TAP three times at the desired tempo.
- 6) Press STOP to end playback.

• **Playing Rhythm Sets**

- 1) Press the PTN SET and RPS SET buttons so their indicators are off.
- 2) Press the PART SELECT button to make the indicator light.
- 3) Press PART R to select the Rhythm Part.

• **Playing Rhythm Sets (cont.)**

- 4) Use SELECT buttons to make the TONE indicator light.
- 5) Rotate the VALUE-DIAL to select the desired rhythm set.
- 6) Play the built-in keyboard to hear the instruments. Use the Octave - or + buttons to access all of the instruments in a rhythm set.

• **Modifying the Sounds in Realtime**

- 1) Press PLAY MODE to make the PATTERN indicator light.
- 2) Use the SELECT buttons to make PTN/SONG light.
- 3) Rotate the VALUE-DIAL to select pattern A11.
- 4) Press PART SELECT to make the indicator light.
- 5) Press the PART 4 button, then press PLAY.
- 6) Rotate the RESONANCE knob all the way to the right. Change the sound by rotating the CUTOFF knob.

Note: LFO and ENVELOPE can also be edited in realtime.

• **Using the Arpeggiator**

- 1) Press the PTN SET and RPS SET buttons so their indicators are off.
- 2) Press PART SELECT to make the indicator light.
- 3) Press a PART button (1-7).
- 4) Press ARPEGGIO ON to make the indicator light.
- 5) Play a few chords on the Keyboard pad.
- 6) Adjust the emphasis of the arpeggio by rotating the ACCENT RATE knob.

• **Recording a Pattern**

- 1) Select a User pattern (u01-u50). Refer to **Playing Patterns**.
- 2) Press REC. The indicator will blink.
- 3) Press the desired PART button (R,1-7) to record.
- 4) Press PLAY. Recording will begin after the selected Count-In measure(s).
- 5) Press STOP when finished.

Note: While recording, you can erase previously played data. Hold SHIFT and press ERASE to enter Erase Mode (Ers). Hold the Keyboard Pad that corresponds to the note/instrument you wish to erase (hold REC to erase all notes/instruments).

• **Playing RPS Phrases**

- 1) Press RPS SET to make the indicator light.
- 2) Use the SELECT buttons to make RPS SET light.
- 3) Play the keyboard. Layer phrases by pressing keys simultaneously.
- 4) Rotate the VALUE-DIAL to change the RPS SET (there are 30 RPS Sets to choose from).
- 5) Press the RPS SET button to stop this function.

Roland®
MC-505
GROOVEBOX

TURBOSTART

••• **ROLAND MC-505 TURBO FACTS** •••

The MC-505 Groovebox builds upon the successful MC-303 as a self-contained, retro-styled dance music sequencer and sound module with powerful new sounds and realtime controls.

Features include:

- High performance sound engine with 64 voice polyphony
- Multi-mode resonant filters
- Front panel ADSR envelope controls
- Revolutionary D-Beam Controller for effects and sound/note control via hand movement over an infrared light beam
- 714 onboard dance music Patterns
- 512 built-in sounds and 26 rhythm sets.
- 3 independent effects processors
- MEGAMIX function allows for intuitive pattern creation by combining rhythms and Parts of one Pattern with another
- Enhanced MIDI implementation
- 6 Audio Outputs
- Low Boost circuit with octave control provides low end punch
- Uses Smart Media cards for external Pattern and Patch storage (512 Patches/200 Patterns on a single card).
- Onboard sequencer capacity increased to 95,000 notes (up to 480,000 notes on a 4MB Smart Media card).

• **Restoring Factory Settings**

- 1) Hold SHIFT and turn the power on.
- 2) Press ENTER.

Note: The procedure takes approximately 4 minutes

• **Playing the Demo Songs**

- 1) If the MC-505 is playing, press STOP.
- 2) Simultaneously press EXIT and ENTER.
- 3) Use the VALUE DIAL to select a demo song.
- 4) Press PLAY to start playback.
- 5) Press STOP to end playback. Press EXIT to leave the Demo Mode.

• **Playing Patterns**

The MC-505 contains 714 onboard preset Patterns. Use the following procedure to play these Patterns.

- 1) Press MODE so that the PTN indicator lights.
- 2) Press PTN/SONG in the DISPLAY section.
- 3) Press PRESET in the BANK section.
- 4) Use the VALUE DIAL to select the desired Pattern.
- 5) Press PLAY. While the Pattern is playing, you can use the VALUE DIAL to select the next Pattern.
- 6) Press STOP to halt playback.

• **Using the Mute Function**

Use the following procedure to mute any Part of a Pattern while it is playing back:

- 1) Select a Pattern and press PLAY.
- 2) Press PART MUTE so it is lit.
- 3) Press the PART BUTTONS (R-7) to Mute the selected Part. The PART BUTTON will blink.
- 4) Press the PART BUTTONS (R-7) again to activate the selected Part.

• **Modifying Sounds in Realtime**

Use the following procedure to modify the sound you are currently playing using the front panel controls:

- 1) Press PART SELECT so it is lit.
- 2) Use the PART BUTTONS (R-7) to select a Part.
- 3) Play the keyboard pads and the selected Patch will sound. Use the OCTAVE +/- buttons to shift the Patch down or up.
- 4) Rotate the CUTOFF knob as you play the keyboard pads.
- 5) Experiment with the RESONANCE, LFO DEPTH, and PORTAMENTO knobs.
- 6) Now try changing the ENVELOPE A, D, S and R sliders.

Note: You can use the same controls to modify a Part that is playing back in a Pattern.

• **Using the Arpeggiator**

Use the following procedure to activate the Arpeggiator:

- 1) Use PART SELECT and the PART BUTTONS (R-7) to select a Part.
- 2) Press ON (in the arpeggiator section) so it is lit.
- 3) Hold down several keyboard pads and the sound will cycle between them.
- 4) Hold SHIFT and press keyboard pad #1.
- 5) Use the VALUE DIAL to select other arpeggio styles.
- 6) Press EXIT to return to the main screen.

• **Using MegaMix**

MegaMix allows you to select Parts from different Patterns and combine them in realtime. Use the following procedure:

- 1) Select Pattern "P:133 HipHop East 1" (as described previously) and press PLAY to begin playback.
- 2) Press MIXER SELECT (above MUTE CTRL) repeatedly until the MEGAMIX indicator is lit.
- 3) Press PART SELECT so it is lit.
- 4) Use the PART BUTTONS (R-7) to select a Part and the VALUE DIAL to select the desired Pattern. You can have up to 8 tracks playing musical information from different Patterns.

• **Using the D-Beam**

Use the following procedure to activate the D-Beam:

- 1) Select a Pattern and press PLAY to begin playback.
- 2) Press ON in the D-Beam section so it is lit.
- 3) Use the D-Beam select button to select "TURNTABLE."
- 4) With the Pattern running, slowly lower and raise your hand above the D-Beam lens.
- 5) Hold down the D-Beam select button and use the VALUE DIAL to select other options.
- 6) Press STOP when you are finished.

Note: Some DBeam settings will affect only the currently selected Part and some will affect the whole Pattern.

* D-Beam controller technology has been licensed from Interactive Light, Inc.

BOSS
ME-6
GUITAR MULTI-EFFECTS

TURBOSTART

••• **BOSS ME-6 TURBO FACTS** •••

The ME-6 is a versatile effects processor featuring a user-friendly, floor-pedal design and six popular effects that can be combined simultaneously with noise-free performance. It has real analog distortion and overdrive which can be configured and saved to 15 patch locations.

• **Initializing**

- 1) Turn power off.
- 2) Press and hold CURSOR DOWN and LEFT.
- 3) Turn power on.
- 4) Press WRITE.

• **Choosing Patches**

- 1) Press bank (B) footswitch and choose bank 2 with #2 footswitch. Choose patch 4 Mega Stack.
- 2) Choose patch 5 (in bank 2) Chorus Distortion.
- 3) Press bank (B) footswitch and choose bank 3 with #3 footswitch. Choose patch 3 Clean Chorus.
- 4) Choose patch 1 (in bank 3) Sweet Overdrive.

• **Audition Distortions**

- 1) Choose patch bank 2, number 4.
- 2) Press EDIT/ESC (you are now in edit mode).
- 3) Press the left/right cursors until OVERDRIVE/DISTORTION flashes.
- 4) The parameter LED (on the right) should be on MODE, if not press the up cursor until you're at the top.
- 5) Use VALUE up/down to select modes.

1-Mild overdrive such as a BOSS OD-1.
2-High gain overdrive like a BOSS OD-2.
3-Distortion with a mid boost like a BOSS DS-2.
4-Distortion like a MT-2 Metal Zone with enhanced low end.
5-OD-2 with EQ placed before the EQ.

• **Delay**

- 1) Turn DELAY on by pressing footswitch #4.
- 2) Cursor over to DELAY TIME.
- 3) Set to 500 milliseconds (50.) with VALUE.
- 4) Adjust EFFECT LEVEL (3) and FEEDBACK (1).

• **Compressor**

- 1) Turn COMPRESSOR on by pressing footswitch #1.
- 2) Cursor over to COMPRESSOR SUSTAIN.
- 3) Set to 10 using VALUE.

• **Reverb**

- 1) Turn Reverb on by pressing footswitch #6.
- 2) Cursor over to REVERB MODE.
- 3) Set the MODE to 1-4.

• **Writing to Manual Memory**

- 1) Press WRITE.
- 2) Press MANUAL twice.
- 3) Press WRITE again.

• **Manual Mode**

Manual mode can be used to turn on and off individual effects with the pedals of the ME-6. This allows a user to treat the ME-6 as 6 separate effects pedals.

- 1) Press MANUAL.
- 2) Individual effects can now be turned on/off at will with the footswitches, just as if you had individual BOSS compact pedals.

The correlation of footpedal-to-effect is as follows:

- 1) Compressor.
- 2) Overdrive/Distortion.
- 3) Equalizer.
- 4) Delay.
- 5) Chorus/Flanger.
- 6) Reverb.

• **Controlling the Volume of the ME-6 in Real-time**

- 1) Connect a FV-300L, FV-300H or EV-5 to the EXP Pedal with a stereo 1/4 inch cable.
- 2) The Volume of the ME-6 will be controlled between the Noise Suppressor and the Delay effects.

Roland®
ME-8
GUITAR MULTIPLE EFFECTS

TURBOSTART

*** BOSS ME-8 TURBO FACTS ***

The ME-8 Guitar Multiple Effects is a BOSS pedal board-style unit, which combines impressive proprietary technology with the most popular BOSS effects. It has 100 Patches, 50 User and 50 Preset, plus an easy to use manual mode and built in tuner.

• **Selecting Patches**

There are 4 Groups each with 5 Banks of 5 Patches. Groups 1 & 2 are User, 3 & 4 are Presets.

- 1) Press GROUP.
- 2) Pressing a numbered pedal selects the GROUP.
- 3) Press the BANK foot switch.
- 4) Pressing a numbered pedal selects the BANK.
- 5) Pressing a numbered pedal selects the Patch.

• **The Tuner**

- 1) Press TUNER, or an FS-5U connected to TUNER REMOTE.
 - 2) Play a note, the letter will appear in the display.
 - 3) Tune value will show up on the LED's.
- Activating the tuner mutes the sound.

• **Manual Mode**

There is one additional memory for manual mode.

- 1) Press MANUAL or an FS-5U connected to the MANUAL REMOTE input.
- 2) Effects can be turned on/off with the pedals.

• **Delay Remain**

Delay Remain makes transition between patch changes smooth when the newly selected patch doesn't have Delay and/or Reverb on.

- 1) Turn DELAY on. (If you're not in edit mode, press EDIT and press the BANK pedal).
- 2) Press WRITE twice to write the patch into 1-1-1.
- 3) Patch 1-1-2 has DELAY off. Play staccato note or chord and change to Patch 1-1-2 with out DELAY.

• **Patch Editing**

Parameters are a matrix directly below effect type. Four PARAMETER buttons select the parameters. The LED on the right shows where you are. VALUE up and down buttons change the value of the parameter and foot pedals turn effects on/off.

- 1) Select patch 1-1-1. Press EDIT.
- 2) Use the foot switches to turn effects on or off.
- 3) PARAMETER to select the MASTER effects.
- 4) Use VALUE to modify the Level.
- 5) PARAMETER down twice to GUITAR AMP SIMULATOR.
- 6) Use VALUE to select [S] or [L] cabinet sizes.

• **Writing A Patch Into Memory**

There are 100 patch location (plus one manual mode patch). The first 50 are user programmable.

- 1) Make desired modification, then press WRITE.
- 2) You can write this patch into any user location.
- 3) Press WRITE again and the patch will be saved.

• **Programming the Crunch (EDIT Mode)**

- 1) Press EDIT, use pedal 2 to turn the OD/DS on.
- 2) PARAMETER left/right to select 2: OD/DS.
- 3) VALUE up/down to TYPE and try them.
- 4) PARAMETER up/down to select other OD/DS parameters including DRIVE, TREBLE, BASS & LEVEL and set them to your liking.
- 5) ORDER swaps position of EQ and OD/DS.

• **The Noise Suppressor (EDIT Mode)**

- 1) PARAMETER to select MASTER.
- 2) PARAMETER down to NS Threshold and use VALUE up till the noise disappears.

• **The Harmonist (EDIT Mode)**

- 1) PARAMETER to 4:HARMONIST. Press pedal 4 to activate it.
- 2) PARAMETER up/down to type and select [Hr].
- 3) PARAMETER down to KEY, VALUE to one you are comfortable with.
- 4) To set the two intervals, PARAMETER up to PITCH and VALUE up or down for two octaves. (Use PARAMETER left/right to select between PITCH 1 & 2. Selection will be indicated with the LED at the top of the row).
- 5) Turn the OD/DS effect on/off to check out the HARMONIST with clean and crunch settings.
- 6) Press pedal 4 to turn the HARMONIST off.

• **Bells, Whistles & Real Time Effects**

Programming unique effects and real time control to the controller CTR pedal:

- 1) PARAMETER left/right to select MASTER.
- 2) PARAMETER to ASSIGN (CTR). VALUE to [2-1] FEEDBACKER.
- 3) Try effect- play a note and step on the pedal.
- 4) VALUE to [2-3] RING MODULATOR, [2-4] INTELLIGENT R.M., & [3] SLOW ATTACK. Try these unique effects with the guitar.
- 5) VALUE to [5-1] ARM DOWN 1. Experiment with the pressure sensitivity of the CTR pedal.
- 6) CTR pedal can do the same TEMPO function as the TEMPO foot switch plugged in back.
- 7) CTR pedal can do REMOTE effects on/off.

Roland®
ME-8B
BASS MULTIPLE EFFECTS

TURBOSTART

••• **BOSS ME-8B TURBO FACTS** •••

The ME-8B is a tough floor type multiple effects unit offering the extra expressiveness bassists need. Maintaining the operational ease of the ME series, the ME-8B is powerful enough to accommodate the sonic requirements of any bass player, easily and affordably.

• **Initializing the ME-8B**

- 1) Turn power off.
- 2) Press/hold CURSOR DOWN & LEFT buttons.
- 3) Turn power on.
- 4) Press WRITE.

• **Calling Up Patches**

The ME-8B has 64 patches; four groups each with four banks of four patches. Group 1 & 2 are user, 3 & 4 are presets. Here is how you call up the patches:

- 1) Press the GROUP button.
- 2) Pressing a numbered pedal selects the GROUP.
- 3) Press the BANK foot switch.
- 4) Pressing a numbered pedals selects the BANK.
- 5) Pressing a numbered pedals selects the patch.

• **The Tuner**

- 1) Press the TUNER button or an FS-5U connected to the TUNER REMOTE input.
- 2) Play a note, the letter will appear in the display.
- 3) Tune value will show up on the LED's.
- 4) Activating the tuner also mutes the sound.

• **Manual Mode**

Like having BOSS pedals on the floor. There is one additional memory for manual mode.

- 1) Press the MANUAL button or an FS-5U connected to the MANUAL REMOTE input.
- 2) Effects can be turned on/off with the pedals.

• **Patch Editing**

Parameters are a matrix directly below effect type. Four PARAMETER buttons select the parameters. The LED on the right shows where you are. VALUE up and down buttons change the value of the parameter and foot pedals turn effects on/off.

- 1) Select patch 1-1-1. Press the EDIT button.
- 2) Use the foot switches to turn effects on or off.
- 3) PARAMETER to select the MASTER effects.
- 4) Use the VALUE buttons to modify the Level.

• **Writing A Patch Into Memory**

There are 64 patch location (plus one manual mode patch). The first 32 are user programmable.

- 1) Make desired modification, then press WRITE.
- 2) You can write this patch into any user location.
- 3) Press WRITE again and the patch will be saved.

• **The Defretter (EDIT Mode)**

- 1) Press EDIT, use the PARAMETER left/right to select DEFRETTER.
- 2) VALUE up/down to select TYPE [dF].
- 3) PARAMETER up/down to select ATTACK, SENS, DEPTH & LEVEL - set them to your liking

• **The Synth Bass (EDIT Mode)**

- 1) PARAMETER to 4: SYNTH BASS. Turn on with pedal 4.
- 2) PARAMETER to WAVE and try the different waveforms. (There are eight Synth Bass waveforms. The ninth selection is Touch Wah.)
- 3) PARAMETER to select LEVEL and Direct LEVEL and VALUE to set a balance between the normal and synth bass sounds.
- 4) There are eight parameters for programming SYNTH BASS. PARAMETER up/down and left/right buttons to select them, and VALUE to set them to your liking.
- 5) Press pedal 4 to turn the SYNTH BASS off.

• **Tap Tempo Modulation (EDIT Mode)**

Program a patch using the Hi Band Flanger effect set to respond to the TEMPO foot switch:

- 1) PARAMETER to BANK: FLANGER. Press the BANK pedal to activate it.
- 2) PARAMETER to MODE and VALUE to [HFL].
- 3) PARAMETER to RATE and VALUE to [t-1].
- 4) PARAMETER to DEPTH and VALUE to [30].
- 5) PARAMETER to RESO and VALUE to [-90].
- 6) To set the rate, tap four times on the FS-5U foot switch, connected to the TEMPO In.
- 7) Turn the OD/DS effect on and off to check out the FLANGER with clean and crunch settings.
- 8) Press BANK pedal to turn the FLANGER off.

• **Bells, Whistles & Real Time Effects**

Programming effects and control to the CTR pedal:

- 1) PARAMETER left/right to select MASTER.
- 2) PARAMETER to ASSIGN (CTR). VALUE to [1] PEDAL WAH.
- 3) Try this unique effect by playing a note and stepping on the pedal. Experiment with the pressure sensitivity of the CTR pedal.
- 4) VALUE to [2-1] RING MODULATOR, [2-2] INTELLIGENT R.M., & [3] SLOW ATTACK. Try these unique effects with the bass.
- 5) VALUE to [5-1] ARM DOWN 1. Experiment with the pressure sensitivity of the CTR pedal.
- 6) The CTR pedal can be set to SYNTH HOLD. Turn the SYNTH BASS on and try this.
- 7) CTR pedal can do the same TEMPO function as the TEMPO foot switch plugged in back.
- 8) CTR pedal can do REMOTE effects on/off.


ME-10
GUITAR MULTI-EFFECTS

TURBOSTART

*** BOSS ME-10 TURBO FACTS ***

The ME-10 is a fully integrated guitar effects processor in a user-friendly floor-pedal configuration. It features analog overdrive and 14 other effects – nine of which can be used simultaneously. The ME-10 has 128 memory locations, a built-in tuner and is fully MIDI compatible.

• **Initializing**

- 1) Turn power off.
- 2) Press and hold the BANK DOWN pedal.
- 3) Turn power on.
- 4) Press WRITE.

• **Demo Patches**

Like many other Roland and BOSS products the ME-10 uses the Group/Bank/Number G-B-N counting system. Here is the procedure for calling up Patches:

- 1) Press the GROUP button and the Group number will change from 1 through 4.
- 2) Use the BANK UP and DOWN pedals and the bank number will change from 1 through 8.
- 3) Use the 1, 2, 3 or 4 pedals to call up the appropriate number.

Call up the following set of Patches to demonstrate the versatility of the ME-10:

- 1) Select G-1, B-1, N-1 for a Monster Stack.
- 2) Select G-1, B-2, N-3 for Processed Metal.
- 3) Select G-1, B-3, N-2 for a Phunky Phaser.
- 4) Select G-1, B-4, N-4 for a Pitch Echo Effect.
- 5) Select G-2, B-1, N-4 for Flanging Metal.

• **Using the Tuner**

The tuner is fully chromatic and can mute the output while tuning. An optional BOSS FS-5U footswitch can also engage the tuner.

- 1) Press TUNER button.
- 2) Play each string and tune. Center LED is in tune.

• **Turning Effects On and Off**

- 1) Select G-1, B-1, N-1.
- 2) Turn the Chorus on and off by pressing the STEREO CHORUS button.
- 3) Do the same thing with several other effects like the DELAY, FLANGER and DISTORTION/OVERDRIVE.

• **Editing Sounds**

Distortion/Overdrive:

- 1) Choose patch 1-1 (group 1).
- 2) Press MODE under distortion/overdrive.
- 3) Use the shuttle dial to hear the four modes as follows:

OD 1-Mild overdrive such as a BOSS OD-1.

OD 2-High gain overdrive like a BOSS OD-2.

DS 1-Distortion like a MT-2 Metal Zone.

DS 2-Distortion with a mid boost like a BOSS DS-2.

Delay:

- 1) Press DELAY button to turn it on.
- 2) Press DELAY TIME to alter time.
- 3) Set to 600 milliseconds with shuttle dial.
- 4) Adjust FEEDBACK (6) and EFFECT LEVEL (14).

Chorus:

- 1) Press STEREO CHORUS button to turn it on.
- 2) Press EFFECT LEVEL under stereo chorus.
- 3) Set to 40 with shuttle dial.
- 4) Press RATE and adjust chorus rate with shuttle dial.
- 5) Press DEPTH and adjust chorus depth with shuttle dial.

• **Writing Patches into Memory**

Once you edit a sound, you can write it into any of the 128 memory locations. Lets write the edited patch into a new location:

- 1) Press WRITE.
- 2) Choose G-1, B-1, N-4 by pressing footpedal #4. (If you wanted a different Bank, simply press the Bank up/down footswitches).
- 3) Press WRITE again.

• **Real-Time effects parameter control**

With a expression pedal, you can assign a effects parameter to be controlled in real-time per each patch. You can use a EV-5, EV-10, or FV-300L connected to the expression pedal 1 input on the back of the ME-10. Parameters such as reverb level, delay time, chorus rate/depth, pitch shift tuning (whammy bar effect), and wah wah are assignable to an expression pedal.

Chorus depth and other parameters:

- 1) Choose patch 1-2.
- 2) Press ASSIGN.
- 3) Rotate the shuttle dial up until the light resides on the DEPTH (stereo chorus) button.
- 4) Press MIN.

BOSS®
ME-30
GUITAR MULTIPLE EFFECTS

TURBOSTART

••• **Boss ME-30 TURBO FACTS** •••

The Boss ME-30 Guitar Multiple Effects processor is a new pedalboard-style effects unit that combines innovative features and an affordable price. The ME-30 features include:

- 16 high-quality effects (9 available at once)
- Built-in expression pedal
- 60 Patch memories (30 User/30 Preset)
- Onboard Amp Simulator
- AC or battery power capability
- Easy to use icon-based display
- Phrase Trainer which allows you to record and loop up to 12 seconds of a song and change the tempo without affecting the pitch

• **Initialization**

Use the following procedure to restore the factory settings:

- 1) Turn the power off.
- 2) Hold PARAMETER [▷] and VALUE [-] and turn the power on.
- 3) Press WRITE/COPY.

• **Tuning Your Guitar**

The ME-30 features a built-in chromatic tuner. Use the following procedure to tune your guitar:

- 1) Press TUNER.
- 2) Use the VALUE [+] or [-] buttons to select the desired pitch standard.
- 3) Play a string on your guitar. The note value will appear in the BANK display.
- 4) Tune the string until the correct note value appears and the arrows in the center of the display light up.
- 5) Repeat this process for each string.
- 6) Press TUNER to return to Play Mode.

• **Manual Mode**

Manual Mode allows you to turn individual effects on and off using the pedals, as if you were using a collection of individual pedals. Use the following procedure to select Manual Mode:

- 1) Press MANUAL to enter Manual Mode. Each pedal now controls individual effects as follows:
Pedal 1 - Overdrive/Distortion
Pedal 2 - Delay
Pedal 3 - Modulation
Bank Down (▽) - Compressor
Bank Up (Δ) - Reverb
- 2) Press the desired pedal to switch effects on or off.
- 3) Press MANUAL to return to Play Mode.

