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You can read the recommendations in the user guide, the technical guide or the installation guide for ROLAND FA-76. You'll find the answers to all your questions on the ROLAND FA-76 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual ROLAND FA-76
User guide ROLAND FA-76
Operating instructions ROLAND FA-76
Instructions for use ROLAND FA-76
Instruction manual ROLAND FA-76

Roland GENERAL MIDI 2

Fantom

QUICK START

Thank you, and congratulations on your choice of the Roland **Fantom** (FA-76).

Before using this unit, carefully read the sections entitled: "IMPORTANT SAFETY INSTRUCTIONS" (Owner's Manual p. 2), "USING THE UNIT SAFELY" (Owner's Manual p. 3), and "IMPORTANT NOTES" (Owner's Manual p. 4). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Quick Start, Owner's Manual, Sound/Parameter List, and Q&A should be read in their entirety. These manuals should be saved and kept on hand as a convenient reference.

How to Read This Manual
The Fantom comes with four manuals: Quick Start, Owner's Manual, Sound/Parameter List, and Q&A.
The manual you're reading now, Quick Start, offers a basic introduction to the Fantom, and provides simple, easy-to-understand explanations, allowing the beginner to quickly experience many of the Fantom's exciting features. As you read the Quick Start, we recommend actually performing the described operations on your Fantom. That'll help you understand most of what you need to know for basic operations. For featured details, and for explanations of advanced uses, read the separate Owner's Manual, Sound/Parameter List contains parameter and sound lists and information on the Fantom's MIDI implementation. Q&A provides answers to frequently asked questions about the Fantom, and offers examples of ways in which the Fantom can be used.

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Manual abstract:

3), and "IMPORTANT NOTES" (Owner's Manual p. 4). @@@@These manuals should be saved and kept on hand as a convenient reference. How to Read This Manual The Fantom comes with four manuals: Quick Start, Owner's Manual, Sound/Parameter List, and Q&A. The manual you're reading now, Quick Start, offers a basic introduction to the Fantom, and provides simple, easy-to-understand explanations, allowing the beginner to quickly experience many of the Fantom's exciting features. As you read the Quick Start, we recommend actually performing the described operations on your Fantom. This'll help you understand most of what you need to know for basic operations. @@@@ @@@@3 Connecting an Amp and Speaker System...

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.... 46 2 Getting Ready Connecting an Amp and Speaker System Since the Fantom contains no amplifier or speakers, you'll need to connect it to audio equipment such as a keyboard amplifier, monitor speaker system or home stereo, or use headphones to hear its sound. To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections. 1 2 3 Before hooking anything up, make sure that the power on all of your gear is turned OFF. Connect one end of the supplied power cable to the Fantom, and the other end to a power outlet. Connect the Fantom to your amp/speaker system as shown in the diagram. fig.

Q-01.e Stereo headphones to Power outlet In order to fully experience the Fantom's sound, we recommend using a stereo amp/speaker system. If you're using a mono system, however, make your connections to the Fantom's OUTPUT A (MIX) jack L (MONO). Mixer etc. Monitor speakers (powered) Audio cables are not included with the Fantom.

You'll need to provide them. Power amp Use audio cables to connect audio equipment such as an amp or speakers. If you're using headphones, plug them into the PHONES jack. For details on how to install a Wave Expansion Board (sold separately), refer to "Installing the Wave Expansion Board" (Owner's Manual; p. 196).

3 Getting Ready Turning On the Power 1 Before turning on the Fantom's power, consider these two questions: · Are all peripheral devices connected correctly? · Have the volume controls of the Fantom and all connected audio devices been turned to their lowest settings? 2 Turn on the POWER ON switch located on the rear panel of the Fantom. fig.Q-02 Once the connections have been completed (p. 3), turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices. To ensure proper operation of the pitch bend lever, make sure not to touch the lever when turning the Fantom's power on. This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally. When you turn on the power, the display backlight lights, and the BEAT indicator blinks in time with the tempo (=**). If the Backlight Saver function is turned on, the display backlight may turn off.

