



VERSELAB mv-1

Owner's Manual

Before using the unit, ensure that its program is at the most recent version. For information on available upgrades for the program, see the Roland website (<https://www.roland.com/>).

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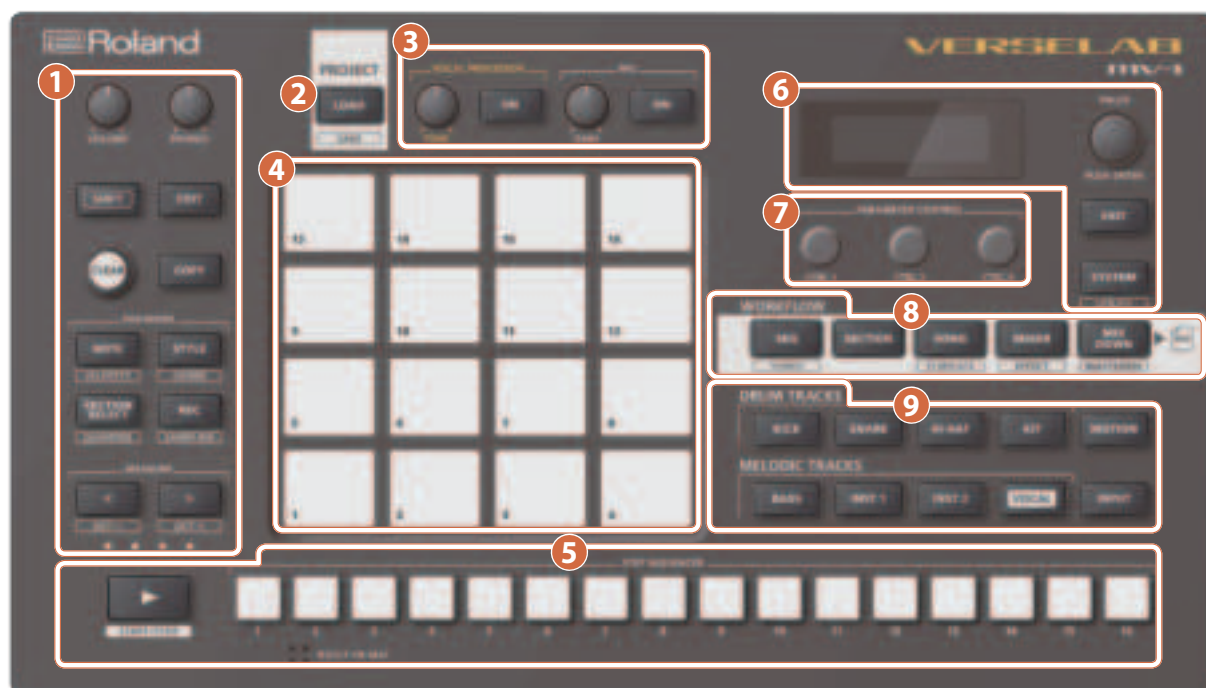
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Panel Descriptions

Top Panel



1 Common Section (1)

[VOLUME] knob

Adjusts the volume of signal from the LINE OUT jacks.

[PHONES] knob

Adjusts the volume of signal from the PHONES jack.

[SHIFT] button

Use this button with other buttons to switch between functions. Functions that are accessed when holding the [SHIFT] button are shown below each button.

[EDIT] button

Use this with other buttons to call up screens for various settings.

[CLEAR] button

Use this to erase content recorded with the step sequencer as well as sections, clips and so on.

[COPY] button

Use this to copy and exchange sections and clips.

[NOTE] button

Switches the pads to Note mode. This mode lets you play the pads as if playing a keyboard, or use the drum kits (tones) to play drum parts and so on.

If you hold down the [SHIFT] button and press the [NOTE] button, the pads switch to Velocity mode. This lets you play the pads using 16 levels of velocity (how loud or soft the sound is), regardless of how hard or soft you play the pads.

[STYLE] button

Switches the pads to Style mode. This lets you play phrases with triplets, repeated notes and so on, as well as arpeggios.

If you hold down the [SHIFT] button and press the [STYLE] button, the pads switch to Chord mode. In this mode, you can play chords just by pressing the pads.

[SECTION SELECT] button

Switches the pads to Section Select mode. In this mode, you can select sections by pressing the pads.

If you hold down the [SHIFT] button and press the [SECTION SELECT] button, the quantize setting screen appears.

[REC] button

Use this button for recording phrases, changing SONG structures, recording vocals and so on.

While holding down the [SHIFT] button, press the [REC] button to enter sampling standby mode.

MEASURE [<] [>] buttons

Use these buttons to move to the measure you want to edit.

If you hold down the [SHIFT] button and press the MEASURE [<] [>] buttons, the tonal range of the pads changes in octaves.

Measure indicators (4)

Shows the measure position while editing or during playback.

2 Project Section

[LOAD] button

Displays the project settings screen. Use this for the various operations and settings when creating or loading a project.

Hold down the [SHIFT] button and press the [LOAD] button to save a project.

* Projects are saved on the SD card.

3 Vocal Section

[TONE] knob

This adjusts the amount of vocal effect applied.

* When you turn the [TONE] knob while holding down the [EDIT] button, you can select the parameters to assign to the [TONE] knob.

VOCAL PROCESSOR [ON] button

Turns the vocal processor (effect) on/off.

[GAIN] knob

Adjusts the input gain (sensitivity) for the microphone.

MIC [ON] button

Switches the mic input on/off.

4 Pad Section

Pads (16)

Use the pads to create phrases (performance data) and to select sections.

* The operation and displayed content differs depending on the workflow selected and the pad operation mode.

5 Step Sequencer Section

[▶] (START/STOP) button

Starts and stops playback of performance data. If you press this in record standby mode, recording starts or stops.

STEP SEQUENCER [1]–[16] buttons

Use these buttons to input phrases and edit SONG structures.

* The operations and displayed content differ depending on the editing mode in the workflow.

6 Common Section (2)

Display

Shows various information depending on the operation.

[VALUE] dial

Turn: Selects a parameter or changes a setting value.

Press: Confirms the parameter you selected. This also activates a selected function.

[EXIT] button

Returns the unit to the previous screen or cancels an operation.

[SYSTEM] button

Displays the system settings screen.

If you hold down the [SHIFT] button and press the [SYSTEM] button, the utility screen appears.

7 Control Section

[CTRL 1] [CTRL 2] [CTRL 3] knobs

Use these knobs to edit settings and to record knob motions in clips.

8 Workflow Section

On this unit, a “**workflow**” means the flow of steps you use to create a song. A workflow is made up of different parts: the three edit modes for creating performance data, the mixer for adjusting the sound, and the mixdown to finish up the song.

➔ For details on workflows, refer to “About Workflows” (p. 10).

[SEQ] button

Switches the Edit mode to Sequencer mode.

If you hold down the [SHIFT] button and press the [SEQ] button, the screen for setting the tempo and other settings appears.

[SECTION] button

Switches the Edit mode to Section mode.

[SONG] button

Switches the Edit mode to SONG mode.

If you hold down the [SHIFT] button and press the [SONG] button, the screen for selecting the SONG template appears.

[MIXER] button

Displays the mixer screen, where you can adjust the volume, panning and so on.

If you hold down the [SHIFT] button and press the [MIXER] button, the settings screen for the total effects (effects that are applied to all songs) is displayed.

[MIXDOWN] button

Displays the mixdown settings screen. Use this to mix down your finished songs and create audio files.

If you hold down the [SHIFT] button and press the [MIXDOWN] button, the mastering settings screen appears.

9 Track Section

[KICK] button

Selects the KICK track.

[SNARE] button

Selects the SNARE track.

[HI-HAT] button

Selects the HI-HAT track.

[KIT] button

Selects the KIT track.

[BASS] button

Selects the BASS track.

[INST 1] button

Selects the INST 1 track.

[INST 2] button

Selects the INST 2 track.

[VOCAL] button

Selects the VOCAL track.

* The VOCAL track can only be selected when the workflow is in the "SONG" phase.

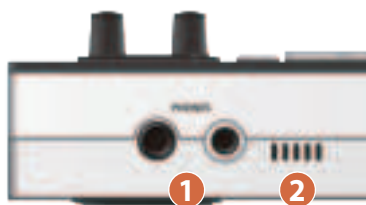
[MOTION] button

Turns motions on/off (p. 29).

[INPUT] button

Displays the settings screen for audio input.

Front Panel



1 PHONES jacks

Connect a pair of headphones that uses either a 1/4-inch phone type or stereo mini type plug. You can use both plugs at the same time.

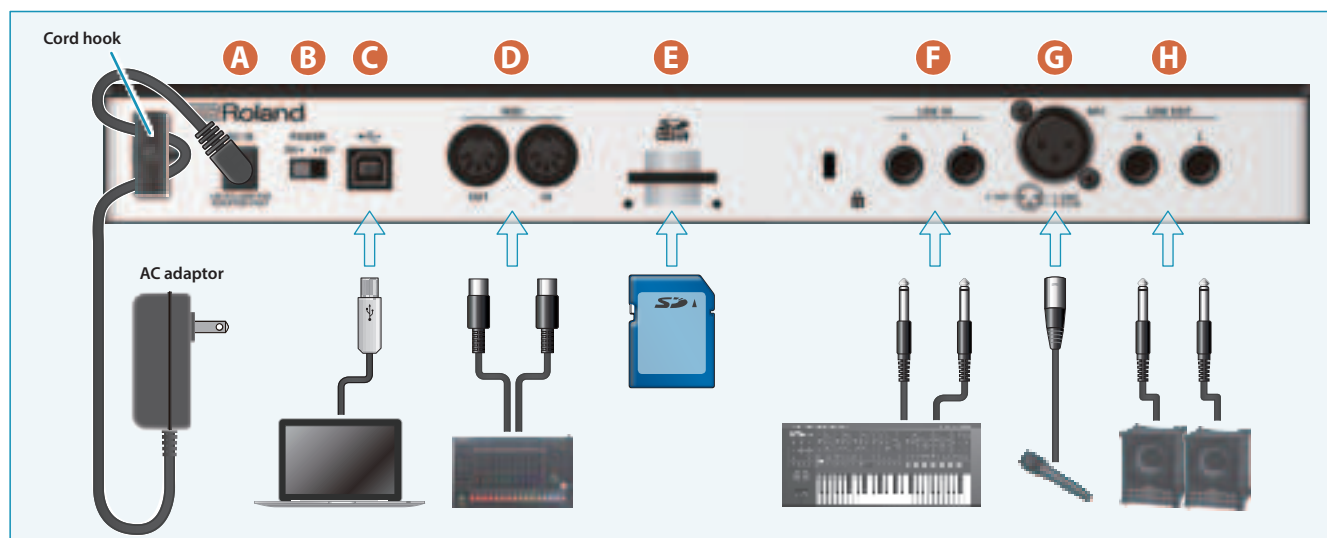
* The same audio signal is output through both PHONES jacks.

2 BUILT-IN MIC

This is the built-in microphone. Use this to record vocals, sample sounds and capture other audio.

Rear Panel (Connecting Your Equipment)

* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.



A DC IN jack

Connect the included AC adaptor to this jack.

* Use the cord hook to secure the cord of the AC adaptor as shown in the illustration.

B [POWER] switch

Turns the power on/off.

C USB (↔) port

Use a commercially available USB 2.0 cable (type B) to connect this port to your computer or smartphone. This is used to transfer USB MIDI and USB audio data.

- * A USB driver is not required when connecting to this unit.
- * This unit also supports USB bus power. The following functions are limited when the unit operates via USB bus power.
 - Phantom power cannot be used.
 - The headphone volume is lowered.
 - The LEDs are dimmer.

To use USB bus power without limiting functionality, hold down the [VALUE] dial while powering up this unit. Note that this unit may not start up, depending on the amount of USB bus power supplied.

D MIDI connectors

Connect these to an external MIDI device to transmit and receive MIDI messages.

E SD card slot

Insert an SD card here. The SD card contains various data (such as projects, settings, tones and samples) for this unit.

- * You can install the included SD card protector to prevent the SD card from being accidentally pulled out. Use the two included screws to fasten the card protector in place.
- * Never turn off the power or remove the SD card while the SD card is being accessed.
- * Some SD card types or SD cards from some manufacturers may not record or play back properly on the unit.

F LINE IN jacks

These are the audio input jacks. Connect your musical instrument or other equipment to these jacks.

G MIC connector

Connect your dynamic mic or condenser mic to this connector.

* Pin assignment of MIC connector



* About phantom power

You can supply phantom power (+48 V) from the MIC connector. Turn on phantom power when you're using a condenser microphone that requires phantom power.

Use the [INPUT] button → set "Phantom Sw" to "ON."

NOTE

- If you don't need phantom power, be sure to turn phantom power off. You risk causing damage if you mistakenly supply phantom power to dynamic microphones or other devices that don't require such power.
- Phantom power cannot be used when this unit operates on USB bus power.

H LINE OUT jacks

These are jacks for outputting the audio signal. Connect these to your amp or monitor speakers.

Turning the Power On/Off

* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

Turning the power on

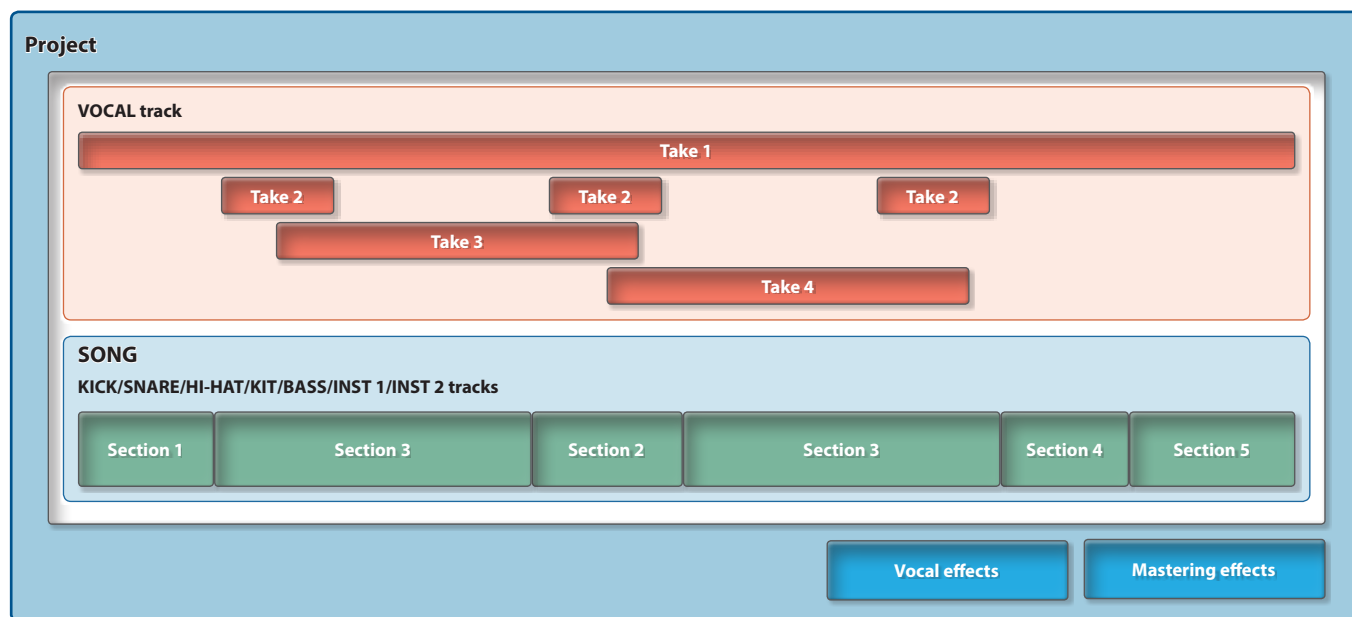
1. Power-on your equipment in the order of this unit → connected equipment.
2. Raise the volume to an appropriate level.