• **Selecting Patches**

The ME-30 has 2 Patch groups; User and Preset. Each group is divided into 10 banks of 3 Patches. Use the following procedure to select a Patch:

- 1) Press USER/PRESET to select the desired group.
- 2) Use the BANK UP/ DOWN (pedals) to select a Bank (the pedal LEDs will flash).
- 3) Press a pedal (1-3) to select the desired Patch.

• **Patch Editing**

Within a Patch, effects can be turned on or off and various parameters can be edited. Use the following procedure to edit your selected Patch:

- 1) Press EDIT/ESC.
- 2) Use the EFFECT buttons to select the effect to be edited.
- 3) Use the ON/OFF button to turn the effect on or off. An icon will be displayed for each effect that is turned on. Overdrive/Distortion, Compressor, Delay, Reverb and Modulation can be turned on or off using the pedals.
- 4) Use the PARAMETER buttons to select the desired effect parameter. An icon will flash to indicate the selected parameter and the current value will be displayed.
- 5) Use the VALUE buttons to change settings.

• **Using the Phrase Trainer**

The Phrase Trainer is perfect for recording your favorite solos and slowing them down to help you learn. Use the following procedure:

- 1) Connect the output from your external sound source (CD player, tape deck, etc.) to the AUX IN of the ME-30.
- 2) Press PHRASE TRAINER ON/OFF to place the ME-30 in standby mode. "REC" will be displayed on the screen.
- 3) Press PLAY [▶] to begin recording and start the audio from the sound source.
- 4) Press STOP [■] to end recording.
- 5) Press PLAY [▶] to listen to your recording.

Now that you have recorded your phrase, you can play it back at a slower tempo without changing the pitch:

- 6) Use the PARAMETER buttons to select "PITCH."
- 7) Use the VALUE buttons to select "FIXED."
- 8) Use the PARAMETER buttons to select "SPEED."
- 9) Use the VALUE buttons to slow the pitch down.

NOTE: You can use the Pedals to control playback by pressing the pedal that corresponds to the desired transport function.


MS-1
 MICRO SAMPLER

TURBOSTART

***** ROLAND MS-1 TURBO FACTS *****

The Roland MS-1 Digital Sampler is a 16 bit stereo Phrase sampler incorporating R-DAC (Roland Digital Audio Coding). R-DAC provides maximum sampling time without compromising sound quality. The MS-1 has built-in flash RAM memory to store samples, even when the power is off. Memory can be expanded using flash RAM cards. The MS-1 has 8 pads available in two internal and three external banks, and RPS (Real Time Phrase Sequencer) to playback the phrases assigned to the pads. Battery power and a compact design make it perfect as a portable sampler for multiple applications. A 74 minute Audio Sampling CD is included.

• Sampling from a CD

- 1) Use the bank A-D buttons to select the desired pad bank for sampling. Pressing C and D simultaneously will access pad bank E (Banks C, D and E are available on a Flash RAM card only)
- 2) Press REC. When the "Select Pad 1-8 display appears, press the pad you wish to assign a sample.
- 3) After you select the pad, the (Gain:) display will appear. Start the CD player, and the sound will be heard through the headphones or amplifier.
- 4) By using the +/- buttons, set the level so that the "*" in the meter lights up occasionally.
- 5) Press the REC button shortly before playing the CD to begin sampling. When the sample is finished, press REC to stop sampling.

• Auto Mode Sampling from a Microphone

You can use the Auto mode to initiate sampling when a sound is detected on the audio inputs.

- 1) Plug the mic into the MIC input.
- 2) Use the bank A-D buttons to select the desired pad bank for sampling. (Pressing C and D simultaneously will access pad bank E).
- 3) Press the REC button. When the "Select Pad 1-8" display appears, press the pad you wish to assign a sample.
- 4) When the "GAIN:" meter appears, press the > button once. The display will read LINE MONO. From this point, you can change from LINE to MIC by pressing the "+" button once.
- 5) Press the > button two more times and you will come to the Man/Auto settings.
- 6) Press the + button to set the MS-1 for L1 (Level 1)
- 7) Press the < button to return to the level display. Use the + or - buttons to set the level so that the "*" in the meter lights up occasionally.

• Auto Mode Sampling (cont.)

- 8) Press REC the screen will display iStandbyi. When you speak into the microphone the MS-1 will automatically start recording. When you are finished, press REC to stop sampling. (The amount of sampling time available will be graphically displayed.)

• Turning Loop On/Off & Setting Loop Points

By setting the loop point, you can alter the way a sample is played. Setting the loop to ON, the sample will play as long as you hold down the pad. Setting the loop to OFF, the sample will play only once, regardless of how long you hold down the pad.

- 1) After a sample has been recorded, press the EDIT SAMPLE button. Press the > button to set the desired loop parameter (loop on S-E; will loop from the start point to the end point; Loop on L-E will loop from the loop point to the end point. Loop OFF will play the sample as recorded without looping. Use the "+ and -" buttons to switch between parameters.
- 2) After the loop has been set, press the > button to get the loop start point display.
- 3) Press the < and > to go between the parameter numbers for Loop Start (Loop P) and Loop end (End P).
- 4) Use the "+ and -" buttons to change the value. You can press the pad of the sample you are editing and hear the changes for the loop settings as you change the parameter settings.
- 5) You can vary between making large and small edits on the parameters by moving the cursor to the far left side of the parameter number for major edits and to the far right side for minor edits.

• Truncating a Sample

The Truncate function removes unwanted material from the beginning and ending of a sample.

To truncate a sample:

- 1) First, set the loop settings using the previous instructions on iSetting the Loop Pointsi for the sample.
 - 2) Press the EDIT UTILITY button. Use the < and > buttons to select the Truncate: display. Press the pad you want to truncate.
 - 3) Press the pad you wish to truncate.
 - 4) Press the (REC) YES to execute the procedure.
- NOTE: You can cancel the procedure by pressing the EXIT/NO button.

● **Recording a Phrase Sequence**

- 1) Press the FUNCTION (SEQ) button to enter the sequence mode.
- 2) Press one of the four upper pads to select a sequence.
- 3) Press the REC button to enter record mode (recording will actually begin the moment a pad is pressed).
- 4) Press the REC button, again, to stop recording.

● **Playback a Sequence**

- 1) Press the FUNCTION (SEQ) button to enter sequence mode.
- 2) Press one of the four upper pads(labeled Seq 1-4) to select a sequence for playback.
- 3) Press the PLAY pad to play the sequence.
- 4) The sequence will stop when it reaches the last recorded bar, or you can press the STOP button.
- 5) Pressing the reset pad will return the sequence to the beginning.

NOTE: When you press pad 8 (the repeat pad), the sequence will repeat until the STOP pad is pressed.

● **Setting the Sample Grade**

The Sample grade will affect audio quality and sampling time length. You can select between High (44.1Khz), Standard (32Khz), Long 1 (22.05Khz) and Long 2 (16Khz). The higher the quality the shorter the sampling time.

- 1) Press the EDIT SYSTEM button. Use the < and > to access the Grade parameter.
- 2) Press the +/- buttons to select the desired grade of sampling.
- 3) Press EXIT to return to Pad Mode.

● **Formatting a Memory Card**

- 1) With the power OFF, insert the card into the card slot, and turn the power on.
- 2) Press the EDIT UTILITY button. Use the “+ and -” buttons to access the “C. Format” display.
- 3) Press the > button to edit “backup files.” The +/- buttons are used to change the value.
- 4) To initiate the formatting procedure, press the REC button. The display will read: “Formatting.”
- 5) When the card is formatted, the display will read “Completed.” The normal display will return automatically.

● **Saving to a PCMCIA Flash RAM Card**

Besides being able to sample directly to the Flash RAM card, you can also store your internal sounds and sequences to Back Up Files on the Flash RAM card.

- 1) Press the EDIT UTILITY button. Use the <and> buttons to select “Save? :BUF1.” This will save what is currently in memory into the first back up file location on the disk.
- 2) The “+ and —” buttons are used to select the correct backup file.
- 3) Press the (REC) YES button to save the data.

● **Loading from a PCMCIA Flash RAM Card**

- 1) Press the EDIT UTILITY button. Use the <and> buttons to select “Load? :BUF1.”
- 2) The “+ and —” buttons are used to select the correct backup file.
- 3) Press the (REC) YES button to load the data. This will overwrite what is currently in the A and B banks.

About Flash RAM

The MS-1 uses Flash RAM PCMCIA cards available from SunDisk. Cards are available in 1.8 Mb, 2.5 Mb, 5 Mb, 10 Mb and 20 Mb sizes. Contact your local Roland dealer, or Roland Corporation U.S., for additional details. At STANDARD Sample Grade, these cards will add about 75 seconds per Mb.

*** Roland MSD Music Style Disks ***

The MSD Series of Music Style Disks offer an inexpensive way to broaden the selection of music styles available for the E-66 Intelligent Synthesizer. Each 3.5" floppy disk contains 16 music styles, covering blues to samba and swing as well as many other international styles. The MSD Series allows you to enjoy realtime performance, taking advantage of the Intelligent Arranger function with complete accompaniments of up to 8 parts.

Major Features

- 16 Styles on each disk.
- 3.5" floppy disk format.
- For use with the E-66 Intelligent Synthesizer.
- Contain the most popular Styles from Roland's style library.
- Styles to be loaded from disk to the E-66 as one of four User Styles for instant access.

• **Loading styles from disk**

You can load up to four styles from an Music Style Disk into E-66 User Style locations (underlined in white in the MUSIC STYLE section).

- 1) Insert a Music Style Disk with prerecorded styles and wait for the disk LED in the display section to go out (approximately 5 seconds).
- 2) Press the yellow LOAD button located in the MUSIC STYLE section. The LED Load indicator will blink, showing that it's ready to load. The display will read "d01", the number of the selected Style.
- 3) To choose a different style, use the two black PREV and NEXT buttons located in the display section.
- 4) Press one of the four USER STYLE buttons located in the MUSIC STYLE section. The LOAD button's LED will remain lit until loading is complete.
- 5) Once the Load LED begins flashing again, you may :
 - a) load another style by repeating steps 2 - 4, or
 - b) return to Play mode by pressing the Load button (the Load LED will go out).

The E-66 is shipped with MSD-101, a collection of sixty-six styles from the TN-SC2 and E-70 style libraries.

Currently Available Disks and Styles:

Around the World 1 (MSD-102)

- Blues • Slow Swing • Boogie 2 • Ragtime
- Lambada • Son • Samba 2 • Mambo • Slow Waltz
- Standard • Ballad 3 • Reggae 2 • Caribbean
- M'Town • Mexican Rock • Country Waltz

Around the World 2 (MSD-103)

- Rock 1 • Rock 2 • Rap • House • Dance • Funk 1
- Funk 2 • Fusion • 8 Beat 1 • 8 Beat 2 • 8 Beat 3
- 8 Beat 4 • 16 Beat 1 • 16 Beat 2 • 16 Beat 3
- 16 Beat 4

Around the World 3 (MSD-104)

- Boogie • Rock'n • Twist • Charlest • Slow Rock 1
- Slow Rock 2 • Ballad 1 • Ballad 2 • Slow Swing 1
- Slow Swing 2 • Swing • Foxtrot • Big Band
- Shuffle • Swing Waltz • Dixie

Around the World 4 (MSD-105)

- Bossa • Samba • Latin • Salsa • Chacha •
- Rhumba • Mambo • Tango • Slow Waltz • Waltz •
- March • Polka • Baroque • Country • Beguine •
- Reggae

Around the World 5 (MSD-106)

- Rock 1 • Rock 2 • Funk 1 • Funk 2 • 8 Beat 1
- 8 Beat 2 • 16 Beat 1 • 16 Beat 2 • Reggae
- Swing • Country • Waltz 2 • Polka • Bossa
- Rhumba • Fusion

American and Piano Collection (MSD-107)

- Rock 3 • Rock 4 • Funk 4 • R&B • Gospel
- Big Band • Modern Ballad • Jazz Waltz
- Pop Piano 1 • Pop Piano 2 • Contemporary
- 50's Ballad • Ballad Shuffle • Swing Pop
- Jazz Piano • Slow Waltz 3

Around the World (MSD-108)

- 8 Beat 5 • 8 Beat 6 • 16 Beat 5 • 16 Beat 6
- House 2 • Dance 10 • Funk 3 • Blues 2 • Blues 3
- R&B 2 • Swing 2 • 5 / 4 • Latin 2 • Merengue 2
- Meneaito • C'Waltz 3

The current MSD Series contain the most popular styles from the Roland TN-SC1 and TN-SC2 cards, the EM-303 and EM-305, and previous E-Series keyboards.

***** ROLAND PMA-5 TURBO FACTS *****

The PMA-5 is a great song writing and accompaniment instrument for anyone. It is the first hand-held music workstation that is completely driven from a touch-screen. It is extremely user friendly and has everything you'd expect from a music workstation: GM/GS compatible synthesizer with 306 sounds, 16 drum kits, 8 track sequencer with 20 song memory, serial port for direct connection to any computer, and 600 built-in patterns in 100 different styles. Six AA batteries give you approximately 5 hours of portable operation. With a little creativity and a set of headphones, the PMA-5 gives you the flexibility to create and produce songs anytime and anywhere.

• Initializing/Screen Calibration

- 1) Touch VALUE with the Stylus while powering on.
- 2) Touch the lower left and upper right corners of the screen to Calibrate.
- 3) Touch 'Exec' to Initialize.

• Playing the Demo Song

- 1) Touch the Song Number and drag upward, or use the VALUE buttons to select S21:Finale Demo.
- 2) Touch the Play (▶) button. Touch Stop (□) and use Fwd (▶▶) or Rew (◀◀) to select a specific measure.

• Playing Preset Patterns

- 1) Touch STYLE.
- 2) Touch the Play (▶) button.
- 3) Touch the Pattern Number and drag up/down, or use the VALUE buttons to select other patterns.
- 4) Touch Stop (□) when finished.

• Choosing Variation Patterns

In Preset Style mode, the PMA-5 has 600 patterns in 100 styles. Each style is comprised of 6 patterns – I= Intro, A= Verse, 1= Fill, B= Chorus, 2= Fill, E=Ending
To choose a variation pattern:

- 1) Select a Preset Pattern and touch Play (▶).
- 2) Touch the character (I, A, 1, B, 2, E) to the right of the Style Name. It will begin to blink.
- 3) Use the VALUE buttons to select other patterns within that Style.

• Playing the Sounds

The PMA-5 has 306 Preset instrument sounds and 16 drum kits.

- 1) Select a User Pattern by touching 'P' and then VALUE +. The 'P' should now be a 'U.'
- 2) Touch the right PAGE ARROW button one time.
- 3) Touch the Instrument Group [in brackets] and use the VALUE buttons to select an Inst. Group.
- 4) Touch the Instrument Name [the word below the brackets] and drag up/down or, use the VALUE buttons to select an Instrument.
- 5) Touch the on screen keyboard to play the sound. Touch the arrows next to the OCTAVE button to change the keyboard range.

• Recording a User Pattern

The PMA-5 has 200 User Patterns. A pattern has four tracks: Accompaniment 1 & 2, Bass and Drums.

- 1) Use previous steps to select a blank User Pattern.
- 2) Touch the right PAGE ARROW button one time.
- 3) Under STYLE touch 'Dr'. Use previous steps to select a kit and touch ENTER.
- 4) Touch SAVE.
- 5) Touch the right PAGE ARROW button one time.
- 6) Use the VALUE buttons to set the pattern length.
- 7) Touch the Record (O) button.
- 8) Touch the time signature, tempo, & quantize (Qtz) values and use the VALUE buttons to change them.
- 9) Audition the sound by touching the on screen keyboard.
- 10) To begin recording, touch the Play (▶) button.
- 11) Touch Stop (□) when finished.
- 12) To continue recording more tracks, touch EXIT followed by the right PAGE ARROW and select a new track and instrument as in step 3, then repeat steps 4-11.

• Creating A Style Track for a Song

A song in the PMA-5 consists of a Style Track, a Chord Track, and up to 4 melody tracks. Use the following procedure to create a Style Track.

- 1) Touch 'SONG'.
- 2) Select a blank song (Touch the number next to S and use the VALUE buttons to change songs).
- 3) Touch 'STYLE Tr.' and then touch the Step button.
- 4) Touch the '+ : + + + +' area and drag up/down to select a Preset or User pattern.
- 5) Touch ENTER to confirm the pattern you chose.
- 6) Continue this process and touch EXIT when done.
- 7) Touch Top (◀) followed by Play (▶) to hear the song from the beginning.

• Creating a Chord Track

- 1) Touch 'CHORD Tr.'
- 2) Touch Top (◀) followed by STEP.
- 3) Select a chord root by touching the left side of the on screen keyboard and a chord quality by touching the right side.
- 4) Touch the Chord Symbol (Ex.Cm7) to hear the chord.
- 5) Touch ENTER to confirm the chord.
- 6) Touch Fwd (▶▶) to advance to the next measure.
- 7) Repeat steps 4 – 6 to continue entering chord changes. Touch EXIT when finished.

• Mixing Functions

- 1) Touch Play (▶) followed by MIX.
- 2) Touch and drag the faders to change track volume.
- 3) Touch the right PAGE ARROW button to access faders for Panning, Reverb and Chorus levels.
- 4) Touch ENTER to save these level settings.
- 5) To mute a track, touch MUTE and then touch any track you wish to mute. Turn on the SOLO switch to solo a track.

Roland®
R-8MKII
HUMAN RHYTHM COMPOSER

TURBOSTART

*** ROLAND R-8mkII TURBO FACTS ***

The R-8mkII is a professional rhythm composer that features Roland's proprietary Human Feel function, eight individual outputs, and incredibly realistic sounds. The R-8mkII is equipped with an expanded selection of built-in sounds, increased pattern memory and powerful editing capabilities.

• **Initializing**

- 1) Power-on holding the PAGE and PARAM/SELECT buttons.
- 2) Press ENTER button two times.

• **Playing the Demo Song**

- 1) After initializing, the display will say: [SONG 0 (HUNT OUT)].
- 2) To hear demo song, press the START/STOP button.

• **Playing the Sounds on the Pads**

- 1) Play all of the sounds on the drum pads.
- 2) Use the PAD BANK buttons to select a new pad bank between A and E.
- 3) Play all of the sounds in the remaining pad banks.

• **Realtime Pattern Write**

- 1) Press the PATTERN button.
- 2) Select [REAL] by pressing 3 on the numeric keypad.
- 3) Use the + & - buttons or the VALUE slider to select an empty pattern above [44].
- 4) Press START and play the pads to create a new pattern.

• **Assigning a Sound to a Pad**

- 1) There are 200 preset instrument sounds available. To hear them, assign them to a pad. To do this press the INST ASSIGN button.
- 2) Select number [1 INST] from the numeric keypad..
- 3) Tap a pad.
- 4) Use the VALUE slider to change instrument groups, ([K]=kicks, [S]=snare, etc.).
- 5) Use the + & - buttons to select an individual instrument within the selected group.

• **Sound Edit**

- 1) Press the EDIT SOUND button.
- 2) Select [1 EDIT] on the numeric keypad.
- 3) Select a sound by playing a Pad.
- 3) Use the PARAM SELECT button to select an edit parameter. (Pitch, Decay, Nuance, etc.)
- 4) While playing drum sound, use the + / - buttons or the VALUE slider to edit the selected parameter.
- 4) Press F5: EXIT.

• **Realtime Editing**

- 1) Press PATTERN, select [3 REAL] on the numeric keypad, and VALUE to a blank pattern.
- 2) Record a pattern using just the Snare sound.
- 3) Press the CURSOR PAGE button so the display says [EDIT].
- 4) Use the PARAM SELECT button to select [PT] pitch. (A good parameter to demonstrate realtime editing.)
- 5) While holding the Snare Pad, move the VALUE slider up and down to edit its pitch in real time.

• **Great New Features**

INST LIST & TEMP ASGN

- 1) The purpose of the Instrument List is to quickly see the sounds used in a pattern.
- 2) Press the PATTERN button and press the [1PLAY] button on the numeric keypad.
- 3) Select a preset pattern between [00 & 30].
- 4) Press the INST LIST button and use the + & - buttons to see which instruments are used in the pattern.
- 5) The purpose of the Temporary Assign button is to quickly assign a selected instrument to all 16 pads for quick easy editing.
- 6) Select a drum sound from the instrument list and press the TEMP ASGN button.
- 7) This sound will now be set to all 16 pads. Press the EDIT SOUND button and edit the sound.

• **Additional Features**

- 1) Double the pattern data memory of the original R-8.
- 2) RAM and ROM card expandability for adding sounds and storing song and pattern data.
- 3) External foot switch control.
- 4) 2 stereo and 8 individual outputs.

Roland®
R-70

HUMAN RHYTHM COMPOSER

TURBOSTART

••• ROLAND R-70 TURBO FACTS •••

The R-70 is a professional rhythm composer that features 210 high-quality sounds, expansive editing and programming capability, and built in digital effects. It also offers Roland's new Rhythm Expert System for automatic song and pattern generation, along with the innovative Positional Pad and the Human Feel function.

• **Initializing**

- 1) Power On while holding MIDI & ASSIGN.
- 2) Press YES twice.

• **Playing the two demo songs**

- 1) To play the ROM demo, hold down SHIFT and press SONG/PLAY.
- 2) [ROM PLAY Gray Zone] will appear in the display. Press START to hear the ROM demo song.
- 3) To hear the second demo song, press the + button or use the VALUE slider to select [FAT CITY].
- 4) Press START/STOP.

• **Playing the sounds on the Pads**

- 1) Play all of the sounds on the drum pads.
- 2) Play from side to side on the POSITION PAD.
- 3) Use the PAD BANK button to select a new pad bank between A and F.
- 4) There are 3 groups of 6 PAD BANKS. Hold SHIFT and press the PAD BANK button. [Pad group: ?] will appear in the display

• **Real-time pattern write**

- 1) Press PATTERN PLAY.
- 2) Use the +/- buttons or the VALUE slider to select a blank pattern between 36 and 99.
- 3) Press REC and START and play the pads to create a new pattern.

• **Assigning Sounds to a Pad**

- 1) Press ASSIGN.
- 2) Select number [1 Pad assign] and press YES.
- 3) Tap a pad.
- 4) Use +/- buttons or the VALUE slider to change sound while you tap it.

• **Programming the POSITIONAL PAD**

- 1) Hold down SHIFT and press the POSITIONAL PAD.
- 2) Use the +/- buttons or the VALUE slider to change sound while you tap it.
- 3) Use the CURSOR/PAGE buttons to select [Pitch] and value it to [WIDE].
- 4) Play from side to side on the POSITIONAL PAD to change the pitch.

• **Editing a Sound**

- 1) Press the SOUND button.
- 2) Select [1 Edit] and press YES.
- 3) Select a sound by playing a Pad.
- 4) Use the left and right CURSOR/PAGE buttons to select an edit parameter. (Pitch, Decay Nuance, etc.)
- 5) While playing drum sound, use the +/- buttons or the VALUE slider to edit the selected parameter.

• **Real-time Editing**

- 1) Press PATTERN/PLAY and select a blank pattern.
- 2) Record a pattern using just the Snare sound.
- 3) Press EDIT and CURSOR to [VL] volume.
- 4) Use the + button to select [PT] pitch. (A better parameter to demonstrate realtime editing.)
- 5) CURSOR right one time to access the pitch value.
- 6) While holding the Snare Pad, Mode the VALUE slider up and down to change its pitch.

• **Effects** –FX1=Reverb/Delay;FX2=Chorus/Flanger

- 1) Press EFFECTS.
- 2) Select [1FX1:???] and press YES.
- 3) Use the +/- buttons or the VALUE slider to select a different REVERB or DELAY type.

• **Mixer** – Volume, Output pan & FX level

- 1) Press MIXER. The display will say [VOL].
- 2) CURSOR to the number in the upper right corner of the display.
- 3) Press each of the drum Pads and use the VALUE slider to adjust their Volume (or Output pan) levels.