Should this occur, the BEAT indicator will light in orange to indicate that the power's on. 3 4 Turn on the power for any connected amplifiers or speakers. Play the Fantom's keyboard, gradually increasing the setting of its volume control, and then carefully raise the volume of your connected amplifiers or speakers to the desired listening level. fig.Q-03 Be careful not to set your listening volume too high to avoid damage to your amp/ speaker system or your hearing. 4 Getting Ready Adjusting the Display Contrast (LCD Contrast) The characters in the display may be difficult to view immediately after turning on the Fantom's power or after extended use. Your viewing angle or the current lighting conditions can also affect the appearance of the display. In such situations, you can turn the CONTRAST knob (located on the rear panel) to adjust the contrast of the display. fig.Q-04 Backlight Saver The backlight of the display has a finite life span, and if the backlight becomes dim or fails to light, the display screen will be dark and difficult to read.

With the factory default settings, the Backlight Saver function is switched off. However, in order to maximize the life of the backlight, we recommend that you turn the Backlight Saver function on (Owner's Manual; p. @@@@ (Owner's Manual; p. 45, p. 72, p. 93, p. 114, p. 178, p. @@@@ @@@@ · Changing how a patch tone is sounde-13.e to select "PERFORMANCE," and then press [8 The PERFORMANCE PLAY screen appears.

Performance group Performance number 3 4 5 14 Press [CURSOR] to move the cursor to the performance group. Turn the VALUE dial or use [DEC]/[INC] to select "PRST." Press to move the cursor to the performance number. Try Out the Sounds 6 Turn the VALUE dial or use [DEC]/[INC] to choose "62." Performance "PRST: 62 OvertoneStak" is now selected.



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fig.Q-14_60 7 Play the keyboard. The two patches assigned to Parts 1 and 2 sound together. Changing the Performance Settings For details about how you can adjust the most important settings for a performance, refer to the following pages of the owner's manual. @@@@100) · Adjusting volume/pan/pitch (Owner's Manual; p.

@@@ · Changing arpeggiator settings (p. 24, Owner's Manual; p. 95) · Changing rhythm pattern settings (p. 26, Owner's Manual; p. 96) · Changing the key range (Owner's Manual; p. 99, p. @@@@100) · Adjusting volume/pan/pitch (Owner's Manual; p. @@@@@@@@@@@@@@Switches chorus on and off. @@@@165, p. @@@@174) · Adjusting chorus settings (Owner's Manual; p. 176) · Adjusting reverb settings (Owner's Manual; p. @@These include the D Beam controller and the Arpeggiator. @@@@@@@@@@@@@@@@@@Let's change what the D Beam controls. 2 Press [CURSOR] to move the cursor to "Assign," and then turn the VALUE dial. As you select each parameter, play the keyboard and move your hand over the D Beam controller.

Listen to the changes the D Beam controller makes to the sound of the patch. For details on using the D Beam controller, refer to "Waving Your Hand Over the D Beam to Modify the Sound (D Beam Controller)" (Owner's Manual; p. 162), and "Realtime Controller / D Beam Controller Settings (Controller)" (Owner's Manual; p. 52). 3 Press [8 (Close)] to close the D Beam window.

The D Beam controller settings are saved with each patch/performance. This means that you can create patches or performances that contain D Beam settings you like. 20 Try Out the Various Performance Features Using Knobs and Buttons to Modify the Sound in Realtime (Realtime Controller) By using the REALTIME CONTROL knobs and buttons while you play, you can control the various functions that've been assigned to them. Let's select Patch "PR-E: 032 Nanolog Pad" and try out the realtime controllers. 1 Select Patch "PR-E: 032 Nanolog Pad" (p. 7). fig.Q-21_60 In this patch, the realtime controllers are assigned as follows. : Cutoff : Portamento : Resonance : Mono/Poly : Attack Tm : Oct Down : Release Tm : Oct Up 2 While playing the keyboard, play with the REALTIME CONTROL knobs and buttons. For example, try turning the knob.

fig.Q-22 Turning the knob clockwise causes the sound to become brighter. 3 Try playing with the other knobs and buttons to hear what they do. 21 Try Out the Various Performance Features Changing Realtime Controller Settings 1 Hold down [JUMP] and turn or press the desired REALTIME CONTROL knob or button, respectively. The Knob window or the Switch window appears. fig.Q-23_60 fig.Q-23a_60 In these windows you can change the parameters controlled by the REALTIME CONTROL knobs or buttons. 2 Turn the VALUE dial. As you select each parameter, play the keyboard and turn or press the corresponding realtime controller.

