



# SPD-SX PRO

Reference Manual

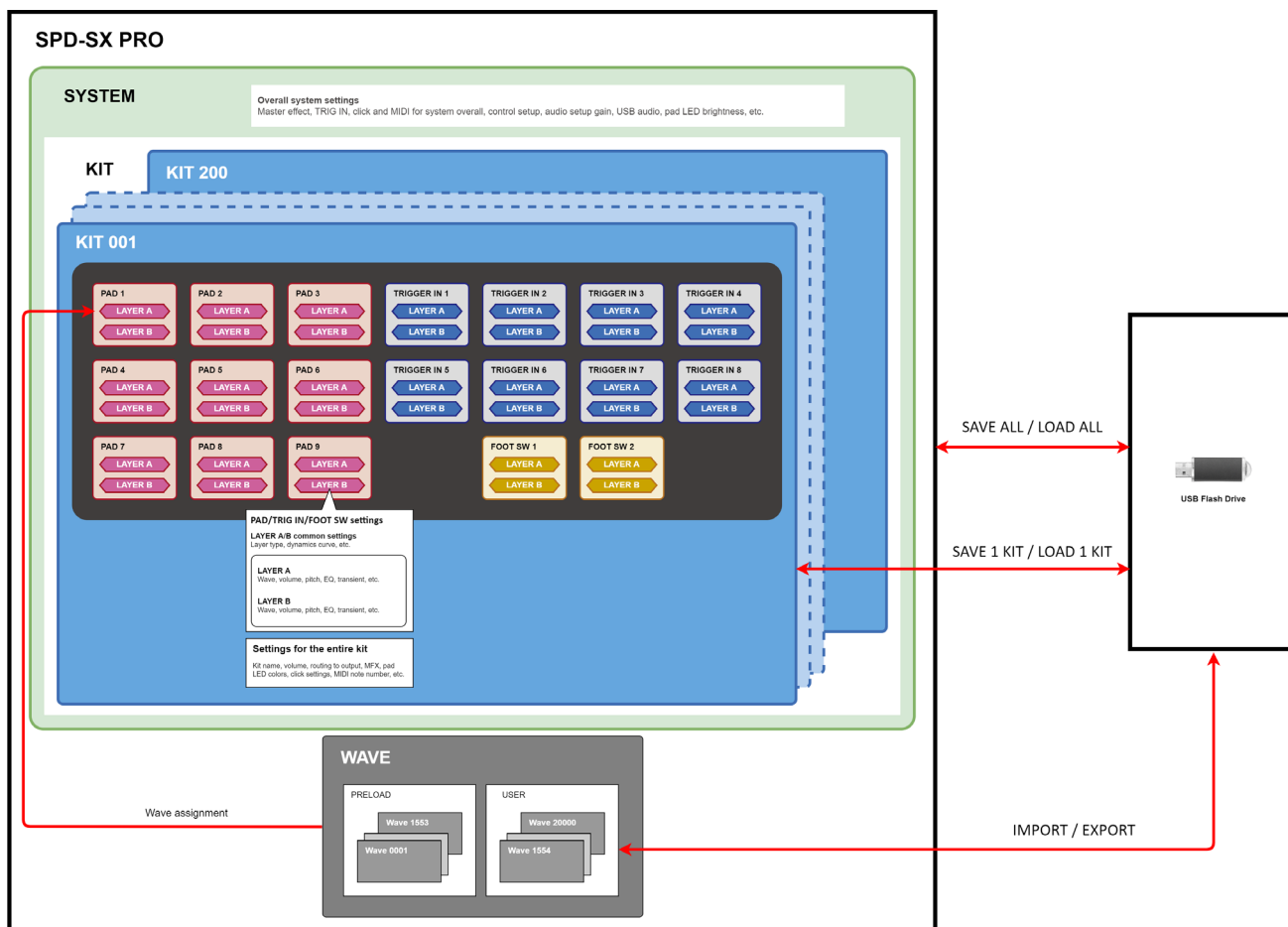
## Table of contents

Introduction.....	4	Copying a Wave (COPY) .....	97
<b>Panel Descriptions</b> .....	7	Managing Waves (RENUMBER) .....	99
Getting Ready to Play .....	11	Configuring the Overall Settings for the SPD-SX PRO (SYSTEM) .....	100
Mounting the unit on the stand.....	11	Configuring the Pads and the TRIGGER IN Jacks (PAD /TRIGGER IN).....	100
Turning the power on/off.....	13	Configuring the Overall Click Settings for the SPD-SX PRO (SYSTEM CLICK).....	106
Changing the settings.....	14	Configuring the Overall MIDI Settings for the SPD-SX PRO (SYSTEM MIDI) .....	109
Using a USB flash drive .....	16	Configuring the Functions to Assign to the Pads and Footswitch, and Configuring the PAD EDIT Knob and Expression Pedal Settings for the SPD-SX PRO Overall (CONTROL SETUP) .....	111
Connecting to your computer via USB.....	17	Viewing the Overall Information for the SPD-SX PRO (SYSTEM INFO) .....	115
Playing .....	18	Configuring the Input/Output Jack Settings (AUDIO SETUP).....	117
Striking the Pads to Play .....	23	Configuring the USB Audio Input/Output Settings (USB AUDIO) .....	119
Selecting a Kit ([+] [-] buttons, [VALUE] knob).....	26	Adjusting the Pad LED Brightness and Colors (SYSTEM LED) .....	121
Applying the Master Effect .....	28	Configuring the Display, Screen Saver and Auto Off Function (OPTION).....	122
Playing Along with the Click (Metronome) .....	29	Using an Image File as the Screen Saver .....	123
Adjusting the Pad Volume (PAD VOLUME) .....	32	Initializing the SYSTEM Settings (SYSTEM INIT) .....	125
Playing While Using the External Pads or Footswitch (TRIGGER IN/FOOT SW).....	34	Copying Kits and Pads (COPY) .....	127
Using Set Lists When Playing.....	37	Copying a kit (COPY KIT).....	127
Customizing a kit (KIT EDIT 1) .....	40	Copying a pad (COPY PAD).....	129
<b>Basic Settings (PAD EDIT)</b> .....	40	Backing up and Loading the Data (BACKUP) .....	130
<b>Effect and Output Destination Settings (OUTPUT/EFFECTS)</b> .....	47	Backing up All Settings to a USB Flash Drive (SAVE) .....	131
MFX Settings (MFX1–4).....	49	Loading Backup Data for All of this Unit's Settings from a USB Flash Drive (LOAD) .....	132
SIDE CHAIN Settings .....	49	Deleting Backup Data from a USB Flash Drive (DELETE) .....	133
MASTER EFFECT Settings.....	51	Viewing Information for the USB Flash Drive (INFO) .....	134
MASTER COMP Settings.....	52	Backing up a Kit to a USB Flash Drive (SAVE 1 KIT).....	135
MASTER EQ Settings .....	53	Loading Kit Backup Data from a USB Flash Drive (LOAD 1 KIT) .....	136
Setting the Output Destination (OUTPUT ASSIGN).....	53	Deleting Kit Backup Data from a USB Flash Drive (DELETE 1 KIT) .....	137
<b>Setting the Kit Volume (KIT VOLUME)</b> .....	57	Formatting a USB Flash Drive (FORMAT).....	138
<b>Renaming a Kit (KIT NAME)</b> .....	58	Shortcuts for Useful Functions (TOOLS) .....	139
<b>Linking Multiple Pads (PAD LINK/MUTE)</b> .....	60	Copying a Kit and Swapping Two Kits (TOOLS-COPY KIT) .....	139
<b>Configuring How the Pad Indicators Light Up (PAD LED)</b> .....	62	Copying a Pad and Swapping Two Pads (TOOLS-COPY PAD) .....	141
<b>Making Pads Play in a Predetermined Sequence (PAD SEQUENCE)</b> .....	64	Renaming a Drum Kit (TOOLS-KIT NAME).....	142
<b>Configuring How the Closed Pedal Sounds (CLOSED-PEDAL)</b> .....	67	Listening/Reverting to the Original Kit Before Edits (TOOLS-UNDO).....	143
Configuring the Overall Kit (KIT EDIT2) .....	69	Backing up a Kit to a USB Flash Drive (TOOLS-SAVE 1 KIT) .....	144
<b>Click-Related Settings for Kits (KIT CLICK)</b> .....	69	Loading Kit Backup Data from a USB Flash Drive (TOOLS-LOAD 1 KIT) .....	145
<b>Configuring the MIDI-Related Settings (KIT MIDI)</b> .....	72	Importing an Audio File (TOOLS-WAVE IMPORT) .....	146
<b>Configuring the PAD EDIT Knobs and the EXPRESSION Pedal (PAD EDIT KNOB/EXP PEDAL)</b> .....	75	Saving the Current Settings (TOOLS-WRITE).....	148
<b>Initializing a Kit (KIT INIT)</b> .....	79	Main Specifications .....	149
Importing and Managing Audio Files (WAVE) .....	80		
<b>Checking and Editing Waves (LIST)</b> .....	80		
Editing a Wave (WAVE EDIT).....	82		
Assigning Tags to Waves (TAG).....	85		
Filtering Wave Lists by Tags (FILTER).....	85		
Assigning Waves to Pads (ASSIGN).....	86		
<b>Importing an Audio File (IMPORT)</b> .....	87		
<b>Saving a Wave to a USB Flash Drive (EXPORT)</b> .....	89		
<b>Deleting a Wave (DELETE)</b> .....	90		
<b>Creating a Wave by Sampling (SAMPLING)</b> .....	91		
Sampling (STANDBY).....	91		
Editing and Saving a Sampled Waveform (WAVE EDIT) .....	92		
<b>Editing Tags for Waves (TAG EDIT)</b> .....	95		

Effect List.....	151	Chorus.....	178
<b>Delay effects .....</b>	<b>152</b>	Space-D.....	179
Tape Echo.....	153	CE-1.....	179
Delay.....	154	SDD-320.....	180
Time Ctrl Delay.....	155	JUNO-106 Chorus.....	180
Reverse Delay.....	156	<b>Dynamics effects.....</b>	<b>181</b>
2Tap Pan Delay.....	157	Overdrive.....	181
3Tap Pan Delay.....	158	Distortion.....	182
Mid-Side Delay.....	159	T-Scream.....	182
<b>Reverb effects.....</b>	<b>160</b>	Fuzz.....	183
Reverb.....	160	Tone Fattener.....	183
Long Reverb.....	160	HMS Distortion.....	184
<b>Filter effects.....</b>	<b>162</b>	Saturator.....	184
Isolator.....	162	Warm Saturator.....	185
Low Boost.....	163	Speaker Simulator.....	186
Super Filter.....	163	Guitar Amp Simulator.....	187
Multi Mode Filter.....	164	Compressor.....	188
Enhancer.....	165	Mid-Side Compressor.....	189
Auto Wah.....	165	Limiter.....	190
Humanizer.....	166	Gate.....	190
Mid-Side EQ.....	166	<b>Lo-fi effects.....</b>	<b>192</b>
<b>Modulation effects.....</b>	<b>168</b>	LOFI Compress.....	192
Phaser.....	168	Bit Crusher.....	193
Small Phaser.....	169	<b>Pitch effect.....</b>	<b>194</b>
Script 100.....	169	Pitch Shifter.....	194
Step Phaser.....	170	<b>Looper effects.....</b>	<b>195</b>
Infinite Phaser.....	171	DJFX Looper.....	195
Ring Modulator.....	171	BPM Looper.....	196
Tremolo.....	172	<b>Note.....</b>	<b>197</b>
Auto Pan.....	173	<b>Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl).....</b>	<b>198</b>
Slicer.....	173	<b>Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL).....</b>	<b>199</b>
<b>Chorus effects.....</b>	<b>175</b>		
Flanger.....	175		
SBF-325.....	176		
Step Flanger.....	177		

# Introduction

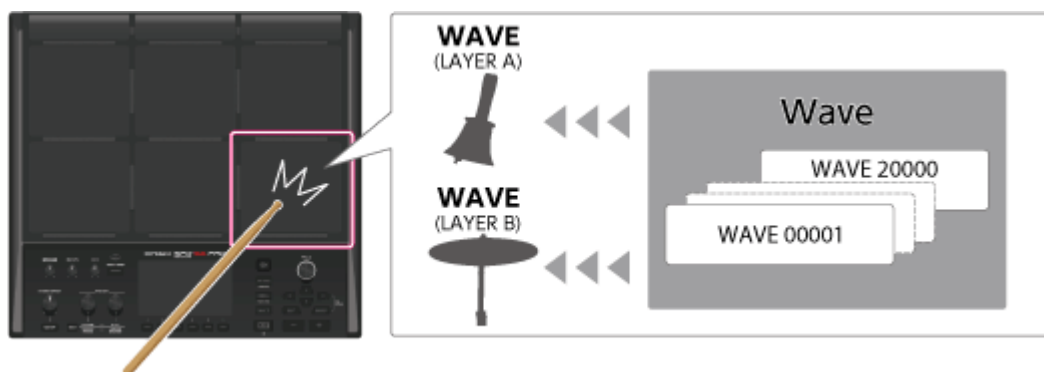
## Overview of the SPD-SX PRO (wave/kit/system)



### What is a wave?

The sounds that play when you strike the pads are called "waves".

The sounds that you sample, as well as the sounds you import from a USB flash drive or from your computer are stored in this unit as waves. You can play two waves at the same time (LAYER A, LAYER B) from a single pad.



### What's a kit?

A "kit" is a collection of settings for nine pads, eight external pads and two footswitches.

You can freely customize a kit, such as by assigning the waves you like to each pad in the kit and changing how they play.

The SPD-SX PRO features 200 different kits (including the kit data included by factory default).

You can configure these kits from the [MENU] button → KIT EDIT1/2 tabs (\*1).

[Customizing a kit \(KIT EDIT 1\)\(P.40\)](#)

[Configuring the Overall Kit \(KIT EDIT2\)\(P.69\)](#)

\*1: The master effect, master comp and master EQ are system settings. These settings can't be made for individual kits.

## What does "system" refer to?

The parts of the settings related to this product overall are referred to as the "system".

These can be accessed from the [MENU] button → SYSTEM tab.

[Configuring the Overall Settings for the SPD-SX PRO \(SYSTEM\)\(P.100\)](#)

When you execute SYSTEM INIT, only the system settings are restored to their factory settings.

### NOTE

The kits and wave banks are not restored to the factory settings.

[Restoring the factory settings \(including waves\)\(P.125\)](#)

## What are the wave preload and user banks?

These banks contain the waves (audio files) and wave parameters (START/END point and so on).

The preload bank contains the factory default waves.

The user bank contains waves imported from a USB flash drive or from a computer, as well as waves that you've sampled.

You can view the waves as a list, edit the waves, manage the tags and so on from the [MENU] button → WAVE tab.

[Importing and Managing Audio Files \(WAVE\)\(P.80\)](#)

## Overview of the SPD-SX PRO (save/load, import/export, saving parameters to this unit)

### SAVE ALL / LOAD ALL

When you backup the entire unit or save/load data, all data from the kits, system and waves is included.

[Backing up All Settings to a USB Flash Drive \(SAVE\)\(P.131\)](#)

[Loading Backup Data for All of this Unit's Settings from a USB Flash Drive \(LOAD\)\(P.132\)](#)

### SAVE 1 KIT / LOAD 1 KIT

You can save and load data for individual kits.

This also saves or loads the waves that are used by the kit.

[Backing up a Kit to a USB Flash Drive \(SAVE 1 KIT\)\(P.135\)](#)

[Loading Kit Backup Data from a USB Flash Drive \(LOAD 1 KIT\)\(P.136\)](#)

### Wave import/export

You can import waves (in WAV, AIFF or MP3 format) that are located in the IMPORT folder of the USB flash drive into the user bank.

You can also export the user bank waves to a USB flash drive.

[Importing an Audio File \(IMPORT\)\(P.87\)](#)

[Saving a Wave to a USB Flash Drive \(EXPORT\)\(P.89\)](#)

### Saving parameters to this unit

Any changes that have been made to the kit, system or wave parameters are saved when you turn the [POWER] switch off.

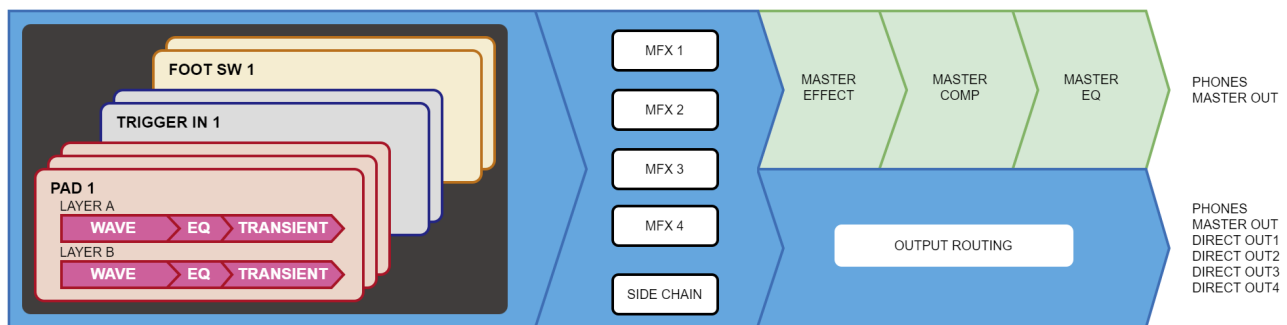
### NOTE

The parameters are not saved if the AC adaptor gets pulled out and the power supply is abruptly disconnected.

To save the settings before you turn off the power, execute the "WRITE" function.

[Saving the Current Settings \(TOOLS-WRITE\)\(P.148\)](#)

## Effect/output routing



### Kit effects

The SPD-SX PRO includes MFX 1–4 and a side chain effect, which can be configured individually for each kit.

The kit effect is applied to the sounds generated by PAD 1–9, TRIG IN 1–8 and FOOT SW 1, 2.

[MFX Settings \(MFX1–4\)\(P.49\)](#)

[SIDE CHAIN Settings\(P.49\)](#)

You can use the PAD EDIT [1] and [2] knobs to control the MFX 1–4 effects and switch the side chain effect in real time.

[Configuring the PAD EDIT \[1\] \[2\] knobs \(PAD EDIT KNOB\)\(P.75\)](#)

### Overall system effects

The SPD-SX PRO features a master effect, master comp and master EQ.

These effects are only applied to the sound that's output from the MASTER OUT jacks and PHONES jack.

You can use the [MASTER EFFECT] knob to control the master effects in real time.

[MASTER EFFECT Settings\(P.51\)](#)

#### MEMO

The master effect, master comp and master EQ settings can't be stored individually for each kit.

### Output routing settings

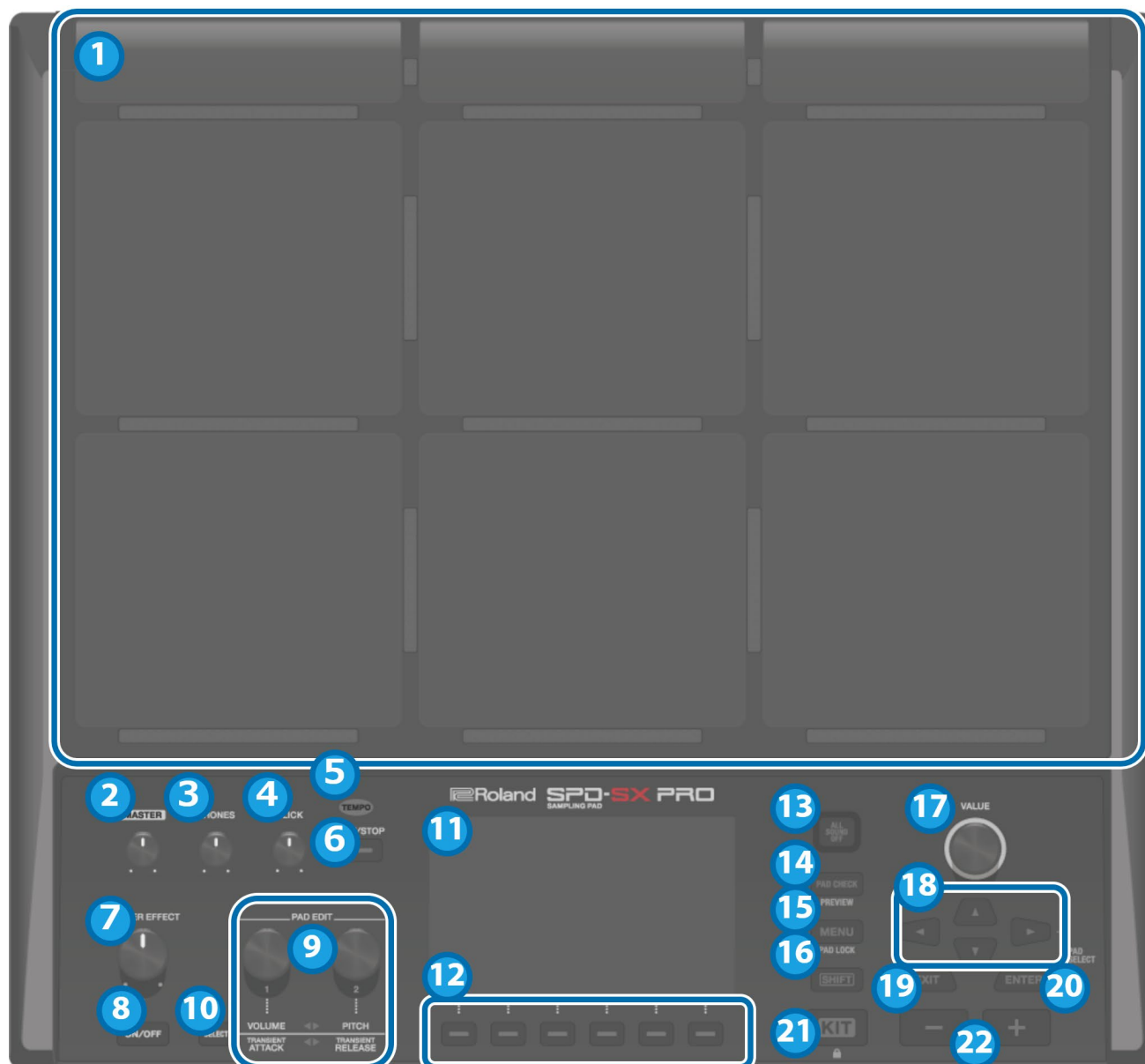
You can output the PAD and MFX audio to an output that you choose.

These settings can be made individually for each kit.

[Setting the Output Destination \(OUTPUT ASSIGN\)\(P.53\)](#)

## Panel Descriptions

### Top Panel



#### 1. Pads [1]–[9]

Play the pads by striking them with your sticks.

The indicators below each pad (called “pad LEDs”) react when the pads are struck.

#### 2. [MASTER] knob

Adjusts the volume of signal from the MASTER OUT jacks.

#### 3. [PHONES] knob

Adjusts the volume of signal from the PHONES jack.

#### 4. [CLICK] knob

Adjusts the click volume.

#### 5. TEMPO indicator

Lights up in time with the tempo that’s set.

#### 6. [START/STOP] button

Starts/stops the click sound.

**7. [MASTER EFFECT] knob**

Changes the master effect.

**8. MASTER EFFECT [ON/OFF] button**

Turns the master effect on/off.

**9. PAD EDIT [1] [2] knobs**

Edits the various parameters.

**10. [SELECT] button**

Selects the target operations (the parameters to edit) for the PAD EDIT [1] [2] knobs.

	[1] knob	[2] knob
Unlit	Off	Off
Top row lights	Layer Volume	Coarse Tune
Bottom row lights	Transient Attack	Transient Release
Both rows light	Assign	Assign

**11. Display**

Shows the kit name, wave name, contents of the settings and other information.

**12. FUNCTION buttons 1–6**

These buttons execute the functions shown in the display.

This guide refers to the buttons as the [F1]–[F6] buttons, in order from left to right.

**13. [ALL SOUND OFF] button**

Stops all sounds that are playing.

Note that you can't use the [ALL SOUND OFF] button to mute the effect sounds to which the MASTER effect or KIT MFX are applied (such as the delay reverberations, sounds that are looped with the looper effect and so on) or the click sound (including the click track).

**14. [PAD CHECK] button**

While you're pressing this button, the sound from the pads you strike is only output through the PHONES jack.

Hold down the [SHIFT] button and press the [PAD CHECK] button to call up the PREVIEW function.

**15. [MENU] button**

Recalls various functions like the settings for each kit, the overall settings for this unit and so on.

**16. [SHIFT] button**

By holding down this button and then pressing another button, the function of that button changes.

**17. [VALUE] knob**

Use this knob to switch between kits and change values.

**18. Cursor buttons**

Moves the cursor.

**19. [EXIT] button**

Returns to the previous screen. This also undoes an operation.

**20. [ENTER] button**

Used for confirming a value or executing an operation.

**21. [KIT] button**

Shows the top screen (kit screen).

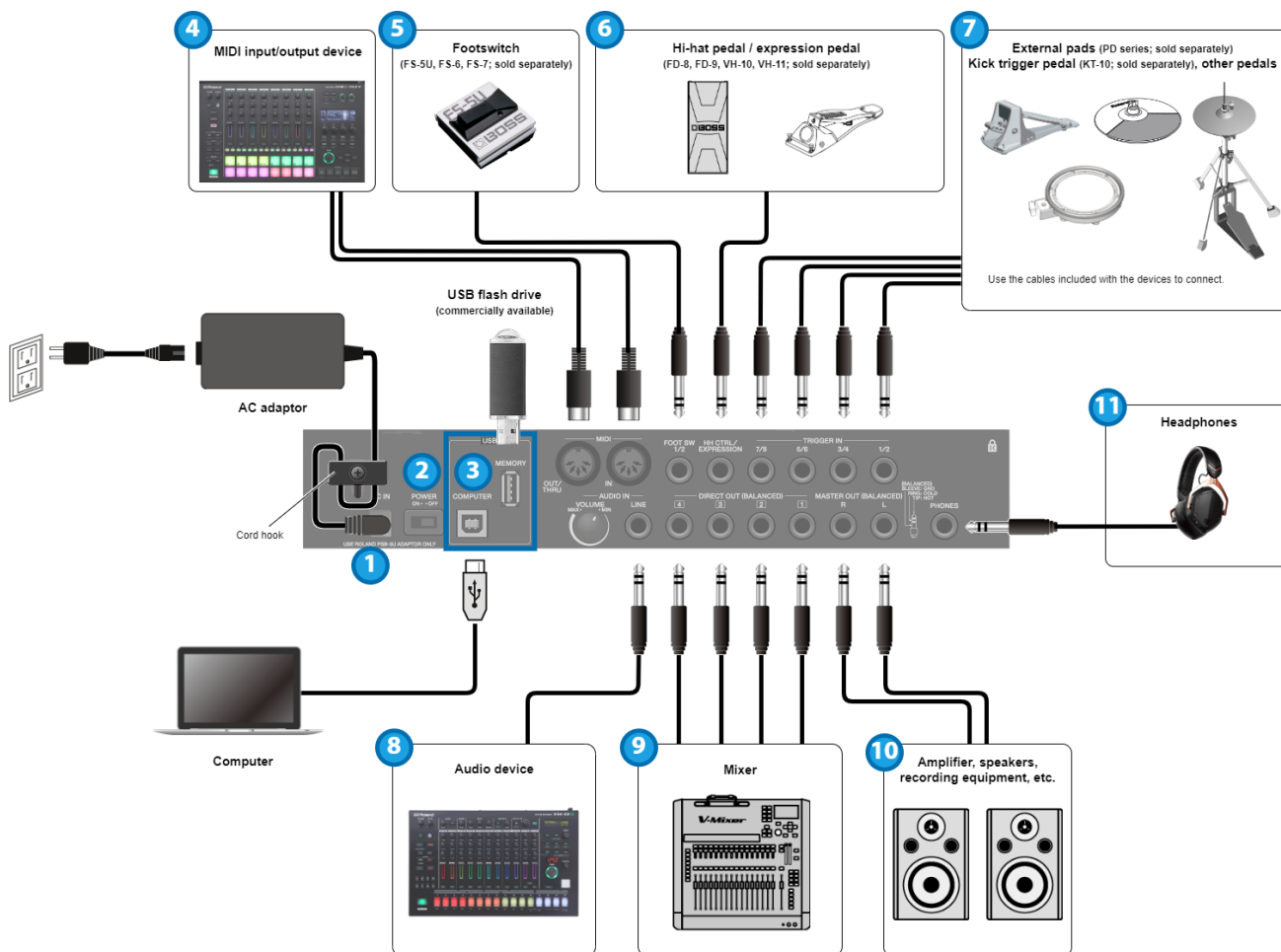
**22. [-] [+] buttons**

Use these to switch between kits and change values.

You can use these buttons instead of the [VALUE] knob.



## Rear Panel (Connecting Your Equipment)



### 1. DC IN jack

Connect the included AC adaptor to this jack.

#### Cord hook

To prevent the inadvertent disruption of power to your unit (should the plug be pulled out accidentally), and to avoid applying undue stress to the jack, anchor the power cord using the cord hook, as shown in the illustration.

### 2. [POWER] switch

Turns the power on/off.

### 3. USB port

#### USB MEMORY port

Connect a USB flash drive (commercially available) to load audio data or save the settings.

Use a commercially available USB flash drive. Note that not all commercially available USB flash drives are guaranteed to work.

#### USB COMPUTER port

Connect your computer to this port with a USB cable.

### 4. MIDI connectors

Connect devices that support MIDI input/output to exchange MIDI messages or synchronize the tempo.

### 5. FOOT SW 1/2 jack

Connect a footswitch (FS-5U, FS-6 or FS-7; sold separately) to trigger the sounds and control other parameters.

## 6. HH CTRL/EXPRESSION jack

Connect this to a hi-hat pedal (FD-8, FD-9, VH-10 or VH-11; sold separately) to control the hi-hat, or connect an expression pedal (EV-30, sold separately) to control the effect intensity and so on.

When you operate the hi-hat pedal and expression pedal, be careful not to get your fingers pinched between the movable part and the pedal unit. When using this instrument around small children, make sure that an adult provides supervision and guidance.

Use only the specified hi-hat pedal or expression pedal. Connecting pedals made by third-party manufacturers may cause this unit to malfunction.

## 7. TRIGGER IN 1/2, 3/4, 5/6, 7/8 jacks

Connect devices such as external pads (PD series, sold separately) or a kick trigger pedal (KT-10, sold separately) to trigger the sounds.

Use the cables included with the external devices to connect.

## 8. AUDIO IN

Connect your audio equipment here to sample the input audio or to mix the sound from this unit with the audio.

### [VOLUME] knob

Adjusts the volume of signal inputted to the LINE jack.

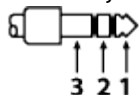
### LINE jack

Connect a line-level device here.

## 9. DIRECT OUT (BALANCED) 1–4 jacks

Connect these to your mixer or other audio equipment. This lets you output only the sound of specified pads.

DIRECT OUT jack pin arrangement

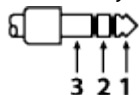


1: TIP: HOT  
2: RING: COLD  
3: SLEEVE: GND

## 10. MASTER OUT (BALANCED) L/R jacks

Connect these to your amp, speakers, recording equipment and other devices for sound output.

MASTER OUT jack pin arrangement



1: TIP: HOT  
2: RING: COLD  
3: SLEEVE: GND

## 11. PHONES jack

Connect your headphones here. Use the [PHONES] knob to adjust the volume.

# Getting Ready to Play

Mounting the unit on the stand (P.11)

Turning the power on/off (P.13)

Changing the settings (P.14)

Using a USB flash drive (P.16)

Connecting to your computer via USB (P.17)

## Mounting the unit on the stand

Use an all-purpose clamp (APC-33, sold separately) or a pad stand (PDS-20/PDS-10, sold separately) when mounting the SPD-SX PRO onto a stand.

### NOTE

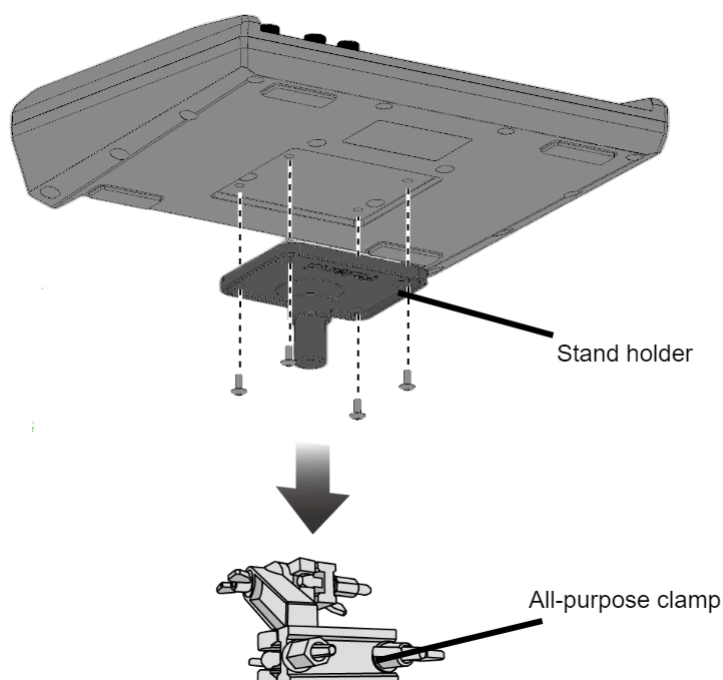
- Be sure to use the screw found on the bottom of the SPD-SX PRO. If you use different screws, the unit may malfunction.
- Before turning the unit over, lay out several pieces of newspaper or magazines at the four corners and on both sides of this unit to protect the buttons, knobs and other controls from damage. When doing so, make sure to place the unit so that the buttons, knobs and other controls do not get damaged.
- When turning the unit over, handle it carefully so as not to drop or overturn it.
- Do not store this unit upside down. The floor or other surface may press against the pads, squashing the pad sensors and causing them to malfunction.

## Using in combination with a drum set

To use this unit with V-Drums or a drum set by mounting it onto a stand or the likes, use the all-purpose clamp (APC-33, sold separately) to hold the unit in place.

Use the screws on the bottom of the SPD-SX PRO to mount it onto the stand holder of the all-purpose clamp, as shown in the illustration. Attach the SPD-SX PRO to the all-purpose clamp.

\* Don't use the screws that are included with the all-purpose clamp.



- \* Rods within a 10.5–30 mm diameter can be mounted on the all-purpose clamp.

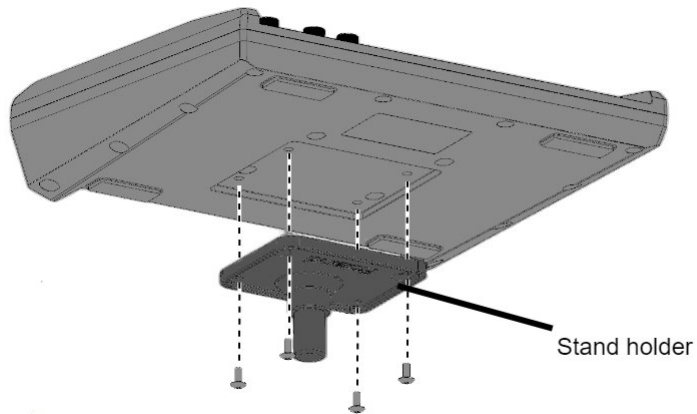
## Using this unit separately

To use the SPD-SX PRO separately, use the pad stand (PDS-20/PDS-10, sold separately).

Use the screws on the bottom of the SPD-SX PRO to mount it onto the stand holder of the PDS-20/PDS-10, as shown in the illustration. Next, mount the SPD-SX PRO onto the pad stand.

See the Owner's Manual of the pad stand for how to assemble the pad stand or for how to attach the stand holder.

- \* Don't use the screws that are included with the pad stand.



## Setup Examples



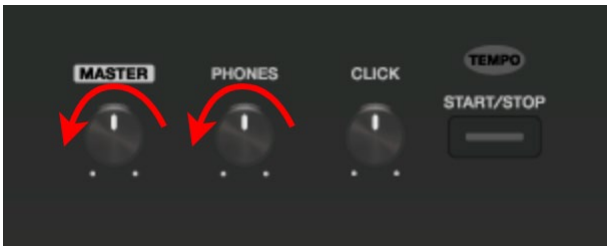
## Turning the power on/off

### NOTE

- Once everything is properly connected, be sure to follow the steps below to turn on the power. Turning on equipment in the wrong order may cause a malfunction or equipment failure.
- 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.
- With the factory settings, the unit's power will automatically be switched off four hours after you stop playing or operating the unit. If you don't need the power to turn off automatically, turn the AUTO OFF setting "OFF".

### Turning the power on

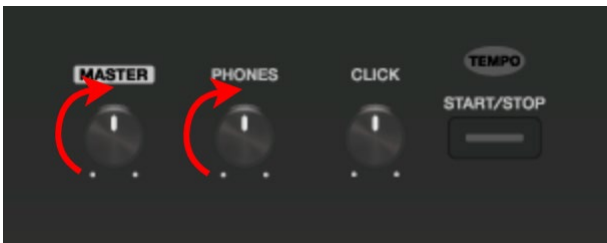
1. Turn the [MASTER] knob and [PHONES] knob all the way counterclockwise to lower the volume to minimum.



2. Turn on this unit's [POWER] switch.



3. Turn on the power of your speakers.
4. Use the [MASTER] knob or [PHONES] knob to adjust the volume to an appropriate level.



### Turning the power off

1. Minimize the volume of the SPD-SX PRO and your speakers.
2. Turn off the power of your speakers.
3. Turn off this unit's [POWER] switch.

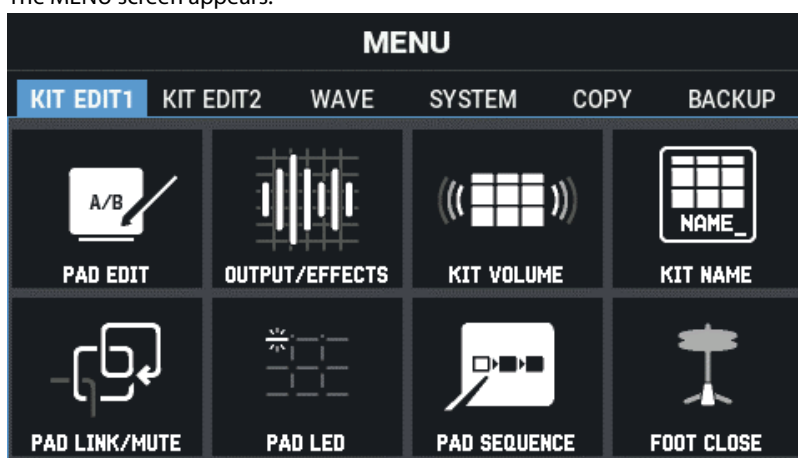
## Changing the settings

Here we explain about the basic operations of the buttons and knobs used to edit the settings of the SPD-SX PRO.



### 1. Press the [MENU] button.

The MENU screen appears.



Menu (tab)	Explanation
KIT EDIT1	Use this to assign imported samples to pads and to edit sounds. You can configure the effects for each kit, how the LEDs light up and so on. <a href="#">Customizing a kit (KIT EDIT 1)</a> (P.40)
KIT EDIT2	Sets the click and MIDI settings for each kit. <a href="#">Configuring the Overall Kit (KIT EDIT2)</a> (P.69)
WAVE	Lets you import/export WAVE files, add tags and edit the files. <a href="#">Importing and Managing Audio Files (WAVE)</a> (P.80)
SYSTEM	Configures the overall settings for the unit as well as the trigger settings. <a href="#">Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)</a> (P.100)
COPY	Use this to copy/exchange data for each kit and pad. <a href="#">Copying Kits and Pads (COPY)</a> (P.127)
BACKUP	Saves or loads all of this unit's settings to/from a USB flash drive. You can also save or load data for each kit. <a href="#">Backing up and Loading the Data (BACKUP)</a> (P.130)

### 2. Use the cursor buttons to select the menu item that you want to edit, and press the [ENTER] button.

The parameter settings screen for the menu you selected appears.

**Example: SYSTEM screen**



- Use the cursor [**▲**] [**▼**] [**◀**] [**▶**] buttons to select the menu item that you want to edit, and press the [**ENTER**] button.

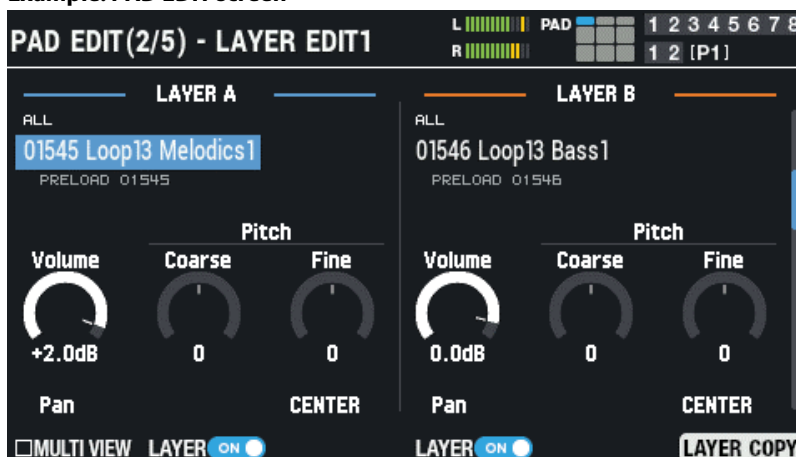
The settings screen for the item you selected is shown.

Example: SYSTEM CLICK screen



- Use the cursor [**▲**] [**▼**] [**◀**] [**▶**] buttons to select the parameter to set, and use the [**VALUE**] knob or the [**-**] [**+**] buttons to edit the setting.

Example: PAD EDIT screen



- When you're finished editing, press the [**KIT**] button to return to the top screen.

The various settings of the SPD-SX PRO are saved in memory even after the power is turned off, so there's no need to save the settings manually.

## MEMO

This manual explains how to operate the unit in an easy-to-understand and concise way, as shown below.

Example: Select "SYSTEM" and then "SYSTEM CLICK" from the MENU screen

MENU → SYSTEM → SYSTEM CLICK

## Using a USB flash drive

You can connect a USB flash drive (sold separately) to the SPD-SX PRO to do the following.

- **Import audio files from the USB flash drive.**
- **Save or load the waves and settings of the SPD-SX PRO to/from the USB flash drive.**

**1. Connect a USB flash drive to the USB MEMORY port.**



Use a commercially available USB flash drive.



## Connecting to your computer via USB

You can connect the COMPUTER port of the SPD-SX PRO to the USB port of your computer using a USB cable to do the following.

### SPD-SX PRO App

- You can use the SPD-SX PRO App to import audio files on your computer as waves to the SPD-SX PRO.
- Download the SPD-SX PRO App via Roland Cloud Manager.

### USB audio

You can sample the sounds played on your computer or use your computer to record the sounds played back on the SPD-SX PRO as audio content.

### USB MIDI

You can use DAW software on your computer to record what you play on the SPD-SX PRO (the MIDI performance data).

## Installing the USB driver

To use USB audio and USB MIDI, you must first install the USB driver. (The SPD-SX PRO App can be used even without installing the USB driver.)

### 1. Install the USB driver on your computer.

See the Roland website for how to install the driver.

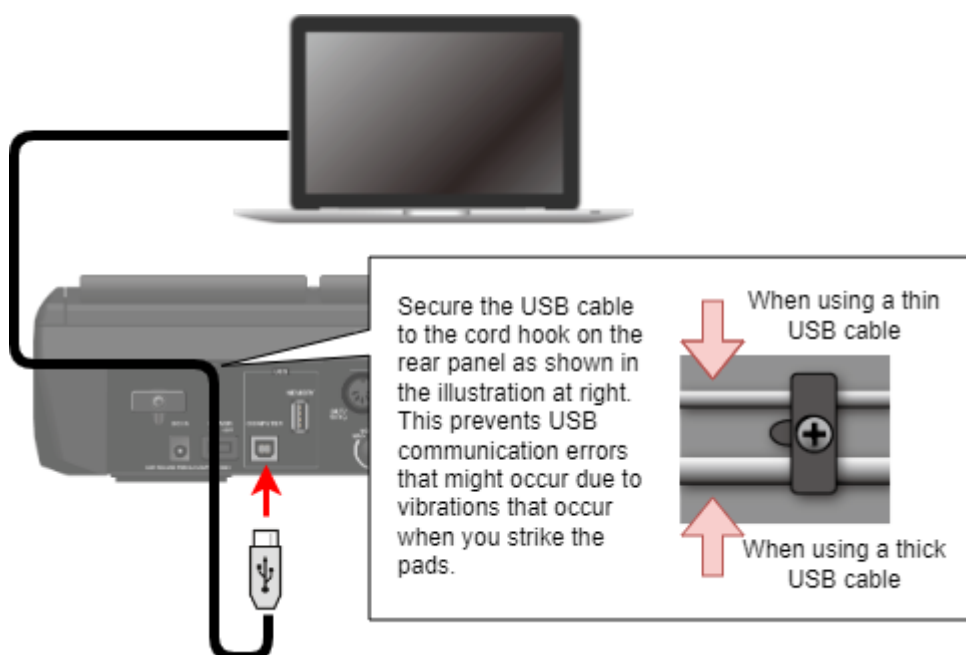
## Switching the USB operating mode (Driver Mode)

Set how this unit operates when connected to a computer via USB cable.

For details, refer to “Configuring the USB Audio Input/Output Settings (USB AUDIO)(P.119)”.

## Connecting the SPD-SX PRO to your computer

### 1. Connect the COMPUTER port on the back of the SPD-SX PRO to the USB port of your computer using a USB cable.



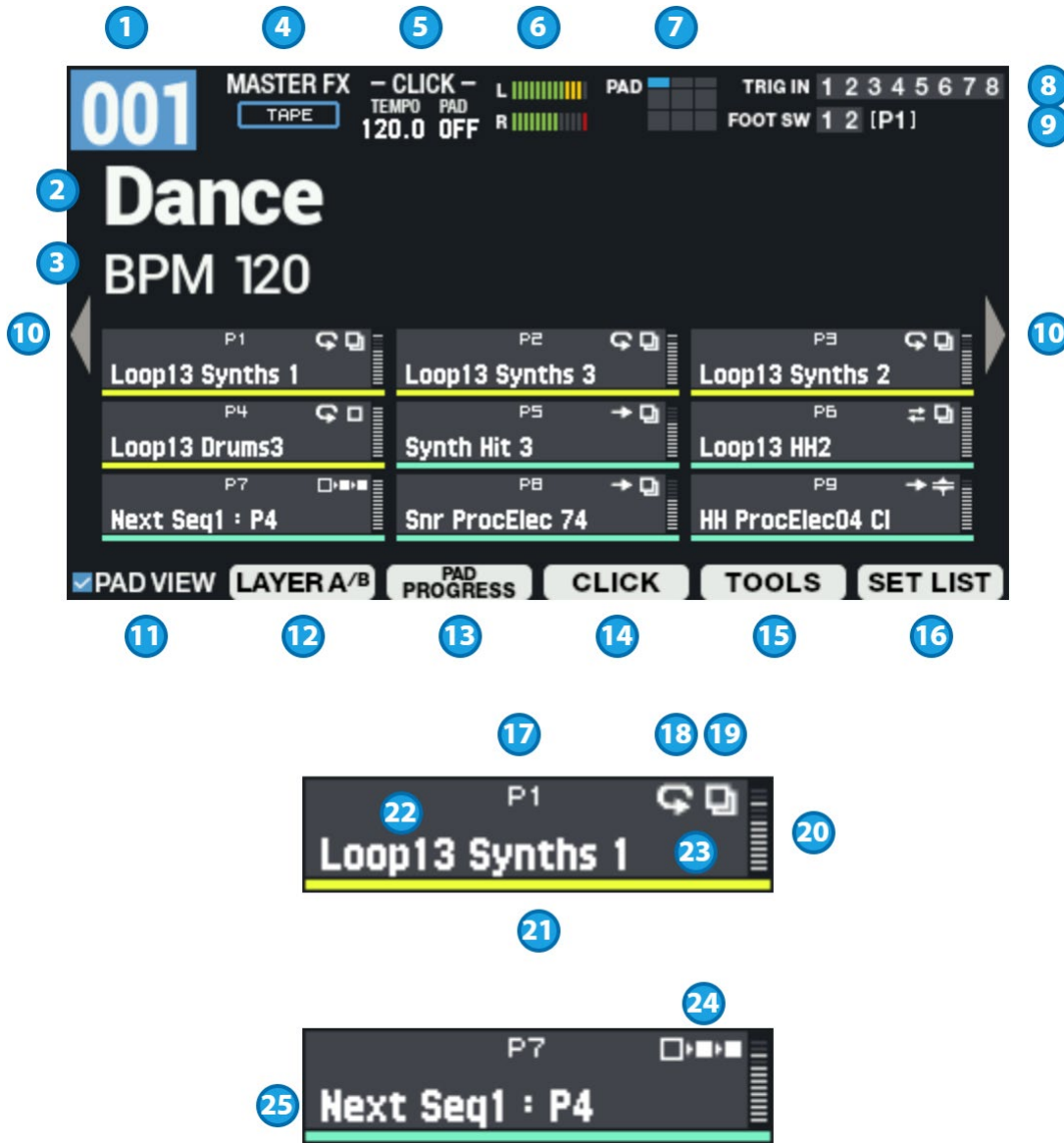
### NOTE

- Use a USB cable that supports USB 2.0 Hi-Speed.
- After turning on the SPD-SX PRO, launch the DAW software on your computer. Don't turn the SPD-SX PRO on/off while the DAW software is running.

# Playing

## Explanation of elements used on this screen

KIT screen (explanation of each icon and the information shown)



Number	Explanation
1	Shows the kit number (1–200).
2	Shows the kit name (maximum of 16 characters).
3	Shows the kit memo (maximum of 64 characters).
4	Turns the master effect on/off and shows the effects assigned to the master effect.
5	Shows the click tempo and the state of the click start pad.
6	Shows the master out level (the level of the signal before the [MASTER] knob).
7	Shows the currently selected pad in blue. Click start pads are shown with a red border.
8	Shows the currently selected TRIG IN in blue. Click start pads are shown with a red border.
9	Shows the currently selected FOOT SW in blue. Click start pads are shown with a red border.
10	Use the cursor [◀] [▶] buttons to switch between information shown in the KIT screen. You can display the following information. <ul style="list-style-type: none"> <li>● Pad information</li> <li>● TRIGGER IN/FOOT SW information</li> <li>● Displaying the level meter The level meter cannot be shown when you're using the set list.</li> </ul>
11	[F1] (PAD VIEW) button

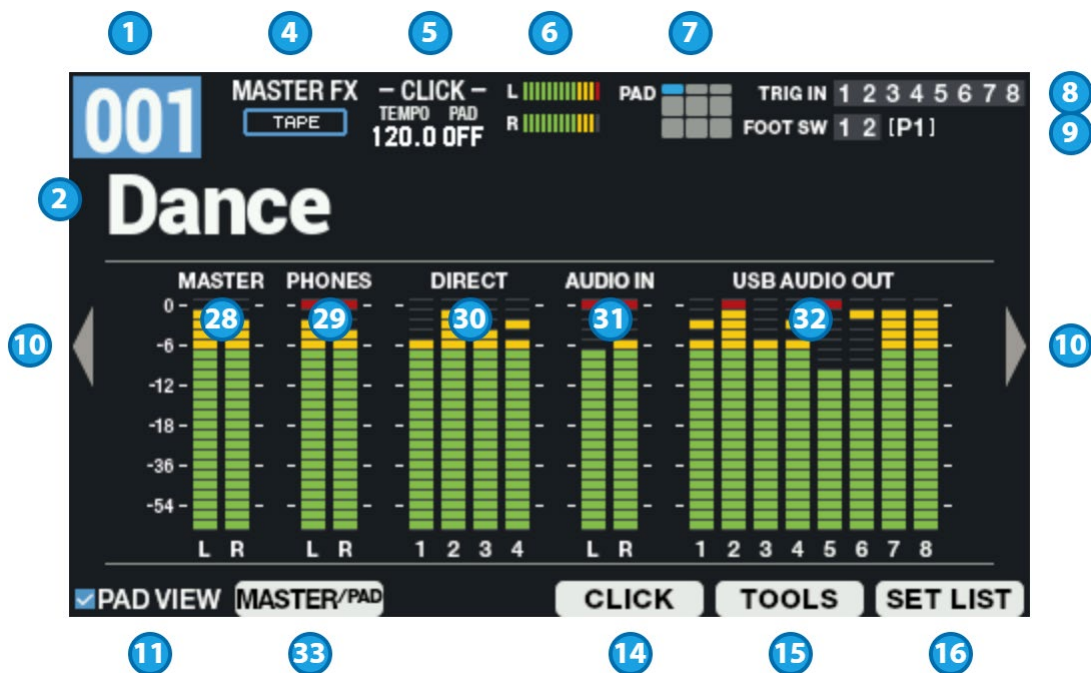
Number	Explanation							
	Shows/hides the information for each pad that's shown on the top screen. The kit names are shown in larger text when the pad information is hidden.							
12	[F2] (LAYER A/B) button Switches between layer A and layer B view, when the information for each pad is shown on the top screen.							
13	[F3] (PAD PROGRESS) button Sets the status view for each pad that's playing, when the information for each pad is shown on the top screen. <table border="1" data-bbox="280 349 1415 562"> <thead> <tr> <th data-bbox="280 349 448 380">Parameter</th> <th data-bbox="448 349 1415 380">Value/Explanation</th> </tr> </thead> <tbody> <tr> <td data-bbox="280 380 448 562" rowspan="4">PAD PROGRESS</td> <td data-bbox="448 380 1415 412">ALL OFF: The progress of sound being made is hidden for all pads.</td> </tr> <tr> <td data-bbox="448 412 1415 443">ALL ON: The progress of sound being made is shown for all pads.</td> </tr> <tr> <td data-bbox="448 443 1415 501">LOOP LAYER ONLY: The progress of sound being made is shown only for layers whose PLAY TYPE LOOP is set to ON/x2/x4/x8.</td> </tr> <tr> <td data-bbox="448 501 1415 562">LED COLOR: The progress of sound being made is shown for the pads for which the specified pad LED is set.</td> </tr> </tbody> </table>	Parameter	Value/Explanation	PAD PROGRESS	ALL OFF: The progress of sound being made is hidden for all pads.	ALL ON: The progress of sound being made is shown for all pads.	LOOP LAYER ONLY: The progress of sound being made is shown only for layers whose PLAY TYPE LOOP is set to ON/x2/x4/x8.	LED COLOR: The progress of sound being made is shown for the pads for which the specified pad LED is set.
Parameter	Value/Explanation							
PAD PROGRESS	ALL OFF: The progress of sound being made is hidden for all pads.							
	ALL ON: The progress of sound being made is shown for all pads.							
	LOOP LAYER ONLY: The progress of sound being made is shown only for layers whose PLAY TYPE LOOP is set to ON/x2/x4/x8.							
	LED COLOR: The progress of sound being made is shown for the pads for which the specified pad LED is set.							
14	[F4] (CLICK) button Shows the tempo setting window.							
15	[F5] (TOOLS) button Groups together the functions you frequently use as a tool. <a href="#">Shortcuts for Useful Functions (TOOLS)(P.139)</a> is shown.							
16	[F6] (SET LIST) button Shows the window for recalling a set list.							
17	Shows the pad number.							
18	Shows the ONE SHOT/ALTERNATE/LOOP layer state as an icon.							
19	Shows the on/off state for layer A/B. A hi-hat icon is shown when Layer Type is set to "HI-HAT".							
20	Shows the output level for each pad.							
21	Shows the pad LED color.							
22	Top row: layer A sound progress Bottom row: layer B sound progress							
23	Shows the name of the wave assigned to the layer.							
24	This icon indicates that this is a pad sequence pad (a pad used to move the pad sequence forward). <a href="#">Making Pads Play in a Predetermined Sequence (PAD SEQUENCE)(P.64)</a>							
25	When you strike a pad sequence pad, the number of the next step and the pad that sounds is shown. <a href="#">Making Pads Play in a Predetermined Sequence (PAD SEQUENCE)(P.64)</a>							

TRIGGER IN/FOOT SW screen (explanation of each icon and information)



Number	Explanation
26	Shows information for TRIGGER IN 1–8.
27	Shows information for FOOT SW 1–2.

Level meter screen (explanation of each icon and the information shown)



Number	Explanation
28	Shows the MASTER OUT level (the level of the signal before the [MASTER] knob).
29	Shows the PHONES OUT level (the level of the signal before the [PHONES] knob).
30	Shows the DIRECT OUT 1–4 levels.

Number	Explanation	
31	Shows the AUDIO IN level.	
32	Shows the USB AUDIO OUT level.	
	CH1	MASTER OUT L
	CH2	MASTER OUT R
	CH3	DIRECT OUT 1
	CH4	DIRECT OUT 2
	CH5	DIRECT OUT 3
	CH6	DIRECT OUT 4
	CH7	AUDIO IN L
CH8	AUDIO IN R	
33	[F2] (MASTER/PAD) button Switches between master level and pad level view, when the level meter top screen is shown on the top screen.	

## How to use the KIT screen

### Changing the current pad (PAD SELECT)

Although you can strike a pad with your stick to change the current pad, you can also do this with just the panel buttons.

1. Hold down the [ENTER] button and press the cursor [◀] [▶] buttons.

### Locking the pads (PAD LOCK)

Use the pad lock feature to prevent the pads you set from switching when you strike them.

This is useful when you want to lock a certain pad while you're editing, for example.

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

The pad is locked, and an icon like the one in the illustration appears on the screen.



2. To unlock, hold down the [SHIFT] button again and press the [MENU] button.

### Checking the pad sounds in headphones only (PAD CHECK)

You can use just the headphones to check the sound of the pads you strike.

#### NOTE

The following effects are not applied.

- KIT MFX1–4
- MASTER EFFECT
- MASTER COMP
- MASTER EQ

With this function, no sound is output from the MAIN/DIRECT OUT jacks, which is useful when you're playing live or in similar situations where you want to preview the sound of the pads just by yourself.

1. While holding down the [PAD CHECK] button, press the pad of the sound that you want to check.

### Using the PAD PREVIEW/PLAYER function

With PAD PREVIEW, when you press the [PAD CHECK] button while it is blinking, you can check the sounds that are assigned to the pads at a fixed velocity.

With PAD PLAYER, you can operate the BWD, FWD, PLAY and other buttons while the PAD PREVIEW/PLAYER window is shown to play the sounds back from a specified time. This lets you play back a longer backing part from the middle to check it.

1. Hold down the [SHIFT] button and press the [PAD CHECK] button.

The PAD CHECK button blinks and the PAD PREVIEW/PLAYER function turns on.



<b>Current Pad</b>	Selects the current pad. You can also select the current pad by holding down the [ENTER] button and pressing the cursor [ā] [â] buttons.
<b>Velocity</b>	Set the velocity value used for previewing the sounds.
<b>[F3] BWD</b>	Moves the playback start position of the [F5] PLAY button five seconds earlier. When you press the button during playback, this rewinds five seconds.
<b>[F4] FWD</b>	Moves the playback start position of the [F5] PLAY button five seconds later. When you press the button during playback, this fast-forwards five seconds.
<b>[F5] PLAY (STOP) (*1)</b>	Press this button to play back from the start position that's set. This changes to STOP when playing back, and playback stops when you press the button.
<b>[F6] CLOSE</b>	Closes the PAD PREVIEW/PLAY screen.

\*1: The LAYER "Loop" settings and "Decay" settings are disabled when you play back using the [F5] PLAY button.

2. Press the [PAD CHECK] button.  
This lets you play the current pad (PREVIEW).
3. To turn the PAD PREVIEW/PLAYER function off, press and hold down the [SHIFT] button again, and then press the [PAD CHECK] button to make PAD CHECK stop blinking.