Turning Off the Power

1. Power-off your equipment in the order of connected equipment → this unit.

An Overview of the VERSELAB

How the SONG is configured



Tracks and sections

	Section 1	Section 2	Section 3	...	Section 16	
KICK track	Clip 1	Clip 2	Clip 3		Clip 16	EQ/COMP
SNARE track	Clip 1	Clip 2	Clip 3		Clip 16	EQ/COMP
HI-HAT track	Clip 1	Clip 2	Clip 3		Clip 16	EQ/COMP
KIT track	Clip 1	Clip 2	Clip 3		Clip 16	EQ/COMP
BASS track	Clip 1	Clip 2	Clip 3		Clip 16	EQ/COMP
INST 1 track	Clip 1	Clip 2	Clip 3		Clip 16	EQ/COMP
INST 2 track	Clip 1	Clip 2	Clip 3		Clip 16	EQ/COMP
	Setting	Setting	Setting		Setting	

VOCAL track

Take 1

Take 2

Take 3

Take 4

Take 5

...

Take 16

EQ/COMP

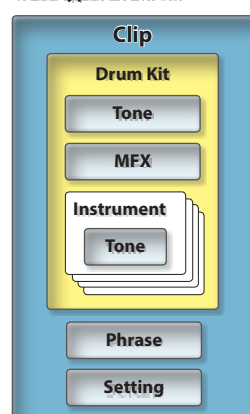
MXF

Clips

Track type: Tone



Track type: Drum Kit



Track type: Looper



What Is a Project?

The data used for creating songs is managed as a “**project**.” Here’s how to create and save projects for each song.

Projects are saved on the SD card. When you create a song, you’ll need to load a single project from the SD card into this unit for editing.

Projects contain settings for clips, sections, tracks, songs, effects and so on.

What Is a Track?

A track is a place where you create your performance data. This unit features eight tracks, including the KICK, SNARE, HI-HAT, KIT, BASS, INST 1, INST 2 and VOCAL tracks.

There are four types of tracks, as shown below. For the tracks aside from the VOCAL track, you can change to one of three track types including “tone,” “drum kit” and “looper,” according to your needs (p. 18).

* The VOCAL track always uses the “vocal” type.

* Only the INST 1 and 2 tracks can be set to “looper.”

- Tone:** This track type is used for single tones such as bass guitar, piano, synths and so on. You can play the individual pads like a scale, or play chords with the pads.
- Drum kit:** This track type combines multiple percussion sounds (drum kits). Use this track type to play different percussion sounds (drum instruments) using separate pads.
- Looper:** This track type is for looped playback of audio phrases, such as drum performance, guitar riffs and so on. Time stretch is also supported. This feature lets you change the playback speed without changing the pitch.
- Vocal:** This track type is used for recording vocals, backing vocals and so on.

* This track type is for the VOCAL track only.

What Is a Section?

The seven tracks besides the VOCAL track are collectively known as a “**section**.” You can create up to 16 sections.

For each section, you can create an intro, verse 1, verse 2, chorus, outro and so on.

What Is a Clip?

A “**clip**” is a collection of data that is used by a track (except for the VOCAL track). The data that a track can record or playback depends on its track type.

Track type: Tone

- Clip settings:** Name, length, volume, key, shuffle, etc.
- Tone:** Tone and multi-effect settings
- Phrase:** Performance data and CTRL knob operation data (motions)

Track type: Drum Kit

- Clip settings:** Name, length, volume, key, shuffle, etc.
- Drum kit:** Tone and multi-effect settings
- Drum instrument:** Tone settings
- Phrase:** Performance data and CTRL knob operation data (motions)

Track type: Looper

- Clip settings:** Name, length, volume, etc.
- Sample:** Audio data played by the looper
- Looper setting:** Looper playback method
- MXF:** Multi-effect settings
- Phrase:** CTRL knob operation data (motions)

What Is a Song?

A “**song**” is a collection of sections arranged in order. This is played along with the VOCAL track.

You can apply mastering effects and play back the song and vocals, and save this as a WAV file (mixdown).

What Is a Vocal Take?

A “**vocal take**” is an audio phrase recorded to the VOCAL track, such as vocals or backing vocals. You can create up to 16 vocal takes and play them back at the desired timing of the song.

The performance data is recorded in the VOCAL track as a vocal sequence.

About Workflows

A “**workflow**” refers to the flow of steps you use to create a song.

The workflow section on this unit has the following modes.



SEQ (Sequencer)

Use this mode to create the clips for individual tracks. Clips are the smallest unit used in a song.

- Select the instrument (tone) you want to play, and then record your performance.
- Import and play back audio phrases (looper).

SECTION

Use this mode to preview sections and adjust the number of measures in each section.

SONG

- Use this mode to create a song by arranging sections in order.
- Record the vocals while listening to the song.

MIXER

Use this mode to adjust the audio output of each track.

MIXDOWN

Turn your completed song (the song and vocal) into a WAV file and export it to an SD card.

Steps for Creating a Song

Follow the operations below to create a new song.

Creating a New Project

[Creating a Project \(p. 14\)](#)

[Setting the Tempo \(p. 27\)](#)

[Making Song-Related Settings \(p. 35\)](#)

Creating a Section

Create the clip (the smallest unit used in a song) for each track to complete the first section.

[Modifying the Tones \(p. 22\)](#)

[Creating Phrases \(p. 26\)](#)

Creating Section Variations

Create variations of the sections you make by copying them and using them as a basis for the intro, verse 1, verse 2, chorus and so on.

[Copying a Section \(p. 16\)](#)

[Editing the Section Length \(p. 16\)](#)

Creating a Song by Arranging the Sections

Arrange the variations of the sections you made in order to create a song, and record the vocals.

[Creating a Song \(p. 35\)](#)

[Recording the Vocals \(p. 37\)](#)

Adjusting the Volume and Equalizer for Each Track

Adjust the song's sound balance by adjusting the volume, equalizer and other parameters for each track.

[Making Track Settings \(p. 18\)](#)

Mixing Down

Complete your song by adjusting the overall effects for the song and then mixing it down.

[Applying Effects to an Entire Song \(p. 42\)](#)

[Creating an Audio File \(p. 42\)](#)

Saving a Project (p. 14)

Listening to and Rearranging the Demo Songs

This explains how to rearrange the demo songs (projects) on the SD card included with this unit and output them as a WAV file to the SD card.

Flow of Operations

1. Load the project and play back the song.
2. Load a clip and edit the tones/phrases.
3. Edit the structure of the song by rearranging the sections, changing their lengths and so on.
4. Record the vocals.
5. Mix the song down and output the song and the vocals as a WAV file.

1 Loading the Project and Playing Back the Song

Load the demo project called "05_Dark Cherry" and play back the song.

1. Press the [LOAD] button.
The PROJECT screen appears.



PROJECT:
LOAD

2. Use the [VALUE] dial to select "LOAD" and then press the [VALUE] dial.
The PROJECT LOAD screen appears.



PROJECT LOAD: 0
01_Last Call.mv

3. Use the [VALUE] dial to select the "05_Dark Cherry" demo project, and then press the [VALUE] dial.
A confirmation message appears.



Load Project?
[Cancel] [OK]

4. Use the [VALUE] dial to select "OK," and then press the [VALUE] dial.

The project is now loaded.

* If you have edited the project, a confirmation message appears asking whether you want to save the current project. Select "SAVE" (p. 14) to save the current project, or "LOAD" if you don't want to save it.

5. Press the [SONG] button to set the workflow to "SONG."
6. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
7. Press the [▶] (START/STOP) button.
The song plays.
8. Press the [▶] (START/STOP) button again to stop playback.



Press one of the pads that is lit up brightly while the song is stopped to preview its clips, section by section.

2 Loading Clips

Now, let's load a preset clip from the SD card and edit its tone and phrase (performance data).

This example shows the steps for editing the clip of the INST 1 track in section 4.

1. Press the [SEQ] button to set the workflow to "Sequencer."
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press the [INST 1] button to select the INST 1 track.
You can press one of the pads that is lit up brightly to preview the clips of the INST 1 track.
4. Press the [EDIT] button, and then pad [4] to specify where to load the clip.

The CLIP EDIT MENU screen appears.



CLIP EDIT MENU:
LOAD CLIP

5. Use the [VALUE] dial to select "LOAD CLIP," and then press the [VALUE] dial.

The CLIP FILE screen appears.



CLIP FILE: (TONE)
F: P01_Drum

6. Use the [VALUE] dial to select the clip that you want to load (.mvc), and then press the [VALUE] dial.

The clip is now loaded.

Press pad [4] to preview the clip, and confirm that the tone and phrase has changed.

How to select clips

The preset clips in the SD card are organized in categories by folder. View the folder contents and select the clip (.mvc).

Folders are shown with the "F:" prefix.

- Press the [VALUE] dial while selecting a folder to display the next level down in the folder structure (the folder contents).
- Press the [EXIT] button to go back up one level.

3 Changing the Structure of a Song

Rearranging sections

This shows you to rearrange the sections of the song.

In this example, we show you how to change the placement of the sixth section in the song.

1. Press the [SONG] button to set the workflow to "SONG."
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press the [REC] button to make it light.
4. Press the STEP SEQUENCER [6] button to specify where to place the section.
The STEP SEQUENCER [6] button blinks.
5. Press pads [1]–[8] to select the sections.
The song is now rearranged, with the selected section placed in sixth position.
6. Press the [REC] button to make it go dark.

Changing the length of a section

Here we'll change the length (the number of measures) of a section.

This example shows you how to change the number of measures for section 1.

1. Press the [SECTION] button to set the workflow to "Section."
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press pad [1] to select section 1.
STEP SEQUENCER buttons [1]–[8] light up to show section 1's length (in measures).
Each button corresponds to one measure (16 steps).
4. Press the STEP SEQUENCER [4] button.
The length of section 1 changes from eight measures to four.

4 Recording the Vocals

Now, let's record the vocals for our song using the built-in mic while listening to the song.

1. Press the [EDIT] button, and then press the MIC [ON] button.
The MIC SETTING screen appears.



2. Use the [VALUE] dial to select "Mic In," and set it to "BUILT-IN" (the built-in mic).
3. Press the [SONG] button to set the workflow to "SONG."
4. Press the [VOCAL] button to select the VOCAL track.

5. Press one of the pads [1]–[16] that are unlit (the unrecorded vocal takes) to select where to record your vocal.
"[REC] RecStandby" appears on the screen.




The vocal you recorded is assigned as a vocal take to an individual pad.

6. Press one of the STEP SEQUENCER [1]–[10] buttons to set the timing at which you want to start recording.
The timing for starting the recording (measure-beat) is shown at the top right-hand of the screen.
7. Press the [REC] button to enter record standby.
8. Press the MIC [ON] button to make it light.
Audio can now be input through the built-in mic.
9. Use the [GAIN] knob to adjust the recording volume.
Make some sound to input audio through the mic, and adjust the volume as high as possible without letting the level meter reach full scale.



10. Press the [▶] (START/STOP) button to begin recording.
11. Press the [▶] (START/STOP) button to stop recording.
When you play back the song, you can also hear the vocal takes you recorded that go along with the song.
12. Press the MIC [ON] button to make it go dark.



- To delete a vocal take, hold down the [CLEAR] button and press the pad [1]–[16] (p. 39) corresponding to the vocal take.
- You can use the vocal processor to add effects to the vocal audio (p. 40).

5 Mixing Down

Now, let's export your song and the vocals you recorded to an SD card and create a WAV file.

* Mixing a song down takes the same amount of time as playing it back.

1. Press the [MIXDOWN] button.
The MIXDOWN screen appears.
2. Use the [VALUE] dial to select "FULL MIX" (SONG + vocal takes) and then press the [VALUE] dial.
Mixdown begins and playback starts.



The mixdown ends automatically when the song finishes playing back.



After mixdown ends, select "PREVIEW" on the MIXDOWN screen and press the [VALUE] dial to preview the WAV file that was created.

3. Press the [EXIT] button to close the MIXDOWN screen.

Reference

Project Operations

The data used for creating songs is managed as a “project.” Here’s how to create and save projects for each song.

NOTE

If you turn off the power without saving the data, any data you edited is lost. To keep your edited data, make sure to save the projects to an SD card.

Loading a Project

Load the project from the SD card and then edit the song.

NOTE

When you load a new project, any unsaved content of the currently open project is lost.

1. Press the [LOAD] button.

The PROJECT screen appears.

2. Use the [VALUE] dial to select “LOAD,” and then press the [VALUE] dial.

The PROJECT LOAD screen appears.

3. Use the [VALUE] dial to select the project you want to edit, and then press the [VALUE] dial.

A confirmation message appears.

* To cancel the operation, press the [EXIT] button.

4. Use the [VALUE] dial to select “OK,” and then press the [VALUE] dial.

This loads the project.

* If you have edited the project, a confirmation message appears asking whether you want to save the current project. Select “SAVE” to save the current project, or select “LOAD” if you don’t want to save it.

Creating a New Project

To make a new song, you’ll need to create a project.

1. Press the [LOAD] button.

The PROJECT screen appears.

2. Use the [VALUE] dial to select “NEW,” and then press the [VALUE] dial.

A confirmation message appears.

* To cancel the operation, press the [EXIT] button.

3. Use the [VALUE] dial to select “OK,” and then press the [VALUE] dial.

This creates the new project.