Listen to the changes the controller makes to the sound of the patch. 3 Press [8 (Close)] to close the Knob window or the Switch window. The realtime controller settings are saved with each patch/performance. This allows you to create patches or performances that use the realtime controller settings you want. For details on using the realtime controllers, refer to "Using Knobs or Buttons to Modify the Sound (Realtime Controller)" (Owner's Manual; p. 163), and "Realtime Controller / D Beam Controller Settings (Controller)" (Owner's Manual; p. 52). 22 Try Out the Various Performance Features Playing Arpeggios (Arpeggiator) You can create a broken chord (arpeggio) automatically by simply playing the chord. For example, if you press the keys of a C major chord, the Fantom arpeggiates the chord as C E G E C E G.

.fig.Q-24 E3 C3 G3 C3 E3 G3 E3 C3 G3 E3 Let's select Patch "PR-B: 003 SteelRelease," a patch that makes effective use of the Arpeggiator, and try the feature out. 1 Select Patch "PR-B: 003 SteelRelease" (p. 7). fig.Q-25_60 In this patch, "AG CUTTING PHR" is selected as the arpeggio performance style. 2 Press [ARPEGGIO] so its indicator lights. fig.Q-26 The Arpeggiator is turned on.

3 4 Play a chord on the keyboard. The Fantom plays the notes of the chord as an arpeggio. To finish listening to the arpeggio, press [ARPEGGIO] again so its indicator turns off. Hold down [SHIFT] and press [ARPEGGIO]. The [ARPEGGIO] indicator begins blinking, and the arpeggio continues sounding even after you take your hand off the keyboard--this demonstrates the Arpeggiator's Hold feature. 23 Try Out the Various Performance Features Changing Arpeggiator Settings 1 Hold down [JUMP] and press [ARPEGGIO]. The Arpeggio window appears. fig.Q-27_60 In this window you can adjust various arpeggio-related settings. 2 Turn the VALUE dial to change the settings for the various parameters.

These settings determine how the arpeggiator plays its notes. 3 Press [8 (Close)] to close the Arpeggio window. In arpeggio settings, Style (Arpeggio Style) is particularly important. The arpeggio's playback pattern is determined primarily by the value selected for this parameter. For details, refer to "Arpeggiator Settings (Arpeggio)" (Owner's Manual; p.

51). Arpeggiator settings can be saved with each patch/performance. This allows you to create a patch or performance that contains the desired arpeggiator settings. In addition, when you use the Fantom's sequencer to create a song, the Fantom offers you the convenience of using the Arpeggiator to perform bass and other parts during recording (p. 39).

For details on using the Arpeggiator, refer to "Playing Arpeggios (Arpeggiator)" (Owner's Manual; p. @@@@Simply by pressing a single key, you can play the Rhythm patterns. @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@75). 26 Try Out the Various Performance Features Other Performance Features Velocity/Aftertouch The force with which you play the keyboard, or the "velocity" with which you play, can affect the volume or timbre of a sound. Aftertouch--downward pressure you apply to a key after playing a note--can also affect the sound. fig.Q-32 Pitch Bend/Modulation Lever While playing the keyboard, move the lever to the left to lower the pitch of the currently selected patch, or to the right to raise its pitch. This is known as pitch bend. You can also apply vibrato by gently pushing the lever away from you. This is known as modulation.

If you push the lever away from you and at the same time move it to the right or left, you can apply both effects at once. fig.Q-33.e Pitch Bend Modulation Octave Shift (Oct) On the PLAY screen of each mode, you can shift the pitch of the keyboard in oneoctave units over a range of +/-3 octaves by adjusting the value of the Octave Shift parameter.