### Entering safety mode

This function eliminates the need to worry about accidentally operating the wrong buttons or knobs.

When using this function, the unit limits you to only the bare minimum of functions during a live performance.

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

The unit enters safety mode. The [KIT] button blinks.



You can do the following things in this mode.

Switching between kits

Starting and stopping the click

Pressing the [ALL SOUND OFF] button

Adjusting the volume (MASTER/PHONES/CLICK)

Switching between screen views using the cursor [◀] [▶] buttons

2. **To unlock, hold down the [SHIFT] button again and press the [KIT] button.**

## Striking the Pads to Play

The SPD-SX PRO features nine different pads (pads 1–9).

The indicators light up differently according to each pad's settings when you strike the pads.

### NOTE

Use drumsticks to strike the pads.

The SPD-SX PRO is designed to respond in an optimal way when you strike the pads using sticks.

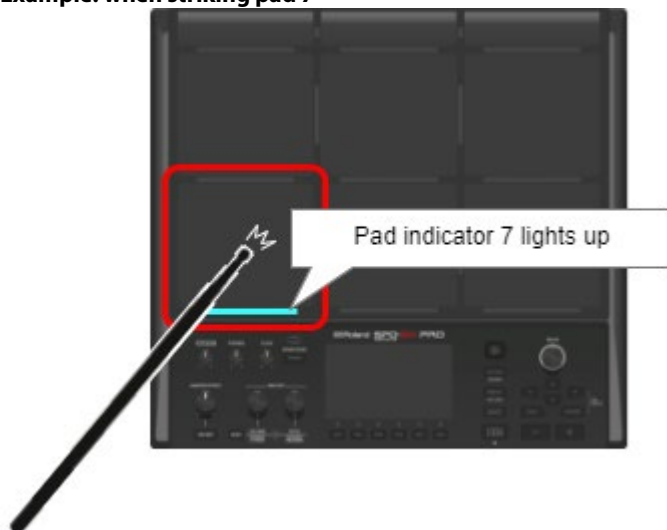
### MEMO

- Use the shoulders of your sticks when striking pads 1–3.
- You can use the settings in MENU → KIT EDIT1 → PAD LED to configure how the pad indicators light up.





Example: when striking pad 7



### Stopping all currently played sounds (ALL SOUND OFF)

You can stop all sounds that are currently playing.

1. To stop the sounds that are playing, press the [ALL SOUND OFF] button.



### MEMO

You can assign the ALL SOUND OFF function to a pad or footswitch, which makes all of the sounds stop that are currently playing (including the click sound).



## Configuring the Functions to Assign to the Pads and Footswitch, and Configuring the PAD EDIT Knob and Expression Pedal Settings for the SPD-SX PRO Overall (CONTROL SETUP)(P.111)

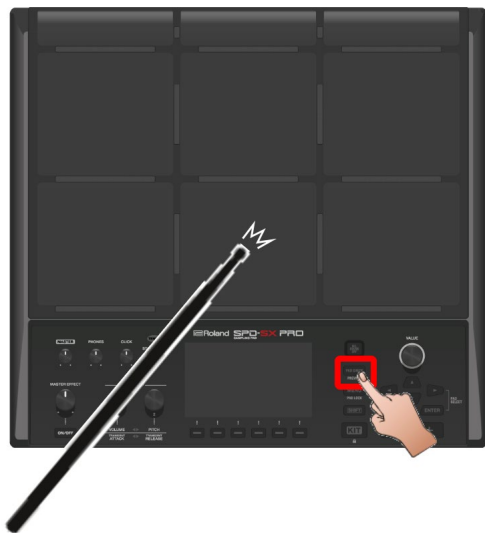
You can't use the [ALL SOUND OFF] button to mute the effect sounds to which the MASTER effect or KIT MFX are applied or the click sound (including the click track). This includes the delay reverberations, sounds that are looped with the looper effect and so on.

### Checking the pad sounds in headphones (PAD CHECK)

It's possible to output the sounds of the pads you strike to headphones only.

Use this function when you're playing live or in similar situations where you want to preview the sound of the pads just by yourself.

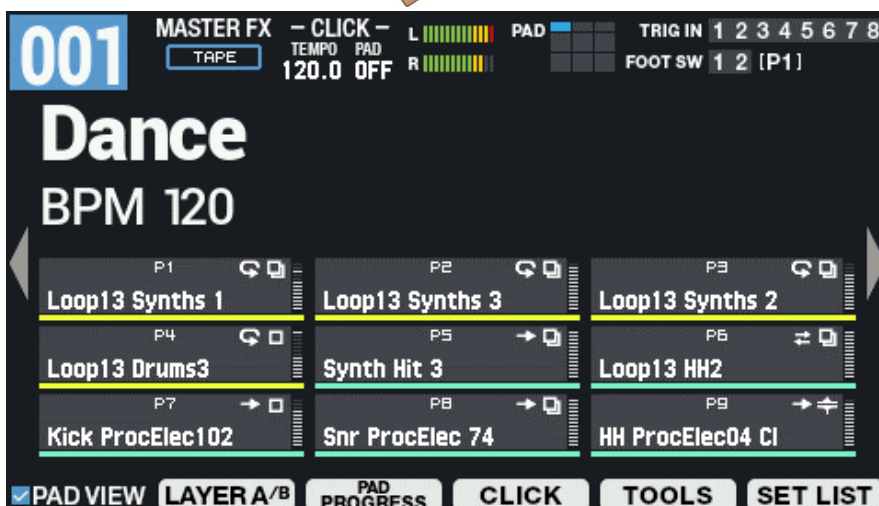
1. **Strike the pad whose sound you want to check while holding down the [PAD CHECK] button.**



## Selecting a Kit ([+] [-] buttons, [VALUE] knob)

Select the kit and begin playing.

1. Press the [KIT] button to display the top screen.



2. Press the [-] [+] buttons or use the [VALUE] knob to select a kit.



3. Try selecting and playing with the various kits.

### MEMO

- Hold down the [SHIFT] button and turn the [VALUE] knob to skip through 10 kits at a time.
- You can also hold down the [SHIFT] button and press the [-] [+] buttons to skip through 10 kits at a time.

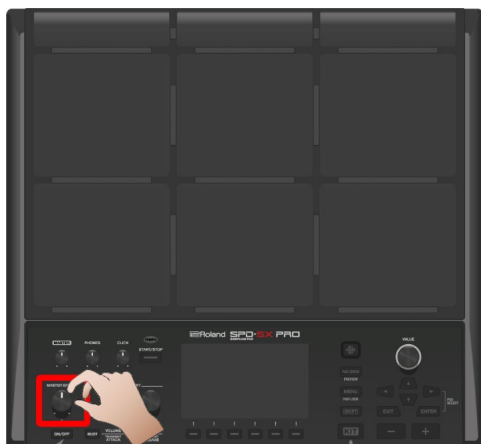
- Hold down the [-] button and press the [+] button, or hold down the [+] button and press the [-] button to quickly switch between kits.
- You can register the order used to switch between kits by using a set list.
- The pads and footswitch can also be used to switch between kits.

\* See “KIT screen(P.18)” for details on the information shown in the top screen.

## Applying the Master Effect

Here's how to use the master effect when playing.

1. **Make some sounds by playing the instrument.**
2. **Press the MASTER EFFECT [ON/OFF] button to make it light up.**



Button lights up

The button lights up, and the master effect turns on.

3. **Turn the MASTER EFFECT knob.**

This adjusts the amount of effect applied.

### MEMO

You can edit the settings of the master effect.

- [MENU] → KIT EDIT 1 → OUTPUT/EFFECTS → [F3] (MASTER EFFECT)
- Press the [SHIFT] button and the MASTER EFFECT [ON/OFF] button at the same time to switch to the master effect settings screen.

### NOTE

The master effect is not applied to the sound that's output to DIRECT 1–4 or to MASTER DIRECT L/R.

## Playing Along with the Click (Metronome)

You can use the click sound to check the tempo as you're playing.

### 1. Press the [START/STOP] button.

The [START/STOP] button lights up.

The click sounds at the tempo set in the kit.



#### MEMO

When LED Reference is "ON", the TEMPO indicator continually blinks. When the setting is "OFF", the indicator goes dark.  
[KIT CLICK - SETUP \(P.70\)](#)

### 2. Turn the [CLICK] knob to adjust the click volume.



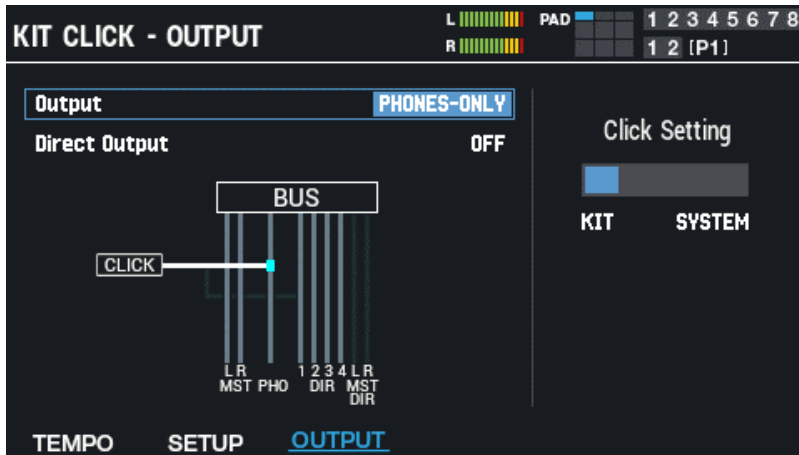
#### MEMO

You can change the type and output destination of the click sound.  
[KIT CLICK - SETUP \(P.70\)](#)

## Setting the click output destination

You can select the jack to which the click is output, such as when you want to hear the click sound only in headphones.

1. Select [MENU] → "KIT EDIT2" → "KIT CLICK" → [F3] (OUTPUT).



2. Set the output destination.

### MEMO

For the click settings, you can set whether the settings for each kit are used or whether the system settings are used. [Click-Related Settings for Kits \(KIT CLICK\)](#)(P.69)

- To make individual click settings for each kit, set "Click Setting" to "KIT".
- To use the same click settings for all kits, set "Click Setting" to "SYSTEM".

## Setting the tempo (KIT TEMPO)

Here's how to change the tempo when you play.

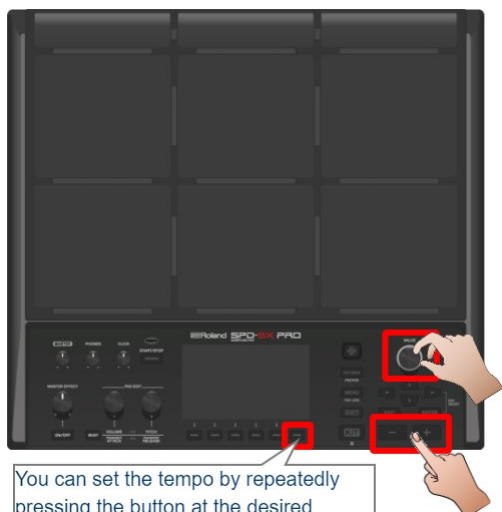
1. On the top screen, press the [F4] (CLICK) button.

The CLICK window appears.



Button	Explanation
[F4] (EXIT)	Close the CLICK window.
[F5] (EDIT)	Switches to the KIT CLICK - TEMPO screen. <a href="#">KIT CLICK - TEMPO</a> (P.69)
[F6] (TAP)	You can set the tempo by repeatedly pressing the button at the desired interval.

2. Specifies the tempo.



You can set the tempo by repeatedly pressing the button at the desired interval.

Button	Value	Explanation
[-] [+] buttons [VALUE] knob	20.0–260.0	Specifies the tempo.
[F6] (TAP) button		You can set the tempo by repeatedly pressing the button at the desired interval.

### 3. Press the [F4] (EXIT) button to return to the top screen.



## MEMO

For the click settings, you can set whether the settings for each kit are used or whether the system settings are used.  
[Click-Related Settings for Kits \(KIT CLICK\)](#)(P.69)

- To make individual click settings for each kit, set “Click Setting” to “KIT”.
- To use the same click settings for all kits, set “Click Setting” to “SYSTEM”.

## Adjusting the Pad Volume (PAD VOLUME)

The volume of the pads can be adjusted.

1. Press the PAD EDIT [SELECT] button a number of times to select VOLUME, PITCH on the top row.



When you turn either the PAD EDIT [1] or [2] knob, the PAD EDIT KNOB window appears.

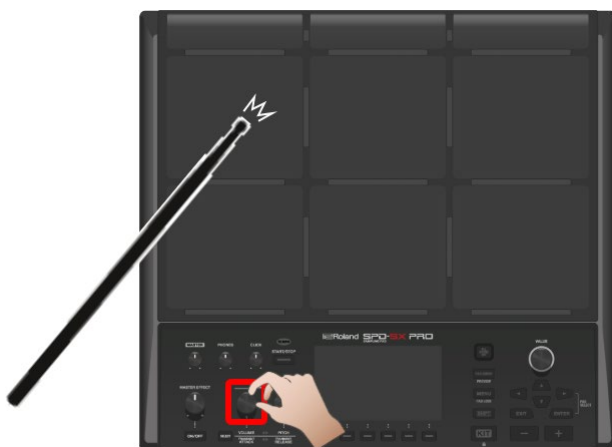


### MEMO

The PAD EDIT KNOB doesn't work when you turn it if the upper/lower row of LEDs are off.

If you want to avoid unintentionally turning the knob, such as when you're playing live, press the [SELECT] button a number of times to turn the knob off.

2. Strike a pad that you want to configure to select it, and use the PAD EDIT [1] knob to adjust the volume.



### MEMO

You can adjust the VOLUME parameter on the PAD EDIT page as well.

Basic settings: (PAD EDIT) LAYER A/B "Volume" parameter(P.40)



3. Press the [KIT] button to return to the top screen.



### MEMO

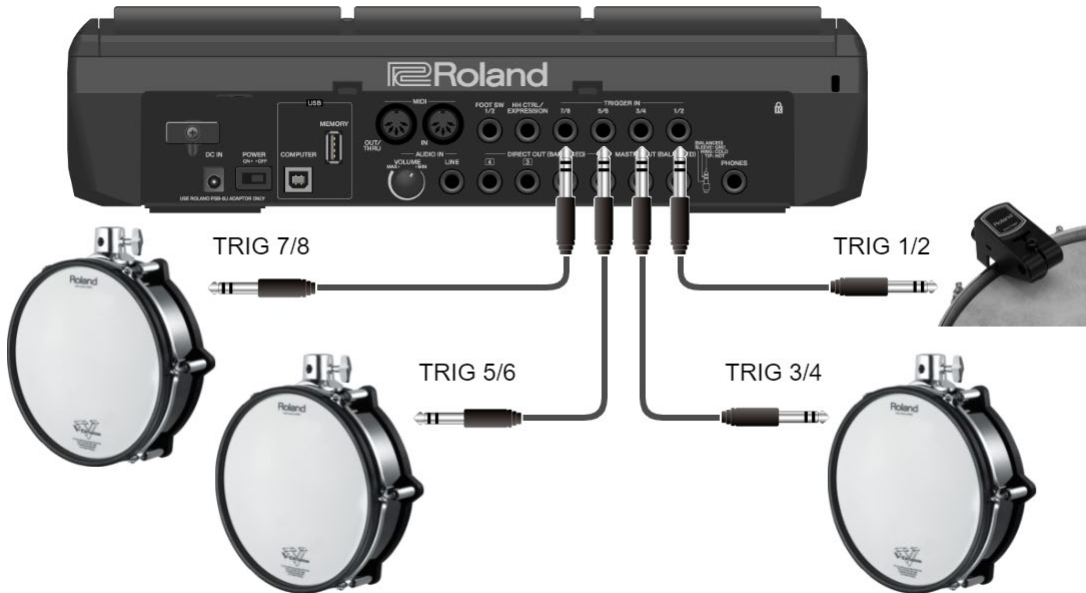
The PAD EDIT KNOB window returns to the previous screen if you haven't operated any of the controls for a period of time.

## Playing While Using the External Pads or Footswitch (TRIGGER IN/FOOT SW)

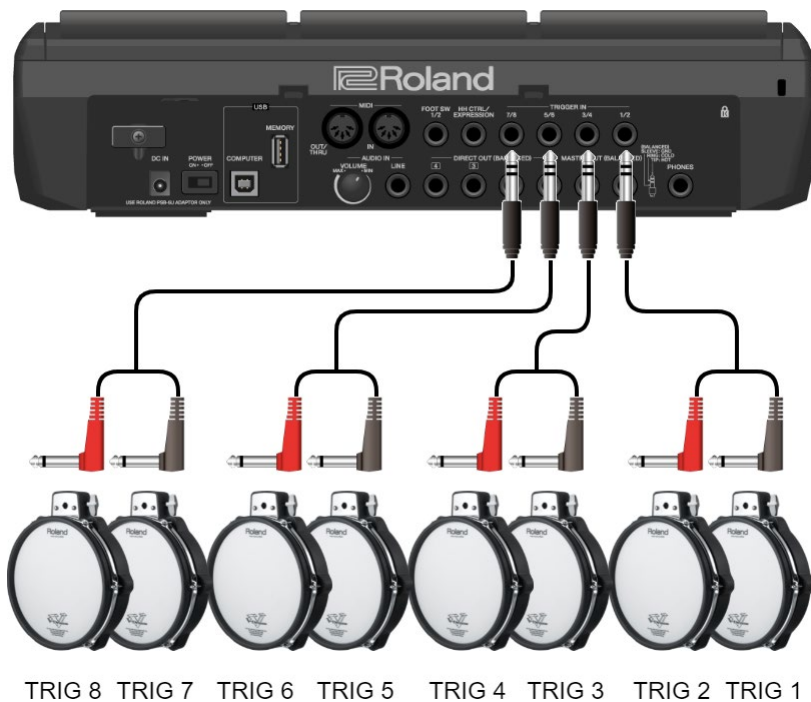
You can assign the waves to an external pad (PD series, sold separately), to an acoustic drum trigger (RT series, sold separately) or to a footswitch (FS-5U/FS-6/FS-7, sold separately).

Some typical connection examples are shown below.

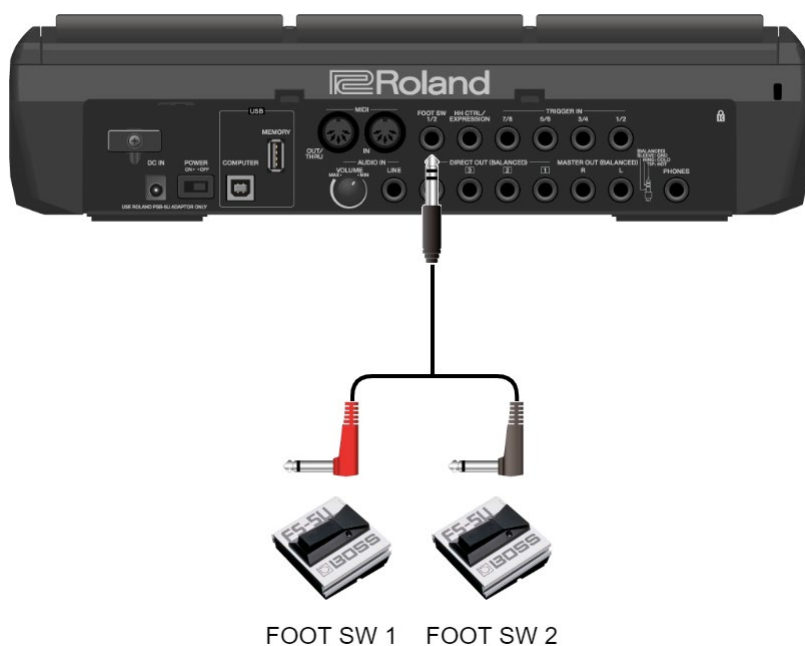
### Connecting an external pad or acoustic drum trigger



### Connecting two external pads to a single TRIGGER IN jack



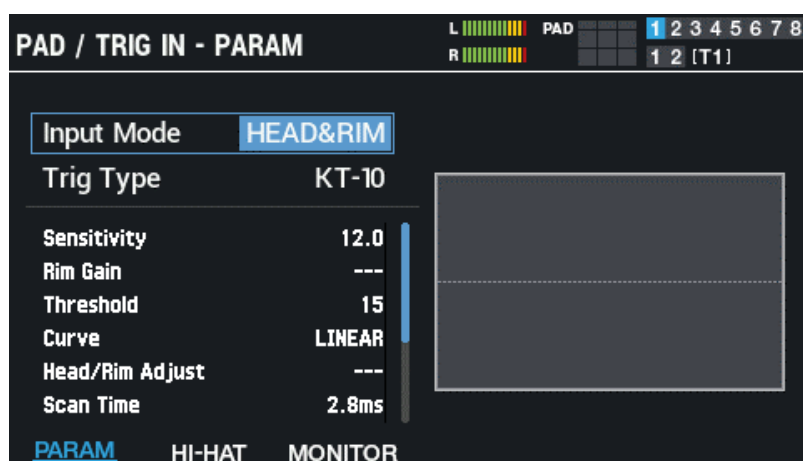
## Connecting an FS-5U



### 1. Connect the external pad to the TRIGGER IN jack.

Connect the footswitch to the FOOT SW jack.

### 2. Select [MENU] → SYSTEM → PAD/TRIG IN.



## MEMO

You don't need to make the TRIGGER IN setting for the footswitch connected to the FOOT SW jack. Skip to step 4. When connecting two external pads to a single TRIGGER IN jack, set the "Input Mode" to "TRIG x 2".

### 3. Select the trigger type corresponding to the external pad that you've connected.

Select the trigger type that matches the model name of the external pad you've connected. Set the parameters as necessary.

→ [Configuring the Pads and the TRIGGER IN Jacks \(PAD /TRIGGER IN\)](#)(P.100)

### 4. Select the kit that you want to play.

→ [Selecting a Kit \(\[+\] \[-\] buttons, \[VALUE\] knob\)](#)(P.26)

### 5. Select [MENU] → [F1] (KIT EDIT1) → PAD EDIT.

### 6. Strike the external pad to make the PAD EDIT - LAYER EDIT screen for the external pad appear.

Press the footswitch to configure its settings.



7. Configure the wave you want to play, the volume and so on.

### MEMO

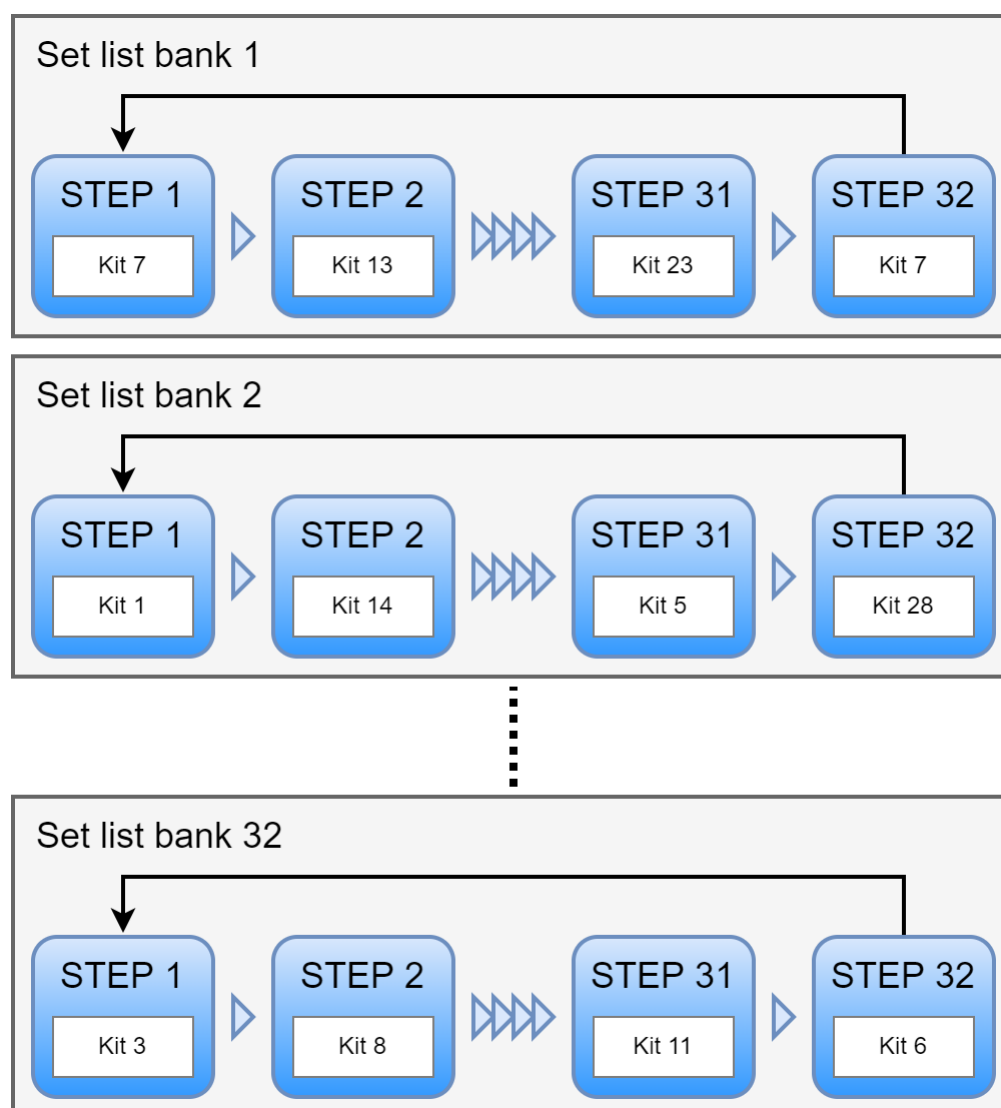
You can use an external pad or footswitch to assign functions aside from playing sounds, like switching between kits or turning kit effects on/off.

[Configuring the Functions to Assign to the Pads and Footswitch, and Configuring the PAD EDIT Knob and Expression Pedal Settings for the SPD-SX PRO Overall \(CONTROL SETUP\)\(P.111\)](#)

## Using Set Lists When Playing

You can specify the order in which kits are recalled, up to 32 steps. This is called a “set list”. You can create up to 32 set lists.

Creating a set list beforehand lets you configure the order in which the kits are played, for live performances or in similar situations.



### Creating a set list

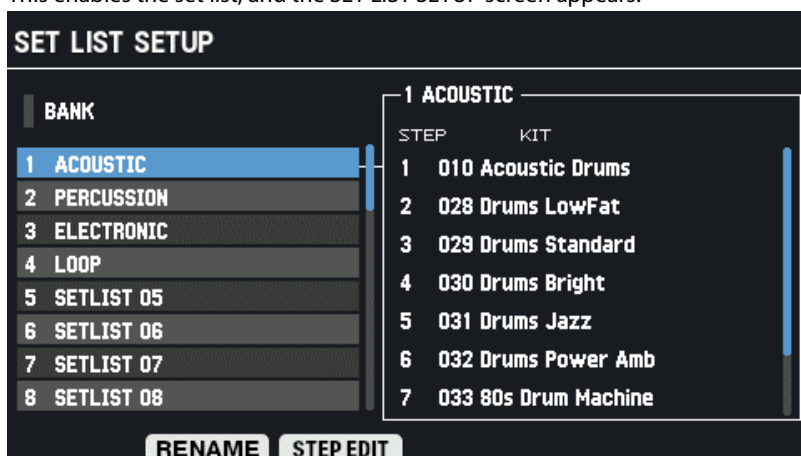
1. On the KIT screen, press the [F6] (SET LIT) button.

The SET LIST BANK window appears.



2. Use the cursor buttons to select the bank for which you want to create a set list, and then press the [F5] (SETUP) button.

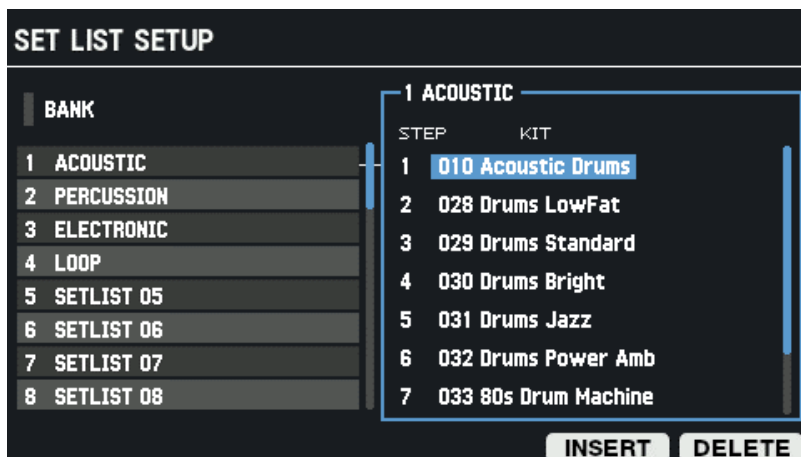
This enables the set list, and the SET LIST SETUP screen appears.



Left: list of banks; right: list of steps and kits for the selected bank

Button	Explanation
[F2] (RENAME)	Edits the name of the selected set list bank.
[F3] (STEP EDIT)	Edits the steps of the selected set list.

3. Use the cursor [◀] [▶] buttons or the F3 (STEP EDIT) button to move to STEP EDIT.
4. Use the cursor [◀] [▶] buttons to select the step whose kit you want to change, and use the [-] [+] buttons to select the kit.



Button	Explanation
[F5] (INSERT)	Adds the kit to the selected step.
[F6] (DELETE)	Removes the kit from the selected step.

5. Press the [KIT] button to return to the KIT screen.

## Using the set lists

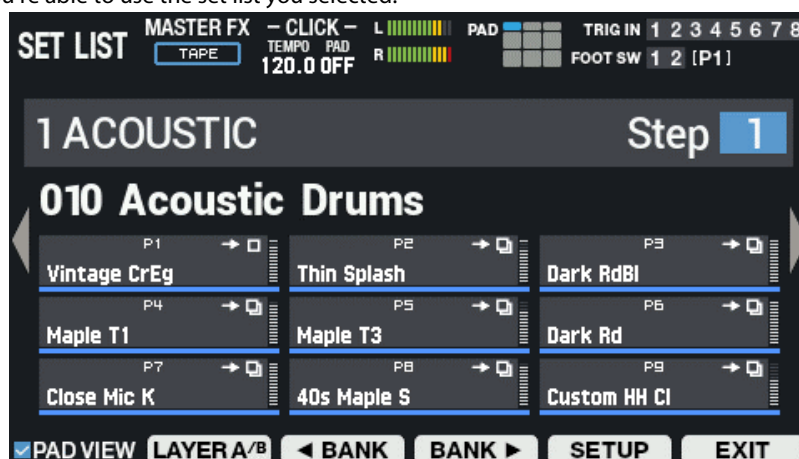
1. On the KIT screen, press [F6] (SET LIST) button.

The SET LIST BANK window appears.



2. Use the cursor [▲] [▼] buttons to select the bank of the set list you want to use, and make the selection with [F4] (SELECT).

Now you're able to use the set list you selected.



3. Press the [F3] (◀ BANK) and [F4] (BANK ▶) buttons to switch between the set list banks to use.
4. Use the [-] [+] buttons or the [VALUE] knob to recall the kits in the order of the steps you set.
5. To stop using the set list, press the [F6] (EXIT) button.

### MEMO

You can assign functions to a footswitch or drum trigger and use it to recall set lists or kits.

[Configuring the Functions to Assign to the Pads and Footswitch, and Configuring the PAD EDIT Knob and Expression Pedal Settings for the SPD-SX PRO Overall \(CONTROL SETUP\)\(P.111\)](#)

### MEMO

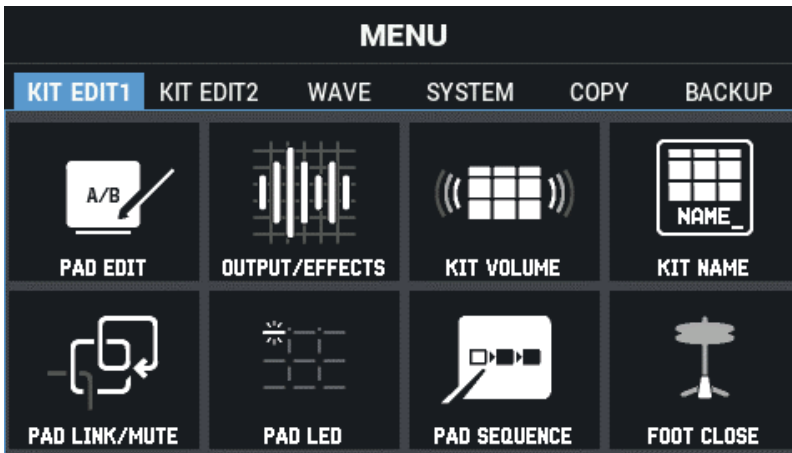
If the volume of each kit varies considerably, adjust the Kit Volume (the volume for the overall kit).

[Setting the Kit Volume \(KIT VOLUME\)\(P.57\)](#)

# Customizing a kit (KIT EDIT 1)

Here's how to customize the kits, which lets you assign the waves you like to each pad in the kit and change how they play.

1. Select [MENU] → "KIT EDIT1".



2. Use the cursor [▲] [▼] [◀] [▶] buttons to select the menu item that you want to edit, and press the [ENTER] button.

[Basic Settings \(PAD EDIT\)\(P.40\)](#)

[Effect and Output Destination Settings \(OUTPUT/EFFECTS\)\(P.47\)](#)

[Setting the Kit Volume \(KIT VOLUME\)\(P.57\)](#)

[Renaming a Kit \(KIT NAME\)\(P.58\)](#)

[Linking Multiple Pads \(PAD LINK/MUTE\)\(P.60\)](#)

[Configuring How the Pad Indicators Light Up \(PAD LED\)\(P.62\)](#)

[Making Pads Play in a Predetermined Sequence \(PAD SEQUENCE\)\(P.64\)](#)

[Configuring How the Closed Pedal Sounds \(CLOSED-PEDAL\)\(P.67\)](#)

## Basic Settings (PAD EDIT)

Here's how to configure the basic settings, such as selecting the waves that each pad plays, adjusting the pad volume and so forth.

1. Select [MENU] → "KIT EDIT1".
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select "PAD EDIT" and press the [ENTER] button.

The PAD EDIT screen appears.

There are five different PAD EDIT screen pages.

3. Hold down the [SHIFT] button and press the cursor [▲] [▼] buttons to move between pages.



## Setting the play type (PAD EDIT - PLAY TYPE)




Use the cursor [▲] [▼] [◀] [▶] buttons to select a parameter, and use the [-] [+] buttons to edit the value.

Parameter	Value	Explanation
Play Type Template	SINGLE, PHRASE, LOOP, HI-HAT	<p>Sets how the wave plays.</p> <p>* When this is set to "Play Type Template", the parameters on the page switch to their optimal settings.</p> <p>SINGLE: Select this when playing single sounds like the kick, snare, clap and so on.                      PHRASE: Select this to play the wave as a phrase.                      LOOP: Select this when playing waves back repeatedly.                      HI-HAT: Select this when using layer A for HH CLOSE and layer B for HH OPEN. You can connect a hi-hat pedal (sold separately) to the HH CTRL jack to switch between layer A and layer B.</p>
Dynamics Switch	OFF, ON	<p>ON: Changes the volume according to the "Dynamics Curve" settings, in response to how hard you strike the pads.                      OFF: When you strike a pad, the sound plays at the volume you set in "Fixed Velocity".</p>
Dynamics Curve	LINEAR, LOUD1, LOUD2, LOUD3	<p>When this is set to "LINEAR", the sound changes volume naturally according to how hard you strike the pads.                      When this is set to "LOUD 1" through "LOUD 3", louder sounds are more readily produced.</p>
Fixed Velocity	1-127	When "Dynamics Switch" is OFF, this sets the velocity value at which the waves are played.
Trigger Reserve	OFF, ON	<p>When this is "ON", you can play the pad ahead of the click accent timing to "reserve" the note.                      "Reserving" a note makes it play at the next click accent position.                      When the click is not playing back, the sound plays back at the same timing when you strike the pad as when "Trigger Reserve" is "OFF".</p>
Layer Type	MIX, FADE1, FADE2, XFADE, SWITCH, SW (MONO), ALTERNATE, HI-HAT	<p>MIX: The waves for layer A and layer B are always played together as a layer.                      FADE1: When you strike the pad at the Fade Point velocity or harder, layer B also plays together as a layer.                      FADE2: When you strike the pad at the Fade Point velocity or harder, the sound of layer B is added in as a layer, according to how hard you play. Layers A and B play back at the same volume when you strike the pad at the Fade End velocity.                      XFADE: This basically works the same as FADE2, but layer A sounds quieter when you strike the pad stronger than the Fade Point velocity up through the Fade End velocity.                      SWITCH: Switches between layers according to how hard you play. Layer A plays when you strike the pad at a level weaker than the Fade Point velocity; and layer B plays when you strike the pad at a level stronger than the Fade Point velocity.</p>

Parameter	Value	Explanation
		SW (MONO): Basically the same as SWITCH, but only the most recent sound that LAYER A/B plays is heard (monophonic mode), so that newer sounds you play override the previous ones. ALTERNATE: Layers A and B play back alternately. HI-HAT: Use this in conjunction with the HH CTRL pedal. When you depress the HH CTRL pedal, the layer A (HH CLOSE) sound plays. When you release the HH CTRL pedal, the layer B (HH OPEN) sound plays. Assign the HH closed sound to layer A and the HH open sound to layer B.
Fade Point	1-127	Sets the force of the strike at which layer B begins to sound. With a "1" setting, layer B plays regardless of how hard you strike the pad. This is only enabled when Layer Type = FADE1, FADE2, XFADE, SWITCH or SW (MONO).
Fade End	1-127	Sets the end point of the fade or crossfade range when the Layer Type is "FADE2" or "XFADE".

**LAYER A/B**

Parameter	Value	Explanation
Loop	OFF, ON, X2, X4, X8	Sets how many times a wave repeats. When this is "ON", the wave keeps repeating.
Trigger Type	ONESHOT, ALTERNATE	Sets how the waves play back when you strike the pad. ONE SHOT: The wave sounds each time you strike the pad. ALTERNATE: The wave alternately sounds and stops with each strike of the pad.
Poly/Mono	POLY, MONO	Sets whether the waves play in polyphonic or monophonic mode. POLY: When a sound is already playing, the new sound plays on top of it. MONO: When a sound is already playing, the new sound overrides it.

Button	Explanation
[F1] (MULTI VIEW)	When the check box is selected, the setting value for the selected parameter is shown in the list of pads at right. This is useful when you want to set a parameter such as the volume for each layer, all at once.  <ol style="list-style-type: none"> <li>1. Use the cursor [▲] [▼] buttons to select a parameter.</li> <li>2. Press the cursor [◀] button to move the cursor to the pad.</li> <li>3. Press a cursor [▲] [▼] [◀] [▶] button or strike a pad to select the pad you wish to set.</li> <li>4. Use the [-] [+] buttons or the [VALUE] knob to edit the value.</li> </ol>
[F2] (LAYER)	Turns layer A on/off.
[F4] (LAYER)	Turns layer B on/off.
[F6] (LAYER COPY)	Copies or swaps a layer.
[SHIFT] + [F5] (PAD INIT)	Initializes the selected pad.
[SHIFT] + [F6] (PAD COPY)	Copies a pad.

## Layer settings 1 (PAD EDIT - LAYER EDIT1)



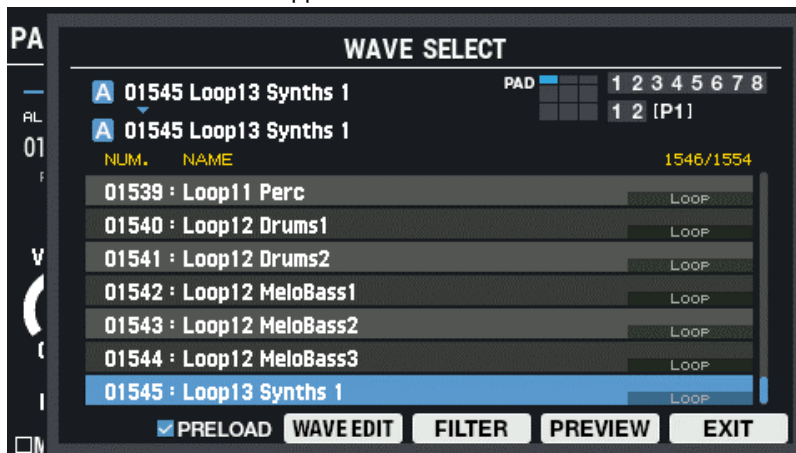
### LAYER A/B

Parameter	Value	Explanation
Wave Bank	ALL, PRELOAD, USER	Selects the category for waves to select. ALL: Both PRELOAD and USER categories PRELOAD: Waves that come preinstalled with this unit USER: Waves for the user's import region
Wave	0-20000	Selects a sound from a maximum of 20,000 waves. When "0" (OFF) is selected, no wave is assigned.  * The WAVE SELECT window is shown when you press the [ENTER] button while a WAVE name is selected by the cursor.  <a href="#">WAVE SELECT window</a>
Volume	-INF-+6.0 dB	Adjusts the volume. This can also be set using the PAD EDIT KNOB.
Pitch Coarse	-12-+12	Adjusts the pitch (in semitones). This can also be set using the PAD EDIT KNOB.  <b>NOTE</b> When you adjust the pitch, the wave's playback speed changes.
Pitch Fine	-50-+50	Adjusts the pitch (in cents).
Pan	L15-CENTER-R15	Adjusts the pan (left-right balance).

## WAVE SELECT window

1. If the cursor is positioned at "Wave" in the PAD EDIT - LAYER EDIT1 screen, press the [ENTER] button.

The WAVE SELECT window appears.

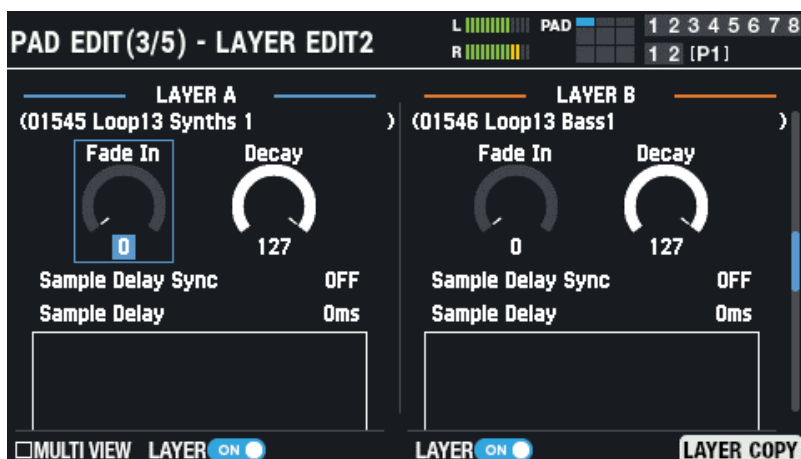


2. Use the cursor [▲] [▼] buttons to select the wave.

Button	Explanation
[F2] (PRELOAD)	When the check box is selected, all samples are shown including preload samples. When the check box is deselected, the preload samples are not shown.
[F3] (WAVE EDIT)	The WAVE EDIT screen appears. <a href="#">Editing a Wave (WAVE EDIT)(P.82)</a>
[F4] (FILTER)	The TAG FILTER window appears. <a href="#">Filtering Wave Lists by Tags (FILTER)(P.85)</a>
[F5] (PREVIEW)	Previews the selected sample.
[F6] (EXIT)	Closes the WAVE SELECT window.

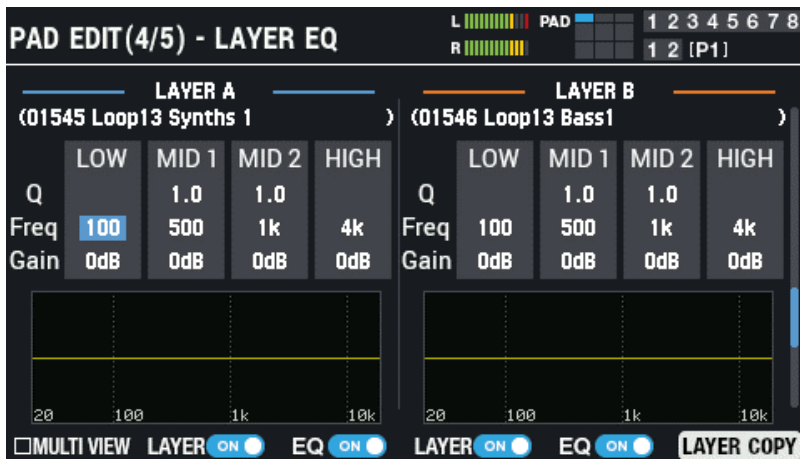
3. Press the [F6] (EXIT) button to close the WAVE SELECT window.

### Layer settings 2 (PAD EDIT - LAYER EDIT2)



Parameter	Value	Explanation
Fade In	0-127	Adjusts the time it takes for the original peak value (volume) to be reached once the wave starts playing.
Decay	0-127	Adjusts the wave decay time.  * This is only enabled for layers in which "Loop" is set to "OFF".
Sample Delay Sync	OFF, TEMPO SYNC	You can add a delay that occurs before the sound actually plays after you strike a pad. When this is set to TEMPO SYNC, you can synchronize the Sample Delay length with the kit's tempo.
Sample Delay	0-5000 ms (When Sample Delay Sync is off)  1/64T(♩), 1/64(♩), 1/32T(♩), 1/32(♩), 1/16T(♩), 1/32(♩), 1/16(♩), 1/8T(♩), 1/16(♩), 1/8(♩), 1/4T(♩), 1/8(♩), 1/4(♩), 1/2T(♩), 1/4(♩), 1/2(♩), 1/1T(♩), 1/2(♩), 1/1(♩), 2/1T(♩), 1/1(♩), 2/1(♩) (when Sample Delay Sync is "TEMPO SYNC")	Sets how much time it takes for the sound to be heard (the delay time) after you strike the pad. When Sample Delay Sync is OFF, set the time. When Sample Delay Sync is set to "TEMPO SYNC", set this as a note length. For instance, you can make layer B play after layer A, creating a time-delayed sound.

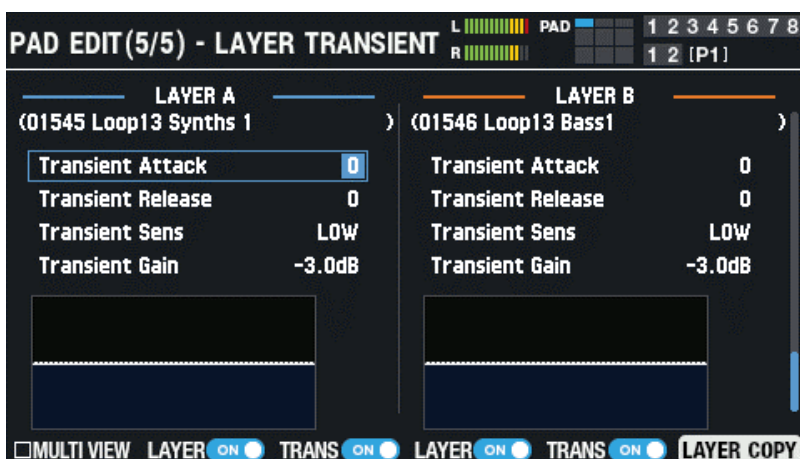
### EQ settings (PAD EDIT - LAYER EQ)



Parameter	Value	Explanation
LOW Freq	20 Hz–1 kHz	Center frequency of the low range
LOW Gain	-24–+24 dB	Amount of low range boost/cut
MID1 Q	0.5–16	The width of midrange band 1. Higher values make the width more narrow.
MID1 Freq	20 Hz–16 kHz	Center frequency of midrange band 1
MID1 Gain	-24–+24 dB	Amount of boost/cut for midrange band 1
MID2 Q	0.5–16	The width of midrange band 2. Higher values make the width more narrow.
MID2 Freq	20 Hz–16 kHz	Center frequency of midrange band 2
MID2 Gain	-24–+24 dB	Amount of boost/cut for midrange band 2
HIGH Freq	1 kHz–16 kHz	Center frequency of the high range
HIGH Gain	-24–+24 dB	Amount of high range boost/cut

Button	Explanation
[F1] (MULTI VIEW)	Shows the pad status as a list.
[F2] (LAYER)	Turns layer A on/off.
[F3] (EQ)	Turns the layer A equalizer on/off.
[F4] (LAYER)	Turns layer B on/off.
[F5] (EQ)	Turns the layer B equalizer on/off.
[F6] (LAYER COPY)	Copies or swaps a layer.
[SHIFT] + [F5] (PAD INIT)	Initializes the selected pad.
[SHIFT] + [F6] (PAD COPY)	Copies a pad.

### Transient settings (PAD EDIT - LAYER TRANSIENT)



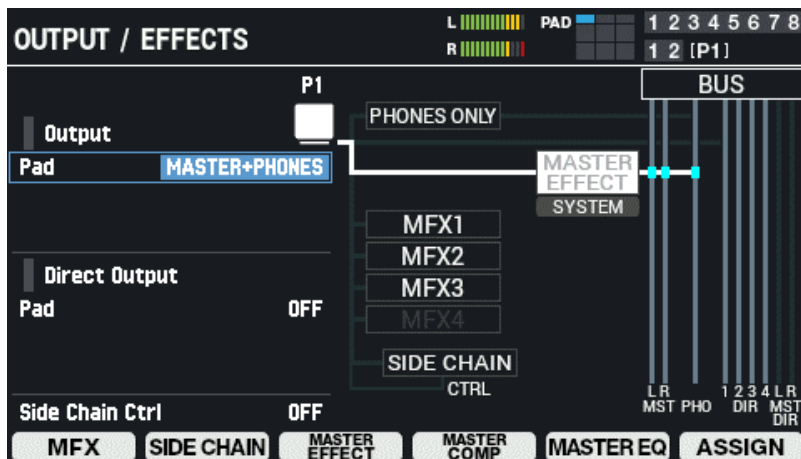
Parameter	Value	Explanation
Transient Attack	-50–50	Use this to emphasize or de-emphasize the attack portion of the sound. This can also be set using the PAD EDIT KNOB.
Transient Release	-50–50	Use this to emphasize or de-emphasize the release portion of the sound. This can also be set using the PAD EDIT KNOB.

Parameter	Value	Explanation
Transient Sens	ULOW, LOW, MID, HIGH	Adjusts the transient sensitivity. Raising the sensitivity makes the transient effect easier to apply when you play a roll. The transient effect may trigger unintentionally for sounds that have a long release time, such as cymbals. In this case, you can lower the sensitivity to reduce the responsiveness.
Transient Gain	-INF--+6.0 dB	Adjusts the volume after transient adjustment.

Button	Explanation
[F1] (MULTI VIEW)	Shows the status of pads 1–9 as a list.
[F2] (LAYER)	Turns layer A on/off.
[F3] (TRANS)	Turns the layer A transient on/off.
[F4] (LAYER)	Turns layer B on/off.
[F5] (TRANS)	Turns the layer B transient on/off.
[F6] (LAYER COPY)	Copies or swaps a layer.
[SHIFT] + [F5] (PAD INIT)	Initializes the selected pad.
[SHIFT] + [F6] (PAD COPY)	Copies a pad.

## Effect and Output Destination Settings (OUTPUT/EFFECTS)

### Output and effect settings



1. Select [MENU] → "KIT EDIT1".
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select "OUTPUT/EFFECTS" and press the [ENTER] button.

The OUTPUT / EFFECTS screen appears.

Strike to select the pad or trigger that you want to configure.

Use the cursor [▲] [▼] buttons to select a parameter, and use the [-] [+] buttons or the [VALUE] knob to edit the value.

Parameter	Value	Explanation
Output (PAD)	MASTER+PHONES, PHONES-ONLY, MFX1–4, SIDE CHAIN	These parameters are for selecting the output (connection) destination for each pad, MFX and side chain.
Output (MFX1–4)	MASTER+PHONES, PHONES-ONLY, SIDE CHAIN	Settings available (differs with each parameter): MASTER+PHONES: Outputs to the PHONES jack and MASTER OUT jacks (when "Master Direct Sw" is "NORMAL"). PHONES-ONLY: Outputs only to the PHONES jack. No sound is output from the MASTER OUT jacks.
Output (Side Chain)	MASTER+PHONES, PHONES-ONLY	MFX1–4: Connects to the MFX 1–4 inputs for each kit. SIDE CHAIN: Connects to the side chain input.

Parameter	Value	Explanation
Direct Output (Pad)	OFF, DIRECT 1, DIRECT 2, DIRECT 1+2 (L+R), DIRECT 3, DIRECT 4, DIRECT 3+4 (L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R	Selects the DIRECT OUT output destination for each pad, MFX and side chain.
Direct Output (MFX1–4)	OFF, DIRECT 1, DIRECT 2, DIRECT 1+2 (L+R), DIRECT 3, DIRECT 4, DIRECT 3+4 (L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R	
Direct Output (Side Chain)	OFF, DIRECT 1, DIRECT 2, DIRECT 1+2 (L+R), DIRECT 3, DIRECT 4, DIRECT 3+4 (L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R	
Side Chain Ctrl	OFF, ON	Turn this on when using the output of each pad as the side chain control signal.

Button	Explanation
[F1] (MFX)	Shows the MFX settings screen (MFX 1–4). <a href="#">MFX Settings (MFX1–4)(P.49)</a>
[F2] (SIDE CHAIN)	Shows the SIDE CHAIN settings screen. <a href="#">SIDE CHAIN Settings(P.49)</a>
[F3] (MASTER EFFECT)	Shows the MASTER EFFECT settings screen. <a href="#">MASTER EFFECT Settings(P.51)</a>
[F4] (MASTER COMP)	Shows the MASTER COMP settings screen. <a href="#">MASTER COMP Settings(P.52)</a>
[F5] (MASTER EQ)	Shows the MASTER EQ settings screen. <a href="#">MASTER EQ Settings(P.53)</a>

Button	Explanation
[F6] (ASSIGN)	Shows the settings screen for the pad and trigger output destinations. <a href="#">Setting the Output Destination (OUTPUT ASSIGN)(P.53)</a>

## Kit effect remain

The SPD-SX PRO features a “remain” function for the kit effects (MFX 1–4 and the side chain effects) that takes into account how the player plays this instrument while switching between kits.

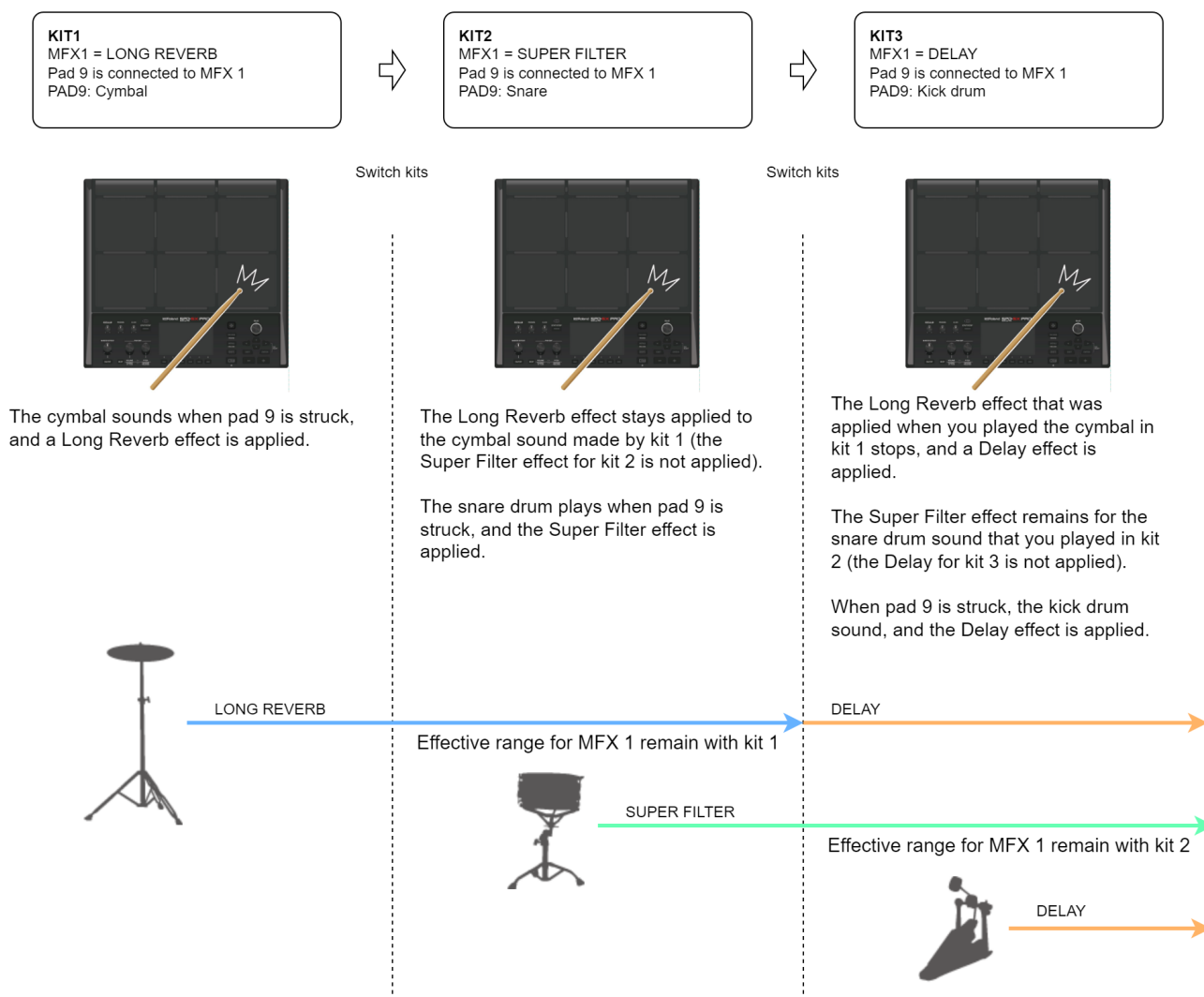
This function keeps the sounds of MFX 1–4 and side chain effect going from the previous kit, even after you switch to a new kit while you’re playing.

With this function, the effect sound remains until you select the next kit.

Use “All Sound Off” to stop the sound as necessary before you switch between kits.

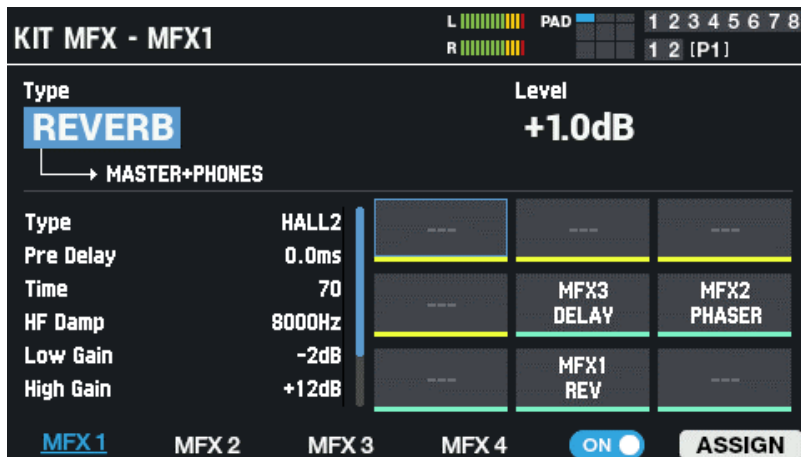
### MEMO

Since the effect type and settings don’t change for the master effect, master comp and master EQ even after you switch kits, you don’t have to worry about the sound getting chopped off.