• **Rhythm Expert System**

- 1) Push the PATTERN MODEL button.
- 2) Use the +/- buttons of the VALUE slider to select 1 of the 17 available musical genres.
- 3) Press the YES button two times and the R-70 will create a 2 bar pattern.
- 4) Use the CURSOR/PAGE button to select pattern type [BASIC, FILL, INTRO, ENDING], pattern length [1-4], pattern variation [1-8], pattern idea [1-8] and pattern feel [1-8]. A huge variety of patterns are available using combinations of these parameters.
- 5) To Convert a Pattern Model into a Pattern, press the CONVERT button and use the + &- buttons to select the pattern destination.
- 6) The R-70 also has a SONG EXPERT MODEL which can create entire songs.


RA-90
REALTIME ARRANGER MODULE

TURBOSTART

*** ROLAND RA-90 TURBO FACTS ***

The RA-90 is a professional, multi-instrument auto-arranger that provides high-quality accompaniments in virtually any style. Featuring a user-friendly, desktop design, the RA-90's 56 Styles and 128 CD-quality sounds can be accessed easily at the touch of a button, giving you total control of your ensemble as you perform.

• **Initializing**

The RA-90 has eight MIDI configuration power-up modes. By turning the unit on while holding down the appropriate MIDI SET button, the RA-90 will automatically assign the proper MIDI functions for use with a piano, guitar, keyboard, or accordion.

• **Selecting Music Styles**

There are 56 different Music Styles available on the RA-90 which provide Basic and Advanced accompaniment patterns with two variations (Original and Variation) in a wide variety of musical styles. These patterns change depending on the chord type played (Major, minor, seventh, etc.) and the inversion performed.

- 1) Use the BANK buttons to select a Bank.
- 2) Use the NUMBER buttons to select your style number.
- 3) Press the VARIATION button to select the Style's variation pattern (LED will light).
- 4) Press the ADVANCED button to select the advanced style. (LED will light).

Each Style also has an Intro, an Ending, a Fill To Original, and a Fill To Variation.

- 1) Press the INTRO/ENDING button before the Style has begun. This will trigger an introductory passage followed by the beginning of the style.
- 2) Pressing the same button while a style is playing will trigger an ending passage after which the style will end.
- 3) Pressing the FILL TO ORIGINAL/VARIATION button will trigger a passage followed by a change in style.

• **Selecting Tones**

The RA-90 will allow you to select a tone for the Upper, Lower, Manual Bass and Manual Drum parts. The following buttons are found in the TONE/USER PROGRAM section:

• **Selecting Tones (cont.)**

- 1) Use the SELECT buttons to choose either UPPER, LOWER, M BASS or M DRUM KIT.
- 2) Use the GROUP button to choose either Group A or Group B.
- 3) Use the BANK buttons to choose a sound family (Chr Perc, Brass, Reed, etc.)
- 4) Use the NUMBER buttons to select your tone.

For M DRUM KIT selection, only steps #1 and #4 are needed.

• **Using User Programs**

The RA-90 features 64 User Programs that will store front panel configurations for instant recall. These User Programs are preset but can be re-configured and stored by the user.

To store a User Set from the front panel:

- 1) Press and hold down the WRITE button.
- 2) While holding the Write button, press the BANK and NUMBER buttons corresponding to the User Program location where you wish to store the setting.

To select the various User Programs:

- 1) Use the SELECT buttons to choose USER.
- 2) Use the BANK and NUMBER buttons to choose your User Set.

• **Setting the Split Point**

- 1) Press the MIDI/Select button.
- 2) Press the MIDI Part/+ button twice to find the Upper part RX/TX channel.
- 3) Use the data knob to ensure that this is the same channel your MIDI controller (keyboard, accordion, etc.) is transmitting on.
- 4) Press the MIDI Part/+ button again to find the Upper part key range channel. The screen will read "Lim Lw() Up()".
- 5) Use the MIDI Part/+ button to move to each field and use the Data/Tempo knob to adjust the values for the Lower and Upper limits of the Upper part range.
- 6) Follow this same procedure for the Lower part. The Lower part can be accessed by continuing to press the MIDI Part/+ button.
- 7) By assigning both the Upper and Lower parts to the same MIDI channel and making the Upper range from C4 to C9 and the Lower range from C0 to B3, you will have created a Split.

Roland®
RA-95
REALTIME ARRANGER

TURBOSTART

••• ROLAND RA-95 TURBO FACTS •••

The RA-95 is a real-time arranger featuring a wide variety of music styles and 241 GS compatible Tones. Its 3.5" HD disk drive provides direct from disk playback and recording. Included with the RA-95 is a User Style Disk containing 66 custom Music Styles. GS Mode is provided for using the RA-95 with an external sequencer or playing Standard MIDI Files. The RA-95 also features an input for the FC-7 Foot Controller, allowing hands-free control of the elements within the Music Styles. It can also be used with acoustic keyboards using the optional KP-24 Acoustic Keyboard Pickup.

• **Initializing**

- 1) Power on while holding REC.

• **Playing the Demo Song**

- 1) Press START/STOP to stop the rhythm (if it is playing).
- 2) Press and hold DEMO in the MUSIC STYLE section.
- 3) Use the [5]-[8] buttons (under MUSIC STYLE) to start playing one of the 4 demo songs.
- 4) Press START/STOP to stop playing the demo song.

• **Setting up your MIDI Instrument**

The RA-95 has several power-up modes for connecting different MIDI devices. Hold down the desired button while turning the power on:

Music Style 1	Acoustic Piano setup with KP-24 (RRC)
Music Style 2	Digital Piano and Synth
Music Style 3	Master Keyboard
Music Style 4	Accordion 1
Music Style 5	Accordion 2
Music Style 6	MIDI Guitar with Foot switch
Music Style 7	Organ 1
Music Style 6	Organ 2

Use the following procedure to setup the RA-95 with a digital piano/synth controlling the arranger in the lower section and a single instrument in the upper section:

- 1) Power on the RA-95 while holding MUSIC STYLE 2
- 2) Set the MIDI/RRC switch to "MIDI IN 2."
- 3) Connect a MIDI cable from MIDI OUT of your digital piano/synth to MIDI IN 2 on the RA-95.

• **Selecting Tones**

- 1) Press GROUP A or b in the UPPER TONE section.
- 2) Use the [1]-[8] buttons (under UPPER TONE) to select the desired BANK.
- 3) Use the [1]-[8] buttons (under UPPER TONE) to select the desired NUMBER.
- 4) Use the VARIATION button (under UPPER TONE) to select different variations of that Tone.

• **Assigning a Split Point**

- 1) Press PARAMETER (under SONG/EDIT).
- 2) Use the SELECT+/- buttons (under SONG/EDIT) to display "SPL."
- 3) Use the DATA +/- buttons (under SONG/EDIT) to select the desired MIDI note number for the split point. For example, to set a split point of C4 (middle C) you would select "60."

• **Playing Songs (SMF) from Disks**

- 1) Insert a disk containing a Standard MIDI File into the floppy disk drive.
- 2) Use the PREV and NEXT buttons to select a song.
- 3) Press PLAY.

• **Muting Parts on SMFs (GS Mode)**

- 1) Press SONG MODE so it is lit.
- 2) Press PARAMETER.
- 3) Use the PART LEFT (<) and RIGHT (>) buttons to select the desired Part.
- 4) Press the MUTE button to mute the Part.

• **Playing Arrangements**

- 1) Press ON/OFF in the ARRANGER SECTION so it is lit.
- 2) Press CHORD MEMORY so it is lit.
- 3) Use the [1]-[8] buttons (under MUSIC STYLE) to select the desired BANK.
- 4) Use the [1]-[8] buttons (under MUSIC STYLE) to select the desired NUMBER.
- 5) Press START/STOP and play a chord on the lower portion of your keyboard or MIDI controller.
- 6) Press ORIGINAL, VARIATION, FILL, INTRO or ENDING to hear each section of the arrangements.

• **Changing Accompaniment Part Levels**

- 1) Use the UPPER, ACCOMP, BASS, and DRUMS < and > buttons (under BALANCE) to adjust the volume for each accompaniment Part as desired.
- 2) Press the < and > buttons simultaneously to mute or unmute that Part.

• **Recording**

- 1) Insert a disk into the floppy disk drive.
- 2) If necessary, format the disk by holding DISK and pressing FORMAT in the SONG SELECT section. Press REC. Wait until the format is complete.
- 3) Press SYNC START if you wish to use the Arranger section. Press REC and begin playing.

Note: To start recording without activating the Arranger section, press REC followed by PLAY and then start playing.

- 4) Press STOP when you are finished.

• **Loading Music Styles**

- 1) Insert a disk containing a Music Style and press LOAD.
- 2) Use the SEARCH buttons to choose a Style number on the disk.
- 3) Choose a Style location by pressing one of the Music Style buttons (1 to 4).
- 4) Wait for the red LED next to the word DISK in the window to stop blinking, then press LOAD.
- 5) Press DISK in the Music Style section.
- 6) Press the User Style button designated in step #3 to select that style.


RA-800
REALTIME ARRANGER

TURBOSTART

*** ROLAND RA-800 TURBO FACTS ***

The RA-800 is a desktop arranger module that provides realtime accompaniment, backing tracks and display of MIDI lyrics. It contains a wide variety of Music Styles, making it ideal for one-man performers and songwriters. The RA-800 features 689 Tones, 64-voice polyphony, 128 Music Styles, 192 Performance Setups and General MIDI/GS compatibility. The 8-Track Music Style Recorder lets you create your own Music Styles, and it also features direct-to-disk recording & playback of Standard MIDI Files. The RA-800 is 32 part multi-timbral with two MIDI ports, and features built-in reverb, chorus, delay and EQ. Plus, with the Roland LVC-1 Lyrics Video Converter, the RA-800 can output MIDI lyrics to an external video monitor.

• **Initializing**

- 1) Hold WRITE and turn the power on.

• **Playing the Demo Songs**

- 1) Insert the Demonstration Disk into the disk drive.
- 2) Press the NEXT button to select a song.
- 3) Press PLAY/STOP.

• **Playing the RA-800 from a MIDI keyboard**

- 1) Connect the MIDI OUT port of your keyboard to the MIDI IN A port of the RA-800.
- 2) Set the keyboard's MIDI transmit channel to 1.
- 3) Play any key below middle C to activate the RA-800 accompaniment.
- 4) Play any key above middle C to solo along with the accompaniment.

• **Selecting a Music Style**

- 1) Press GROUP A-B in the Music Style area.
- 2) Press Music Style 1-8 to select a Bank.
- 3) Press Music Style 1-8 again to select a Music Style.

• **Selecting Tones**

- 1) Press UPPER 1 (under the display).
- 2) Press GROUP A-D, (in the TONE area) to select the desired group of instruments.
- 3) Press Tone 1-8 to select a Bank.
- 4) Press Tone 1-8 again to select a Tone from that Bank.
- 5) Press VARIATION to select a variation Tone.

• **Setting Splits and Layers**

The RA-800 can have up to two Tones layered on the right hand and a separate tone on the left.

- 1) Press KBD MODE.
- 2) Press F2: SPLIT.
- 3) Press UPPER1 (if it's not already ON in the display) and UPPER2 for a layer; press LOWER to add a TONE to the left hand.
- 4) Press F5: EXIT.

• **Setting Splits and Layers cont.**

- 5) Press F2: PARAM.
- 6) Press PAGE down to select page 2.
- 7) Use the DRUMS rotary knob to choose the split point. For a three way split, use the ACCOMP rotary knob to choose the UPPER 2 split point.

• **Layering Tones**

To layer two Tones across the whole keyboard:

- 1) Press KBD MODE.
- 2) Press F3: WHOLE RIGHT.
- 3) Make sure that UPPER1 is ON (in the display).
- 4) Press UPPER2 so that it is ON.
- 5) Press SYNCHRO START so it is not lit.

• **Storing Performances in Memory**

You can save the current Tones, Music Styles, Split Points, and Effect Settings (including edits) into a Performance Memory. To store your setup:

- 1) Press WRITE.
- 2) Press UPPER1 (under the display). Make sure that Memory Protect is OFF.
- 3) Hold WRITE and press the desired GROUP A-C button in the Performance Memory area.
- 3a) Continue to hold WRITE and press the desired PERFORMANCE MEMORY 1-8 button to select a Bank location. Continue holding WRITE and press the desired PERFORMANCE MEMORY 1-8 button again to select a Number location.

• **Playing Standard MIDI Files**

- 1) Insert a DOS format disk into the drive.
- 2) Press GM/GS MODE.
- 3) Press PREVIOUS or NEXT to select a song.
- 4) Press PLAY/STOP.
- 5) If the SMF includes lyrics, press F4 to view the lyrics on the display.

• **Setting-up the RA-800 for use with the LVC-1**

- 1) Press F3: MIDI
- 2) Hold SHIFT and press F1: Basic
- 3) Press PAGE UP/DOWN to access "TX."
- 4) Use the LOWER NUMBER dial to select "Lyrics" in the Filter field.
- 5) Press the UPPER 2 button to set it to "ON."
- 6) Hold WRITE and press MIDI SET button 1 to save this setting.
- 7) Everytime you power the RA-800 on, select MIDI SET 1 for use with the LVC-1.

*** Options ***

LVC-1 Lyrics View Converter, FC-7 MIDI Foot Controller, PK-5 Dynamic MIDI Pedal, FV-300L Expression Pedal, DP-6/2 Pedal Switch, MSD-Series Style Disks.

Roland®
RD-500
DIGITAL STAGE PIANO

TURBOSTART

*** ROLAND RD-500 TURBO FACTS ***

The RD-500 is a professional digital piano with 88 weighted keys, 121 high quality sounds and built-in digital effects. The RD-500 can layer and split sounds, and can transmit on two MIDI zones to control external synthesizers. It includes pianos, electric pianos, clavs, vibes, organs, synths, strings and a full drum kit. When used with a sequencer, the RD-500 is 8 part multitimbral.

• **Initialize**

- 1) Power on while holding SETUP MEMORY 1 and 8.
- 2) Press YES.

• **Playing the ROM Demo**

- 1) Press FUNC and DEC simultaneously.
- 2) Use the INC / DEC to select song 1-4.

• **Selecting Patches**

- 1) Press an Instrument Group (Grand 1, Rhodes, etc.)
- 2) Press VARIATION.
- 3) Press INC and DEC to choose a Variation.

• **Creating a Layer**

- 1) Press Layer.
- 2) Press and hold the Instrument Group you want for the UPPER Part, then press the Instrument Group you want for the LOWER Part.
- 3) Press VARIATION to choose sounds for the upper and lower parts.
- 4) Press UPPER o r LOWER (it will flash).
- 5) Use INC / DEC to choose a Variation for that Part.
- 6) To set the level for each Part, press LEVEL. Press UPPER or LOWER to select the Part (it will flash).
- 7) Use the slider or INC / DEC to set the level.
- 8) Press VARIATION again to exit the edit mode.

• **Creating a Split**

- 1) Press SPLIT.
- 2) Press and hold the Instrument Group button you want for the UPPER Part, then press the Instrument Group button you want for the LOWER Part.
- 3) Press VARIATION to choose sounds for the upper and lower parts.
- 4) Press UPPER o r LOWER (it will flash).
- 5) Use INC / DEC to choose a Variation for that Part.
- 6) To set the level for each Part, press LEVEL. Press UPPER or LOWER to select the Part (it will flash).
- 7) Use the slider or INC / DEC to set the level.
- 8) Press VARIATION again to exit the edit mode.

• **Set the Split Point**

- 1) Press FUNC.
- 2) Press ZONE. The UPPER light will flash.
- 3) Press the key for the low note of the UPPER Zone.
- 4) Press LOWER and the key for the high note of the LOWER Zone.

• **Storing a Setup**

Each of the 32 SETUPS store all the Tone Settings (Variation, Chorus, Reverb, Tremolo, Detune, Attack, Decay, Release, Brightness, Sensitivity, and Bend Range) for each of the 12 Instrument Groups - a total of 12 custom sounds per setup. Each Setup also stores the Layer, Split, Local, and Multitimbral information. Setup A-1 is preset and cannot be changed, the remaining 31 are user programmable.

To store a Setup into memory:

- 1) Press FUNC and TRANSPOSE simultaneously.
- 2) Press A-D 1-8 for the location you want to WRITE to.
- 3) Press YES.

• **Using C1 Slider and Pedal Controls**

The C1 Slider, Pedal, Damper, Bender, and Modulation lever can all be set independently for the Upper and Lower parts (as well as TX Zones for MIDI output). To make internal controller assignments:

- 1) Press FUNC.
- 2) Press CONTROL (to the right of the display) to cycle through the controllers - C1 (slider), Pdl (pedal), dnp (damper), bnd (bender), Nod (modulation). The display will jump to the currently assigned function for that controller.
- 3) Use INC / DEC to select the function for your selected controller.

• **Setting MIDI Local Control**

- 1) Press FUNC.
- 2) Press LOCAL.
- 3) Use INC / DEC until display reads Off, On-1 or On-2.
- 4) Press FUNC to exit.

• **Set the Transmit Channels for the Upper and Lower Transmit Zones**

- 1) Press FUNC.
- 2) Press TX CH. The TX/INT and UPPER TRANSMIT CONTROL indicators flash.
- 3) Press INC and DEC to set the Transmit channel for the UPPER Part.
- 4) Press the LOWER TRANSMIT CONTROL button. It flashes.
- 5) Press INC and DEC to set the Transmit channel for the LOWER Part.
- 6) Press FUNC to exit.
- 7) Press the UPPER and/or LOWER TRANSMIT CONTROLS to choose a Transmit Zone/Channel.

Note: In Local Off and On 2, the RD-500 will transmit out MIDI on the RX Channel for the internal Upper and/or Lower Part, in addition to the TX Zone settings.

 **RD-600**
DIGITAL STAGE PIANO

TURBOSTART

*** ROLAND RD-600 TURBO FACTS ***

The RD-600 is an 88-note digital stage piano that features Roland's highly acclaimed PA-4 hammer action keyboard. It also features 128 remarkable sounds including, piano waveforms designed specifically for the RD-600 in addition to those made popular in the VE-RD1 expansion board for the A-90. It has an EFX processor that consists of 40 stereo multi-effects in addition to reverb, chorus and a built-in 3 band analog EQ. Additional features include four multipurpose sliders for level control and sound editing, a pitch bender, four balanced outputs (2 stereo pairs), and a 16x2 backlit LCD display. The RD-600 offers powerful controller functions such as 64 memory setups and four keyboard zones (2 internal/2 external). The RD-600 combines all of these features in an easy-to-use package with a large display, dedicated knobs, sliders and buttons.

• **Initializing**

Use the following procedure to restore the factory settings:

- 1) Power on while holding EDIT.
- 2) Press INC/YES twice.

• **Playing the Demo Songs**

- 1) Press EDIT and the LEFT PAGE button simultaneously.
- 2) Use the RIGHT and LEFT PAGE buttons to select the desired song.
- 3) Press EDIT to return to Play mode.

• **Selecting Sounds**

A Setup consists of two Tones assigned to either the Upper or Lower Part. Use the following procedure to listen to the Tones:

- 1) Press UPPER (above PART SWITCH) so it is lit.
- 2) Press INT UPPER (under PART SELECT).
- 3) Press the desired GROUP button (A or B). There are 64 Tones in each group.
- 4) Use the INTERNAL TONE CATEGORY and INTERNAL TONE VARIATION buttons to select sounds. There are eight variation sounds in each category.

Settings for the effects, Upper and Lower Tones, keyboard zones, etc. can be stored as a Setup. There are 64 Setups available. Use the following procedure to listen to the Setups:

- 1) Press A and B (under GROUP) simultaneously.
- 2) Use the INTERNAL TONE CATEGORY and INTERNAL TONE VARIATION buttons to select the desired Setup.

• **Layering the Keyboard**

- 1) Press INT UPPER and INT LOWER (above PART SWITCH) so they are lit.
- 2) Select the desired sounds for the Upper and Lower Parts as previously described.

• **Splitting the Keyboard**

- 1) Press INT UPPER and INT LOWER (above PART SWITCH) so they are lit.
- 2) Select the desired sounds for the Upper and Lower Parts as previously described.
- 3) Hold SPLIT and press the note on the keyboard that corresponds to the desired split point.

• **Multitimbral Patch and Channel selection**

The RD-600 contains 16 multitimbral Parts. Use the following procedure to select MIDI channels and Tones for each of the Parts:

- 1) Press EDIT.
- 2) Press the RIGHT PAGE button until "Receive Ch." is displayed.
- 3) Use the INC/DEC buttons to select Part 1.
- 4) Press the RIGHT PAGE button and use the INC/DEC buttons to select the desired MIDI channel.
- 5) Use the INTERNAL TONE CATEGORY and INTERNAL TONE VARIATION buttons to select the desired Tone for Part 1.
- 6) Repeat steps 3-5 for Parts 2-16.

• **Using the EFX Set**

The EFX processor can be used for the Upper and Lower Parts. You can choose from effects including rotary speaker, distortion, and stereo EQ.

- 1) Press EDIT, use the RIGHT PAGE button to select the EFX menu.
- 2) Press UPPER (under EFX) so it is lit.
- 3) Use the INC/DEC buttons to select the desired EFX algorithm.
- 4) Adjust the Rate/Sens and Depth/Level knobs as desired.
- 5) Hold UPPER (under EFX) and press LOWER to assign this effect to the Lower Part.
- 6) Press EDIT to return to Play mode.

• **Transposing the Keyboard**

The transpose parameter can be set independently for the internal and external Parts (Upper and Lower).

- 1) While holding TRANSPOSE, press the desired note on the keyboard (above or below middle C) to set the transposition value. For example, to transpose the keyboard up a whole step hold TRANSPOSE and press the D above middle C.

Roland®
SC-33

SOUND CANVAS GS MODULE

TURBOSTART

*** ROLAND SC-33 TURBO FACTS ***

Ideal for use with a digital piano or MIDI studio, this desktop module has 226 sounds, many of which are unique to the SC-33 (found on no other Sound Canvas!). Similar in features and design to the DS-330 Dr. Synth, the SC-33 has an additional Sound FX kit and conforms to the stringent Roland GS standard.

• **Initializing**

- 1) Power on while holding REVERB and SPLIT.
- 2) Press the up arrow/YES button.

• **Playing the Demo Song**

- 1) Hold down the DRUMS and ((•)) buttons while powering-up.
- 2) Press the up arrow, YES button. The song Worm Hole will play.
- 3) Press the down arrow, NO button to stop the demo song.
- 4) Press EXIT to return to single play mode.

• **Select an Instrument in Single Mode**

- 1) Simply press any of the 16 tone bank buttons to select a instrument group of your choice.
- 2) Upon selecting a bank, use the NUMBER up and down buttons to select individual instruments.

• **Auditioning the New GS Tones**

- 1) Depending upon the instrument selected, the VALUE/VARIATION up and down buttons may be used to select new GS variation tones.
- 2) The PIANO bank has many variations as does the ORGAN bank. You can also find them in the GUITAR, CHR. PERC., BASS, ENS., BRASS and SYNTH LEAD banks.
- 3) Any of these sounds can be heard by pressing the ((•)) button.

• **Selecting a Drum Kit**

- 1) Press the DRUMS button.
- 2) Use the VALUE/VARIATION up and down buttons to select any of the 8 drum kits.
- 3) The sounds in each kit can now be played directly from the 16 instrument buttons, which are now drum pads.
- 4) To exit DRUMS mode, press the DRUMS button.

• **Create a split patch**

- 1) Select Piano 1-1 by pressing the PIANO button.
- 2) Press the SPLIT button.
- 3) Any note below F3 will be Acoustic Bass 5-1 and the upper part will be Piano 1-1.
- 4) To alter the split point or change the lower instrument, press the LOW/SUB> button and continue pressing it to go through the parameters.

• **Creating a Layer Patch**

- 1) Select Piano 1-1 by pressing the PIANO button.
- 2) Press the DUAL button.
- 3) Now, Piano 1-1 will be layered with Strings 7-1.
- 4) To change the layer instrument and its level, press the LOW/SUB> button and continue pressing it to go through the parameters.

• **Fattening the Sound**

- 1) Select Piano 1-1 by pressing the PIANO button.
- 2) Press the FAT button.
- 3) Playing a note now will actually trigger two notes – the one played and the octave below it.

• **Changing the Default Patch**

When a bank is selected, the first tone in that bank is automatically is selected. To change to default tone to your preference, follow these steps:

- 1) Select Piano 1-1 by pressing the PIANO button.
- 2) Press the NUMBER up button to select E.Piano 2 1-6.
- 3) At this point, the "6" should be blinking. Press the PIANO button again..
- 4) Press the ORGAN button and then go back to the PIANO bank. It should register as E.Piano 2 1-6.