* If you have edited the project, a confirmation message appears asking whether you want to save the current project. Select “SAVE” to save the current project, or select “NEW” if you don’t want to save it.

Saving a Project

Here’s how to save the project to the SD card.

1. Hold down the [SHIFT] button and press the [LOAD] button.

The project name edit screen appears.

Cursor (blinking)

2. Edit the project name.

You can change the character shown at the cursor position.

Operation	Explanation
MEASURE [<] [>]	Selects the character to edit.
[VALUE]	Edits the character.
[SHIFT] + MEASURE [>]	Inserts a space.
[SHIFT] + MEASURE [<]	Deletes the character.
[CLEAR]	Deletes the character and replaces it with a space.

3. Press the [VALUE] dial.

A confirmation message appears.

* To cancel the operation, press the [EXIT] button.

4. Use the [VALUE] dial to select “OK,” and then press the [VALUE] dial.

This saves the project.

NOTE

Never turn off the power or remove the SD card while the screen indicates “Now Writing.”

* If there is already a project with the same name, a confirmation message appears, asking you whether to overwrite it and save the new project. Select “OK” to overwrite and save, or “Cancel” to stop.

* A locked project (p. 15) cannot be overwritten.

Configuring the Project

Here's how to configure the project's settings, such as the reference pitch, pad illumination colors and more.

1. Press the [LOAD] button.

The PROJECT screen appears.

2. Use the [VALUE] dial to select "SETTING," and then press the [VALUE] dial.

The project settings screen appears.



PROJECT COMMON:
MstrTune 440.0Hz

3. Use the [VALUE] dial to select a parameter, and edit the value.

Parameter	Value	Explanation
COMMON		
MstrTune	435.0–445.0Hz	Specifies the reference pitch (master tune) for the project. * This has no effect on the pitch of the VOCAL track.
PC IN	These are the settings for audio input from a computer or smartphone connected via USB.	
PC Level	⇒ “Parameter Guide” (PDF)	
PC Pan		
COLOR	Sets the pad illumination colors for each pad operation mode (p. 25).	
Note	ORANGE	Sets the color used for pads used for playing in Note mode.
	YELLOW	
	GREEN	
	BLUE	
Play	PURPLE	Sets the color used to indicate that a clip is playing back in Section Select mode.
	PINK	
	WHITE	
	SKYBLUE	
Stay	P.YELLOW	Sets the color used to indicate that a clip has stopped in Section Select mode.
	P.BLUE	
	P.PINK	
	L.RED	
D.Style	L.ORANGE	Sets the pad color used when a drum track (KICK, SNARE, HI-HAT, KIT) is selected in Style mode.
	L.YELLOW	
	L.GREEN	
	P.GREEN	
M.Style	L.SKYBLUE	Sets the pad color when a melodic track (BASS, INST 1, INST 2) is selected in Style mode.
	L.BLUE	
	L.PURPLE	

Locking a Project

Here's how to protect a project so that it can't be overwritten or deleted.

1. Press the [LOAD] button.

The PROJECT screen appears.

2. Use the [VALUE] dial to select "LOCK," and then press the [VALUE] dial.

The PROJECT LOCK (or UNLOCK) screen appears.

3. Use the [VALUE] dial to select the project to protect, and then press the [VALUE] dial.

A lock symbol appears at the top right-hand part of the screen to show that the project is locked.



PROJECT UNLOCK
01_Last Call.MP3

* Selecting a project marked with the lock symbol and pressing the [VALUE] dial unlocks the project.

Deleting Projects

Here's how to delete a project stored on the SD card.

NOTE

You cannot restore a project that has been deleted.

1. Press the [LOAD] button.

The PROJECT screen appears.

2. Use the [VALUE] dial to select "DELETE," and then press the [VALUE] dial.

The PROJECT DELETE screen appears.



PROJECT DELETE:
01_Last Call.MP3

3. Use the [VALUE] dial to select the project file to delete, and then press the [VALUE] dial.

A confirmation message appears.



Delete Project?
[Cancel] [OK]

* To cancel the operation, press the [EXIT] button.

4. Use the [VALUE] dial to select "OK," and then press the [VALUE] dial.

This deletes the project.

* You cannot delete a locked project file.

Section Operations

A project can use eight tracks. Out of these tracks, the seven tracks besides the VOCAL track are collectively known as a **section**. There are 16 sections, and you can line up sections to create a song (p. 35).

Selecting a Section

1. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
2. Press pads [1]–[16] to select the sections.
The pads blink when their sections are selected.

MEMO

- If a pad's section contains a clip, the pad lights up brightly.
- You can hold down a pad to preview its clip. The preview sound may differ depending on which workflow is selected.

Workflow selected	Preview
Sequencer (SEQ)	Previews only the clips for the selected track.
Section (SECTION)	Previews the clips for all tracks.
Song (SONG)	

Setting the Section Length

You can set the length (in measures) for each section.

MEMO

If the section is longer than its clips (performance data), the clips loop to match the section length.

1. Press the [SECTION] button to set the workflow to "Section."
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press pads [1]–[16] to select the sections.
The STEP SEQUENCER buttons light up to show the section length (in measures).
* Each button corresponds to one measure (16 steps).
4. Press the STEP SEQUENCER [1]–[16] buttons to set the section length (in measures).
For example, to make the section eight measures long, press the STEP SEQUENCER [8] button, which makes buttons [1]–[8] light.

Copying a Section

Here's how to copy the performance data and tones from one section to another.

1. Press the [COPY] button.

The menu screen appears.

```
COPY:
SECTION ALL
```

2. Use the [VALUE] dial to select the content to copy, and then press the [VALUE] dial.

Content	Explanation
COPY:	
SECTION ALL	Copies all clips in the section.
SECTION PHRASE	Copies only the phrases (performance data and motions).
SECTION SOUND	Copies only the tones.

The SECT COPY screen appears.

```
SECT COPY(ALL):
SECTION01 > SECTION02
```

3. Use the [VALUE] dial to select the section to be copied (source), and then press the [VALUE] dial.
4. Use [VALUE] dial to select the section to copy to (destination), and then press the [VALUE] dial.

A confirmation message appears.

```
Copy Section?
[Cancel] [OK]
```

* To cancel the operation, press the [EXIT] button.

5. Use the [VALUE] dial to select "OK," and then press the [VALUE] dial.
The section is copied.

Swapping Sections

Here's how to swap (exchange) performance data and tones together between sections.

1. Press the [COPY] button.
The menu screen appears.
2. Use the [VALUE] dial to select "SWAP: SECTION," and then press the [VALUE] dial.
The SECTION SWAP screen appears.

3. Use the [VALUE] dial to select the swap source section, and then press the [VALUE] dial.
4. Use the [VALUE] dial to select the swap destination section, and press the [VALUE] dial.
A confirmation message appears.

* To cancel the operation, press the [EXIT] button.

5. Use the [VALUE] dial to select "OK," and then press the [VALUE] dial.
The performance data and tones for the sections are now swapped.

Naming a Section

You can name each section separately.

1. Press the [SECTION] button to set the workflow to "Section."
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press pads [1]–[16] to select the section to name.
4. Press the [EDIT] button, and then press the [VALUE] dial.
The section name edit screen appears.

Cursor (blinking)

5. Edit the section name.
You can change the character shown at the cursor position.

Operation	Explanation
MEASURE [<] [>]	Selects the character to edit.
[VALUE]	Edits the character.
[SHIFT] + MEASURE [>]	Inserts a space.
[SHIFT] + MEASURE [<]	Deletes the character.
[CLEAR]	Deletes the character and replaces it with a space.

6. Press the [VALUE] dial.
The section name is now changed.

Deleting a Section

This deletes all contents in a section. This reverts the tones (tones/drum kits) to their default settings (presets).

1. Press the [SECTION] button to set the workflow to "Section."
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press pads [1]–[16] while holding down the [CLEAR] button to select the section to delete.
A confirmation message appears.

* To cancel the operation, press the [EXIT] button.

4. Use the [VALUE] dial to select "OK," and then press the [VALUE] dial.
The section's performance data is deleted.

Setting the Pad Illumination Colors

You can set the illumination color of the pads for each section.

1. Press the [SECTION] button to set the workflow to "Section."
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press the [EDIT] button, and then press pads [1]–[16] to select the section for which the pad illumination color is to be changed.
The SECT SETTING screen appears.

4. Use the [VALUE] dial to select "Color," and then press the [VALUE] dial.
5. Use the [VALUE] dial to select the pad illumination color.

Track Operations

This unit includes eight tracks used for creating performance data, including the KICK, SNARE, HI-HAT, KIT, BASS, INST 1, INST 2 and VOCAL tracks. There are four types of tracks, and the type of data that a track can contain depends on its track type.

Selecting Tracks

1. Press a track button from [KICK] through [VOCAL] to select a track.

* To select the VOCAL track, press the [SONG] button to set the workflow to "SONG."

The buttons of selected tracks light up.

Making Track Settings

This shows how to adjust the volume, equalizer and other parameters for each track.

1. Press the [MIXER] button.

The track mixer screen appears.



2. Press a track button from [KICK] through [VOCAL] to select the track to adjust.

* To select the VOCAL track, press the [SONG] button to set the workflow to "SONG."

3. Use the [VALUE] dial to display the parameter you want to adjust, and use the [CTRL 1]–[CTRL 3] knobs to edit the values.

Parameter	Value	Explanation
LOW	-24–+24	Adjusts the amount of boost/cut for the low, mid and high ranges.
MID	-24–+24	* When adjusting the equalizer, make sure that the equalizer is turned on in the detailed track settings (➡ memo).
HI	-24–+24	
LEV	0–127	Adjusts the volume.
PAN	L128–127R	Adjusts the sound position (pan).
MUT	OFF, MUTE	Sets mute on or off.
DLY	-127–127	Sets how much signal is sent to the delay.
REV	-127–127	Sets how much signal is sent to the reverb.

4. Press the [EXIT] button to close the track mixer screen.

MEMO

- You can also turn the mute feature on/off by holding down the [MIXER] button and pressing the [KICK]–[VOCAL] buttons.

- **Detailed track settings**

Press the [KICK]–[VOCAL] buttons while holding down the [SHIFT] button to access more detailed settings.

➡ For details, see the "Parameter Guide" (PDF).

Editing the Track Type

There are four types of tracks: "tone," "drum kit," "looper" and "vocal" (p. 9). Change the track type to suit your needs.

The track types that can be set for each track are shown below.

Track	Settings when making a new project	Track type			
		Tone	Drum Kit	Looper	Vocal
KICK	Tone	✓	✓	—	—
SNARE	Tone	✓	✓	—	—
HI-HAT	Tone	✓	✓	—	—
KIT	Drum Kit	✓	✓	—	—
BASS	Tone	✓	✓	—	—
INST 1	Tone	✓	✓	✓	—
INST 2	Tone	✓	✓	✓	—
VOCAL	Vocal	—	—	—	✓

* The VOCAL track is for vocals only. You cannot change its type.

NOTE

To change the type of a track, delete the existing track and then create a new track. If the track contains clips that you need, save the clips to an SD card (p. 21) and then change the track type.

1. While holding down the [CLEAR] button, press the [KICK]–[INST 2] buttons to select the track to change.

A confirmation message appears.



* To cancel the operation, press the [EXIT] button.

2. Use the [VALUE] dial to select "OK," and then press the [VALUE] dial.

The track is deleted, and the CREATE screen appears.



3. Use the [VALUE] dial to select the track type, and then press the [VALUE] dial.

A new track is created.

Clip Operations

A “clip” is a collection of data that is used by a track (except for the VOCAL track). Clips contain data such as tones and phrases (performance data and motions; see p. 9). You can edit the clips by changing only the tones for each, as well as by copying them.

Selecting a Clip

Select the clips used for each track.

1. Press the [SEQ] button to set the workflow to “Sequencer.”
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
Pressing a pad in this state makes the clips and section switch at the same time.
3. Press a button from [KICK] through [INST 2] to select a track.
4. Press pads [1]–[16] to select a clip.

Section number - track number



Clip name

* Selecting a clip makes the section switch as well.

Editing a Clip's Settings

Track types: Tone, Drum Kit

This makes the settings related to sequencer playback.

* Some parameters can also be configured on the MEAS EDIT screen.
➔ “Making Measure-Related Settings” (p. 27)

Track type: Looper

Here's how to specify a clip's length, the sample playback direction and other settings.

* Some parameters can also be configured on the MEAS EDIT screen.
➔ “Making Measure-Related Settings” (p. 34)

1. Press the [SEQ] button to set the workflow to “Sequencer.”
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press a button from [KICK] through [INST 2] to select a track.
4. Press the [EDIT] button, and then press pads [1]–[16] to select a clip.
The CLIP EDIT MENU screen appears.
5. Use the [VALUE] dial to select “CLIP SETTING,” and then press the [VALUE] dial.
The CLIP SETTING screen appears.
6. Use the [VALUE] dial to select a parameter, and edit the value.
➔ For details, refer to the “Parameter Guide” (PDF).

Changing Tones/Samples

Track types: Tone, Drum Kit

This changes the tone (tone/drum kit/drum instrument) used by a clip.

- ➔ “Loading/Saving Clips” (p. 21)
- ➔ “Changing the Tones” (p. 22)

Track type: Looper

Edits the sample used by a clip.

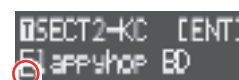
- ➔ “Loading/Saving Clips” (p. 21)
- ➔ “Recording Audio” (p. 33)
- ➔ “Loading Samples” (p. 33)

Editing a Clip's Name

1. Press the [SEQ] button to set the workflow to “Sequencer.”
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press a button from [KICK] through [INST 2] to select a track.
4. Press the [EDIT] button, and then press pads [1]–[16] to select the clip whose name you want to change.
The CLIP EDIT MENU screen appears.

5. Use the [VALUE] dial to select “RENAME,” and then press the [VALUE] dial.

The edit screen for the clip name appears.



Cursor (blinking)

6. Rename the clip.
You can change the character shown at the cursor position.

Operation	Explanation
MEASURE [<] [>]	Selects the character to edit.
[VALUE]	Edits the character.
[SHIFT] + MEASURE [>]	Inserts a space.
[SHIFT] + MEASURE [<]	Deletes the character.
[CLEAR]	Deletes the character and replaces it with a space.

7. Press the [VALUE] dial.
The clip's name is now changed.

Copying a Clip

Here's how to copy the tone and phrase from one clip to another.

* You can't copy clips between tracks that have different track types.

1. Press the [COPY] button.

The menu screen appears.

```
COPY:
SECTION ALL
```

2. Use the [VALUE] dial to select the content to copy, and then press the [VALUE] dial.

Content	Explanation
COPY:	
CLIP ALL	Copies all clip content.
CLIP PHRASE	Copies only the phrase.
CLIP SOUND	Copies only the tone/sample. * The multi-effect settings are also copied.