## MFX Settings (MFX1–4)

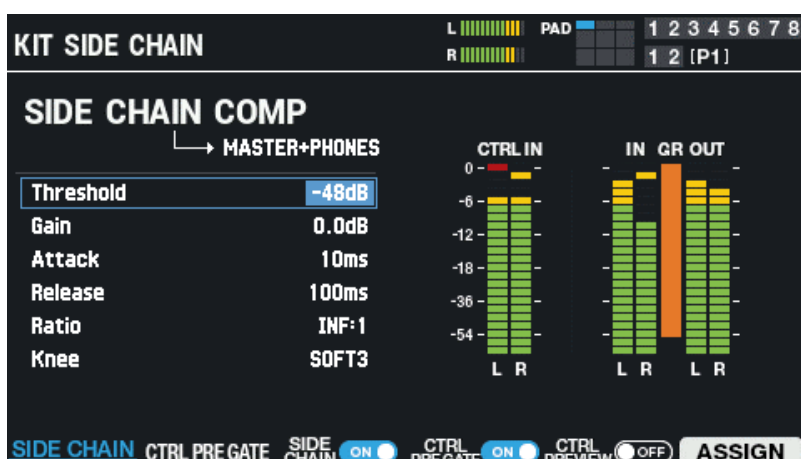


### MFX1–4

Parameter	Value	Explanation
Type	→ <a href="#">Effect List</a> (P.151)	Sets the effect type.
(Output destination)	MASTER+PHONES, PHONES-ONLY, SIDE CHAIN	Selects the output (connection) destination for MFX 1–4.
Level	-INF–+6.0 dB	Sets the effect level.
(MFX parameters)	→ <a href="#">Effect List</a> (P.151)	→ <a href="#">Effect List</a> (P.151)
Area of pad shown in illustration (bottom right)	-	The selected pad is shown with a blue border. Also, the assigned MFX is shown.

Button	Explanation
[F1] (MFX 1)	Displays the MFX 1 settings screen.
[F2] (MFX 2)	Displays the MFX 2 settings screen.
[F3] (MFX 3)	Displays the MFX 3 settings screen.
[F4] (MFX 4)	Displays the MFX 4 settings screen.
[F5] (ON/OFF)	Switches the selected MFX on/off.
[F6] (ASSIGN)	Shows the settings screen for the pad and trigger output destinations.

## SIDE CHAIN Settings



You can apply a side chain compressor to the sound.

Let's assume that the kick drum and backing tracks are assigned to different pads.

By applying a side chain compressor that works in tandem with the kick drum volume, the kick drum stands out in the mix, without getting buried by the backing tracks.

In this situation, make the following settings.

**1. Use the pad to which the backing track is assigned as an input for the side chain compressor.**

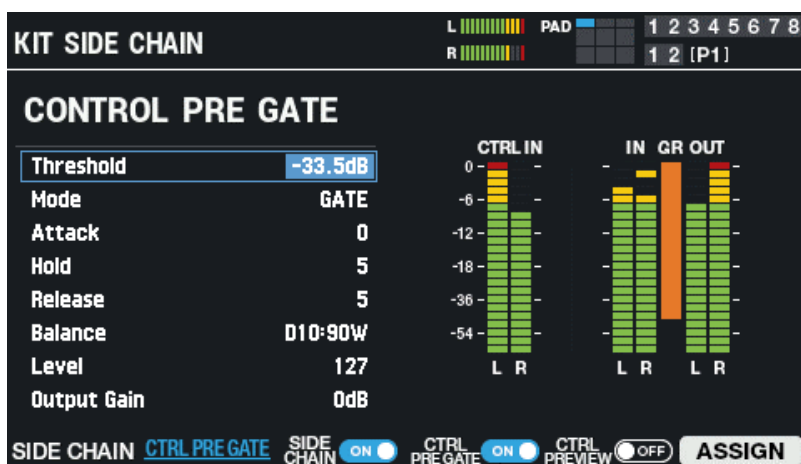
Configure the side chain compressor input in “Output (PAD)” of the effect or output destination settings (OUTPUT/EFFECTS). [Effect and Output Destination Settings \(OUTPUT/EFFECTS\)\(P.47\)](#)

**2. Set the pad to which the kick drum is assigned as the control signal for the side chain compressor.**

Configure the side chain compressor control signal in “Side Chain Ctrl” of the effect or output destination settings (OUTPUT/EFFECTS). [Effect and Output Destination Settings \(OUTPUT/EFFECTS\)\(P.47\)](#)

Parameter	Value	Explanation
Output of side chain	MASTER+PHONES, PHONES-ONLY	Selects the SIDE CHAIN COMP output destination.
Threshold	-48–0 dB	Adjusts the volume level at which compression begins for the side chain compressor.
Gain	-12.0–+12.0 dB	Adjusts the output level of the side chain compressor.
Attack	0.1–100 ms	Adjusts the time before compression begins for the side chain compressor.
Release	10–1000 ms	Adjusts the time before the compression effect is released for the side chain compressor.
Ratio	1:1–INF:1	Adjusts the compression ratio of the side chain compressor.
Knee	HARD, SOFT1–3	Adjusts the attack of the compression effect for the side chain compressor.

**CONTROL PRE GATE**



Adds a gate effect to the signal that controls the side chain compressor.

For example, when you assign a kick with a long release time to the control signal, side chain compressor reduction may be applied for longer than intended.

In this case, you can use CTRL PRE GATE to apply a gate to the control signal, which lets you adjust the control signal side (CTRL PRE GATE) so that the compressor works as intended.

Parameter	Value	Explanation
Threshold	-63.5–0.0 dB	Level at which the gate of the side chain control signal begins to close
Mode	GATE, DUCK	Adjusts the gate type used for the side chain control signal. GATE: When the volume of the dry sound is lowered, the gate closes and the dry sound is cut off. DUCK: When the volume of the dry sound is raised, the gate closes and the dry sound is cut off.
Attack	0–127	Adjusts how much time it takes for the side chain control signal gate to open fully after it begins opening.
Hold	0–127	Adjusts how much time it takes before the gate begins closing, starting from when the dry sound of the side chain control signal falls below the threshold level.
Release	0–127	Adjusts how much time it takes for the side chain control signal gate to close fully after the hold time elapses and the gate begins closing.
Balance	D100:0W–D0:100W	Adjusts the volume balance between the dry sound (D) and the gated sound (W) of the side chain control signal.
Level	0–127	Adjusts the output level used for the side chain control signal.
Output Gain	-12–+12 dB	Adjusts the output level used for the side chain control signal.

Button	Explanation
[F1] (SIDE CHAIN)	Shows the SIDE CHAIN settings screen.
[F2] (CTRL PRE GATE)	Shows the CTRL PRE GATE settings screen.
[F3] (SIDE CHAIN)	Turns the side chain on/off.

Button	Explanation
[F4] (CTRL PRE GATE)	Turns the CTRL PRE GATE on/off.
[F5] (CTRL PREVIEW)	Turns the CTRL PREVIEW on/off. When this is on, you can temporarily listen to just the control signal going through the side chain.
[F6] (ASSIGN)	Shows the settings screen for the pad and trigger output destinations.

## Reading the level meter

Level meter	Explanation
CTRL IN	Control signal level for the side chain compressor (the signal level after applying the PRE GATE to the control signal when CTRL PRE GATE is "ON")
IN	Side chain compressor input level
GR	Side chain compressor gain reduction level
OUT	Side chain compressor output level

## MASTER EFFECT Settings

Here are the master effect settings that are applied to the final stage of the master out signal.

- \* The master effect is not applied to sound that's output from the DIRECT OUT jacks.
- \* If "Master Direct Sw" is set to "DIRECT" in [OUTPUT\(P.117\)](#), the master effect is not applied to the sound coming from the MASTER OUT jacks.

For each master effect type, one, two or more predetermined parameters are assigned to the [MASTER EFFECT] knob.

You only need to switch the MASTER EFFECT on and turn the [MASTER EFFECT] knob to apply the effect to the sound outputted from MASTER OUT.



Parameter	Value	Explanation
Type	∅ <a href="#">Effect List(P.151)</a>	Sets the MASTER EFFECT type.
Level	-INF--+6.0 dB	Sets the effect output level.
(Effect parameters)	→ <a href="#">Effect List(P.151)</a>	∅ <a href="#">Effect List(P.151)</a> For each master effect type, the predetermined parameters are assigned to the [MASTER EFFECT] knob. (KNOB) is shown next to these parameters.

Button	Explanation
[F6] (ON/OFF)	Turns the MASTER EFFECT on/off. You can also set this using the MASTER EFFECT [ON/OFF] button.

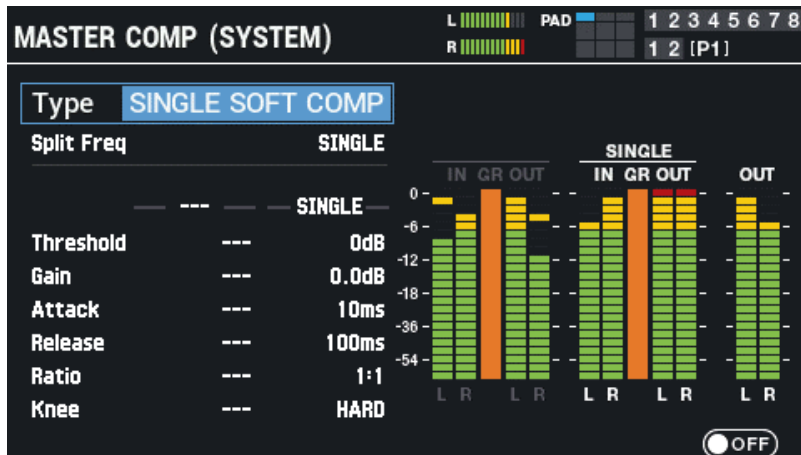
### MEMO

Hold down the [SHIFT] button and press the MASTER EFFECT [ON/OFF] button to switch to the MASTER EFFECT screen.

## MASTER COMP Settings

Here's how to configure the settings for the stereo compressor (master comp) that are applied at the final stage of the master out.

- \* The master comp effect is not applied to sound coming from the DIRECT OUT jacks.
- \* If "Master Direct Sw" is set to "DIRECT" in [OUTPUT \(P.117\)](#), the master comp effect is not applied to the sound coming from the MASTER OUT jacks.



Parameter	Value	Explanation
Type	SINGLE SOFT COMP, SINGLE HARD COMP, SINGLE LIMITER, 2BAND SOFT COMP, 2BAND HARD COMP, 2BAND LIMITER	Selects the character of the compressor.  * When you edit the parameters, all parameters of the master comp change to match the type.  You can then make further adjustments to these parameters as necessary. Depending on the settings of these parameters, the resulting effect might not match the Type setting.
Split Freq	SINGLE, 10–16000 Hz	Adjusts the bandwidth of the compressor. When the compressor bandwidth is "SINGLE", this effect operates as a single-band compressor only on the high range.
Threshold (*1)	-60–0 dB	Adjusts the volume level at which compression starts.
Gain (*1)	-60–+24 dB	Adjusts the compressor output level.
Attack (*1)	0.1–100 ms	Adjusts how long it takes before compression is applied.
Release (*1)	10–1000 ms	Adjusts how long it takes before the compression returns to normal.
Ratio (*1)	1:1–INF:1	Adjust the compression ratio.
Knee (*1)	HARD, SOFT1–3	Adjusts the attack of the sound at the moment compression is applied.

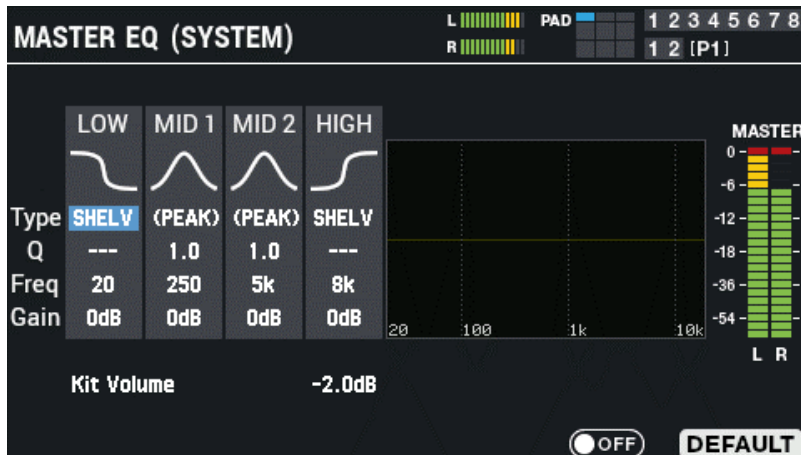
\*1: If Split Freq is set to something other than "SINGLE", the low range and high range can be set independently.

Button	Explanation
[F2] LOW SOLO	When "Split Freq" is not set to "SINGLE" and the compressor is operating as a two-band compressor, you can individually audition the low- and high-frequency ranges.
[F3] HIGH SOLO	<ul style="list-style-type: none"> <li>* These settings are reset if you perform any of the following operations.</li> <li>● Respecify the Type parameter as single band compressor</li> <li>● Set the Split Freq parameter to "SINGLE"</li> <li>● Exit the MASTER COMP screen</li> </ul>
[F6] (ON/OFF)	Turns the MASTER COMP on/off.

## MASTER EQ Settings

Here's how to configure the settings for the four-band parametric equalizer (master EQ) that's applied at the final stage of the master out.

- \* The master EQ effects are not applied to sound that's output from the DIRECT OUT jacks.
- \* If "Master Direct Sw" is set to "DIRECT" in [OUTPUT](#)(P.117), the master EQ effect is not applied to the sound coming from the MASTER OUT jacks.



Parameter	Value	Explanation
Type (only LOW and HIGH)	SHELV (Shelving), PEAK (MID1 and MID2: fixed to "PEAK")	Selects how the equalizer effect works.
Q	0.5–16.0 (only when Type is set to "PEAK")	Adjusts the bandwidth of the frequency region. Higher values make the width more narrow.
Freq	20 Hz–1 kHz (LOW) 20 Hz–16 kHz (MID1, 2) 1k Hz–16 kHz (HIGH)	Adjusts the center frequency.
Gain	-12–+12 dB	Adjusts the amount of boost/cut.
Kit Volume	-INF, -60.0–+6.0 dB	Adjusts the volume of the kit.

Button	Explanation
[F5] (ON/OFF)	Turns the MASTER EQ on/off.
[F6] (DEFAULT)	Restores the MASTER EQ settings to their default values.

## Setting the Output Destination (OUTPUT ASSIGN)

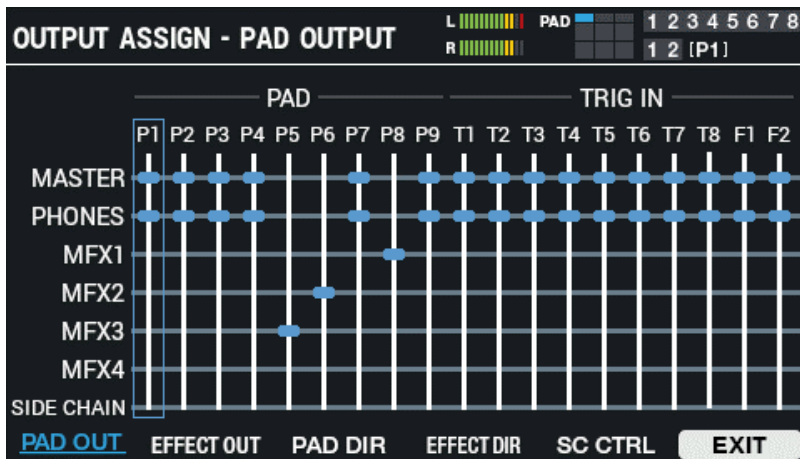
On the OUTPUT ASSIGN screen, press the [F1]–[F5] buttons to select the parameters to configure.

The parameters are the same as those that are set in the OUTPUT/EFFECTS screen. On this OUTPUT ASSIGN screen, you can check the parameters as a list.

### PAD OUT (PAD OUTPUT)

Specifies the output destination for the pad audio.

1. **Select the pad or trigger to set using the cursor [◀] [▶] buttons, and select the output destination using the [-] [+] buttons.**

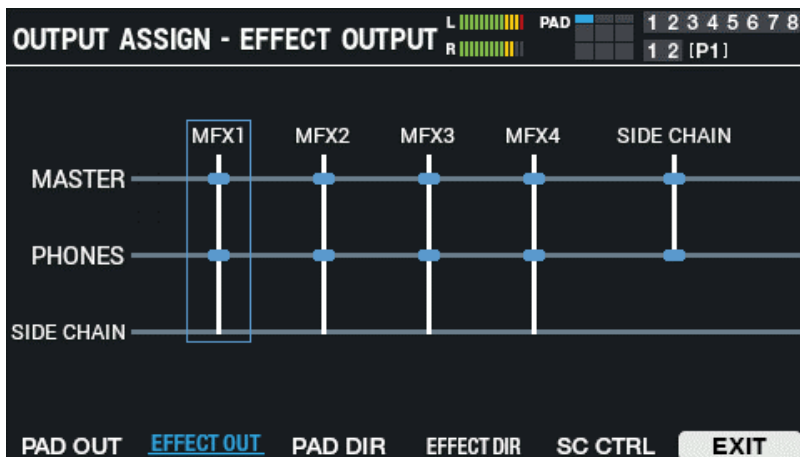


2. Press the [F6] (EXIT) button to return to the OUTPUT / EFFECTS screen.

### EFFECT OUT (EFFECT OUTPUT)

Sets the output destination for audio from MFX 1-4 and from the side chain compressor.

1. Select the pad or trigger to set using the cursor [◀] [▶] buttons, and select the output destination using the [-] [+] buttons.

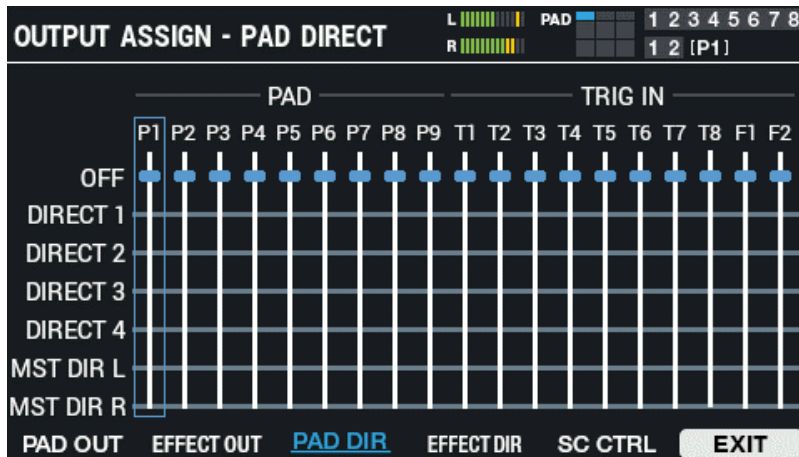


2. Press the [F6] (EXIT) button to return to the OUTPUT / EFFECTS screen.

**PAD DIR (PAD DIRECT)**

Set this when you want to output the pad sounds to DIRECT OUT.

1. Select the pad or trigger to set using the cursor [◀] [▶] buttons, and select the output destination using the [-] [+] buttons.



2. Press the [F6] (EXIT) button to return to the OUTPUT / EFFECTS screen.

**EFFECT DIR (EFFECT DIRECT)**

Set this when you want to output the MFX 1-4 and side chain compressor audio to DIRECT OUT.

1. Select the pad or trigger to set using the cursor [◀] [▶] buttons, and select the output destination using the [-] [+] buttons.

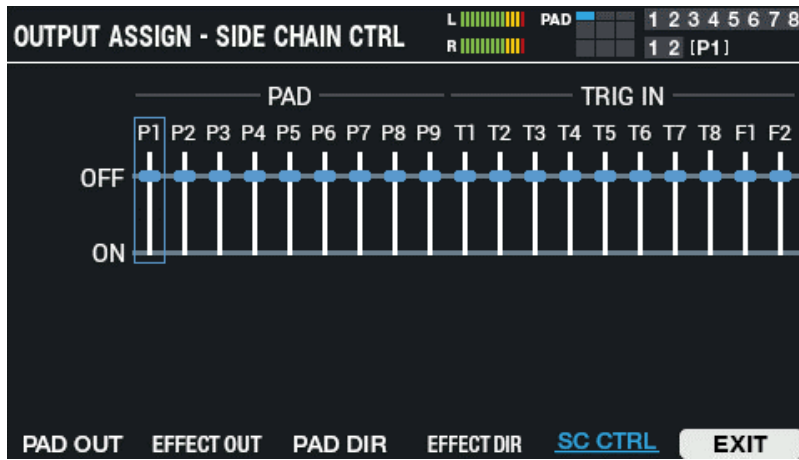


2. Press the [F6] (EXIT) button to return to the OUTPUT / EFFECTS screen.

### SC CTRL (SIDE CHAIN CTRL)

Turn this on when using the pad sounds as the side chain control signal.

1. Select the pad to trigger to set using the cursor [◀] [▶] buttons, and use the [-] [+] buttons to turn this off/on.



2. Press the [F6] (EXIT) button to return to the OUTPUT / EFFECTS screen.

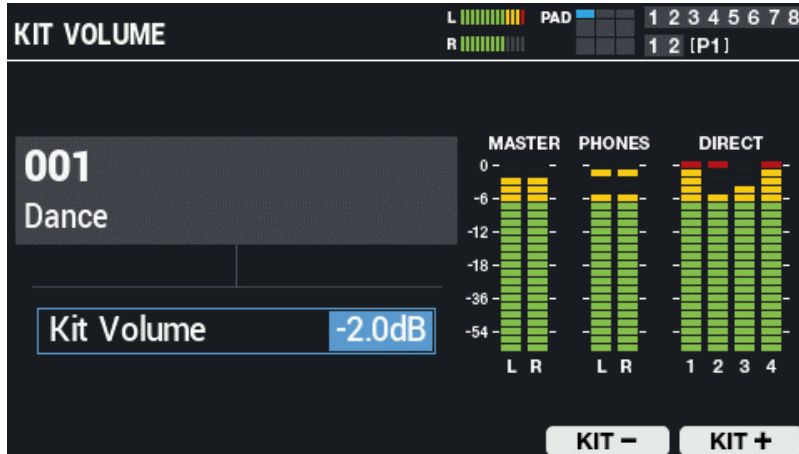


## Setting the Kit Volume (KIT VOLUME)

Here's how to set the volume of the kit.

1. Select [MENU] → "KIT EDIT1".
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select "KIT NAME" and press the [ENTER] button.

The KIT VOLUME screen appears.



3. Use the [-] [+] buttons or the [VALUE] knob to adjust the volume.

Parameter	Value	Explanation
Kit Volume	-INF--+6.0 dB	Sets the kit volume.

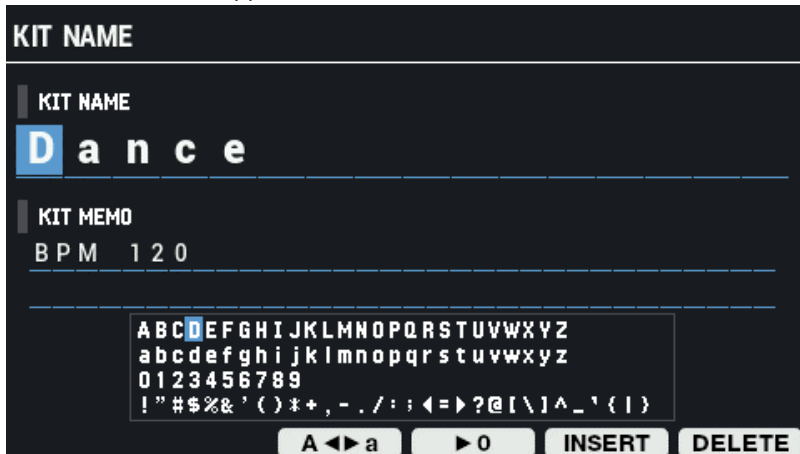
Button	Explanation
[F5] (KIT -)	Selects the previous kit.
[F6] (KIT +)	Selects the next kit.

## Renaming a Kit (KIT NAME)

Here's how to rename a kit (up to 16 characters can be used).

1. Select [MENU] → "KIT EDIT1".
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select "KIT NAME" and press the [ENTER] button.

The KIT NAME screen appears.



3. Use the cursor [◀] [▶] buttons to move the cursor.
4. Press the [-] [+] buttons or use the [VALUE] knob to select a character.

Button	Explanation
[F3] (A ◀▶ a)	Toggles between uppercase/lowercase.
[F4] (▶ 0)	Switches to numeric input.
[F5] (INSERT)	Inserts a character at the cursor position.
[F6] (DELETE)	Deletes the character at the cursor position.

## Adding a memo to a kit (KIT MEMO)

Here's how to add a memo to a kit (up to 64 characters).

1. While on the KIT NAME screen, press the cursor [▼] button.
2. Use the cursor [▲] [▼] [◀] [▶] buttons to move the cursor.
3. Use the [-] [+] buttons to select the character.

You can also use the [VALUE] knob to select a character.

Button	Explanation
[F3] (A ◀▶ a)	Toggles between uppercase/lowercase.
[F4] (▶ 0)	Switches to numeric input.
[F5] (INSERT)	Inserts a character at the cursor position.
[F6] (DELETE)	Deletes the character at the cursor position.

### MEMO

The kit memo is shown below the kit name on the KIT screen.

001 MASTER FX - CLICK - L R PAD TRIG IN 1 2 3 4 5 6 7 8  
TAPE TEMPO PAD 120.0 OFF FOOT SW 1 2 [P1]

KIT MEMO

**Dance**

**BPM 120**

P1 Loop13 Synths 1	P2 Loop13 Synths 3	P3 Loop13 Synths 2
P4 Loop13 Drums3	P5 Synth Hit 3	P6 Loop13 HH2
P7 Kick ProcElec102	P8 Snr ProcElec 74	P9 HH ProcElec04 Cl

✓ PAD VIEW LAYER A/B PAD PROGRESS CLICK TOOLS SET LIST

## Linking Multiple Pads (PAD LINK/MUTE)

1. Select [MENU] → “KIT EDIT1”.
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select “PAD LINK/MUTE” and press the [ENTER] button.

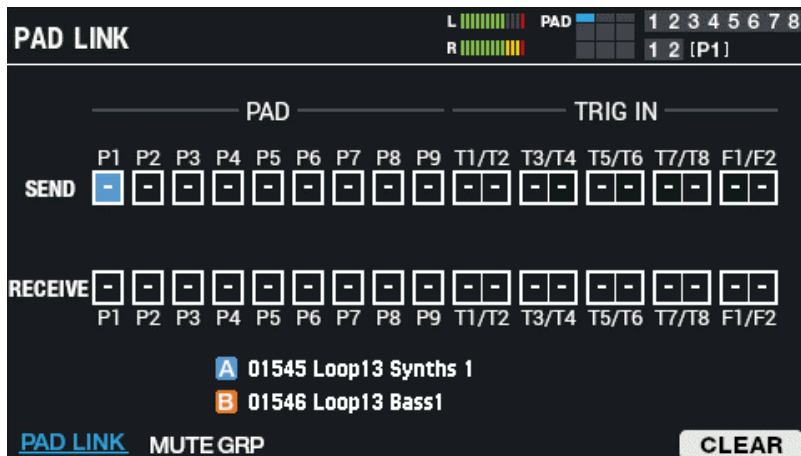
Use the function buttons to select the parameters.

Button	Explanation
[F1] (PAD LINK)	Configures the pad link. This lets you play the other pads that are in the same group with a single strike.
[F2] (MUTE GRP)	Configures the mute group. When you strike the pad of the group number specified in MUTE SEND, the sound of the pads assigned to the same group number in MUTE RECEIVE are muted.  * Even if you specify the same number in MUTE SEND and MUTE RECEIVE of the same pad, muting does not occur.
[F6] (CLEAR)	Clears the PAD LINK or MUTE GRP settings.

## Playing Back Multiple Pads at the Same Time (PAD LINK)

This shows how to make multiple pads play at the same time. Pads that are set to the same number are linked together.

When you strike a pad whose number is specified in PAD LINK SEND, the sound of other pads assigned to the same number in PAD LINK RECEIVE is heard.



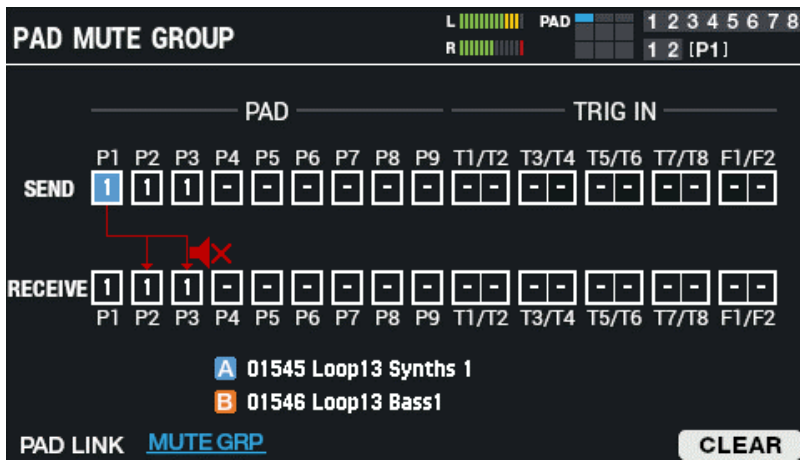
Parameter	Value	Explanation
PAD LINK SEND	OFF (-), 1-16	Sets the group number. When you strike a SEND pad to which the group number has been assigned, the pads that have been set to the same group number in PAD LINK RECEIVE also play.
PAD LINK RECEIVE		

Controller	Explanation
Cursor [▲] [▼] button	Switches between SEND and RECEIVE.
Cursor [◀] [▶] buttons	Selects the pad to set. You can also select a pad by striking it.
[-] [+ ] buttons [VALUE] knob	Selects the link number.

## Muting the sound of a specific pad when you strike a pad (MUTE GRP)

Mute group settings let you specify that when you strike a pad, other pads in the same mute group are muted (silenced).

For example, you can assign phrases for the instruments of each pad, and configure the mute group so that you can switch between these phrases by striking different pads.



Parameter	Value	Explanation
MUTE SEND	OFF (-), 1-16	Sets the group number. When you strike the pad of the group number specified in MUTE SEND, the sound of the pads assigned to the same group number in MUTE RECEIVE are muted.
MUTE RECEIVE		* Even if you specify the same number in MUTE SEND and MUTE RECEIVE of the same pad, muting does not occur.

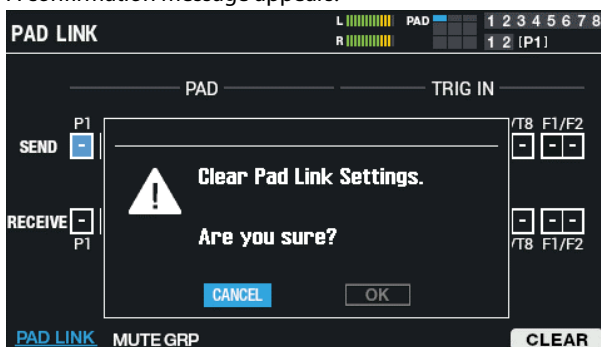
Controller	Explanation
Cursor [▲] [▼] button	Switches between SEND and RECEIVE.
Cursor [◀] [▶] buttons	Selects the pad to set. You can also select a pad by striking it.
[-] [+] buttons [VALUE] knob	Selects the mute group number.

## Clearing the settings (CLEAR)

Here's how to clear the PAD LINK or MUTE GRP settings.

1. Press the [F6] (CLEAR) button.

A confirmation message appears.



2. Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.

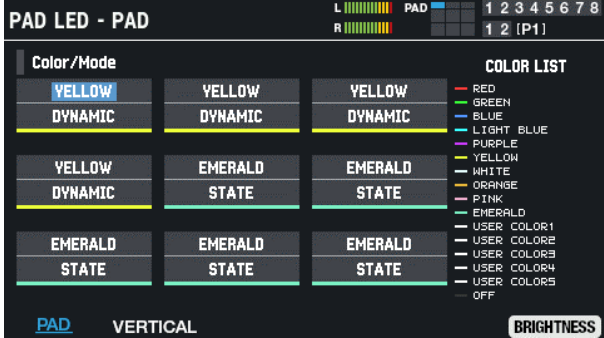
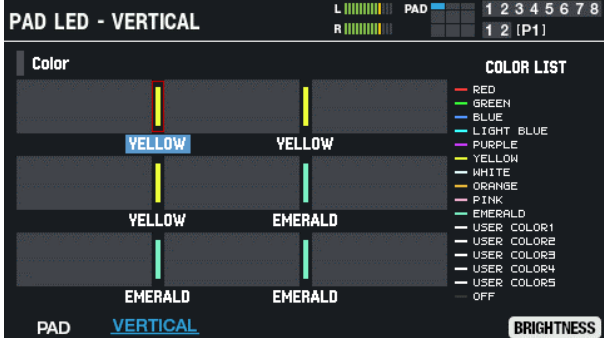

If you decide to cancel, select "CANCEL" and press the [ENTER] button.

After "Completed!" appears, the display returns to the previous screen.

## Configuring How the Pad Indicators Light Up (PAD LED)

1. Select [MENU] → “KIT EDIT1”.
2. Use the cursor [▲][▼][◀][▶] buttons to select “PAD LED” and press the [ENTER] button.

Use the function buttons to select the parameters.

Button	Explanation										
[F1] (PAD)	<p>Shows the settings screen for the pad indicators.</p> 										
[F2] (VERTICAL)	<p>Shows the settings screen for the vertical indicators that separate each pad on the left and right.</p> 										
[F6] (BRIGHTNESS)	<p>Shows the window to set the brightness of the pad’s indicator and the vertical indicators that separate each pad on the left and right. This setting is common to all kits.</p>  <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr> <td style="background-color: #e0e0e0;"><b>Active Pad Brightness</b></td> <td>Adjusts the maximum brightness of the indicators when you strike the pad.</td> </tr> <tr> <td style="background-color: #e0e0e0;"><b>Inactive Pad Brightness</b></td> <td>Adjusts the usual brightness of the pad’s indicator (how bright the indicator is when the pad is not being struck).</td> </tr> <tr> <td style="background-color: #e0e0e0;"><b>Vertical Brightness</b></td> <td>Adjusts the brightness of the vertical indicators.</td> </tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr> <td style="background-color: #e0e0e0;"><b>[F4] (COLOR LIST)</b></td> <td>Switches to the SYSTEM LED - COLOR LIST screen. <a href="#">Adjusting the Pad LED Brightness and Colors (SYSTEM LED)(P.121)</a></td> </tr> <tr> <td style="background-color: #e0e0e0;"><b>[F6] (EXIT)</b></td> <td>Closes the window.</td> </tr> </table>	<b>Active Pad Brightness</b>	Adjusts the maximum brightness of the indicators when you strike the pad.	<b>Inactive Pad Brightness</b>	Adjusts the usual brightness of the pad’s indicator (how bright the indicator is when the pad is not being struck).	<b>Vertical Brightness</b>	Adjusts the brightness of the vertical indicators.	<b>[F4] (COLOR LIST)</b>	Switches to the SYSTEM LED - COLOR LIST screen. <a href="#">Adjusting the Pad LED Brightness and Colors (SYSTEM LED)(P.121)</a>	<b>[F6] (EXIT)</b>	Closes the window.
<b>Active Pad Brightness</b>	Adjusts the maximum brightness of the indicators when you strike the pad.										
<b>Inactive Pad Brightness</b>	Adjusts the usual brightness of the pad’s indicator (how bright the indicator is when the pad is not being struck).										
<b>Vertical Brightness</b>	Adjusts the brightness of the vertical indicators.										
<b>[F4] (COLOR LIST)</b>	Switches to the SYSTEM LED - COLOR LIST screen. <a href="#">Adjusting the Pad LED Brightness and Colors (SYSTEM LED)(P.121)</a>										
<b>[F6] (EXIT)</b>	Closes the window.										

Controller	Explanation
Cursor [▲] [▼] [◀] [▶] button	Selects the pads.
[-] [+] buttons	Sets the color.

Parameter	Value	Explanation
[F1] (PAD): top row of each pad	RED, GREEN, BLUE,	Sets the illumination color for each pad.

Parameter	Value	Explanation
[F2] (VERTICAL)	LIGHT BLUE, PURPLE, YELLOW, WHITE, ORANGE, PINK, EMERALD, USER COLOR1-5, OFF	You can customize the colors and names in the SYSTEM - "COLOR LIST" settings. <a href="#">Adjusting the Pad LED Brightness and Colors (SYSTEM LED)(P.121)</a>
[F1] (PAD): bottom row of each pad	STATIC	Always lights.
	STATE	Lights up only when the pad is struck.
	DYNAMIC	Lights up according to the volume of the wave that's playing.

## Making Pads Play in a Predetermined Sequence (PAD SEQUENCE)

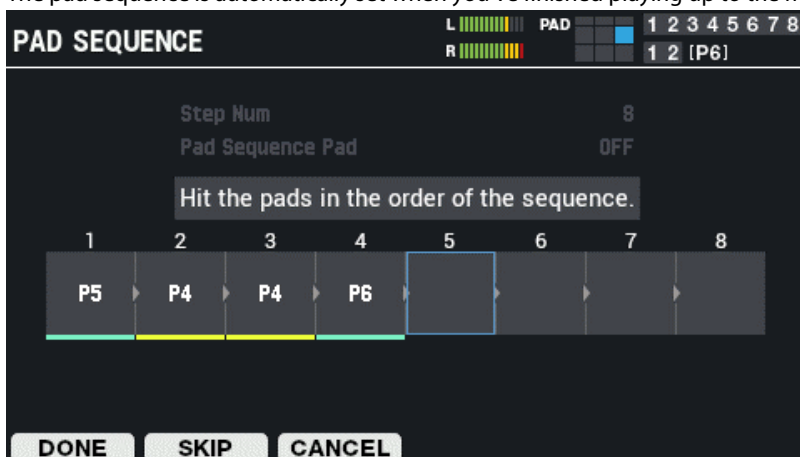
You can make the waves assigned to each pad play back in the predetermined order you set within a sequence, just by striking a pad.

For instance, this might be useful when you've assigned different waves to each pad for the A section of a song, the B section and so forth, and then play the pads along with the song as it progresses.

### Setting the pad sequence (SET)

1. Select [MENU] → “KIT EDIT1”.
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select “PAD SEQUENCE” and press the [ENTER] button.
3. Set the “Step Num”.
4. Set the “Pad Sequence Pad”.
5. Press the [F1] (SET) button.
6. Strike the pads you want to play for each step to assign them.

The pad sequence is automatically set when you've finished playing up to the maximum number of steps.



Parameter	Value	Explanation
Step Num	2-16	Select the number of steps for the pad sequence.
Pad Sequence Pad	OFF, PAD1-9, TRIG IN1-8, FOOT SW1-2	Sets the pad used to advance the pad sequence.

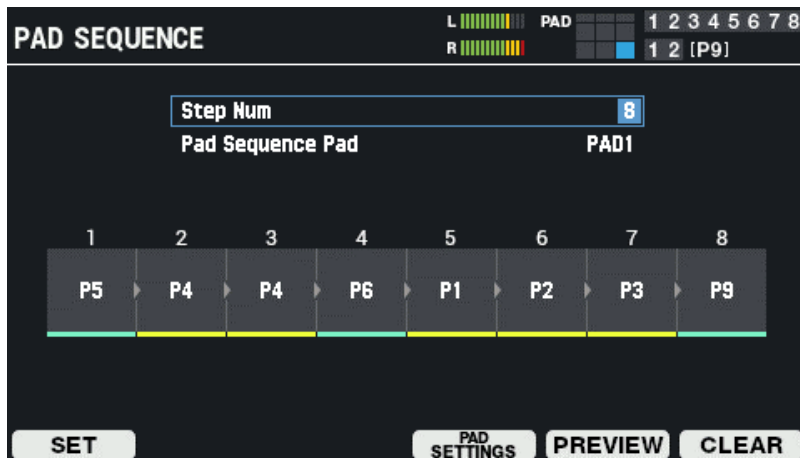
Controller	Explanation
Cursor [◀] [▶] buttons	Selects the step to set.
[F1] (DONE) button	Confirms the changes and closes the set screen.
[F2] (SKIP) button	Sets the currently selected step as empty. This prevents the unit from playing a sound when a pad is struck.
[F3] (CANCEL) button	Cancels your changes and closes the set screen.
[F4] (PAD SETTINGS) button	Configures the Pad Sequence pad parameters that are useful to configure along with the pad sequence function.
[F5] (PREVIEW) button	Previews the sound for each step.
[F6] (CLEAR) button	Clears all steps.



## Configuring the Pad Sequence pads (PAD SETTINGS)

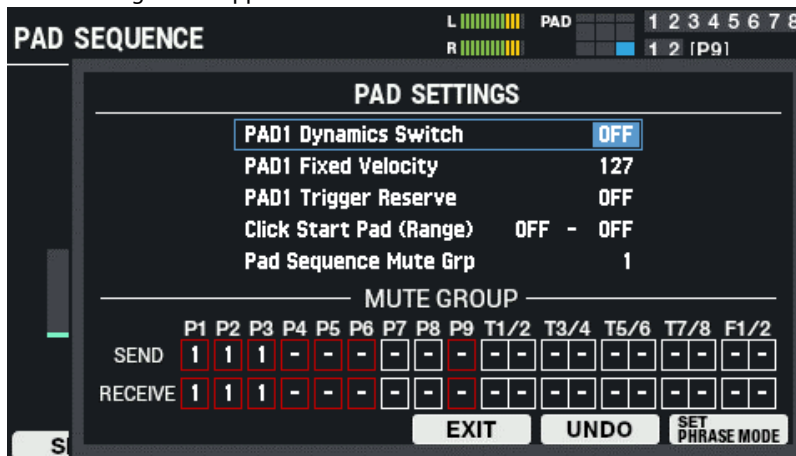
Here's how to configure the Pad Sequence pad parameters that are useful in combination with the pad sequence function.

This explanations assumes that the pad sequence is configured as shown below.



### 1. Press the [F4] (PAD SETTINGS) button.

The following screen appears.



You can configure parameters for the Pad Sequence pads.

In this example screen, the parameters are:

PAD 1 Dynamics Switch

PAD 1 Fixed Velocity

PAD 1 Trigger Reserve

However, the part for PAD 1 changes according to the Pad Sequence Pad.

Parameter	Explanation
Dynamics Switch	ON: Changes the volume according to the "Dynamics Curve" settings, in response to how hard you strike the pads. OFF: When you strike a pad, the sound plays at the volume you set in "Fixed Velocity".
Fixed Velocity	Sets a fixed velocity at which the wave plays when the pad is struck.
Trigger Reserve	When this is "ON", you can make the sound line up with the click accent positions. (The sound plays normally when the click is not playing back.) This lets you play the pad ahead of the click accent timing to "reserve" the note, so that it plays right at the accent position.
Click Start Pad (Range)	This lets you make the click start when you strike the selected pad. You can select only a single pad or specify a range of pads. (Example: if you want the click to start when either pad 1, 2 or 3 is struck, set the range as "P1-P3".)
Pad Sequence Mute Grp	Configures the mute group. When you strike the pad of the group number specified in MUTE SEND, the sound of the pads assigned to the same group number in MUTE RECEIVE are muted.

### 2. Press the [F6] (SET PHRASE MODE) button.

This uses the optimum settings (settings all at once) when you switch phrases and play.

To revert to the original settings, press the [F5] (UNDO) button.

## Parameters that are set all at once in SET PHRASE MODE

Parameter	Explanation
Dynamics Switch	This is set to OFF.
Fixed Velocity	This is set to 127. Sounds always play back at velocity level 127, even if you strike the pads softly.
Trigger Reserve	This is set to ON.
Click Start Pad (Range)	This is set to the same number as the pad sequence pad. For example, if the pad sequence pad is "P1", this is set to "P1-P1". With this setting, the click starts when you strike the pad sequence pad.
Pad Sequence Mute Grp	The number set in "Pad Sequence Mute Grp" is set for the pads that are set for each step. (The SEND/RECEIVE channels shown in red borders are targeted to be set all at once.) The sound of the step that was just played is muted.

Button	Explanation
[F4] (EXIT)	Cancels and returns to the previous screen.
[F5] (UNDO)	Reverts to the previous state by undoing the last operation.
[F6] (SET PHRASE MODE)	Activates phrase mode.

## Configuring How the Closed Pedal Sounds (CLOSED-PEDAL)

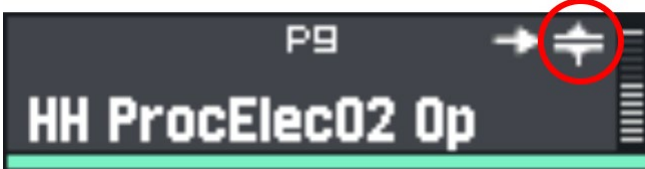
Here's how to change how the hi-hat closed pedal sounds.

1. **Connect the pedal to the HH CTRL jack.**  
FD-8, FD-9, VH-10, VH-11; sold separately
2. **Set the Layer Type of the pad you want to use to trigger the hi-hat to "HI-HAT".**

Basic Settings (PAD EDIT)(P.40)

### MEMO

Use the KIT screen to confirm whether the LAYER TYPE is set to "HI-HAT".



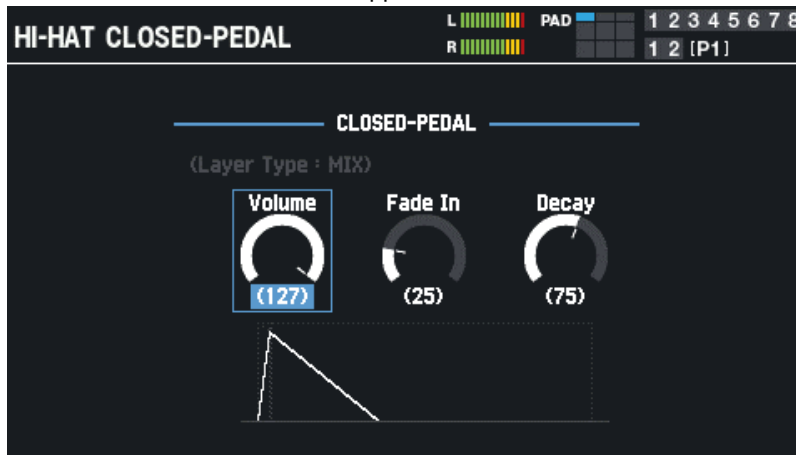
3. **Assign the LAYER A to the "HH CLOSE" sound, and assign LAYER B to the "HH OPEN" sound.**  
Basic Settings (PAD EDIT)(P.40)
4. **The closed pedal sound is heard when you depress the hi-hat pedal.**

### MEMO

The closed pedal sound is generated from the sound you imported in step 3. You don't need to import a closed pedal sound.

5. **Select [MENU] → "KIT EDIT1".**
6. **Use the cursor [▲][▼][◀][▶] buttons to select "CLOSED-PEDAL" and press the [ENTER] button.**

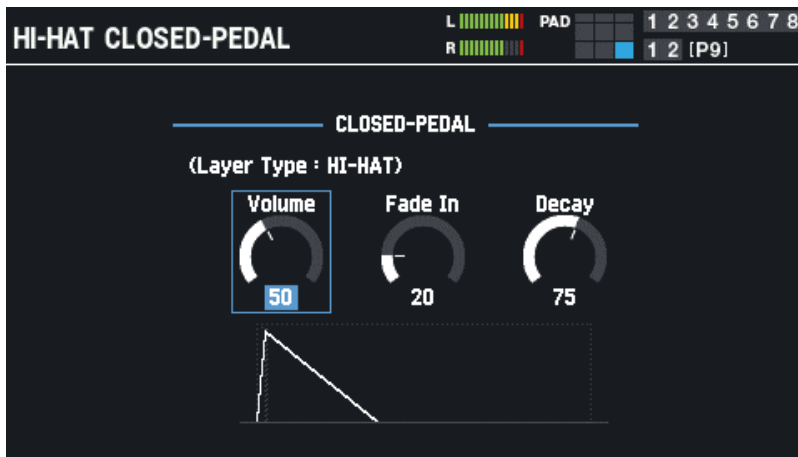
The HI-HAT CLOSED-PEDAL screen appears.



7. **Use the cursor [◀][▶] buttons to select the parameter to set, and use the [-][+] buttons or the [VALUE] knob to edit the setting.**

Parameter	Value	Explanation
Volume	0-127	Adjusts the closed pedal volume.
Fade In	0-127	Adjusts the closed pedal attack.
Decay	0-127	Adjusts the closed pedal decay.

The "Layer Type: HI-HAT" text is shown in white if the selected pad is set to play with the closed pedal operation (or is shown in gray if not applicable).



Also, one pad per kit can be set to play when you operate the closed pedal.

**MEMO**

One pad per kit can be set to play when you operate the closed pedal. If there are multiple candidates, the following rules apply.

(1) When an external trigger exists that's set to "Trig Type = VH-10 or VH-11", that pad is given the greatest priority. You can set the Trig Type from the MENU → SYSTEM → PAD/TRIG IN screen.

(2) If there are no pads for which (1) applies, the most recent pad for which "Layer Type = HI-HAT" is set is given priority. Layer Type settings → basic settings (PAD EDIT)

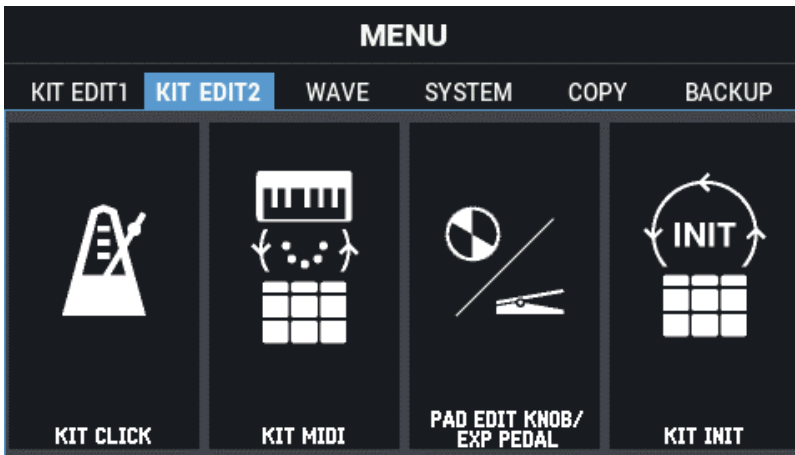
Pad priority

PAD 1 → PAD 2 → PAD 3 → PAD 4 → PAD 5 → PAD 6 → PAD 7 → PAD 8 → PAD 9 → TRIGGER IN 1 → TRIGGER IN 2 → TRIGGER IN 3 → TRIGGER IN 4 → TRIGGER IN 5 → TRIGGER IN 6 → TRIGGER IN 7 → TRIGGER IN 8 → FOOT SW 1 → FOOT SW 2

# Configuring the Overall Kit (KIT EDIT2)

This section explains the settings for the overall kit. You can assign a note number and LED color for each pad.

1. Select [MENU] → “KIT EDIT2”.



2. Use the cursor [▲] [▼] [◀] [▶] buttons to select the menu item that you want to edit, and press the [ENTER] button.

[Click-Related Settings for Kits \(KIT CLICK\)\(P.69\)](#)

[Configuring the MIDI-Related Settings \(KIT MIDI\)\(P.72\)](#)

[Configuring the PAD EDIT Knobs and the EXPRESSION Pedal \(PAD EDIT KNOB/EXP PEDAL\)\(P.75\)](#)

[Initializing a Kit \(KIT INIT\)\(P.79\)](#)

## Click-Related Settings for Kits (KIT CLICK)

1. Select [MENU] → “KIT EDIT2”.
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select “KIT CLICK” and press the [ENTER] button.

The KIT CLICK screen appears.

Use the cursor [▲] [▼] [◀] [▶] buttons to select “Click Setting”, and the [-] [+] buttons to select “KIT” or “SYSTEM”.

The [F1]–[F3] KIT CLICK settings are enabled only when “KIT” is selected.

When this is set to “SYSTEM”, you can change the SYSTEM CLICK setting by pressing [F6].

You can set the tempo by pressing the [F5] (TAP) button at the desired timing (tap tempo).

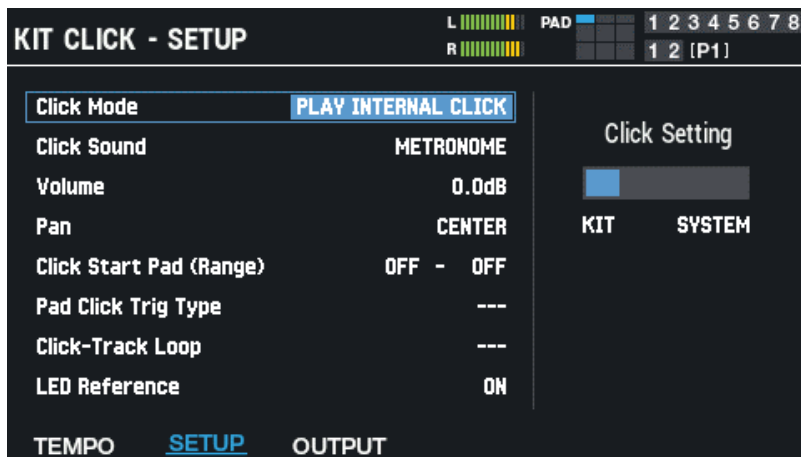
## Setting the tempo and time signature ([F1] TEMPO)



Use the cursor [▲] [▼] [◀] [▶] buttons to select a parameter, and use the [-] [+] buttons or the [VALUE] knob to edit the value.

Parameter	Value	Explanation
Tempo	20.0–260.0	Specifies the tempo.
Beat	1–9	Sets the time signature (the number of beats per measure) of the click.
Accent	0–127	Sets the accent volume.
Quarter	0–127	Sets the volume of quarter notes.
Eighth	0–127	Sets the volume of eighth notes.
Sixteenth	0–127	Sets the volume of sixteenth notes.
Triplet	0–127	Sets the volume of eighth-note triplets.

## Setting the volume, sound and other settings ([F2] SETUP)

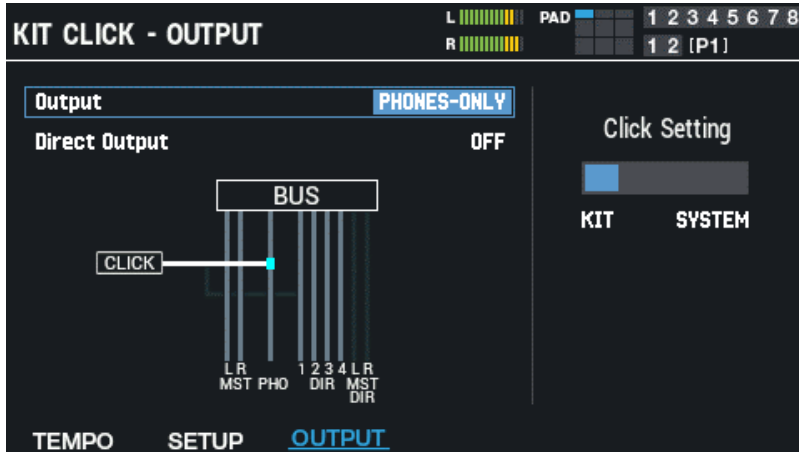


Use the cursor [▲] [▼] buttons to select a parameter, and use the [-] [+] buttons or the [VALUE] knob to edit the value.

Parameter	Value	Explanation
Click Mode	PLAY INTERNAL CLICK, PLAY WAVE as CLICK, PLAY WAVE as CLICK-TRACK	Selects the click mode. PLAY INTERNAL CLICK: This mode uses the built-in click sound. PLAY WAVE as CLICK: This mode uses a preloaded wave or a wave imported by the user. <b>NOTE</b> If a waveform is selected with PLAY WAVE as CLICK, the wave at the accent position does not sound. The wave only sounds at the quarter note, eighth note, sixteenth note and triplet timings. PLAY WAVE as CLICK-TRACK: This mode uses the click track wave imported by the user.
Click Sound (PLAY INTERNAL CLICK) Click Wave (PLAY WAVE as CLICK) Click-Track Wave (PLAY WAVE as CLICK-TRACK)	METRONOME, BEEP, WOOD BLOCK, STICKS, CLAVES, AGOGO, TRIANGLE, TAMBOURINE, BELL, CABASA 0–20000 0–20000	Click Sound: the built-in click sound Click Wave: a preloaded wave or a wave imported by the user Click-Track Wave: the click track wave imported by the user
Pan	L15–CENTER–R15	Adjusts the pan (left-right balance) of the click sound.
Volume	-INF–+6.0dB	Sets the click volume.
Click Start Pad (Range)	OFF, P1–9, T1–8, F1, F2	The click starts once you strike the selected pad. Select a desired pad or select a range of pads. Example: if you want the click to start when either pad 1, 2 or 3 is struck, set the range as “P1–P3”.
Pad Click Trig Type	ONE-TIME, RETRIGGER, ALTERNATE	Selects how the click operates when you strike a pad that’s set as a click start pad. ONE-TIME: The click starts once you strike the pad. RETRIGGER: The click restarts from the first beat every time you strike the pad. ALTERNATE: The click starts/stops with each strike of the pad.

Parameter	Value	Explanation
Click-Track Loop	OFF, ON	Plays back the wave to use as a click track in a loop (only enabled when "Click Mode" is "PLAY WAVE as CLICK-TRACK").
LED Reference	OFF, ON	Sets whether to make the [CLICK] button blink in time with the click (ON) or not (OFF). (This is enabled when Click Mode is "PLAY INTERNAL CLICK" or "PLAY WAVE as CLICK".)

## Setting the output destination ([F3] OUTPUT)

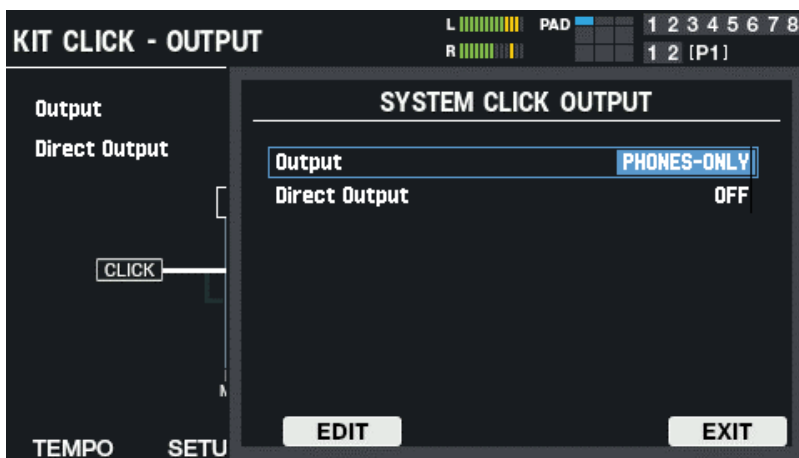


Use the cursor [▲] [▼] buttons to select a parameter, and use the [-] [+] buttons or the [VALUE] knob to edit the value.

Parameter	Value	Explanation
Output	MASTER+PHONES, PHONES-ONLY	Selects the output destination for the click. MASTER+PHONES: Outputs to the PHONES jack and MASTER OUT jack (when "Master Direct Sw" is "NORMAL"). PHONES-ONLY: Outputs only to the PHONES jack. No sound is output from the MASTER OUT jacks.
Direct Output	OFF, DIRECT 1-4, DIRECT 1+2/3+4 (L+R), MASTER DIRECT L/R, MASTER DIRECT L+R	Selects the direct out output destination for the click. This sets the output from the DIRECT OUT 1-4 jacks and MASTER OUT jacks (when "Master Direct Sw" is "DIRECT").

## Editing the system click settings ([F6] SYSTEM)

The [F6] (SYSTEM) button is shown when "Click Setting" is set to "SYSTEM" (when the system click is used).