• **Creating a Multitimbral Setup.**

- 1) Press the UTILITY button until you see SINGLE Mode.
- 2) Use the VALUE/VARIATION up button to select MULTI Mode.
- 3) Press EXIT.
- 4) You will see the Part/MIDI channel displayed on the lower-right of the screen.
- 5) To change Parts, press the PART (CH) up and down buttons.
- 6) Instruments can be selected for each Part by pressing the bank and number buttons.
- 7) To change MIDI channels for a given Part, press the PART EDIT button until you see Part:Ch, and use the VALUE/VARIATION up and down buttons to select any of the 16 MIDI channels.
- 8) Press EXIT to return normal Multi play mode.


SC-88
SUPER SOUND CANVAS

TURBOSTART

••• **ROLAND SC-88 TURBO FACTS** •••

The SC-88 sound module is Roland's most powerful member of the Sound Canvas family. The SC-88 contains all of the sounds of the entire Sound Canvas library plus an additional 300 JV series sounds. The SC-88 contains a variety of effects including reverb, chorus and delay. The built in Mac/IBM interface allows direct connection to a computer without the need for an external MIDI interface.

The SC-88 is a giant departure from the rest of the Sound Canvas family. Here is a list of some of the new features added with the new SC-88.

- 64 notes of polyphony
- 32 Part multitimbral via two MIDI inputs
- 654 high quality sounds
- 256 User instruments
- 2 User drum kits
- 8 types of Reverb and Chorus
- 2-band digital EQ
- 10 types of Delay
- Preview button
- Front panel Drum editing
- Programmable drum note arrangement
- Extensive editing facilitated by dedicated front panel controls

• **Initializing**

- 1) Hold down SELECT and press INSTRUMENT left and right buttons.
- 2) Press ALL.

• **Choosing sounds**

There are two instrument maps on the SC-88. The SC-55 map button will switch you between the SC-88 and SC-55mkII map to access all of the sounds.

- 1) Choose sounds by pressing INSTRUMENT left and right.
- 2) Use VARIATION left and right to select variation instruments.

• **Editing User Instruments**

- 1) Press USER INST EDIT ON/OFF.
- 2) Use SELECT to choose different groups of parameters - Vibrato, Filter and Envelope.
- 3) Use the three sets of left and right edit buttons on the bottom right side of the SC-88 to alter the sound.

• **Storing User Instruments**

- 1) Make all of the desired edits using the above procedure.
- 2) Press USER INST EDIT ON/OFF and SELECT simultaneously.
- 3) Press INSTRUMENT left and right buttons simultaneously to switch between user variation bank and instrument number adjustment.

Storing User Instruments (cont.)

- 4) Use the INSTRUMENT left and right buttons to alter values.
- 5) Press ALL to store the edited sound or MUTE to cancel.
- 6) Press USER INST EDIT ON/OFF.

• **Listening to the Drum Kits**

- 1) Use the PART left and right buttons to select Part 10.
- 2) Change your MIDI controller to MIDI channel 10.
- 3) Use the INSTRUMENT left and right buttons to select the different drum kits.
- 4) Change back to Part 1 when finished.

• **Editing a Drum Kit**

- 1) Use the above procedure to select a drum kit.
- 2) Press USER INST EDIT SELECT and DELAY left buttons simultaneously.
- 3) Use the INSTRUMENT left and right value to choose the desired drum instrument.
- 4) Use the LEVEL, PAN, REVERB, CHORUS, DELAY, KEY SHIFT and MIDI CH left and right buttons to alter the Level, Pan, Reverb, Chorus, Delay, Coarse Pitch and Assignment of the currently selected drum sound.

• **Adjusting the level of effects**

- 1) Use REVERB left and right to adjust the Reverb level.
- 2) Use CHORUS left and right to adjust the Chorus level.
- 3) Use DELAY left and right to adjust the Delay level.

• **Adjusting the effect parameters**

- 1) Press ALL.
- 2) Press PART left and right simultaneously.
- 3) Use the up (SC-55 Map) and down (EQ) buttons to select the appropriate parameter.
- 4) Use INSTRUMENT left and right to modify values.
- 5) Press PART left and right simultaneously followed by ALL to exit.

• **Changing the EQ settings**

- 1) Press EQ to turn the EQ on per Part.
- 2) Press ALL, then SELECT.
- 3) Use DELAY left and right to choose between Frequency and Gain.
- 4) Use INSTRUMENT left and right to change the Low EQ values, and VARIATION left and right to change the High EQ values.
- 5) Press ALL.

Roland®
SC-880
64-VOICE SYNTH MODULE

TURBOSTART

*** ROLAND SC-880 TURBO FACTS ***

The SC-880 stands at the top of Roland's legendary GS Sound Module line-up. Patches, a feature new to the Sound Canvas line, allow creation of sounds previously not available in instruments of this type. Features include:

- 64-Voice Polyphony
- 32-Part Multitimbral operation
- 1,117 internal Tones, 256 Patches, 42 Rhythm sets
- 5 built-in independent effects: Reverb, Chorus, Delay, EQ, and Multi-Effects algorithms (64 total)
- Powerful new Layering and Performance features
- Tone Finder automatically finds groups of similar sounds
- Phrase Preview for easy auditioning of sounds
- Large 136 x 32 dot backlit graphic LCD
- Built-In computer interface using optional DB9F-3/10 (PC) or MD8-3/10 (Mac) Cable
- Full MIDI control (In-A, In-B, Out/Thru)

• **Initializing**

Use the following procedure to initialize the SC-880 and restore the factory settings:

- 1) Press UTILITY. Press UP CURSOR and use the VALUE DIAL to select "Factory Preset."
- 2) Press DOWN CURSOR and use the VALUE DIAL to select "ALL."
- 3) Press ENTER twice.

• **Listening to the Demo Songs**

Use the following procedure to listen to the demo songs in the SC-880:

- 1) Press UTILITY and ENTER simultaneously.
- 2) Press ENTER to start the Demo Songs.
- 3) Press EXIT to stop playback.
- 4) Press EXIT again to return to Play Mode.

• **Selecting and Auditioning Tones**

The Tone Finder function allows you to quickly find sounds by selecting from specified categories:

- 1) Press PERFORMANCE followed by TONE.
- 2) Press the VALUE DIAL to display the categories.
- 3) Rotate the VALUE DIAL to the desired category then press the VALUE DIAL.
- 4) Use the VALUE DIAL to select the desired sound.
- 5) Press the VOLUME KNOB to audition the sound using Phrase Preview.

NOTE: If you wish to use a keyboard to trigger these sounds, set it to transmit on MIDI channel 1.

• **Selecting Rhythm Kits**

Use the following procedure to select a Rhythm Kit:

- 1) Press PERFORMANCE followed by TONE.
- 2) Press the PART > button repeatedly so that A10 is displayed next to Part.
- 3) Use the VALUE DIAL to select the desired Rhythm Kit.
- 4) Press the VOLUME KNOB to audition the kit with Phrase Preview.

NOTE: If you wish to use a keyboard to trigger Rhythm Kits, set it to transmit on MIDI channel 10.

• **Selecting Patches**

A Patch consists of up to six Tones plus Effect settings. Use the following procedure to select from 256 different Patches - Preset Patches P001-128 and User U001-U128:

- 1) Press PATCH. Press the PART < button to select Part A01.
- 2) Rotate the VALUE DIAL to select Patch "U-002 Alternative 880."
- 3) Press the VOLUME KNOB to audition the Patch.
- 4) Rotate the VALUE DIAL to select the Patch "U-004 LA Stack" and press the VOLUME KNOB to audition the Patch.
- 5) Repeat step 4 to audition these additional Patches:

U-015 JC Guitar

U-021 Euro Piano

U-064 String Sect. 2

NOTE: If you wish to use a keyboard to trigger Patches, set it to transmit on MIDI channel 1. Also, pushing in the VALUE DIAL while rotating it will change Patches in increments of 10.

• **Selecting Multi-Effects**

When it comes to effects, the SC-880 has it all. Reverb, Chorus, Delay and EQ as well as 64 different Multi-Effects.

Use the following procedure to select a Multi-Effect:

- 1) Press PATCH. Press the PART < button to select Part A01.
- 2) Use the VALUE DIAL to select "U-019 Fantasia."
- 3) Press M-FX.
- 4) Use the VALUE DIAL to select "P-00 Thru" and press the VOLUME KNOB to audition the Patch with no effects.
- 5) Use the VALUE DIAL to select "P-07 Phaser" and press the VOLUME KNOB to audition the Patch with this effect.
- 6) Repeat step 3 to audition other effects
- 7) Press EXIT when you are finished.
- 8) If you wish to save the current settings for this Patch press WRITE and use the VALUE DIAL to select a destination, then press ENTER twice.

*** ROLAND SOUND CANVAS AND GS FORMAT***

When two of the world's leading computer manufacturers decide to improve and enhance their sound technology, who do they turn to? Roland, of course. In an agreement which will serve to enhance the quality and compatibility of multimedia audio development, Roland Corporation has licensed its Sound Canvas sound set and GS Format to Apple Computer Inc.® and Microsoft Corp.®.

Apple will be including this technology in Quicktime 3.0™ while Microsoft will be incorporating it into the Microsoft Network (MSN), DirectMusic™ Architecture, ActiveX™ and numerous desktop products to be released in the coming months.

A world leader in the design, manufacture and distribution of electronic musical instruments, Roland introduced the world's first General MIDI/GS Format-compatible sound module in 1991 with its SC-55 Sound Canvas.

*All Trademarks are property of their respective owners

Roland®
SD-35

MIDI PLAYER/GS SOUND MODULE

TURBOSTART

*** ROLAND SD-35 TURBO FACTS ***

Combining a MIDI file player and a Sound Canvas sound module in one compact desktop unit, the SD-35 offers 223 16-bit quality sampled sounds and convenient play-along capability with the Minus One function, front panel MIDI IN and 1/4" audio input jack for mixing a microphone, guitar or keyboard into the arrangement. SD-35 is ideal for practicing and live performance applications.

• **Initializing**

- 1) While pressing the CLEAR button, turn the power on.
- 2) Press REC to execute.

• **Using Music Minus One**

- 1) Attach a MIDI cable from the MIDI Out port of any MIDI keyboard to the MIDI In port of the SD-35.
- 2) Attach an audio cable to a sound system or plug in a pair of headphones.
- 3) Insert a SMF disk into the disk drive of the SD-35.
- 4) Press both PART buttons at the same time to display the selected part.
- 5) When the music begins, listen for a moment so you can hear the various instruments.
- 6) Press MINUS ONE so that it lights. Use the PART buttons to select various parts. As you do so, the displayed part will be silent. Upon determining the part you wish to play, simply play the keyboard. The instrument assigned to that part will be the one you can play from your keyboard.

• **Selecting a User Instrument**

Follow Music Minus One, steps 1 – 6.

- 7) Press the USER INST button.
- 8) Press the INST buttons to select any of the 128 capital tones.
- 9) Whatever tone you select, will now be the instrument you can play from your keyboard.

• **Selecting Variation Tones**

- 1) Press both INST buttons simultaneously.
- 2) Press the SET button and either INST button.
- 3) The display should now show a three digit number followed by a period.
- 4) Use the INST buttons to select a Variation Tone. The number will change in multiples of eight (8, 16, 24, etc.) depending upon the amount of variations available.
- 5) To return to the normal INST display, press the SET button and either INST button.

• **Recording on the SD-35**

- 1) Insert a formatted disk into the SD-35 disk drive.
- 2) Press PAUSE and RECORD. The number of the song you are recording will be displayed in the screen.
- 3) Start recording by playing an attached MIDI keyboard or press the PAUSE button or the PLAY button.
- 4) When you're finished recording, press the STOP or PAUSE button.

• **Programming the Song Order**

- 1) Press SET and PROG. The PROG button will blink.
- 2) Use the SONG buttons to select the first song. Press SET.
- 3) Repeat step 2 until the playback order is satisfactory to you.
- 4) Press STOP. Press PLAY to hear the chosen songs in the order you prescribed.

• **Set a practice loop**

- 1) Press the SINGLE button.
- 2) Press the SET and REPEAT buttons simultaneously. The REPEAT button will blink.
- 3) Press PLAY. When you arrive at the point in the song that you want the loop to begin, press SET.
- 4) When the end of the section you want to repeat arrives, press SET again.
- 5) The loop or "block" you've defined will now begin repeating.
- 6) Press STOP when you're finished listening or practicing.
- 7) To return to normal playback, press the REPEAT and SINGLE buttons simultaneously.

• **Soloing a Track**

- 1) Press both PART buttons simultaneously to display the part on the screen.
- 2) Press a PART button to choose any of the 16 possible parts.
- 3) If you wish to hear any part by itself, simply press the SOLO button.

• **Muting a Track**

- 1) Press both PART buttons simultaneously to display the part on the screen.
- 2) Press a PART button to choose any of the 16 possible parts.
- 3) If you wish to temporarily remove any part from the arrangement, simply press MUTE.


**SOUND EXPANSION
 SERIES MODULES**
 M-BD1 • M-OC1 • M-SE1 • M-VS1



***** ROLAND SOUND EXPANSION SERIES *****

The Roland Sound Expansion Series Modules are 1-space rackmount sound modules that include sounds from the Roland JV and XP-series synthesizers with the SR-JV80 Series Wave Expansion Boards. Each model uses 8 to 10MB of wave memory to provide high quality sounds previously available only to JV-Series or XP-50/80 owners. In addition to hundreds of sounds on each module, other features include: 8 Multitimbral Parts, 28 voices polyphony, 8 Reverb types and 3 Chorus types. Each module also includes audio inputs (L/R) and audio outputs (L/R) so that audio signals from multiple Sound Expansion modules can be chained together, requiring less inputs on your mixer. The Sound Expansion Series Modules that are currently available include the M-BD1 Bass & Drum Module, the M-OC1 Orchestra Module, the M-SE1 String Ensemble Module and the M-VS1 Vintage Synth Module.

• Initialize

- 1) Hold SELECT and press F3.
- 2) Press ENTER.

• Playing the Demo Songs

- 1) Turn on the power while holding SELECT.
- 2) Use the VALUE (< >) buttons to select a song.
- 3) Press MONITOR to start the demo.
- 4) Press MUTE to stop the demo.
- 5) Press MUTE again to return to Patch Mode.

• Listening to Sounds in Patch Mode

In Patch Mode, the Sound Expansion Series Modules function as a sound generator for one Patch at a time.

- 1) Turn on the power while holding PATCH.
- 2) Use the VALUE (< >) buttons to select sounds.

• Listening to Sounds in Performance Mode

In Performance Mode, the Sound Expansion Series Modules can play as many as eight Parts simultaneously. You can use this mode to layer sounds or use multiple Patches independently with a MIDI sequencer.

- 1) Turn the power on while holding PART.
- 2) Hold SELECT and press F1.
- 3) Use the VALUE (< >) keys to select a Performance.
- 4) Press ENTER.

• Selecting Patches Within a Performance

A Performance can contain seven different Patches and one Rhythm Set. These Patches are assigned to Parts.

- 1) Hold PART and use the VALUE (< >) keys to select a Part (1-8). Part 8 is dedicated as the Rhythm Part.
- 2) Press PATCH.
- 3) Use the VALUE (< >) keys to select a Patch or Rhythm Set.

• Changing Parameter Settings

Part Parameter 1	Level	Pan	Reverb	Chorus
Part Parameter 2	Rx Ch	KeyShift	Detune	Assign
Master	Tune	DeviceID	Reverb	Chorus
MIDI Rx	Vol&Hold	ProgChg	Bank Sel	SysEx

- 1) Press SELECT to choose a group of parameters.
- 2) Press F1 to F4 to select the desired parameter.
- 3) Use the VALUE (< >) to change a value.

• Muting Parts

The Mute button allows you to isolate a part from a sequence. Use the PART (< >) buttons to select the desired part and press MUTE.

• MIDI Monitor Function

The MIDI Monitor Function allows you to see which Parts are receiving MIDI note messages. If you hold down PART while in Performance Mode, the LEDs on the Parameter Grid indicate which Parts are currently receiving MIDI note messages.

All of the Sound Expansion Series Modules contain 8 to 10MB of wave memory. The number of Patches, Performances and Rhythm Sets vary in each module.

• M-BD1 Bass & Drum Module

197 Patches, 16 Performances and 17 Rhythm Sets based on the SR-JV80-10 Bass & Drum Expansion Board.

• M-OC1 Orchestra Module

226 Patches, 18 Performances and 2 Rhythm Sets based on the SR-JV80-02 Orchestral Expansion Board.

• M-SE1 String Ensemble Module

10MB of brand new waveforms dedicated to string instruments. Contains 170 Patches (including 50 Legato-Controllable Patches), 18 Performances and 2 Rhythm Sets.

• M-VS1 Vintage Synth Module

255 Patches, 18 Performances and 8 Rhythm Sets based on the SR-JV80-04 Vintage Synthesizer Expansion Board.

BOSS®
SP-202
PHRASE SAMPLER

TURBOSTART

*** **BOSS SP-202 TURBO FACTS** ***

The SP-202 Phrase Sampler is a powerful new instrument that is perfect for DJs, Musicians, and Broadcast Professionals. Some of the features include:

- 32 seconds of internal memory (at Hi Fi setting)
- Memory expandable with optional SmartMedia cards.
- Filter, Ring Modulator, and Delay effects
- Tap Tempo allows loops to be synchronized by BPM
- Realtime Time stretch function to allow adjusting the speed of a loop without affecting the pitch.
- 8 pads (x 4 banks w/ card) to trigger sample playback
- Independent Sample rates for each sample
- Built-in microphone
- Battery power for portable operation.
- Low Retail Price of \$395.00.

• **Playing a Sample**

The SP-202 is shipped with samples in Bank A 1-8. Use the following procedure to listen to the samples:

- 1) Connect the unit to an amp, audio system, or headphones.
- 2) Press PAD 1. The PAD will light up and the sample will play back.
- 3) Press additional pads to listen to the other sounds.

• **Sampling with Built-In Microphone**

Use the following procedure to record a sample with the built in Microphone:

- 1) Set the Source Select switch to MIC.
- 2) Press the REC button. It will start to blink and the next available empty bank will flash.
- 3) Use the control knob to adjust the input volume so that the gain LED blinks occasionally while you are speaking.
- 4) Press the REC button and speak into the microphone.
- 5) Press the REC button to stop sampling.
- 6) Press the PAD to play back your sample.

• **Playback Settings**

Use the following procedure to set the playback parameters for your sample:

- 1) Press the desired PAD to play back the sample.
- 2) Press the TRIGGER/GATE button to select the triggering options.
- 3) Press the LOOP/ONE SHOT button to select looping or single shot playback.
- 4) Press the NORMAL/REVERSE button to select the playback direction.

• **Applying Effects to a Sample**

- 1) Press the PAD for the sample you wish to effect.
- 2) Press an effect button (i.e. Filter) and use the control knob to adjust the effect as desired.

• **Mixing in external Sound Sources**

You can mix an external signal (MC-303, VT-1, turntable, etc.) with the SP-202:

- 1) Set the Source Select switch to LINE.
- 2) Set the Source Mix switch to ON.
- 3) Plug the output of the external device into the LINE IN jacks on the back of the SP-202.
- 4) Press REC and use the CONTROL KNOB to set the level of the external device.
- 5) Press CANCEL to return to the SP-202 sounds.

• **Auto Sampling a Loop**

You can preset the tempo of a beat loop so that when it is sampled, the loop points will be automatically set:

- 1) Connect a source (MC-303, CD, turntable, etc.) to the SP-202 input.
- 2) While holding CANCEL, press REC.
- 3) Use the CONTROL DIAL to set the recording threshold (0-8) and press REC.
- 4) Press REC and the next available PAD will blink.
- 5) Play your source and use the CONTROL DIAL to set the level in the SP-202.
- 6) If you know the BPM of the loop, use the UP/DOWN ARROWS to set the BPM, or, press the TAP button in time with the beat to determine the BPM setting.
- 7) Stop the source signal.
- 8) Press REC to place the SP-202 in standby mode.
- 9) Start playback on the source.
- 10) Press REC after 1 or 2 measures to stop recording.
- 11) Press the PAD button to playback the beat. It should be looped correctly.

• **Initializing the SP-202**

CAUTION: This procedure will erase all of the internal samples:

- 1) Hold down CANCEL and press DEL.
- 2) Press the A/B button.
- 3) Press DEL.

The SmartMedia Cards are available in 2 and 4 megabyte versions; SM-2 (\$35.00 retail) and SM-4 (\$60.00 retail). Contact your local Authorized Roland dealer to order these cards.

Roland®
SP-808
GROOVE SAMPLER

TURBOSTART

*** Roland SP-808 TURBO FACTS ***

The Roland SP-808 Groove Sampler is the first product of its kind - a powerful new instrument that combines a professional-quality phrase sampler and a hard disk recorder together with a new performance oriented interface. Features include:

- Hard disk recorder with 4 stereo audio tracks
- Remix-oriented Phrase Sampler with 16 assignable pads per bank (64 banks total) for up to 1024 samples per disk
- Sampling/Recording direct to built-in Zip™ drive with up to 64 mono minutes at 44.1kHz
- Automatic tempo calculation and display
- Resampling and Time Stretch functions
- 99 Preset and 99 User onboard effects including Reverb, Chorus, and Delay, as well as specialized remix effects such as Lo-fi, Wah, Isolator, and Slicer
- Revolutionary dual D Beam controller allows for effects and sample control via hand and body movement

• **Playing the Demo Songs**

Use the following procedure to load and play the demo songs from the disk supplied with the SP-808:

- 1) Insert the Demo Disk in the disk drive.
- 2) Press SONG/TRACK.
- 3) CURSOR to "Select Song?" and press ENTER.
- 4) CURSOR to "01 CHIMERA" and press ENTER twice.
- 5) Bring the faders down and press PLAY [▶] to begin playback. Adjust the faders to a comfortable listening level. Press STOP [■] to halt playback.
- 6) Repeat steps 2-5 to audition other demo songs.

• **Playing Samples**

Use the following procedure to select from the 64 Pad Banks and trigger samples:

- 1) Press PAD BANK and use the VALUE DIAL to select "04 BPM161 SET." Press ENTER.
- 2) Press any of the lit PADS to trigger samples.

• **Using the Isolator**

The SP-808 has a built-in Isolator which allows you to do cool things like dropping the bass out of a song:

- 1) Select PAD BANK "02 BPM35 SET" (see above).
- 2) Press REALTIME EFFECTS ON/OFF so it is lit.
- 3) Hold SHIFT and press SELECT ROW to select row B then press SELECT ROW to select the Isolator.
- 4) While holding PAD 5 press HOLD to trigger a beat loop sample.
- 5) Rotate the LOW, MID, and HIGH knobs to drop out parts of the beat. Press HOLD to end playback.

• **Using the Filter**

Use the following procedure to activate the Filter:

- 1) Select PAD BANK "02 BPM135 SET" (see above).
- 2) Press REALTIME EFFECTS ON/OFF so it is lit.
- 3) Hold SHIFT and press SELECT ROW to select row B then press SELECT ROW to select the Filter.
- 4) While holding PAD 13 press HOLD to trigger a beat loop sample.
- 5) Rotate the CUTOFF knob counterclockwise to cut the low frequencies out.
- 6) Rotate the RESONANCE knob clockwise to make the sound thinner. If you move the knob too far clockwise, the filter will squeal.
- 7) Rotate the LOW BOOST knob to make the bass frequencies louder.
- 8) Press HOLD to end playback.

• **Using Effects**

Use the following procedure to apply an effect to the pad bank:

- 1) Hold SHIFT and press SELECT ROW to select row A.
- 2) Press REALTIME EFFECTS ON/OFF so it is lit.
- 3) Press EFFECTS above the MIC/LINE/PAD fader so it is lit.
- 4) Press FX INFO and use the VALUE DIAL to select "P22 FL: HardJet." Press ENTER.
- 5) Press a PAD to trigger a sample.
- 6) Use the REALTIME EFFECTS KNOBS to change the parameters of the effect.
- 7) Press the STEP MOD button so it is lit to see how the Step Modulator rhythmically changes the effect.