The CLIP COPY screen appears.

```
CLIP COPY(ALL):
SN-01 > SN-01
```

3. Use the [VALUE] dial to select the clip to be copied (source), and press the [VALUE] dial.

4. Turn the [VALUE] dial to select the clip to copy to (destination), and then press the [VALUE] dial.

A confirmation message appears.

```
Copy Clip?
[Cancel] [OK]
```

* To cancel the operation, press the [EXIT] button.

5. Use the [VALUE] dial to select "OK," and then press the [VALUE] dial.

The clip is now copied.

Swapping Clips

This shows you how to swap contents between clips.

* You can't swap clips with different track types.

1. Press the [COPY] button.

The menu screen appears.

```
COPY:
SECTION ALL
```

2. Use the [VALUE] dial to select "SWAP: CLIP ALL," and then press the [VALUE] dial.

The CLIP SWAP screen appears.

```
CLIP SWAP(ALL):
SN-01 > SN-01
```

3. Use the [VALUE] dial to select the swap source clip, and press the [VALUE] dial.

4. Use the [VALUE] dial to select the swap destination clip, and press the [VALUE] dial.

A confirmation message appears.

```
Swap Clip?
[Cancel] [OK]
```

* To cancel the operation, press the [EXIT] button.

5. Use the [VALUE] dial to select "OK," and then press the [VALUE] dial.

The contents of the clips are now swapped.

Deleting a Clip

Here's how to delete all contents from a clip. This reverts the tones (tones/drum kits) to their default settings (presets).

1. Press the [SEQ] button to set the workflow to "Sequencer."

2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.

3. Press a button from [KICK] through [INST 2] to select a track.

4. Press a pad from [1]–[16] while holding down the [CLEAR] button to select the clip to delete.

A confirmation message appears.

```
Clear Clip?
[Cancel] [OK]
```

* To cancel the operation, press the [EXIT] button.

5. Use the [VALUE] dial to select "OK," and then press the [VALUE] dial.

The clip is deleted.

Loading/Saving Clips

You can load clips saved on an SD card, or import clips from a project.
You can also save clips to the SD card.

* You cannot load or save clips from/to the VOCAL track.

Loading from the SD Card

* Only clips whose track type matches the destination track's type can be loaded.

1. Press the [SEQ] button to set the workflow to "Sequencer."
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press a button from [KICK] through [INST 2] to select a track.
4. Press the [EDIT] button, and then press pads [1]–[16] to select where to load the clip.
The CLIP EDIT MENU screen appears.
5. Use the [VALUE] dial to select "LOAD CLIP," and then press the [VALUE] dial.
The CLIP FILE screen appears.



6. Use the [VALUE] dial to select the clip that you want to load, and then press the [VALUE] dial.
The clip is now loaded.

Importing from a Project

* Only clips whose track type matches the destination track's type can be imported.

1. Press the [SEQ] button to set the workflow to "Sequencer."
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press a button from [KICK] through [INST 2] to select a track.
4. Press the [EDIT] button, and then press pads [1]–[16] to select where to import the clip.
The CLIP EDIT MENU screen appears.
5. Use the [VALUE] dial to select "IMPORT CLIP," and then press the [VALUE] dial.
The SELECT PROJECT screen appears.



6. Select the project file containing the clip that you want to import, and then press the [VALUE] dial.
7. Use the [VALUE] dial to select the clip that you want to import, and then press the [VALUE] dial.
The clip is imported.

Saving to an SD Card

1. Press the [SEQ] button to set the workflow to "Sequencer."
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press a button from [KICK] through [INST 2] to select a track.
4. Press the [EDIT] button, and then press pads [1]–[16] to select the clip to save.
The CLIP EDIT MENU screen appears.
5. Use the [VALUE] dial to select "SAVE CLIP," and then press the [VALUE] dial.
The edit screen for the clip name appears.



Cursor (blinking)

6. Give the clip a name.
You can change the character shown at the cursor position.

Operation	Explanation
MEASURE [<] [>]	Selects the character to edit.
[VALUE]	Edits the character.
[SHIFT] + MEASURE [>]	Inserts a space.
[SHIFT] + MEASURE [<]	Deletes the character.
[CLEAR]	Deletes the character and replaces it with a space.

7. Press the [VALUE] dial.
The clip is saved to the SD card.
- * If there is already a clip with the same name, a confirmation message appears, asking you whether to overwrite it and save the new clip. Select "OK" to overwrite and save, or "Cancel" to stop.

Changing the Tones

You can change the tone used for each clip, and edit its multi-effect.

Tones and Track Types

By loading a tone or sample into a project, you can change the tone used by a clip.

The contents that can be loaded depend on the track type (p. 18).

Tone/sample source (where loaded from)	Track type			
	Tone	Drum Kit	Instrument	Looper
Built-in preset tones (PRESET)	✓	✓	✓	—
Tone/sample used by each project (PROJECT)	✓	✓	✓	✓
Sample file on SD card (WAVE FILE)	✓	—	✓	✓
Sound file on SD card (SOUND FILE)	✓	✓	—	—

➔ For operations where the track type is “Looper,” refer to “Loading Samples” (p. 33).

About sample files

Sample files (in .wav format) must be placed in the ROLAND/MV/SAMPLE folder of the SD card.

MEMO

Both the loaded samples (tones, drum instruments and vocal takes) and recorded vocals use the memory in this unit. As this unit only has a certain amount of memory, you should delete any samples or vocal takes you don't need to free up memory (p. 39, 44).

Check the amount of memory used in “U.SmplUsage” on the MEMORY INFO screen (p. 44).

About sound files

Sound files (sound packs (.SDZ) / .SVZ files) saved on an SD card can be loaded into a project.

Sound packs and other sound files are distributed via Roland Cloud.

For more about Roland Cloud, refer to the Roland website.

<https://www.roland.com/>

* Please be aware that in some countries or regions, it might not be possible to use Roland Cloud at this time.

* When loading an SDZ/SVZ file, save the file in the ROLAND/SOUND folder of the SD card.

NOTE

About user licenses

User license data is associated with a sound pack (.SDZ).

When a sound pack is imported into the unit, this unit can use only sound packs that were downloaded by that user in accordance with the user license data. At this time, the message “Install License” appears, confirming whether or not you install license data in the unit (this message appears only the first time).

Sound packs whose user license data is different cannot be used. If you attempt to install a sound pack that has different user license information, the message “License Error” appears.

If you want to delete the user license data in the unit, for example if you are selling the unit, execute FACTORY RESET (p. 43). When you execute FACTORY RESET, the system settings return to their factory-set state.

Changing the Tones

Track type: Tone

Here's how to change a tone.

1. Follow the steps in “Selecting a Clip” (p. 19) to select the clip with the tone you want to change.

2. Press the [VALUE] dial.

The BROWSER screen appears.



3. Use the [VALUE] dial to select the load source for the tone, and then press the [VALUE] dial.

4. Use the [VALUE] dial to select the tone.

Load source	Operation
PRESET	Select a category and then select the tone. - Select “All Number” for the category. The tones are displayed in numerical order. Select “All Alphabet” to show the names in alphabetical order. - Press a pad to preview its tone.
PROJECT	Select a project and then select a clip that uses a tone.
WAVE FILE	Select a sample file. Selecting a preset file (.svz) displays the sample list. Select a sample from the list. - Folders are shown with the “F:” prefix. - Press the [LOAD] button to preview the sample file.
SOUND FILE	Select an SDZ/SVZ file to display the tone list. Select a tone from the list. Folders are shown with the “F:” prefix.

5. Press the [VALUE] dial.

The tone is changed.

MEMO

You can change all of the tones for all clips on the same track at once.

Press the [EDIT] button in step 2, and then press the [KICK]–[INST 2] buttons. If “Copy Sound All?” is shown in step 5, use the [VALUE] dial to select “OK,” and then press the [VALUE] dial.

Track type: Drum Kit

This changes the drum kit and drum instruments.

DRUM KIT

1. Follow the steps in “Selecting a Clip” (p. 19) to select the clip with the tone you want to change.
2. Press the [VALUE] dial.
The BROWSER screen appears.
3. Use the [VALUE] dial to select the load source for the drum kit, and then press the [VALUE] dial.
4. Use the [VALUE] dial to select the drum kit.



Load source	Operation
PRESET	Select either “All Number” or “All Alphabet,” and then select a drum kit. • Select “All Number” for the category. The drum kit names are displayed in numerical order. Select “All Alphabet” to show the names in alphabetical order. • When you change the pads to Note mode, you can press the pads to hear a preview of the drum kit.
PROJECT	Select a project and then select a clip that uses a drum kit.
SOUND FILE	Select an SDZ/SVZ file to display the drum kit list. Select a drum kit from the list. • Folders are shown with the “F:” prefix.

5. Press the [VALUE] dial.
The drum kit is changed.

MEMO

You can change all of the drum kits for all clips on the same track at once. Press the [EDIT] button in step 2, and then press the [KICK]–[INST 2] buttons. If “Copy Sound All?” is shown in step 5, use the [VALUE] dial to select “OK,” and then press the [VALUE] dial.

Drum instrument

1. Follow the steps in “Selecting a Clip” (p. 19) to select the clip with the tone you want to change.
2. Press the [NOTE] button to switch the pads to Note mode.
3. Press pads [1]–[16] to select the drum instrument you want to modify.
4. Press the [VALUE] dial.
The BROWSER screen appears.
5. Use the [VALUE] dial to select the load source for the drum instrument, and then press the [VALUE] dial.
6. Use the [VALUE] dial to select the drum instrument.



Load source	Operation
PRESET	Select a category and then select the drum instrument. • Select “All Number” to display the drum instrument names in numerical order. Select “All Alphabet” to show the names in alphabetical order. • Press a pad to preview its drum instrument.
PROJECT	Select a project and then select a clip that uses a drum instrument.
WAVE FILE	Select a sample file. Selecting a preset file (.svz) displays the sample list. Select a sample from the list. • Folders are shown with the “F:” prefix. • Press the [LOAD] button to preview the sample file.

7. Press the [VALUE] dial.
The drum instrument is changed.

Editing a Tone

Here's how to adjust the volume or reverb send level, set the sample playback range and make other settings related to tones and samples.

- 1. Press the [SEQ] button to set the workflow to "Sequencer."
- 2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
- 3. Press a button from [KICK] through [INST 2] to select a track.
- 4. Press the [EDIT] button, and then press pads [1]–[16] to select the clip to edit.
The CLIP EDIT MENU screen appears.



- 5. Use the [VALUE] dial to select the menu, and then press the [VALUE] dial.

Track type: Tone	TONE SETTING
	SAMPLE EDIT * Only displays when loading a sample.
Track type: Drum Kit	KIT SETTING
	INST EDIT PAD 1–16

- 6. Use the [VALUE] dial to select a parameter, and edit the value.
➔ For details, refer to the "Parameter Guide" (PDF).

Editing the Multi-Effects

You can use multi-effects on tones and samples to process the sound.

- 1. Press the [SEQ] button to set the workflow to "Sequencer."
- 2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
- 3. Press a button from [KICK] through [INST 2] to select a track.
- 4. Press the [EDIT] button, and then press pads [1]–[16] to select the clip to edit.
The CLIP EDIT MENU screen appears.



- 5. Use the [VALUE] dial to select "MULTI FX," and then press the [VALUE] dial.
MULTI FX screen appears.



- 6. Use the [VALUE] dial to select a parameter, and edit the value.
➔ For details, refer to the "Parameter Guide" (PDF).

Pad Operations

You can use the pads to play or create phrases (p. 26). You can also use the pads to select sections (p. 16).

There are five operation modes for the pads: Note mode, Style mode, Velocity mode, Chord mode and Section Select mode. Switch between operation modes as needed.

Note Mode (NOTE)

This mode lets you play the pads as if playing a keyboard, or use the pads to play the drum kits.

1. Press the [NOTE] button to switch to Note mode.

Playing the Pads

The pads operate according to the track type (p. 18), as follows.

Track type: Tone

A single tone can be played like a scale. This lets you play the pads as if playing a keyboard.

If you hold down the [SHIFT] button and press the MEASURE [<] [>] buttons, the tonal range of the pads changes in octaves.

Track type: Drum Kit

This lets you play the drum kit sounds with the pads. Different tones (drum instruments) are assigned to each pad.

Muting the drum instruments

You can mute drum instruments that you want when playing back a clip. By copying a clip (p. 20) and muting the kick or snare drum, you can create more rhythm pattern variations.

1. While holding down the [NOTE] button, press the pad of the drum instrument that you want to mute.

If a drum instrument is muted, its pad is dimmed. The pads blink when their drum instruments are selected.

2. To unmute, press the pad of the muted drum instrument while holding down the [NOTE] button.

Track type: Looper

This changes the pitch of the sample that's played.

If you hold down the [SHIFT] button and press the MEASURE [<] [>] buttons, the tonal range of the pads changes in octaves.

Note Mode Settings

Here are the settings related to playing on the pads.

1. Press the [EDIT] button, and then press the [NOTE] button. The NOTE SETTING screen appears.

Parameter	Value	Explanation
Key	F#-F#	Specifies the key transpose when playing the pads.
Scale	➡ "Parameter Guide" (PDF)	This sets the scale used when playing the pads.

Velocity Mode (VELOCITY)

This lets you play the pads using 16 levels of velocity (how loud or soft the sound is), regardless of how hard or soft you play the pads.

Pad [1] uses the lowest velocity, and pad [16] uses the highest velocity.

1. Hold down the [SHIFT] button and press the [NOTE] button to switch the pads to Velocity mode.

Style Mode (STYLE)

This mode lets you play phrases like triplets, repeated notes and so on, as well as arpeggios.

The playing type varies with the track selected.

Track	Playing type
DRUM TRACKS	
KICK	Phrases such as triplets and repeated notes that are assigned to each pad play while the pads are pressed.
SNARE	
HI-HAT	
KIT	
MELODIC TRACKS	
BASS	An arpeggio plays while the pads are pressed.
INST 1	
INST 2	

1. Press the [STYLE] button to switch to Style mode.

MEMO

Press the [EDIT] button, and then press the [STYLE] button to edit the arpeggio settings.

Chord Mode (CHORD)

In this mode, you can set a chord for each pad and then play chords with the pads.

1. Hold down the [SHIFT] button and press the [STYLE] button to switch the pads to Chord mode.

MEMO

Press the [EDIT] button, and then press a pad to edit the notes in the chord.

Section Select Mode (SECTION SELECT)

This mode is for selecting sections.