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Press [CURSOR] to move the cursor to "Oct" in the upper part of the screen, and turn the VALUE dial or press [INC] or [DEC] to change its setting. fig.Q-34 For details, refer to "Transposing the Keyboard in Octave Units (Octave Shift)" (Owner's Manual; p. 35). 27 Try Out the Various Performance Features Transpose (Trans) On the PLAY screen of each mode, you can transpose the pitch of the keyboard in semitone steps, over a range of GF# (-5 +6 semitones) by adjusting the Transpose parameter's value. Press [CURSOR] to move the cursor to "Trans" in the upper part of the screen, and turn the VALUE dial or press [INC] or [DEC] to change its setting.

fig.Q-35 For details, refer to "Transposing the Keyboard in Semitone Steps (Transpose)" (Owner's Manual; p. 36). Hold Pedal If an optional pedal switch (DP-2, DP-6, etc.) is connected to the rear panel HOLD PEDAL jack, you can press the pedal switch to cause notes to sustain or "hold" even after their keys have been released.

fig.Q-36 28 Try Out the Various Performance Features Control Pedal If an optional expression pedal (EV-5, etc.) is connected to the rear panel CTL 1 or the CTL 2 PEDAL jack, you can use the pedal to control the volume or timbre of sounds you play. fig.Q-37 Use only the specified expression pedal (EV-5; sold separately).

By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit. d Rolan You can set how the sound of each patch will change when you press an expression pedal. For details, refer to "Pedal 1, 2 Assign" (Owner's Manual; p. 184). 29 Try Out the Demo Disk Playing a Song Directly from Disk (Quick Play) The Fantom can play a song saved on disk without having to first load the song into its internal memory. This is referred to as the Quick Play feature. Here's how you can listen to the demo songs on the supplied disk and experience the superb sounds and effects of the Fantom. File Name DEMO_001.SVQ DEMO_002.SVQ DEMO_003.

SVQ DEMO_004.SVQ RPS_DEMO.SVQ Song Name Altered State Ain't No Trippin' Stem Cells Disappearance RELAX WITH RPS Copyright © 2001 Roland Corporation © 2001 Roland Corporation © 2001 Roland Corporation © 2001 Roland Corporation Use of the demo song supplied with this product for any purpose other than private, personal enjoyment without the permission of the copyright holder is prohibited by law. Additionally, this data must not be copied, nor used in a secondary copyrighted work without the permission of the copyright holder. The Fantom can Quick Play MRC Pro songs (.SVQ) and Standard MIDI files (.MID). 1 Insert the demo disk into the disk drive. fig.Q-38a 2 Press [CURSOR] to move the cursor to the song file name in the upper part of the screen.

fig.Q-38 30 Try Out the Demo Disk 3 4 Select the demo song you wish to hear by turning the VALUE dial or using the [INC] or [DEC] to select the song by number, 0104. Press [STOP/PLAY] to start demo song playback. To interrupt playback, press [STOP/PLAY] again. Otherwise, playback will stop automatically when the song ends.

When your cursor is located at the song file name, you can press [LIST] to view the Song List window. In this window, you can select the desired song from a list of all of the songs on the disk. Playing a Group of Songs (Chain Play) Chain Play is a feature that plays back songs stored on the disk, one after another in a specified order. The demo disk contains "FANTOM.SVC" which is pre-set to play back Song Numbers 0104.

Here's how to perform a Chain Play operation. 1 2 Insert the demo disk into the disk drive. Press [MENU]. The Menu window appears. fig.Q-39_60 3 Press fig.Q-40_60 or to select "Chain Play," and then press [8 (Select)]. The Chain Play screen appears. 31 Try Out the Demo Disk 4 Press [1 (Load)]. The Load Chain File window appears.

fig.Q-41_60 5 6 7 8 Press [8 (Select)]. The Load Chain File window appears. Press [8 (Execute)]. Press [STOP/PLAY] to start demo song playback. After a slight pause, Chain Play will start. To end Chain Play, press [STOP/PLAY] again. Playing a Pattern by Pressing a Single Key (RPS) RPS (Realtime Phrase Sequence) is a function that lets you freely assign singlepart patterns to the keyboard and play them back them by pressing a single key. Since different phrases can be played back by pressing different keys, this feature can be especially useful in live performance. The demo disk contains a song "RPS_DEMO.SVQ (RELAX WITH RPS)" that shows off the RPS function. Let's load it. File Name RPS_DEMO.SVQ Song Name RELAX WITH RPS Copyright © 2001 Roland Corporation Use of the demo song supplied with this product for any purpose other than private, personal enjoyment without the permission of the copyright holder is prohibited by law. Additionally, this data must not be copied, nor used in a secondary copyrighted work without the permission of the copyright holder.