Try the following effects:

P21 PT: TriadCD	P31 PH: See-Saw
P41 LF: Vinyl133	P67 SY: StepTk2
P94 15> 2XA.Wah	P97 18> Radio

• **Using the D-Beam controller**

Use the following procedure to activate the D-Beam:

- 1) Load Song "03 Effective" (see above).
- 2) Press PLAY [▶] to begin playback..
- 3) Press PITCH in the D BEAM CONTROLLER section.
- 4) Move your hand over the D BEAM to change the tuning/speed of the song as it plays back.
- 5) Press PAD TRIG in the D BEAM CONTROLLER section.
- 6) Move your hand over the D BEAM to trigger samples.
- 7) Press EFFECTS in the D BEAM CONTROLLER section.
- 8) Move your hand over the D BEAM to trigger the effects (a Theremin-type sound, in this case).

* D Beam controller technology has been licensed from Interactive Light, Inc.


SPD-11
TOTAL PERCUSSION PAD

TURBOSTART

••• **ROLAND SPD-11 TURBO FACTS** •••

SPD-11 combines eight velocity-sensitive pads with 255 dynamic CD-quality sampled drum and percussion sounds, creating a versatile, self-contained percussion instrument for performing, recording and sequencing. Highly portable, the SPD-11 has digital effects, 64 user-programmable patches, and can easily be integrated with other sound modules and pedals using the MIDI ports and four controller input jacks.

• **Initializing**

If your SPD-11 has been played before, you may want to restore the unit to its original factory settings.

- 1) Power up unit while holding down the ALL/ENTER and the "t" button.
- 2) Press ALL/ENTER.

• **Selecting patches**

- 1) From the PLAY mode, use the PATCH/VALUE buttons to select patches. The patch number will appear in the display.

• **Layering sounds**

Each patch includes two Pad Banks, A and B. By enabling the Layer Function, you can simultaneously play the sounds of both Pad Banks A and B. Most of the factory-preset Patches use Layer. For each patch, you can hear the Pad Bank A and B sounds separately or layered together.

- 1) From the Play Mode, select a Patch.
- 2) If both Pad Bank indicators are lit, press LAYER to turn Layer off (Bank indicator B will go out). Now play the pads to hear the Bank A sounds.
- 3) To hear the Bank B sounds, press the BANK A/B button and play the pads (the Bank indicator will change to B).
- 4) To hear both A and B sounds layered together, press the LAYER button and play the pads (both Bank indicators will light).

• **Assigning a Sound to a Pad**

You can assign any of 255 sounds to any pad on any of the 64 Patches. This is one of the adjustable SOUND parameters. To assign a sound to a pad:

- 1) From the Play Mode, select a Patch.
- 2) Press the EDIT button to enter the Edit Mode.
- 3) Strike the pad you wish to assign a sound to.
- 4) Turn Layer off if necessary.
- 5) Press BANK A/B to select the Pad Bank you wish to assign a sound to.
- 6) Use the SELECT button to select the SOUND parameter group.

• **Assigning a Sound to a Pad (cont.)**

- 7) Use the s and t buttons to select INST.
- 8) Use the PATCH/VALUE buttons to select the instrument you wish to assign.
- 9) Press the EDIT button to return to Play Mode.

• **Other Sound Editing**

Editing the other SOUND parameters allows you to make adjustments to the sound assigned to each pad. The adjustable parameters include Level, Pitch, Decay, Pan, Velocity Curve and Effects Send.

To edit a sound:

- 1) From the Play Mode, select the Patch to be edited.
- 2) Press the EDIT button to enter the Edit Mode.
- 3) Strike the pad you wish to edit.
- 4) Turn Layer off if necessary.
- 5) Press BANK A/B to select the Pad Bank you wish to edit.
- 6) Use the SELECT button to select the SOUND parameter group.
- 7) Use the s and t buttons to select the parameter you wish to edit.
- 8) Use the PATCH/VALUE buttons to set the value.
- 9) Press the EDIT button to return to Play Mode.

• **Connecting External Pads or Pedal Controller**

The SPD-11 is designed so that you can connect up to four external pads like the Roland PD-7 or the FD-7 Hi Hat Controller. These options provide the user with more realistic performance setups.

To connect an external pad like the PD-7 or KD-7 Kick Drum Controller:

- 1) Plug one end of the cable supplied with the pads into the EXT INPUT jacks at the back of the unit OR into the HH CONT/EXT 4 jack with the select switch set to EXT 4.
- 2) Plug the other end of the cable into your pad jack.

To connect the FD-7 Hi Hat Controller:

- 1) Plug one end of the cable supplied with the FD-7 into the HH/CONT/EXT 4 jack and set the select switch to HH CONT.
- 2) Plug the other end of the cable into the FD-7.
- 3) Make sure the pedal is fully open.
- 4) Move the select switch to EXT 4 and back to HH CONT.

Roland®
SPD-20
TOTAL PERCUSSION PAD

TURBOSTART

*** ROLAND SPD-20 TURBO FACTS ***

The SPD-20 Total Percussion Pad incorporates a massive all-new sound set along with new triggering options. Features include:

- 700 high-quality drum and percussion sounds, beat-loops, vocal effects and sound effects
- 99 Programmable Patches
- 8 velocity sensitive rubber pads
- Built-in multi effects algorithms including Reverb, Delay, Chorus, and Flanger
- Four dual-trigger inputs for use with PD-5/7/9 pads as well as the new PD-100/120 "V-Pads."
- The KD-7 kick drum trigger and FD-7 hi-hat foot controllers can also be used
- Inputs can also be triggered directly from acoustic drums without the need for an external preamp

• **Initializing**

Use the following procedure to initialize the SPD-20 and restore the factory settings:

- 1) Power up while holding ALL/ENTER and the DOWN ARROW button.
- 2) Press ALL/ENTER.

• **Selecting patches**

Use the following procedure to select Patches:

- 1) From the Play Mode, use the PATCH/VALUE buttons to select Patch #4. Play the pads.
- 2) Use the PATCH/VALUE buttons to try out the following Patches:

#1 Drums & Shaker	#6 Brushes
#2 Latin Set	#7 Delay
#3 Orchestral	#8 Dance Chord
#4 Groove	#9 Indian
#5 Amazon	#10 Tex-Mex

• **Assigning a Sound to a Pad**

Use the following procedure to assign one of the 700 sounds to a pad:

- 1) From the Play Mode, select a Patch.
- 2) Press EDIT.
- 3) Strike the pad you wish to assign a sound.
- 4) Press LAYER so only Pad Bank A is blinking.
- 5) Press SELECT repeatedly to select the SOUND parameter group.
- 6) Use the UP and DOWN ARROW buttons to select INST.
- 7) Use the PATCH/VALUE buttons to select the instrument you wish to assign to the pad.
- 8) Press EDIT to return to Play Mode.

• **Layering sounds**

Each Patch includes two Pad Banks - A and B. By enabling the Layer Function, you can simultaneously play the sounds of both Pad Banks A and B. Most of the factory-preset Patches use Layer. Use the following procedure to layer two sounds:

- 1) From the Play Mode, select a Patch.
- 2) If both Pad Bank indicators are lit, press LAYER to turn Layer off (Bank indicator B will go out). Now play the pads to hear the Bank A sounds.
- 3) To hear the Bank B sounds, press the BANK A/B button and play the pads (the Bank indicator will change to B).
- 4) To hear both A and B sounds layered together, press the LAYER button and play the pads (both Bank indicators will light).

• **Connecting External Triggers**

The SPD-20 is designed so that you can connect up to four external pads like the Roland PD-5/7/9, PD-100/120 "V-Pads," KD-7 Bass Drum Pad, FD-7 Hi-Hat Controller, or even acoustic drum triggers. Use the following procedure to specify the type of trigger being connected:

- 1) Connect the pad to one of the EXT INPUT jacks at the back of the unit.
- 2) Press EDIT to enter Edit Mode.
- 3) Press SELECT repeatedly to select System.
- 4) Use the DOWN ARROW to select Trig Type.
- 5) Strike the external pad and use the PATCH / VALUE +/- buttons to select the pad type.

The following Pad Types are available: Roland pads (PD-5, PD-7, PD-9, PD-100, PD-120, KD-7), generic pads (P1, P2, K1, K2,) and acoustic drums (kik, snr, tom, flr).

• **Using a Footswitch**

You can assign a footswitch such as the DP-2 or DP-6 to sustain a sound (such as a beat loop), or to step through patches. Use the following procedure to assign the pedal:

- 1) Plug the pedal into the FOOT SW jack on the rear panel of the SPD-20.
- 2) Depress and hold the pedal while turning the power on. The screen will display "Set Hold Pedal." The pedal will now act as a sustain pedal.
- 3) Repeat step 2 to alternatively set the pedal to the Sustain or Patch Shift function.

Roland®
SX-700

STUDIO EFFECTS PROCESSOR

TURBOSTART

*** BOSS SX-700 TURBO FACTS ***

The SX-700 Studio Signal Processor offers high quality spatial effects like reverb, delay and chorus along with revolutionary new effects like the Harmonist intelligent pitch shifter, and Roland Sound Space (RSS), a signal processing technology that uses phase cancellation and EQ to create the illusion of 3D sound using a 2D stereo field. The SX-700 is ideal for project and pro studios, as well as the concert stage.

• **Auditioning Patches**

The SX-700 has 128 user programmable Patches in memory locations 1 to 128, and 128 preset patches from 129 to 256. To scroll through patches one at a time, simply rotate the NUMBER knob. Pressing the NUMBER knob in while rotating it will change patches in increments of 10. To load the selected patch, press the NUMBER knob in.

• **Effects On/Off & Editing Parameters**

- 1) Press one of the five dedicated effects buttons of your choice to access the parameters.
- 3) Pressing the button again toggles effect on/off.
- 4) The PARAMETER buttons scroll through the parameters in the selected effect.
- 5) The VALUE knob changes the selected effects setting in single increments. Press and rotate VALUE knob to change in increment of 10.

• **Selection Algorithms**

There are a series of 19 algorithms that determine the configuration (not order) of the five effects. Type A algorithms have extra Delay effects and one extra RSS effect. Type B algorithms have several powerful modulation effect. Algorithm C combines a powerful pitch shifter with delay.

- 1) Press COMMON
- 2) Use the VALUE dial to select an algorithm.

• **The Order Of Effects**

The effects can be set in a user programmable order.

- 1) Press COMMON.
- 2) PARAMETER right once and use VALUE to select the effect for the first unit.
- 3) Repeat this procedure to select the effect for each of the five units.

• **Dry/Wet Balance & Level**

A wet/dry mix is programmed per effect per patch.

- 1) Press LEVEL.
- 2) PARAMETER right to access the balance parameters for each effect type.

• **The Harmonist**

- 1) Select one of the B algorithms.
- 2) Press MOD until the effect is on.
- 2) PARAMETER right one time to [Type] and VALUE to [Duck].
- 4) PARAMETER to [Scale] & [Key] and select one.
- 5) PARAMETER to [Interval 1], VALUE to [+3rd]. Play a scales in your selected key. The pitch shifted interval will follow the key.

• **The Ducking Delay**

- 1) Select one of the A algorithms.
- 2) Press DELAY until the effect is on.
- 3) PARAMETER right many times ducking mode [DckMd] and VALUE it On.
- 4) The delay will duck out of the way while you play.
- 5) PARAMETER to ducking sensitivity and ducking rise time and experiment.
- 6) REVERB Room 1 also features ducking & gate.

• **RSS - Roland Sound Space**

The 3D Panner is a very obvious effect. Try it:

- 1) RSS is available in all algorithms.
- 2) Press RSS until the effect is on.
- 3) PARAMETER right one time to [RsType] and VALUE to [Paner].
- 4) PARAMETER through the remaining options and experiment.

• **Real Time Control Assign**

With an FC-200 MIDI Foot Controller, and/or an expression pedal and foot switch plugged into back, it's possible to control up to three parameters in real time. (The FC-200's Expression and Controller foot switch transmit MIDI CTL# 7 and 80).

- 1) Press COMMON and PARAMETER right to C1 Trigger and select a parameter to control.
- 2) PARAMETER right to [MIN] and [MAX] and change them if you want.
- 3) PARAMETER right to [C1Source] and VALUE through the options. Select one and try it.

• **Naming The Patch**

- 1) Press NAME.
- 2) Use VALUE to select letters and PARAMETER to move the cursor left and right. Press VALUE to toggle between CAPITOL and small letters.

• **Writing The Patch**

Once you have edited a sound you can write it into any of the 128 user memory locations.

- 1) Press WRITE, The PATCH number will flash.
- 2) VALUE to select a different location (optional).
- 3) Press WRITE again.

ROLAND® TD-5

PERCUSSION SOUND MODULE

TURBOSTART

••• ROLAND TD-5 TURBO FACTS •••

The Roland TD-5 (as found in the Trap Set) offers 210 16-bit, CD quality sampled sounds that can be arranged into 32 different drum kits, an onboard digital effects processor, an auxiliary input for a CD player or a cassette tape recorder, headphone output, and a voice metronome for practice. The incredibly responsive pads and hi-hat controller provide a very realistic feel. There are eight dual-trigger inputs to accommodate a variety of pads, trigger types, and acoustic drum triggers.

• **Initializing**

- 1) Hold down the EDIT button for a few seconds, until the LED begins to flash faster.
- 2) Press the instrument < button to choose the parameters you want to initialize:
(1 to 32) for a single patch
(bck) for background instruments
(SyS) for trigger, MIDI, and metronome settings
(ALL) for all the TD-5K setting
- 3) Press the START/STOP button to start the initialization.
(To stop the procedure, press EDIT instead)
- 4) Press EDIT again to return to play mode.

• **Selecting a Kit**

Use the Patch Increment (>) or Patch Decrement (<) buttons to select one of the 32 available drum kits.

• **Editing the Sounds**

The TD-5 Percussion Sound Module has dedicated buttons on the front control panel for quick and easy editing of sounds.

To assign an instrument to a pad.

- 1) Select the patch you wish to edit.
- 2) Press the EDIT button.
- 3) Strike the pad to trigger the sound you want to edit.
- 4) Press the INSTRUMENT< > buttons to select the desired sound.
(from this point, you can edit the level, pitch, panning, decay and effect for the instrument by pressing the dedicated buttons on the front panel)
- 5) Press EDIT again to store the instrument in memory.

• **Copying a Patch**

To copy a patch from one location to another:

- 1) While in play mode, select the desired source patch by pressing the PATCH < > buttons.
- 2) Press EDIT.
- 3) Press the PATCH < > buttons to choose the destination patch.
(to stop this operation, press EDIT)
- 4) Press the flashing START/STOP button to copy the patch.

• **Metronome Settings**

The TD-5 will allow you to change the instrument, volume, time signature, and tempo of the metronome.

To change the metronome settings:

- 1) Press the START/STOP button to start the metronome.
- 2) Press the BEAT TYPE < > buttons to select the correct time signature.
- 3) Press the TEMPO < > buttons to decrease or increase the speed of the metronome.
- 4) To select a different sound for the metronome, press the INSTRUMENT < > buttons.
- 5) To adjust the volume, press the LEVEL < > buttons.
- 6) To pan the metronome, press the PAN < > buttons.

NOTE: You can have the metronome play only through the headphone output jack by pressing the PAN > button until you see "Pho."

• **Synchronizing the Metronome**

The metronome in the TD-5 can be set to synchronize with an external sequencer.

- 1) Hold down the EDIT button until the LED begins to flash rapidly.
- 2) Press the LEVEL < button to select the MIDI channel.
- 3) Press the LEVEL > button to select SYc.
- 4) Press the PATCH < > buttons to set the external sync to on or off.
- 5) Press EDIT again to enter the play mode.

ROLAND® TD-5

PERCUSSION SOUND MODULE

TURBOSTART

• The Advanced Edit Mode

The TD-5 has an Advanced Edit Mode that is used to edit trigger parameters that are shared by all 32 patches.

- 1) To enter the Advanced Edit Mode, hold down the EDIT button until the LED begins to flash rapidly.
- 2) To select a trigger type, press PITCH <, then press the PATCH < > buttons to select the appropriate trigger type.
NOTE: The TD-5 can recognize the PD-5, PD-7, PD-9 pads; the KD-7, and KD-5 kick pads, as well as a variety of other trigger types. In addition to pads, the TD-5 has settings for acoustic drum triggers.
- 3) To adjust the trigger sensitivity, press the PITCH > button. Use the PATCH < > buttons to change the setting.
- 4) To adjust the Threshold, press the DECAY, button. Use the Patch < > buttons to change the settings.
- 5) To set the Trigger Curve, press the DECAY > button. Use the PATCH < > buttons to change the setting.
- 6) Press EDIT to return to the Play Mode.

• Playing The TD-5 from Acoustic Drums

The TD-5 can be triggered from acoustic drums with a transducer. The response time is a quick 3 ms and no additional attenuation is needed. When triggering from acoustic drums, begin by setting the extended trigger parameters.

To access the extended trigger mode:

- 1) Hold down EDIT and PITCH < while you turn the power on.
- 2) Press the PATCH > button to on. This will put the TD-5 in extended edit mode.
(Pressing the PATCH < will exit the extended edit mode)
- 3) You must turn the power off and then on again to complete the procedure.

NOTE: The TD-5 will remain in extended edit mode until turned off.

• Playing from Acoustic Drums (cont.)

To trigger from acoustic drums:

- 1) Set the TD-5 to the Extended Edit Mode.
 - 2) Hold the EDIT button until it begins to flash rapidly.
 - 3) Strike the drum you wish to set.
 - 4) Press PITCH, to select Trigger type, then press the PATCH < > buttons to select the appropriate trigger type: Kik, for kick drum; Snr, for snare; toM, for Toms; FLr, for floor tom.
- To eliminate crosstalk between pads, press the REVERB > button to select crosstalk. Then, press the PATCH < > buttons to find the most desirable setting.
 - To eliminate "false triggering," press REVERB < to select Mask Time. By pressing the PATCH < > buttons, you can find the best setting.
 - To set the Scan Time, or length of time the trigger signal will be detected, press the REVERB TYPE < button. Use the PATCH < > buttons to set the value.
 - To eliminate erratic trigger waveforms or signals, press the REVERB TYPE > button. The PATCH < > buttons can be used to select the value.

• How to Send a Bulk Dump

You can save all or part of the data in the TD-5 Percussion Sound Module to an external sequencer.

- 1) Connect the MIDI Out of the TD-5 to the MIDI In of the sequencer.
- 2) Hold down the EDIT button for a few seconds until the LED begins to flash rapidly.
- 3) Press the INSTRUMENT > button to select dnP, or Bulk Dump.
- 4) Use the PATCH < > buttons to select ALL, for all data in the TD-5, or 1 to 32 to save sound parameters for the selected patch.
- 5) Press the START/STOP button to begin sending the data.
- 6) Press the EDIT button to return to Play Mode.

Optional Accessories Include:

FD-7 Hi-Hat controller
PD-5 8.5 inch single trigger pad*
PD-7 7 inch dual trigger pad**
PD-9 10 inch dual trigger pad**
PD-100 . 10 inch single trigger V-Pad*
PD-120 . 12 inch dual trigger V-Pad**
KD-7 Kick Trigger*
FS-5U... footswitch for changing patches*
(* requires a mono 1/4 inch audio cable)
(** requires a stereo 1/4 inch audio cable)


TDE-7K
 TOTAL PERCUSSION KIT

TURBOSTART

••• ROLAND TDE/B-7K TURBO FACTS •••

The Roland TD-series Compact Drum Kits are the first ever to respond to every stylistic nuance and playing technique of an acoustic drum set. Both kits feature the TD-7 Percussion Sound Module with over 500 16-bit quality sounds and digital effects. The TDE-7K includes the revolutionary FD-7 Hi Hat Control Pedal that responds just like an acoustic hi hat, the KD-7 Kick Pedal and 8 PD-7 dual trigger pads. These kits respond to such techniques as press rolls, rim shots and cymbal chokes.

There are a few procedures to follow before you play the kit for the first time. Don't play the kit while the TD-7 is warming up! When the unit is active, (after you see the Patch Page), the first thing you need to do is initialize the hi hat control pedal. This will set up the FD-7 Hi Hat Controller for optimum performance results and will remain set even after the power is turned off.

• Initializing

- 1) From the Patch Page, press SYSTEM.
- 2) Cursor to INI using the < and > buttons and press ENTER.
- 3) Select the word HI HAT using the < and > buttons and select ALL using the DATA dial.
- 4) Press ENTER twice.

• Initialize the Hi Hat Control Pedal

- 1) From the Patch Page, press SYSTEM.
- 2) Cursor to INI using the < and > buttons and press ENTER twice.

• Assigning Sounds/Layering

The Instrument Section allows you to assign an instrument to each Note Number, allowing you to assign a different sound to each pad. You can also assign two different instruments to one Note Number, allowing you to create sounds through various mixing effects. This is called LAYER. The two instruments are called SOUND 1 and SOUND 2.

To assign an instrument to a note number:

- 1) Select your desired patch using the DATA dial.
- 2) From the Patch Page, press EDIT.
- 3) Cursor to PATCH using the < and > buttons and press ENTER.
- 4) Cursor to NOTE and press ENTER.
- 5) Strike the pad or rim that will trigger the sound you wish to edit.
- 6) Cursor to the Instrument Number and select your Instrument with the DATA dial.

• Assigning Sounds/Layering (cont.)

To assign LAYER modes and sounds:

- 1) Select your desired patch using the DATA dial.
- 2) From the Patch Page, press EDIT.
- 3) Cursor to PATCH using the < and > buttons and press ENTER.
- 4) Cursor to NOTE and press ENTER.
- 5) Strike the pad or rim that will trigger the sound you wish to edit.
- 6) Cursor to the Instrument Number and select your Instrument for SOUND 1 with the DATA dial.
- 7) Push CURSOR LEFT (<) twice and select SOUND 2 with the DATA dial.
- 8) Cursor to the Instrument Number and select your Instrument for SOUND 2 with the DATA dial.
- 9) Press CURSOR LEFT (<) twice and select LAYER with the DATA dial.
- 10) Press CURSOR RIGHT (>) once and select your LAYER mode with the DATA dial.

• Editing Sounds

The TD-7 will allow you to make various types of edits to the sounds themselves. These Instrument Parameters include Pitch, Decay, Pan, Nuance, Brilliance, Pitch Bend, Output Levels and Effect Send Levels.

To change the Instrument Parameters:

- 1) From the Patch Page, press EDIT.
- 2) Cursor to INST using the < and > buttons and press ENTER.
- 3) Strike the pad or rim that will trigger the sound you wish to edit.
- 4) Cursor to the parameter and select the desired parameter using the DATA dial.
- 5) Push the CURSOR RIGHT button (>) once and change the value using the DATA dial.

NOTE: At the top of the display you'll find useful information concerning sound editing.

EXAMPLE: R1>N#35>S1>i081

- R1 = Pad or Rim being edited (Rim number one)
- N#35 = MIDI Note Number assigned to this Pad or Rim
- S1 = Which sound in layer (S1 is Sound #1, S2 is Sound #2)
- i081 = Instrument Number assigned to Note Number being used. (number 81 out of 512)


TDE-7K
TOTAL PERCUSSION KIT

TURBOSTART

• **Setting a Note Number**

The TD-7 is equipped with 9 stereo Trigger Input jacks. Using the supplied stereo cables, each PD-7 can output both a drum head and a rim shot trigger signal. Both of these trigger signals can be assigned a separate MIDI note number.

- 1) Select a patch using the DATA dial.
- 2) From the Patch Page, press EDIT.
- 3) Cursor to PATCH using the < and > buttons and press ENTER.
- 4) Cursor to TRIG and press ENTER.
- 5) Select a trigger number by playing the corresponding pad or rim or by cursoring to <T1> and rotating the DATA dial.
- 6) Push the CURSOR RIGHT button (>) twice and select NOTE # using the DATA dial.
- 7) Push the CURSOR RIGHT button (>) and select a note number using the DATA dial.

• **Effects**

The TD-7 offers two separate digital effect processors which can be edited.

To select and edit the two effects processors:

- 1) Select the desired patch using the DATA dial.
- 2) From the Patch Page, push EDIT.
- 3) Cursor to PATCH using the < and > buttons and press ENTER.
- 4) Cursor to FX and press ENTER.
- 5) Cursor to EFFECT and select EFFECT 1 or EFFECT 2 using the DATA dial.
- 6) Push the CURSOR RIGHT button (>) and select the desired effect using the DATA dial.

To edit the effect you've chosen:

- 1) Push the CURSOR RIGHT button (>) and select the parameter to be edited using the DATA dial.
- 2) Push the CURSOR RIGHT button (>) once and change the parameter using the DATA dial.

• **Triggering a Sequence From a Pad**

The TD-7 features a Phrase Sequencer that allows the user to trigger any of the 48 sequences from any of the pad/rims.