1. Press the [SECTION SELECT] button to switch to Section Select mode.

➡ "Section Operations" (p. 16)

Creating Phrases

This shows you how to create phrases (performance data). There are two ways to create a phrase: inputting note by note (note data) using “step recording,” or recording what you play in real time using “real-time recording.”

Step Recording (TR-REC)

This lets you input the notes (note data) using the pads. You can also input notes while playing back a clip.

Track type: Tone

Create your instrument performance by specifying the steps that make sound for each track.

1. Follow the steps in “Selecting a Clip” (p. 19) to select the clip for the phrase you want to create.



The screen example shows that a phrase is created for the clip in the KICK track of section 1.

2. Press the [NOTE] button to switch the pads to Note mode.
3. Press pads [1]–[16] to select the scale you want to input.
 - * If you hold down the [SHIFT] button and press the MEASURE [<] [>] buttons, the tonal range of the pads change in octaves.
4. Press the STEP SEQUENCER [1]–[16] buttons to specify the steps that play sound.
This inputs the notes.
5. Repeat steps 3–4.

Track type: Drum Kit

Create a rhythm pattern by specifying the steps that play sound for each drum instrument.

1. Follow the steps in “Selecting a Clip” (p. 19) to select the clip for the phrase you want to create.
2. Press the [NOTE] button to switch the pads to Note mode.
3. Press pads [1]–[16] to select the drum instrument you want to input.
4. Press the STEP SEQUENCER [1]–[16] buttons to specify the steps on which the drum instrument plays.
This inputs the notes.
5. Repeat steps 3–4.

MEMO

- Use the measure indicator (lights up) to check the measure position you are editing. You can use the MEASURE [<] [>] buttons to move between measures.
- Press the MEASURE [>] button while holding down the [COPY] button to make the measure twice as long (Duplicate Meas).
- Press the MEASURE [<] button while holding down the [COPY] button to make the measure half as long (Halve Meas).

Recording in Real Time

This lets you create instrument performances and rhythm patterns by recording what you play on the pads in real time.

MEMO

- You can record your operations of the [CTRL 1]–[CTRL 3] knobs as motions (p. 29).
- When you enable the quantize feature, the timing of what you play is corrected as you record (p. 28).

1. Follow the steps in “Selecting a Clip” (p. 19) to select the clip for the phrase you want to create.
2. Switch the pads to the operation mode of your choice (p. 25).
 - * With real-time recording, you can record your performance data in Note mode, Velocity mode, Style mode and Chord mode.
3. Press the [REC] button to enter record standby.
4. Press the [▶] (START/STOP) button to begin recording.
 - * When count-in is turned on, a one-measure count-in plays before recording begins.
➔ “Setting the Tempo and Metronome” (p. 27)
5. Play using pads [1]–[16].
This inputs the notes.
6. Press the [▶] (START/STOP) button to stop recording.
7. Press the [REC] button to make it go dark.

Editing the Steps

You can edit the length, velocity and other aspects of the notes you inputted for each step.

1. Follow the steps in “Selecting a Clip” (p. 19) to select the clip you want to edit.

* If the track type is “drum kit,” switch the pads to Note mode and press pads [1]–[16] to select the drum instruments.

2. Press the [EDIT] button, and then press the STEP SEQUENCER [1]–[16] buttons to select the steps to edit.

The step edit screen appears.



3. Use the [VALUE] dial to display the parameter you want to adjust, and use the [CTRL 1]–[CTRL 3] knobs to edit the values.

Track type: Tone

* You can input notes while you are editing steps by pressing the pads.

Parameter	Explanation
NUM	If multiple notes have been inputted for a step, use the [VALUE] dial to select the number and switch to the note to edit.
NOTE	Changes the note.
LEN	Specifies the length of the note. You can't extend a note past another instance of the same note that occurs later.
VEL	Adjusts the note velocity.
STA	Adjusts the timing at which the note begins.
SUB	Sets the sub step. For instance, when this is set to “1/2,” one step plays twice.

Track type: Drum Track

Parameter	Explanation
VEL	Adjusts the note velocity.
STA	Adjusts the timing at which the note begins.
SUB	Sets the sub step. For instance, when this is set to “1/2,” one step plays twice.
MTE	Adjusts the probability that a note sounds. With a setting of 0, the note sounds each time; higher values decrease the probability that the note sounds.
LEN	Specifies the length of the note. You can't extend a note past another instance of the same note that occurs later.

Making Measure-Related Settings

Use these settings to set the clip length, the length of a note in a single step and so on.

1. Follow the steps in “Selecting a Clip” (p. 19) to select the clip you want to edit.

2. Press the [EDIT] button, and then press the MEASURE [<] or [>] buttons.

The MEAS EDIT screen appears.



3. Use the [VALUE] dial to select a parameter, and edit the value.

Parameter	Value	Explanation
Step Length	1–128	Specifies the length of the clip in number of steps.
Scale	Specifies the length of one note for each step.	
	1/8	Eighth note
	1/16	Sixteenth note
	1/32	Thirty-second note
	1/4T	Quarter-note triplet
	1/8T	Eighth-note triplet
	1/16T	Sixteenth-note triplet
Mode	Specifies how the clip plays back.	
	FWD	Plays forward from the first step.
	REV	Plays backward from the last step.
	FWD+REV	Plays forward from the first step, and plays backward after reaching the last step.
	INV	Switches to playing (inverts) the even-numbered and odd-numbered steps.
	RND	Plays steps randomly.
Shuffle	-50– +50	Specifies the amount of shuffle (bounce).

MEMO

You can also set these parameters in the CLIP SETTING screen.

➔ “Editing a Clip’s Settings” (p. 19)

Setting the Tempo and Metronome

These settings relate to the song’s tempo, the count-in for recording and the metronome.

1. Press the [SEQ] button to set the workflow to “Sequencer”

2. Hold down the [SHIFT] button and press the [SEQ] button. The TEMPO screen appears.

3. Use the [VALUE] dial to select the parameter that you want to edit, and edit the value.

Parameter	Value	Explanation
BPM	40.0–300.0	Specifies the tempo of the overall project.
Count-in	ON, OFF	Turns the count-in on/off. When this is on, a one-measure count-in plays before recording begins.
Metronome	ON, OFF	Turns the metronome on/off.
Metro Level	1–127	Adjusts the metronome’s volume.
Metro Type	TYPE1–9	Adjusts the metronome’s sound.

Correcting the Timing of Your Performance (Quantize)

On tracks whose track type (p. 18) is “tone” or “drum kit,” you can use the quantize feature to correct the timing of your playing. You can apply quantization during both playback and recording.

* You can't quantize tracks whose track type is “looper” or “vocal.”

Quantizing During Playback

This corrects (quantizes) the timing of your performance during playback.

Quantization can be set for individual clips and also as a master setting (common to all clips). If the clip setting and the master setting differ, the larger number takes priority.

Master Setting

This specifies the strength of quantization common to all clips.

1. Hold down the [SHIFT] button and press the [SECTION SELECT] button.

The QUANTIZE screen appears.



2. Use the [VALUE] dial to select “Qtz Master,” and then set the quantization strength (1–100%).

Clip Setting

This specifies the strength of quantization for the clip.

1. Press the [SEQ] button to set the workflow to “Sequencer.”
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press a button from [KICK] through [INST 2] to select a track.
4. Press the [EDIT] button, and then press pads [1]–[16] to select the clip to set.

The CLIP EDIT MENU screen appears.



5. Use the [VALUE] dial to select “CLIP SETTING,” and then press the [VALUE] dial.

The CLIP SETTING screen appears.



6. Use the [VALUE] dial to select “Qtz C.Tight,” and then set the quantization strength (1–100%).

Enabling Quantization During Recording

This corrects (quantizes) the timing of your performance during recording.

Any inconsistencies the timing of your performance are not recorded when quantization is enabled.

1. Hold down the [SHIFT] button and press the [SECTION SELECT] button.

The QUANTIZE screen appears.



2. Use the [VALUE] dial to select “Input Qtz,” and turn it on.

Recording CTRL Knob Movement in Steps (Motions)

You can make changes to the sound by recording your operations of the [CTRL 1]–[CTRL 3] knobs as “motions.”

- * Motions can't be recorded on the VOCAL track.
- * Motions can be recorded for each clip.

Assigning Parameters to the CTRL Knobs

You'll need to assign the parameters you want to record to the [CTRL 1]–[CTRL 3] knobs.

- ➔ For detailed information, refer to “Assigning Parameters to the CTRL Knobs” (p. 43).

Setting a Motion to On/Off

For each clip, you can specify whether a motion is played back. When the motion is turned on, the [CTRL 1]–[CTRL 3] knobs recreate the motions when playing back performance data.

1. Follow the steps in “Selecting a Clip” (p. 19) to select the clip.
2. Press the [MOTION] button to make it light.
The motion turns on.
3. Press the [MOTION] button to make it go dark.
The motion turns off.

Recording Motions

Here's how to record your operating the [CTRL 1]–[CTRL 3] knobs to steps that are playing back.

- * You can't record motions when the CTRL knobs are used to display a screen for operating parameters, such as the track mixer screen.

1. Follow the steps in “Selecting a Clip” (p. 19) to select the clip to which you want to record the motion.
2. Press the [REC] button to enter record standby.
3. Press the [▶] (START/STOP) button to play back the performance data.
Motion recording begins.
4. Turn the [CTRL 1]–[CTRL 3] knobs.
Knob operations are recorded at each step.
5. Press the [REC] button to make it go dark.
Motion recording ends.
6. Press the [▶] (START/STOP) button to stop playback.

Deleting a Motion

1. Follow the steps in “Selecting a Clip” (p. 19) to select the clip whose motion you want to delete.
2. Press the [EDIT] button, and then press the [MOTION] button.
The MOTION MENU screen appears.



3. Use the [VALUE] dial to select “CLEAR ALL,” and then press the [VALUE] dial.

- * To delete motions for the respective knobs, select “CLEAR CTRL 1”–“CLEAR CTRL 3.”

A confirmation message appears.



- * To cancel the operation, press the [EXIT] button.

4. Use the [VALUE] dial to select “OK,” and then press the [VALUE] dial.
The motion is deleted.

Editing a Motion

You can edit motions that you've recorded for each step.

1. Follow the steps in “Selecting a Clip” (p. 19) to select the clip.
2. Press the [EDIT] button and then the STEP SEQUENCER [1]–[16] buttons to select the steps whose motions you want to edit.
3. Press the [MOTION] button.
The motion value appears.



4. Turn the [CTRL 1]–[CTRL 3] knobs to adjust the value.
5. When you have finished editing, press the [EXIT] button.

Creating a Linear Motion (Motion Designer)

Use the Motion Designer to automatically create and record linear motions that change over time.

This function is convenient for creating effects such as ducking (side chain).

* Motions previously recorded are overwritten.

1. Follow the steps in “Selecting a Clip” (p. 19) to select the clip to which you want to record the motion.
2. Press the [EDIT] button, and then press the [MOTION] button.
The MOTION MENU screen appears.
3. Use the [VALUE] dial to select “MOTION DESIGNER,” and then press the [VALUE] dial.
The MOTION DESIGNER screen appears.



MOTION DESIGNER:
FORM TYPE SAW

4. Use the [VALUE] dial to select a parameter, and edit the value.

Parameter	Explanation
FORM TYPE	Selects a waveform that varies over time.
STEP LEN	Specifies the number of steps from the motion's beginning to end.
MIN VALUE	Specifies the minimum value of the waveform.
MAX VALUE	Specifies the maximum value of the waveform.
DEST KNOB	Specifies the CTRL knob for which the motion is recorded.

5. Use the [VALUE] dial to select “>>EXEC,” and then press the [VALUE] dial.
The motion that was created starts recording again from the beginning of the step.
6. Press the [EXIT] button to finish.

Using Sampled Audio

This shows you how to sample the sound from a built-in mic, an external mic, the audio input from the LINE IN jacks or clips playing back to create a sample (audio file).

You can use the samples you create as tones or drum instruments. You can also export the samples to an SD card.

Getting Ready to Sample

Configuring the External Input

1. Press the [INPUT] button.

The INPUT SETTING screen appears.



INPUT SETTING:
Mic In EXTERNAL

2. Use the [VALUE] dial to select a parameter, and edit the value.

Parameter	Value	Explanation
Mic In	This selects the mic input source.	
	OFF (LINE)	Input from the LINE IN jacks
	BUILT-IN	Input from the built-in mic
	EXTERNAL	Input from the MIC connector
Phantom Sw	OFF, ON	Turns phantom power on/off. Turn this on to supply phantom power from the MIC connector. This should be switched on for condenser mics that require phantom power.
		NOTE Be sure to turn phantom power off if it's not necessary. This is because dynamic mics and other devices may malfunction when supplied with phantom power.
Ext Level	0–127	Adjusts the mic input level.
Rec Src	This selects the source for recording (sampling).	
	EXT (WET)	The input audio signal that passes through the vocal processor (p. 40) * Set COMMON → Pos in the VOCAL PROC MENU screen to "EXT IN."
	EXT (DRY)	The input audio signal that does not pass through the vocal processor (p. 40) * The input audio signal that passes through the vocal processor is monitored.
	EXT (W/D)	The input audio signal that passes through the vocal processor (p. 40) * The input audio signal that does not pass through the vocal processor is monitored.
	PC	Audio input through the USB audio PC IN port
	KICK	Audio of the selected track
	SNARE	
	HI-HAT	
	KIT	
	BASS	
	INST 1	
	INST 2	
	VOCAL	
	MIXOUT	Audio output from this unit
Rec Meas	1–8	Sets the length of the sample (in measures) to record. * This setting is only enabled when recording audio with the looper (p. 33).
Line Gain	0–12dB	Adjusts the input gain for the LINE IN jacks.
Line Type	STEREO, MONO	Switches the audio input from the LINE IN jacks between mono/stereo.

Sampling Settings

1. Press the [EDIT] button, and then the [REC] button.

The SMPL SETTING screen appears.



SMPL SETTING:
Rec Trig ENTER

2. Use the [VALUE] dial to select a parameter, and edit the value.

Parameter	Value	Explanation
Rec Trig	Sets the timing at which you want to start sampling.	
	ENTER	Press the [VALUE] dial to start sampling.
	CLOCK	When you press the [▶] (START/STOP) button to play back the performance data, sampling begins.
	-24, -12, -6dB	After you press the [VALUE] dial, sampling begins once the audio input exceeds the level set here.
Rec Src	This selects the source to sample. * This setting is common with the Rec Src setting on the INPUT SETTING screen.	
Ext Level	0–127	Adjusts the mic input level. * This setting is common with the Ext Level setting on the INPUT SETTING screen.