1. Use the cursor [▲] [▼] buttons to select a parameter, and use the [-] [+] buttons or the [VALUE] knob to edit the value.
2. Press [F3] (EDIT) to show the SYSTEM CLICK screen.

You can make the same settings here as with KIT CLICK.

## Configuring the MIDI-Related Settings (KIT MIDI)

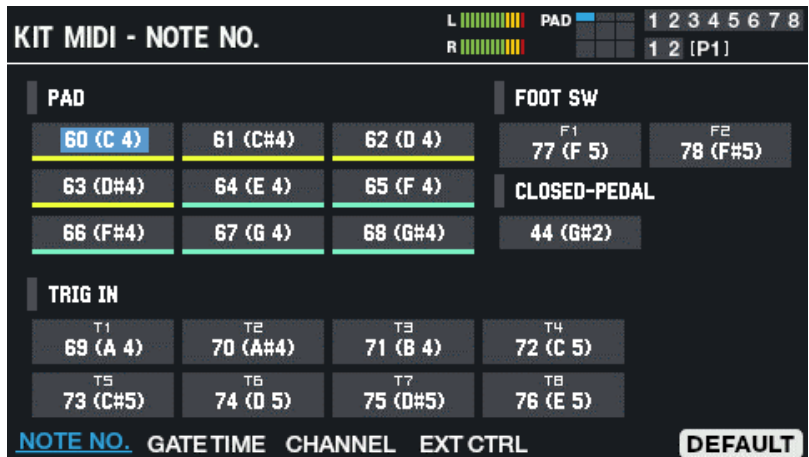
1. Select [MENU] → “KIT EDIT2”.
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select “KIT MIDI” and press the [ENTER] button.

Use the function buttons to select the parameters.

Controller	Explanation
Cursor [▲] [▼] [◀] [▶] button	Selects the pads.
[−] [+] buttons, [VALUE] knob	Sets the value.

### Assigning a note number to a pad (NOTE NO.)

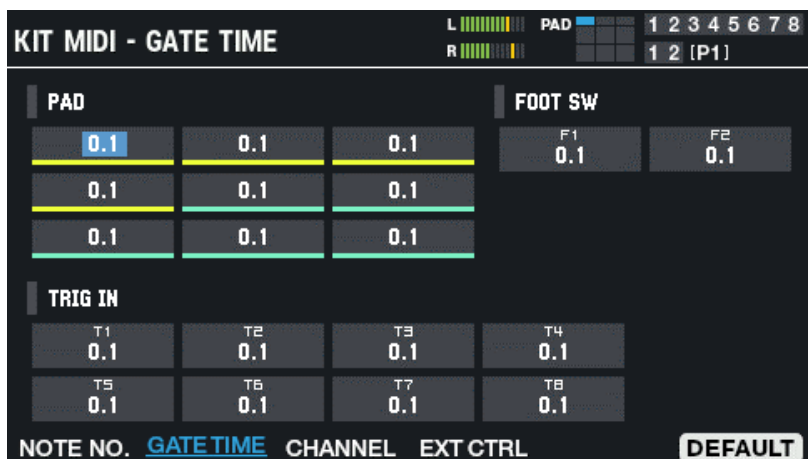
Here’s how to set the note numbers that are transmitted and received from the MIDI connectors.



Parameter	Value	Explanation
NOTE NO.	0 (C-)–127 (G9), OFF	Sets the MIDI note number that’s transmitted/received for each pad, TRIGGER IN, FOOT SW and for the hi-hat closed pedal operation. When this is set to “OFF”, note messages are not transmitted or received.

### Setting the gate time (GATE TIME)

This shows how to set the length (gate time) of the notes that sound.



Parameter	Value	Explanation
GATE TIME	0.1–8.0	Sets how long the notes play that are transmitted by each pad, TRIGGER IN and FOOT SW.



## Setting the MIDI channel (CHANNEL)

KIT MIDI - CHANNEL

L [LEDs] PAD [Grid] 1 2 3 4 5 6 7 8  
R [LEDs] 1 2 (P1)

**PAD**

GLOBAL	GLOBAL	GLOBAL
GLOBAL	GLOBAL	GLOBAL
GLOBAL	GLOBAL	GLOBAL

**FOOT SW**

F1 GLOBAL	F2 GLOBAL
-----------	-----------

**TRIG IN**

T1 GLOBAL	T2 GLOBAL	T3 GLOBAL	T4 GLOBAL
T5 GLOBAL	T6 GLOBAL	T7 GLOBAL	T8 GLOBAL

NOTE NO. GATE TIME CHANNEL EXT CTRL **DEFAULT**

Parameter	Value	Explanation
CHANNEL	CH 1–16, GLOBAL	Sets the MIDI channel used to transmit/receive note and control change messages for each pad, TRIGGER IN and FOOT SW. When this is set to “GLOBAL”, the channel specified in the SYSTEM MIDI “Global MIDI Channel” settings is used for transmitting/receiving.

## Configuring the settings for each pad to play external devices (EXT CTRL)

KIT MIDI - EXT CTRL

L [LEDs] PAD [Grid] 1 2 3 4 5 6 7 8  
R [LEDs] 1 2 (P1)

**PAD**

OFF	OFF	OFF
OFF	OFF	OFF
OFF	OFF	OFF

**FOOT SW**

F1 OFF	F2 OFF
--------	--------

**TRIG IN**

T1 OFF	T2 OFF	T3 OFF	T4 OFF
T5 OFF	T6 OFF	T7 OFF	T8 OFF

NOTE NO. GATE TIME CHANNEL EXT CTRL **DEFAULT**

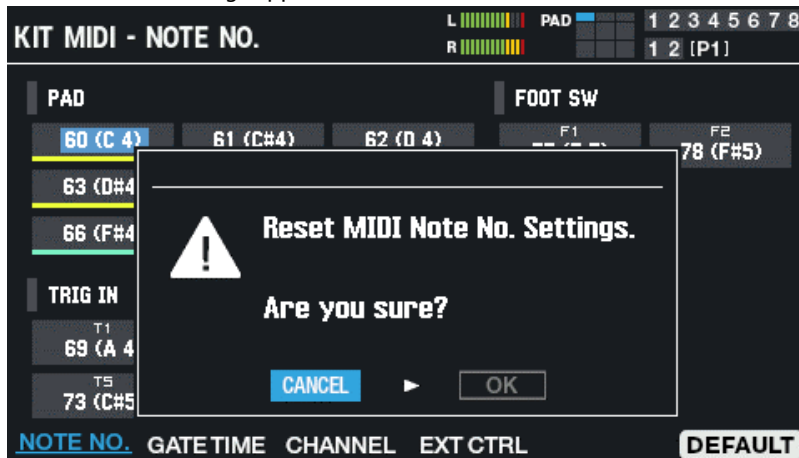
Parameter	Value	Explanation
EXT CTRL	OFF, ON, ON- ALT	When this is set to “ON” and you strike a pad, the note is transmitted according to the GATE TIME settings, and you can play external devices without producing sound on this unit. When this is set to “ON-ALT” and you strike a pad, the note alternately switches between note-on and note-off according to how hard you strike the pad, and you can play external devices without producing sound on this unit.

## Restoring the default settings (DEFAULT)

Here's how to restore the settings to their default values.

1. **Press the [F6] (DEFAULT) button.**

A confirmation message appears.



2. **Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.**

After "Completed!" appears, the display returns to the previous screen.

If you decide to cancel, select "CANCEL" and press the [ENTER] button.

## Configuring the PAD EDIT Knobs and the EXPRESSION Pedal (PAD EDIT KNOB/EXP PEDAL)

1. Select [MENU] → “KIT EDIT2”.
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select “PAD EDIT KNOB/EXP PEDAL” and press the [ENTER] button.

Use the function buttons to select the parameters.

Button	Explanation
[F1] (PAD EDIT KNOB)	Configures the PAD EDIT [1] [2] knobs.
[F2] (EXP PEDAL)	Configures the expression pedal that’s connected.
[F6] (SYSTEM)	Configures the PAD EDIT KNOB/EXP PEDAL settings in SYSTEM. This can only be configured when “Pad Edit Knob Setting” or “Exp Pedal Setting” is set to “SYSTEM”.

### Configuring the PAD EDIT [1] [2] knobs (PAD EDIT KNOB)

Use the cursor [▲] [▼] [◀] [▶] buttons to select “Pad Edit Knob Setting”, and the [-] [+] buttons to select “KIT” or “SYSTEM”.

The [F1] PAD EDIT KNOB settings are enabled only when “KIT” is selected.

When this is set to “SYSTEM”, you can change the PAD EDIT KNOB settings for the SPD-SX PRO overall by pressing [F6].



Parameter	Value	Explanation
Assign Template	MFX1-2 CTRL, MFX3-4 CTRL, PAD EDIT KNOB CC	Selects the assignment for the knobs.  * When you edit this parameter, all assigned parameters for the PAD EDIT knobs change to their optimal settings. You can then adjust each parameter as necessary.
Group	MFX1-4, SIDE CHAIN, SYSTEM LED, MASTER EFFECT, PAD EDIT KNOB CC	Sets the groups that are assigned to the knobs. The parameters that you can configure differ depending on the group.
Param	When “Group” is “MFX 1-4”	<b>Value</b>
		<b>Explanation</b>
		MFX Switch
MFX Type	Switches each MFX type for the currently selected kit.	
MFX Ctrl	Controls each MFX for the currently selected kit. The MFX parameters that can be controlled using the PAD EDIT knobs are preset. For details, refer to the parameters for each effect as listed in “Effect List(P.151)”. The controllable value range for all parameters is from 0 to 127. (The parameter view on the KIT MFX screen is not refreshed even if you turn the PAD EDIT knobs.)	

Parameter	Value	Explanation
When "Group" is "SIDE CHAIN"		
When "Group" is "SYSTEM LED"		
When "Group" is "MASTER EFFECT"		
When "Group" is "PAD EDIT KNOB CC"		

Parameter	Value	Explanation
Channel (*1)	CH1-16, GLOBAL	Sets the channel used to output control change messages. When this is set to "GLOBAL", the channel specified in the SYSTEM MIDI "Global MIDI Channel" settings is used for transmitting.

Controller	Explanation
Cursor [▲] [▼] [◀] [▶] button	Selects a parameter.
[ - ] [ + ] buttons, [VALUE] knob	Edits the setting.

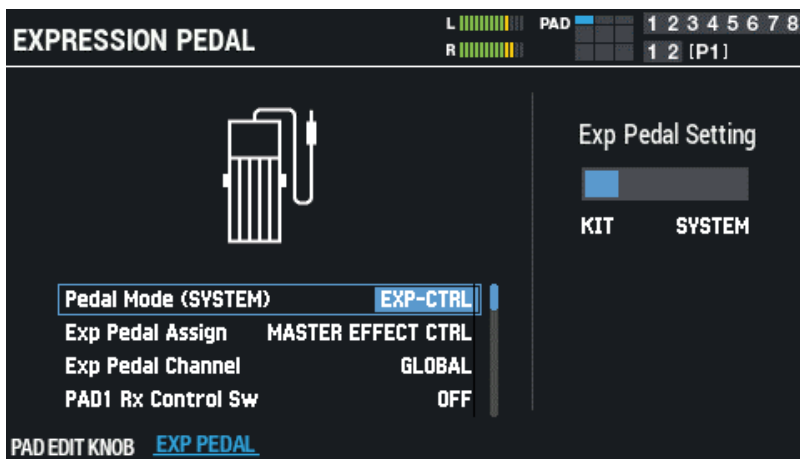
(\*1) Enabled when "Group" is "PAD EDIT KNOB CC".

### Configuring the expression pedal (EXPRESSION PEDAL).

Use the cursor [▲] [▼] [◀] [▶] buttons to select "Exp Pedal Setting", and the [ - ] [ + ] buttons to select "KIT" or "SYSTEM".

The [F2] expression pedal settings are enabled only when "KIT" is enabled.

When this is set to "SYSTEM", you can change the expression pedal settings for the SPD-SX PRO overall by pressing [F6].



Parameter	Value	Explanation
Pedal Mode (SYSTEM)	HH-CTRL, EXP-CTRL	Switches between functions for the HH CTRL/EXPRESSION jack. HH CTRL and EXPRESSION cannot be used at the same time.
Exp Pedal Assign	OFF, CC01: MODULATION, CC02: BREATH, CC03; CC04: FOOT TYPE, CC05: PORTA TIME, CC06: DATA ENTRY, CC07: VOLUME, CC08: BALANCE, CC09; CC10: PANPOT, CC11: EXPRESSION, CC12-CC15; CC16: GENERAL-1, CC17: GENERAL-2, CC18: GENERAL-3, CC19: GENERAL-4, CC20-CC31; CC32: OFF, CC33-CC37; CC38: DATA ENTRY, CC39-CC63; CC64: HOLD-1, CC65: PORTAMENTO, CC66: SOSTENUTO,	<p>OFF: Use this when you don't want to assign a function.</p> <p>CC: Sets the control change number.</p> <p>MASTER EFFECT CTRL: Lets you control the master effect using the expression pedal. (This works the same as the MASTER EFFECT knob.)</p> <p>EXPRESSION: You can use the expression pedal to affect how the sounds play.</p> <p>The Rx Control Sw settings also need to be made for the expression pedal control destination.</p>

Parameter	Value	Explanation
	CC67: SOFT, CC68: LEGATO SW, CC69: HOLD-2, CC70; CC71: RESONANCE, CC72: RELEASE TM, CC73: ATTACK TM, CC74: CUTOFF, CC75: DECAY TIME, CC76: VIB RATE, CC77: VIB DEPTH, CC78: VIB DELAY, CC79; CC80: GENERAL-5, CC81: GENERAL-6, CC82: GENERAL-7, CC83: GENERAL-8, CC84: PORTA CTRL, CC85–CC90; CC91: REVERB, CC92: TREMOLO, CC93: CHORUS, CC94: CELESTE, CC95: PHASER, MASTER EFFECT CTRL, EXPRESSION	
Exp Pedal Channel	CH1–16, GLOBAL	Sets the transmit/receive channel of the expression pedal. When this is set to "GLOBAL", the channel specified in the SYSTEM MIDI "Global MIDI Channel" settings is used for transmitting/receiving.
PAD1–PAD9 Rx Control Sw	OFF, ON	Turn this on to use the expression pedal to affect the sounds played by pads 1-9.
TRIG IN1– TRIG IN8 Rx Control Sw	OFF, ON	Turn this on to use the expression pedal to affect the sounds played by TRIGGER 1–8.
FOOT SW1, FOOT SW2 Rx Control Sw	OFF, ON	Turn this on to use the expression pedal to affect the sounds played by FOOT SW 1/2.

Controller	Explanation
Cursor [▲] [▼] button	Selects a parameter.
[-] [+] buttons, [VALUE] knob	Edits the setting.

## Initializing a Kit (KIT INIT)

Initializes the currently selected kit.

1. Select [MENU] → “KIT EDIT2”.
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select “KIT INIT” and press the [ENTER] button.

A confirmation message appears.

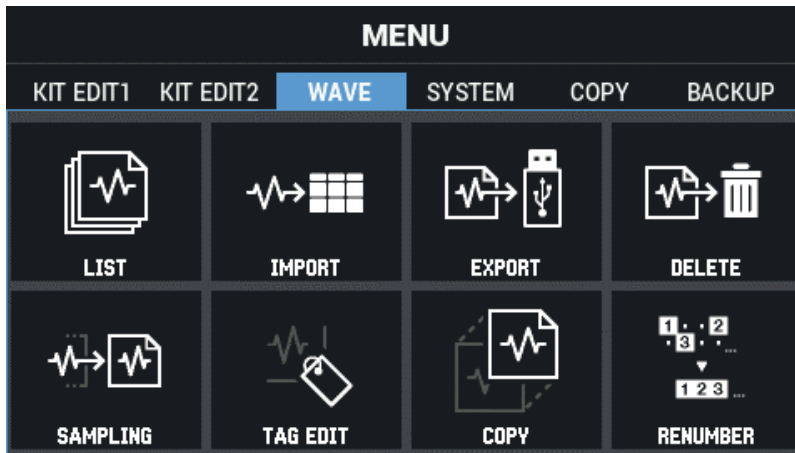


3. Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

If you decide to cancel, select “EXIT” and press the [ENTER] button.  
After “Completed!” appears, the display returns to the KIT screen.

# Importing and Managing Audio Files (WAVE)

1. Select [MENU] → “WAVE”.



2. Use the cursor [▲][▼][◀][▶] buttons to select the menu item that you want to edit, and press the [ENTER] button.

[Checking and Editing Waves \(LIST\)\(P.80\)](#)

[Importing an Audio File \(IMPORT\)\(P.87\)](#)

[Saving a Wave to a USB Flash Drive \(EXPORT\)\(P.89\)](#)

[Deleting a Wave \(DELETE\)\(P.90\)](#)

[Creating a Wave by Sampling \(SAMPLING\)\(P.91\)](#)

[Editing Tags for Waves \(TAG EDIT\)\(P.95\)](#)

[Copying a Wave \(COPY\)\(P.97\)](#)

[Managing Waves \(RENUMBER\)\(P.99\)](#)

## Checking and Editing Waves (LIST)

1. Select [MENU] → “WAVE”.
2. Use the cursor [▲][▼][◀][▶] buttons to select “LIST” and press the [ENTER] button.

The WAVE LIST screen appears.

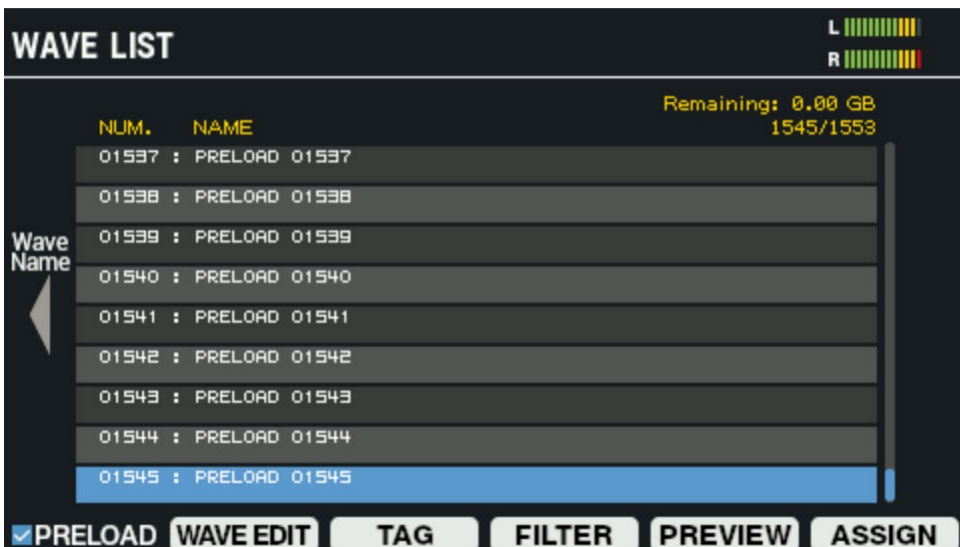
Use the cursor [◀][▶] buttons to switch between the wave name and filename views.



Wave name view



Filename view



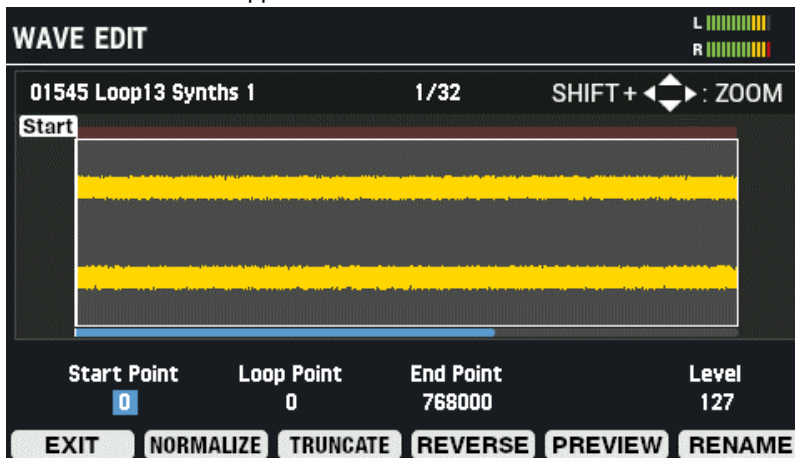
Indication	Explanation
Remaining	Remaining memory
(wave no./total no. of waves)	Currently selected wave no./total no. of waves
NUM.	Wave number, in sequential order
NAME	Wave name/wave filename

Button	Explanation
[F1] (PRELOAD)	Switches between whether to show or hide the waves already provided by factory default in this list.
[F2] (WAVE EDIT)	Switches to the screen for editing the wave selected by the cursor.
[F3] (TAG)	Sets the search tag used for the wave selected by the cursor.
[F4] (FILTER)	Uses the preset tags for each wave to switch between list views.
[F5] (PREVIEW)	Previews the wave selected by the cursor.
[F5] (PREVIEW)	The wave plays back in a loop when you hold down [SHIFT] and press [F5] (PREVIEW). If you press [F5] (PREVIEW) once again, the loop stops playing back.
[F6] (ASSIGN)	Assigns the wave selected by the cursor to a pad of the currently selected kit.

## Editing a Wave (WAVE EDIT)

1. On the WAVE LIST screen, press the [F2] (WAVE EDIT) button.

The WAVE EDIT screen appears.



Parameter	Value	Explanation
Wave	00001 (Wave name)–20000 (Wave name)	Sets the wave whose waveform you wish to edit.
Start Point	-	Sets the start point (the location at which the wave starts playing).
Loop Point	-	Sets the loop point (the location at which the wave's loop starts playing).
End Point	-	Sets the end point (the location at which the wave stops playing).
Level	0–127	Sets the wave volume.

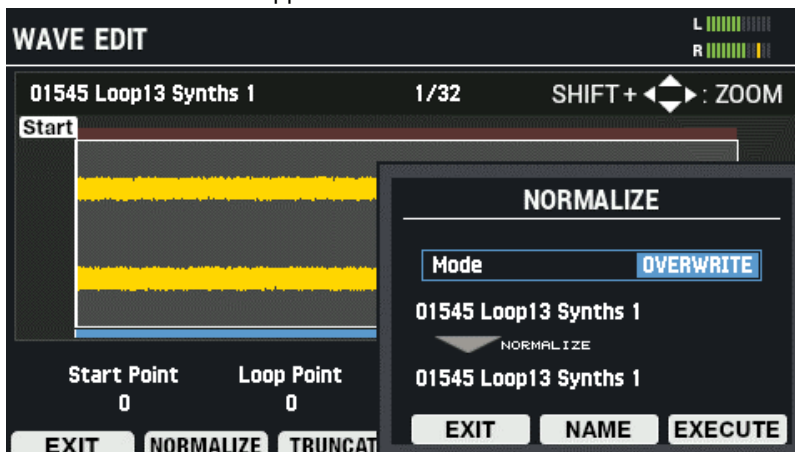
Button	Explanation
[F1] (EXIT)	Exits WAVE EDIT mode.
[F2] (NORMALIZE)	Adjusts the wave volume.
[F3] (TRUNCATE)	Deletes unnecessary parts of the wave.
[F4] (REVERSE)	Creates a reversed version of the wave.
[F5] (PREVIEW)	Previews the wave that you're editing. The wave plays back in a loop when you hold down [SHIFT] and press [F5] (PREVIEW). If you press [F5] (PREVIEW) once again, the loop stops playing back.
[F6] (RENAME)	Renames the wave.
Cursor [▲] [▼] [◀] [▶] button	Selects a parameter.
[–] [+] buttons, [VALUE] knob	Edits the setting.
[SHIFT] button + cursor [▲] [▼] [◀] [▶] button	Zooms the displayed waveform in/out.

### Adjusting the volume of a wave (NORMALIZE)

Here's how to adjust the volume of waves, such as when they sound quiet, so that the wave's volume is maximized without getting distorted.

1. On the WAVE EDIT screen, press the [F2] (NORMALIZE) button.

The NORMALIZE window appears.



2. Use the [-] [+] buttons or the [VALUE] knob to select whether to overwrite the wave or to save it as a new wave.
3. Rename the wave as appropriate ([F5] (NAME) button).
4. To execute, press the [F6] (EXECUTE) button.

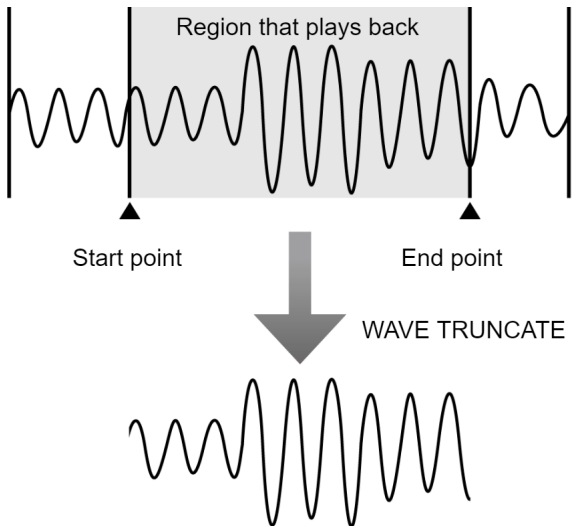
A confirmation message appears.

5. Select "OK" and then press the [ENTER] button.

To cancel the operation, press the [F4] (EXIT) button.

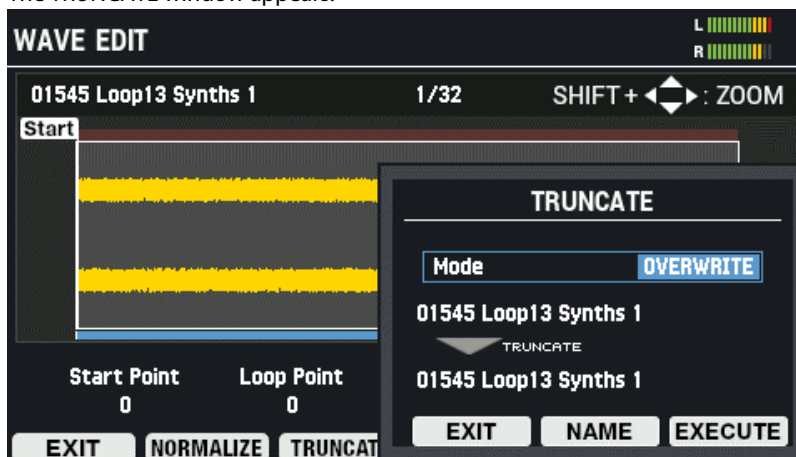
#### Deleting unnecessary parts of a wave (TRUNCATE)

Sets the range over which the wave sounds (using the start and end points) and erases the unnecessary portions, which helps to free up memory.



1. On the WAVE EDIT screen, press the [F3] (TRUNCATE) button.

The TRUNCATE window appears.



2. Use the [-] [+] buttons or the [VALUE] knob to select whether to overwrite the wave or to save it as a new wave.
3. Rename the wave as appropriate ([F5] (NAME) button).
4. To execute, press the [F6] (EXECUTE) button.

A confirmation message appears.

5. Select "OK" and then press the [ENTER] button.

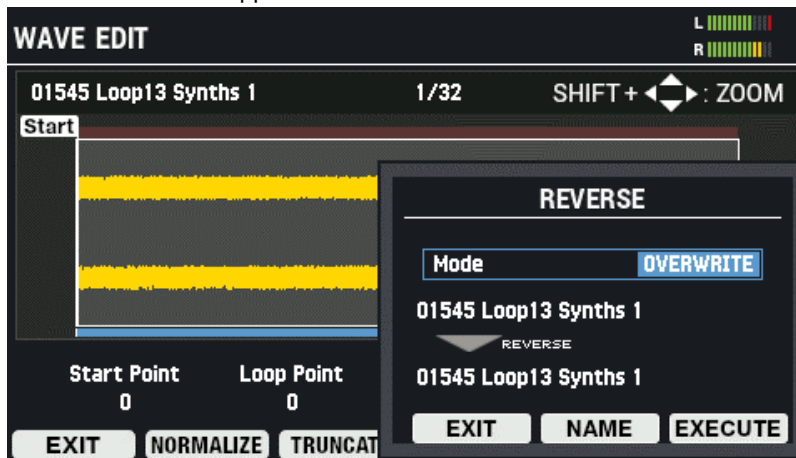
To cancel the operation, press the [F4] (EXIT) button.

### Creating a wave that plays back in reverse (REVERSE)

Here's how to create a wave that plays back in reverse, based on an existing wave.

1. On the WAVE EDIT screen, press the [F4] (REVERSE) button.

The REVERSE window appears.



2. Use the [-] [+] buttons or the [VALUE] knob to select whether to overwrite the wave or to save it as a new wave.
3. Rename the wave as appropriate ([F5] (NAME) button).
4. To execute, press the [F6] (EXECUTE) button.

To cancel the operation, press the [F4] (EXIT) button.

5. Select "OK" and then press the [ENTER] button.

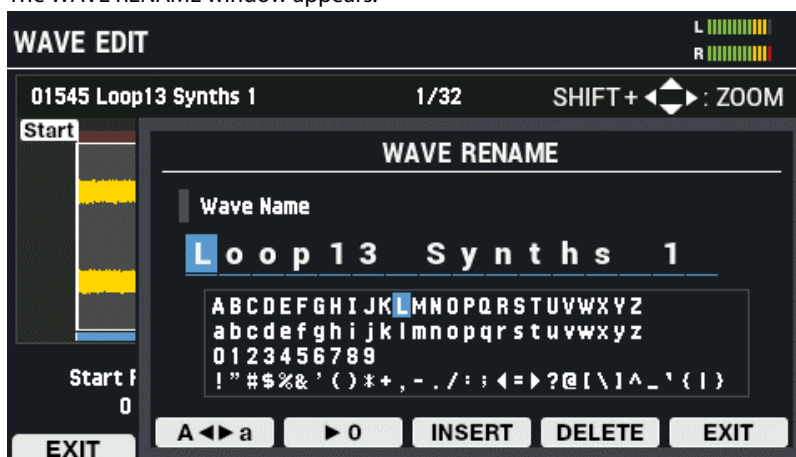
To cancel the operation, press the [F4] (EXIT) button.

### Renaming a wave (RENAME)

Here's how to rename a wave (up to 16 characters can be used).

1. On the WAVE EDIT screen, press the [F6] (RENAME) button.

The WAVE RENAME window appears.



2. Use the cursor [◀] [▶] buttons to move the cursor.
3. Use the [-] [+] buttons to select the character.

You can also use the [VALUE] knob to select a character.

Button	Explanation
[F2] (A ◀▶ a)	Toggles between uppercase/lowercase.
[F3] (▶ 0)	Switches to numeric input.
[F4] (INSERT)	Inserts a character at the cursor position.
[F5] (DELETE)	Deletes the character at the cursor position.
[F6] (EXIT)	Exits and returns to the WAVE EDIT screen.

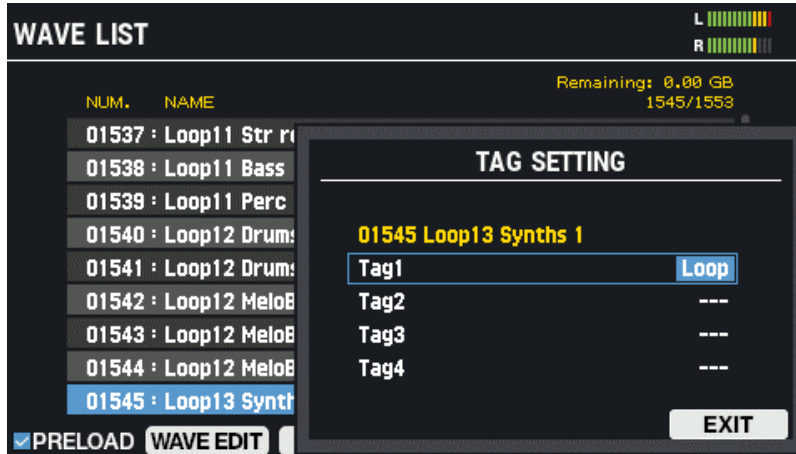
## Assigning Tags to Waves (TAG)

You can assign tags to a wave.

The tag you set is shown as an icon to the right of the wave names in the WAVE LIST screen.

1. On the WAVE LIST screen, press the [F3] (TAG) button.

The TAG SETTING window appears.



2. Use the cursor [▲] [▼] buttons to select TAG1–TAG4.
3. Use the [-] [+] buttons to select “TAG”.

Parameter	Value	Explanation
Tag 1–4	---, TAG 1–127 (tag names set in WAVE TAG EDIT)	Assigns a wave tag to the selected wave. You can filter the waves in the wave list by using the assigned wave tags. The name for each assigned wave tag can be edited in WAVE TAG EDIT. <a href="#">Editing Tags for Waves (TAG EDIT)(P.95)</a>

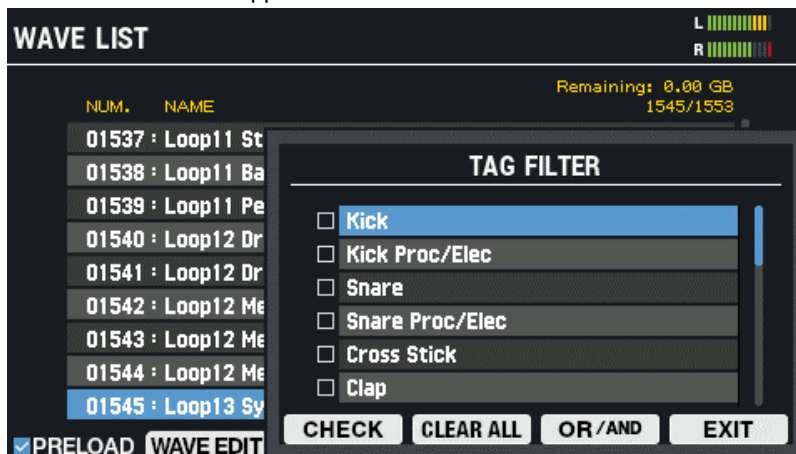
4. When you are finished, press the [F6] (EXIT) button.

## Filtering Wave Lists by Tags (FILTER)

You can filter the waves that are shown by using the tags you’ve assigned to them.

1. On the WAVE LIST screen, press the [F4] (FILTER) button.

The TAG FILTER screen appears.



Button	Explanation
Cursor [▲] [▼] button	Moves the cursor.
[F3] (CHECK)	Selects/deselects the tag at the cursor position.
[F4] (CLEAR ALL)	Deselects everything that’s selected (all waves are shown).

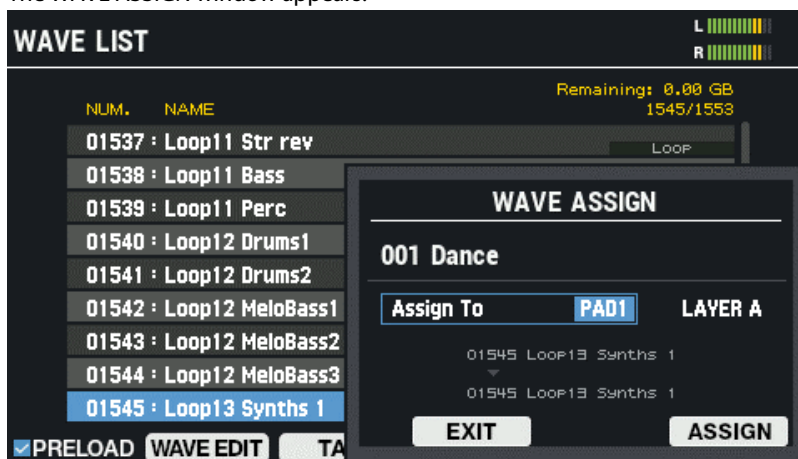
Button	Explanation
[F5] (OR/AND)	Uses filtering conditions to switch between including all tags (AND), or at least one tag (OR).
[F6] (EXIT)	Exits the screen.

## Assigning Waves to Pads (ASSIGN)

You can assign waves selected in the wave list to assign to the pads of the current kit.

1. On the WAVE LIST screen, press the [F6] (ASSIGN) button.

The WAVE ASSIGN window appears.



2. Use the cursor [<] [>] buttons to select "Assign To".

Item	Value	Explanation
PAD	PAD1-9, TRIG IN1-8, FOOT SW1/2	Selects the pad to assign.
LAYER	LAYER A/B	Selects the layer of the pad.

3. Use the [-] [+] buttons to change the value.
4. To execute, press the [F6] (ASSIGN) button.

After "Assign Completed!" appears, the display returns to the previous screen. To cancel the operation, press the [F4] (EXIT) button.

## Importing an Audio File (IMPORT)

You can import an audio file (WAV/AIFF/MP3) from a USB flash drive or from your computer into the SPD-SX PRO to play back as a wave.

### MEMO

For the formats of computer audio files that can be imported from the SPD-SX PRO App, refer to the SPD-SX PRO App manual.

### Audio files that can be imported into the SPD-SX PRO

<b>File format</b>	WAV/AIFF
<b>Bit depth</b>	32 / 24 / 16 bits
<b>Sampling rate</b>	48 kHz, 44.1 kHz

<b>File format</b>	MP3
<b>Bit rate</b>	32–320 kbps

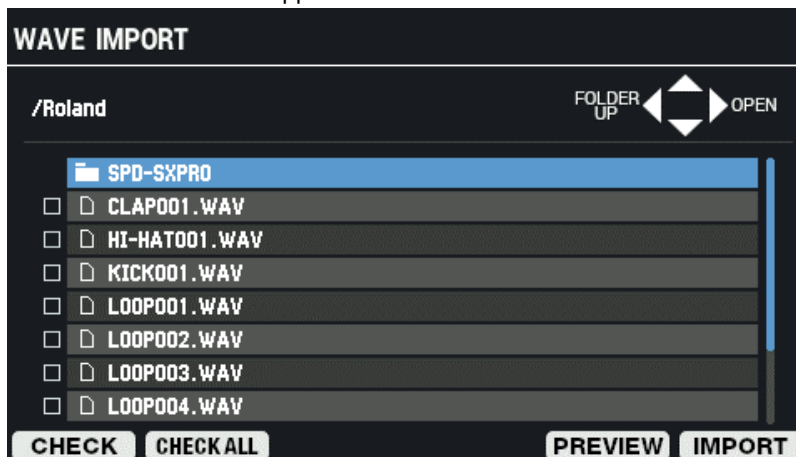
### Points to remember when importing an audio file

- **Filenames that contain double-byte characters do not display correctly.**
- **Loop point settings in an AIFF file are ignored.**
- **If you attempt to import a file whose format is not supported by the SPD-SX PRO, the error message “Wave Unsupported Format!” appears, and the file cannot be imported.**
- **Audio files that are shorter than 20 ms or longer than one hour can’t be imported.**

### Importing audio files from a USB flash drive

1. **Copy the audio file you want to import into the “IMPORT” folder of your USB flash drive.**
2. **Connect a USB flash drive to the SPD-SX PRO.**
3. **Select [MENU] → “WAVE”.**
4. **Use the cursor [▲] [▼] [◀] [▶] buttons to select “IMPORT” and press the [ENTER] button.**

The WAVE IMPORT screen appears.



Button	Explanation
Cursor [▲] [▼] button	Moves the cursor.
Cursor [◀] [▶] buttons	Moves up or down in the folder directory.
[F1] (CHECK)	Selects/deselects the wave at the cursor position.
[F2] (CHECK ALL)	Selects/deselects all waves in the same folder.
[F5] (PREVIEW)	Plays back the wave at the cursor position.
[F6] (IMPORT)	If you press the [F5] (PREVIEW) button once again during playback, the playback stops. Imports the wave or waves.

5. **To execute, press the [F6] (IMPORT) button.**

A confirmation message appears.

**6. Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.**

If you decide to cancel, select “CANCEL” and press the [ENTER] button.

**MEMO**

Wave numbers and wave names are automatically added to the waves you import. The first 16 characters of the import source audio filename are used as the wave name. You can check these waves in the wave list.



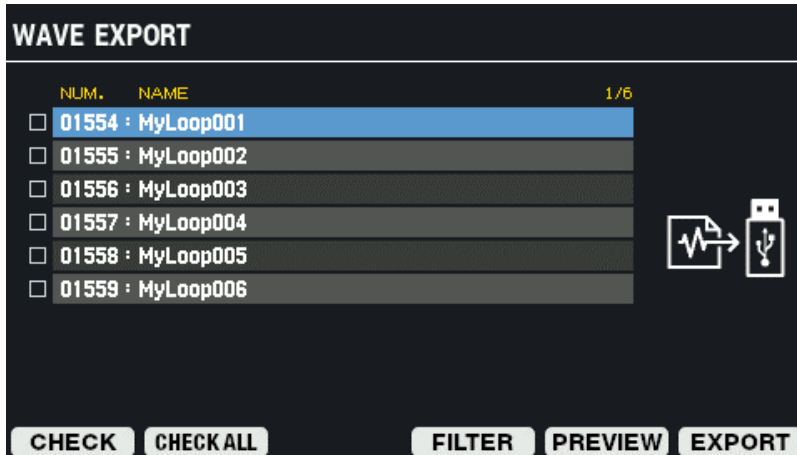
## Saving a Wave to a USB Flash Drive (EXPORT)

Here's how to save waves to a USB flash drive.

\* The factory default waves (preload waves) can't be exported.

1. **Select [MENU] → “WAVE”.**
2. **Use the cursor [▲] [▼] [◀] [▶] buttons to select “EXPORT” and press the [ENTER] button.**

The WAVE EXPORT screen appears.



Button	Explanation
Cursor [▲] [▼] button	Moves the cursor.
[F1] (CHECK)	Selects/deselects the wave at the cursor position.
[F2] (CHECK ALL)	If a filter is being used, this selects/deselects all waves that are being filtered.
[F4] (FILTER)	The TAG FILTER window appears. <a href="#">Filtering Wave Lists by Tags (FILTER)(P.85)</a>
[F5] (PREVIEW)	Plays back the wave at the cursor position. The wave plays back in a loop when you hold down the [SHIFT] button and press [F5] (PREVIEW). If you press [F5] (PREVIEW) once again, the loop stops playing back.
[F6] (EXPORT)	Exports the wave.

3. **To execute, press the [F6] (EXPORT) button.**

A confirmation message appears.  
If you decide to cancel, select “CANCEL” and press the [ENTER] button.

4. **Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.**

When the display indicates “Wave Export Completed!”, press the [ENTER] button.

### MEMO

The wave is output to the “EXPORT” folder on your USB flash drive.  
The output format is WAV (48 kHz, 16-bit).  
The output filename is set automatically by using the wave number and wave name.

## Deleting a Wave (DELETE)

Here's how to delete waves.

1. **Select [MENU] → “WAVE”.**
2. **Use the cursor [▲] [▼] [◀] [▶] buttons to select “DELETE” and press the [ENTER] button.**

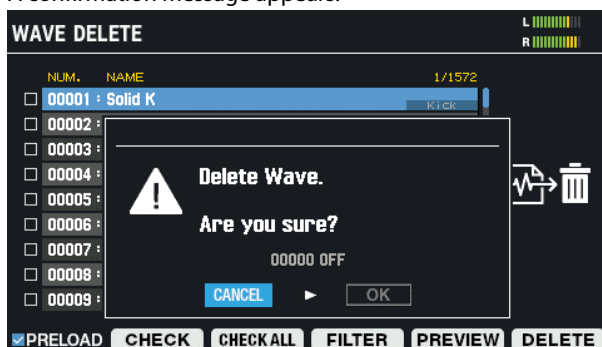
The WAVE DELETE screen appears.



Button	Explanation
Cursor [▲] [▼] button	Moves the cursor.
[F1] (PRELOAD)	Switches between whether to show or hide the waves already provided by factory default in this list.
[F2] (CHECK)	Selects/deselects the wave at the cursor position.
[F3] (CHECK ALL)	Selects/deselects all waves. If a filter is being used, this selects/deselects all waves that are being filtered.
[F4] (FILTER)	The TAG FILTER window appears. For details, refer to “ <a href="#">Filtering Wave Lists by Tags (FILTER)(P.85)</a> ”.
[F5] (PREVIEW)	Plays back the wave at the cursor position. The wave plays back in a loop when you hold down the [SHIFT] button and press [F5] (PREVIEW). If you press [F5] (PREVIEW) once again, the loop stops playing back.
[F6] (DELETE)	Deletes the data.

3. **To execute, press the [F6] (DELETE) button.**

A confirmation message appears.



4. **Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.**

When the display indicates “Wave Delete Completed!”, press the [ENTER] button.  
If you decide to cancel, select “CANCEL” and press the [ENTER] button.

## Creating a Wave by Sampling (SAMPLING)

This section shows you how to sample sounds to create waves.

1. Select [MENU] → “WAVE”.
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select “SAMPLING” and press the [ENTER] button.

The SAMPLING screen appears.



3. Use the cursor [▲] [▼] buttons to select the parameter, and use the [VALUE] knob or the [-] [+] buttons to edit the sampling settings.

Parameter	Value	Explanation
Rec Source (*1)	INPUT, PAD, INPUT+PAD	Selects the source to sample. INPUT: Samples only the audio input from an external device. PAD: Samples only what you play on this instrument. INPUT+PAD: Samples what you play on this instrument as well as the audio input from an external device.
Rec Auto Trigger Level	OFF, 1–10	Sets the auto-trigger level (the input threshold level at which sampling automatically starts). When this is set to a value from 1 to 10, sampling automatically begins when the unit is in sampling standby mode and an input signal is received that equals or exceeds the value you set.
Rec Channel Mode	MONO, STEREO	Sets whether to save the sampled waveform in mono or in stereo.
Rec Level	-24+24 dB	Sets the recording level for the sample in question.

\*1: The maximum sampling time per sample is 60 min. (when “Rec Source” is “INPUT”) or 10 min. (when “Rec Source” is “PAD” or “INPUT+PAD”).

Button	Explanation
[F1] (STANDBY)	Enters sampling standby mode.
[F3] (CLEAR PEAK)	Resets the peak indicators.
[F4] (INPUT SETTING)	Switches to the audio input settings screen. <a href="#">AUDIO IN(P.118)</a>
[F5] (PREVIEW)	Previews the sampled waveform. If you press [F5] (PREVIEW) again, playback stops.
[F6] (WAVE EDIT)	Edits the sampled waveform.

### Sampling (STANDBY)

1. On the SAMPLING screen, press the [F1] (STANDBY) button.

Switches to sampling standby mode.

Time Remaining: Shows the available sampling time.

The maximum sampling time per sample is 60 min. (when “Rec Source” is “INPUT”) or 10 min. (when “Rec Source” is “PAD” or “INPUT+PAD”).



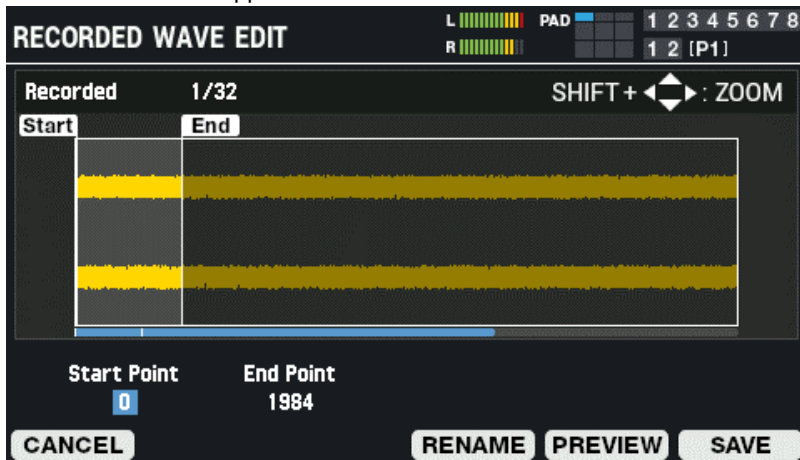
Button	Explanation
[F1] (CANCEL)	Ends sampling.
[F2] (START/STOP)	Begins sampling. The indicator changes to "STOP" during sampling, which stops recording when pressed.
[F3] (CLEAR PEAK)	Resets the peak indicators.

2. Press either the [F2] (START) button or use the auto-trigger feature to start sampling.
3. Press the [F2] (STOP) button to stop sampling.

### Editing and Saving a Sampled Waveform (WAVE EDIT)

1. On the SAMPLING screen, press the [F6] (WAVE EDIT) button.

The wave edit screen appears.



Parameter	Explanation
Start Point	Sets the start point. This clips everything in the waveform off that comes before this position.
End Point	Sets the end point. This clips everything in the waveform off that comes after this position.

Button	Explanation
[F1] (CANCEL)	Exits WAVE EDIT mode.
[F4] (RENAME)	Edits the wave name.
[F5] (PREVIEW)	Previews the sampled waveform.
[F6] (SAVE)	Saves the sampled waveform to this unit's memory. Along with saving, this lets you assign the wave to the pads of the currently selected kit.
Cursor [Left] [Right] buttons	Selects a parameter.
[+] [-] buttons	Edits the setting.
[SHIFT] button + cursor [Up] [Down] [Left] [Right] button	Zooms the displayed waveform in/out.

## Editing the name of a wave (RENAME)

1. On the Wave edit screen, press the [F4] (RENAME) button.

The RENAME RECORDED WAVE window appears.



2. Use the cursor [◀] [▶] buttons to move the cursor.
3. Use the [-] [+] buttons to select the character.

You can also use the [VALUE] knob to select a character.

Button	Explanation
[F2] (A ◀▶ a)	Toggles between uppercase/lowercase.
[F3] (▶ 0)	Switches to numeric input.
[F4] (INSERT)	Inserts a space at the cursor position.
[F5] (DELETE)	Deletes the character at the cursor position.
[F6] (EXIT)	Exits and returns to the previous screen.

4. Press the [F6] (EXIT) button.

This exits the rename operation and returns to the previous screen.

## SAVE

1. On the Wave edit screen, press the [F6] (SAVE) button.

The SAVE RECORDED WAVE window appears.



2. Press the [-] [+] buttons to set where the wave is to be assigned when you save it.

You can also set this by striking the pads.

Parameter	Value	Explanation
Pad Assign	OFF, PAD1-A–FOOT SW2-B	Sets the layer for the assign destination.

Button	Explanation
[F4] (EXIT)	Closes the SAVE RECORDED WAVE window.

Button	Explanation
[F6] (EXECUTE)	Saves the sample.

**3. To execute, press the [F6] (EXECUTE) button.**

To cancel the operation, press the [F4] (EXIT) button.

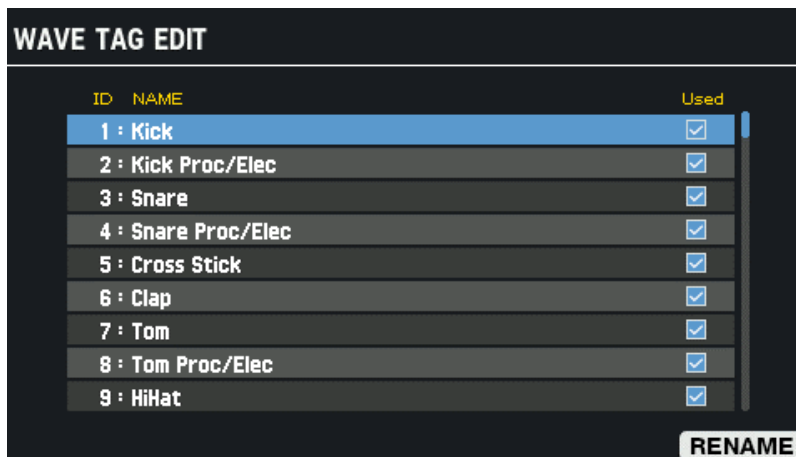
## Editing Tags for Waves (TAG EDIT)

Here's how to edit the name of a wave or to select the tag to use.

1. Select [MENU] → "WAVE".
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select "TAG EDIT" and press the [ENTER] button.

The WAVE TAG EDIT screen appears.

If at least one tag is set for the wave, the "Used" column is selected with a check mark.



3. Use the cursor [▲] [▼] buttons to select the tag.

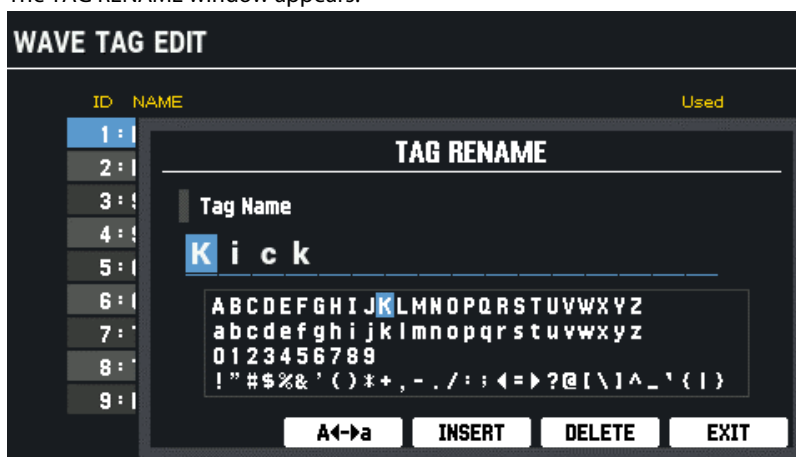
You can also use the [VALUE] knob to select a tag.

Button	Explanation
Cursor [▲] [▼] button	Moves the cursor.
[F6] (RENAME)	Edit the name of the tag.

## Editing the name of a tag (RENAME)

1. On the WAVE TAG EDIT screen, press the [F6] (RENAME) button.

The TAG RENAME window appears.



2. Use the cursor [◀] [▶] buttons to move the cursor.
3. Use the [-] [+] buttons to select the character.

You can also use the [VALUE] knob to select a character.

Button	Explanation
[F2] (A↔a)	Toggles between uppercase/lowercase.
[F3] (▶0)	Switches to numeric input.
[F4] (INSERT)	Inserts a space at the cursor position.

Button	Explanation
[F5] (DELETE)	Deletes the character at the cursor position.
[F6] (EXIT)	Exits and returns to the previous screen.

**4. Press the [F6] (EXIT) button.**

This exits the rename operation and returns to the previous screen.

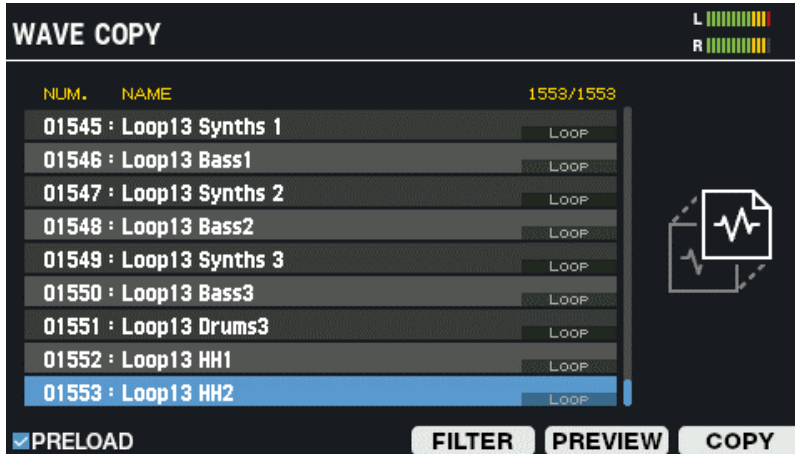


## Copying a Wave (COPY)

Here's how to copy a wave.

1. **Select [MENU] → "WAVE".**
2. **Use the cursor [▲] [▼] [◀] [▶] buttons to select "COPY" and press the [ENTER] button.**

The WAVE COPY screen appears.



3. **Use the cursor [▲] [▼] buttons to select the wave to copy.**

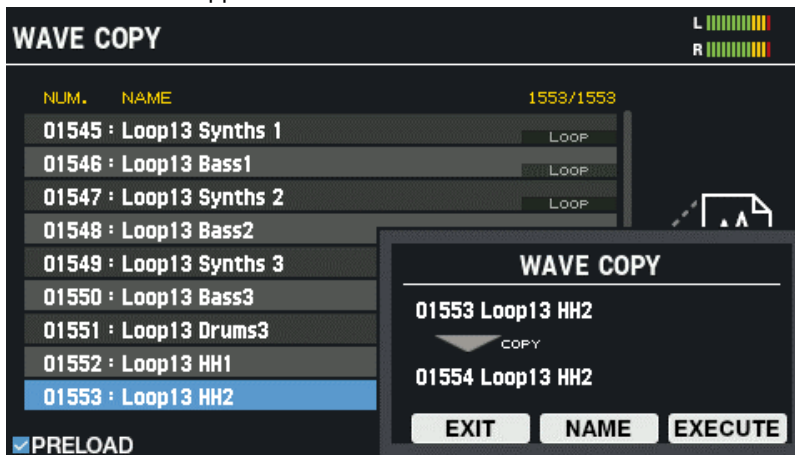
You can also use the [VALUE] knob to select a wave.

Select a wave and press the [F5] (PREVIEW) button to hear the wave.

Button	Explanation
[F1] (PRELOAD)	Switches between whether to show or hide the waves already provided by factory default in this list.
[F4] (FILTER)	The TAG FILTER window appears. Refer to "Filtering Wave Lists by Tags (FILTER)(P.85)" for details.
[F5] (PREVIEW)	Plays back the wave at the cursor position. The wave plays back in a loop when you hold down the [SHIFT] button and press the [F5] (PREVIEW) button. If you press the [F5] (PREVIEW) button once again, the playback stops.
[F6] (COPY)	Copies the wave.

4. **Press the [F6] (COPY) button.**

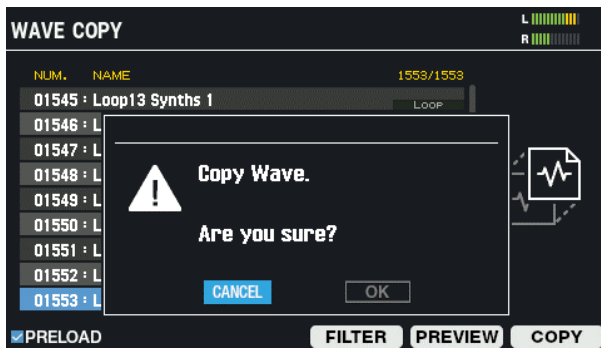
The COPY window appears.



Button	Explanation
[F4] (EXIT)	Cancels the operation and returns to the WAVE COPY screen.
[F5] (NAME)	Edits the wave name.
[F6] (EXECUTE)	Executes the copy operation.

5. **Press the [F6] (EXECUTE) button.**

A confirmation message appears.



- Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.

If you decide to cancel, select "CANCEL" and press the [ENTER] button.

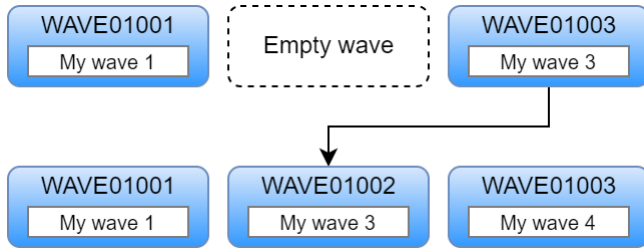
The copy is executed.

When finished, the display returns to the WAVE COPY screen.

## Managing Waves (RENUMBER)

When a wave is deleted, wave numbers that contain no wave data are left over.

When this happens, you can move the succeeding waves backward in sequence to reorder them.