To assign a sequence to a pad/rim:

- 1) Select the desired patch using the DATA dial.
- 2) From the Patch Page, press EDIT.
- 3) Cursor to PATCH using the < and > buttons and press ENTER.
- 4) Cursor to TRIG and press ENTER.
- 5) Strike the pad or rim you wish to assign a sequence to.

• **Sequence Triggering From Pads (cont.)**

- 6) Cursor to the parameter displayed at bottom left portion of the screen and select SEQPTN # with the DATA dial.
- 7) Push the CURSOR RIGHT button (>) once and select the desired sequence using the DATA dial.

• **Sequencing Tip**

When using an external sequencer to record data performed on the TDE kit, refer to the following suggestions.

To RECORD TD-7 data on a sequencer:

- 1) Attach a MIDI cable from the TD-7 MIDI OUT to the sequencer's MIDI IN.

To PLAY the TD-7 from a sequencer:

- 1) Attach a MIDI cable from the sequencer's MIDI OUT to the TD-7's MIDI IN.
- 2) Push the SYSTEM button and select "IF" (interface) with the CURSOR RIGHT (>) button.
- 3) Press ENTER.
- 4) Using the DATA dial, change "Standard" to "MIDI - Sound."
- 5) Change this back to "Standard" for normal operation.

• **Assigning Sounds to Individual Outputs**

The TD-7 offers two assignable independent outputs.

To assign a sound to an individual output:

- 1) Press the SYS button.
- 2) Cursor to SET and press Enter.
- 3) To change Send 1 to Individual Output, Cursor to Effect 1, turn the Data Dial to Indiv 1.
- 4) Press Exit twice.

Now, assign a sound to Individual Output 1.

- 1) Press the EDIT button.
- 2) Cursor to INST and press Enter.
- 3) Hit the a Pad to select the assigned sound.
- 4) Turn the Data Dial to find OUT LEVEL. Setting this parameter to "0" will remove the sound from the stereo outputs.
- 5) Turn the Data Dial to SEND 1 LEVEL. This will control the level for the sound now assigned to Individual Output 1.
- 6) Repeat this procedure using Indiv 2 and another instrument to assign Individual Output 2.

Roland®
TD-7T
TURBO VERSION
PERCUSSION SOUND MODULE

TURBOSTART

*** ROLAND TD-7T TURBO FACTS ***

The TD-7T *Turbo Version* Percussion Sound Module features over 500 16-bit quality sounds and digital effects.

The Stage Set includes the revolutionary FD-7 Hi Hat Control Pedal that responds just like an acoustic hi hat, the KD-7 Kick Pedal, 4 PD-7, and 4 PD-9 dual trigger pads. These kits respond to such techniques as press rolls, rim shots and cymbal chokes.

There are a few procedures to follow before you play the kit for the first time. Don't play the kit while the TD-7T is warming up! When the unit is active, (after you see the Patch Page), the first thing you need to do is initialize the hi hat control pedal. This will set up the FD-7 Hi Hat Controller for optimum performance results and will remain set even after the power is turned off.

• **Initializing**

- 1) Power up while holding SYSTEM and JUMP.
- 2) Press ENTER.

• **Play the ROM Demos**

- 1) Power up while holding ENTER.
- 2) Use the DATA DIAL to select the desired demonstration song.
- 3) Press the ENTER button to start the song.
- 4) Press EXIT to stop the song.
- 5) Press EXIT twice to return to Play mode.

• **Assigning Sounds/Layering**

The Instrument Section allows you to assign an instrument to each Note Number, allowing you to assign a different sound to each pad. You can also assign two different instruments to one Note Number, allowing you to create sounds through various mixing effects. This is called LAYER. The two instruments are called SOUND 1 and SOUND 2.

To assign an instrument to a note number:

- 1) Select your desired patch using the DATA dial.
- 2) From the Patch Page, press EDIT.
- 3) Cursor to PATCH using the < and > buttons and press ENTER.
- 4) Cursor to NOTE and press ENTER.
- 5) Strike the pad or rim that will trigger the sound you wish to edit.
- 6) Cursor to the Instrument Number and select your Instrument with the DATA dial.

• **Assigning Sounds/Layering (cont.)**

To assign LAYER modes and sounds:

- 1) Select your desired patch using the DATA dial.
- 2) From the Patch Page, press EDIT.
- 3) Cursor to PATCH using the < and > buttons and press ENTER.
- 4) Cursor to NOTE and press ENTER.
- 5) Strike the pad or rim that will trigger the sound you wish to edit.
- 6) Cursor to the Instrument Number and select your Instrument for SOUND 1 with the DATA dial.
- 7) Push CURSOR LEFT (<) twice and select SOUND 2 with the DATA dial.
- 8) Cursor to the Instrument Number and select your Instrument for SOUND 2 with the DATA dial.
- 9) Press CURSOR LEFT (<) twice and select LAYER with the DATA dial.
- 10) Press CURSOR RIGHT (>) once and select your LAYER mode with the DATA dial.

• **Editing Sounds**

The TD-7T will allow you to make various types of edits to the sounds themselves. These Instrument Parameters include Pitch, Decay, Pan, Nuance, Brilliance, Pitch Bend, Output Levels and Effect Send Levels.

To change the Instrument Parameters:

- 1) From the Patch Page, press EDIT.
- 2) Cursor to INST using the < and > buttons and press ENTER.
- 3) Strike the pad or rim that will trigger the sound you wish to edit.
- 4) Cursor to the parameter and select the desired parameter using the DATA dial.
- 5) Push the CURSOR RIGHT button (>) once and change the value using the DATA dial.

NOTE: At the top of the display you'll find useful information concerning sound editing.

EXAMPLE: R1>N#35>S1>i081

R1 = Pad or Rim being edited (Rim number one)
N#35 = MIDI Note Number assigned to this Pad or Rim

S1 = Which sound in layer (S1 is Sound #1, S2 is Sound #2)

i081 = Instrument Number assigned to Note Number being used. (number 81 out of 512)


TD-7T
TURBO VERSION
PERCUSSION SOUND MODULE

TURBOSTART

Setting a Note Number

The TD-7T is equipped with 9 stereo Trigger Input jacks. Using the supplied stereo cables, each PD-7 can output both a drum head and a rim shot trigger signal. Both of these trigger signals can be assigned a separate MIDI note number.

- 1) Select a patch using the DATA dial.
- 2) From the Patch Page, press EDIT.
- 3) Cursor to PATCH using the < and > buttons and press ENTER.
- 4) Cursor to TRIG and press ENTER.
- 5) Select a trigger number by playing the corresponding pad or rim or by cursoring to <T1> and rotating the DATA dial.
- 6) Push the CURSOR RIGHT button (>) twice and select NOTE # using the DATA dial.
- 7) Push the CURSOR RIGHT button (>) and select a note number using the DATA dial.

Effects

The TD-7T offers two separate digital effect processors which can be edited.

To select and edit the two effects processors:

- 1) Select the desired patch using the DATA dial.
- 2) From the Patch Page, push EDIT.
- 3) Cursor to PATCH using the < and > buttons and press ENTER.
- 4) Cursor to FX and press ENTER.
- 5) Cursor to EFFECT and select EFFECT 1 or EFFECT 2 using the DATA dial.
- 6) Push the CURSOR RIGHT button (>) and select the desired effect using the DATA dial.

To edit the effect you've chosen:

- 1) Push the CURSOR RIGHT button (>) and select the parameter to be edited using the DATA dial.
- 2) Push the CURSOR RIGHT button (>) once and change the parameter using the DATA dial.

Triggering a Sequence From a Pad

The TD-7T features a Phrase Sequencer that allows the user to trigger any of the 48 sequences from any of the pad/rims.

To assign a sequence to a pad/rim:

- 1) Select the desired patch using the DATA dial.
- 2) From the Patch Page, press EDIT.
- 3) Cursor to PATCH using the < and > buttons and press ENTER.
- 4) Cursor to TRIG and press ENTER.
- 5) Strike the pad or rim you wish to assign a sequence to.

Sequence Triggering From Pads (cont.)

- 6) Cursor to the parameter displayed at bottom left portion of the screen and select SEQPTN # with the DATA dial.
- 7) Push the CURSOR RIGHT button (>) once and select the desired sequence using the DATA dial.

Sequencing Tip

When using an external sequencer to record data performed on the TDE kit, refer to the following suggestions.

To RECORD TD-7T data on a sequencer:

- 1) Attach a MIDI cable from the TD-7T MIDI OUT to the sequencer's MIDI IN.

To PLAY the TD-7T from a sequencer:

- 1) Attach a MIDI cable from the sequencer's MIDI OUT to the TD-7's MIDI IN.
- 2) Push the SYSTEM button and select "IF" (interface) with the CURSOR RIGHT (>) button.
- 3) Press ENTER.
- 4) Using the DATA dial, change "Standard" to "MIDI - Sound."
- 5) Change this back to "Standard" for normal operation.

Assigning Sounds to Individual Outputs

The TD-7T offers two assignable independent outputs.

To assign a sound to an individual output:

- 1) Press the SYS button.
- 2) Cursor to SET and press Enter.
- 3) To change Send 1 to Individual Output, Cursor to Effect 1, turn the Data Dial to Indiv 1.
- 4) Press Exit twice.

Now, assign a sound to Individual Output 1.

- 1) Press the EDIT button.
- 2) Cursor to INST and press Enter.
- 3) Hit the a Pad to select the assigned sound.
- 4) Turn the Data Dial to find OUT LEVEL. Setting this parameter to "0" will remove the sound from the stereo outputs.
- 5) Turn the Data Dial to SEND 1 LEVEL. This will control the level for the sound now assigned to Individual Output 1.
- 6) Repeat this procedure using Indiv 2 and another instrument to assign Individual Output 2.

Roland®
TD-10

PERCUSSION SOUND MODULE

TURBOSTART

*** ROLAND TD-10 TURBO FACTS ***

The Roland V-Drums TD-10 is a revolutionary, top-of-the-line electronic percussion sound module, complimenting Roland's acclaimed Compact Drum Systems. Utilizing Composite Object Sound Modeling (COSM), Roland has developed a sound source that far surpasses any existing PCM-based technology. Additional features include:

- Over 600 drum/percussion sounds and 50 melodic instruments
- Variable Drum Modeling based on COSM technology
- 12 dual trigger inputs - 8 stereo outputs
- Superior triggering response
- Brushes can be used with the new PD-100/120 Mesh V-Pads
- Modeling technology allows the reproduction of even the most delicate nuances of a drummer, including "ghost notes"
- Positional sensing available on the snare and ride pads
- Compatible with the PD-7/9 Dual Trigger Pads
- Advanced effects processing including individual effects on each pad
- Easy-to-use, built-in sequencer with 50 Preset and 50 User patterns
- Large graphic LCD display for easy editing
- Wave expansion slot for future sound libraries

• **Initializing**

Use the following procedure to restore the factory settings:

- 1) Press SETUP followed by F4 [UTIL].
- 2) Press F4 [INIT] twice. Press F4 [EXEC].

• **Play the Demo**

Use the following procedure to play the demo song:

- 1) Press SETUP and CHAIN simultaneously.
- 2) Press F4 [PLAY]. Press F3 [STOP] to stop the demo.
- 3) Press F1 [CANCEL] to return to the SETUP MENU.

• **Selecting a Drum Kit**

The TD-10 contains 50 drum kits (5 are designated as Copy Kit locations). Use the following procedure to select a drum kit:

- 1) Press KIT so it is lit and use the VALUE DIAL to select the desired kit.

• **Creating a Drum Instrument**

The TD-10 allows you to customize drum sounds that display the "V-EDIT" symbol by choosing the type of drum head, shell material, depth, and various types of muffling. Use the following procedure to edit a snare drum:

- 1) Press INST (under EDIT) and use the TRIG SELECT buttons to display "H2 [SNARE]" in the upper, right corner.
- 2) Press F2 [EDIT] and use the UP CURSOR button to select "Shell Material." Use the VALUE DIAL to select the type of shell material (Wood, Steel or Brass).
- 3) Press CURSOR DOWN to select "Shell Depth" and use the VALUE DIAL to adjust the depth (1.0" to 20.0").
- 4) Press F2 [HEAD] and use the UP CURSOR button to select "Head Type." Use the VALUE DIAL to select the type of drum head (Clear, Coated, or Pinstripe).
- 5) Press CURSOR DOWN to select "Head Tuning" and use the VALUE DIAL to adjust the tuning (+ / - 480) as desired.
- 6) Select F3 [MUFFLE] and use the UP CURSOR button to select "Muffling." Use the VALUE DIAL to select the type of muffling (duct tape or doughnuts) as desired.
- 7) Press CURSOR DOWN to select "Strainer Adj." and use the VALUE DIAL to adjust the strainer as desired.

• **Recording a Sequence**

The TD-10 has a powerful, built-in sequencer that allows you to record up to 50 different patterns (in pattern locations 51-100). Use the following procedure to record a pattern:

- 1) Press PATTERN so it is lit.
- 2) Press F4 [NEW] to select the next available empty pattern.
- 3) Press F2 [FUNC] followed by F2 [SETUP] and use the VALUE DIAL to select the pattern length (up to 99 bars).
- 4) Press F3 [TYPE] and use the VALUE DIAL to select a Play Type (Loop or One Shot).
- 5) Press the PART button followed by F1 [INST].
- 6) Press F4 [DRUMS] and use the VALUE DIAL to select the desired drum kit for your pattern.
- 7) Press REC, then press CLICK twice.
- 8) Select F2 [INST] and use the VALUE DIAL to select the type of instrument to be used for the metronome click.
- 9) Press PLAY. The sequencer will count one measure before it starts recording.
- 10) Play the kit to record your instruments (you can also use the PREVIEW button to play instruments).
- 11) Press STOP followed by PLAY to listen to your recorded pattern. Press CLICK to turn off the metronome.
- 12) Repeat steps 6 thru 11 to record any additional parts (Part 1, Part 2, and Bass) as desired.

• **Assigning Digital Effects to a Kit**

The TD-10 has 30 different effect types including reverb, delay, chorus, flanger, 3-band parametric eq, and compression. Use the following procedure to select an overall effect for the kit:

- 1) Press EXIT followed by F3 [FX SW].
- 2) Press F4 [EFFECT] to select "ON" (if necessary).
- 3) Press CONTROL ROOM followed by F4 [EFFECT].
- 4) Press F3 [FXTYPE].
- 5) Use the VALUE DIAL to select the desired effect.

• **Adjusting the Room Acoustics**

The TD-10 allows you to create an environment that emulates the type of room for your drum kit. There are several settings to choose from including a garage, the beach, a dome stadium, a locker room, a bathroom, etc. Use the following procedure:

- 1) Press EXIT followed by F3 [FX SW].
- 2) Press F1 [AMBNCE] to select "ON" (if necessary).
- 3) Press STUDIO.
- 4) Use the VALUE DIAL to select the desired environment.
- 5) Use the F1 thru F4 buttons to access the mic parameters, room characteristics, and ambient levels as desired.

*** Pad Types ***

The default settings of the TD-10 are optimized for use with the Roland V-BASIC SET and V-PRO SET. If you are using a different setup, you will need to select an appropriate Trigger Type for each input. These settings are necessary to optimize the tracking for each pad. The Trigger Type settings for each input can be stored in one of four Trigger Bank locations, allowing for quick access to multiple configurations.

*** ROLAND VG-8 TURBO FACTS ***

The VG-8 V-Guitar begins a new era in guitar technology, placing the guitar entirely within the digital domain using COSM, Roland's proprietary Composite Object Sound Modeling. The VG-8's COSM technology can generate a vast array of sounds by simultaneously performing physical, electric, magnetic and electronic modeling, shaping the guitar's own signal in one of two modes: Variable Guitar Modeling (VGM) or Harmonic Restructure Modeling (HRM). VGM allows selection of: body type; pickup selection, placement, angle, and pickup phase; amp type; speaker cabinet; microphone type and placement; and more. HRM shapes expressive new sounds including basses, pads and more. Both VGM and HRM shape each guitar string's original waveform in realtime, resulting in no delay, no tracking, and amazing expressiveness. Built-in effects include polyphonic pitch shifting, models of five BOSS effects, speaker simulation, DSP, EQ, and more. Easy programming through graphic backlit LCD interface. Requires a guitar equipped with a Roland GK-2A divided pickup.

After installing the GK-2A pickup according to the instructions that came with the pickup, set-up the Driver Settings shown on page 15 of the VG-8 Owners Manual.

• **Setting the GK-2A Pickup Sensitivity**

Sensitivity should be set once for each guitar & player combination. These may be saved in 5 memory locations.

- 1) Press the SYSTEM button.
- 2) Press F1 (Function button 1).
- 3) Play each string to activate its level meter. CURSOR to the string number and use VALUE dial to adjust the sensitivity. Set all six string sensitivity settings.
- 4) Press PLAY to return to play mode.

• **Tuning**

- 1) Press PLAY, then F1 to access the built-in tuner.

• **Playing patches**

There are up to 192 patches; 64 user, 64 preset, 64 on an optional M-512 memory card. Press PLAY, then...

- 1) The easiest way to call up patches is the VALUE dial. – or –
- 2a) To change groups, hold GK-2A button S1 and press the VG-8's GROUP t & s footswitches.
- 2b) To change banks, use the BANK t & s footswitches.
- 2c) To change numbers, use footswitches 1 to 4.

• **Variable Guitar Modeling (VGM)**

Four VGM algorithms are available: Amp Mono, Amp Poly, Pedal & Amp, and Pedal St(ereo). The algorithm is shown at the top of the LCD. Nine VGM components are used in different combinations in different algorithms: Pickup (selection, placement, and angle), Amp (selection, tone & volume controls), Speaker (cabinet selection), Mic (selection and placement), Pedal (models of five different BOSS pedals), Poly Manager (polyphonic amp and pedal distortion), Pan (per string), Pitch Shift (per string), and Noise Suppression.

Preset A53 "JazzITup" is a good starting point for experimenting:

- 1) Press Play, select Preset A53 "JazzITup".
- 2) Press INST to begin Instrument Editing.
- 3a) Select F1 to edit the pickup settings.
- 3b) Preset A53 uses a 'vari' model with two pickups - press PAGE to select pickup type, position, angle, and phase. Press PAGE again to select the other pickup. NOTE the helpful graphics in the LCD.
- 4a) Press Instrument, then F6 to edit Speaker&Mic.
- 4b) Select a speaker type - press F1 repeatedly or press F1 and use the value dial.
- 4c) Press F3 and select a mic type - note the graphic.
- 4d) Press F5 and select mic placement - watch the graphic.
- 5) Press INST to return to the edit menu and continue experimenting. Watch for a lit PAGE LED, then press the PAGE button to see all edit options.

• **Harmonic Restructure Modeling (HRM)**

All thirteen HRM algorithms are shown in Patch Presets A54 through A84 - the algorithm is shown at the top of the LCD. Try them all, and select one to experiment with:

- 1) Press INST, then F1 to edit parameters.
- 2) Using the F buttons and the value dial, experiment with this algorithm. Parameters differ somewhat per algorithm. If the PAGE LED is lit, the PAGE button will select additional edit functions.
- 3) Repeat steps 1 & 2 with different HRM algorithms.

• **Digital Signal Processing**

All VGM and HRM patches can also access 3 categories of digital effects: 7 Modulation effects, 3 Delay modes, and 9 Reverb modes. Press the EFFECT button, then the odd numbered F buttons edit effects while the even numbered F buttons switch effects on/off.

Roland® VG8S-1

VG-8 SYSTEM EXPANSION

TURBOSTART

*** ROLAND VG8S-1 TURBO FACTS ***

Roland has substantially expanded the V-Guitar System taking COSM technology to even greater heights with the new VG8S-1 System Expansion. Here is what's new:

- Four new algorithms plus feature enhancements of the originals.
- HOLLOW algorithm emulates characteristics of acoustic and hollow body guitars.
- DUAL AMP algorithm to layer or morph between two chains of pedals, amps and speaker cabinets with a foot pedal.
- VIO GUITAR algorithm combines VGM and HRM.
- Rick, Tele, LP w/P-90's, Silvertone w/Lipstick's, LP w/PAF's, Gretch, and Strat w/S-S-H active EMG Pickup Models.
- Flat, Round, f-Hole, Metal (for dobro) and Banjo Guitar Body models.
- SLDN, British Combo and Modern Stack Guitar Amplifier Models.
- British 2x12, Classic 4x10, and Modern Stack Speaker Models.
- Assignable wah wah pedal, pitch pedal, HRM Cutoff, and other realtime controllers.
- Intelligent harmonist.
- Change guitar pickups with S1 and S2 on the GK-2A.

• Installation

It is important to save your Patches because this procedure will erase the User memory of the VG-8.

- 1) Turn the power off.
- 2) Insert the VG8S-1 card and turn the power on.
- 3) Press F1 to complete the expansion.

Now use the following procedure to reinitialize the VG-8 to factory settings.

- 1) Turn off the VG-8.
- 2) While holding down F1, F3, and F5 turn on the VG-8.
- 3) Press F6.

• Selecting the New Patches

An expanded VG-8 has an extra 64 preset Patches. Turn the VALUE dial to select the new Presets in banks C and d.

• Selecting Presets that use the New Algorithms

Algorithm names are listed on the top row of the display screen.

Presets C11 to C44 - HOLLOW algorithms
Presets C51 to C64 - DUAL AMP algorithms
Presets d51 to 53,
61,63,73 and 74 - VIO-GUITAR

• Selecting the New Bodies

- 1) Press PLAY and use the VALUE dial to select Patch C62 MOD BLUZ.
- 2) Press INST followed by F1 (under the pickup graphic).
- 3) Press F6 and use the VALUE dial to select the new guitar models.

• Selecting the New Acoustic Piezo Pickups

- 1) From the PICKUP screen, press F6 and use the VALUE dial to select VARI.
- 2) Press PAGE to access the second page.
- 3) Press F1 and use the VALUE dial to select a pickup type (options are Single, Double, Piezo, or Acoustic Piezo).

• Selecting the New Guitar Amplifiers

- 1) Press PLAY and use the VALUE dial to select Patch C62 MOD BLUZ.
- 2) Press INST followed by F3 to select AMP.
- 3) Press F2 and use the VALUE dial to select the different amps.

• Selecting the New Speaker Variations

- 1) Press PLAY and use the VALUE dial to select Patch C62 MOD BLUZ.
- 2) Press INST followed by F4 to select SP&MIC.
- 3) Press F1 and use the VALUE dial to select the different speaker types.

• Selecting the New Hollow Body Guitar Models

- 1) Press PLAY and use the VALUE dial to select Patch C11 ACUSTIC.
- 2) Press INST followed by F3 (under the BODY graphic).
- 3) Press PAGE two times to access BODY-TYPE.
- 4) Press F2 and use the VALUE dial to select the different hollow body guitar types.
- 5) After choosing one of the body types, press F6 and use the VALUE dial to change the body size.

• Expanded Pitch Shifting Capabilities

New pitch shifting effects include intelligent harmonist, pitch pedal, and glide. Also, the pitch shifter is now available on all HRM algorithms.

- 1) From any Patch, press INST and use the cursor buttons to select P-SHIFT.
- 2) Cursor to type and use the VALUE dial to select String.
- 3) Press F2 and use the VALUE dial to select one of the 11 preset tuning configurations.
- 4) Press F1 and use the VALUE dial to select Harmo.
- 5) Press F2 and use the VALUE dial to select +3rd.
- 6) Press F3 and use the VALUE dial to select the desired key.

Use the following procedure to set an expression pedal to control pitch:

- 1) Connect an EV-5 Expression Pedal to the EXP PEDAL input.
- 2) Press COMMON followed by F2.
- 3) Use the VALUE dial to select P-SHIFT Shift (under Assigned Parameter).
- 4) Press INST followed by F2 (under the P-SHIFT graphic).
- 5) Cursor to TYPE and use the VALUE dial to select Pedal.
- 6) Press F2 and use the VALUE dial to select Octave Up.
- 7) Press PLAY and play your guitar. You can now use the EV-5 to slide up to an octave above the original pitch.