Sampling

1. Press the [SEQ] button to set the workflow to “Sequencer.”
2. To use the built-in mic or an external mic, press the MIC [ON] button to make it light.
3. Hold down the [SHIFT] button and press the [REC] button.
The sampling screen appears.
* The sampling screen display differs depending on the Rec Trig settings (p. 31).

4. Adjust the sampling volume.

Adjust the volume as high as possible without letting the level meter reach full scale.



Source	Explanation
Built-in/external mic	Adjust with the [MIC GAIN] knob.
LINE IN jacks	Adjust on the audio device.
USB (⌂) port	Adjust on your computer.

5. Press the [VALUE] dial to start sampling.

* The sampling start operations differ depending on the Rec Trig settings (p. 31). Follow the instructions on screen to operate.

6. Press the [VALUE] dial to stop sampling.

* The sampling stop operations differ depending on the Rec Trig settings (p. 31). Follow the instructions on screen to operate.

The SAMPLE EDIT screen appears.



7. Use the [VALUE] dial to select a parameter, and edit the sample.

* Press the [LOAD] button to preview the sample.

Parameter	Value	Explanation
Start	0–	Sets where to start playback.
End	0–	Sets where to end playback.
Norm Level	-12–0dB	Sets the peak value (maximum) for the normalized waveform.
NORMALIZE EXEC	—	Press the [VALUE] dial to normalize. Normalization automatically raises the volume to the range where the sound does not distort.
Slice Level	HARD, MID, SOFT	Sets the slice sensitivity.
SLICE EXEC	—	Press the [VALUE] dial to execute the slice. Slices are used for dividing up a sample and extracting multiple samples from the result.
Slice Point	1–256	Selects the samples to use from the sliced sample.
EXPORT SAMPLE	—	Press the [VALUE] dial to export the sample to the SD card in WAV format. Exported samples are saved in the ROLAND/MV/SAMPLE/EXPORT folder of the SD card.

8. Load the sample into the tone or drum instrument.

Track type: Tone

- ① Press the [SECTION SELECT] button to switch the pads to Section Select mode.
- ② Press pads [1]–[16] to select a clip.
- ③ Press a button from [KICK] through [INST 2] to select the tone's track.
A confirmation message appears.

* To cancel the operation, press the [EXIT] button.
- ④ Use the [VALUE] dial to select “OK,” and then press the [VALUE] dial.
The sample is loaded into the tone.

Track type: Drum Kit

- ① Press the [SECTION SELECT] button to switch the pads to Section Select mode.
- ② Press pads [1]–[16] to select a clip.
- ③ Press a button from [KICK] through [INST 2] to select the drum kit's track.
- ④ Press the [NOTE] button to switch the pads to Note mode.
- ⑤ Press pads [1]–[16] to select the drum instrument.
A confirmation message appears.

* To cancel the operation, press the [EXIT] button.
- ⑥ Use the [VALUE] dial to select “OK,” and then press the [VALUE] dial.
The sample is loaded into the drum instrument.

9. Press the [EXIT] button to finish the sampling operation.

MEMO

- Both the loaded samples (tones, drum instruments and vocal takes) and recorded vocals (p. 37) use the same region of memory in this unit. As there is only a certain amount of memory, you should delete any samples or vocal takes you don't need to free up memory (p. 39, 44).
Check the amount of memory used in “U.SmplUsage” on the MEMORY INFO screen (p. 44).
- When sampling, the free memory area used by the looper (p. 33) is used. To make sure there is enough sampling time, delete unnecessary looper clips (p. 20) and use the Looper Optimize function (p. 44).
Check the amount of memory used in “LooperUsage” on the MEMORY INFO screen (p. 44).

Loop Playback of Samples (Audio Looper)

The INST 1 and INST 2 tracks can be used as audio loopers. This feature plays back recorded or imported audio phrases (called “samples”) in a loop. Use time stretch to change the playback speed of a sample, making it match the tempo of the song without altering its pitch.

Changing the Track Type to “Looper”

To use the INST 1 and INST 2 tracks as loopers, you need to change their track type to “looper.”

1. Follow the steps in “Editing the Track Type” (p. 18) to change the track type to “looper.”

Getting Your Sample Ready

MEMO

This unit’s internal memory is used when loading samples that are used by the looper. As this unit only has a certain amount of memory, you should delete any samples you don’t need to free up memory (p. 20).

Check the amount of memory used in “LooperUsage” on the MEMORY INFO screen (p. 44).

If the memory does not free up even after you delete some samples, use the Looper Optimize function (p. 44).

Recording Audio

Here’s how to record audio and create a sample.

MEMO

You cannot record audio to clips that already contain a sample. Delete the clip if necessary (p. 20).

1. Follow the steps in “Configuring the External Input” (p. 31) to get ready to record.
2. Press the [SEQ] button to set the workflow to “Sequencer.”
3. Press the [INST 1] or [INST 2] button to select a looper track.
4. Press an unlit pad (empty clip) from [1] to [16] to select the clip to record.
5. Press the [REC] button to enter record standby.
6. Press the [▶] (START/STOP) button to begin recording.

* When count-in is turned on, a one-measure count-in plays before recording begins.

➔ “Setting the Tempo and Metronome” (p. 27)

Recording automatically stops when the number of measures set in step 1 (Rec Meas) is reached.

The recorded audio (sample) then plays back.

7. Press the [▶] (START/STOP) button to stop playback.

Loading Clips

- ➔ “Loading from the SD Card” (p. 21)
- ➔ “Importing from a Project” (p. 21)

Loading Samples

This is how to load the samples used by each project or the sample files saved in the SD card.

MEMO

- You cannot load audio into a clip that already contains a sample. Delete the clip if necessary (p. 20).
- Sample files that you want to load (in .wav format) must be placed in the ROLAND/MV/SAMPLE folder of the SD card.

1. Press the [SEQ] button to set the workflow to “Sequencer.”
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press the [INST 1] or [INST 2] button to select a looper track.
4. Press an unlit pad (empty clip) from [1] to [16] to select the clip where you want to load the sample into.
5. Press the [VALUE] dial.
The BROWSER screen appears.



6. Use the [VALUE] dial to select the load source (PROJECT, WAVE FILE) and then press the [VALUE] dial.
7. Use the [VALUE] dial to select a sample.

Load source	Explanation
PROJECT	Select a project and then select a clip that uses a sample.
WAVE FILE	Select a sample file.
	Selecting a preset file (.svz) displays the sample list. Select a sample from the list.
	• Folders are shown with the “F:” prefix. • Press the [LOAD] button to preview the sample file.

8. Press the [VALUE] dial.
The sample is now loaded.

Playing Back Samples in a Loop

1. Press the [▶] (START/STOP) button.
The sample in the INST 1 or INST 2 tracks plays back in a loop.

MEMO

When you change the pads to Note mode, you can press the pads to adjust the sample pitch (p. 25).

Making Settings that Apply During Playback

This shows how to make settings that apply when playing back a sample, such as volume and time stretch.

1. Press the [SEQ] button to set the workflow to “Sequencer.”
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press the [INST 1] or [INST 2] button to select a looper track.
4. Press the [EDIT] button, and then press pads [1]–[16] to select the clip to edit.
The CLIP EDIT MENU screen appears.
5. Use the [VALUE] dial to select “LOOPER SETTING,” and then press the [VALUE] dial.
The LOOPER SETTING screen appears.
6. Use the [VALUE] dial to select a parameter, and edit the value.
➔ For details, refer to the “Parameter Guide” (PDF).



LOOPER SETTING:
Level 100

Editing a Sample

This shows how to specify the playback region of a sample, make settings for time stretch and more.

1. Press the [SEQ] button to set the workflow to “Sequencer.”
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press the [INST 1] or [INST 2] button to select a looper track.
4. Press the [EDIT] button, and then press pads [1]–[16] to select the clip to edit.
The CLIP EDIT MENU screen appears.
5. Use the [VALUE] dial to select “SAMPLE EDIT,” and then press the [VALUE] dial.
The SAMPLE EDIT screen appears.
6. Use the [VALUE] dial to select a parameter, and edit the value.
➔ For details, refer to the “Parameter Guide” (PDF).



SAMPLE EDIT:
Start 0

Editing the Multi-Effects

You can use multi-effects on samples to process the sound.

1. Press the [SEQ] button to set the workflow to “Sequencer.”
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press the [INST 1] or [INST 2] button to select a looper track.
4. Press the [EDIT] button, and then press pads [1]–[16] to select the clip to edit.
The CLIP EDIT MENU screen appears.
5. Use the [VALUE] dial to select “MULTI FX,” and then press the [VALUE] dial.
The MULTI FX screen appears.
6. Use the [VALUE] dial to select a parameter, and edit the value.
➔ For details, refer to the “Parameter Guide” (PDF).



MULTI FX(COM) :
Switch ON

Making Measure-Related Settings

Here's how to specify a clip's length, the sample playback direction and other settings.

1. Press the [SEQ] button to set the workflow to “Sequencer.”
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.
3. Press the [INST 1] or [INST 2] button to select a looper track.
4. Press pads [1]–[16] to select the clip to edit.
5. Press the [EDIT] button, and then press the MEASURE [<] or [>] buttons.
The MEAS EDIT screen appears.
6. Use the [VALUE] dial to select a parameter, and edit the value.
➔ For details, refer to the “Parameter Guide” (PDF).



MEAS EDIT:
Step Length 16

MEMO

You can also set these parameters in the CLIP SETTING screen (p. 19).

Creating a Song by Arranging the Sections

This shows you how to create a “song” by arranging sections. With this feature, you can use the songs you create as backing tracks for recording vocals, to make a full song with vocals (p. 37).

Creating a Song

Here’s how to arrange the sections to match the structure of your song.

1. Press the [SONG] button to set the workflow to “SONG.”
2. Press the [SECTION SELECT] button to switch the pads to Section Select mode.

- * Check whether a track aside from the VOCAL track is selected.
- * Press a pad to preview the corresponding section.

3. Press the [REC] button to make it light.

The SONG REC screen appears.



SONG REC: POS 1 — Selected position
—: (SELECT PAD)

4. Press the STEP SEQUENCER [1]–[16] buttons to specify where to place (position) the section.

The button you press blinks.

- * The sections are arranged in order, beginning with the position selected with the STEP SEQUENCER [1] button (POS 1). Sections must be arranged continuously without leaving blank space.
- * You can rearrange sections by specifying a position that already contains a section.

5. Press pads [1]–[16] to select the sections.

This arranges the section in place.

- **Deleting an Arranged Section**

While holding the [CLEAR] button, press the STEP SEQUENCER [1]–[16] buttons to select the position that you want to delete.

- **Inserting Sections Between Other Sections**

Press the STEP SEQUENCER [1]–[16] buttons to specify where to insert the section. Hold down the [SHIFT] button and press pads [1]–[16].

6. Repeat steps 4–5.

You can arrange up to 99 consecutive sections (POS 1–99).

- * Press the MEASURE [<] [>] buttons to move the position.

7. Once you finish the song, press the [REC] button to make the button go dark.

Press the [▶] (START/STOP) button to play back the song you created.

Making Song-Related Settings

This shows how to make song settings such as volume, SONG template function settings and so on.

1. Press the [EDIT] button, and then the [SONG] button.

The SONG screen appears.



SONG(GEN):
Master Level 100

2. Use the [VALUE] dial to select a parameter, and edit the value.

➔ For details, refer to the “Parameter Guide” (PDF).

Category	Explanation
GEN	Sets the song’s volume, key and scale. About the key and scale settings: If you set the key and scale of a song and then load (p. 21) or import (p. 21) a clip, the key and scale of the clip is automatically changed to match the song. * The TRANSPOS parameter also needs to be set.
TEMPLATE	Sets the section to assign for the structural elements of a song (like the intro or the chorus) when using a song template.
TRANSPOS	Sets whether the clip’s key/scale are automatically changed to follow the key/scale that are set for the song. Set this to “ON” to make the clip’s key/scale follow the song’s settings. * This is only enabled when the track type is “tone.”

Changing the Key of Sections Arranged in Songs

You can change the key of each section arranged in a song. Use this feature to record vocals in a key that's easy to sing in (p. 37), or transpose the key in the middle of the song to bring the excitement up a notch.

MEMO

- To reflect your key changes, you need to set the TRANSPOS parameters in the SONG screen.
➔ "Making Song-Related Settings" (p. 35)
- You can change the keys for individual sections in a song, even if the section is already used in the same song.

- Press the [SONG] button to set the workflow to "SONG."
- Press the [SECTION SELECT] button to switch the pads to Section Select mode.
* Check whether a track aside from the VOCAL track is selected.
- Press the [EDIT] button, and then press the STEP SEQUENCER [1]–[16] buttons to select the section to change.

The SONG EDIT screen appears.

```
SONG EDIT: P-01
Transpose 0
```

- Press the [VALUE] dial.
- Use the [VALUE] dial to adjust the key, and then press the [VALUE] dial.
This transposes the pitch in semitone steps.

Using Templates to Create a Song (Song Templates)

This unit features song templates, which form the structural patterns of a song. Select a template to match the kind of song you'd like to create, and the sections are automatically arranged to make your song.

➔ For details on the content of the templates, refer to the "Parameter Guide" (PDF).

MEMO

Before using the song templates, you need to assign the sections corresponding to the song's structural elements (intro, chorus and so on).

Configure this using the TEMPLATE parameter on the SONG screen.

➔ "Making Song-Related Settings" (p. 35)

- Hold down the [SHIFT] button and press the [SONG] button.
The SONG TEMPLATE screen appears.

```
SONG TEMPLATE:
P1:PLAIN(8)
```

- Use the [VALUE] dial to select the template, and then press the [VALUE] dial.
The sections are automatically arranged according to the template.

Recording the Vocals

With the VOCAL track, you can overdub the audio from vocals, backing vocals and so on in the song (p. 35). Aside from recording vocals and backing vocals while listening to a song, you can also load samples (WAV files) for use.

You can create up to 16 “vocal takes” containing your vocal and backing vocals in a project. These vocal takes can be played back at the timing that you want in the song.

Recording the Vocals

Input the audio signal to record as a vocal take by using the built-in mic or a mic connected to the MIC connector.

MEMO

You cannot record over a vocal take once you’ve recorded it. Delete the vocal takes that you don’t need (p. 39, 44).

1. Press the [EDIT] button, and then press the MIC [ON] button.

The MIC SETTING screen appears.



2. Use the [VALUE] dial to set Mic In to “BUILT-IN” (the built-in mic) or “EXTERNAL” (the MIC connector).

* To record with effects applied, configure the vocal processor (p. 40).