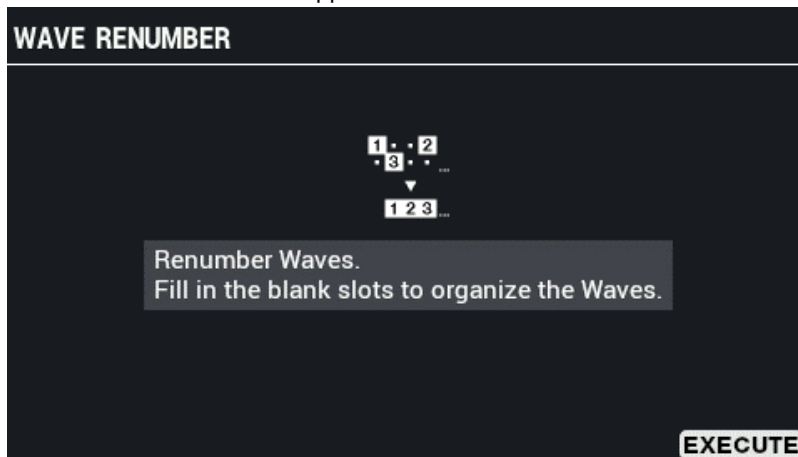
### NOTE

Renumbering significantly changes the order of the waves.

Be sure to backing up all settings to a USB flash drive before renumbering so that you can restore it even if the results are undesirable.

1. **Back up all settings stored in the SPD-SX PRO to a USB flash drive.**  
Backing up All Settings to a USB Flash Drive (SAVE)(P.131)
2. **Select [MENU] → “WAVE”.**
3. **Use the cursor [▲] [▼] [◀] [▶] buttons to select “RENUMBER” and press the [ENTER] button.**

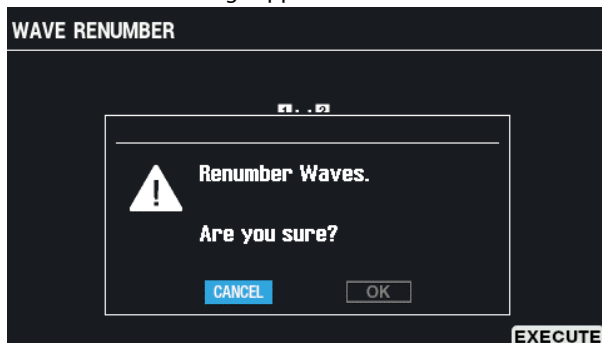
The WAVE RENUMBER screen appears.



Button	Explanation
[F6] (EXECUTE)	Renumbers the waves.

4. **Press the [F6] (EXECUTE) button.**

A confirmation message appears.



5. **Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.**

If you decide to cancel, select “CANCEL” and press the [ENTER] button.  
After “Completed!” appears, the display returns to the previous screen.

# Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)

1. Select [MENU] → “SYSTEM”.



2. Use the cursor [▲] [▼] [◀] [▶] buttons to select the menu item that you want to edit, and press the [ENTER] button.

Configuring the Pads and the TRIGGER IN Jacks (PAD /TRIGGER IN)(P.100)

Configuring the Overall Click Settings for the SPD-SX PRO (SYSTEM CLICK)(P.106)

Configuring the Overall MIDI Settings for the SPD-SX PRO (SYSTEM MIDI)(P.109)

Configuring the Functions to Assign to the Pads and Footswitch, and Configuring the PAD EDIT Knob and Expression Pedal Settings for the SPD-SX PRO Overall (CONTROL SETUP)(P.111)

Viewing the Overall Information for the SPD-SX PRO (SYSTEM INFO)(P.115)

Configuring the Input/Output Jack Settings (AUDIO SETUP)(P.117)

Configuring the USB Audio Input/Output Settings (USB AUDIO)(P.119)

Adjusting the Pad LED Brightness and Colors (SYSTEM LED)(P.121)

Configuring the Display, Screen Saver and Auto Off Function (OPTION)(P.122)

Initializing the SYSTEM Settings (SYSTEM INIT)(P.125)

## Configuring the Pads and the TRIGGER IN Jacks (PAD /TRIGGER IN)

1. Select [MENU] → “SYSTEM”.
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select “PAD/TRIG IN” and press the [ENTER] button.

The PAD / TRIG IN screen appears.

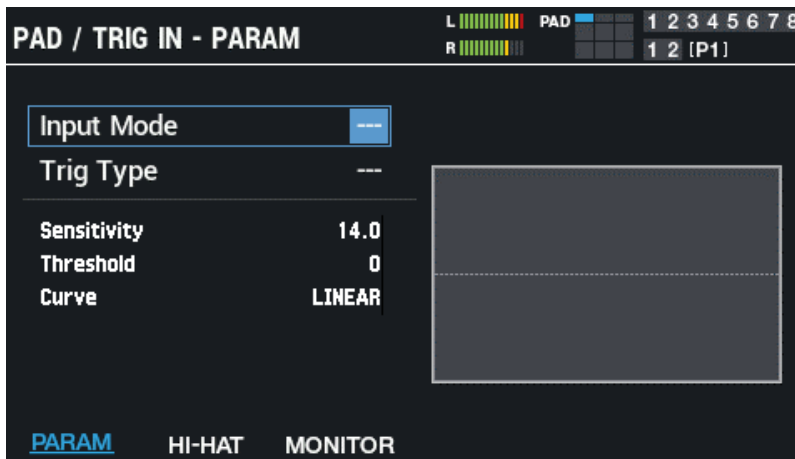
3. Use the [F1]–[F3] buttons to switch between settings screens.

Button	Explanation
[F1] (PARAM)	Configures the pad sensitivity and TRIGGER IN jack settings.
[F2] (HI-HAT)	Configures the hi-hat settings.
[F3] (MONITOR)	Monitors the velocity.

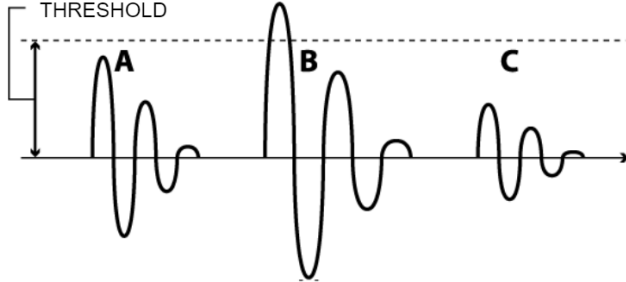
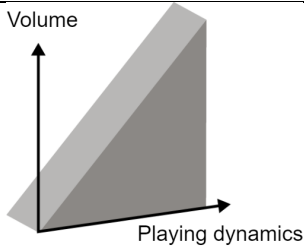
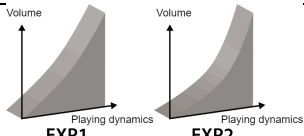
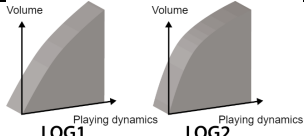
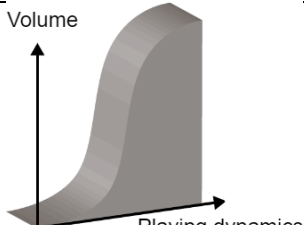
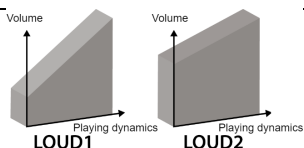
4. Use the cursor [▲] [▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

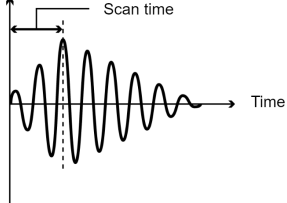
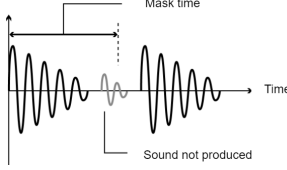
### PARAM

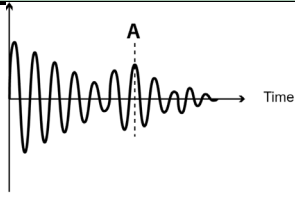
Below are the parameters for configuring the pad sensitivity and TRIGGER IN jack settings.



Parameter	Value	Explanation
Input Mode	When a pad on this unit is selected: --- When TRIG 1–8 is selected: HEAD&RIM, TRIGx2	Set this to connect either one drum trigger to one TRIGGER IN jack (HEAD&RIM), or two drum triggers (TRIGx2).
Trig Type	When a pad on this unit is selected: --- When TRIG 1–8 is selected: KD-A22, KD-200, KD-140, KD-120, KD-85, KD-10, KD-9, KD-8, KD-7, KT-10, KT-9, PDA120L, PDA100L, PD-128, PD-125X, PD-125, PD-108, PD-105X, PD-105, PD-85, PDX-100, PDX-12, PDX-8, PDX-6, PD-8, VH-11, VH-10, CY-16R-T, CY-15R, CY-14C-T, CY-14C, CY-13R, CY-12C, CY-12R/C, CY-8, CY-5, BT-1, BT-1 SENS, PAD1, PAD2, PAD3, RT-30K, RT-30HR, RT-30H SN, RT-30H TM, RT-10K, RT-10S, RT-10T	Specifies the model of drum trigger (trigger type) that is connected to each trigger input. <b>MEMO</b> When you set a trigger type, the trigger parameters except for certain parameters (such as crosstalk cancel) are set to the recommended values intended for onstage use. (The “Threshold” value on the SPD-SX PRO is set higher than usual.) These values are only general guidelines, so you can make fine-tune the settings according to how you attach the drum triggers and how they are to be used.
Sensitivity	1.0–32.0	Use this to adjust the sensitivity of the pads, as well as the balance between how hard you strike the pads and the volume of sound that is produced. Increasing this value increases the sensitivity, so that even soft strikes on the pad play loudly. Decreasing this value decreases the sensitivity, so that even strong strikes on the pad play softly.

Parameter	Value	Explanation
Rim Gain (*1)	0-3.2	Adjusts the balance between the force of striking the rim or edge and the loudness of the sound. If you increase this value, even soft strikes on the rim play at high volume. If you decrease this value, even strong strikes on the rim play at low volume. This is available for pads that support rim shots.
Threshold	0-31	Minimum sensitivity of the pads This setting allows a trigger signal to be received only when a pad is struck above a determined force level (velocity). This can be used to prevent a pad from sounding due to vibrations from other pads. In the following example, the B signal sounds, but A and C do not sound.  Check this by gradually increasing the value while playing the pad. If a soft strike on the pad fails to make a sound, slightly lower this value. Repeat this to obtain the ideal setting.
Curve	Volume change in response to pad strike strength	
	LINEAR,	This is the standard setting. This produces the most natural balance between playing dynamics and volume change.  <b>LINEAR</b>
	EXP1, EXP2,	Compared to "LINEAR", strong dynamics produce a greater change.  <b>EXP1</b> <b>EXP2</b>
	LOG1, LOG2,	Compared to "LINEAR", a soft playing produces a greater change.  <b>LOG1</b> <b>LOG2</b>
	SPLINE,	Extreme changes are made in response to your playing dynamics.  <b>SPLINE</b>
LOUD1, LOUD2	Very little dynamic response, making it easy to maintain strong volume levels. If you're using a drum trigger as an external pad, these settings will produce reliable triggering.  <b>LOUD1</b> <b>LOUD2</b>	

Parameter	Value	Explanation
Head/Rim Adjust (*1) (*2)	0–80	<p>This setting specifies how easy it is to play a head shot or rim shot. If the rim sound is heard when you strike the head strongly, increase this value. If the head sound is heard when you play an open rim shot, decrease this value. If the head sound is heard when you softly play a rim shot, decrease this value.</p> <p><b>MEMO</b></p> <p>If the rim shot sound is heard when you play a head shot, or if a head shot sound is heard when you play a rim shot, make small changes to the Head/Rim Adjust values while you continue trying out the results. Extreme changes to the values will cause the wrong sound to be heard when you strike the pad, for example producing the rim shot sound when you play a head shot.</p>
Scan Time (*1)	0–4.0 ms	<p>Trigger signal detection time</p> <p>Since the rise time of the trigger signal waveform may differ slightly depending on the characteristics of each pad or acoustic drum trigger (drum pickup), you may notice that identical hits (velocity) may produce sound at different volumes.</p> <p>If this occurs, you can adjust the trigger signal detection time ("Scan Time"), so that your way of playing can be detected more precisely.</p> <p>While repeatedly hitting the pad at a constant force, gradually raise the "Scan Time" value beginning at "0", until the resulting volume stabilizes at the loudest level.</p> <p>At this setting, try both soft and loud strikes, and make sure that the volume changes appropriately.</p> <p>* Higher values result in more time required for the sound to play. Set this to as low a value as possible.</p> 
Mask Time (*1)	0–64 ms	<p>Prevention of double triggering</p> <p>When playing a kick trigger, the beater can bounce back and hit the head a second time immediately after the intended note, which causes a single hit to "double trigger" (two sounds instead of one).</p> <p>The "Mask Time" setting helps to prevent this. Once a pad is hit, any additional trigger signals occurring within the specified mask time are ignored.</p> <p>Adjust the Mask Time value while playing the pad. When using a kick trigger, adjust the Mask Time by raising the value while pressing the pedal repeatedly, so that sounds no longer retrigger when the beater rebounds. Increasing this value makes notes played in rapid succession more likely to drop out. Set this to as low a value as possible.</p> <p><b>MEMO</b></p> <p>If two or more sounds are being produced when you strike the pad just once, adjust "Retrigger Cancel".</p> 

Parameter	Value	Explanation
Retrigger Cancel (*1)	1-16	<p>Trigger signal decay detection</p> <p>When you strike a snare drum or other drum to which a commercially available drum trigger is attached, another trigger might unintendedly occur at point "A" in the following illustration (retriggering) due to irregularities in the waveform.</p>  <p>This occurs in particular at the decaying edge of the waveform.</p> <p>Retrigger Cancel detects such irregularities to prevent retriggering.</p> <p>While repeatedly striking the pad, raise the "Retrigger Cancel" value until retriggering no longer occurs.</p> <p>Although setting this to a high value prevents retriggering, this also makes it easier for sounds to be omitted when the pad is repeatedly struck quickly.</p> <p>Set this to the lowest value possible while still ensuring that there is no retriggering.</p> <p><b>MEMO</b></p> <p>You can also eliminate double triggering by adjusting the Mask Time setting.</p> <p>Mask Time does not detect trigger signals if they occur within the specified amount of time after the previous trigger signal was received. Retrigger Cancel detects the decay of the trigger signal level, and triggers the sound after internally determining which trigger signals were actually generated when the head was struck, while weeding out the other false trigger signals that should not trigger a sound.</p>
Ext Noise Cancel (*1) (*2)	OFF, 1-5	<p>This setting lets you prevent a drum from being triggered unintentionally (by using noise cancellation) when you strike a different drum that doesn't have a drum trigger, or when ambient sounds or vibration are picked up.</p> <p>This noise cancel function can be used if you use a stereo cable to connect an RT-30K or RT-30HR drum trigger to the following TRIGGER IN jacks and specify the Trig Type.</p> <p>* The RT-30H does not support the noise cancel function.</p>
XTalk Cancel (*1)	0-80 %	<p>Strength of crosstalk cancellation</p> <p>If two pads are attached to the same stand, the vibration from one struck pad may cause the other pad to sound without your intention. This is called "crosstalk". Crosstalk cancellation is a setting that prevents this type of crosstalk. For example, if pad B unintendedly sounds when you strike pad A, increase the XTalk Cancel (Cross Talk Cancel) value of pad B until crosstalk no longer occurs. If this value is raised excessively and pad A and pad B are struck simultaneously, the pad that is struck with less strength tends to drop out. Set this value to the lowest possible value at which crosstalk no longer occurs.</p> <p><b>MEMO</b></p> <p>Before you set crosstalk cancel, you can prevent crosstalk by positioning the pads in a way that makes them less susceptible to external vibrations. Please note the following points when setting up your system.</p> <ul style="list-style-type: none"> <li>● Don't place pads in contact with each other.</li> <li>● If attaching multiple pads to the same stand, increase the distance between them.</li> <li>● Firmly tighten the knobs that fasten the pad to ensure that the pad is securely attached to the stand.</li> </ul> <p><b>NOTE</b></p> <p>In some cases, the acoustic sound from an acoustic drum or from a monitor speaker might cause a pad to be triggered. In such cases, adjusting the crosstalk cancellation settings will not solve the problem. Pay attention to the following considerations when setting up your equipment.</p> <ul style="list-style-type: none"> <li>● Set up the pads at a distance from the speakers</li> <li>● Angle the pads, placing them where they are less likely to be affected by the sound</li> <li>● Increase the pad's Threshold value</li> </ul>

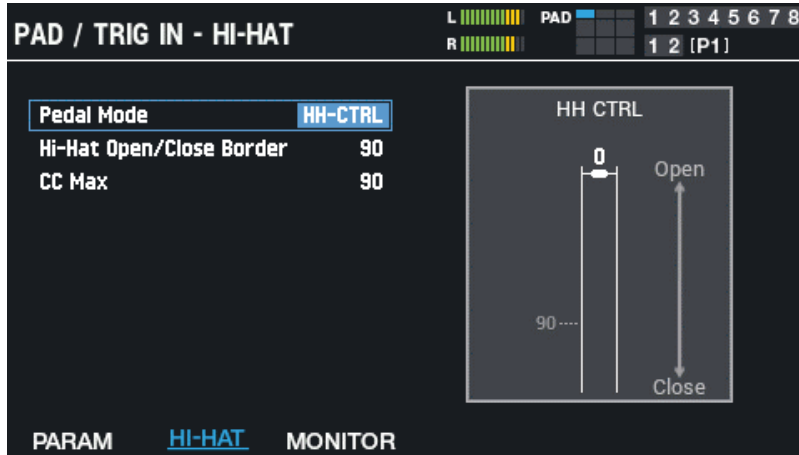
\*1: For TRIG IN 1-8 only.

\*2: This cannot be set for some Trig Type settings that are selected (the display shows "---" in this case).

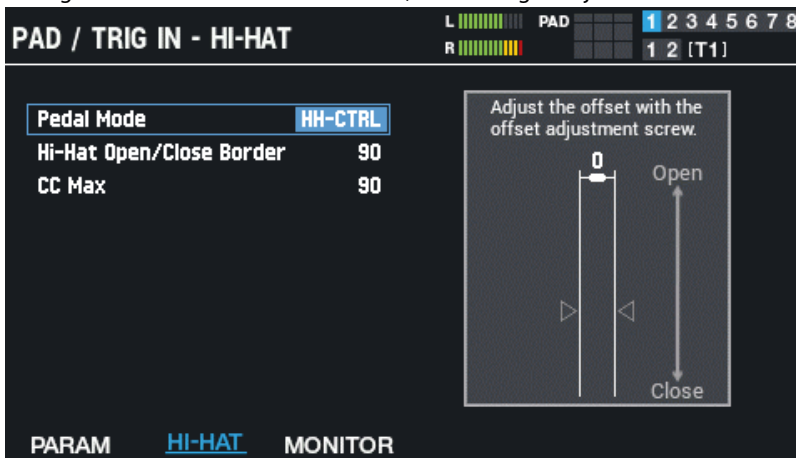


## HI-HAT

Configures the hi-hat settings.



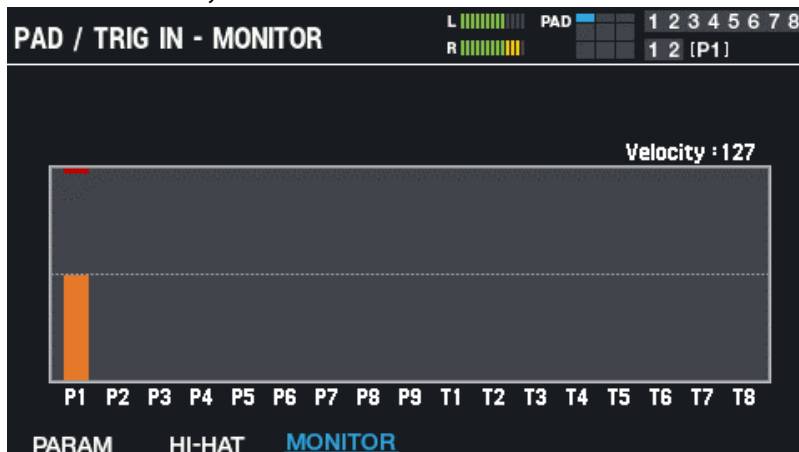
If you've assigned the VH series to a TRIGGER IN, the message "Adjust the offset with the offset adjustment screw." is shown.



Parameter	Value	Explanation
Pedal Mode	HH-CTRL, EXP-CTRL	Switches between functions for the HH CTRL/EXPRESSION jack. HH CTRL and EXPRESSION cannot be used at the same time.
Hi-Hat Open/Close Border	0-127	Sets the pedal position used to switch between the open and closed sounds for pads whose "Layer Type" is set to "HI-HAT".
CC Max	90, 127	Sets the control change value that's transmitted when the hi-hat pedal is depressed completely.

## MONITOR

Monitors the velocity.

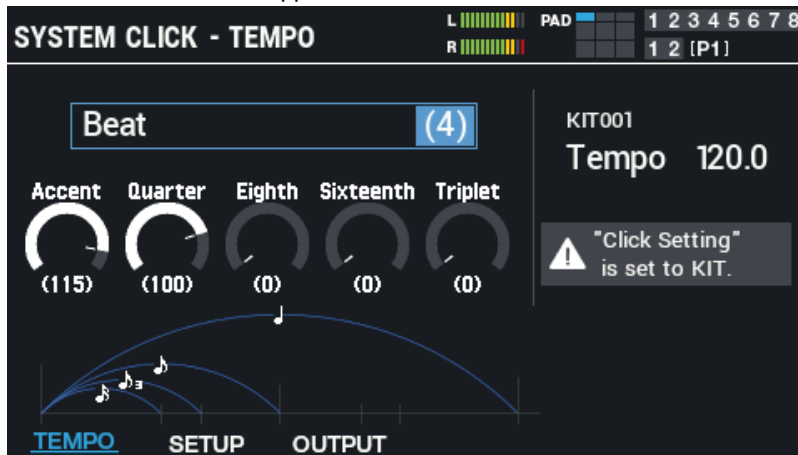


When you strike a pad, the input strength is shown on the graph.

## Configuring the Overall Click Settings for the SPD-SX PRO (SYSTEM CLICK)

1. Select [MENU] → “SYSTEM”.
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select “SYSTEM CLICK” and press the [ENTER] button.

The SYSTEM CLICK screen appears.



Select “Kit Tempo” using the cursor [▲] [▼] [◀] [▶] buttons to set the tempo of the current kit.

If the “Click Setting” click parameter for the currently selected kit is set to “KIT”, the kit’s click settings are given priority.

3. Use the [F1]–[F3] buttons to switch between settings screens.

Button	Explanation
[F1] (TEMPO)	Sets the time signature and click volume.
[F2] (SETUP)	Sets the click volume, how the click plays and so forth.
[F3] (OUTPUT)	Sets the output destination of the click.

4. Use the cursor [▲] [▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

### TEMPO

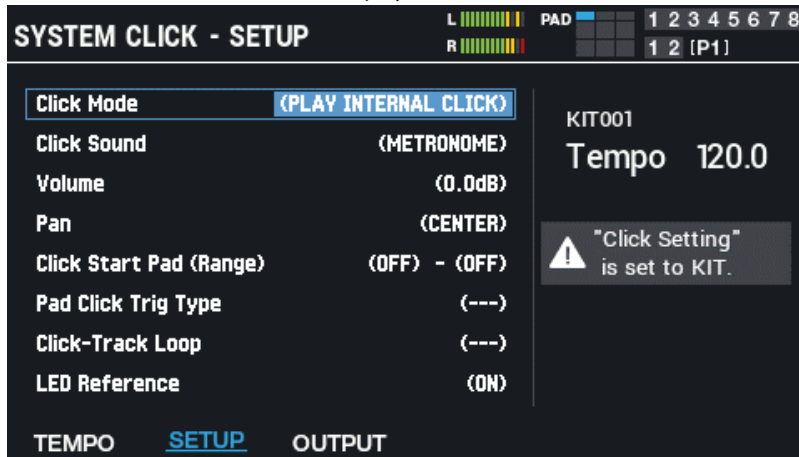
Sets the time signature and click volume.



Parameter	Value	Explanation
Beat	1–9	Sets the number of beats per measure.
Accent	0–127	Accent level for the first beat
Quarter	0–127	Click level when playing in quarter notes
Eighth	0–127	Click level when playing in eighth notes
Sixteenth	0–127	Click level when playing in sixteenth notes
Triplet	0–127	Click level when playing in triplets

## SETUP

Sets the click volume, how the click plays and so forth.



Parameter	Value	Explanation
Click Mode	PLAY INTERNAL CLICK, PLAY WAVE as CLICK, PLAY WAVE as CLICK-TRACK	Selects the click mode. PLAY INTERNAL CLICK: This mode uses the built-in click sound. PLAY WAVE as CLICK: This mode uses a preloaded wave or a wave imported by the user. <b>NOTE</b> If a waveform is selected with PLAY WAVE as CLICK, the wave at the accent position does not sound. The wave only sounds at the quarter note, eighth note, sixteenth note and triplet timings. PLAY WAVE as CLICK-TRACK: This mode uses the click track wave imported by the user.
Click Sound (*1)	METRONOME, BEEP, WOOD BLOCK, STICKS, CLAVES, AGOGO, TRIANGLE, TAMBOURINE, BELL, CABASA	Selects the click sound.
Click Wave (*2)	00000 OFF, 00001 (Wave name)–20000 (Wave name)	Selects the type of click sound from the waves.
Click-Track Wave (*3)	00000 OFF, 00001 (Wave name)–20000 (Wave name)	Selects the type of click track sound from the waves imported by the user.
Volume	-INF, -60.0–+6.0 dB	Sets the click volume.
Pan	L15–CENTER–R15	Adjusts the pan (left-right balance) of the click sound.
Click Start Pad (Range)	OFF, P1–9, T1–8, F1, F2	Selects the controller used to start the click. The click starts once you strike the selected pad. Select any pad you like, or specify a range of pads. (Example: to make the click start when you strike either pad 1, 2 or 3, set this to P1–P3.)
Pad Click Trig Type	When ONE-TIME, RETRIGGER, or ALTERNATE Click Start Pad is "OFF":---	Selects how the click operates when you strike a pad that's set as a click start pad. ONE TIME: The click starts once you strike the pad. RETRIGGER: The click restarts from the first beat every time you strike the pad. ALTERNATE: The click starts/stops with each strike of the pad.
Click-Track Loop	OFF, ON, --- (When "Click Mode" is set to a value other than "PLAY WAVE as CLICK-TRACK")	Plays the wave you want to use as a click track, over and over in a loop.
LED Reference	OFF, ON, --- (When "Click Mode" is set to "PLAY WAVE as CLICK-TRACK")	Sets whether the [CLICK] button blinks in time with the click (ON) or does not blink (OFF).

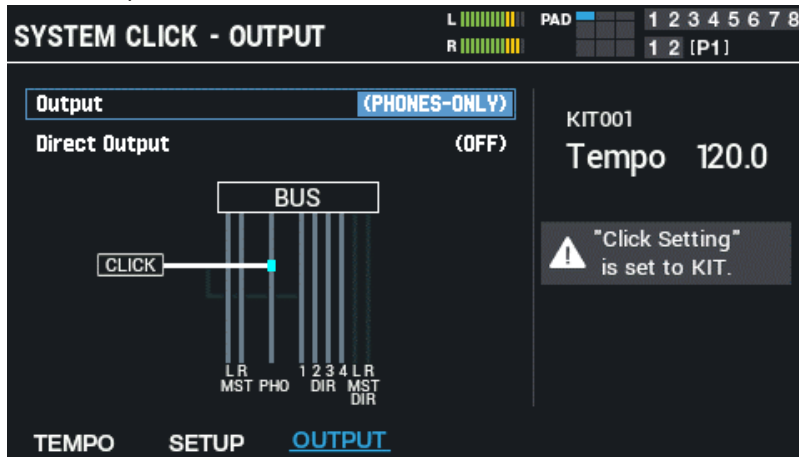
\*1 When Click Mode is "PLAY INTERNAL CLICK"

\*2 When Click Mode is "PLAY WAVE as CLICK"

\*3 When Click Mode is "PLAY WAVE as CLICK-TRACK"

## OUTPUT

Sets the output destination of the click.



Use the cursor [▲] [▼] buttons to select a parameter, and use the [-] [+] buttons or the [VALUE] knob to edit the value.

Parameter	Value	Explanation
Output	MASTER+PHONES, PHONES-ONLY	Selects the output destination for the click. MASTER+PHONES: Outputs to the PHONES jack and MASTER OUT jack (when "Master Direct Sw" is "NORMAL"). PHONES-ONLY: Outputs only to the PHONES jack. No sound is output from the MASTER OUT jacks.
Direct Output	OFF, DIRECT 1-4, DIRECT 1+2/3+4 (L+R), MASTER DIRECT L/R, MASTER DIRECT L+R	Selects the direct out output destination for the click. This sets the output from the DIRECT OUT 1-4 jacks and MASTER OUT jacks (when "Master Direct Sw" is "DIRECT").

## Configuring the Overall MIDI Settings for the SPD-SX PRO (SYSTEM MIDI)

1. Select [MENU] → “SYSTEM”.
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select “SYSTEM MIDI” and press the [ENTER] button.

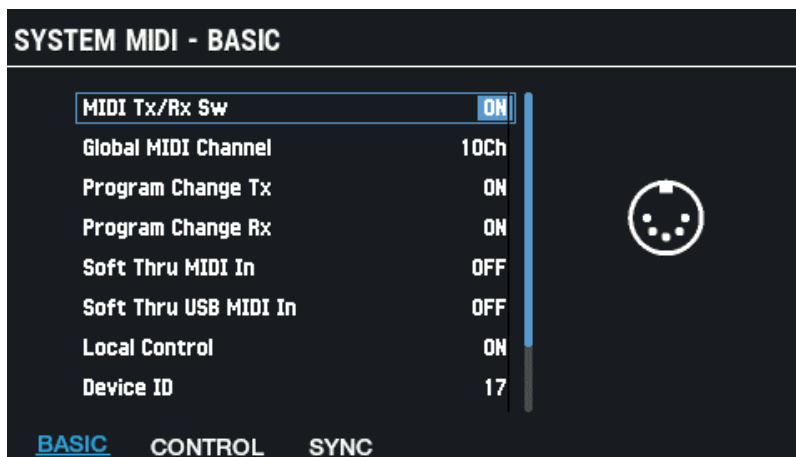
The SYSTEM MIDI screen appears.

3. Use the [F1]–[F3] buttons to switch between settings screens.

Button	Explanation
[F1] (BASIC)	Basic settings
[F2] (CONTROL)	Control settings
[F3] (SYNC)	Synchronization settings

4. Use the cursor [▲] [▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

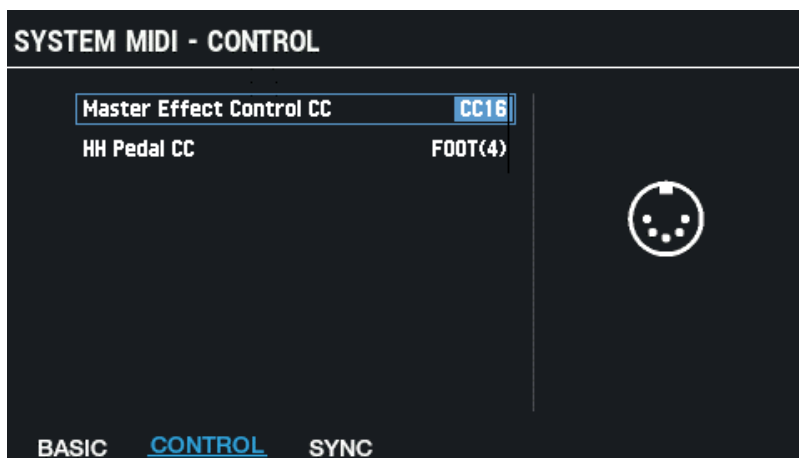
### BASIC



Parameter	Value	Explanation
MIDI Tx/Rx Sw	OFF, ON	Turns the transmitting/receiving of MIDI messages on/off.
Global MIDI Channel	1–16Ch	Sets the transmit/receive channel.
Program Change Tx	OFF, ON	Sets whether program change messages are sent (on/off).
Program Change Rx	OFF, ON	Sets whether program change messages are received (on/off).
Soft Thru MIDI In	OFF, ON (MIDI OUT), ON (USB MIDI), ON (MIDI+USB)	Sets how the performance data from a MIDI device connected to the MIDI IN connector of the SPD-SX PRO is transmitted to an external MIDI device. OFF: Performance data received from the SPD-SX PRO's MIDI IN connector will not be sent to the MIDI OUT connector or the USB COMPUTER port. ON (MIDI OUT): Performance data received from the SPD-SX PRO's MIDI IN connector will be sent to the MIDI OUT connector. ON (USB MIDI): Performance data received from the device connected to the SPD-SX PRO's MIDI IN connector will be sent to the USB COMPUTER port. ON (MIDI+USB): Performance data received from the device connected to the SPD-SX PRO's MIDI IN connector will be sent to the MIDI OUT connector and the USB COMPUTER port.
Soft Thru USB MIDI In	OFF, ON	Performance data from a computer connected to the SPD-SX PRO's USB COMPUTER port can be transmitted to a MIDI device connected to the MIDI OUT connector. OFF: Performance data received via the SPD-SX PRO's USB COMPUTER port is not transmitted to the MIDI OUT connector. ON: Performance data received via the SPD-SX PRO's USB COMPUTER port is transmitted to the MIDI OUT connector.
Local Control	OFF, ON	Connects (“ON”) or disconnects (“OFF”) the performance data from the pads to/from the sound module of the SPD-SX PRO. This should normally be set to “ON”. If this is “OFF”, the performance data from the pads is not connected to the SPD-SX PRO's sound generator section.
Device ID	17–32	Sets the device ID. The setting described here is necessary only when you wish to transmit separate data to two or more SPD-SX PRO units at the same time. Otherwise, don't change this setting.

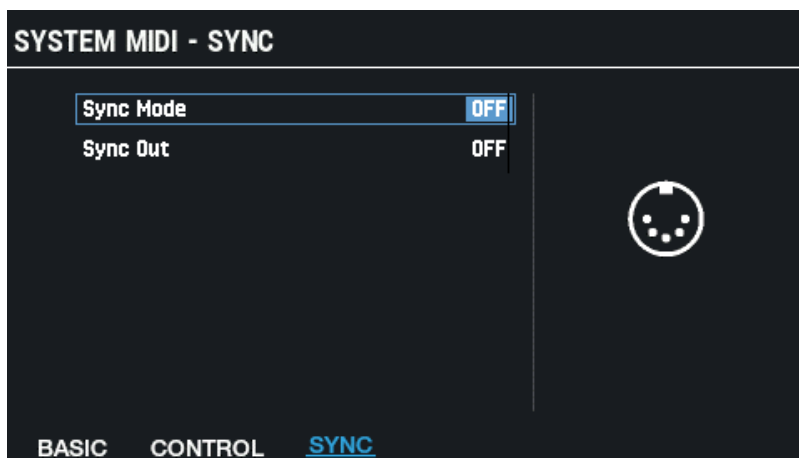
Parameter	Value	Explanation
Transmit Edit Data	OFF, ON	Specifies whether changes in this unit's settings are transmitted as system exclusive messages (ON) or not (OFF).
Receive Exclusive	OFF, ON	Specifies whether system exclusive messages are received (ON) or not received (OFF).

## CONTROL



Parameter	Value	Explanation
Master Effect Control CC	OFF, CC1–95	Sets the control change message that's transmitted/received for the [MASTER EFFECT] knob state.
HH Pedal CC	OFF, MODULATION (1), BREATH (2), FOOT (4), EXPRESSION (11), GENERAL1 (16), GENERAL2 (17), GENERAL3 (18), GENERAL4 (19)	Sets the control change message that's transmitted/received for how far you depress the hi-hat pedal.

## SYNC



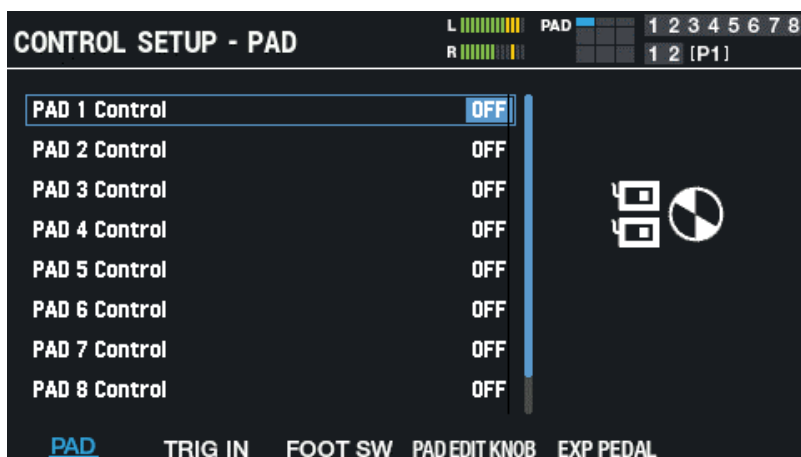
Parameter	Value	Explanation
Sync Mode	OFF, AUTO	Sets whether to synchronize the playback tempo of the SPD-SX PRO or not. If this is "AUTO", the tempo automatically detects MIDI clocks (F8) received at the MIDI IN connector or the USB COMPUTER port, and synchronizes the tempo to the clocks.
Sync Out	OFF, ON	Sets whether MIDI clocks (F8) are transmitted to another device (ON) or not (OFF).

## Configuring the Functions to Assign to the Pads and Footswitch, and Configuring the PAD EDIT Knob and Expression Pedal Settings for the SPD-SX PRO Overall (CONTROL SETUP)

1. Select [MENU] → “SYSTEM”.
2. Use the cursor [▲][▼][◀][▶] buttons to select “CONTROL SETUP” and press the [ENTER] button.

The CONTROL SETUP screen appears.

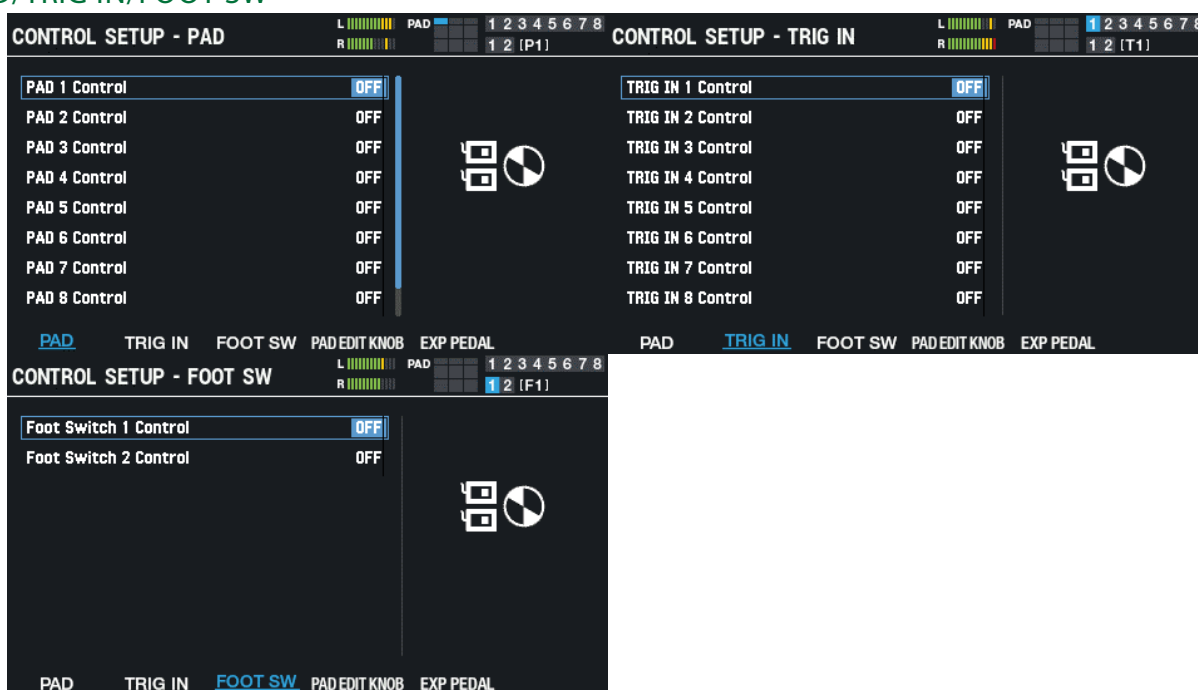
3. Use the [F1]–[F5] buttons to switch between settings screens.



Button	Explanation
[F1] (PAD)	Assigns functions to the pads on this unit.
[F2] (TRIG IN)	Assigns functions to drum triggers connected to the TRIGGER IN 1–8 jacks.
[F3] (FOOT SW)	Assigns functions to a footswitch.
[F4] (PAD EDIT KNOB)	Configures the PAD EDIT knob settings for the SPD-SX PRO overall.
[F5] (EXP PEDAL)	Configures the expression pedal settings for the SPD-SX PRO overall.

4. Use the cursor [▲][▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

### PAD/TRIG IN/FOOT SW



Parameter	Value	Explanation
PAD 1–9 Control		Assigns functions to pads 1–9.



Parameter	Value	Explanation
TRIG IN 1–8 Control	OFF, KIT# INC, KIT# DEC, SETLIST# INC, SETLIST# DEC, CLICK START, CLICK STOP, CLICK START/STOP, TAP TEMPO, ALL SOUND OFF, MFX 1–4 ON/OFF, SIDE CHAIN ON/OFF, MASTER EFFECT ON/OFF, PAD SEQUENCE RESET	Assigns functions to the pads connected to TRIGGER IN 1–8 jacks.
Foot Switch 1–2 Control	OFF, KIT# INC, KIT# DEC, SETLIST# INC, SETLIST# DEC, CLICK START, CLICK STOP, CLICK START/STOP, TAP TEMPO, ALL SOUND OFF, MFX 1–4 ON/OFF, SIDE CHAIN ON/OFF, MASTER EFFECT ON/OFF, PAD SEQUENCE RESET, PAD CHECK	Assigns a function to a footswitch (separately sold: BOSS FS-5U, FS-6) connected to the SPD-SX PRO.  * If you use a mono cable to connect a single FS-5U, it operates as SW2.  * The FS-5L cannot be used.

### PAD EDIT KNOB



Parameter	Value	Explanation	
Assign Template	MFX1-2 CTRL, MFX3-4 CTRL, PAD EDIT KNOB CC	Selects the assignment for the knobs.  * When you edit this parameter, all assigned parameters for the PAD EDIT knobs change to their optimal settings. You can then adjust each parameter as necessary.	
Group	MFX1–4, SIDE CHAIN, SYSTEM LED, MASTER EFFECT, PAD EDIT KNOB CC	Sets the groups that are assigned to the knobs. The parameters that you can configure differ depending on the group.	
Param	When "Group" is "MFX 1–4"	<b>Value</b>	<b>Explanation</b>
		MFX Switch	Switches each MFX on/off for the currently selected kit.
		MFX Type	Switches each MFX type for the currently selected kit.
	When "Group" is "SIDE CHAIN"	MFX Ctrl	Controls each MFX for the currently selected kit. The MFX parameters that can be controlled using the PAD EDIT knobs are preset. For details, refer to the parameters for each effect as listed in "Effect List(P.151)". The controllable value range for all parameters is from 0 to 127. (The parameter view on the KIT MFX screen is not refreshed even if you turn the PAD EDIT knobs.)
		<b>Value</b>	<b>Explanation</b>
		Side Chain Switch	Switches the side chain on/off for the currently selected kit.
	When "Group" is "SYSTEM LED"	<b>Value</b>	<b>Explanation</b>
		Active Pad Bright	Sets how bright the pad's LED lights up at maximum brightness when you strike the pad.
		Inactive Pad Bright	Sets the usual brightness of the pad's LED (how bright the LED is when the pad is not struck).
	Vertical Bright	Sets the LED brightness of the vertical indicators.	



Parameter	Value	Explanation				
	When "Group" is "MASTER EFFECT"	<table border="1"> <thead> <tr> <th>Value</th> <th>Explanation</th> </tr> </thead> <tbody> <tr> <td>Master Effect Type</td> <td>Switches the master effect type.</td> </tr> </tbody> </table>	Value	Explanation	Master Effect Type	Switches the master effect type.
	Value	Explanation				
Master Effect Type	Switches the master effect type.					
When "Group" is "PAD EDIT KNOB CC"	<table border="1"> <thead> <tr> <th>Value</th> <th>Explanation</th> </tr> </thead> <tbody> <tr> <td>OFF, CC1-95</td> <td>Outputs MIDI control change messages. This is optimal for controlling DAWs or external devices connected via MIDI.</td> </tr> </tbody> </table>	Value	Explanation	OFF, CC1-95	Outputs MIDI control change messages. This is optimal for controlling DAWs or external devices connected via MIDI.	
Value	Explanation					
OFF, CC1-95	Outputs MIDI control change messages. This is optimal for controlling DAWs or external devices connected via MIDI.					
Channel (*1)	CH1-16	Sets the channel used to output control change messages.				

Controller	Explanation
Cursor [▲] [▼] [◀] [▶] button	Selects a parameter.
[−] [+] buttons, [VALUE] knob	Edits the setting.

(\*1) Enabled when "Group" is "PAD EDIT KNOB CC".

### Groups and corresponding parameters (Param)

Group	Param	Explanation
MFX1-4	MFX1-4 Switch	Switches MFX 1-4 on/off.
	MFX1-4 Type	Selects MFX 1-4 types.
	MFX1-4 Ctrl	Adjusts the MFX 1-4 effect intensity.
SIDE CHAIN	Side Chain Switch	Turns the side chain on/off.
SYSTEM LED	Pad Active Bright	Sets how bright the pad's LED lights up at maximum brightness when you strike the pad.
	Pad Inactive Bright	Sets the usual brightness of the pad's LED (how bright the LED is when the pad is not struck).
	Vertical Bright	Sets the LED brightness of the vertical indicators.
MASTER EFFECT	Master Effect Type	Selects the master effect type.
PAD EDIT KNOB CC	OFF, CC1-95	Outputs the specified MIDI control change message.
		* You can also set CH 1-16.

### EXP PEDAL



Parameter	Value	Explanation
Pedal Mode (SYSTEM)	HH-CTRL, EXP-CTRL	Switches between functions for the HH CTRL/EXPRESSION jack. HH CTRL and EXPRESSION cannot be used at the same time.
Exp Pedal Assign	OFF, CC01: MODULATION, CC02: BREATH, CC03:, CC04: FOOT TYPE, CC05: PORTA TIME, CC06: DATA ENTRY, CC07: VOLUME, CC08: BALANCE, CC09:, CC10: PANPOT, CC11: EXPRESSION,	<p>OFF: Use this when you don't want to assign a function.</p> <p>CC: Sets the control change number.</p> <p>MASTER EFFECT CTRL: Lets you control the master effect using the expression pedal. (This works the same as the [MASTER EFFECT] knob.)</p> <p>EXPRESSION: You can use the expression pedal to affect how the sounds play. The Rx Control Sw settings also need to be made for the expression pedal control destination.</p> <p>Set the Rx Control Sw settings individually for each kit.</p> <p><a href="#">Configuring the PAD EDIT Knobs and the EXPRESSION Pedal (PAD EDIT KNOB/EXP PEDAL)(P.75)</a></p>

Parameter	Value	Explanation
	CC12-CC15; CC16: GENERAL-1, CC17: GENERAL-2, CC18: GENERAL-3, CC19: GENERAL-4, CC20-CC31; CC32: OFF, CC33-CC37; CC38: DATA ENTRY, CC39-CC63; CC64: HOLD-1, CC65: PORTAMENTO, CC66: SOSTENUTO, CC67: SOFT, CC68: LEGATO SW, CC69: HOLD-2, CC70; CC71: RESONANCE, CC72: RELEASE TM, CC73: ATTACK TM, CC74: CUTOFF, CC75: DECAY TIME, CC76: VIB RATE, CC77: VIB DEPTH, CC78: VIB DELAY, CC79; CC80: GENERAL-5, CC81: GENERAL-6, CC82: GENERAL-7, CC83: GENERAL-8, CC84: PORTA CTRL, CC85-CC90; CC91: REVERB, CC92: TREMOLO, CC93: CHORUS, CC94: CELESTE, CC95: PHASER, MASTER EFFECT CTRL, EXPRESSION	
Exp Pedal Channel	CH1-16	Sets the transmit/receive channel of the expression pedal.

Controller	Explanation
Cursor [▲] [▼] button	Selects a parameter.
[ - ] [ + ] buttons, [VALUE] knob	Edits the setting.

## Viewing the Overall Information for the SPD-SX PRO (SYSTEM INFO)

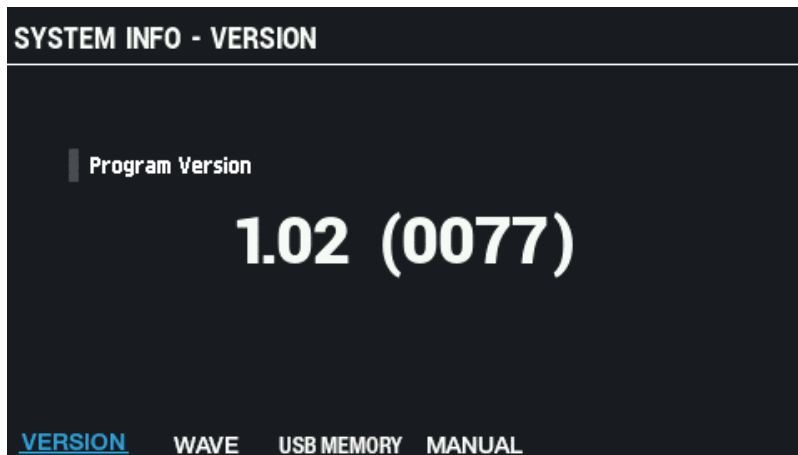
1. Select [MENU] → “SYSTEM”.
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select “SYSTEM INFO” and press the [ENTER] button.

The SYSTEM INFO screen appears.

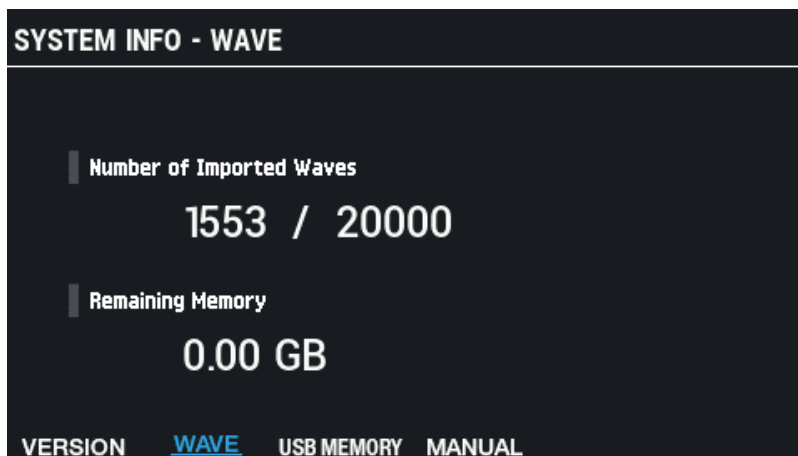
3. Use the [F1]–[F3] buttons to switch between screens.

Button	Explanation
[F1] (VERSION)	Displays the program version.
[F2] (WAVE)	Displays the number of imported waves and the remaining user memory.
[F3] (USB MEMORY)	Displays how many backup data, kit backup data and recorded data files are saved on the USB flash drive.
[F4] (MANUAL)	Displays the link to the reference manual as a 2D code, along with the URL.

### VERSION



### WAVE



## USB MEMORY

**SYSTEM INFO - USB MEMORY**

Number of Backup Data


	Used	Total
ALL	1 /	99
1 KIT	0 /	999

VERSION WAVE [USB MEMORY](#) MANUAL

## MANUAL

**SYSTEM INFO - MANUAL**

Reference Manual



[https://roland.cm/spd-sx\\_pro\\_om](https://roland.cm/spd-sx_pro_om)

VERSION WAVE USB MEMORY [MANUAL](#)

## Configuring the Input/Output Jack Settings (AUDIO SETUP)

1. Select [MENU] → “SYSTEM”.
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select “AUDIO SETUP” and press the [ENTER] button.

The AUDIO SETUP screen appears.

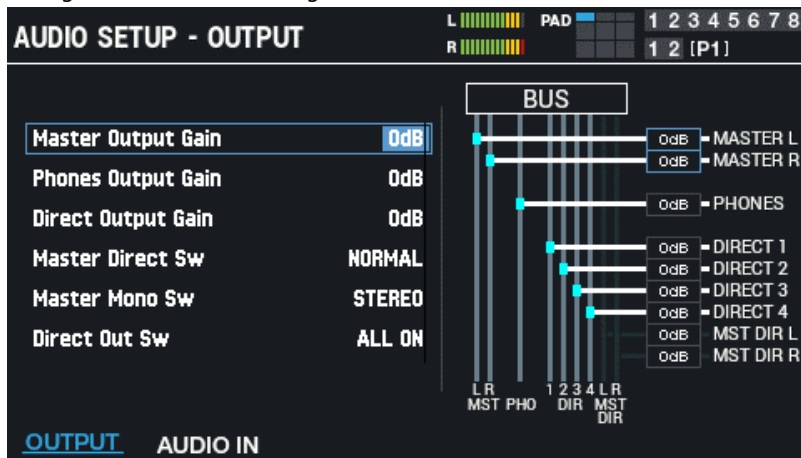
3. Use the [F1]–[F2] buttons to switch between settings screens.

Button	Explanation
[F1] (OUTPUT)	Configures the OUTPUT settings.
[F2] (AUDIO IN)	Configures the AUDIO IN settings.

4. Use the cursor [▲] [▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

### OUTPUT

Configures the OUTPUT settings.

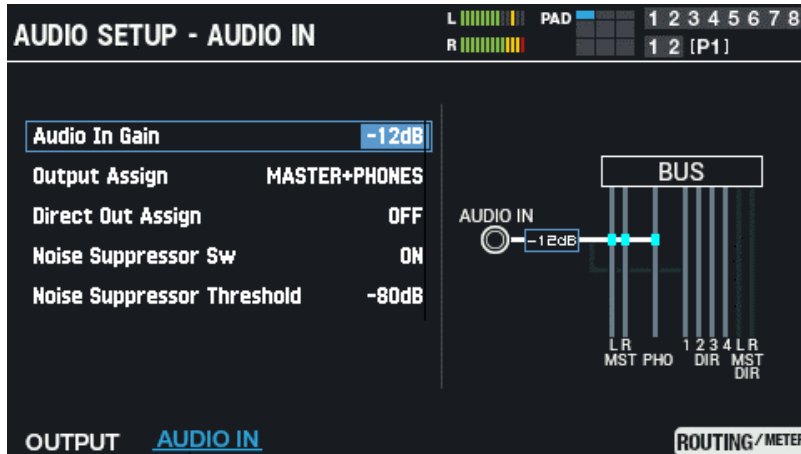


Parameter	Value	Explanation
Master Output Gain	-24→+12 dB	Adjusts the volume (gain) from the MASTER OUT jacks. If the output sound from this unit is too loud and is distorted on the received end, use this parameter to lower the volume.  * Note that the sound may distort if you raise the volume too high.
Phones Output Gain	-24→+12 dB	Adjusts the volume (gain) from the PHONES jack. Adjust the audio output from the PHONES jack to the appropriate volume.  * Note that the sound may distort if you raise the volume too high.
Direct Output Gain	-24→+12 dB	Adjusts the volume (gain) of the DIRECT OUT jacks. If the output sound from this unit is too loud and is distorted on the received end, use this parameter to lower the volume. This applies to all DIRECT OUT jacks. If the Master Direct Sw is set to “DIRECT”, effects are also applied to the output from the MASTER OUT jacks.  * Note that the sound may distort if you raise the volume too high.
Master Direct Sw	NORMAL, DIRECT	Selects whether the output of the MASTER OUT jacks is the same signal as the DIRECT OUT jacks (DIRECT) or not (NORMAL). If this is set to “DIRECT”, the output of the MASTER OUT jacks is not affected by the master effect, master comp and master EQ, which lets you use the MASTER OUT jacks as DIRECT OUT jacks (the setting of the [MASTER] knob applies). This setting also applies to the USB audio output to your computer.
Master Mono Sw	STEREO, MONO x2	Selects whether the output from the MASTER OUT jacks is in stereo (STEREO) or in mono (MONO×2). With the MONO×2 setting, the same monophonic signal is output from both the L and R jack. This is useful when you’re connecting to an amp with a mono input.

Parameter	Value	Explanation
Direct Out Sw	ALL OFF, ALL ON	Configures the output to the DIRECT OUT jacks. When this is set to "ALL OFF", all output from the DIRECT OUT jacks is disabled. If the Master Direct Sw is set to "DIRECT", effects are also applied to the output from the MASTER OUT jacks. This is effective when you want to temporarily stop the sound coming from the DIRECT OUT jacks.

## AUDIO IN

Configures the AUDIO IN settings.



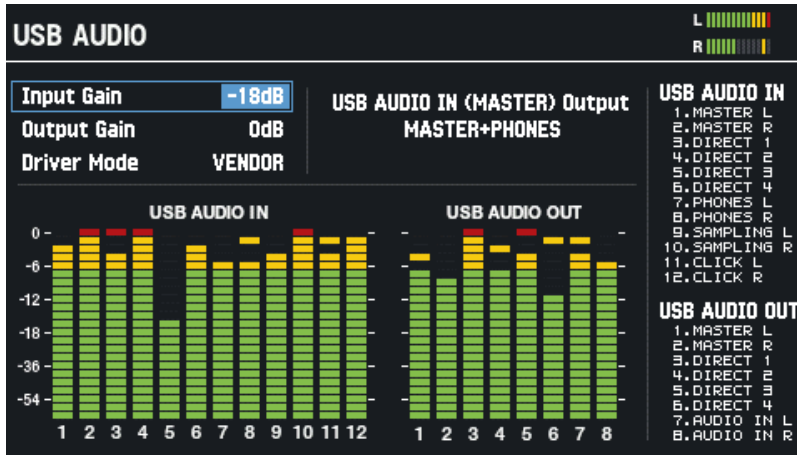
Parameter	Value	Explanation
Audio In Gain	-36+12 dB	Adjusts the input level (gain) for the AUDIO IN jack.  * Note that the sound may distort if you raise the volume too high.
Output Assign	MASTER+PHONES, PHONES-ONLY	Adjusts the output destination of the input signal from the AUDIO IN jack. MASTER+PHONES: Outputs to the headphones jack and MASTER OUT jacks (when "Master Direct Sw" is "NORMAL"). PHONES ONLY: Outputs only to the headphones jack. No sound is output from the MASTER OUT jacks.
Direct Out Assign	OFF, DIRECT 1-4, DIRECT 1+2-3+4 (L+R), MASTER DIRECT L-R, MASTER DIRECT L+R	This sets the output from the DIRECT OUT 1-4 jacks and MASTER OUT jacks (when "Master Direct Sw" is "DIRECT").
Noise Suppressor Sw	OFF, ON	Switches the noise suppressor on/off. The noise suppressor is a feature that suppresses noise during periods of silence.
Noise Suppressor Threshold	-90-0 dB	Adjusts the volume at which noise suppression starts to be applied.

Button	Explanation
[F6] (ROUTING/METER) button [F6] (METER/ROUTING) button	<p>Switches between the AUDIO IN jack routing display and the level meter display.</p>

## Configuring the USB Audio Input/Output Settings (USB AUDIO)

1. Select [MENU] → “SYSTEM”.
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select “USB AUDIO” and press the [ENTER] button.

The USB AUDIO screen appears.