VK-7
COMBO ORGAN

TURBOSTART

*** ROLAND VK-7 TURBO FACTS ***

The VK-7 is a totally new combo organ that utilizes Roland's new Virtual ToneWheel modeling technology to simulate the principles behind tonewheel sound generation used in classic organs. Here are just a few of the features that make the VK-7 a modern day equivalent of the Hammond B3™:

- Full keyboard polyphony with 91 voices in constant, independent oscillation
- High speed sound generation, allowing the VK-7 to respond to the rigorous demands of classic organ playing styles
- 9 Harmonic bars for realtime manipulation of organ sounds
- Sophisticated rotary speaker and tube amp simulation based on Roland's COSM technology
- 39 orchestral voices built-in
- 11-pin Rotary Tone Cabinet connector for use with Leslie speaker cabinet
- Real wood finish and portable cabinet design
- 2 MIDI IN connectors allow for a dual manual configuration with pedals
- MIDI information, including harmonic bar messages, is sent and received in realtime

• **Initializing**

Use the following procedure to restore the factory settings:

- 1) Press EDIT.
- 2) Press UTILITY [7].
- 3) Press the RIGHT CURSOR [>] button until "E7: Factory Setup" is displayed.
- 4) Press the [+] button.
- 5) Press EXIT to return to the previous display.

• **Playing the Demos**

Use the following procedure to play the VK-7 demo songs:

- 1) Press EDIT.
- 2) Press DEMO [8].
- 3) Use the [<|>] buttons to select "SinglePlay."

NOTE: To hear consecutive playback of all demo songs, select "Chain Play."

- 4) Use the [+]/[-] buttons to select the desired song.
- 5) Press WRITE to start playback.
- 6) Press EXIT to stop playback.
- 7) Press EXIT again to return to the previous display.

• **Selecting Sounds**

The VK-7 has 64 different organ sounds. These sounds are organized into eight groups (banks) with eight sounds in each group. There are two modes of operation for the banks. In "Alternate" mode (the default setting) the BANK button is used to quickly switch between the first two banks. "Expand" mode is used to gain access to all eight banks. Use the following procedure to enable "Expand" mode and select sounds:

- 1) Press EDIT (the [1]-[8] buttons will start to flash).
- 2) Press SYSTEM BASIC [1].
- 3) Use the [<|>] buttons to access the "E1: Bank Function" display and press the [+] button to select "Expand."
- 4) Press EXIT.
- 5) Press BANK (the [1]-[8] buttons will start to flash). Use the [1]-[8] buttons to select a bank.
- 6) Use the [1]-[8] buttons to select a sound from that bank.

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• **Layering Orchestral Sounds with the Organ Part**

The VK-7 contains 39 orchestral sounds that can be used as solo instruments or layered with the organ sounds to provide more depth, attack, bass, etc. Use the following procedure to layer an orchestral sound with an organ sound:

- 1) Select the desired organ sound (as previously described).
- 2) Press MAIN (under ORCHESTRAL ASSIGN) so it is lit.
- 3) Press the desired ORCHESTRAL VOICES sound group button.
- 4) Use the VARIATION UP/DOWN buttons to select the desired instrument within that sound group.
- 5) Use the ORCHESTRAL LEVEL knob to adjust the volume as desired.

• **Splitting the Keyboard**

Use the following procedure to assign a bass sound to the lower half of the keyboard and then set the split point:

- 1) Select the desired organ sound (as previously described).
- 2) Press SUB (under ORCHESTRAL ASSIGN) so it is lit.
- 3) Press SPLIT [SUB/MAIN].
- 4) Press the ORCHESTRAL VOICES [BASS] button.
- 5) Use the VARIATION UP/DOWN buttons to select the desired bass sound.
- 6) Press the ORCHESTRAL VOICES [BASS] button again.
- 7) Press [ORGAN MUTE] to mute the organ sound.

Use the following procedure to set the split point:

- 1) Press EDIT followed by USER COMMON [3].
- 2) Use the [<|>] buttons to access the "Split Point" display.
- 3) Use the [+]/[-] buttons to set the split point as desired.
- 4) Press EXIT to return to the previous display.

• **Using a Dual Keyboard Configuration**

The VK-7 allows you to emulate a complete Hammond B3™ setup by simply adding an additional MIDI keyboard and a MIDI foot controller (such as the Roland PK-5). Use the following procedure to connect a MIDI keyboard and foot controller to the VK-7 in a dual manual configuration (set the Sub keyboard to transmit on MIDI channel 3 and the foot controller to channel 2):

- 1) Connect the MIDI OUT on the additional MIDI keyboard (Sub keyboard) to the KEYBOARD IN on the VK-7.
- 2) Set the MIDI Select switch (on the rear panel) to the "SUB KEYBOARD" position.
- 3) Connect the MIDI OUT of the MIDI foot controller to the PEDAL IN on the VK-7.
- 4) Set the MIDI transmit channel on the Sub keyboard to 3 and the foot controller to 2.
- 5) Play the Sub keyboard to hear the Sub Part and play the foot controller to hear the Pedal Part on the VK-7 (make sure that the VK-7's audio outputs are connected).
- 6) Press MAIN (under HARMONIC BAR PART).
- 7) Play the VK-7's keyboard and adjust the Harmonic Bars as desired. The changes will be reflected in the sound of the Main Part.
- 8) Press SUB (under HARMONIC BAR PART).
- 9) Play the Sub keyboard and adjust the Harmonic Bars on the VK-7 as desired. The changes will be reflected in the sound of the Sub Part.

NOTE: If you are using a PK-5 MIDI Foot Controller, you will probably want to transpose it up one octave from its default settings.

Roland®
VS-1680
24-BIT DIGITAL STUDIO
WORKSTATION

TURBOSTART

*** ROLAND VS-1680 TURBO FACTS ***

The VS-1680 is a major breakthrough in power and performance in a portable 24-bit Digital Studio Workstation. Features include:

- 16 Track playback, 8 Track simultaneous recording
- Huge 320 x 240 dot LCD for easy operation
- Advanced waveform editing with 999 levels of undo
- Four stereo multi-effects processors with two optional 24-bit VS8F-2 Effects Boards
- 26 channels of automated digital mixing with EQ
- 24-bit MT-PRO recording mode for superb dynamic range and phenomenal sounding recordings
- Optional CD writer for audio recording as well as data backup
- SCSI transfer of digital audio using third party software
- EZ routing guides the user through all the steps needed for recording, bouncing and mixing
- 1000 markers, 64 locator points, 8 Scenes, tempo maps, MTC, MMC and MIDI Clock syncing

• **Loading the Demo Song**

The VS-1680 ships pre-loaded with several demo songs. Use the following procedure to select a song:

- 1) While holding SHIFT press F1 "SONG."
- 2) Press PAGE repeatedly until SEL is displayed above F1.
- 3) Press F1 "Select."
- 4) Use the TIME/VALUE dial to select the demo song "Seems So Right" and press F4 "Exec."
- 5) Press YES. If "Re-Load Current?" is displayed, press YES.

• **Listening to the Demo Song**

Use the following procedure to load a scene and listen to the demo song:

- 1) Press SCENE, so it is lit and press the #1 button.
- 2) Press PLAY after the scene has loaded.
- 3) Use the Master Fader to control the level of the song.
- 4) Use the Channel Faders to adjust the levels of the Tracks.
- 5) Press STOP to halt playback.
- 6) Press ZERO to return to the beginning of the song.
- 7) Use the FF and REW buttons to move forward or backward in one second steps.
- 8) Press SCENE so it is lit and press the #2 button to load Scene #2 which is an acoustic version of the song. Press PLAY. Try loading other Scenes.
- 9) Press SCENE so it is lit and press the #1 button to re-load Scene #1.

• **Playing the Virtual Tracks in the Demo Song**

The Demo Song "Seems So Right" has 3 vocal parts recorded on Virtual Tracks 1,2, and 3 of Track 8. Use the following procedure to select Virtual Tracks:

- 1) Press the TRACK SELECT button for Channel #8.
- 2) CURSOR to "V. Trk" in the upper left hand corner.
- 3) Use the TIME/VALUE dial to select "V Track #2."
- 4) Press PLAY. You should now hear a female voice singing the lead vocal.

NOTE: The VS-1680 must be stopped to change V Tracks.

• **Using the Internal Effects (w/VS8F-2)**

The VS-1680 can have up to 4 independent stereo effects processors on board using 2 optional VS8F-2 Effects Expansion Boards. Use the following procedure to apply effects to the guitar track:

- 1) Press SCENE so it is lit and press the #4 button. Press Locator button # 6 then press AUTOMIX so it is not lit.
- 2) Press the TRACK SELECT button for Channel #6.
- 3) CURSOR to "EFX Ins" and press ENTER/YES. Press PLAY.
- 4) CURSOR to "EFX2" and use the TIME/VALUE DIAL to select "Off." You should now hear the track with no effects.
- 5) Press STOP and use the TIME/VALUE DIAL to select "Ins."
- 6) Hold SHIFT and press F3 "EFX A" then press F4 "EFX2."
- 7) Press F2 "Sel" and use the TIME/VALUE DIAL to select "P055 BluesDrv" and press F4 "Exec." Press Locator #6 followed by PLAY.
- 8) Press F2 "Sel" and use the TIME/VALUE DIAL to select another effect (try P059 SLDN Lead) and press F4 "Exec."
- 9) Press PLAY/DISPLAY to return to the main screen.

• **EZ Routing**

EZ Routing makes it simple to set up the VS-1680 for most recording and mixing applications. Use the following procedure to configure the VS-1680 to record Input 1 on Track 4:

- 1) Press EZ ROUTING and CURSOR to [Recording].
- 2) Press F4 "Exec" followed by F1 "Rec."
- 3) Press the Input 1 SELECT button followed by the Track 4 STATUS button. A line should appear in the display connecting Input 1 to Track 4.
- 4) Press F2 "Step→."
- 5) Use the CURSOR buttons and the TIME/VALUE DIAL to set the Panning and Level and press F2 "Step→."
- 6) Use the CURSOR buttons and the TIME/VALUE DIAL to select the desired Effect under "EFX1."
- 7) If you would like to record the output of the effects processors, simply press the EFFECT RTN button for the desired effect processor (EFX 1-4) followed by the Track 4 STATUS button. A line will appear in the display indicating that EFX1 is connected to Track 4. Press F2 "STEP→" twice.
- 8) Press F4 "Exec" followed by ENTER/YES.
- 9) Press PLAY/DISPLAY. The VS-1680 is now ready to record.
- 10) Re-load the song "Seems So Right" when you are finished (See "Loading the Demo Song").

NOTE: The Demo songs in the VS-1680 are protected so you will not be able to record in these songs.

• **Using the Waveform Display**

You can display the waveform for any track for more precise editing. Use the following procedure:

- 1) Press PLAY/DISPLAY to return to the main screen (if necessary).
- 2) Use the UP/DOWN CURSOR buttons to select a Track.
- 3) Press the PAGE button repeatedly until WAVE is displayed above F5. Press F5 "WAVE."
- 4) Use F1, F2, F3, and F4 to adjust the view of the waveform.
- 5) Use REW and FF to move to a different point of the song.
- 6) Press F5 "WAVE" to exit.

The VS-1680 can lock to SMPTE for video post-production or music applications by adding a SMPTE to MTC converter. Several VS-1680s can be linked together with simple MIDI and audio connections. This locks the unit's clocks together and provides a single audio output for all units.

Roland®
VS-840

DIGITAL STUDIO WORKSTATION

TURBOSTART

*** ROLAND VS-840 TURBO FACTS ***

The VS-840 is a complete, all-in-one digital studio. It is an 8 track, non-destructive disk recorder and editor with the ability to cut, copy, and move tracks. Each song contains 64 Virtual Tracks, 8 Scenes, 1000 Markers, and 999 levels of UNDO. Other features include:

- Records all audio and mix information on low-cost, removable 100MB Zip™ disks providing up to 103 track minutes of recording time on each disk.
- New "EZ Routing" feature guides users step-by-step through basic operations such as recording, mixing, and bouncing tracks
- "Song Arrange" feature allows users to quickly and easily reorder song data (choruses, verses, etc.) without having to perform multiple edits.
- 12 channel digital mixer with up to 24 bands of EQ
- Dedicated guitar input
- Onboard stereo digital multi-effects processor includes Reverb, Delay, Chorus, COSM Guitar Preamp/Speaker Simulator, and more.
- Built-in MIDI TIME CODE (MTC), MIDI Machine Control, and MIDI Clock capabilities
- Compatible with VS-880 Digital Studio Workstation

• **Loading the Demo Song**

- 1) Press UTILITY and use the CURSOR buttons to highlight the SONG icon. Press ENTER.
- 2) Use the CURSOR buttons to highlight the SELECT icon and press ENTER.
- 3) Press UP CURSOR to highlight the first demo song, "Mercy Blue."
- 4) Press ENTER and "Select SONG Sure" will be displayed.
- 5) Press ENTER and "Store Current?" will be displayed.
- 6) Press NO and the demo song will begin loading.

NOTE: If "Mercy Blue" is already selected, "Re-Load Current?" will be displayed in step #4. Press ENTER and the demo song will begin loading.

• **Mixing the Demo Song**

The transport controls on the VS-840 are located in the lower, right section of the front panel. They operate in the same manner as a tape deck or CD player. The ZERO button will return you to the beginning of the song.

- 1) Move the TRACK and MASTER faders all the way up and down and then back to 0dB (the thick line approximately two-thirds of the way up).
- 2) Press ZERO followed by PLAY.
- 3) Move the faders to adjust the levels of the tracks.

• **Playing the Virtual Tracks of the Demo Song**

Refer to the "Mercy Blue" Track Sheet (included with the unit) for a list of the available Virtual Tracks. This example will access the Virtual Tracks on Channel #3.

- 1) Press STOP.
- 2) Hold SHIFT and press TRACK STATUS 3.
- 3) Use the TIME/VALUE dial to select "V-TRACK 3."
- 4) Press ZERO followed by PLAY to hear a different guitar part for the intro.
- 5) Press STOP when you are finished.

• **Changing the EQ Settings**

Use the following procedure to adjust the EQ settings of the drums:

- 1) Press ZERO followed by PLAY. Pull down all faders except for 7/8 and move the 7/8 fader to 0dB.
- 2) Press the EQ button (in the Channel Parameter section).
- 3) Press RIGHT CURSOR to select channel 7/8.
- 4) Use the TIME/VALUE dial to turn the EQ switch on.
- 5) Press DOWN CURSOR to highlight "Mid Gain."
- 6) Use the TIME/VALUE dial to boost or cut levels as desired.
- 7) Press DOWN CURSOR to highlight "Mid Freq."
- 8) Use the TIME/VALUE dial to change the frequency.
- 9) Press STOP and move all the faders to 0dB.

• **Using the Internal Effects Processor**

The VS-840 has a built-in effects processor that contains over 200 different effects presets. To listen to some of the guitar effects:

- 1) Hold SHIFT and press TRACK STATUS 3.
- 2) If necessary, use the CURSOR buttons to select "TRACK 3" and use the TIME/VALUE dial to select "V-TRACK 3."
- 3) Press ZERO followed by PLAY. You should hear a dry guitar part. Press STOP.
- 4) Press EFFECT and use the DOWN CURSOR and TIME/VALUE dial to select "CH 3 Insert."
- 5) Press RIGHT CURSOR to highlight "TYPE" and use the TIME/VALUE dial to select "Guitar Multi 1."
- 6) Press RIGHT CURSOR to highlight "PATCH" and use the TIME/VALUE dial to select "A-80 ROCK LEAD." Press ENTER.
- 7) Press ZERO followed by PLAY to listen to the effect.
- 8) Use the TIME/VALUE dial to select different effect Patches and press ENTER to hear the selected effect.

• **EZ Routing**

EZ Routing guides beginning users through basic recording procedures such as recording, track bouncing, and mix down. For this example, we will use EZ Routing to setup the VS-840 to record a guitar on track 3 from input 1, with effects.

- 1) Connect your guitar to the GUITAR (Hi-Z) input on the VS-840.
- 2) Press EZ ROUTING.
- 3) Use the CURSOR buttons to highlight the RECORDING icon and press ENTER. "Edit Routing" will be displayed.
- 4) Press RIGHT CURSOR followed by ENTER.
- 5) Use the CURSOR buttons to select "Track 3" and the TIME/VALUE dial to select the desired V-TRACK.
- 6) Press ENTER and the "Input Select" page will be displayed.
- 7) Press ENTER and the "Recording Track Destination" page will be displayed.
- 8) Use the LEFT CURSOR button to select "CHANNEL 1" and the TIME/VALUE dial to select "3."
- 9) Press ENTER and the "Channel Pan" page will be displayed.
- 10) Press ENTER and "Use Effect?" will be displayed.
- 11) Press RIGHT CURSOR followed by ENTER and use the TIME/VALUE dial to select "TYPE: Guitar Multi 1."
- 12) Press DOWN CURSOR, use the TIME/VALUE dial to select "A-85: STUDIO LEAD" and press ENTER twice.
- 13) Use the TIME/VALUE dial to select "CH 1 INSERT." Play your guitar to hear the effect (use the INPUT SENS 1 knob to adjust the level).
- 14) Press ENTER followed by DISPLAY. The VS-840 is now setup for recording.

NOTE: This song is protected and will not go into record mode.


VS-880
 DIGITAL MUSIC WORKSTATION

TURBOSTART

***** ROLAND VS-880 TURBO FACTS *****

The VS-880 is a complete, all in one digital studio. It is an 8 track non-destructive disk recorder and editor with the ability to cut, copy, and move tracks. Each song contains 64 virtual tracks, 8 Scenes, 1000 Markers, and 999 levels of UNDO. There is a 14 channel digital mixer with up to 28 bands of EQ. Built in MIDI TIME CODE (MTC) and MIDI Machine Control capabilities allow the VS-880 to synchronize as master or slave. The VS-880 also generates MIDI Clock and Song Position Pointer messages for syncing with devices that are not MTC compatible. There is even an independent tempo track for importing tempo data from your sequencer. The VS-880 also allows you to VARI-PITCH your song to tune to outside sources such as an acoustic piano. The user installable VS-8F1 (optional) offers 2 independent high-quality stereo effects processors. It contains 100 Preset Patches that can be edited and stored to one of the 100 User Patch locations. Some of the effects featured on the VS8F-1 include multi-effects, COSM amp simulators and Roland Sound Space (RSS) effects. Songs can be stored to an internal hard-drive or to an external source via the built-in SCSI interface. The VS-880 comes with a 540 MB internal hard-drive.

• Loading the Demo Song

- 1) Press the EDIT CONDITION button marked SONG until Song Select ? appears in the display.
- 2) Press YES.
- 3) Use the TIME/VALUE dial to select VS-880 DEMO.
- 4) Press YES until NOW WORKING flashes in the display.
- 5) The display will read COMPLETE when the demo is finished loading .

• Mixing the Demo Song

The transport controls on the VS-880 are located in the lower right section of the front panel. They operate in the same manner as a tape deck or CD player. The ZERO button will always return you to the beginning of the song.

- 1) Move the TRACK and MASTER faders all the way up and then back down to 0db (the thick line approximately 2/3's the way up).
- 2) Press PLAY.
- 3) Move the Faders to adjust the levels of the Tracks.

• Playing the Virtual Tracks in the Demo Song

Refer to the Track sheet of the Demo Song (included with the unit) for the available Virtual Tracks. This example will access the Virtual Tracks on Channel #8.

- 1) Press STOP.
- 2) Press CH EDIT button #8 (above Channel #8 fader and STATUS button).
- 3) Hold SHIFT and press V. TRACK (CH EDIT #2).
- 4) Use the TIME/VALUE dial to select the desired V Track.
- 5) Press the LOCATOR button #1 and press PLAY.

• Changing the EQ Settings

This example will adjust the EQ settings of the Drums.

- 1) Press PLAY.
- 2) Hold SHIFT and press SOLO followed by CH EDIT #1 to enter Solo Mode.
- 3) Press the TRACK STATUS #1 button to solo the drums.
- 4) Hold SHIFT and press CH EDIT #4 (EQ Mid).
- 5) Use the TIME/VALUE dial to boost or cut levels .
- 6) Use the PARAMETER buttons and the TIME/VALUE dial to adjust the settings.
- 7) Hold SHIFT and press SOLO to exit Solo Mode.

• Using Effects (with VS-8F1 Expansion)

- 1) Press CH EDIT #8.
- 2) Hold SHIFT and press CH EDIT #7 (Effect-1).
- 3) Use the TIME/VALUE dial to select PSTFADE.
- 4) Press the EDIT CONDITION button marked EFFECT until EFFECT-1 PRM? appears in the display, then press YES.
- 5) Use the TIME/VALUE dial to select the effect type, then press YES to make it active.

***Note:**The VS-880 has 2 independent stereo effects processors on board using the optional VS-8F1. Press CH EDIT #8 in step 2 and select EFFECT-2PRM? in step 4 to use the additional effect processor.*


• Basic Editing

The VS-880 offers powerful non-linear editing functions such as copy, move, exchange, insert, cut, and erase. It even contains a time compression/expansion function. This can be useful for adjusting the length of your song to fit a specified length, or for pitch correcting an incorrect note. The following procedure shows how to erase a portion of a track on the VS-880 demo song. Most of the edit functions are performed in a similar fashion.

- 1) Press STOP.
- 2) Select Virtual Track #2 (female vocal) for Track #8.
- 3) Press LOCATOR #1.
- 4) Press the EDIT CONDITION button marked TRACK until TRACK ERASE ? appears in the display, press YES.
- 5) Press CH EDIT #8.
- 6) Press the RIGHT PARAMETER button.
- 7) Press LOCATOR #1 for the START of the erase.
- 8) Press the RIGHT PARAMETER button.
- 9) Press PLAY and listen to the vocal to the end of the area you wish to erase, then press STOP.
- 10) Press the RIGHT PARAMETER button, then press YES.
- 11) When completed, press LOCATOR #1 and play the edited version of the track.

***Note:** If you make a mistake, simply press UNDO, then press YES (this will not have any effect on a protected song such as the VS-880 demo).*

The VS-880 can lock to SMPTE for video post-production or music applications by adding a SMPTE to MTC converter. Several VS-880s can be linked together with simple MIDI and digital connections. This locks the units clocks together and provides a single digital output for audio from all units.


VS-880-S1
VS-880 SYSTEM EXPANSION

TURBOSTART

*** ROLAND VS-880-S1 TURBO FACTS ***

VS-880-S1 is a user-installable update that gives the VS-880 Digital Studio Workstation powerful new features. It also includes 10 new effects algorithms for the VS8F-1 Effects Expansion Board. Here are a few highlights of the new version:

- Onboard Auto Mix functions for recording realtime changes in volume, panning, effects level and effects type
- Ability to switch Scenes via MIDI program change
- More effects routing options
- Up to 8 channels of 3-band EQ in Input Mix/Track Mix mode
- Ability to switch effect programs via MIDI program change
- Grab Faders option that allows track levels to move instantly to the fader position instead of having to cross the Null point
- Simultaneous playback of 6 tracks in Mastering mode
- New Sync Track options: Tap Tempo and Auto Calculation
- Peak/Hold display option for the level meter
- 100 new preset effects patches using 10 new effects algorithms including: Voice Transformer (VT-1), COSM microphone simulators (Neumann™ U87 & U47, AKG™ C451, Sennheiser™ MD421 and Shure™ SM58/57)*, vocal canceller, hum canceller, 19-band vocoder, Lo-Fi processor, Space Chorus (Dimension D), Reverb 2 w/gate and ducking (available on Effect-1 and Effect-2), 4-band parametric EQ and 10-band graphic EQ

• **Install the Update**

The installation procedure requires the VS-880-S1 Expansion disk and an external Iomega™ Zip drive. Before performing the update, make sure the Zip drive and VS-880 are turned off.

- 1) Connect the Zip drive to the VS-880 with a SCSI cable. Make sure the termination switch on the drive is set to On.
- 2) Insert the VS-880-S1 cartridge into the drive and turn it on.
- 3) Turn the VS-880 on.
- 4) After scanning the SCSI buss, the VS-880 display will read "Update SYS PRG?" Press YES/ENTER.
- 5) "Please Reboot OK" will be displayed. Turn the VS-880's power off and back on. The new system version number will be displayed during boot-up.

• **Auto Mix — Realtime**

While it was previously only possible to automate the VS-880 mixer via MIDI, the new system provides built-in automation.

- 1) Press the SYSTEM button until you see "Scene/Auto Mix?" and press YES/ENTER.
- 2) Press PARAMETER>> until "A.Mix Mode=" is displayed and use the TIME/VALUE dial to select "On."
- 3) Hold SCENE and press REC.
- 4) Press PLAY. Move the faders and turn the pan pots.
- 5) Press STOP. Start playback from the beginning of the song and you will hear all of your fader and knob movements.