3. Press the [SONG] button to set the workflow to “SONG.”

4. Press the [VOCAL] button to select the VOCAL track.

5. Press one of the pads [1]–[16] that are unlit (the unrecorded vocal takes) to select where to record your vocal.

“[REC] RecStandby” appears on the screen.

6. Set the timing at which you want recording to start.

The timing for starting the recording is shown at the top right-hand of the screen.



- Press the STEP SEQUENCER [1]–[16] buttons or the MEASURE [<] [>] buttons to make these settings for each section.
- Turn the [VALUE] dial to adjust the setting in beats.

7. Press the [REC] button to enter record standby.

8. Press the MIC [ON] button to make it light.

9. Use the [GAIN] knob to adjust the recording volume.

Make some sound to input audio through the mic, and adjust the volume as high as possible without letting the level meter reach full scale.



10. Press the [▶] (START/STOP) button to begin recording.

11. Press the [▶] (START/STOP) button to stop recording.

A vocal sequence is created at the timing you specified in step 6 to start recording. You can audition the vocal takes by holding down pads [1]–[16]. To fast-forward or rewind, use the [CTRL 1] knob while holding the pads down.

When you play back the song, you can also hear the vocal takes that go along with the song.

Importing Samples to Create a Vocal Take

This is how to load the samples used by each project or the sample files saved in the SD card to create a vocal take.

MEMO

- You cannot load a sample to overwrite a vocal take that’s already recorded. Delete the vocal takes that you don’t need (p. 39, 44).
- Sample files to load (in WAV format) must be placed in the ROLAND/MV/ SAMPLE folder of the SD card.

1. Press the [SONG] button to set the workflow to “SONG.”

2. Press the [VOCAL] button to select the VOCAL track.

3. Press one of the pads [1]–[16] that are unlit (the unrecorded vocal takes) to select the vocal take where the audio is loaded.

“[REC] RecStandby” appears on the screen.

4. Press the [VALUE] dial.

The BROWSER screen appears.



5. Use the [VALUE] dial to select the load source (PROJECT, WAVE FILE) and then press the [VALUE] dial.

6. Use the [VALUE] dial to select a sample.

Load source	Explanation
PROJECT	Select a project and then select a vocal take that uses a sample.
WAVE FILE	Select a sample file.
	Selecting a preset file (.svz) displays the sample list. Select a sample from the list.
	• Folders are shown with the “F:” prefix. • Press the [LOAD] button to preview the sample file.

7. Press the [VALUE] dial.

The sample is loaded to create the vocal take.

You can audition the vocal takes by holding down pads [1]–[16]. To fast-forward or rewind, use the [CTRL 1] knob while holding the pads down.

By following the steps in “Editing a Vocal Sequence” (p. 38), you can play back the vocal takes you’ve created in a song.

MEMO

Both the loaded samples (tones, drum instruments and vocal takes) and recorded vocals use the memory in this unit. As this unit only has a certain amount of memory, you should delete any samples or vocal takes you don’t need to free up memory (p. 39, 44).

Check the amount of memory used in “U.SmplUsage” on the MEMORY INFO screen (p. 44).

Editing a Vocal Sequence

You can edit vocal sequences to adjust where the singing should start or to add repeating backing vocals.

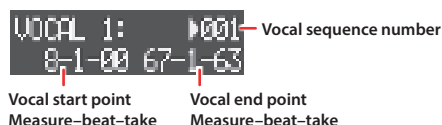
Adjusting the Vocal Start Timing

1. Press the [SONG] button to set the workflow to "SONG."
2. Press the [VOCAL] button to select the VOCAL track.
3. Press the [EDIT] button, and then press pads [1]–[16] to select the vocal take to edit.

The TAKE EDIT MENU screen appears.

4. Use the [VALUE] dial to select "TAKE SEQ EDIT," and then press the [VALUE] dial.

The vocal sequence edit screen appears.



5. Use the [VALUE] dial or the [CTRL 1] knob to select the vocal sequence to edit.
6. Adjust the vocal start point using the [CTRL 2] knob, and the vocal end point using the [CTRL 3] knob.

Deleting a Vocal Sequence

1. Press the [SONG] button to set the workflow to "SONG."
2. Press the [VOCAL] button to select the VOCAL track.
3. Press the [EDIT] button, and then press pads [1]–[16] to select a vocal take.

The TAKE EDIT MENU screen appears.

4. Use the [VALUE] dial to select "TAKE SEQ EDIT," and then press the [VALUE] dial.

The vocal sequence edit screen appears.



5. Use the [VALUE] dial or the [CTRL 1] knob to select the vocal sequence to delete.

6. Press the [CLEAR] button.

A confirmation message appears.



* To cancel the operation, press the [EXIT] button.

7. Use the [VALUE] dial to select "OK," and then press the [VALUE] dial.

The vocal sequence is deleted.

Adding a Vocal Sequence

1. Press the [SONG] button to set the workflow to "SONG."
2. Press the [VOCAL] button to select the VOCAL track.
3. While holding down the pad [1]–[16] corresponding to the vocal take you want to play, press the STEP SEQUENCER [1]–[16] button corresponding to the position where you want to add the start point.

The vocal sequence is added.

Press the [VALUE] dial to display the vocal sequence edit screen.

This lets you check the start/end points for the vocal sequences you add.

Editing the Vocal Takes

You can adjust the volume and playback range of the vocal takes, or delete the vocal takes you don't need.

Making Settings that Apply During Playback

Here are the settings for the vocal take playback range, volume and how the effects are applied.

1. Press the [SONG] button to set the workflow to "SONG."
2. Press the [VOCAL] button to select the VOCAL track.
3. Press the [EDIT] button, and then press pads [1]–[16] to select the vocal take to edit.

The TAKE EDIT MENU screen appears.

4. Use the [VALUE] dial to select "TAKE SMPL EDIT," and then press the [VALUE] dial.

The TAKE SMPL EDIT screen appears.



5. Use the [VALUE] dial to select the parameter you want to edit, and edit the value.

➔ For details, refer to the "Parameter Guide" (PDF).

Renaming a Vocal Take

1. Press the [SONG] button to set the workflow to "SONG."
2. Press the [VOCAL] button to select the VOCAL track.
3. Press the [EDIT] button, and then press pads [1]–[16] to select the vocal take to edit.

The TAKE EDIT MENU screen appears.

4. Use the [VALUE] dial to select "RENAME," and then press the [VALUE] dial.

The edit screen for the vocal take name appears.



Cursor (blinking)

5. Edit the name of the vocal take.

You can change the character shown at the cursor position.

Operation	Explanation
MEASURE [<] [>]	Selects the character to edit.
[VALUE]	Edits the character.
[SHIFT] + MEASURE [>]	Inserts a space.
[SHIFT] + MEASURE [<]	Deletes the character.
[CLEAR]	Deletes the character and replaces it with a space.

6. Press the [VALUE] dial.

The name of the vocal take is now changed.

Muting the Vocal Takes

You can mute vocal takes when a song plays back.

1. Press the [SONG] button to set the workflow to "SONG."
2. Press the [VOCAL] button to select the VOCAL track.
3. Press a pad from [1]–[16] while holding down the [MIXER] button to select the vocal take to mute.
The pad's light dims, and the vocal take is muted.
4. To unmute, press pad [1]–[16] corresponding to the muted vocal take while holding down the [MIXER] button.

Deleting a Vocal Take

1. Press the [SONG] button to set the workflow to "SONG."
2. Press the [VOCAL] button to select the VOCAL track.
3. Press a pad from [1]–[16] while holding down the [CLEAR] button to select the vocal take to delete.

A confirmation message appears.



* To cancel the operation, press the [EXIT] button.

4. Use the [VALUE] dial to select "OK," and then press the [VALUE] dial.

The vocal take is deleted.

Using the Vocal Processor

The vocal processor features sonic effects that are particularly useful for vocals, including pitch shift and tonal character adjustment, adding harmonies and more.

You can use the vocal processor to add effects to the playback sound of the vocal takes or the audio coming from the mics.

The following effects are available.

- Noise suppressor
- Enhancer
- Compressor
- De-esser
- Equalizer
- Pitch shifter
- Harmonizer

MEMO

You can use the [TONE] knob to edit the parameters of the vocal processor. Turn the [TONE] knob while holding down the [EDIT] button to select the parameters to assign to the [TONE] knob.

Applying Effects to the Vocal Take Playback Sound

You can apply effects like a harmonizer to the vocal takes when playing them back.

1. Press the VOCAL PROCESSOR [ON] button to make it light.
2. Press the [EDIT] button, and then the VOCAL PROCESSOR [ON] button.

The VOCAL PROC MENU screen appears.



3. Use the [VALUE] dial to select "COMMON," and then press the [VALUE] dial.
4. Use the [VALUE] dial to select "Pos," and set the parameter to either "VOCAL-DRY" or "VOCAL-MFX."
5. Press the [EDIT] button, and then press pads [1]–[16] to select the vocal take to edit.
The TAKE EDIT MENU screen appears.



6. Use the [VALUE] dial to select "TAKE SMPL EDIT," and then press the [VALUE] dial.
The TAKE SMPL EDIT screen appears.
7. Use the [VALUE] dial to select "Out Asgn," and set it to "V.PROC."

MEMO

See "Switching Between Effects" on this page for how to switch between effects.

Applying Effects to Audio from the Mic

You can record audio that is processed with effects straight to a vocal take.

1. Press the VOCAL PROCESSOR [ON] button to make it light.
2. Press the [EDIT] button, and then the VOCAL PROCESSOR [ON] button.

The VOCAL PROC MENU screen appears.



3. Use the [VALUE] dial to select "COMMON," and then press the [VALUE] dial.
4. Use the [VALUE] dial to select "Pos," and set it to "EXT IN."
5. Follow the steps in "Recording the Vocals" (p. 37) to record the vocal take.

MEMO

See "Switching Between Effects" on this page for how to switch between effects.

Switching Between Effects

1. While holding down the [SHIFT] button, press the VOCAL PROCESSOR [ON] button.

The VOCAL PATCH screen appears.



2. Use the [VALUE] dial to select the vocal patch, and then press the [VALUE] dial.

"Set Vocal Patch" is displayed, and the vocal patch changes.

MEMO

Press the [EDIT] button, and then the VOCAL PROCESSOR [ON] button to display the VOCAL PROC MENU screen, where you can make detailed settings.

➔ For details, refer to the "Parameter Guide" (PDF).

Making Vocal Track Settings

This shows you how to configure the mixer and effects for the VOCAL track.

Adjusting the Volume and Pan

Adjust the volume, stereo position (pan), equalizer settings and so on for the vocal takes overall.

➔ “Making Track Settings” (p. 18)

Adjusting the Effects

For the VOCAL track, you can use the multi-effect and six compressors.

1. Press the [SONG] button to set the workflow to “SONG.”
2. Press the [VOCAL] button to select the VOCAL track.
3. Press the [EDIT] button, and then the [VOCAL] button.
The VOCAL EFFECT screen appears.
4. Use the [VALUE] dial to select the parameter you want to edit, and edit the value.
➔ For details, refer to the “Parameter Guide” (PDF).

Finishing Up the Song as an Audio File (Mixdown)

This feature lets you apply effects for mastering and adjust the sound of the songs you create, and generate an audio file of the entire song (SONG + vocal takes).

Applying Effects to an Entire Song (Mastering)

The process of “**mastering**” involves finalizing a song by applying effects to make final adjustments to its loudness and tonal character.

This unit features three kinds of mastering effects: a multiband compressor, a five-band equalizer and a limiter.

1. Hold down the [SHIFT] button and press the [MIXDOWN] button.

The MASTERING MENU screen appears.

The screen displays "MASTERING MENU:" on the top line and "MULTI COMP" on the bottom line.

2. Select the effect (MULTI COMP, 5 BAND EQ, LIMITER) with the [VALUE] dial, and then press the [VALUE] dial.

Effect	Explanation
Multiband compressor	Smooths out variances in volume while boosting the loudness.
5-band equalizer	Adjusts the overall tonal character.
Limiter	Prevents excessive input signal, which could cause distortion.

3. Use the [VALUE] dial to select a parameter, and edit the value.

➡ For details, refer to the “Parameter Guide” (PDF).

Creating an Audio File (Mixdown)

Here’s how to mix down your complete song and output it to an audio file (WAV file). You can select the sound sources for mixdown by omitting the vocal takes and so forth.

MEMO

- Audio files are saved in the “ROLAND/MV/MIXDOWN” folder on the SD card.
- Mixing a song down takes the same amount of time as playing it back.
- Audio input from the mic and external devices are also saved to the WAV file during mixdown.

1. Press the [MIXDOWN] button.

The MIXDOWN screen appears.

The screen displays "MIXDOWN:" on the top line and "FULL MIX" on the bottom line.

2. Use the [VALUE] dial to select the sound source for mixdown.

Sound source	Explanation
FULL MIX	SONG + vocal takes
INSTRUMENTS	SONG only
VOCAL ONLY	Vocal takes only

3. Press the [VALUE] dial.

Mixdown begins and playback starts.

The screen displays "MIXDOWN: 001-3" on the top line and "[REC] 0:01:637" on the bottom line.

The mixdown ends automatically when song finishes playing back.

* Press the [EXIT] button to end the mixdown while in progress.

4. Press the [EXIT] button to close the MIXDOWN screen.

MEMO

Checking the resulting mixdown

Select “PREVIEW” on the MIXDOWN screen and press the [VALUE] dial to play back the audio file that was created.

Other Operations

Assigning Parameters to the CTRL Knobs

You can assign clip-related parameters to the [CTRL 1]–[CTRL 3] knobs to control these parameters.

For details on the parameters you can assign, refer to the “Parameter Guide” (PDF).

* You can make CTRL knob assignments for each clip.

1. Press the [SEQ] button to set the workflow to “Sequencer.”
2. Turn the [CTRL 1]–[CTRL 3] knobs while holding down the [EDIT] button.

The parameters are displayed.

A screenshot of the device's LCD screen showing the text "CTRL1 ASSIGN:" on the first line and "Outoff" on the second line.

3. Take your finger off the [EDIT] button when the parameter you want to assign is shown.
- The parameters are now assigned to the [CTRL 1]–[CTRL 3] knobs.

System-Related Settings

These are settings related to the pads, MIDI and knob operations.

* These system settings are saved in internal memory.

1. Press the [SYSTEM] button.

The SYSTEM screen appears.

A screenshot of the device's LCD screen showing the text "SYSTEM(CTRL):" on the first line, "Pad Curve" on the second line, and "LOG" on the third line.

2. Use the [VALUE] dial to select the parameter you want to edit, and edit the value.
- ➔ For details, refer to the “Parameter Guide” (PDF).