3. Use the cursor [◀] [▶] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

Parameter	Value	Explanation
Input Gain	-36--+12 dB	Adjusts the input level (gain) of the USB audio signal sent from the computer to the SPD-SX PRO.
Output Gain	-24--+24 dB	Adjusts the output level (gain) of the USB audio signal sent from the SPD-SX PRO to the computer.
Driver Mode	After you change this setting, it is enabled once you connect this unit to your computer via USB. If you've already connected this unit to your computer via USB cable, unplug the USB cable and reconnect it. <a href="#">Connecting to your computer via USB(P.17)</a>	
	GENERIC	Uses the driver provided by the operating system. Only USB MIDI can be used.
	VENDOR	Uses the SPD-SX PRO's dedicated driver provided by Roland. USB MIDI and USB audio can be used.
USB AUDIO IN (MASTER) Output	MASTER-ONLY, MASTER+PHONES	Switches between MASTER OUT channel output destinations on the SPD-SX PRO, for the USB audio signal coming from the computer. MASTER-ONLY: Audio is output only from the MASTER OUT jacks. MASTER+PHONES: Audio is output from the MASTER OUT jacks and from the PHONES jack.

### USB audio output

You can specify the output destination of the USB audio that is output from the USB COMPUTER port, and record the audio using eight multitrack channels on your computer's DAW or similar software.

Channels	Explanation
Ch1: MASTER OUT L Ch2: MASTER OUT R Ch3: DIRECT OUT 1 Ch4: DIRECT OUT 2 Ch5: DIRECT OUT 3 Ch6: DIRECT OUT 4	The audio that's output from USB audio channels 1–6 corresponds to the output jacks of the SPD-SX PRO. For this reason, the audio is output from each USB audio channel, according to the settings in the <a href="#">Effect and Output Destination Settings (OUTPUT/EFFECTS)(P.47)</a>
Ch7: AUDIO IN L Ch8: AUDIO IN R	The audio that's output from USB audio channels 7 and 8 is the audio input from AUDIO IN.

**MEMO**

For details on settings in your DAW software, refer to the owner's manual of the DAW software you're using.

## USB audio input

You can input the audio that's playing back on your computer to the USB COMPUTER port, and listen to it through the SPD-SX PRO.

Channels	Explanation
Ch1: MASTER OUT L Ch2: MASTER OUT R Ch3: DIRECT OUT 1 Ch4: DIRECT OUT 2 Ch5: DIRECT OUT 3 Ch6: DIRECT OUT 4 Ch7: PHONES L Ch8: PHONES R	The sound for each USB audio channel is output respectively through the output jacks on the SPD-SX PRO.
Ch9: SAMPLING L Ch10: SAMPLING R	This is used when you want to use the SPD-SX PRO to sample the audio that's playing back on your computer. <a href="#">Creating a Wave by Sampling (SAMPLING)(P.91)</a>
Ch11: CLICK L Ch12: CLICK R	Use this when playing the click sound that's playing on your computer through the SPD-SX PRO. You can use the CLICK knob on the front panel to control the click volume.

**MEMO**

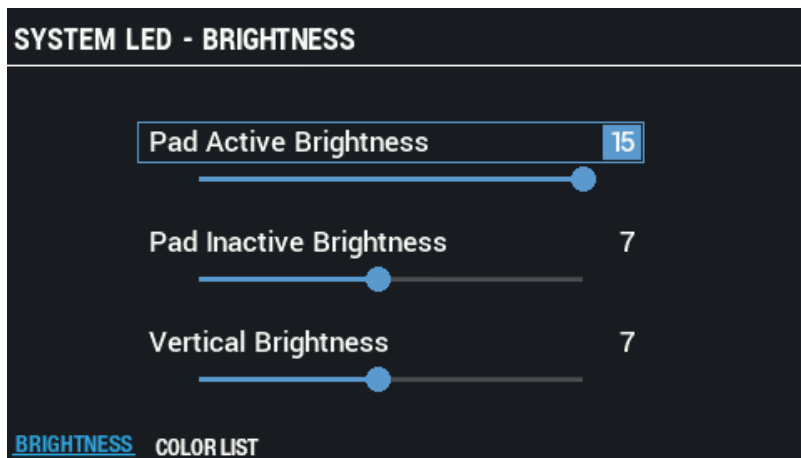
For details on settings in your DAW software, refer to the owner's manual of the DAW software you're using.



## Adjusting the Pad LED Brightness and Colors (SYSTEM LED)

### BRIGHTNESS

These parameters are used for customizing the pad LED brightness and colors.



Parameter	Value	Explanation
Active Pad Brightness	0-15	Sets how bright the pad LEDs light up at maximum brightness when you strike the pads.
Inactive Pad Brightness	0-15	Adjusts the normal brightness of the pad LEDs (the LED brightness while a pad is not being struck).
Vertical Brightness	0-15	Adjusts the brightness of the vertical indicators.

Button	Explanation
[F1] (BRIGHTNESS)	Shows the screen for setting the brightness of the pad LEDs.
[F2] (COLOR LIST)	Displays a list of colors. You can call up a screen to edit the colors and names.

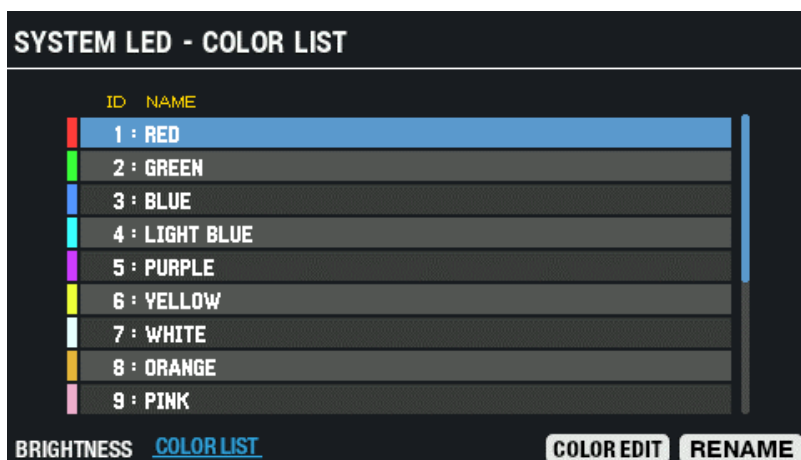
### COLOR LIST

These parameters are for editing the colors and names.

The colors and names that you edit here are saved as system-wide settings.

You can also use them on the kit settings screen as shown below.

- KIT EDIT1 → PAD LED screen
- KIT screen → [F3] (PAD PROGRESS SETTING screen)



Button	Explanation
[F5] (COLOR EDIT)	Adjusts the colors that are set for the pad LEDs.
[F6] (RENAME)	Lets you name the colors that are set for the pad LEDs.

## Configuring the Display, Screen Saver and Auto Off Function (OPTION)

1. Select [MENU] → “SYSTEM”.
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select “OPTION” and press the [ENTER] button.

The OPTION screen appears.

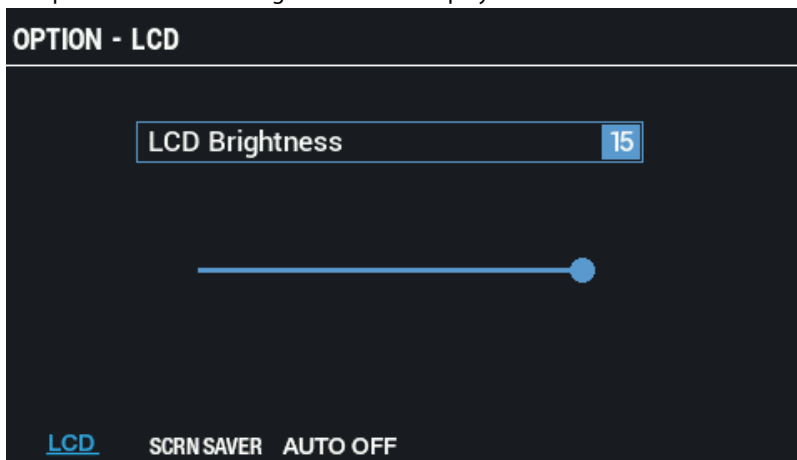
3. Use the [F1]–[F3] buttons to switch between settings screens.

Button	Explanation
[F1] (LCD)	Sets the brightness of the display.
[F2] (SCRN SAVER)	Below are the parameters for configuring the screen saver.
[F3] (AUTO OFF)	Manages the power status of this unit.

4. Use the cursor [▲] [▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

### LCD

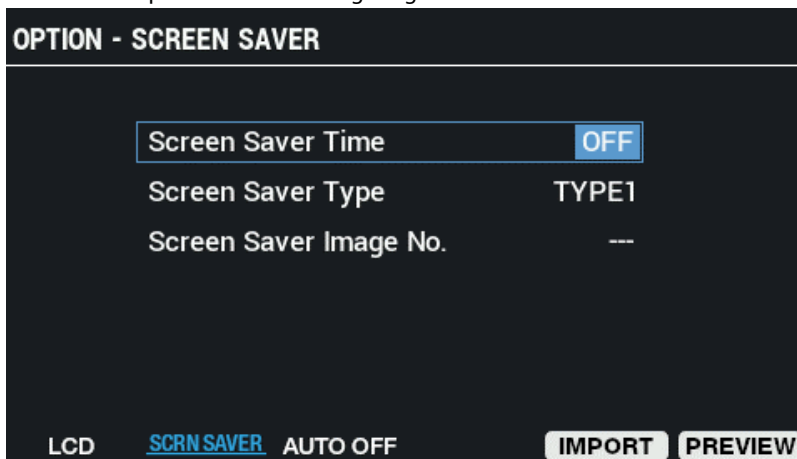
This parameter sets the brightness of the display.



Parameter	Value	Explanation
LCD Brightness	0–15	Sets the brightness of the display.

### SCRN SAVER

Below are the parameters for configuring the screen saver.

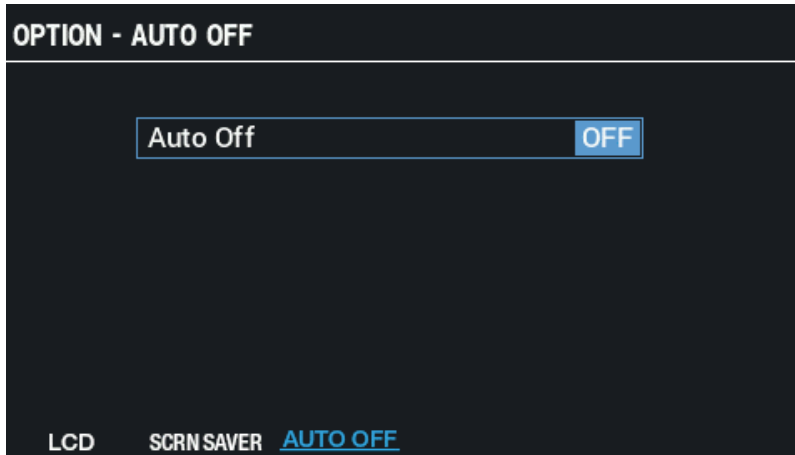


Parameter	Value	Explanation
Screen Saver Time	OFF, 1–60 min	Sets the time before the screen saver starts (in minutes). When this is set to “OFF”, the screen saver is not used.
Screen Saver Type	TYPE1–6, USER IMAGE	Selects the type of screen saver.
Screen Saver Image No.	1–16	Selects the image number for the USER IMAGE selected in “Screen Saver Type”.

Button	Explanation
[F4] (DELETE)	Deletes the image that’s displayed as a screen saver. This parameter is shown only when an image has been imported. <a href="#">ⓘ Using an Image File as the Screen Saver(P.123)</a>

Button	Explanation
[F5] (IMPORT)	Shows the SCREEN SAVER IMAGE IMPORT screen.
[F6] (PREVIEW)	Previews the selected screen saver.

## AUTO OFF



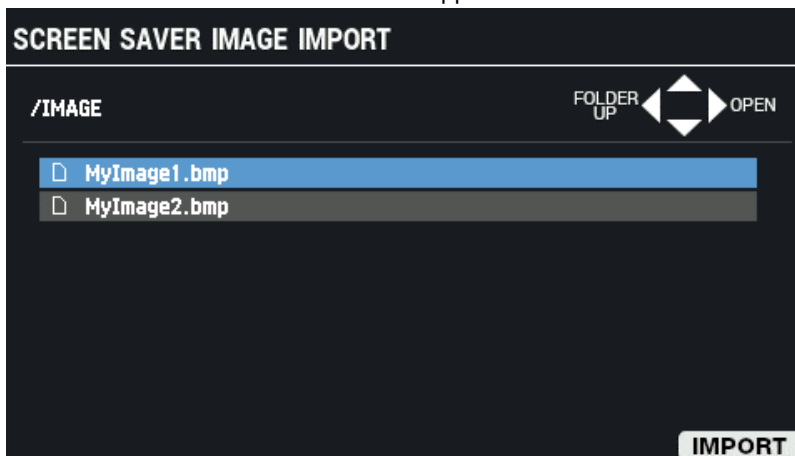
Parameter	Value	Explanation
Auto Off	OFF, 4HOURS	With the factory settings, the unit's power automatically switches off four hours after you stop playing or operating the unit. If you don't need the power to turn off automatically, set "Auto Off" to "OFF".

## Using an Image File as the Screen Saver

You can import the image files (BMP) from a USB flash drive into the SPD-SX PRO and make them display in the LCD when the screen saver starts.

1. On your computer or similar device, copy the image file (BMP) you want to import into the "IMAGE" folder of your USB flash drive.
2. Connect a USB flash drive to the SPD-SX PRO.
3. On the SCREEN SAVER screen, press the [F5] (IMPORT) button.

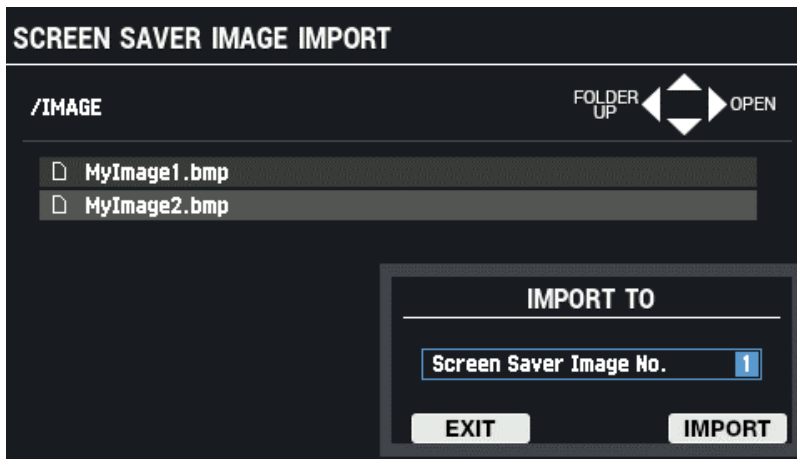
The SCREEN SAVER IMAGE IMPORT screen appears.



Button	Explanation
Cursor [▲] [▼] button	Moves the cursor.
Cursor [◀] [▶] buttons	Moves up or down in the folder directory.
[F6] (IMPORT) button	Imports the data.

4. Press the [F6] (IMPORT) button.

The IMPORT TO window appears.



5. Use the [-] [+] buttons to set the import destination number.

Parameter	Value	Explanation
Screen Saver Image No.	1-16	Import destination number

Button	Explanation
[F4] (EXIT) button	Closes the IMPORT TO window.
[F6] (IMPORT) button	Saves the image.

6. To execute, press the [F6] (IMPORT) button.

To cancel the operation, press the [F4] (EXIT) button.

### NOTE

#### Points to remember when importing image files

- Filenames that contain double-byte characters do not display correctly.
- Only BMP (24-bit) files can be imported.
- If you attempt to import a file whose format is not supported by the SPD-SX PRO, the error message “Unsupported image file format!” appears, and the file cannot be imported.
- The image files you import should match the LCD size (480 × 272 px).
- Images that are larger than this are trimmed so that only a portion is visible.

## Initializing the SYSTEM Settings (SYSTEM INIT)

Here's how to initialize the SYSTEM parameter settings (MENU → parameters in SYSTEM).

When you execute SYSTEM INIT, all of the SYSTEM settings are lost.

If there are any settings that you want to keep, save them to a USB flash drive.

### MEMO

#### Restoring the factory settings (including waves)

Executing SYSTEM INIT does not restore any deleted preload kits or waves to their factory settings.

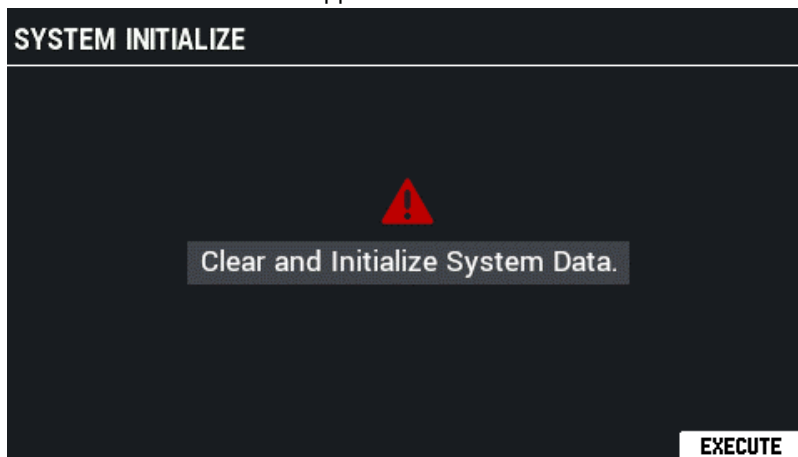
To restore the unit to its factory default settings including the kits and waves, insert the USB flash drive that contains the factory default backup data and follow the steps in [Loading Backup Data for All of this Unit's Settings from a USB Flash Drive \(LOAD\)](#)(P.132) to load the data.

The factory default data can be downloaded from the Roland website.

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

1. Select [MENU] → "SYSTEM".
2. Use the cursor [▲][▼][◀][▶] buttons to select "SYSTEM INIT" and press the [ENTER] button.

The SYSTEM INITIALIZE screen appears.



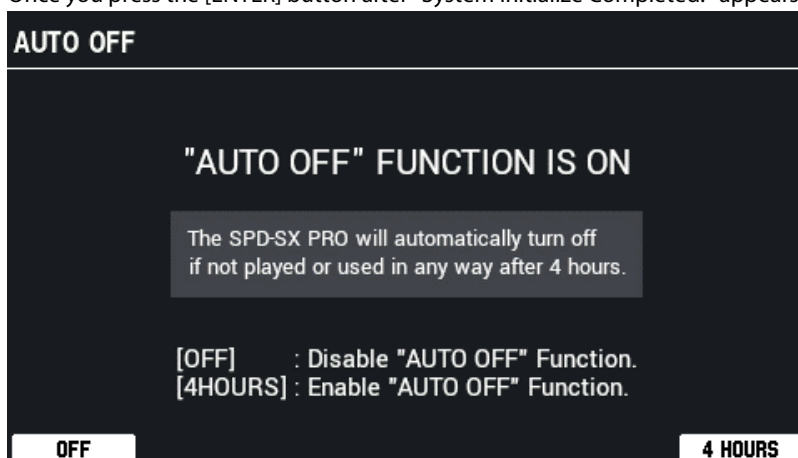
3. To execute, press the [F6] (EXECUTE) button.

A confirmation message appears.

4. Use the cursor [◀][▶] buttons to select "OK", and press the [ENTER] button.

If you decide to cancel, select "EXIT" and press the [ENTER] button.

Once you press the [ENTER] button after "System Initialize Completed!" appears, the AUTO OFF settings screen appears.



5. Use the cursor [◀][▶] buttons to select either [F1] (OFF) or [F6] (4 HOURS).

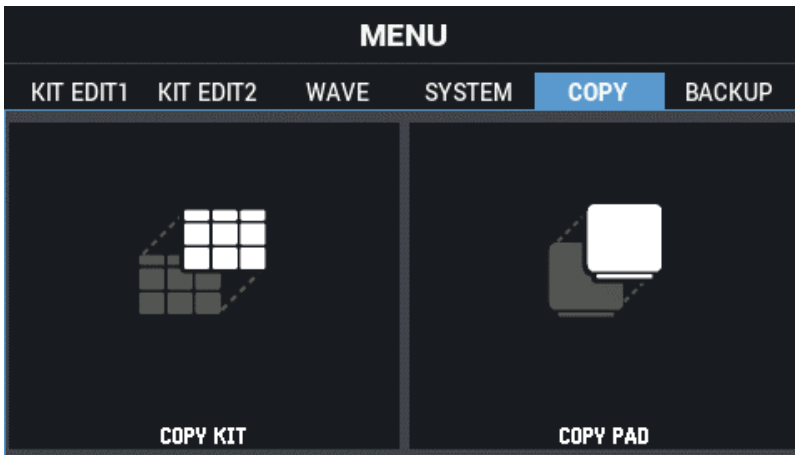
Button	Explanation
[F1] (OFF)	The power does not turn off automatically.
[F6] (4 HOURS)	The power turns off automatically if you do not operate this unit for four hours.

If you do not operate the unit at this time, the "4HOURS" setting (default value) is used, and the display returns to the KIT screen.

# Copying Kits and Pads (COPY)

You can copy and swap (exchange) the kit and pad data.

1. Select [MENU] → “COPY”.



2. Use the cursor [▲][▼][◀][▶] buttons to select the menu item that you want to edit, and press the [ENTER] button.

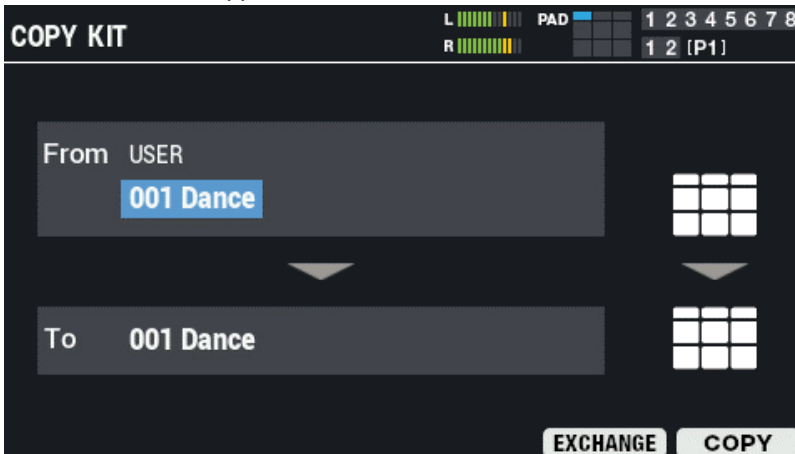
Copying a kit (COPY KIT)(P.127)

Copying a pad (COPY PAD)(P.129)

## Copying a kit (COPY KIT)

1. Select [MENU] → “COPY”.
2. Use the cursor [▲][▼][◀][▶] buttons to select “COPY KIT” and press the [ENTER] button.

The COPY KIT screen appears.



Button	Explanation
[F5] (EXCHANGE)	Exchanges the kit selected in “From” with the kit selected in “To”.
[F6] (COPY)	Copies the kit selected in “From” to the “To” kit.

Parameter	Value	Explanation
From	USER, USB MEMORY 1–99	USER: Copies data from user memory. You can swap (exchange) the copy source and copy destination kits, but only if the copy source is in user memory. USB MEMORY 1–99: Copies kits from backup data saved on a USB flash drive.
	Kit number	Copy source kit number
To	Kit number	Copy/exchange destination kit number

3. Press the [F5] (EXCHANGE) button or [F6] (COPY) button.

A confirmation message appears.

If you decide to cancel, select "CANCEL" and press the [ENTER] button.

- 4. Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.**

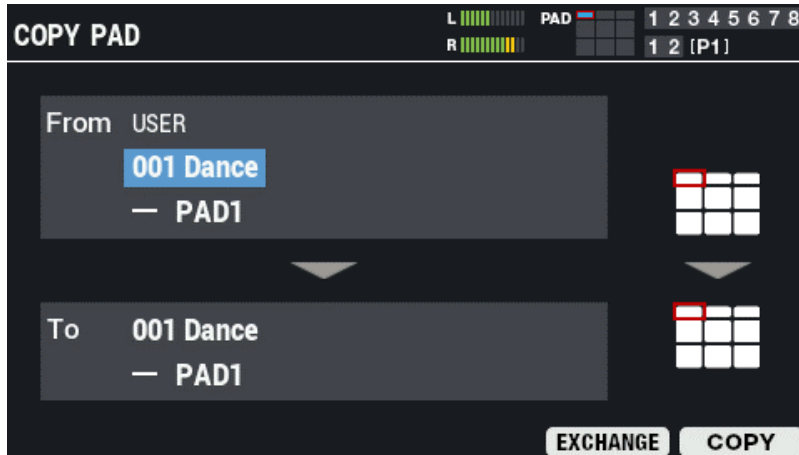
After "Completed!" appears, the display returns to the previous screen.



## Copying a pad (COPY PAD)

1. Select [MENU] → “COPY”.
2. Use the cursor [▲][▼][◀][▶] buttons to select “COPY PAD” and press the [ENTER] button.

The COPY PAD screen appears.



Button	Explanation
[F5] (EXCHANGE)	Exchanges the pad selected in “From” with the pad selected in “To”.
[F6] (COPY)	Copies (overwrites) the pad in the “From” area to the pad in the “To” area. This erases the pad data saved in the “To” area.

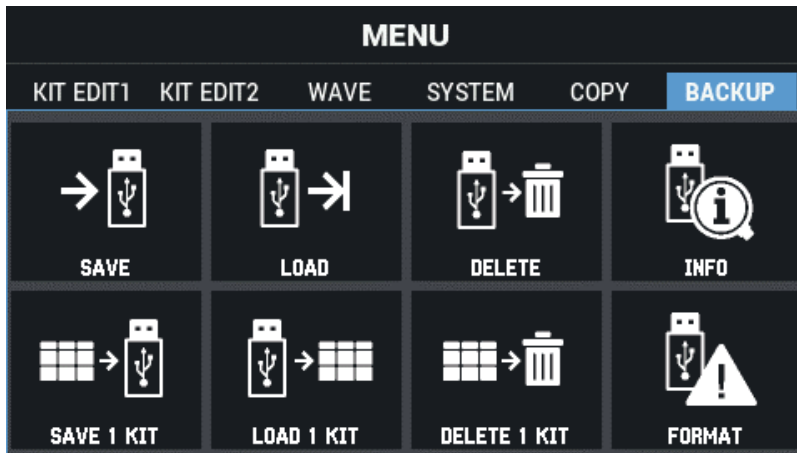
Parameter	Value	Explanation
From	USER, USB MEMORY 1–99	Copy source kit location USER: Copies data from user memory. You can swap (exchange) the copy source and copy destination kits, but only if the copy source is in user memory. USB MEMORY 1–99: Copies pads from backup data saved on a USB flash drive.
	Kit number	Copy source kit number
	PAD1–9, TRIG IN1–8, FOOT SW1/2	Copy source pad number
To	Kit number	Copy/exchange destination kit number
	PAD1–9, TRIG IN1–8, FOOT SW1/2	Copy/exchange destination pad number

3. Press the [F5] (EXCHANGE) button or [F6] (COPY) button.  
A confirmation message appears.  
If you decide to cancel, select “CANCEL” and press the [ENTER] button.
4. Use the cursor [◀][▶] buttons to select “OK”, and press the [ENTER] button.

After “Completed!” appears, the display returns to the previous screen.

# Backing up and Loading the Data (BACKUP)

1. Select [MENU] → “BACKUP”.



Use the cursor [▲] [▼] [◀] [▶] buttons to select the menu item that you want to edit, and press the [ENTER] button.

[Backing up Data to a USB Flash Drive \(SAVE\)\(P.131\)](#)

[Loading Backup Data for All of this Unit's Settings from a USB Flash Drive \(LOAD\)\(P.132\)](#)

[Deleting Backup Data from a USB Flash Drive \(DELETE\)\(P.133\)](#)

[Viewing Information for the USB Flash Drive \(INFO\)\(P.134\)](#)

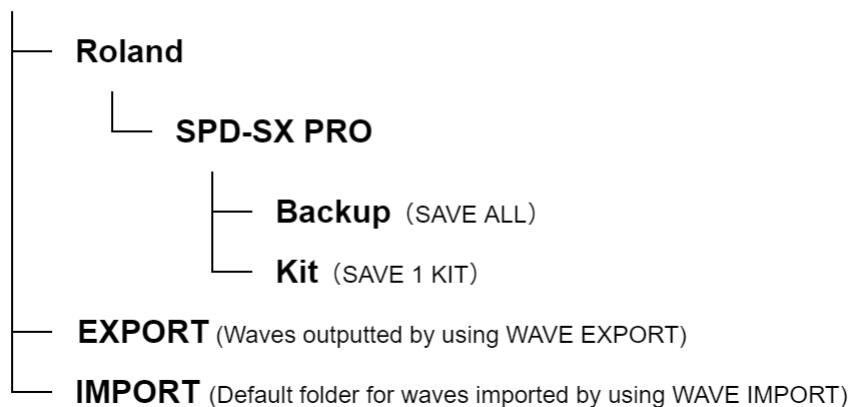
[Backing up a Kit to a USB Flash Drive \(SAVE 1 KIT\)\(P.135\)](#)

[Loading Kit Backup Data from a USB Flash Drive \(LOAD 1 KIT\)\(P.136\)](#)

[Deleting Kit Backup Data from a USB Flash Drive \(DELETE 1 KIT\)\(P.137\)](#)

[Formatting a USB Flash Drive \(FORMAT\)\(P.138\)](#)

## USB flash drive folder architecture



## Backing up All Settings to a USB Flash Drive (SAVE)

Here's how to back up all of the settings stored in the SPD-SX PRO (including the waves) to a USB flash drive.

1. Select [MENU] → "BACKUP".
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select "SAVE" and press the [ENTER] button.

The USB MEMORY SAVE ALL screen appears.



3. Use the cursor [▲] [▼] buttons to move the cursor to the top row, and use the [-] [+] buttons to select a backup destination.
4. Use the cursor [▲] [▼] buttons to move the cursor to the bottom row, and use the [-] [+] buttons to name the backup.

Button	Explanation
[F1] (A↔a)	Toggles between uppercase/lowercase.
[F2] (▶0)	Switches to numeric input.
[F3] (INSERT)	Inserts a character at the cursor position.
[F4] (DELETE)	Deletes the character at the cursor position.
[F6] (SAVE)	Executes the backup.

5. Press the [F6] (SAVE) button.

A confirmation message appears.

If you decide to cancel, select "CANCEL" and press the [ENTER] button.

6. Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.

A confirmation message appears, informing you that the task is completed.

### NOTE

Never turn off the power or disconnect the USB flash drive while the screen indicates that the task is still in progress.

### MEMO

A confirmation message appears, asking to overwrite any data that exists on the backup destination.

To go ahead with the task, select "OK" and press the [ENTER] button. If you decide to cancel, select "EXIT" and press the [ENTER] button.

7. Press the [ENTER] button to close the "completed" message.

### MEMO

You can specify certain kits and pads to copy from the saved backup data.

[Copying a kit \(COPY KIT\)\(P.127\)](#)

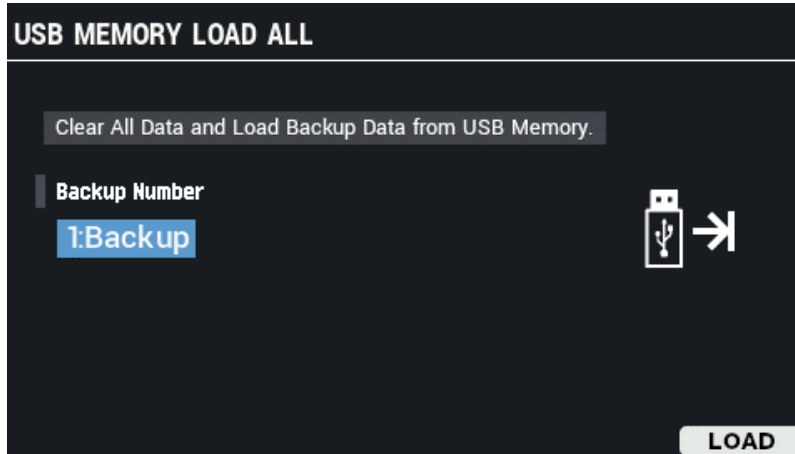
[Copying a pad \(COPY PAD\)\(P.129\)](#)

## Loading Backup Data for All of this Unit's Settings from a USB Flash Drive (LOAD)

Here's how to load the backup data from a USB flash drive.

1. Select [MENU] → "BACKUP".
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select "LOAD" and press the [ENTER] button.

The USB MEMORY LOAD ALL screen appears.



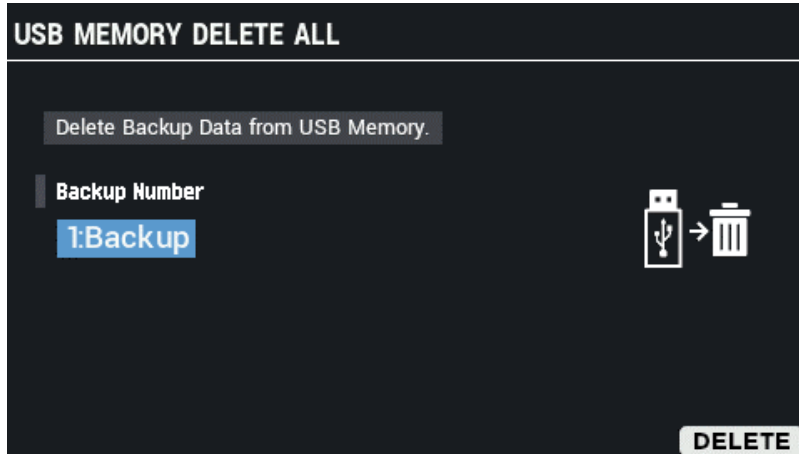
3. Use the [-] [+] buttons to select the backup file.
  4. Press the [F6] (LOAD) button.
- A confirmation message appears.  
If you decide to cancel, select "CANCEL" and press the [ENTER] button.
5. Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.
- A confirmation message appears, informing you that the task is completed.
6. Press the [ENTER] button to close the "completed" message.

## Deleting Backup Data from a USB Flash Drive (DELETE)

Here's how to delete the backup data from a USB flash drive.

1. **Select [MENU] → “BACKUP”.**
2. **Use the cursor [▲] [▼] [◀] [▶] buttons to select “DELETE” and press the [ENTER] button.**

The USB MEMORY DELETE ALL screen appears.



3. **Use the [-] [+] buttons to select the backup file to delete.**
4. **Press the [F6] (DELETE) button.**

A confirmation message appears.  
If you decide to cancel, select “CANCEL” and press the [ENTER] button.
5. **Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.**

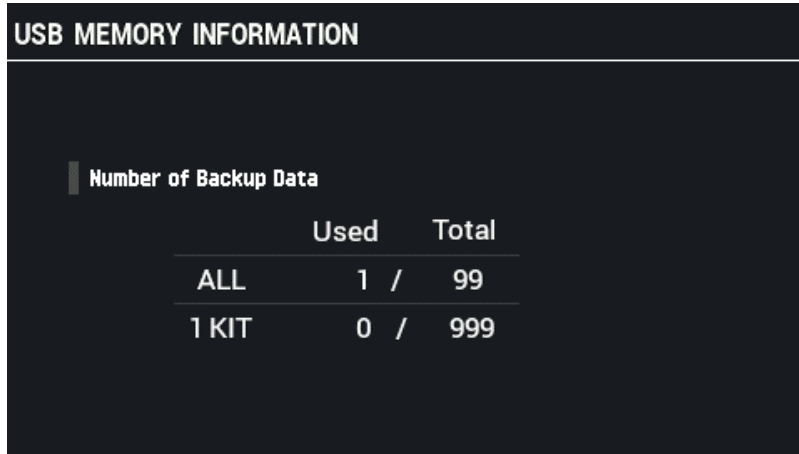
A confirmation message appears, informing you that the task is completed.
6. **Press the [ENTER] button to close the “completed” message.**

## Viewing Information for the USB Flash Drive (INFO)

Here's how to check how many backup data files are saved on a USB flash drive.

1. **Select [MENU] → "BACKUP".**
2. **Use the cursor [▲][▼][◀][▶] buttons to select "INFO" and press the [ENTER] button.**

The USB MEMORY INFORMATION screen appears.



Item	Explanation
ALL	Number of saved backup data
1 KIT	Number of saved kit backup data

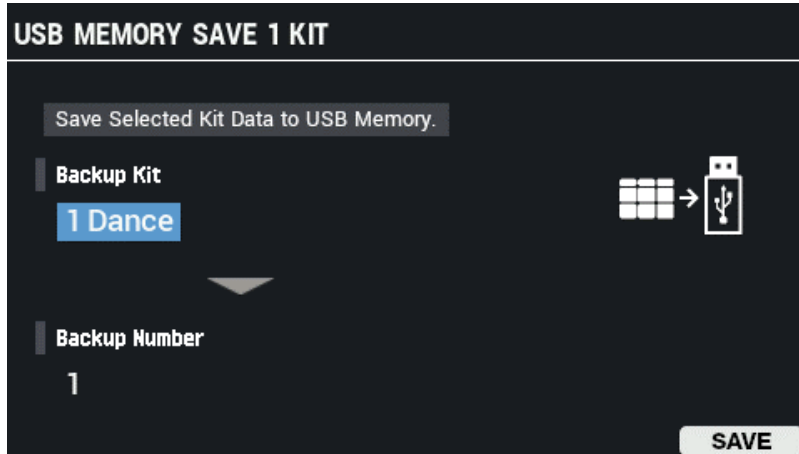
3. **Press the [EXIT] button.**

## Backing up a Kit to a USB Flash Drive (SAVE 1 KIT)

Here's how to back up the kit settings (including the waves that the kits use) to a USB flash drive.

1. Select [MENU] → "BACKUP".
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select "SAVE 1 KIT" and press the [ENTER] button.

The USB MEMORY SAVE 1 KIT screen appears.



3. Use the cursor [▲] [▼] buttons to move the cursor to the top row, and use the [-] [+] buttons to select the kit to back up.
4. Use the cursor [▲] [▼] buttons to move the cursor to the bottom row, and use the [-] [+] buttons to select a backup destination.
5. Press the [F6] (SAVE) button.

A confirmation message appears.

If you decide to cancel, select "CANCEL" and press the [ENTER] button.

6. Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.

A confirmation message appears, informing you that the task is completed.

### NOTE

Never turn off the power or disconnect the USB flash drive while the screen indicates that the task is still in progress.

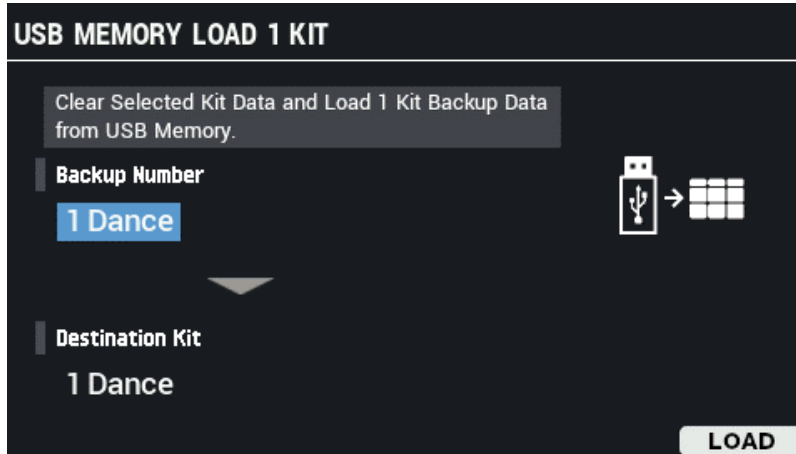
7. Press the [ENTER] button to close the "completed" message.

## Loading Kit Backup Data from a USB Flash Drive (LOAD 1 KIT)

This imports the kit backup data from a USB flash drive.

1. Select [MENU] → “BACKUP”.
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select “LOAD 1 KIT” and press the [ENTER] button.

The USB MEMORY LOAD 1 KIT screen appears.



3. Use the cursor [▲] [▼] buttons to move the cursor to the top row, and use the [-] [+] buttons to select the kit to load.
4. Use the cursor [▲] [▼] buttons to move the cursor to the bottom row, and use the [-] [+] buttons to select the load destination.
5. Press the [F6] (LOAD) button.

A confirmation message appears.

If you decide to cancel, select “CANCEL” and press the [ENTER] button.

6. Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

A confirmation message appears, informing you that the task is completed.

### NOTE

Never turn off the power or disconnect the USB flash drive while the screen indicates that the task is still in progress.

7. Press the [ENTER] button to close the “completed” message.

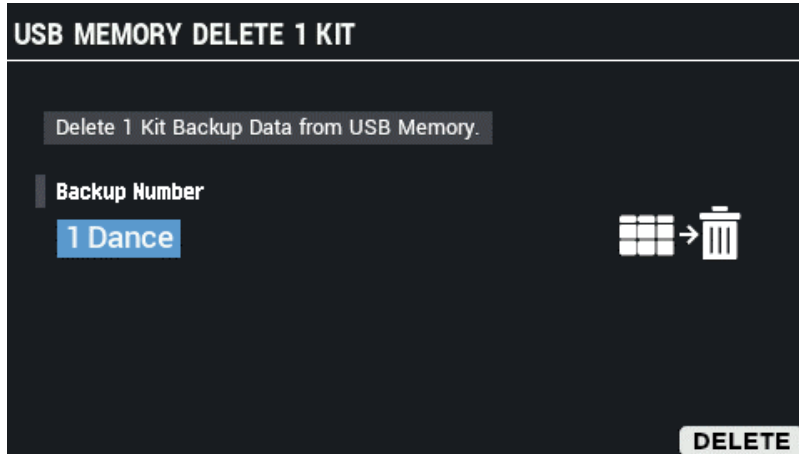


## Deleting Kit Backup Data from a USB Flash Drive (DELETE 1 KIT)

Here's how to delete the kit backup data from a USB flash drive.

1. Select [MENU] → "BACKUP".
2. Use the cursor [▲] [▼] [◀] [▶] buttons to select "DELETE 1 KIT" and press the [ENTER] button.

The USB MEMORY DELETE 1 KIT screen appears.



3. Use the [-] [+] buttons to select the kit backup file to delete.
  4. Press the [F6] (DELETE) button.
- A confirmation message appears.  
If you decide to cancel, select "CANCEL" and press the [ENTER] button.
5. Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.
- A confirmation message appears, informing you that the task is completed.
6. Press [ENTER] and then close the "completed" message.

## Formatting a USB Flash Drive (FORMAT)

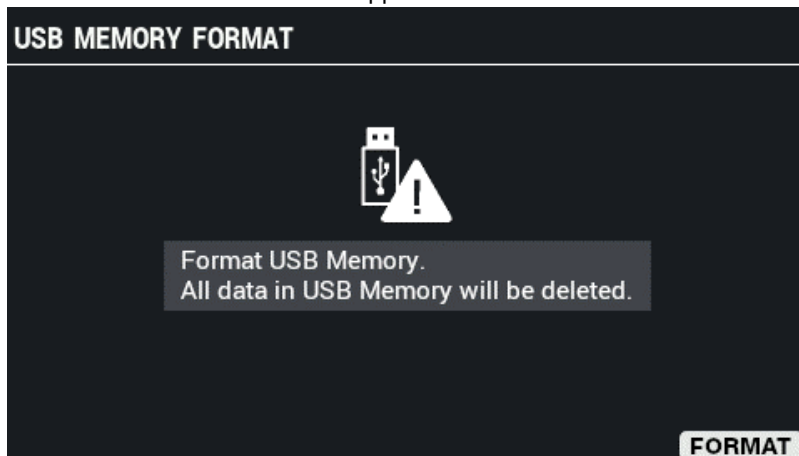
Here's how to initialize (format) a USB flash drive.

### NOTE

- Make sure that you initialize all USB flash drives used with this unit before you use them.
- Use a commercially available USB flash drive. Note that not all commercially available USB flash drives are guaranteed to work.

1. Select [MENU] → "BACKUP".
2. Use the cursor [▲][▼][◀][▶] buttons to select "FORMAT" and press the [ENTER] button.

The USB MEMORY FORMAT screen appears.



3. Press the [F6] (FORMAT) button.
4. Use the cursor [◀][▶] buttons to select "OK", and press the [ENTER] button.

A confirmation message appears, informing you that the task is completed.  
If you decide to cancel, select "CANCEL" and press the [ENTER] button.

### NOTE

Never turn off the power or remove the USB flash drives while the the screen indicates "Processing...".

5. Press the [ENTER] button to close the "completed" message.

# Shortcuts for Useful Functions (TOOLS)

1. On the KIT screen, press the [F5] (TOOLS) button.

This opens the TOOLS window.



2. Use the [F6] (SELECT) button to select the function to execute.

If you decide to cancel, press the [F5] (EXIT) button.

## MEMO

The edited settings are automatically saved once the power is turned off.

[Copying a Kit and Swapping Two Kits \(TOOLS-COPY KIT\)\(P.139\)](#)

[Copying a Pad and Swapping Two Pads \(TOOLS-COPY PAD\)\(P.141\)](#)

[Renaming a Drum Kit \(TOOLS-KIT NAME\)\(P.142\)](#)

[Listening/Reverting to the Original Kit Before Edits \(TOOLS-UNDO\)\(P.143\)](#)

[Backing up a Kit to a USB Flash Drive \(TOOLS-SAVE 1 KIT\)\(P.144\)](#)

[Loading Kit Backup Data from a USB Flash Drive \(TOOLS-LOAD 1 KIT\)\(P.145\)](#)

[Importing an Audio File \(TOOLS-WAVE IMPORT\)\(P.146\)](#)

[Saving the Current Settings \(TOOLS-WRITE\)\(P.148\)](#)

## Copying a Kit and Swapping Two Kits (TOOLS-COPY KIT)

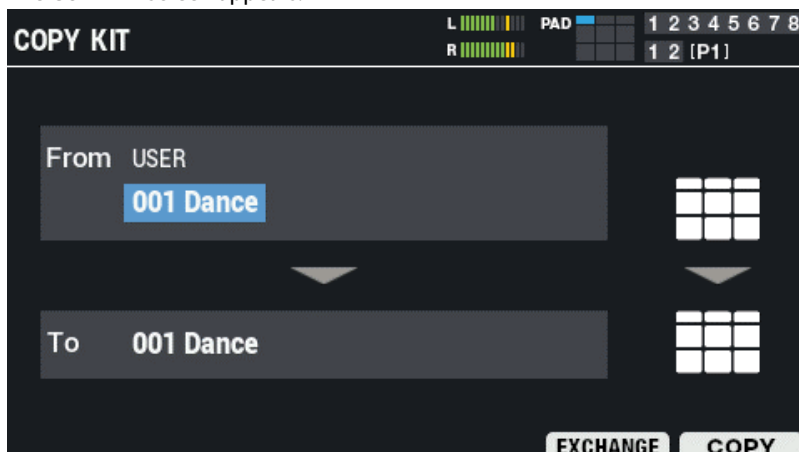
Here's how to copy the settings of a kit and to exchange the settings of two kits.

1. On the KIT screen, press the [F5] (TOOLS) button.

This opens the TOOLS window.

2. Use the cursor [▲][▼][◀][▶] buttons to select "COPY KIT" and press the [ENTER] button.

The COPY KIT screen appears.



3. Use the cursor [▲] [▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

Parameter	Value	Explanation
From	USER, USB MEMORY 1–99	Copy source kit location USER: Copies data from user memory. You can swap (exchange) the copy source and copy destination kits, but only if the copy source is in user memory. USB MEMORY 1–99: Copies kits from backup data saved on a USB flash drive.
	Kit number	Copy source kit number
To	Kit number	Copy/exchange destination kit number

4. Press the [F6] button to copy, and the [F5] button to exchange.

Button	Explanation
[F5] (EXCHANGE)	Exchanges the kit in the “From” area with the kit in the “To” area.
[F6] (COPY)	Copies (overwrites) the kit in the “From” area to the kit in the “To” area. This erases the kit data saved in the “To” area.

A confirmation message appears.

If you decide to cancel, select “CANCEL” and press the [ENTER] button.

5. Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

After “Completed!” appears, the display returns to the previous screen.

## Copying a Pad and Swapping Two Pads (TOOLS-COPY PAD)

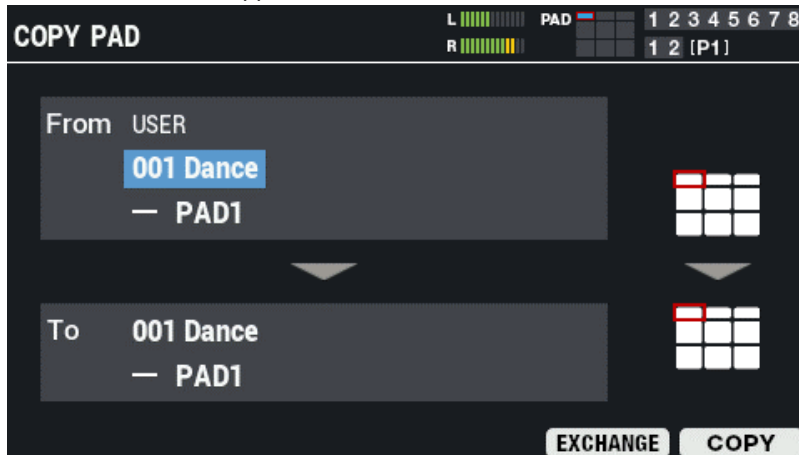
Here's how to copy the settings of a pad and to exchange the settings of two pads.

1. **On the KIT screen, press the [F5] (TOOLS) button.**

This opens the TOOLS window.

2. **Use the cursor [▲] [▼] [◀] [▶] buttons to select "COPY PAD" and press the [F6] (SELECT) button.**

The COPY PAD screen appears.



3. **Use the cursor [▲] [▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.**

Parameter	Value	Explanation
From	USER, USB MEMORY 1–99	Copy source kit location USER: Copies data from user memory. You can swap (exchange) the copy source and copy destination kits, but only if the copy source is in user memory. USB MEMORY 1–99: Copies pads from backup data saved on a USB flash drive.
	Kit number	Copy source kit number
	PAD1–9, TRIG IN1–8, FOOT SW1/2	Copy source pad number
To	Kit number	Copy/exchange destination kit number
	PAD1–9, TRIG IN1–8, FOOT SW1/2	Copy/exchange destination pad number

4. **Press the [F6] button to copy, and the [F5] button to exchange.**

Button	Explanation
[F5] (EXCHANGE)	Exchanges the pad in the "From" area with the pad in the "To" area.
[F6] (COPY)	Copies (overwrites) the pad in the "From" area to the pad in the "To" area. This erases the pad data saved in the "To" area.

A confirmation message appears.

If you decide to cancel, select "CANCEL" and press the [ENTER] button.

5. **Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.**

After "Completed!" appears, the display returns to the previous screen.

## Renaming a Drum Kit (TOOLS-KIT NAME)

You can name a kit and add a memo as well (kit name, kit memo).

The kit name (upper line) can contain up to 16 characters, and the memo (lower line) can contain up to 64 characters.

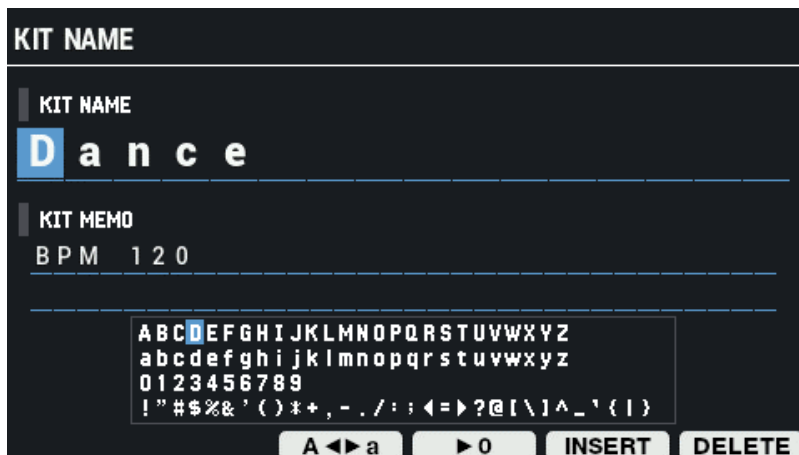
1. **On the KIT screen, press the [F5] (TOOLS) button.**

This opens the TOOLS window.

2. **Use the cursor [▲][▼][◀][▶] buttons to select “KIT NAME” and press the [ENTER] button.**

The KIT NAME screen appears.

This is the same as the kit name in “KIT EDIT1”.



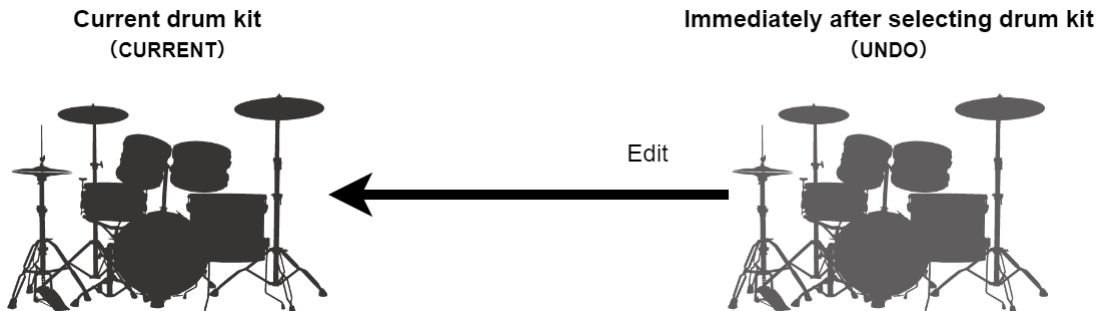
3. **Use the cursor [◀][▶] buttons to move the cursor.**

Press the [-] [+] buttons or use the [VALUE] knob to select a character.

Button	Explanation
[F3]	Toggles between uppercase/lowercase.
[F4]	Switches to numeric input.
[F5]	Inserts a character at the cursor position.
[F6]	Deletes the character at the cursor position.

## Listening/Reverting to the Original Kit Before Edits (TOOLS-UNDO)

You can compare the current settings of the kit you're editing against the settings as they were immediately after you selected the drum kit, and revert the settings if necessary.



1. On the KIT screen, press the [F5] (TOOLS) button.

This opens the TOOLS window.

2. Use the cursor [▲] [▼] [◀] [▶] buttons to select "UNDO" and press the [ENTER] button.

The UNDO KIT EDIT window appears.



3. Use the cursor [◀] [▶] buttons to switch between the saved kits, and play them to compare.

Item	Explanation
CURRENT	Current kit settings
UNDO	Settings immediately after selecting the kit

4. To revert the settings of the current kit to the settings right after you selected it, select "UNDO" and the press [F6] (RESTORE).

A confirmation message appears.

### MEMO

To leave the settings of the current kit as they are, select "CURRENT".

5. Select "OK" and press "ENTER".

If you decide to cancel, select "CANCEL" and press "ENTER".

The settings immediately after selecting the kit are now restored.

## Backing up a Kit to a USB Flash Drive (TOOLS-SAVE 1 KIT)

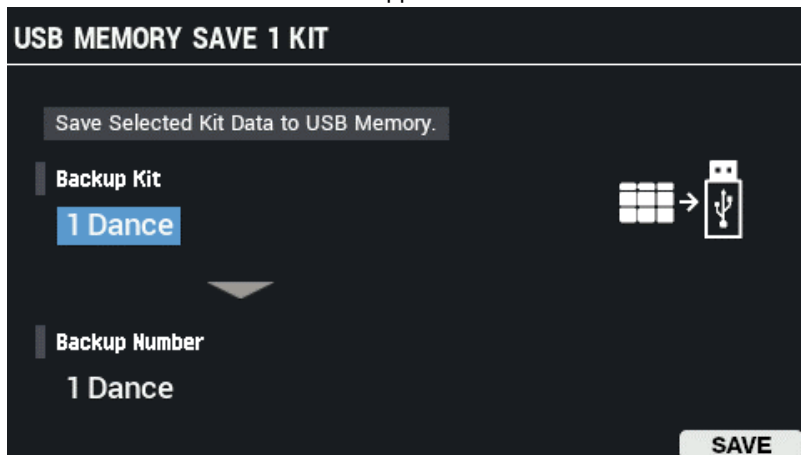
Here's how to back up the settings of individual kits (up to 999) stored in the SPD-SX PRO to a USB flash drive.

1. **On the KIT screen, press the [F5] (TOOLS) button.**

This opens the TOOLS window.

2. **Use the cursor [▲] [▼] [◀] [▶] buttons to select "SAVE 1 KIT" and press the [ENTER] button.**

The USB MEMORY SAVE 1 KIT screen appears.



3. **Use the cursor [▲] [▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.**

Item	Explanation
Backup Kit	Name of kit to save
Backup Number	Save destination number

4. **Press the [F6] (SAVE) button.**

A confirmation message appears.

If you decide to cancel, select "EXIT" and press the [ENTER] button.

5. **Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.**

After "Completed!" appears, the display returns to the previous screen.



## Loading Kit Backup Data from a USB Flash Drive (TOOLS-LOAD 1 KIT)

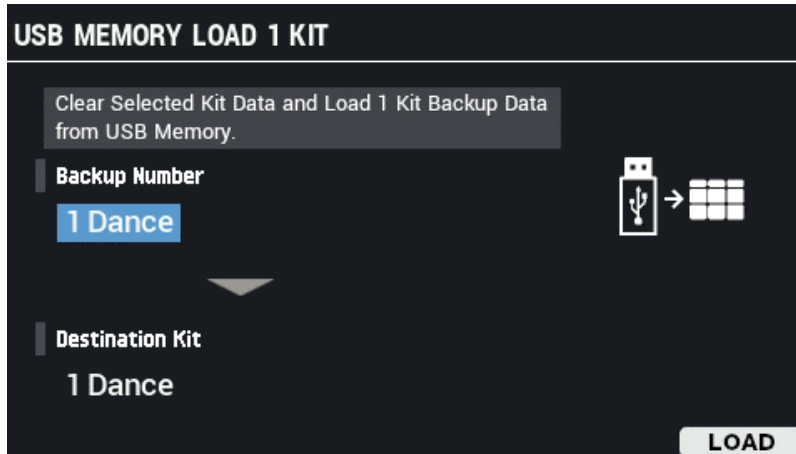
Here's how kit backup data that was saved on a USB flash drive can be loaded into the SPD-SX PRO.

1. **Insert a USB flash drive into the SPD-SX PRO.**
2. **On the KIT screen, press the [F5] (TOOLS) button.**

This opens the TOOLS window.

3. **Use the cursor [▲] [▼] [◀] [▶] buttons to select "LOAD 1 KIT" and press the [ENTER] button.**

The USB MEMORY LOAD 1 KIT screen appears.



4. **Use the cursor [▲] [▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.**

Item	Explanation
Backup Number	Kit backup data number
Destination Kit	Load destination number

5. **Press the [F6] (LOAD) button.**

A confirmation message appears.

If you decide to cancel, select "CANCEL" and press the [ENTER] button.

6. **Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.**

After "Completed!" appears, the display returns to the previous screen.

## Importing an Audio File (TOOLS-WAVE IMPORT)

You can import an audio file (WAV/AIFF/MP3) from a USB flash drive or from your computer into the SPD-SX PRO to play back as a wave.

### Audio files that can be imported into the SPD-SX PRO

<b>File format</b>	WAV/AIFF
<b>Bit depth</b>	32 / 24 / 16 bits
<b>Sampling rate</b>	48 kHz, 44.1 kHz

<b>File format</b>	MP3
<b>Bit rate</b>	32–320 kbps

### Points to remember when importing an audio file

- **Filenames that contain double-byte characters do not display correctly.**
- **Loop point settings in an AIFF file are ignored.**
- **If you attempt to import a file whose format is not supported by the SPD-SX PRO, the error message “Wave Unsupported Format!” appears, and the file cannot be imported.**
- **Audio files that are shorter than 20 ms or longer than one hour can’t be imported.**

### Importing audio files from a USB flash drive

You can import audio files from a USB flash drive into the SPD-SX PRO.