* Roland technicians have sought to recreate the sound of the above listed microphones. This was an independent Roland production and did not involve any of the aforementioned companies through either a business or consulting relationship or by way of license agreement.

* All trademarks are property of their respective owners.

• **Auto Mix — Snapshot**

In addition to the 8 Scene locations, Marker points can be used to capture current mixer positions.

- 1) Activate Auto Mix as previously described.
- 2) Change some mixer parameters at some point in the song.
- 3) Hold SCENE and press TAP. This takes a "snapshot" of the current settings and assigns them to a Marker.
- 4) Play the song from the beginning and you will hear your mixer settings change at that Marker.

• **Selecting the New Effect Algorithms of the VS8F-1**

Use the following procedure to view the new effects (B00-99):

- 1) Press EFFECT to show "Effect-1 PRM?" Press YES.
- 2) Use the TIME/VALUE dial to access the effects patches.
- 3) Press YES/ENTER to select a patch.
- 4) Hold SHIFT and press EFFECT-1 (CH EDIT button 7).
- 5) Press the desired CH EDIT button (1-8) and use the VALUE dial to select Insert, PreFade, or PstFade.

• **Using the Microphone Simulators of the VS8F-1**

- 1) Press EFFECT (under EDIT CONDITION) until "EFFECT-1 PRM?" is displayed and press YES/ENTER.
- 2) Use the VALUE DIAL to select "B-99 Mic Simulator."
- 3) Press YES/ENTER.
- 4) Press PARAMETER>> until "MCA:Input" is displayed and use the VALUE DIAL to select the desired input/mic type.
- 5) Press PARAMETER>> until "MCA:OUT" is displayed and use the VALUE DIAL to select the desired microphone algorithm. For example, if you want to make a dynamic mic sound like a vintage condenser mic, select "Sml.Dy" in step 4 and "Vnt.Cn" in step 5.
- 6) From INPUT MIX mode Hold SHIFT and press EFFECT-1 (CH EDIT button 7).
- 7) Press the desired CH EDIT button (1-8) and use the VALUE DIAL to select "Insert."
- 8) Set the corresponding STATUS button to SOURCE (orange) to hear the microphone simulation.

• **Using the Voice Transformer of the VS8F-1**

- 1) Connect a microphone to Input 1.
- 2) Hold SHIFT and press EFFECT-1 (CH EDIT button 7).
- 3) Press CH EDIT button 1 and use the VALUE DIAL to select "Insert."
- 4) Press STATUS for channel 1 until it is set to SOURCE (orange). You should be able to hear the mic input.
- 5) Press EFFECT (under EDIT CONDITION) until "EFFECT-1 PRM?" is displayed and press YES/ENTER.
- 6) Use the VALUE DIAL to select "B-07 Voice Trans."
- 7) Press YES/ENTER.
- 8) Press PARAMETER>> until "FE:FaderEdit" is displayed and use the VALUE dial to select "On."
- 9) Speak into the microphone and use faders 1-5 to alter the sound of your voice (fader 1 controls the 'Robot' effect, fader 2 controls the pitch, fader 3 controls the formant, fader 4 controls the effect balance, and fader 5 controls the reverb level).


VS-CDR-S2
VS-880 CD WRITING SYSTEM

TURBOSTART

*** ROLAND VS-CDR-S2 TURBO FACTS ***

VS-CDR-S2 is a complete hardware/software bundle that provides V-Xpanded users the ability to burn audio CDs directly from the VS-880 without any additional hardware. Users can now record, edit, mix, apply effects, and master to CD entirely in the digital domain. The included CD-R drive will also function as a CD Rom player and writer for both Macintosh and IBM compatible computers. The VS-CDR-S2 package consists of the following:

- ZIP™ disk containing VS-880 CD recording software Version 3
- Multi-session 2x write/6x read CD-R drive
- Adaptec Toast CD-R software for Macintosh
- Adaptec Easy CD Pro CD-R software for PC platforms
- SCSI cable and active terminator
- 2 Blank CD-R discs

• **Install the Update (Requires VS-880 V-Xpanded 2.0)**

The installation procedure requires the VS-880-S2 Expansion disk and an external SCSI Iomega™ Zip drive. Before performing the update, make sure the Zip drive and VS-880 are turned off.

- 1) Connect the Zip drive to the VS-880 with a SCSI cable. Make sure the termination switch on the drive is set to On.
- 2) Insert the VS-880-S2 cartridge into the drive and turn it on.
- 3) Turn the VS-880 on.
- 4) After scanning the SCSI buss, the VS-880 display will read "Update SYS PRG?" Press YES/ENTER.
- 5) "Please Reboot OK" will be displayed. Turn the VS-880's power off.

• **Setup**

- 1) With all equipment turned off, connect the SCSI port of the CD-R drive to the SCSI port of the VS-880.
- 2) Attach the terminator to the remaining SCSI port on the CD-R. If you are using multiple SCSI devices, connect them to the CD-R drive and terminate the last device in the chain.
- 3) Set the ID numbers of each SCSI device so that they do not conflict (the VS-880 defaults to SCSI ID #7).
- 4) Turn on the power in the following order: CD-R drive, VS-880, audio equipment.

• **Mix Down**

The VS-880 CD recording system allows you to designate 2 source tracks to provide the audio for your CD. The VS-880 song must be mixed down (including Auto mix, EQ and effects) to 2 tracks before you create your CD. Use the following procedure to create a mix down of Tracks 1-6 on Tracks 7-8:

- 1) Hold SHIFT and press SELECT so that INPUT>TRACK mode is selected.
- 2) Hold SHIFT and press CH EDIT 1.
- 3) Press CH EDIT 7 and use the VALUE DIAL to select "MIX-L."
- 4) Press CH EDIT 8 and use the VALUE DIAL to select "MIX-R."
- 5) Press CH EDIT 1. Use the RIGHT PARAMETER (>>) button to select the "Mix Sw=" display and use the VALUE DIAL to select "PstFade." Repeat for tracks 2-6.
- 6) Set the Track Status buttons for tracks 1-6 to green (Play) and tracks 7 and 8 to flashing red (Record Standby).
- 7) Use the faders to adjust the levels of tracks 1-6 as desired.

Mix Down (continued)

- 8) Press REC followed by PLAY to record your mix to Tracks 7 and 8.
- 9) Press STOP when the song is finished.

NOTE: When creating a CD, the song length is set by the length of the mix down tracks (7-8). You may need to cut data on your Tracks to avoid empty space.

• **Creating CD Markers (Track IDs)**

The VS-CDR-S2 allows you to create a CD one song at a time. It is also possible to use one long song with special markers to indicate the Track ID numbers between songs. When using a VS-880 project that contains multiple songs, it is necessary to create a track ID number for each song. Use the following procedure:

- 1) Advance the VS-880 to the location you would like to use as the beginning of the second track on your CD.

NOTE: The VS-880 will automatically use 00h00m00s00f as the first CD Track ID.

- 2) Hold SONG and press TAP to create a CD marker.

NOTE: In order to comply with audio CD standards, songs must be at least 4 seconds long.

- 3) Advance the VS-880 to the location you would like to use as the beginning of the next CD track. Hold SONG and press TAP. Repeat this procedure as desired.

• **Writing a CD**

Use the following procedure to create a CD:

- 1) Insert a blank CD-R disc in the CD-R drive.
- 2) Press SONG until "SNG CD-R Write?" appears in the display and press YES/ENTER. "Write+Finalize" will be displayed.

NOTE: When writing individual songs to a CD, use the Write function instead of Write+Finalize mentioned above. When you have completed all the tracks for your CD, use Finalize to make the CD playable on a normal CD player.

- 1) Press YES/ENTER.
- 2) Press the CH EDIT button for the track to be written to the CD-R as the left track.
- 3) Press the CURSOR RIGHT (>) button.
- 4) Press the CH EDIT button for the track to be written to the CD-R as the right track.

NOTE: The disk space required will appear under the "Measure Beat" portion of the display. Make sure that this number is smaller than the number under "SYNC MODE SCENE" (the amount of free space on the internal IDE hard drive) and "REMAINING TIME" (the amount of free space on the CD-R disc).

- 5) Press PARAMETER RIGHT (>>) so that "SNG CD-R Write Sure?" is displayed.
- 6) Press YES/ENTER. "Obey Copyrights?" will be displayed. Read the license agreement (p.61 in the VS-CDR-S2 Owner's Manual). Press YES/ENTER and the VS-880 will begin to write data to the CD-R.

Roland®
XP-10

MULTITIMBRAL SYNTHESIZER

TURBOSTART

*** ROLAND XP-10 TURBO FACTS ***

The XP-10 Multitimbral Synthesizer features 338 Preset Tones, 256 User Tones, and 16 drum kits. The keyboard can split and layer sounds, and the X-Dual function can blend and create new sounds. The Advanced Arpeggiator includes many patterns including synth bass, random note patterns and guitar strum patterns. The XP-10 is fully compatible with General MIDI and GS, and it includes a built-in serial port interface for direct connection to Macintosh or PC computers.

• **Restoring Factory Settings**

- 1) Press UTILITY.
- 2) Use VALUE +/- to select "Initialize" and press ENTER.
- 3) Use VALUE +/- to select "Factory Preset."
- 4) Press ENTER to restore factory setup.

• **Playing the Demo Songs**

- 1) Simultaneously press VALUE + and USER/PRESET.
- 2) Use VALUE +/- to select a song.
- 3) Press ENTER to start playback.
- 4) Press EXIT to stop playback.
- 5) Press EXIT again to return to normal keyboard operation.

• **Selecting & Playing Sounds**

- 1) Press PERFORM/TONE until the name of the currently selected Tone(s) is shown in the display.
- 2) Press USER/PRESET to select either User or Preset tone banks.
- 3) Use the +/- buttons or enter numbers to select tones.
- 4) You can also select Variation Tones by pressing the TONE VARIATION button (this only applies to the Preset tone banks).

• **Create a Split or Layered Keyboard**

It's easy to split or layer the XP-10 sounds:

- 1) Press PERFORM/TONE to select Perform mode.
- 2) Press the SPLIT or DUAL buttons.
- 3) Use the UPPER/LOWER buttons to select a zone.
- 4) Use +/- or the number buttons to select other tones for each zone.

• **Playing the X-Dual Mode**

The X-Dual mode allows you to blend two sounds by using a slider. To try the X-Dual function:

- 1) Press PERFORM/TONE to select Perform mode.
- 2) Select Performance User:09.
- 3) Move slider 1 to gradually change the sound from "Soundtrack" to "Echo Drops."
- 4) To change the sounds, press PERFORM/TONE to select Tone mode.
- 5) Use the UPPER/LOWER buttons to select a zone.
- 6) Use +/- or the number buttons to select other tones for each part.

• **Using the Arpeggiator**

The XP-10 has a very powerful arpeggiator that is completely programmable. To try it out:

- 1) Press PERFORM/TONE to select Perform mode.
- 2) Select Performance User:03. This is a split keyboard setting with the arpeggiator set to play a Synth Bass pattern in the left hand. There is also a synth pad sound in the right hand that is unaffected by the arpeggiator.
- 3) Now try Performance Pre:13. This arpeggiator features a guitar cut-and-strum style. Hold a chord and use Slider 1 to create a "wah" effect. By raising Slider 2, you can increase the filter resonance for a sharper "wah" effect.
- 4) Press the PALETTE SELECT button. This will reassign the sliders to control Tempo and Shuffle for the arpeggiator.
- 5) To explore the depth of the arpeggiator, press EDIT, use +/- to select Perform Common.
- 6) Use the ARPEGGIO button (0 button) to select various arpeggiator functions for editing.

• **Saving a User Performance**

An XP-10 Performance remembers all current settings, including tones for all Parts, keyboard mode, even arpeggiator style and sync. To store a Performance:

- 1) Press UTILITY.
- 2) Use +/- to select Write Perform; press ENTER.
- 3) Select a destination to save your edited Performance by using the +/- buttons or the number keys.
- 4) Press ENTER to store the Performance.

Roland®
XP-50
MUSIC WORKSTATION

TURBOSTART

*** ROLAND XP-50 TURBO FACTS ***

The XP-50 Music Workstation is a powerful new instrument based on a 32-bit RISC processor with 8 Mb ROM waveforms. It is 64 note polyphonic, 16 part multitimbral, GM compatible, and contains 512 Preset Patches and 128 User Patches. Up to four SR-JV80 Wave Expansion boards can be installed, providing up to 40 Mb and 1,660 Patches. The XP-50 also includes Reverb, Chorus, and 40 other effects including Rotary, Distortion, Flanging, Phasing, and MultiTap Delays. Its MRC-Pro Sequencer features 16 Track linear and loop recording, plus 100 Patterns, real time non-destructive editing, event editing, and Direct from Disk song playback. The XP-50's Realtime Phrase Sequencer (RPS) allows recorded Patterns to be triggered from specific keys.

• **Initializing**

- 1) Press UTILITY.
- 2) Press 4: SOUND on the 10-key pad.
- 3) Press 5: PRESET.
- 4) Press ENTER.
- 5) If Memory Protect is on, press DEC, then ENTER twice.

• **Playing Demos or other Sequences**

- 1) Insert a disk that contains an XP-50 sequence or a Standard MIDI File (SMF).
- 2) Press SEQUENCER.
- 3) Rotate the DIAL until the desired song is displayed.
- 4) Press PLAY.

• **Selecting & Playing Patches**

- 1) Press PATCH.
- 2) Rotate the DIAL, use the INC / DEC buttons, or ENTER a number on the 10-key to choose Patches.
- 3) Patch Banks are selected by holding SHIFT and pressing the appropriate number in the 10-key pad. Patch Banks are listed in gray.

Note: EXP A/B/C/D banks can only be used when Wave Expansion boards are installed.

• **Selecting & Playing Rhythm Sets**

- 1) Press RHYTHM.
- 2) Rotate the DIAL or press INC / DEC to choose a Rhythm Set.

• **Loop Recording**

- 1) Press PERFORM and turn the DIAL to select PR-A:12 Pop Set 1.
- 2) Press SEQUENCER.
- 3) Press REC and select MODE=MIX, LOOP=4, the desired tempo and count-in.
- 4) Press 1-8/9-16, then press Track 10 for Drums.
- 5) Hold SHIFT and press METRONOME to start the metronome. Repeating this procedure will toggle the metronome off.
- 6) Cursor Down to set desired Input Quantize.
- 7) Press PLAY and record your Rhythm Set.
- 8) Press PERFORM and PART to enter PART Play.
- 9) Cursor to Part 2 and add bass to your Track.
- 10) Cursor to other Parts to add new instruments.

• **Using the XP-50 for General MIDI**

- 1) Hold SHIFT and press PERFORM.
- 2) Press PERFORM or PATCH to exit GM mode.

• **RPS - Real time Phrase Sequencing**

- 1) Create a recording. Refer to **Loop Recording**.
- 2) Press SEQUENCER, EDIT and 1/9 (Trk Edit).
- 3) Dial to 3: COPY. Set Source=TRK ALL, Dest=PTN 001, or other empty Pattern.
- 4) Press ENTER.
- 5) Press 6/14 (RPS) on the Edit Grid.
- 6) Cursor down to Play Pattern. Press a key and assign it the Pattern Number from step 3. Set Playback Mode to Loop 2.
- 7) Press EXIT.
- 8) Press RPS so it is lit.
- 9) Press the assigned key. Press it again to stop playback.

• **Splitting the Keyboard**

- 1) Press PERFORM and turn the DIAL to select PR-A:12 Pop Set 1.
- 2) Turn on EDIT and press F1(Common).
- 3) Cursor Down twice to Key Mode. Select Layer.*
- 4) Press PALETTE.
- 5) Cursor to KEY RANGE UPPER to select the upper range for the Parts.
- 6) Cursor down to KEY RANGE LOWER to select the lower range for the Parts.
- 7) Turn off EDIT, then press TX and RX together.
- 8) Press desired Part buttons (under display) to turn on the Parts for the Split.
- 9) Press EDIT, then PART and select a Bank and Patch for each Part of the Split.

Note: *Single Key Mode is primarily for sequencing.

*** ROLAND XP-60 TURBO FACTS ***

The XP-60 Music Workstation is the newest member of the powerful XP family. Features include:

- 61-note keyboard with aftertouch
- 64 note polyphonic, 16 part multitimbral
- 512 Preset Patches and 128 User Patches
- Up to four SR-JV80 Wave Expansion boards can be installed, providing up to 1,660 Patches
- Reverb, Chorus, and a Multi Effect unit with 40 effects including Rotary Speaker, Distortion, Flanging, Phasing, and MultiTap Delays
- Sound Palette section for realtime control
- Arpeggiator with 33 styles
- Advanced 60,000 note MRC-Pro Sequencer with 16 Tracks and 100 Patterns
- Grid, Shuffle, and Groove Quantize functions
- Direct from Disk song playback
- Realtime Phrase Sequencer (RPS) allows recorded Patterns to be triggered from specific keys and to be dynamically controlled by velocity

• **Initializing**

- 1) Press UTILITY.
- 2) Press 8 on the key-pad followed by ENTER.
- 3) Press F6: EXECUTE.
- 4) If Memory Protect is on, dial OFF, then ENTER.
- 5) Press F6: EXECUTE.

• **Playing the On-board Demo**

- 1) Hold SEQUENCER and press CHAIN PLAY.
- 2) Press F5: OK.

• **Playing Demos or Sequences from Disk**

- 1) Insert a disk that contains an XP-Series sequence (.SVQ) or a Standard MIDI File (.MID).
- 2) Press SEQUENCER.
- 3) Press F6: LIST to view a list of songs on disk.
- 4) Use the VALUE DIAL to select a song and press PLAY.

• **Selecting & Playing Patches**

The XP-60 has 640 on-board Patches that are divided into 5 Banks. Use the following procedure to select a Patch:

- 1) Press PATCH.
- 2) Press SOUND LIST.
- 3) Choose a Patch Bank by pressing F2: -GROUP, or F3: +GROUP.
- 4) Use the VALUE DIAL to select a Patch.
- 5) To enter GM Mode, hold SHIFT and press PERFORM (press PERFORM again to exit).

• **Selecting & Playing Rhythm Sets**

- 1) Press RHYTHM.
- 2) Select a Rhythm Set with the DIAL or DEC/INC.

• **Using the Sound Palette for Realtime Control**

- 1) Select a Patch.
- 2) Press FILTER/ENV to control envelope parameters, or LEVEL to control Tone levels.

• **Using the Arpeggiator**

- 1) Press Patch and use the VALUE DIAL to select a Patch.
- 2) Press ARPEGGIO.
- 3) Hold a chord on the keyboard.
- 4) Dial an Arpeggio Style.
- 5) Press F5: DETAIL.
- 6) CURSOR to MOTIF and use the VALUE DIAL to select the note order.
- 7) CURSOR to BEAT PATTERN and use the VALUE DIAL to select a pattern.

• **Loop Recording**

As an example we will record a four bar loop:

- 1) Press PERFORM and select PR-A:12 Pop Set 1.
- 2) Press SEQUENCER.
- 3) Press REC, then select LOOP=4, MODE=MIX, QNTZ=OFF, CountIn=1, and the desired tempo.
- 4) Press TRK 10.
- 5) Press PLAY, wait for count-in, and record drums.
- 6) Repeat steps 4 - 6, using TRK/PART 2 for bass, and TRK/PART 1 for piano.

• **RPS - Real-time Phrase Sequencing**

- 1) Create a loop recording, as shown above.
- 2) Press F3: TRK EDIT, then F3: COPY.
- 3) Cursor to <DEST.> and select PTN 001.
- 4) Press F6: EXECUTE.
- 5) Press SEQUENCER, F1: SETUP, then F4: RPS.
- 6) Press the key C4 to assign the Pattern to it.
- 7) Cursor to PATTERN and select 001.
- 8) Press EXIT, RPS, then press C4 to trigger the pattern.

• **Splitting the Keyboard**

- 1) Select PERFORM PR-A:12, then press LOCAL.
- 2) Cursor to KEY MODE and select LAYER.*
- 3) Cursor to LOCAL SW.
- 4) Press PART buttons 1 and 2 (BANK buttons).
- 5) Press PERFORM, then F2: K.RANGE.
- 6) Dial C4:G9 for the Part 1 Key Range, and C1:B3 for the Part 2 Key Range.

*Single Key Mode is primarily for sequencing.

Roland®
XP-80
MUSIC WORKSTATION

TURBOSTART

*** ROLAND XP-80 TURBO FACTS ***

The XP-80 Music Workstation is a powerful new instrument based on a 32-bit RISC processor with 8 Mb ROM waveforms. It is 64 note polyphonic, 16 part multitimbral, GM compatible, and contains 512 Preset Patches and 128 User Patches. Up to four SR-JV80 Wave Expansion boards can be installed, providing up to 40 Mb and 1,660 Patches. The XP-80 also includes Reverbs, Chorus, and 40 other effects including Rotary, Distortion, Flanging, Phasing, and MultiTap Delays. It has a 76-note weighted keyboard, a Sound Palette section for realtime control, a sequencer Click Out for other musicians to keep time with and an Arpeggiator with 33 different styles. It's Advanced MRC-Pro Sequencer features a 60,000 note capacity, 16 Track linear and non-stop-loop recording, plus 100 Patterns, realtime non-destructive editing, event editing, and Direct from Disk song playback. The XP-80's enhanced Realtime Phrase Sequencer (RPS) allows recorded Patterns to be triggered from specific keys and to be dynamically controlled by velocity.

• **Initializing**

- 1) Press UTILITY.
- 2) Press 8 on the key-pad followed by ENTER.
- 3) Press F6: EXECUTE.
- 4) If Memory Protect is on, dial OFF, then ENTER.
- 5) Press F6: EXECUTE.

• **Playing the On-board Demo**

- 1) Hold SEQUENCER and press CHAIN PLAY.
- 2) Press F5: OK.

• **Playing Demos or Sequences from Disk**

- 1) Insert a disk that contains an XP-Series sequence or a Standard MIDI File (SMF).
- 2) Press SEQUENCER.
- 3) Press F6: LIST to view a list of songs on disk.
- 4) Dial a song and press PLAY.

• **Selecting & Playing Patches**

- 1) Press PATCH.
- 2) Press SOUND LIST.
- 3) Choose a Patch Bank by pressing F2: -GROUP, or F3: +GROUP.
- 4) Dial a Patch Number.
- 5) To enter GM Mode, hold SHIFT and press PERFORM (press PERFORM again to exit).

• **Selecting & Playing Rhythm Sets**

- 1) Press RHYTHM.
- 2) Select a Rhythm Set with the DIAL or DEC/INC.

• **Using the Sound Palette for Realtime Control**

- 1) Select a Patch.
- 2) Press FILTER/ENV to control envelope parameters, or LEVEL to control Tone levels.

• **Using the Arpeggiator**

- 1) Press ARPEGGIO.
- 2) Hold a chord on the keyboard.
- 3) Dial an Arpeggio Style.
- 4) Press F5: DETAIL.
- 5) Cursor to MOTIF and dial the note order.
- 6) Cursor to BEAT PATTERN and dial a pattern.

• **Loop Recording**

As an example we will record a four bar loop:

- 1) Press PERFORM and select PR-A:12 Pop Set 1.
- 2) Press SEQUENCER.
- 3) Press REC, then select LOOP=4, MODE=MIX, QNTZ=OFF, the tempo, and count-in (M=?).
- 4) Press TRK 10.
- 5) Press PLAY, wait for count-in, and record drums.
- 6) Repeat steps 4 - 6, using TRK/PART 2 for bass, and TRK/PART 1 for piano.

• **RPS - Real-time Phrase Sequencing**

- 1) Create a loop recording, as shown above.
- 2) Press F3: TRK EDIT, then F3: COPY.
- 3) Cursor to <DEST.> and select PTN 001.
- 4) Press F6: EXECUTE.
- 5) Press SEQUENCER, F1: SETUP, then F4: RPS.
- 6) Press a key to assign the Pattern to.
- 7) Cursor to PATTERN and select 001.
- 8) Press EXIT, RPS, then the chosen key.

• **Splitting the Keyboard**

- 1) Select PERFORM PR-A:12, then press LOCAL.
- 2) Cursor to KEY MODE and select LAYER.*
- 3) Cursor to LOCAL SW.
- 4) Press PART buttons 1 and 2 (BANK buttons).
- 5) Press PERFORM, then F2: K.RANGE.
- 6) Dial C4:G9 for the Part 1 Key Range, and C1:B3 for the Part 2 Key Range.

*Single Key Mode is primarily for sequencing.