Category	Explanation
CTRL	Settings for the pads and knobs.
MIDI	MIDI-related settings.
DISP	Settings for display contrast, button brightness and so on.
USB	Driver settings when connecting via USB.

Formatting an SD Card

NOTE

When you format an SD card, all data on the SD card is erased. Back up your data beforehand to your computer or other device.

1. Hold down the [SHIFT] button and press the [SYSTEM] button.
The UTILITY screen appears.
2. Use the [VALUE] dial to select “SD CARD FORMAT,” and then press the [VALUE] dial.
A confirmation message appears.

A screenshot of the device's LCD screen showing the text "Format SD Card?" on the first line, "[Cancel]" on the second line, and "[OK]" on the third line.

* To cancel the operation, press the [EXIT] button.

3. Use the [VALUE] dial to select “OK,” and then press the [VALUE] dial.
The SD card is now formatted.

Restoring the Factory Settings (Factory Reset)

This returns the system settings to their factory-set state.

NOTE

If necessary, be sure to save the project (p. 14) before you execute FACTORY RESET.

1. Hold down the [SHIFT] button and press the [SYSTEM] button.
The UTILITY screen appears.
2. Use the [VALUE] dial to select “FACTORY RESET,” and then press the [VALUE] dial.
A confirmation message appears.

A screenshot of the device's LCD screen showing the text "Factory Reset?" on the first line, "[Cancel]" on the second line, and "[OK]" on the third line.

* To cancel the operation, press the [EXIT] button.

3. Use the [VALUE] dial to select “OK,” and then press the [VALUE] dial.
4. Once the message “Turn off power” appears, turn off this unit and then on again.

MEMO

Turn on the power while holding down the [CLEAR] button to perform a factory reset. When the unit restarts, a confirmation message appears.

Checking the Internal Memory Usage

Audio data takes up memory on this unit. This data includes samples that you load, samples that you record via sampling, samples you create with the vocal/looper recording operations and so on.

The memory is divided into two areas, one for user samples and one for loopers. You can check the usage status using the steps below.

If there isn't much free memory left, you should delete any samples or clips you don't need to free up the memory.

1. Hold down the [SHIFT] button and press the [SYSTEM] button.

The UTILITY screen appears.

2. Use the [VALUE] dial to select "MEMORY INFO," and then press the [VALUE] dial.

The memory usage status is shown.

```
U.SmplUsage: 0%
LooperUsage: 0%
```

Parameter	Explanation
U.SmplUsage	Shows the usage status for the user sample area. This is the memory capacity used by samples loaded into the tones/drum instruments, as well as by the vocal takes.
LooperUsage	Shows the usage status of the looper area. This is the memory capacity used by samples that are recorded with the looper or loaded.
Fragment	This is the memory fragmentation ratio. The higher the value, the less efficient the memory is being used. Using the Looper Optimize function should improve the available storage time.

Optimizing the Memory (Looper Optimize)

As samples are loaded into the looper and then deleted, free space in this unit's memory may become fragmented and the available space cannot be used efficiently.

Use Looper Optimize to make the memory contents more efficient, increasing the time available to store your musical content.

1. Hold down the [SHIFT] button and press the [SYSTEM] button.

The UTILITY screen appears.

2. Use the [VALUE] dial to select "LOOPER OPTIMIZE," and then press the [VALUE] dial.

A confirmation message appears.

```
Optimize?
[Cancel] [OK]
```

* To cancel the operation, press the [EXIT] button.

3. Use the [VALUE] dial to select "OK," and then press the [VALUE] dial.

Memory optimization is executed.

Deleting Samples Loaded into a Project

Here's how to delete samples loaded into the tones, drum instruments and the vocal takes. You can also delete the vocal takes you've recorded.

* You cannot delete just the samples in the looper. Instead, delete the clips (p. 20).

1. Hold down the [SHIFT] button and press the [SYSTEM] button.

The UTILITY screen appears.

2. Use the [VALUE] dial to select "SAMPLE DELETE," and then press the [VALUE] dial.

The DELETE screen appears.

```
DELETE: 001
Flappyho 00
```

* A  or  mark is shown for the samples that are currently in use.

 : Used by a tone/drum instrument.

 : Used by a vocal take.

3. Use the [VALUE] dial to select a sample, and then press the [VALUE] dial.

A confirmation message appears.

```
Delete Sample?
[Cancel] [OK]
```

* You can preview the samples by pressing the [LOAD] button.

* To cancel the operation, press the [EXIT] button.

4. Use the [VALUE] dial to select "OK," and then press the [VALUE] dial.

The sample is deleted.

Using a Computer to Manage an Inserted SD Card

You can connect this unit to a computer via USB in storage mode to manage the contents of an SD card that you've inserted into this unit.

* Other operations are unavailable while in storage mode.

1. Make sure that a USB cable is not yet connected to this unit.

2. Hold down the [SHIFT] button and press the [SYSTEM] button.

The UTILITY screen appears.

3. Use the [VALUE] dial to select "STORAGE MODE," and then press the [VALUE] dial.

The message "PLEASE CONNECT USB CABLE" appears.

4. Plug in the USB cable, and connect it to your computer.

The unit enters storage mode.

The SD card folder is shown on your computer.

5. To return to normal operations, safely eject this unit from your computer, and then unplug the USB cable.

Appendices

List of Shortcut Keys

Switching Screens and Modes

Action	Operation	
To access the quantize edit screen	Hold down the [SHIFT] button and...	press the [SECTION SELECT] button.
To access the UTILITY screen		press the [SYSTEM] button.
To display the MASTERING menu screen		press the [MIXDOWN] button.
To display the mixer effects screen		press the [MIXER] button.
To display the SONG template screen		press the [SONG] button.
To access the tempo settings screen		press the [SEQ] button.
To access the project save screen		press the [LOAD] button.
To access the track settings screen		press the [KICK]–[VOCAL] buttons.
To access the sampling screen		press the [REC] button.
To access the vocal patch screen		press the VOCAL PROCESSOR [ON] button.
To switch the pads to Velocity mode	Hold down the [EDIT] button and...	press the [NOTE] button.
To switch the pads to Chord mode		press the [STYLE] button.
To access the sound browser screen		press the [KICK]–[INST 2] buttons.
To access the project settings screen		press the [LOAD] button.
To access the SONG settings screen		press the [SONG] button.
To access the Note mode edit screen		press the [NOTE] button.
To access the Style mode edit screen		press the [STYLE] button.
To access the sampling settings screen		press the [REC] button.
To access the MOTION menu screen		press the [MOTION] button.
To access the TOTAL FX menu screen		press the [MIXER] button.
To access the VOCAL PROCESSOR menu screen	While the pads are in Section Select mode...	press the VOCAL PROCESSOR [ON] button.
To access the mic settings screen		press the MIC [ON] button.
To access the section name edit screen		hold down the [EDIT] button and press the [ENTER] button.

When the workflow is in the “Sequencer” phase

Action	Operation	
To access the tone edit screen	Hold down the [EDIT] button and...	press the [ENTER] button.
To access the measure edit screen		press the MEASURE [<] or [>] button.
To access the drum instrument edit screen	While the pads are in Note mode...	hold down the [EDIT] button and press the [ENTER] button.

While the workflow is in the “SONG” phase

Action	Operation	
To access the VOCAL EFFECT settings screen	Hold down the [EDIT] button and...	press the [VOCAL] button.
To access the SONG name edit screen		press the [ENTER] button.
To access the take name edit screen	While the VOCAL track is selected...	hold down the [EDIT] button and press the [ENTER] button.

Step Operations

When the workflow is in the “Sequencer” phase

Action	Operation	
To input a soft strike into a step	Hold down the [KICK]–[INST 2] buttons and...	press the STEP SEQUENCER [1]–[16] buttons.
To add a sub step to a step	Hold down the [SEQ] button and...	press the STEP SEQUENCER [1]–[16] buttons.
To input a drum phrase into a step * Track type: Drum Kit only	While the pads are in Style mode...	hold down pads [1]–[16] and press the STEP SEQUENCER [1]–[16] buttons.
To input a drum chord into a step * Track type: Tone only	While the pads are in Chord mode...	hold down pads [1]–[16] and press the STEP SEQUENCER [1]–[16] buttons.
To access the note edit screen	Hold down the [EDIT] button and...	press the STEP SEQUENCER [1]–[16] buttons.

While the workflow is in the “SONG” phase

Action	Operation	
To access the SONG step edit screen	Hold down the [EDIT] button and	press the STEP SEQUENCER [1]–[16] buttons.
To delete a song step	While the [REC] button is on (lit)...	hold down the [CLEAR] button and press the STEP SEQUENCER [1]–[16] buttons.
To insert a song step	While the [REC] button is on (lit)...	hold down the [SHIFT] button and press the STEP SEQUENCER [1]–[16] buttons.

Pad Operations

Action	Operation
To access the DRUM INST EDIT menu screen * Track type: Drum Kit only	While the pads are in Note mode... hold down the [EDIT] button and press pads [1]–[16].

When the workflow is in the “Sequencer” phase

Action	Operation
To access the clip settings screen	hold down the [SHIFT] button and press pads [1]–[16].
To access the CLIP EDIT menu screen	hold down the [EDIT] button and press pads [1]–[16].
To copy a clip	While the pads are in Section Select mode... hold down the [COPY] button and press pads [1]–[16].
To swap a clip	hold down the [COPY] and [SHIFT] buttons, and press pads [1]–[16].
To delete a clip	hold down the [CLEAR] button and press pads [1]–[16].
To access the chord edit screen	While the pads are in Chord mode... hold down the [EDIT] button and press pads [1]–[16].
To transpose the key * Track type: Tone only	Hold down the [NOTE] button and... press pads [1]–[16].
To use the mute function for a drum instrument (per clip) * Track type: Drum Kit only	Hold down the [NOTE] button and... press pads [1]–[16].
To use the mute function for a drum instrument (track)	While the pads are in Note mode... hold down the [KIT] button and press pads [1]–[16].

When the workflow is in the “Section” phase

Action	Operation
To access the section settings screen	hold down the [EDIT] button and press pads [1]–[16].
To copy a section	While the pads are in Section Select mode... hold down the [COPY] button and press pads [1]–[16].
To swap a section	hold down the [COPY] and [SHIFT] buttons, and press pads [1]–[16].
To delete a section	hold down the [CLEAR] button and press pads [1]–[16].

While the workflow is in the “SONG” phase

Action	Operation
To access the TAKE EDIT menu screen	Select the VOCAL track... hold down the [EDIT] button and press pads [1]–[16].

Controller Values and Parameter Editing

Action	Operation
To change the octave	Hold down the [SHIFT] button and... press the MEASURE [<] or [>] button.
Playing back from the top	During playback... hold down the [SHIFT] button and press the [▶] (START/STOP) button.
To check the parameters operated by the [TONE] knob	Hold down the [SHIFT] button and... turn the [TONE] knob.
To set the parameters operated by the [TONE] knob	Hold down the [EDIT] button and... turn the [TONE] knob.
To set the parameters assigned to the effect PRM (Parameter) or DEP (Depth)	On each mixer effects screen, turn the [CTRL 2] or [CTRL 3] knob while holding down the [EDIT] button.
To mute a track	Hold down the [MIXER] button and... press the [KICK]–[VOCAL] buttons.
To delete a track	Hold down the [CLEAR] button and... press the [KICK]–[VOCAL] buttons.
To set the TR-REC velocity	Hold down the [NOTE] button and... press the [VALUE] dial.
To set the arpeggio style	Hold down the [STYLE] button and... press the [VALUE] dial.

When the workflow is in the “Sequencer” phase

Action	Operation
To check the parameters that the [CTRL 1]–[CTRL 3] knobs operate	Hold down the [SHIFT] button and... turn the [CTRL 1]–[CTRL 3] knobs.
To set the parameters that the [CTRL 1]–[CTRL 3] knobs operate	Hold down the [EDIT] button and... turn the [CTRL 1]–[CTRL 3] knobs.
To double a measure by duplicating (Duplicate)	Hold down the [COPY] button and... press the MEASURE [>] button.
To cut a measure in half (Halve)	Hold down the [COPY] button and... press the MEASURE [<] button.

Main Specifications

Sound Generator	ZEN-Core (Tone, Drum Kit)
Track Type	Tone, Drum Kit, Looper (Audio Loop)
Maximum Polyphony	ZEN-Core: 128 voices (varies according to the sound generator load)
	Looper: 8 (varies according to the available number of Looper track)
	Vocal Take: 16 (varies according to the vocal take size)
Tracks	7 tracks and 1 vocal track
Sections	16 sections
Vocal Take	16 takes
Tones	Preset Tone: 3,000 or greater
	Preset Drum Kit: 80 or greater
	User Sample (as a Tone or Drum Kit): available by importing from SD card
	* Available total time for User Sample and Vocal take: 12 minutes in mono, 6 minutes in stereo (44.1 kHz)
	* Available format of User Sample: WAV 32–96 kHz/16-bit, 24-bit (mono, stereo)
	Looper Sample (as a clip of Looper track): available by importing from SD card, recording via EXT IN/Tracks
Effects	* Available total time for Looper Sample: Approx. 60 sec (44.1 kHz)
	* Available format of Looper Sample: WAV 44.1 kHz/16-bit, 24-bit, 32-bit, 32-bit float (mono, stereo)
	Track Multi-Effects: 90 types
	Track EQ
	Chorus/Delay: 9 types
	Reverb: 7 types
	Master Effects: 90 types
Step Sequencer	Master Compressor
	Master EQ
Looper	Maximum Step: 128 steps
	* Available on a Tone or Drum Kit Track
Display	Time Stretch, Pitch Shift
	* Available on a Looper Track
External Storage	16 characters, 2 lines LCD (with backlit)
Connectors	SD card (SDHC supported) for saving Project Data and Audio Data
	PHONES jacks: Stereo 1/4-inch phone type, Stereo miniature phone type
	LINE OUT (L/MONO, R) jacks: 1/4-inch phone type
	LINE IN (L/MONO, R) jacks: 1/4-inch phone type
	MIC connector: XLR type (phantom power: +48 V, 10 mA Max.)
	MIDI (IN, OUT) connectors
	USB port: USB B type (Audio, MIDI)
Power Supply	DC IN jack
	AC adaptor
Current Draw	Obtained via USB port (USB bus power)
	2,000 mA (AC adaptor)
Dimensions	500 mA (USB bus power)
	354 (W) x 208 (D) x 60 (H) mm
Weights (excluding AC adaptor)	13-15/16 (W) x 8-3/16 (D) x 2-3/8 (H) inches
	1.2 kg
Accessories	2 lbs 11 oz
	Leaflet "Read Me First"
	AC adaptor
	SD card (installed in the product when shipped from the factory)
	SD card protector

* This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.