1. **Copy the audio file you want to import into the “IMPORT” folder of your USB flash drive.**

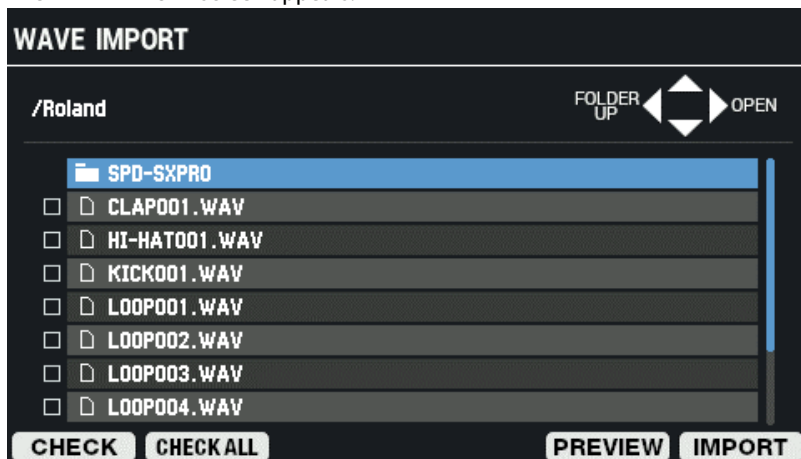
2. **Insert the USB flash drive into the USB MEMORY port of the SPD-SX PRO.**

3. **On the KIT screen, press the [F5] (TOOLS) button.**

This opens the TOOLS window.

4. **Use the cursor [▲] [▼] [◀] [▶] buttons to select “WAVE IMPORT” and press the [ENTER] button.**

The WAVE IMPORT screen appears.



Button	Explanation
Cursor [▲] [▼] button	Moves the cursor.
Cursor [◀] [▶] buttons	Moves up or down in the folder directory.
[F1] (CHECK)	Selects/deselects the wave at the cursor position.
[F2] (CHECK ALL)	Selects/deselects all waves in the same folder.
[F5] (PREVIEW)	Plays back the wave at the cursor position. If you press the [F5] (PREVIEW) button once again during playback, the playback stops.
[F6] (IMPORT)	Imports the wave or waves.

5. **To execute, press the [F6] (IMPORT) button.**

A confirmation message appears.

**6. Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.**

If you decide to cancel, select “CANCEL” and press the [ENTER] button.

### MEMO

Wave numbers and wave names are automatically added to the waves you import. The first 16 characters of the import source audio filename are used as the wave name. You can check these waves in the wave list.

## Importing an audio file from your computer

---

You can use the “SPD-SX PRO App” to import audio files on your computer as waves to the SPD-SX PRO.

Download the “SPD-SX PRO App” via Roland Cloud Manager.

### SPD-SX PRO App

- **Import an audio file (WAV/AIFF/MP3) that’s saved on your computer into the SPD-SX PRO to play back as a wave.**
- **Assign a WAV/AIFF file on your computer as-is to a kit.**
- **Edit the name of a kit or wave.**

### MEMO

See the help contents that are included with the SPD-SX PRO App for details on how to use these features.

## Saving the Current Settings (TOOLS-WRITE)

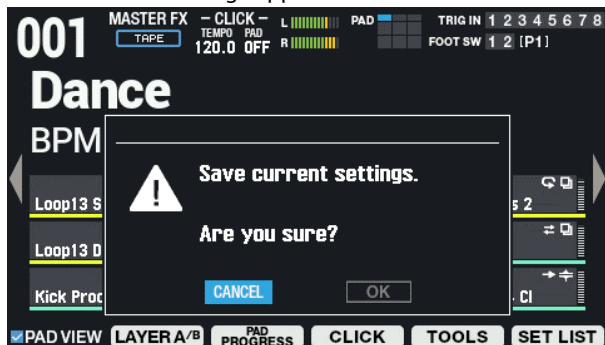
Settings that you edit on the SPD-SX PRO are saved when you turn off the unit. To save the settings before you turn off the power, execute the "WRITE" function.

1. **On the KIT screen, press the [F5] (TOOLS) button.**

This opens the TOOLS window.

2. **Use the cursor [▲] [▼] [◀] [▶] buttons to select "WRITE" and press the [ENTER] button.**

A confirmation message appears.



3. **Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.**

After "Completed!" appears, the display returns to the previous screen.

If you decide to cancel, select "CANCEL" and press the [ENTER] button.

# Main Specifications

<b>Pads</b>	Built-in pads: 9 (with PAD LED, Vertical LED) Four external trigger inputs are provided, allowing you to connect up to eight pads (sold separately) with Y cable (sold separately).
<b>Maximum Polyphony</b>	32 voices (included click voices)
<b>Number of Recordable Wave Data</b>	20,000 * Including preload data
<b>Internal storage</b>	Size: 32 GB * Including preload data
<b>Sampling Time</b>	Sampling from AUDIO IN: 60 minutes per sample Resampling : 10 minutes per sample
<b>Data Format</b>	16-bit linear
<b>Sampling Frequency</b>	48 kHz
<b>Import Format</b>	WAV, AIFF, MP3
<b>Kits</b>	200
<b>Preload wave</b>	Factory preloaded samples: 1,550 or more
<b>Setlist</b>	32 (32 steps per SET LIST)
<b>Kit Effects</b>	Layer Equalizer: each pad (Layer A/B independently) Layer Transient: each pad (Layer A/B independently) Multi-Effects (53 types): 4 systems Side Chain Compressor: 1 system
<b>System Effects</b>	Master Effects (53 types) Master Compressor Master Equalizer
<b>Number of USB Audio Record/Playback Channels</b>	Sampling Rate (Original): 48 kHz Sampling Rate (with Sampling rate converter): 96 kHz, 44.1 kHz Record: 8 channels Playback: 12 channels
<b>Display</b>	Graphic color LCD 4.3 inch
<b>Connectors</b>	PHONES jack: Stereo 1/4-inch phone type MASTER OUT (L, R)jacks (BALANCED): 1/4-inch TRS phone type DIRECT OUT jack x 4 (BALANCED): 1/4-inch TRS phone type AUDIO IN jack: Stereo 1/4-inch phone type (with Volume control) TRIG IN jack x 4 (1/2, 3/4, 5/6, 7/8): 1/4-inch TRS phone type FOOT SW jack x 1 (1/2): 1/4-inch TRS phone type HH CTRL/EXPRESSION jack x 1: 1/4-inch TRS phone type MIDI (IN, OUT/THRU) connectors USB COMPUTER port: USB B (High-Speed USB, USB-AUDIO, USB-MIDI, App) USB MEMORY port: USB A (High-Speed USB, Backup Save/Load, Sample Import/Export) DC IN jack
<b>Power Supply</b>	DC 12 V (AC Adaptor)
<b>Current Draw</b>	1,500 mA
<b>Dimensions</b>	360 (W) x 330.3 (D) x 92.9 (H) mm 14-3/16 (W) x 13-1/16(D) x 3-11/16(H) inches
<b>Weight</b>	3.0 kg / 6 lbs 10 oz (excluding AC Adaptor)
<b>Accessories</b>	Quick Start Leaflet "Read Me First" Leaflet "USING THE UNIT SAFELY/IMPORTANT NOTES" AC Adaptor

**Options (sold separately)**

Pads (PD series, PDX series, BT-1)  
Cymbals (CY series)  
Hi-Hat (VH-10, VH-11)  
Kick Triggers (KD series, KT series)  
Pad Stand (PDS-20, PDS-10)  
All-Purpose Clamp (APC-33)  
Acoustic Drum Trigger (RT-30K, RT-30HR, RT-30H)  
Hi-Hat Pedal (FD-8, FD-9, VH-10, HV-11)  
Expression Pedal (BOSS EV-30)  
Pedal Switch (DP-2)  
Foot Switch (BOSS FS-5U, FS-6, FS-7)  
Y cable (PCS-31L)

---

\* 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.

# Effect List

<p>Delay effects(P.152)</p> <hr style="border-top: 1px dashed #ccc;"/>	<p>Tape Echo(P.153)            Delay(P.154)            Time Ctrl Delay(P.155)            Reverse Delay(P.156)            2Tap Pan Delay(P.157)            3Tap Pan Delay(P.158)            Mid-Side Delay(P.159)</p>
<p>Reverb effects(P.160)</p> <hr style="border-top: 1px dashed #ccc;"/>	<p>Reverb(P.160)            Long Reverb(P.160)</p>
<p>Filter effects(P.162)</p> <hr style="border-top: 1px dashed #ccc;"/>	<p>Isolator(P.162)            Low Boost(P.163)            Super Filter(P.163)            Multi Mode Filter(P.164)            Enhancer(P.165)            Auto Wah(P.165)            Humanizer(P.166)            Mid-Side EQ(P.166)</p>
<p>Modulation effects(P.168)</p> <hr style="border-top: 1px dashed #ccc;"/>	<p>Phaser(P.168)            Small Phaser(P.169)            Script 100(P.169)            Step Phaser(P.170)            Infinite Phaser(P.171)            Ring Modulator(P.171)            Tremolo(P.172)            Auto Pan(P.173)            Slicer(P.173)</p>
<p>Chorus effects(P.175)</p> <hr style="border-top: 1px dashed #ccc;"/>	<p>Flanger(P.175)            SBF-325(P.176)            Step Flanger(P.177)            Chorus(P.178)            Space-D(P.179)            CE-1(P.179)            SDD-320(P.180)            JUNO-106 Chorus(P.180)</p>

<a href="#">Dynamics effects(P.181)</a>	<a href="#">Overdrive(P.181)</a> <a href="#">Distortion(P.182)</a> <a href="#">T-Scream(P.182)</a> <a href="#">Fuzz(P.183)</a> <a href="#">Tone Fattener(P.183)</a> <a href="#">HMS Distortion(P.184)</a> <a href="#">Saturator(P.184)</a> <a href="#">Warm Saturator(P.185)</a> <a href="#">Speaker Simulator(P.186)</a> <a href="#">Guitar Amp Simulator(P.187)</a> <a href="#">Compressor(P.188)</a> <a href="#">Mid-Side Compressor(P.189)</a> <a href="#">Limiter(P.190)</a> <a href="#">Gate(P.190)</a>
<a href="#">Lo-fi effects(P.192)</a>	<a href="#">LOFI Compress(P.192)</a> <a href="#">Bit Crusher(P.193)</a>
<a href="#">Pitch effect(P.194)</a>	<a href="#">Pitch Shifter(P.194)</a>
<a href="#">Looper effects(P.195)</a>	<a href="#">DJFX Looper(P.195)</a> <a href="#">BPM Looper(P.196)</a>

## Delay effects

[Tape Echo\(P.153\)](#)

[Delay\(P.154\)](#)

[Time Ctrl Delay\(P.155\)](#)

[Reverse Delay\(P.156\)](#)

[2Tap Pan Delay\(P.157\)](#)

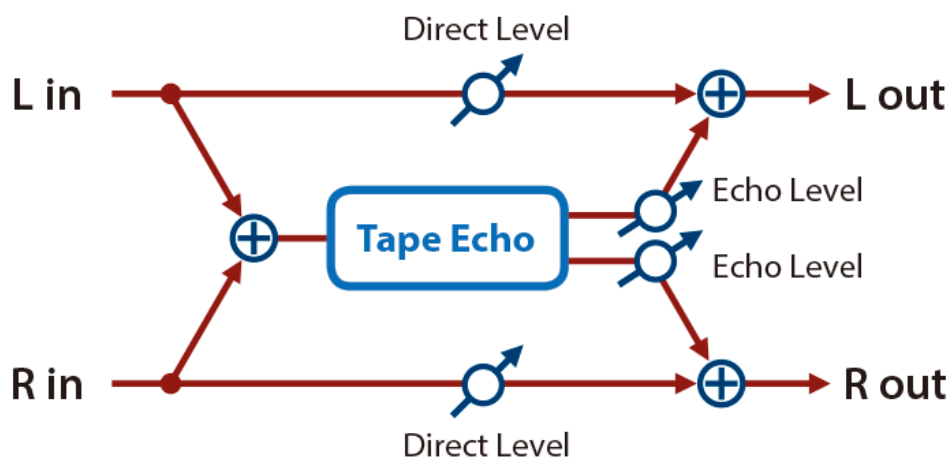
[3Tap Pan Delay\(P.158\)](#)

[Mid-Side Delay\(P.159\)](#)



## Tape Echo

A virtual tape echo that produces a realistic tape delay sound. This simulates the tape echo section of a Roland RE-201 Space Echo.



Parameter	Value	Explanation
Mode	S, M, L, S+M, S+L, M+L, S+M+L	Combination of playback heads to use Select from three different heads with different delay times. S: Short M: Middle L: Long
Repeat Rate	0–127	Tape speed Increasing this value will shorten the spacing of the delayed sounds.
Intensity	0–127	Amount of delay repeats
Bass	-15–+15 [dB]	Boost/cut for the lower range of the echo sound
Treble	-15–+15 [dB]	Boost/cut for the upper range of the echo sound
Head S Pan	L64–63R	Independent panning for the short, middle, and long playback heads
Head M Pan	L64–63R	
Head L Pan	L64–63R	
Tape Distortion	0–5	Amount of tape-dependent distortion to be added This simulates the slight tonal changes that can be detected by signal-analysis equipment. Increasing this value will increase the distortion.
W/F Rate	0–127	Speed of wow/flutter (complex variation in pitch caused by tape wear and rotational irregularity)
W/F Depth	0–127	Depth of wow/flutter
Echo Level (*1)	0–127	Volume of the echo sound
Direct Level	0–127	Volume of the original sound
Level	0–127	Output Level

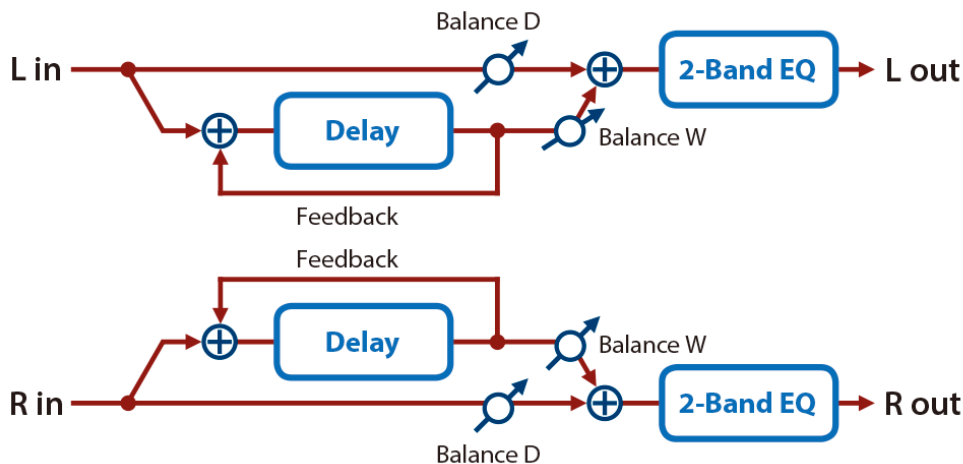
\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)](#)”.

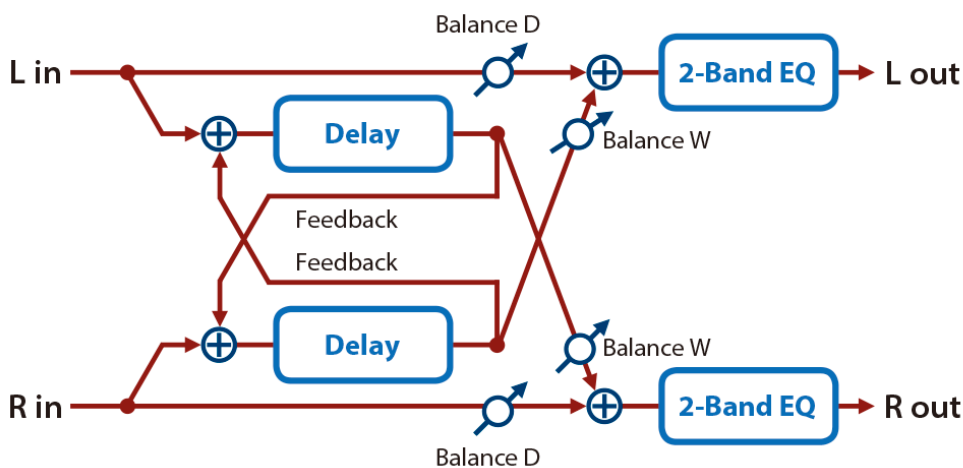
## Delay

This is a stereo delay.

### When Feedback Mode is NORMAL



### When Feedback Mode is CROSS



Parameter	Value	Explanation
Tempo Sync Left	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO</a> (P.30)
Delay Left Time (msec)	1-1300 [msec]	Adjusts the time until the left delay sound is heard.
Delay Left Time (note)	Note → <a href="#">Note</a> (P.197)	
Tempo Sync Right	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO</a> (P.30)
Delay Right Time (msec)	1-1300 [msec]	Adjusts the time until the right delay sound is heard.
Delay Right Time (note)	Note → <a href="#">Note</a> (P.197)	
Phase Left	NORMAL, INVERSE	Phase of left and right delay sound NORMAL: Non-inverted INVERT: Inverted
Phase Right		
Feedback Mode	NORMAL, CROSS	Selects the way in which delay sound is fed back into the effect. (See the figures above.)
Feedback (*1)	-98-+98 [%]	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.

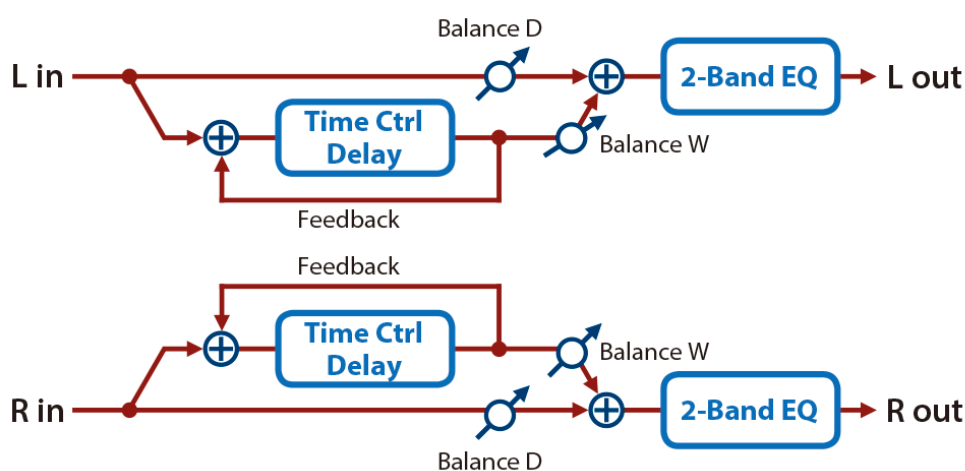
Parameter	Value	Explanation
HF Damp	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]	Adjusts the frequency above which the delay sound fed back to the effect is filtered out (BYPASS: no cut).
Low Gain	-15--+15 [dB]	Gain of the low range
High Gain	-15--+15 [dB]	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## Time Ctrl Delay

A stereo delay in which the delay time can be varied smoothly.



Parameter	Value	Explanation
Tempo Sync	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO</a> (P.30)
Delay Time (msec) (*1)	1–1300 [msec]	Delay time from when the original sound is heard to when the delay sound is heard
Delay Time (note) (*1)	Note → <a href="#">Note</a> (P.197)	
Acceleration	0–15	Speed at which the current delay time changes to the specified delay time when you change the delay time. This affects the speed of pitch change as well as the delay time.
Feedback	-98--+98 [%]	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
HF Damp	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]	Adjusts the frequency above which the delay sound fed back to the effect is filtered out (BYPASS: no cut).
Low Gain	-15--+15 [dB]	Gain of the low range
High Gain	-15--+15 [dB]	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0–127	Output Level

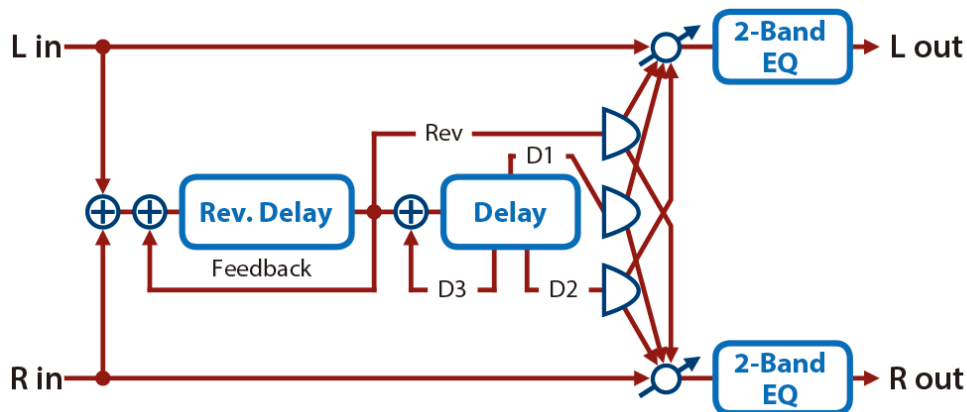
\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## Reverse Delay

This is a reverse delay that adds a reversed and delayed sound to the input sound.

A tap delay is connected immediately after the reverse delay.



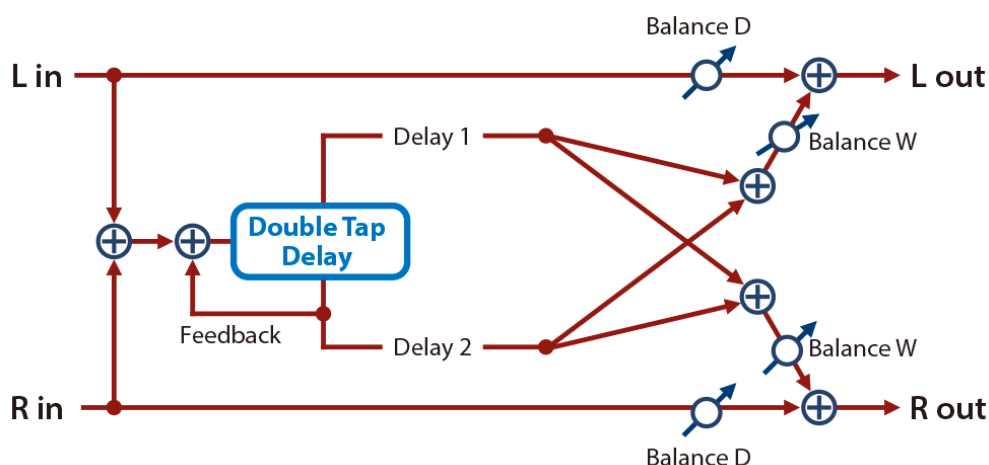
Parameter	Value	Explanation
Threshold	0–127	Volume at which the reverse delay will begin to be applied
Tempo Sync Rev	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO(P.30)</a>
Rev Delay Time (msec)	1–1300 [msec]	Delay time from when sound is input into the reverse delay until the delay sound is heard
Rev Delay Time (note)	Note → <a href="#">Note(P.197)</a>	
Rev Delay Feedback	-98–+98 [%]	Proportion of the delay sound that is to be returned to the input of the reverse delay (negative (-) values invert the phase)
Rev Delay HF Damp	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]	Frequency at which the high-frequency content of the reverse-delay sound will be cut (BYPASS: no cut)
Rev Delay Pan	L64–63R	Panning of the reverse delay sound
Rev Delay Level	0–127	Volume of the reverse delay sound
Tempo Sync Delay1	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO(P.30)</a>
Delay1 Time (msec)	1–1300 [msec]	Delay time from when sound is input into the tap delay until the delay sound is heard
Delay1 Time (note)	Note → <a href="#">Note(P.197)</a>	
Tempo Sync Delay2	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO(P.30)</a>
Delay2 Time (msec)	1–1300 [msec]	Delay time from when sound is input into the tap delay until the delay sound is heard
Delay2 Time (note)	Note → <a href="#">Note(P.197)</a>	
Tempo Sync Delay3	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO(P.30)</a>
Delay3 Time (msec)	1–1300 [msec]	Delay time from when sound is input into the tap delay until the delay sound is heard
Delay3 Time (note)	Note → <a href="#">Note(P.197)</a>	
Delay 3 Feedback	-98–+98 [%]	Proportion of the delay sound that is to be returned to the input of the tap delay (negative (-) values invert the phase)
Delay HF Damp	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]	Frequency at which the hi-frequency content of the tap delay sound will be cut (BYPASS: no cut)
Delay 1 Pan	L64–63R	Panning of the tap delay sounds
Delay 2 Pan	L64–63R	Panning of the tap delay sounds
Delay 1 Level	0–127	Volume of the tap delay sounds
Delay 2 Level	0–127	Volume of the tap delay sounds
Low Gain	-15–+15 [dB]	Gain of the low range

Parameter	Value	Explanation
High Gain	-15--+15 [dB]	Gain of the high range
Balance (*1)	D100:0W-D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0-127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## 2Tap Pan Delay



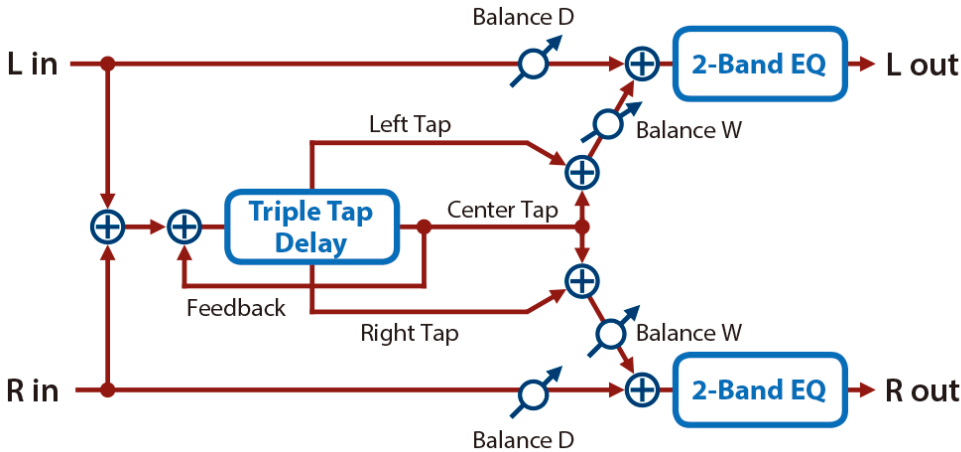
Parameter	Value	Explanation
Tempo Sync	OFF, ON	If this is ON, the delay synchronizes with the tempo.
Delay Time (msec)	1-2600 [msec]	Adjusts the delay time from the direct sound until the second delay sound is heard.
Delay Time (note)	Note → Note(P.197)	
Delay Feedback (*1)	-98--+98 [%]	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
Delay HF Damp	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]	Adjusts the frequency above which the delay sound fed back to the effect is filtered out (BYPASS: no cut).
Delay 1 Pan	L64-63R	Stereo location of Delay 1
Delay 2 Pan	L64-63R	Stereo location of Delay 2
Delay 1 Level	0-127	Volume of delay 1
Delay 2 Level	0-127	Volume of delay 2
Low Gain	-15--+15 [dB]	Gain of the low range
High Gain	-15--+15 [dB]	Gain of the high range
Balance	D100:0W-D0:100W	Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).
Level	0-127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

### 3Tap Pan Delay

Produces three delay sounds; center, left and right.



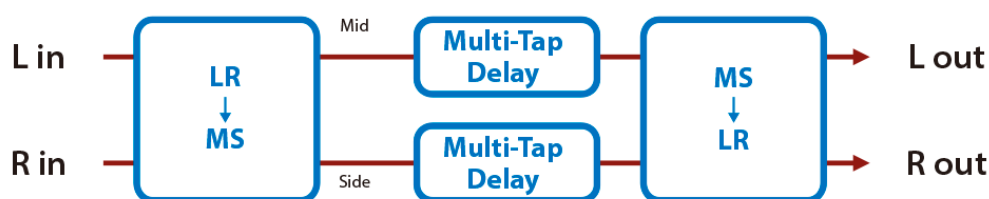
Parameter	Value	Explanation
Tempo Sync Left	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO(P.30)</a>
Delay Left Time (msec)	1-2600 [msec]	Adjusts the time until the left delay sound is heard.
Delay Left Time (note)	Note → <a href="#">Note(P.197)</a>	
Tempo Sync Right	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO(P.30)</a>
Delay Right Time (msec)	1-2600 [msec]	Adjusts the time until the right delay sound is heard.
Delay Right Time (note)	Note → <a href="#">Note(P.197)</a>	
Tempo Sync Center	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO(P.30)</a>
Delay Center Time (msec)	1-2600 [msec]	Adjusts the time until the center delay sound is heard.
Delay Center Time (note)	Note → <a href="#">Note(P.197)</a>	
Center Feedback	-98--+98 [%]	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
HF Damp	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]	Adjusts the frequency above which the delay sound fed back to the effect is filtered out (BYPASS: no cut).
Left Level	0-127	Volume of each delay sound
Right Level	0-127	
Center Level	0-127	
Low Gain	-15--+15 [dB]	Gain of the low range
High Gain	-15--+15 [dB]	Gain of the high range
Balance (*1)	D100:0W-D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0-127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)](#)”.

## Mid-Side Delay

This effect applies different amounts of delay to left/right signals of similar phase and differing phase.



Parameter	Value	Explanation
M Delay Level	0–127	Delay volume of left/right input signals that are nearly (or fully) in phase
M Delay Mode	2Tap, 3Tap, 4Tap	Delay divisions for the input signals are considerably in phase
M Delay Time (sync sw)	OFF, ON	If this is ON, the delay synchronizes with the tempo.
M Delay Time (msec)	1–1300 [msec]	Adjusts the time from the original sound until the delay sound is heard.
M Delay Time (note)	Note → <a href="#">Note(P.197)</a>	
M Delay 1 Feedback (*1)	-98–+98 [%]	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
M HF Damp	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]	Adjusts the frequency above which the delay sound fed back to the effect is filtered out (BYPASS: no cut).
M Delay 1 Pan	L64–63R	Panning of the first delay sound
M Delay 2 Pan		Panning of the second delay sound
M Delay 3 Pan		Panning of the third delay sound
M Delay 4 Pan		Panning of the fourth delay sound
S Delay Level	0–127	Delay volume of left/right input signals whose signals are considerably out of phase
S Delay Mode	2Tap, 3Tap, 4Tap	Delay divisions for the input signals whose left/right signals are considerably out of phase
S Delay Time (sync sw)	OFF, ON	If this is ON, the delay synchronizes with the tempo.
S Delay Time (msec)	1–1300 [msec]	Adjusts the time from the original sound until the delay sound is heard.
S Delay Time (note)	Note → <a href="#">Note(P.197)</a>	
S Delay 1 Feedback (*1)	-98–+98 [%]	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
S HF Damp	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]	Adjusts the frequency above which the delay sound fed back to the effect is filtered out (BYPASS: no cut).
S Delay 1 Pan	L64–63R	Panning of the first delay sound
S Delay 2 Pan		Panning of the second delay sound
S Delay 3 Pan		Panning of the third delay sound
S Delay 4 Pan		Panning of the fourth delay sound
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)](#)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)](#)(P.199)”.

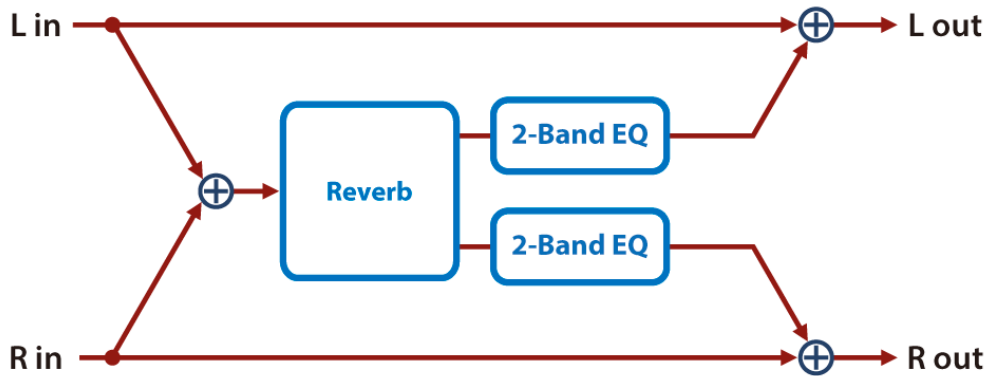
## Reverb effects

Reverb(P.160)

Long Reverb(P.160)

### Reverb

Adds reverberation to the direct sound, simulating an acoustic space.



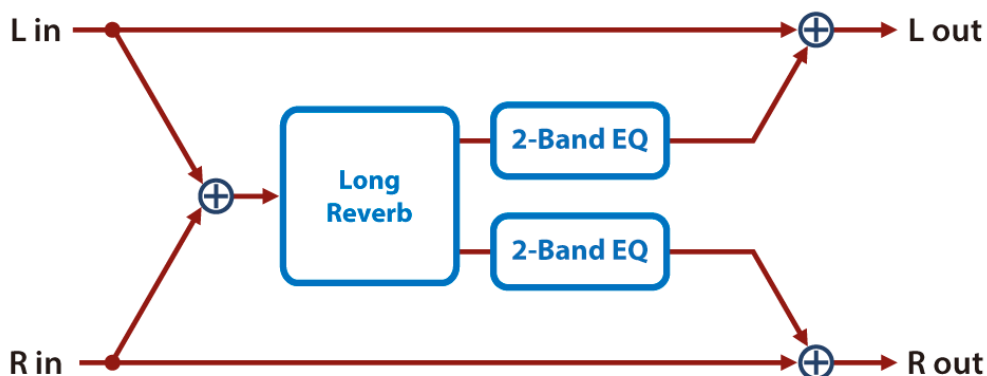
Parameter	Value	Explanation
Type	ROOM1, ROOM2, STAGE1, STAGE2, HALL1, HALL2	Type of reverb
Pre Delay	0.0–100 [msec]	Adjusts the delay time from the direct sound until the reverb sound is heard.
Time (*1)	0–127	Time length of reverberation
HF Damp	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz]	Adjusts the frequency above which the reverberant sound will be cut (BYPASS: no cut).
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the reverb sound (W)
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)](#)”.

### Long Reverb

This is a very rich sounding reverb with a choice of character.



Parameter	Value	Explanation
Depth (*1)	0–127	Depth of the effect
Time	0–127	Time length of reverberation



Parameter	Value	Explanation
Pre LPF	16, 20, 25, 32, 40, 50, 63, 80, 100, 125, 160, 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, 10000, 12500, 15000, BYPASS [Hz]	Frequency of the filter that cuts the high-frequency content of the input sound (BYPASS: no cut)
Pre HPF	BYPASS, 16, 20, 25, 32, 40, 50, 63, 80, 100, 125, 160, 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, 10000, 12500, 15000 [Hz]	Frequency of the filter that cuts the low-frequency content of the input sound (BYPASS: no cut)
Peaking Freq	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz]	Frequency of the filter that boosts/cuts a specific frequency region of the input sound
Peaking Gain	-15–+15 [dB]	Amount of boost/cut produced by the filter at the specified frequency region of the input sound
Peaking Q	0.5, 1.0, 2.0, 4.0, 8.0	Bandwidth of the filter that boosts or cuts the specified frequency region of the input sound
HF Damp	16, 20, 25, 32, 40, 50, 63, 80, 100, 125, 160, 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, 10000, 12500, 15000, BYPASS [Hz]	Frequency at which the high-frequency content of the resonant sound will be cut (BYPASS: no cut)
LF Damp	BYPASS, 16, 20, 25, 32, 40, 50, 63, 80, 100, 125, 160, 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, 10000, 12500, 15000 [Hz]	Frequency at which the low-frequency content of the resonant sound will be cut (BYPASS: no cut)
Character	1–6	Type of reverb
EQ Low Freq	200, 400 [Hz]	Center frequency of the low region
EQ Low Gain	-15–+15 [dB]	Gain of the low range
EQ High Freq	2000, 4000, 8000 [Hz]	Center frequency of the high region
EQ High Gain	-15–+15 [dB]	Gain of the high range
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)](#)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)](#)(P.199)”.

## Filter effects

[Isolator\(P.162\)](#)

[Low Boost\(P.163\)](#)

[Super Filter\(P.163\)](#)

[Multi Mode Filter\(P.164\)](#)

[Enhancer\(P.165\)](#)

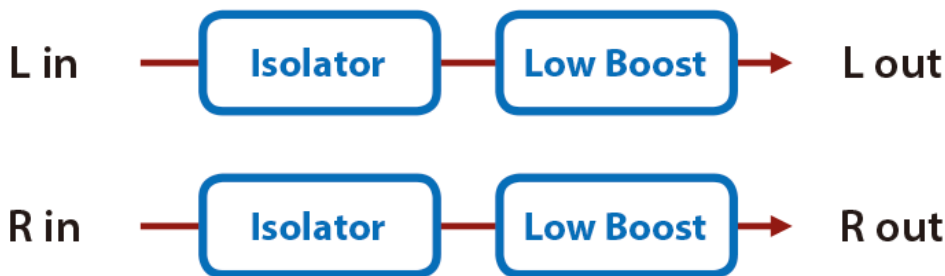
[Auto Wah\(P.165\)](#)

[Humanizer\(P.166\)](#)

[Mid-Side EQ\(P.166\)](#)

### Isolator

This is an equalizer which cuts the volume greatly, allowing you to add a special effect to the sound by cutting the volume in varying ranges.



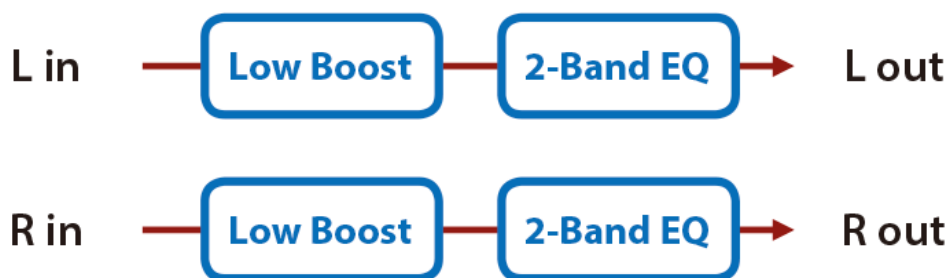
Parameter	Value	Explanation
Boost/Cut Low (*1)	-60→+4 [dB]	These boost and cut each of the High, Middle, and Low frequency ranges. At -60 dB, the sound becomes inaudible. 0 dB is equivalent to the input level of the sound.
Boost/Cut Mid	-60→+4 [dB]	
Boost/Cut High	-60→+4 [dB]	
Anti Phase Low Sw	OFF, ON	Turns the Anti-Phase function on and off for the Low frequency ranges. When turned on, the counter-channel of stereo sound is inverted and added to the signal.
Anti Phase Low Level	0-127	Level of the Anti-Phase function for the Low frequency ranges. Adjusting this level for certain frequencies allows you to lend emphasis to specific parts. (This is effective only for stereo source.)
Anti Phase Mid Sw	OFF, ON	Settings of the Anti-Phase function for the Middle frequency ranges.
Anti Phase Mid Level	0-127	The parameters are the same as for the Low frequency ranges.
Low Boost Sw	OFF, ON	Turns Low Booster on/off. This emphasizes the bottom to create a heavy bass sound.
Low Boost Level	0-127	Increasing this value gives you a heavier low end. Depending on the Isolator and filter settings this effect may be hard to distinguish.
Level	0-127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)](#)”.

## Low Boost

Boosts the volume of the lower range, creating powerful lows.



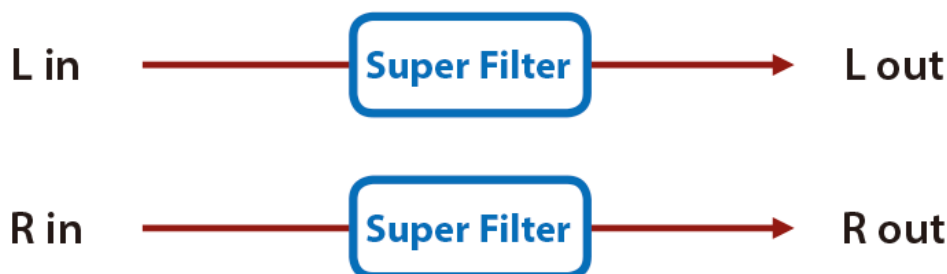
Parameter	Value	Explanation
Boost Frequency	50, 56, 63, 71, 80, 90, 100, 112, 125 [Hz]	Center frequency at which the lower range will be boosted
Boost Gain (*1)	0→+12 [dB]	Gain of the lower range that will be boosted
Boost Width	WIDE, MID, NARROW	Width of the lower range that will be boosted
Low Gain	-15→+15 [dB]	Gain of the low range
High Gain	-15→+15 [dB]	Gain of the high range
Level	0-127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.


\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## Super Filter

This is a filter with an extremely sharp slope. The cutoff frequency can be varied cyclically.



Parameter	Value	Explanation
Filter Type	LPF, BPF, HPF, NOTCH	Type of filter
		Frequency range that will pass through each filter
		LPF: frequencies below the cutoff
		BPF: frequencies in the region of the cutoff
Filter Slope	-12, -24, -36 [dB]	HPF: frequencies above the cutoff
		NOTCH: frequencies other than the region of the cutoff
Filter Cutoff (*1)	0-127	Amount of attenuation per octave -12 dB: Gentle, -24 dB: Steep, -36 dB: Extremely steep
Filter Resonance	0-100	Cutoff frequency of the filter Increasing this value will raise the cutoff frequency.
Filter Gain	0→+12 [dB]	Filter resonance level Increasing this value will emphasize the region near the cutoff frequency.
Modulation Sw	OFF, ON	Amount of boost for the filter output
Modulation Wave	TRI, SQR, SIN, SAW1, SAW2	On/off switch for cyclic change
		How the cutoff frequency will be modulated
		TRI: Triangle wave
		SQR: Square wave
		SIN: Sine wave
		SAW1: Sawtooth wave (upward)
		SAW2: Sawtooth wave (downward)

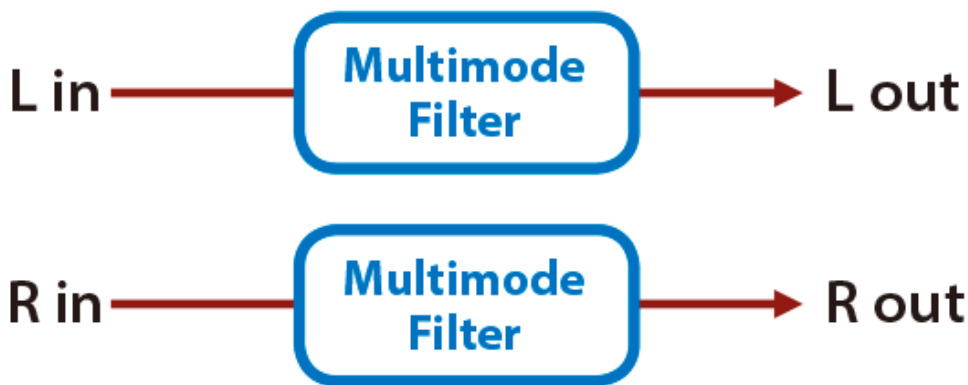
Parameter	Value	Explanation
		
Tempo Sync	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO(P.30)</a>
Rate (Hz)	0.05–10.00 [Hz]	Frequency of modulation
Rate (note)	Note → <a href="#">Note(P.197)</a>	
Depth	0–127	Depth of modulation
Attack	0–127	Speed at which the cutoff frequency will change This is effective if Modulation Wave is SQR, SAW1, or SAW2.
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)](#)”.

## Multi Mode Filter

This is a filter that is adjusted for effective use in a DJ performance.



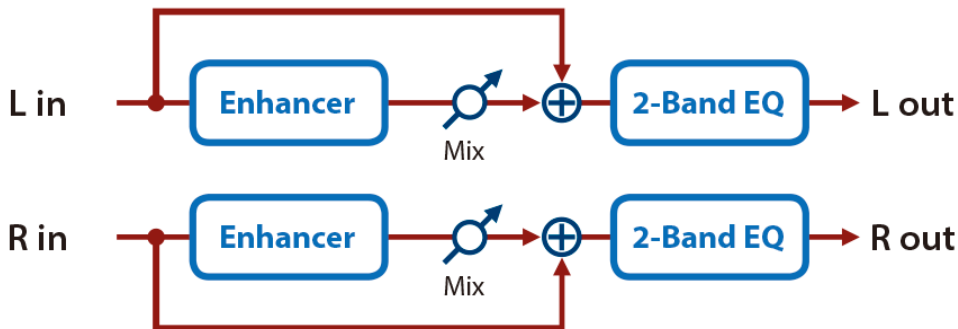
Parameter	Value	Explanation
Filter Type	LPF/HPF, LPF, HPF, BPF	Type of filter LPF/HPF: The filter type is automatically switched according to the Filter Tone parameter value.
Filter Tone (*1)	0–255	Frequency at which the filter operates
Filter Color	0–255	Filter resonance level Higher values more strongly emphasize the region of the operating frequency.
Filter Slope	-12, -24, -36 [dB]	Amount of attenuation per octave -12 dB: gentle -24 dB: steep -36 dB: extremely steep
Filter Gain	0–+12 [dB]	Amount of boost for the filter output
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)](#)”.

## Enhancer

Controls the overtone structure of the high frequencies, adding sparkle and tightness to the sound.



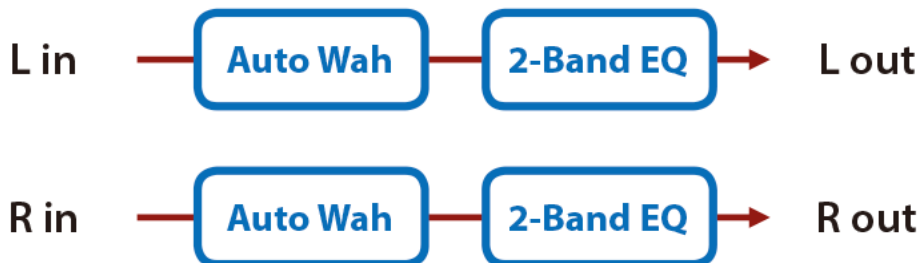
Parameter	Value	Explanation
Sens (*1)	0–127	Sensitivity of the enhancer
Mix	0–127	Level of the overtones generated by the enhancer
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## Auto Wah

Cyclically controls a filter to create cyclic change in timbre.



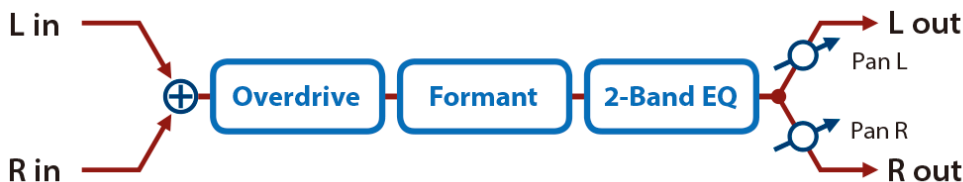
Parameter	Value	Explanation
Filter Type	LPF, BPF	Type of filter LPF: Produces a wah effect in a broad frequency range. BPF: Produces a wah effect in a narrow frequency range.
Manual	0–127	Center frequency at which the wah effect is applied
Peak	0–127	Width of the frequency region at which the wah effect is applied Increasing this value will make the frequency region narrower.
Sens	0–127	Adjusts the sensitivity with which the filter is controlled.
Polarity	UP, DOWN	Direction in which the filter will move UP: The filter will change toward a higher frequency. DOWN: The filter will change toward a lower frequency.
Tempo Sync	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO</a> (P.30)
Rate (Hz) (*1)	0.05–10.00 [Hz]	Modulation frequency of the wah effect
Rate (note) (*1)	Note → <a href="#">Note</a> (P.197)	
Depth	0–127	Depth of modulation
Phase	0–180 [deg]	Adjusts the degree of phase shift of the left and right sounds when the wah effect is applied.
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## Humanizer

Adds a vowel character to the sound, making it similar to a human voice.



Parameter	Value	Explanation
Drive Sw	OFF, ON	Overdrive on/off
Drive	0–127	Degree of distortion Also changes the volume.
Vowel1	a, e, i, o, u	Selects the vowel.
Vowel2	a, e, i, o, u	Selects the vowel.
Rate (sync sw)	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → KIT TEMPO(P.30)
Rate (Hz)	0.05–10.00 [Hz]	Frequency at which the two vowels switch
Rate (note)	Note → Note(P.197)	
Depth (*1)	0–127	Depth of the effect
Input Sync Sw	OFF, ON	LFO reset on/off If this is ON, the LFO for switching the vowels is reset by the input signal.
Input Sync Threshold	0–127	Volume level at which reset is applied
Manual	0–100	Point at which Vowel 1/2 switch 0–49: Vowel 1 will have a longer duration. 50: Vowel 1 and 2 will be of equal duration. 51–100: Vowel 2 will have a longer duration.
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Pan	L64–63R	Stereo location of the output sound
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## Mid-Side EQ

This effect allows the left/right signals that have similar phase to be tonally adjusted in a different way than the left/right signals that have different phase.



Parameter	Value	Explanation
M EQ Switch (*1)	OFF, ON	Switches whether to apply tonal adjustment to left/right input signals that are nearly (or fully) in phase.
M Input Gain	-12.00–+12.00 [dB]	Volume of left/right input signals that are nearly (or fully) in phase

Parameter	Value	Explanation
M Low Frequency	20, 25, 31, 40, 50, 63, 80, 100, 125, 160, 200, 250, 315, 400 [Hz]	Frequency of the low range
M Low Gain	-12.00–+12.00 [dB]	Gain of the low range
M Mid1 Frequency	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz]	Frequency of the middle range 1
M Mid1 Gain	-12.00–+12.00 [dB]	Gain of the middle range 1
M Mid1 Q	0.5, 1.0, 2.0, 4.0, 8.0	Width of the middle range 1 Set a higher value to narrow the range to be affected.
M Mid2 Frequency	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz]	Frequency of the middle range 2
M Mid2 Gain	-12.00–+12.00 [dB]	Gain of the middle range 2
M Mid2 Q	0.5, 1.0, 2.0, 4.0, 8.0	Width of the middle range 2 Set a higher value to narrow the range to be affected.
M Mid3 Frequency	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz]	Frequency of the middle range 3
M Mid3 Gain	-12.00–+12.00 [dB]	Gain of the middle range 3
M Mid3 Q	0.5, 1.0, 2.0, 4.0, 8.0	Width of the middle range 3 Set a higher value to narrow the range to be affected.
M High Frequency	2000, 2500, 3150, 4000, 5000, 6300, 8000, 10000, 12500, 16000 [Hz]	Frequency of the high range
M High Gain	-12.00–+12.00 [dB]	Gain of the high range
S EQ Switch	OFF, ON	Switches whether to apply tonal adjustment to left/right input signals whose signals are considerably out of phase.
S Input Gain	-12.00–+12.00 [dB]	Volume of left/right signals whose signals are considerably out of phase
S Low Frequency	20, 25, 31, 40, 50, 63, 80, 100, 125, 160, 200, 250, 315, 400 [Hz]	Frequency of the low range
S Low Gain	-12.00–+12.00 [dB]	Gain of the low range
S Mid1 Frequency	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz]	Frequency of the middle range 1
S Mid1 Gain	-12.00–+12.00 [dB]	Gain of the middle range 1
S Mid1 Q	0.5, 1.0, 2.0, 4.0, 8.0	Width of the middle range 1 Set a higher value to narrow the range to be affected.
S Mid2 Frequency	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz]	Frequency of the middle range 2
S Mid2 Gain	-12.00–+12.00 [dB]	Gain of the middle range 2
S Mid2 Q	0.5, 1.0, 2.0, 4.0, 8.0	Width of the middle range 2 Set a higher value to narrow the range to be affected.
S Mid3 Frequency	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz]	Frequency of the middle range 3
S Mid3 Gain	-12.00–+12.00 [dB]	Gain of the middle range 3
S Mid3 Q	0.5, 1.0, 2.0, 4.0, 8.0	Width of the middle range 3 Set a higher value to narrow the range to be affected.
S High Frequency	2000, 2500, 3150, 4000, 5000, 6300, 8000, 10000, 12500, 16000 [Hz]	Frequency of the high range
S High Gain	-12.00–+12.00 [dB]	Gain of the high range
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)](#)”.

## Modulation effects

Phaser(P.168)

Small Phaser(P.169)

Script 100(P.169)

Step Phaser(P.170)

Infinite Phaser(P.171)

Ring Modulator(P.171)

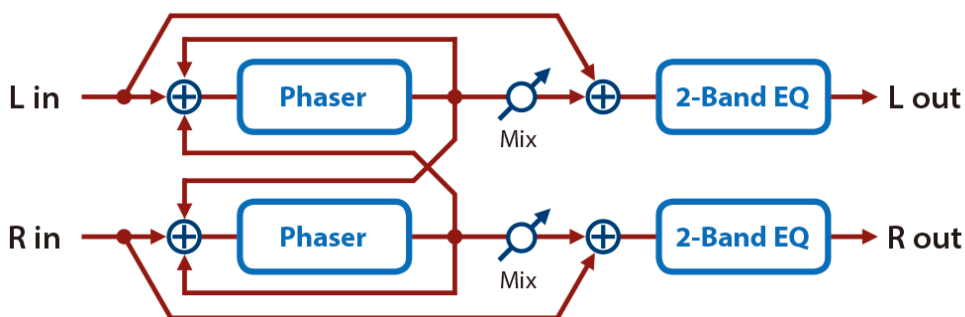
Tremolo(P.172)

Auto Pan(P.173)

Slicer(P.173)

### Phaser

This is a stereo phaser. A phase-shifted sound is added to the original sound and modulated.



Parameter	Value	Explanation
Mode	4-STAGE, 8-STAGE, 12-STAGE	Number of stages in the phaser
Manual	0–127	Center frequency at which the sound is modulated
Tempo Sync	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO</a> (P.30)
Rate (Hz)	0.05–10.00 [Hz]	Modulation rate
Rate (note)	Note → <a href="#">Note</a> (P.197)	
Depth	0–127	Depth of modulation
Polarity	INVERSE, SYNCHRO	Selects whether the left and right phase of the modulation will be the same or the opposite. INVERSE: The left and right phase will be opposite. When using a mono source, this spreads the sound. SYNCHRO: The left and right phase will be the same. Select this when inputting a stereo source.
Resonance	0–127	Amount of feedback
Cross Feedback	-98–+98 [%]	Adjusts the proportion of the phaser sound that is fed back into the effect. Negative (-) settings will invert the phase.
Mix (*1)	0–127	Level of the phase-shifted sound
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)](#)(P.198)”.

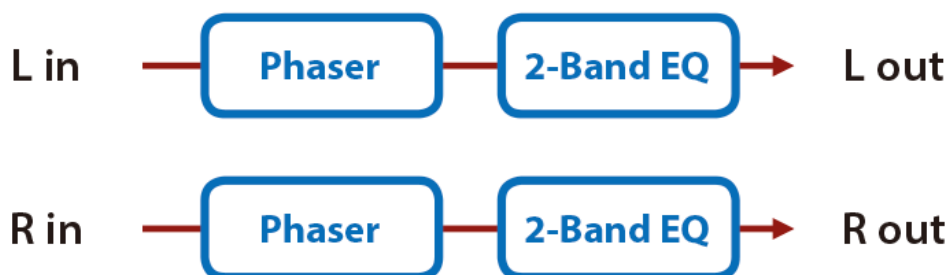
\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)](#)(P.199)”.



## Small Phaser

This simulates an analog phaser of the past.

It is particularly suitable for electric piano.



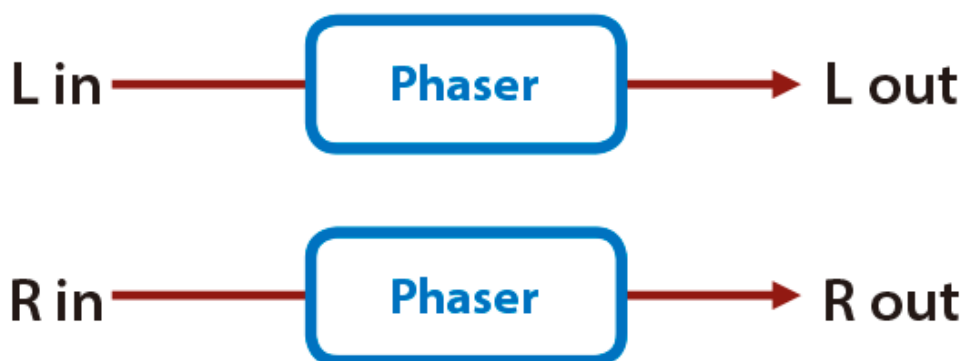
Parameter	Value	Explanation
Rate (*1)	0–100	Modulation rate
Color	1, 2	Modulation character
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## Script 100

This simulates an analog phaser of the past.



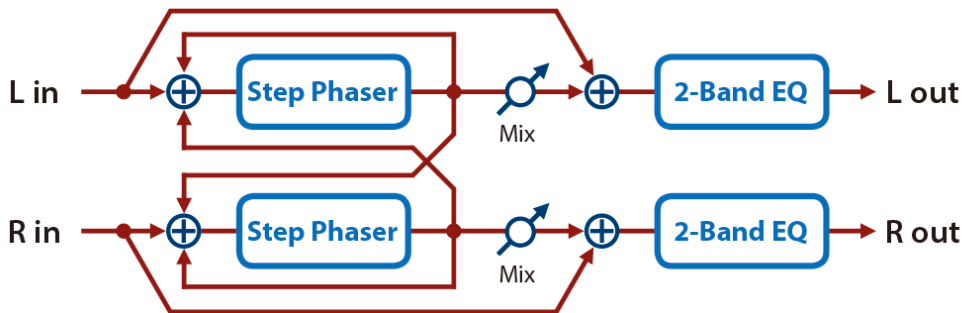
Parameter	Value	Explanation
Rate (sync sw)	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO(P.30)</a>
Rate (Hz) (*1)	0.05–10.00 [Hz]	Modulation rate
Rate (note) (*1)	Note → <a href="#">Note(P.197)</a>	
Duty	-50–50	Adjusts the ratio of speeds at which the modulation rises or falls.
Min	0–100	Lower limit reached by modulation
Max	0–100	Upper limit reached by modulation
Manual Sw	OFF, ON	Applies modulation according to the value of the Manual parameter, rather than modulating automatically.
Manual	0–100	Center frequency at which the sound is modulated
Resonance	0–66	Amount of feedback
Mix	0–127	Level of the phase-shifted sound
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## Step Phaser

This is a stereo phaser. The phaser effect will be varied gradually.



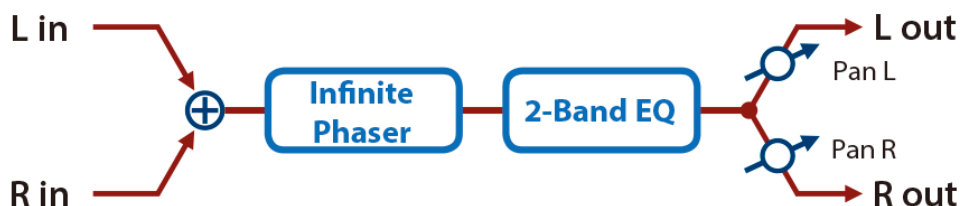
Parameter	Value	Explanation
Mode	4-STAGE, 8-STAGE, 12-STAGE	Number of stages in the phaser
Manual	0–127	Center frequency at which the sound is modulated
Tempo Sync (Rate)	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO(P.30)</a>
Rate (Hz)	0.05–10.00 [Hz]	Modulation rate
Rate (note)	Note → <a href="#">Note(P.197)</a>	
Depth (*1)	0–127	Depth of modulation
Polarity	INVERSE, SYNCHRO	Selects whether the left and right phase of the modulation will be the same or the opposite. INVERSE: The left and right phase will be opposite. When using a mono source, this spreads the sound. SYNCHRO: The left and right phase will be the same. Select this when inputting a stereo source.
Resonance	0–127	Amount of feedback
Cross Feedback	-98–+98 [%]	Adjusts the proportion of the phaser sound that is fed back into the effect. Negative (-) settings will invert the phase.
Tempo Sync (Step Rate)	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO(P.30)</a>
Step Rate (Hz)	0.10–20.00 [Hz]	Rate of the step-wise change in the phaser effect
Step Rate (note)	Note → <a href="#">Note(P.197)</a>	
Mix	0–127	Level of the phase-shifted sound
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## Infinite Phaser

A phaser that continues raising/lowering the frequency at which the sound is modulated.



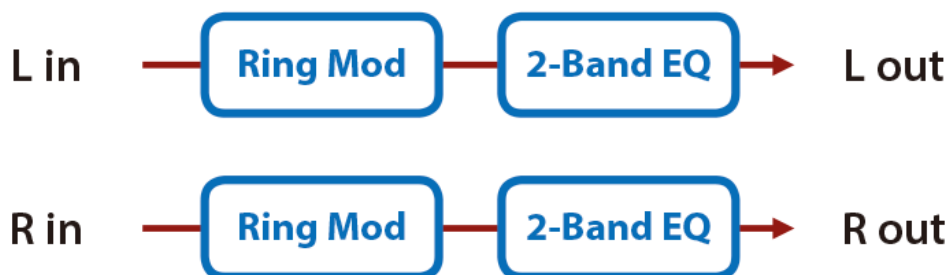
Parameter	Value	Explanation
Mode	1, 2, 3, 4	Higher values will produce a deeper phaser effect.
Speed	-100–100	Speed at which to raise or lower the frequency at which the sound is modulated (+: upward / -: downward)
Resonance	0–127	Amount of feedback
Mix (*1)	0–127	Level of the phase-shifted sound
Pan	L64–63R	Stereo location of the output sound
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## Ring Modulator

This is an effect that applies amplitude modulation (AM) to the input signal, producing bell-like sounds. You can also change the modulation frequency in response to changes in the volume of the sound sent into the effect.



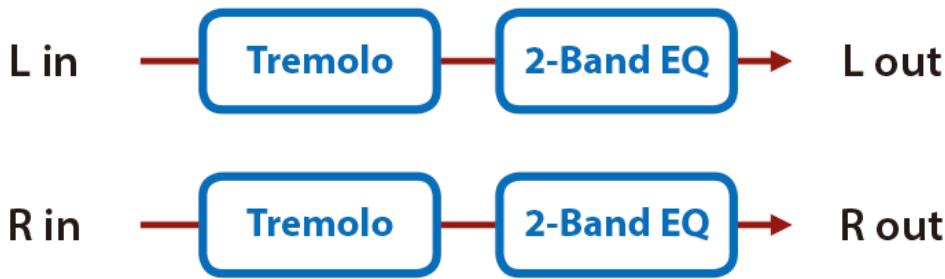
Parameter	Value	Explanation
Frequency (*1)	0–127	Adjusts the frequency at which modulation is applied.
Sens	0–127	Adjusts the amount of frequency modulation applied.
Polarity	UP, DOWN	Determines whether the frequency modulation moves towards higher frequencies or lower frequencies. UP: The filter will change toward a higher frequency. DOWN: The filter will change toward a lower frequency.
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Balance	D100:0W– D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## Tremolo

Cyclically changes the volume.



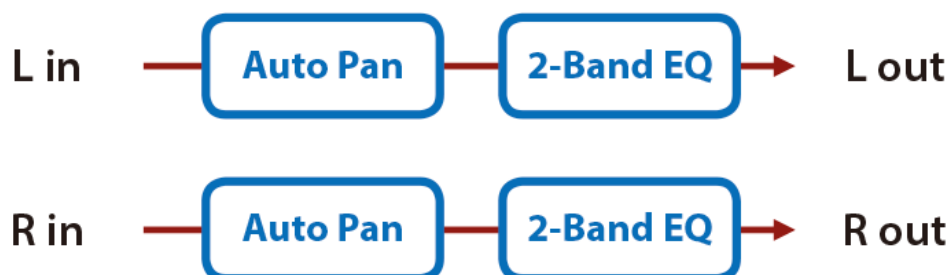
Parameter	Value	Explanation
Mod Wave	TRI, SQR, SIN, SAW1, SAW2, TRP	Modulation wave TRI: Triangle wave SQR: Square wave SIN: Sine wave SAW1/2: Sawtooth wave TRP: Trapezoidal wave
	SAW 1      SAW 2	
Rate (sync sw)	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. ➔ <a href="#">KIT TEMPO(P.30)</a>
Rate (Hz)	0.05–10.00 [Hz]	Frequency of the change
Rate (note)	Note ➔ <a href="#">Note(P.197)</a>	
Depth (*1)	0–127	Depth to which the effect is applied
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)](#)”.

## Auto Pan

Cyclically modulates the stereo location of the sound.



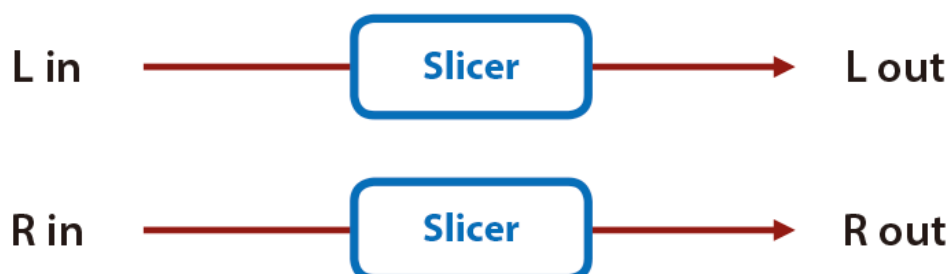
Parameter	Value	Explanation
Mod Wave	TRI, SQR, SIN, SAW1, SAW2, TRP	How the pan changes TRI: Triangle wave SQR: Square wave SIN: Sine wave SAW1/2: Sawtooth wave TRP: Trapezoidal wave
	SAW 1      SAW 2	
Tempo Sync	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO</a> (P.30)
Rate (Hz)	0.05–10.00 [Hz]	Frequency of the change
Rate (note)	Note → <a href="#">Note</a> (P.197)	
Depth (*1)	0–127	Depth to which the effect is applied
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)](#)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)](#)(P.199)”.

## Slicer

By applying successive cuts to the sound, this effect turns a conventional sound into a sound that appears to be played as a backing phrase. This is especially effective when applied to sustain-type sounds.



Parameter	Value	Explanation
Step 01–16	0–127	Level at each step
Rate (sync sw)	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO</a> (P.30)
Rate (Hz) (*1)	0.05–10.00 [Hz]	Rate at which the 16-step sequence will cycle
Rate (note) (*1)	Note	

Parameter	Value	Explanation
	→ <a href="#">Note(P.197)</a>	
Attack	0–127	Speed at which the level changes between steps
Input Sync Sw	OFF, ON	Specifies whether an input note will cause the sequence to resume from the first step of the sequence (ON) or not (OFF).
Input Sync Threshold	0–127	Volume at which an input note will be detected
Mode	LEGATO, SLASH	Sets the manner in which the volume changes as one step progresses to the next. LEGATO: The change in volume from one step's level to the next remains unaltered. If the level of a following step is the same as the one preceding it, there is no change in volume. SLASH: The level is momentarily set to 0 before progressing to the level of the next step. This change in volume occurs even if the level of the following step is the same as the preceding step.
Shuffle	0–127	Timing of volume changes in levels for even-numbered steps (step 2, step 4, step 6...). The higher the value, the later the beat progresses.
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)](#)”.

## Chorus effects

Flanger(P.175)

SBF-325(P.176)

Step Flanger(P.177)

Chorus(P.178)

Space-D(P.179)

CE-1(P.179)

SDD-320(P.180)

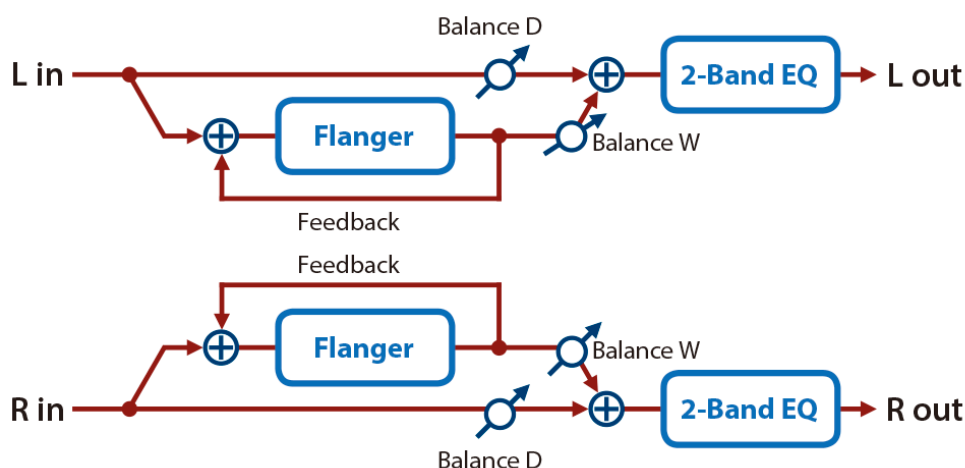
JUNO-106 Chorus(P.180)

## Flanger

This is a stereo flanger (The LFO has the same phase for left and right.).

It produces a metallic resonance that rises and falls like a jet airplane taking off or landing.

A filter is provided so that you can adjust the timbre of the flanged sound.



Parameter	Value	Explanation
Filter Type	OFF, LPF, HPF	Type of filter OFF: No filter is used. LPF: Cuts the frequency range above the Cutoff Freq HPF: Cuts the frequency range below the Cutoff Freq
Cutoff Freq	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz]	Basic frequency of the filter
Pre Delay	0.0–100 [msec]	Adjusts the delay time from the direct sound until the flanger sound is heard.
Tempo Sync	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO(P.30)</a>
Rate (Hz)	0.05–10.00 [Hz]	Frequency of modulation
Rate (note)	Note → <a href="#">Note(P.197)</a>	
Depth (*1)	0–127	Depth of modulation
Phase	0–180 [deg]	Spatial spread of the sound
Feedback	-98–+98 [%]	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the flanger sound (W)
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)](#)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)](#)(P.199)”.

## SBF-325

This effect reproduces Roland’s SBF-325 analog flanger.

It provides three types of flanging effect (which adds a metallic resonance to the original sound) and a chorus-type effect.



Parameter	Value	Explanation
Mode		Types of flanging effect
	FL1	A typical mono flanger
	FL2	A stereo flanger that preserves the stereo positioning of the original sound
	FL3	A cross-mix flanger that produces a more intense effect
	CHO	A chorus effect
Tempo Sync	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO</a> (P.30)
Rate (Hz)	0.02–5.00 [Hz]	Modulation frequency of the flanger effect
Rate (note)	Note → <a href="#">Note</a> (P.197)	
Depth (*1)	0–127	Modulation depth of the flanger effect
Manual	0–127	Center frequency at which the flanger effect is applied
Feedback	0–127	Amount by which the flanging effect is boosted If Mode is CHO, this setting is ignored.
CH-R Mod Phase	NORM, INV	Phase of the right channel modulation: Normally, you will leave this at Normal (NORM). If you specify Inverted (INV), the modulation (upward/downward movement) of the right channel is inverted.
CH-L Phase		Phase when mixing the flanging sound with the original sound
CH-R Phase		NORM: normal phase INV: inverse phase
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)](#)(P.198)”.

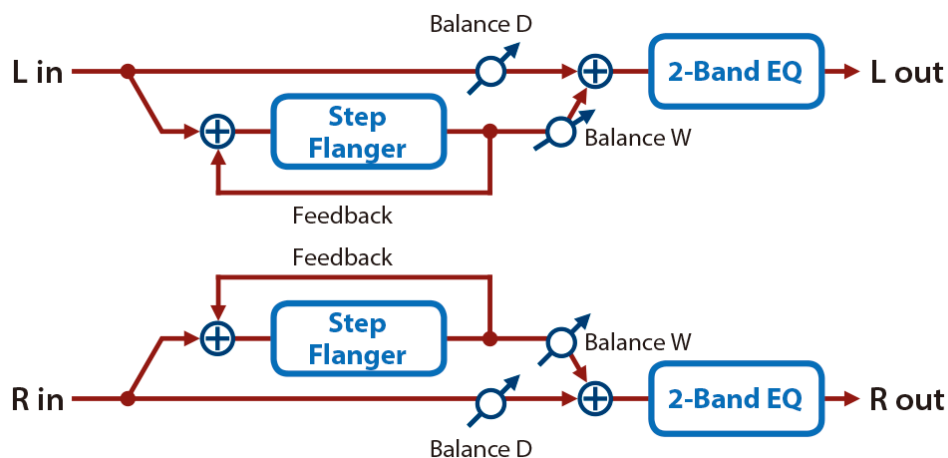
\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)](#)(P.199)”.



## Step Flanger

This is a flanger in which the flanger pitch changes in steps.

The speed at which the pitch changes can also be specified in terms of a note-value of a specified tempo.



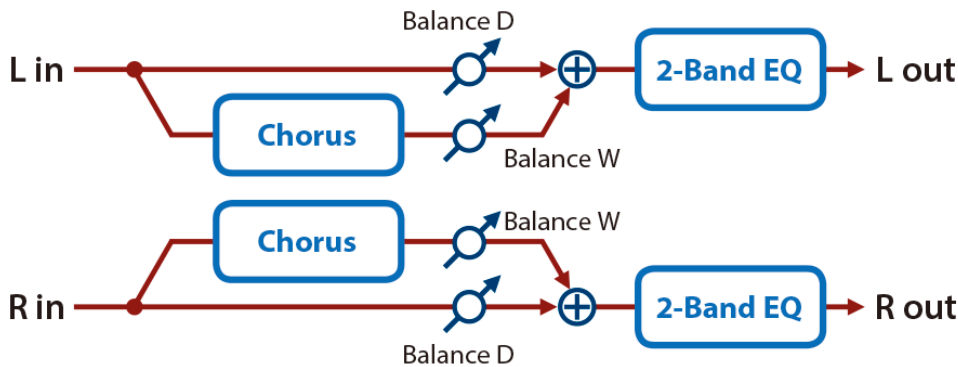
Parameter	Value	Explanation
Filter Type	OFF, LPF, HPF	Type of filter OFF: No filter is used. LPF: Cuts the frequency range above the Cutoff Freq HPF: Cuts the frequency range below the Cutoff Freq
Cutoff Freq	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz]	Basic frequency of the filter
Pre Delay	0.0–100.0 [msec]	Adjusts the delay time from the direct sound until the flanger sound is heard.
Rate (sync sw)	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO(P.30)</a>
Rate (Hz)	0.05–10.00 [Hz]	Frequency of modulation
Rate (note)	Note → <a href="#">Note(P.197)</a>	
Depth (*1)	0–127	Depth of modulation
Phase	0–180 [deg]	Spatial spread of the sound
Feedback	-98–+98 [%]	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Step ()	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm.
Step Rate (Hz)	0.10–20.00 [Hz]	Rate (period) of pitch change
Step Rate (note)	Note → <a href="#">Note(P.197)</a>	
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the flanger sound (W)
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)](#)”.

## Chorus

This is a stereo chorus. A filter is provided so that you can adjust the timbre of the chorus sound.



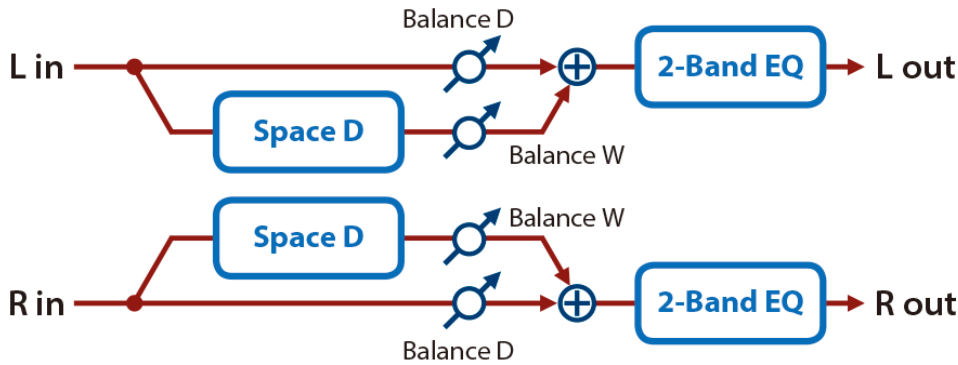
Parameter	Value	Explanation
Filter Type	OFF, LPF, HPF	Type of filter OFF: No filter is used. LPF: Cuts the frequency range above the Cutoff Freq HPF: Cuts the frequency range below the Cutoff Freq
Cutoff Freq	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz]	Basic frequency of the filter
Pre Delay	0.0–100 [msec]	Adjusts the delay time from the direct sound until the chorus sound is heard.
Tempo Sync	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO(P.30)</a>
Rate (Hz)	0.05–10.00 [Hz]	Frequency of modulation
Rate (note)	Note → <a href="#">Note(P.197)</a>	
Depth (*1)	0–127	Depth of modulation
Phase	0–180 [deg]	Spatial spread of the sound
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)](#)”.

## Space-D

This is a multiple chorus that applies two-phase modulation in stereo. It gives no impression of modulation, but produces a transparent chorus effect.



Parameter	Value	Explanation
Pre Delay	0.0–100 [msec]	Adjusts the delay time from the direct sound until the chorus sound is heard.
Tempo Sync	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO</a> (P.30)
Rate (Hz)	0.05–10.00 [Hz]	Frequency of modulation
Rate (note)	Note → <a href="#">Note</a> (P.197)	
Depth (*1)	0–127	Depth of modulation
Phase	0–180 [deg]	Spatial spread of the sound
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output Level

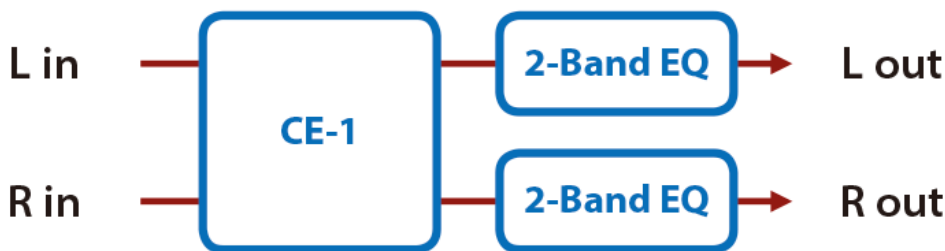
\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)](#)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)](#)(P.199)”.

## CE-1

This models the classic BOSS CE-1 chorus effect unit.

It provides a chorus sound with a distinctively analog warmth.



Parameter	Value	Explanation
Intensity (*1)	0–127	Chorus depth
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)](#)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)](#)(P.199)”.

## SDD-320

This models Roland's DIMENSION D (SDD-320).

It provides a clear chorus sound.



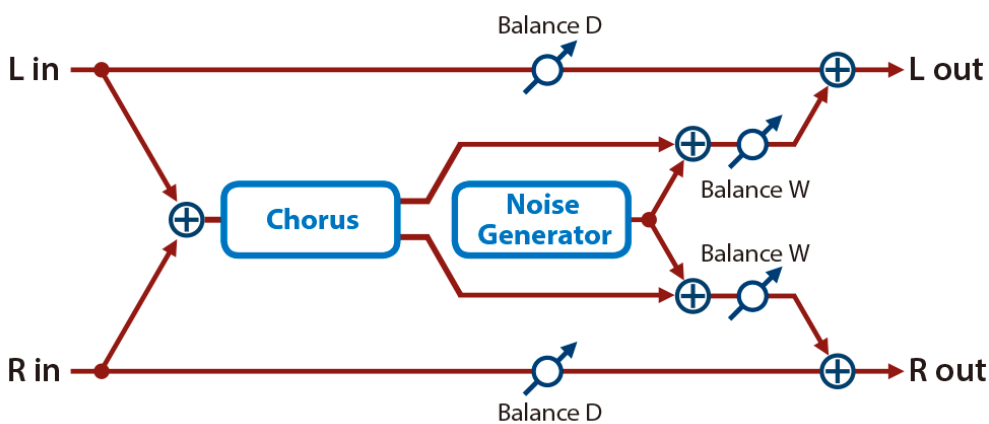
Parameter	Value	Explanation
Mode (*1)	1, 2, 3, 4, 1+4, 2+4, 3+4	Switches the mode.
Low Gain	-15~+15 [dB]	Gain of the low range
High Gain	-15~+15 [dB]	Gain of the high range
Level	0-127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to "Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)".

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to "Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)".

## JUNO-106 Chorus

This models the chorus effects of the Roland JUNO-106.



Parameter	Value	Explanation
Mode	I, II, I+II, JX I, JX II	Type of Chorus I+II: The state in which two buttons are pressed simultaneously.
Noise Level	0-127	Volume of the noise produced by chorus
Balance (*1)	D100:0W-D0:100W	Volume balance between the dry sound (D) and effect sound (W)
Level	0-127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to "Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)".

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to "Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)".

## Dynamics effects

[Overdrive\(P.181\)](#)

[Distortion\(P.182\)](#)

[T-Scream\(P.182\)](#)

[Fuzz\(P.183\)](#)

[Tone Fattener\(P.183\)](#)

[HMS Distortion\(P.184\)](#)

[Saturator\(P.184\)](#)

[Warm Saturator\(P.185\)](#)

[Speaker Simulator\(P.186\)](#)

[Guitar Amp Simulator\(P.187\)](#)

[Compressor\(P.188\)](#)

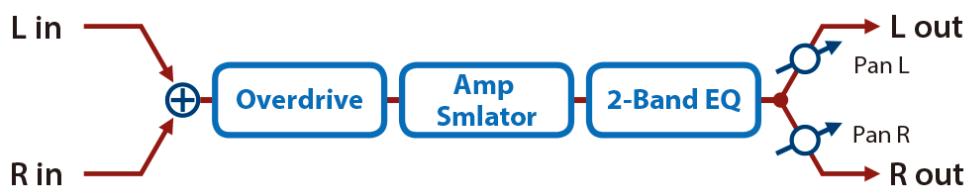
[Mid-Side Compressor\(P.189\)](#)

[Limiter\(P.190\)](#)

[Gate\(P.190\)](#)

### Overdrive

This is an overdrive that provides heavy distortion.



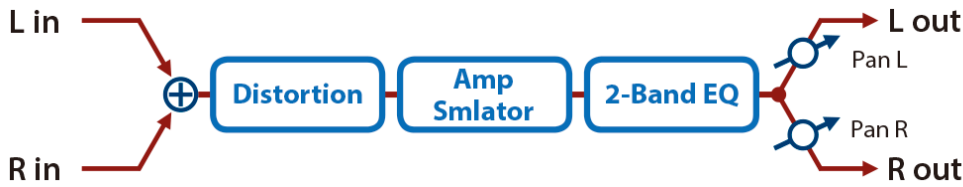
Parameter	Value	Explanation
Drive (*1)	0–127	Degree of distortion Also changes the volume.
Tone	0–127	Sound quality of the Overdrive effect
Amp Sw	OFF, ON	Turns the Amp Simulator on/off.
Amp Type	SMALL, BUILT-IN, 2-STACK, 3-STACK	Type of guitar amp SMALL: Small amp BUILT-IN: Single-unit type amp 2-STACK: Large double stack amp 3-STACK: Large triple stack amp
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Pan	L64–63R	Stereo location of the output sound
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to [“Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)”](#).

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to [“Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)”](#).

## Distortion

This is a distortion effect that provides heavy distortion.



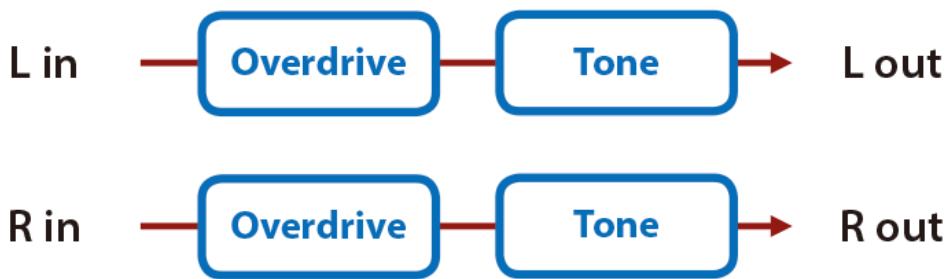
Parameter	Value	Explanation
Drive (*1)	0–127	Degree of distortion Also changes the volume.
Tone	0–127	Sound quality of the Distortion effect
Amp Sw	OFF, ON	Turns the Amp Simulator on/off.
Amp Type	SMALL, BUILT-IN, 2-STACK, 3-STACK	Type of guitar amp SMALL: Small amp BUILT-IN: Single-unit type amp 2-STACK: Large double stack amp 3-STACK: Large triple stack amp
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Pan	L64–63R	Stereo location of the output sound
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## T-Scream

This models a classic analog overdrive. It is distinctive in adding an appropriate amount of overtones without muddying the sound.



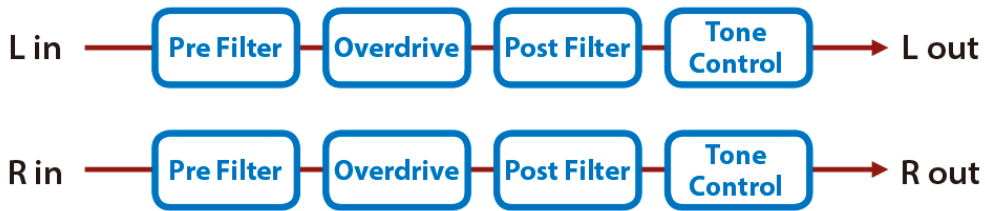
Parameter	Value	Explanation
Distortion (*1)	0–127	Degree of distortion Also changes the volume.
Tone	0–127	Tonal character of the overdrive
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## Fuzz

Adds overtones and intensely distorts the sound.



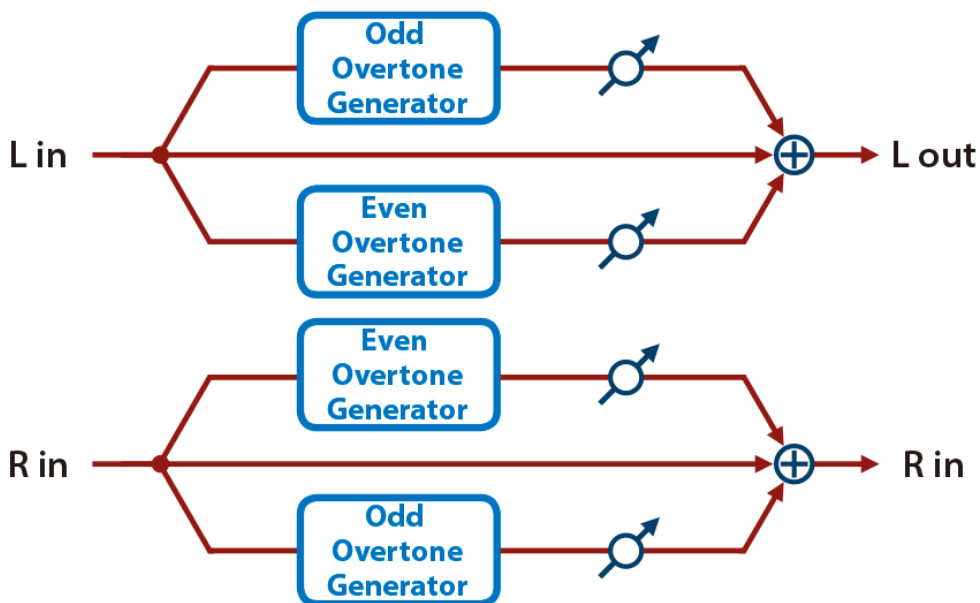
Parameter	Value	Explanation
Drive	0–127	Adjusts the amount of distortion. This also changes the volume.
Tone (*1)	0–100	Sound quality of the Fuzz effect
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## Tone Fattener

This effect applies distinctive distortion, adding overtones to give more depth to the sound.



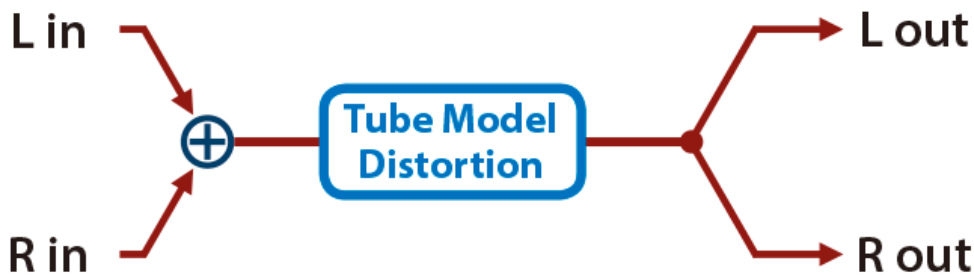
Parameter	Value	Explanation
Odd Level (*1)	0–400 [%]	Raising the value adds odd-order overtones.
Even Level	0–400 [%]	Raising the value adds even-order overtones.
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## HMS Distortion

This is a distortion-type effect that models the vacuum tube amp section of a rotary speaker of the past.



Parameter	Value	Explanation
Distortion (*1)	0–127	Strength of distortion
Level	0–127	Output Level

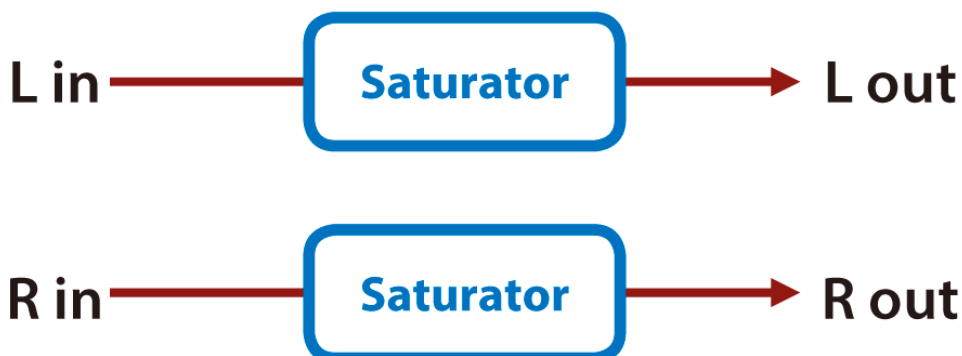
\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)](#)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)](#)(P.199)”.

## Saturator

A saturator which distorts the sound is connected in parallel with a compressor, producing a rougher tonal character and boosting the loudness.

This also cuts the low-frequency region of the input audio.



Parameter	Value	Explanation
Saturator Gain	0–127	Input volume to the saturator
Saturator Drive	0–127	Degree of distortion
Saturator Level (*1)	0–127	Output volume of the saturator
Comp Depth	0–127	Amount of compression
Comp Level	0–127	Output volume of the compressor
Hi Gain	-12–+6 [dB]	Gain of the high range
Level	0–127	Output Level

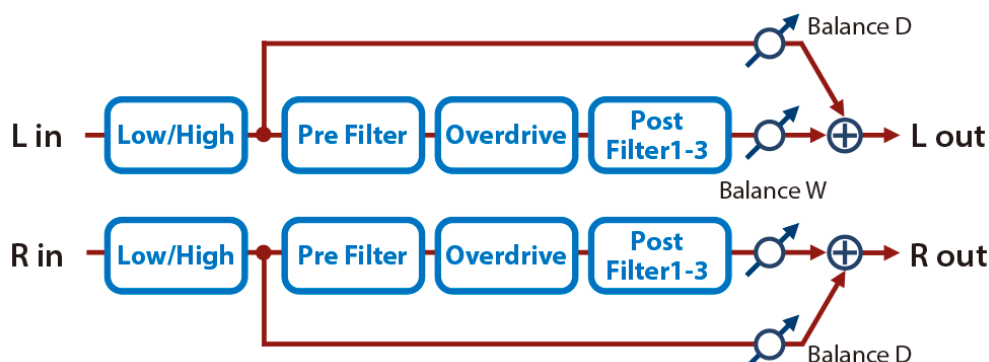
\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)](#)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)](#)(P.199)”.



## Warm Saturator

This is a variety of saturator, and is distinctive for its warmer sound.



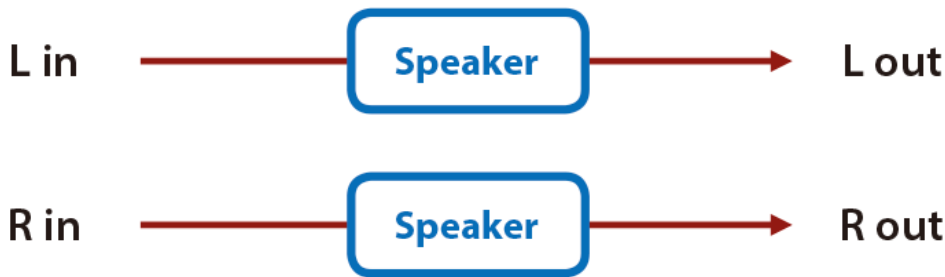
Parameter	Value	Explanation
EQ Low Frequency	20–16000 [Hz]	Input filter (low range) Boosts/cuts the sound below the specified frequency.
EQ Low Gain	-24–+24 [dB]	Amount of boost/cut
EQ High Slope	THRU, -12dB, -24dB	Input filter (high range) Amount of attenuation per octave THRU: No attenuation -12 dB: gentle -24 dB: steep
EQ High Frequency	20–16000 [Hz]	Input filter (high range) Attenuates frequencies that are higher than the specified frequency.
DrvPre Type	THRU, LPF, HPF, LSV, HSV	Types of filter that precedes the distortion processing THRU: No filter is applied LPF: A filter that passes the sound below the specified frequency HPF: A filter that passes the sound above the specified frequency LSV: A filter that boosts/cuts the sound below the specified frequency HSV: A filter that boosts/cuts the sound above the specified frequency
DrvPre Frequency	20–16000 [Hz]	Frequency at which the pre-distortion filter operates
DrvPre Gain	-24.0–+24.0 [dB]	For the LSV/HSV types, the amount of boost/cut
Drive	0.0–+48.0 [dB]	Strength of distortion
DrvPost1 Type	THRU, LPF, HPF, LSV, HSV	Type of filter 1 which follows the distortion processing
DrvPost1 Frequency	20–16000 [Hz]	Frequency at which post-distortion filter 1 operates
DrvPost1 Gain	-24.0–+24.0 [dB]	For the LSV/HSV types, the amount of boost/cut
DrvPost2 Type	THRU, LPF, HPF, LSV, HSV	Type of filter 2 which follows the distortion processing
DrvPost2 Frequency	20–16000 [Hz]	Frequency at which post-distortion filter 2 operates
DrvPost2 Gain	-24.0–+24.0 [dB]	For the LSV/HSV types, the amount of boost/cut
DrvPost3 Type	THRU, LPF, HPF, BPF, PKG	Type of filter 3 which follows the distortion processing THRU: No filter is applied LPF: A filter that passes the sound below the specified frequency HPF: A filter that passes the sound above the specified frequency BPF: A filter that passes only the specified frequency PKG: A filter that boosts/cuts the specified frequency
DrvPost3 Frequency	20–16000 [Hz]	Frequency at which post-distortion filter 3 operates
DrvPost3 Gain	-24.0–+24.0 [dB]	For the PKG type, the amount of boost/cut
DrvPost3 Q	0.5–16.0	Width of the frequency range affected by the filter
Makeup Sense	-60.0–0.0 [dB]	Adjust this value so that the sound is not made louder when distortion is applied.
DrvPost Gain	-48.0–+12.0 [dB]	Gain following distortion processing
Drive Balance (*1)	D100:0W–D0:100W	Volume balance between the dry sound (D) and effect sound (W)
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## Speaker Simulator

Simulates the speaker type and microphone settings used to record the speaker sound.



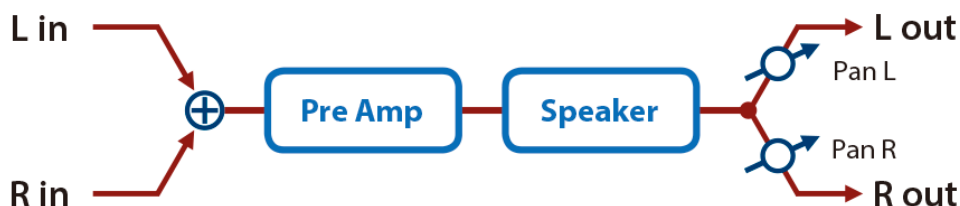
Parameter	Value	Explanation		
Speaker Type	Cabinet		Diameter (in inches) and number of the speaker	Microphone
	SMALL 1	Small open-back enclosure	10	Dynamic
	SMALL 2	Small open-back enclosure	10	Dynamic
	MIDDLE	Open back enclosure	12 x 1	Dynamic
	JC-120	Open back enclosure	12 x 2	Dynamic
	BUILT-IN 1	Open back enclosure	12 x 2	Dynamic
	BUILT-IN 2	Open back enclosure	12 x 2	Condenser
	BUILT-IN 3	Open back enclosure	12 x 2	Condenser
	BUILT-IN 4	Open back enclosure	12 x 2	Condenser
	BUILT-IN 5	Open back enclosure	12 x 2	Condenser
	BG STACK 1	Sealed enclosure	12 x 2	Condenser
	BG STACK 2	Large sealed enclosure	12 x 2	Condenser
	MS STACK 1	Large sealed enclosure	12 x 4	Condenser
	MS STACK 2	Large sealed enclosure	12 x 4	Condenser
	MTL STACK	Large double stack	12 x 4	Condenser
2-STACK	Large double stack	12 x 4	Condenser	
3-STACK	Large triple stack	12 x 4	Condenser	
Mic Setting	1, 2, 3	Adjusts the location of the microphone that is recording the sound of the speaker. This can be adjusted in three steps, with the microphone becoming more distant in the order of 1, 2, and 3.		
Mic Level	0-127	Volume of the microphone		
Direct Level (*1)	0-127	Volume of the direct sound		
Level	0-127	Output Level		

\*1: This parameter corresponds to MFX Ctrl. For details, refer to [“Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)”](#).

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to [“Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)”](#).

## Guitar Amp Simulator

This is an effect that simulates the sound of a guitar amplifier.



Parameter	Value	Explanation		
Amp Sw	OFF, ON	Turns the amp switch on/off.		
Amp Type		Type of guitar amp		
	JC-120	This models the sound of the Roland JC-120.		
	CLEAN TWIN	This models a Fender Twin Reverb.		
	MATCH DRIVE	This models the sound input to left input on a Matchless D/C-30. A simulation of the latest tube amp widely used in styles from blues and rock.		
	BG LEAD	This models the lead sound of the MESA/Boogie combo amp. The sound of a tube amp typical of the late '70s to '80s.		
	MS1959I	This models the sound input to Input I on a Marshall 1959. This is a trebly sound suited to hard rock.		
	MS1959II	This models the sound input to Input II on a Marshall 1959.		
	MS1959I+II	This models the sound of connecting inputs I and II on a Marshall 1959 in parallel. It creates a sound with a stronger low end than MS1959I.		
	SLDN LEAD	This models a Soldano SLO-100. This is the typical sound of the eighties.		
	METAL 5150	This models the lead channel of a Peavey EVH5150.		
	METAL LEAD	This is distortion sound that is ideal for performances of heavy riffs.		
	OD-1	This models the sound of the BOSS OD-1. This produces sweet, mild distortion.		
	OD-2 TURBO	This is the high-gain overdrive sound of the BOSS OD-2.		
	DISTORTION	This gives a basic, traditional distortion sound.		
FUZZ	A fuzz sound with rich harmonic content.			
Amp Volume (*1)	0-127	Volume and amount of distortion of the amp		
Amp Master	0-127	Volume of the entire pre-amp		
Amp Gain	LOW, MIDDLE, HIGH	Amount of pre-amp distortion		
Amp Bass	0-127	Tone of the bass/mid/treble frequency range		
Amp Middle				
Amp Treble				
Amp Presence	0-127	Tone for the ultra-high frequency range		
Amp Bright	OFF, ON	Turning this "On" produces a sharper and brighter sound.		
		* This parameter applies to the "JC-120", "CLEAN TWIN", "MATCH DRIVE", and "BG LEAD" Pre Amp Types.		
Speaker Sw	OFF, ON	Determines whether the signal passes through the speaker (ON), or not (OFF).		
Speaker Type		Cabinet	Diameter (in inches) and number of the speaker	Microphone
	SMALL 1	Small open-back enclosure	10	Dynamic
	SMALL 2	Small open-back enclosure	10	Dynamic
	MIDDLE	Open back enclosure	12 x 1	Dynamic
	JC-120	Open back enclosure	12 x 2	Dynamic
	BUILT-IN 1	Open back enclosure	12 x 2	Dynamic
	BUILT-IN 2	Open back enclosure	12 x 2	Condenser
	BUILT-IN 3	Open back enclosure	12 x 2	Condenser
	BUILT-IN 4	Open back enclosure	12 x 2	Condenser
	BUILT-IN 5	Open back enclosure	12 x 2	Condenser
	BG STACK1	Sealed enclosure	12 x 2	Condenser
	BG STACK2	Large sealed enclosure	12 x 2	Condenser
	MS STACK1	Large sealed enclosure	12 x 4	Condenser
MS STACK2	Large sealed enclosure	12 x 4	Condenser	
MTL STACK	Large double stack	12 x 4	Condenser	

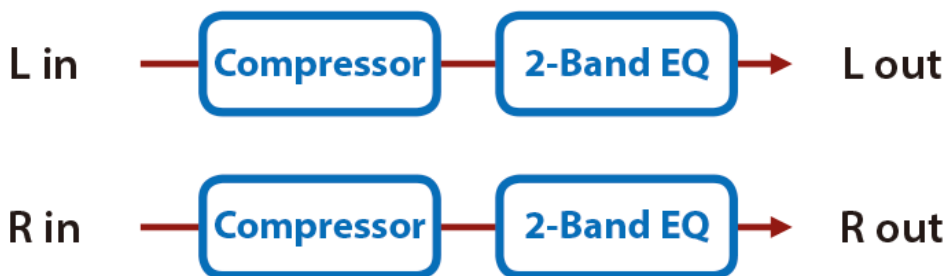
Parameter	Value	Explanation		
	2-STACK	Large double stack	12 x 4	Condenser
	3-STACK	Large triple stack	12 x 4	Condenser
Mic Setting	1, 2, 3	Adjusts the location of the microphone that is recording the sound of the speaker. This can be adjusted in three steps, with the microphone becoming more distant in the order of 1, 2, and 3.		
Mic Level	0–127	Volume of the microphone		
Direct Level	0–127	Volume of the direct sound		
Pan	L64–63R	Stereo location of the output sound		
Level	0–127	Output Level		

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)](#)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)](#)(P.199)”.

## Compressor

Flattens out high levels and boosts low levels, smoothing out fluctuations in volume.



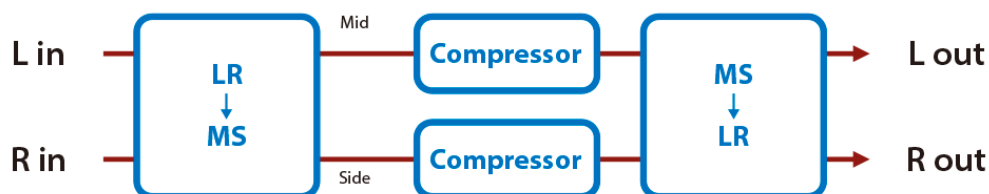
Parameter	Value	Explanation
Attack	0–124	Sets the time from when the input exceeds the Threshold until the volume starts being compressed.
Release	0–124	Adjusts the time after the signal volume falls below the Threshold Level until compression is no longer applied.
Threshold (*1)	-60–0 [dB]	Adjusts the volume at which compression begins.
Knee	0–30 [dB]	This is a function that smooths the onset of compression from the uncompressed state. It gradually applies compression starting earlier than Threshold. Higher values produce a smoother transition.
Ratio	1:1, 1.5:1, 2:1, 4:1, 16:1, INF:1	Compression ratio
Post Gain	0–+18 [dB]	Adjusts the output gain.
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)](#)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)](#)(P.199)”.

## Mid-Side Compressor

This effect allows the left/right signals that have similar phase to be adjusted to a different sense of volume than the left/right signals that have different phase.



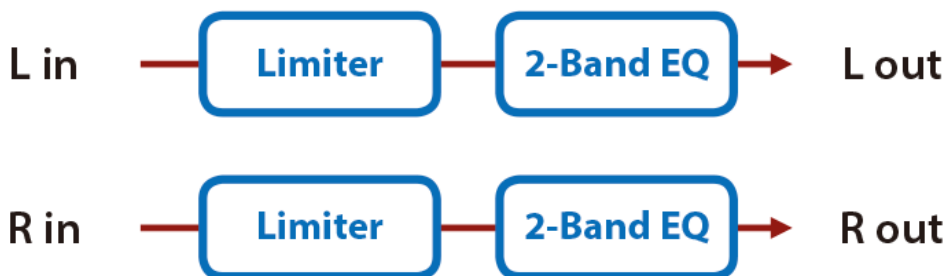
Parameter	Value	Explanation
M Comp Switch	OFF, ON	Switches whether to adjust the sense of volume for left/right input signals that are nearly (or fully) in phase.
M Attack	0–124	Sets the time from when the input exceeds the Threshold until the volume starts being compressed.
M Release	0–124	Adjusts the time after the signal volume falls below the Threshold Level until compression is no longer applied.
M Threshold (*1)	-60–0 [dB]	Adjusts the volume at which compression begins.
M Knee	0–30 [dB]	This is a function that smooths the onset of compression from the uncompressed state; it gradually applies compression starting earlier than THRESHOLD. Higher values produce a smoother transition.
M Ratio	1:1, 1.5:1, 2:1, 4:1, 16:1, INF:1	Compression ratio
M Post Gain	0–+18 [dB]	Adjusts the output gain.
S Comp Switch	OFF, ON	Switches whether to adjust the sense of volume for left/right input signals whose signals are considerably out of phase
S Attack	0–124	Sets the time from when the input exceeds the Threshold until the volume starts being compressed
S Release	0–124	Adjusts the time after the signal volume falls below the Threshold Level until compression is no longer applied.
S Threshold	-60–0 [dB]	Adjusts the volume at which compression begins
S Knee	0–30 [dB]	This is a function that smooths the onset of compression from the uncompressed state; it gradually applies compression starting earlier than THRESHOLD. Higher values produce a smoother transition.
S Ratio	1:1, 1.5:1, 2:1, 4:1, 16:1, INF:1	Compression ratio
S Post Gain	0–+18 [dB]	Adjusts the output gain.
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to [“Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)”](#).

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to [“Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)”](#).

## Limiter

Compresses signals that exceed a specified volume level, preventing distortion from occurring.



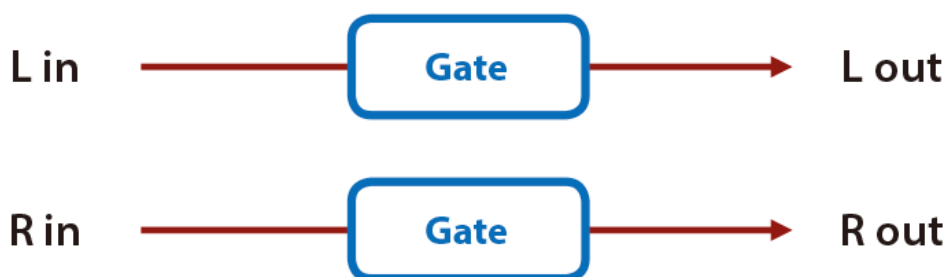
Parameter	Value	Explanation
Release	0–127	Adjusts the time after the signal volume falls below the Threshold Level until compression is no longer applied.
Threshold (*1)	0–127	Adjusts the volume at which compression begins.
Ratio	1.5:1, 2:1, 4:1, 100:1	Compression ratio
Post Gain	0–+18 [dB]	Adjusts the output gain.
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)(P.199)”.

## Gate

Cuts the reverb’s delay according to the volume of the sound sent into the effect. Use this when you want to create an artificial-sounding decrease in the reverb’s decay.



Parameter	Value	Explanation
Threshold (*1)	0–127	Volume level at which the gate begins to close
Mode	GATE, DUCK	Type of gate GATE: The gate will close when the volume of the original sound decreases, cutting the original sound. DUCK (Duking): The gate will close when the volume of the original sound increases, cutting the original sound.
Attack	0–127	Adjusts the time it takes for the gate to fully open after being triggered.
Hold	0–127	Adjusts the time it takes for the gate to start closing after the source sound falls beneath the Threshold.
Release	0–127	Adjusts the time it takes the gate to fully close after the hold time.
Balance	D100:0W– D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)(P.198)”.

---

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to "[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)](#)".

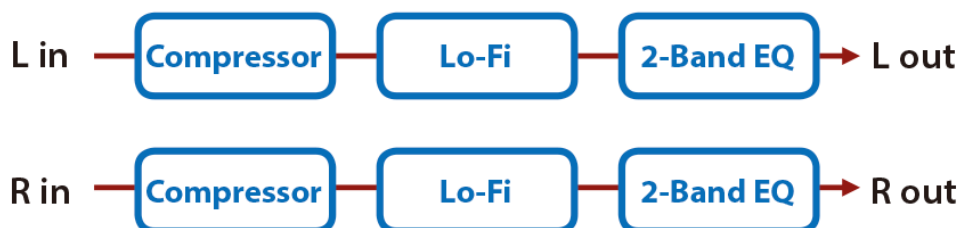
## Lo-fi effects

[LOFI Compress\(P.192\)](#)

[Bit Crusher\(P.193\)](#)

### LOFI Compress

Degrades the sound quality.



Parameter	Value	Explanation
Pre Filter Type	1, 2, 3, 4, 5, 6	Selects the type of filter applied to the sound before it passes through the Lo-Fi effect. 1: Compressor off 2–6: Compressor on
LoFi Type	1, 2, 3, 4, 5, 6, 7, 8, 9	Degrades the sound quality. The sound quality grows poorer as this value is increased.
Post Filter Type	OFF, LPF, HPF	Selects the type of filter applied to the sound after it passes through the Lo-Fi effect. OFF: No filter is used. LPF: Cuts the frequency range above the Cutoff Freq HPF: Cuts the frequency range below the Cutoff Freq
Post Filter Cutoff	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz]	Basic frequency of the Post Filter
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Balance (*1)	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

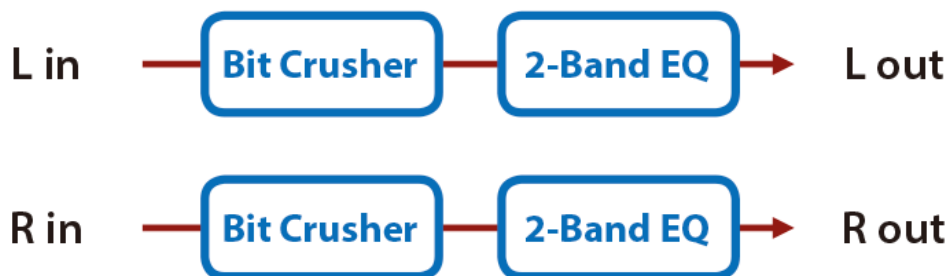
\*1: This parameter corresponds to MFX Ctrl. For details, refer to [“Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)”](#).

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to [“Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)”](#).



## Bit Crusher

This creates a lo-fi sound.



Parameter	Value	Explanation
Sample Rate (*1)	0–127	Adjusts the sample rate.
Bit Down	0–20	Adjusts the bit depth.
Filter	0–127	Adjusts the filter depth.
Low Gain	-15–+15 [dB]	Gain of the low range
High Gain	-15–+15 [dB]	Gain of the high range
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to [“Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)”](#).

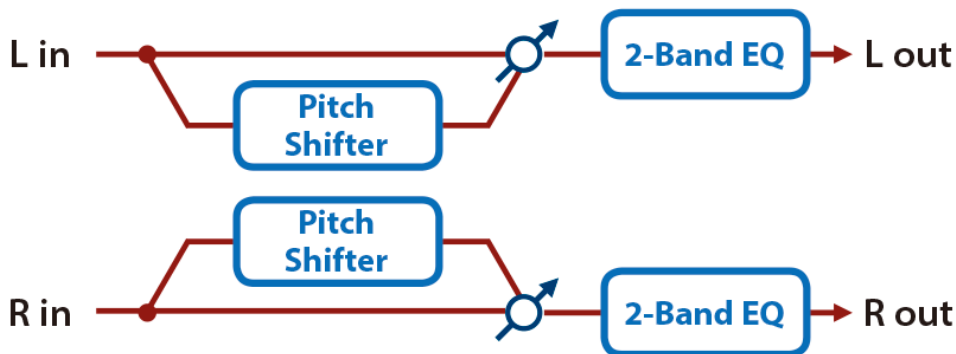
\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to [“Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)”](#).

## Pitch effect

### Pitch Shifter(P.194)

#### Pitch Shifter

A stereo pitch shifter.



Parameter	Value	Explanation
Coarse	-24+12 [semi]	Adjusts the pitch of the pitch shifted sound in semitone steps.
Fine	-100+100 [cent]	Adjusts the pitch of the pitch shifted sound in 2-cent steps.
Tempo Sync	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO(P.30)</a>
Delay Time (msec)	1-1300 [msec]	Adjusts the delay time from the direct sound until the pitch shifted sound is heard.
Delay Time (note)	Note → <a href="#">Note(P.197)</a>	
Feedback	-98+98 [%]	Adjusts the proportion of the pitch shifted sound that is fed back into the effect. Negative (-) settings will invert the phase.
Low Gain	-15+15 [dB]	Gain of the low range
High Gain	-15+15 [dB]	Gain of the high range
Balance (*1)	D100:0W- D0:100W	Volume balance between the direct sound (D) and the pitch shifted sound (W)
Level	0-127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)](#)”.

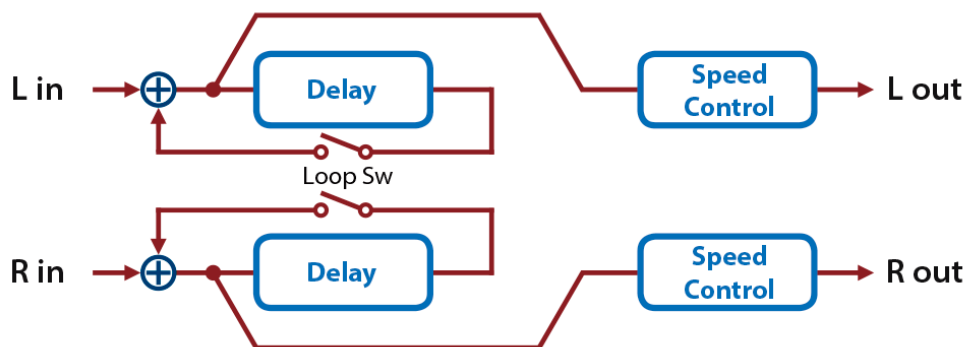
## Looper effects

[DJFX Looper\(P.195\)](#)

[BPM Looper\(P.196\)](#)

### DJFX Looper

Loops a short portion of the input sound. You can vary the playback direction and playback speed of the input sound to add turntable-type effects.



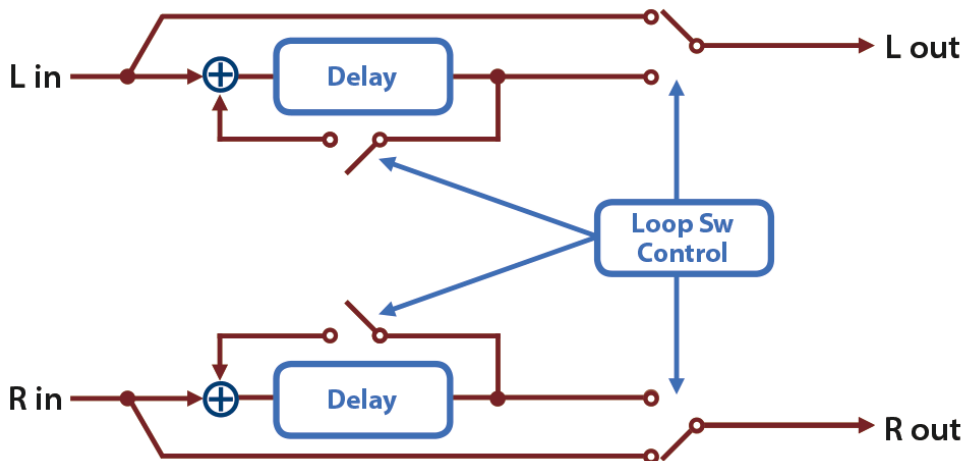
Parameter	Value	Explanation
Length (*1)	0–127	Specifies the length of the loop.
Speed	-1.00– +1.00	Specifies the playback direction and playback speed. - direction: Reverse playback + direction: Normal playback 0: Stop playback As the value moves away from 0, the playback speed becomes faster.
Loop Sw (*1)	OFF, ON	If you turn this on while the sound is heard, the sound at that point will be looped. Turn this off to cancel the loop.  * If the effect is recalled with this ON, this parameter must be turned OFF and then turned ON again in order to make the loop operate.
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)\(P.198\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)\(P.199\)](#)”.

## BPM Looper

Loops a short portion of the input sound. This can automatically turn the loop on/off in synchronization with the rhythm.

























Parameter	Value	Explanation
Length	0–127	Specifies the length of the loop.
Rate (sync sw)	OFF, ON	If this is ON, the rate synchronizes with the tempo of the rhythm. → <a href="#">KIT TEMPO</a> (P.30)  * This is valid only when Loop Mode is "AUTO".
Rate (Hz)	0.05–10.00 [Hz]	Cycle at which the loop automatically turns on/off
Rate (note)	Note → <a href="#">Note</a> (P.197)	
On Timing	1–8	Specifies the timing within the cycle at which the loop automatically starts (which step of the eight timing divisions at which the sound is heard).  * This is valid only when Loop Mode is "AUTO".
On Length	1–8	Specifies the length at which the loop automatically ends within the cycle (the number of times that the 1/8-length of sound is heard).  * This is valid only when Loop Mode is "AUTO".
Loop Mode (*1)	OFF, AUTO, ON	If this is AUTO, the loop automatically turns on/off in synchronization with the rhythm.  * If the effect is recalled with this ON, this parameter must first be set to something other than ON in order to make the loop operate.
Level	0–127	Output Level

\*1: This parameter corresponds to MFX Ctrl. For details, refer to "[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\)](#)(P.198)".

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to "[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\)](#)(P.199)".

## Note

	Sixty-fourth-note triplet		Sixty-fourth note		Thirty-second-note triplet		Thirty-second note
	Sixteenth-note triplet		Dotted thirty-second note		Sixteenth note		Eighth-note triplet
	Dotted sixteenth note		Eighth note		Quarter-note triplet		Dotted eighth note
	Quarter note		Half-note triplet		Dotted quarter note		Half note
	Whole-note triplet		Dotted half note		Whole note		Double-note triplet
	Dotted whole note		Double note				

## Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)

When “Group” is set to “MFX1–4” and “Param” is set to “MFX1–4 Ctrl” in the PAD EDIT knob settings, you can control the MFX parameters using the two PAD EDIT knobs.

The parameters that can be controlled are preset.

→ [Effect List](#)(P.151)

Refer to “[Configuring the PAD EDIT \[1\] \[2\] knobs \(PAD EDIT KNOB\)](#)(P.75)” for details on how to configure the settings.

## Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)

You can use the MASTER EFFECT knob to control the MASTER EFFECT parameters.

The parameters that can be controlled are preset.

→ [Effect List](#)(P.151)

**SPD-SX PRO**

01

Owner's Manual

©2022 Roland Corporation