1 Insert the demo disk into the disk drive. 32 Try Out the Demo Disk 2 Press [CURSOR] to move the cursor to the song file name in the upper part of the screen. fig.Q-41a 3 4 5 Turn the VALUE dial or use [DEC]/[INC] to select "RPS_DEMO.SVQ.

" Press [STOP/PLAY] to start demo song playback. As you listen to the song, press keys on the keyboard as suggested by the diagram below. When you press a key, its pattern will play back once. fig.Q-42.e C2 Stop F2 If you press F2, the pattern will play repeatedly. To interrupt playback of the pattern, press F2 again or press any key lower than C2 on the keyboard. To stop playback of a pattern that's not repeating, press any key lower than C2. 6 To stop playing back the song, press [STOP/PLAY] again. 33 Using the Sequencer to Create a Song When you wish to create a song, use the Fantom's Multitimbre mode to create a set of sounds for the song, and then record the song into the Fantom's sequencer.

The Fantom's Realtime Recording method allows you to record your keyboard playing and controller movements as you perform them. You can also create songs quickly and easily on the Fantom by using rhythm patterns and the Arpeggiator to record into the sequencer in realtime. This chapter explains how to create songs in three steps. 1. Use rhythm patterns to record the drums (p. 37) 2. Use the Arpeggiator to record the bass (p. 39) 3. Play the keyboard to record the melody (p. 40) Erasing the Song from Internal Memory (Song Initialize) When you record a song, the sequencer data is temporarily recorded in internal memory.

If you want to record a new song, you must erase any existing sequencer data from internal memory. If internal memory contains an important song that you want to keep, you should first save that song to disk (p.



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44). I Make sure that the song file name in the upper part of the screen is "00 Internal Song." If another song is selected, move the cursor to the song file name, and turn the VALUE dial or press [DEC] to select "00 Internal Song.

" 2 3 4 Press [MENU]. The Menu window appears. Press or to select "Song Edit," and then press [8 (Select)]. The Song Edit window appears. Press [3 (Init)].

The Song Initialize window appears. fig.Q-42a 5 Press [8 (Execute)] to execute the operation. When the operation has been completed, the display will briefly indicate "Complete !" 6 34 Press [EXIT] to close the Song Edit window. Using the Sequencer to Create a Song Selecting a Multitimbre When you create songs or play song data on the Fantom, each part uses a different MIDI channel on which it plays its assigned patch. A set of sounds for all of the Fantom's parts is called a multitimbre. When you use a multitimbre to record and play back a song, the keyboard plays the selected part while the sequencer plays back the song data for all 16 parts. This makes it easy to record complete musical arrangements. Here's how to select Multitimbre "PRST: 05 Pop." 1 Press [MODE].

The Mode window appears. fig.Q-06_60 2 Press fig.Q-43.e or to select "MULTITIMBRE," and then press [8 (Select)]. The MULTITIMBRE PLAY screen appears. Multitimbre group Multitimbre number 3 4 5 Press [CURSOR] to move the cursor to a multitimbre group. Turn the VALUE dial or use [DEC]/[INC] to select "PRST." Press to move the cursor to a multitimbre number. 35 Using the Sequencer to Create a Song 6 Turn the VALUE dial or use [DEC]/[INC] to select "05.

" Multitimbre "PRST: 05 Pop" is now selected. fig.Q-44_60 This multitimbre uses the following patches, and each part is set to the following MIDI receive channel: Part 1 = Ch.1, Part 2 = Ch.2, Part 4 = Ch.

4, ... Part 10 = Ch.10, .

.. and Part 16 = Ch.16. Part 1: Part 2: Part 3: Part 4: Part 5: Part 6: Part 7: Part 8: PR-B: 052 Stringless PR-B: 067 Slap Bass 3 PR-B: 030 Blusey OD PR-A: 019 R&Ballad Mix PR-A: 052 EP+Mod Pad PR-B: 041 Plugged !!! PR-A: 078 D50 StacHvn PR-B: 097 XV Strings Part 9: Part 10: Part 11: Part 12: Part 13: Part 14: Part 15: Part 16: PR-C: 014 Flute PRST: 005 XV Pop Kit PR-C: 007 Swell Oboe PR-A: 120 Harmonica XV PR-A: 123 Soft Nylon PR-B: 001 Thick Steel PR-B: 017 Jz Gtr Hall PR-A: 097 Paleface 1 If you execute the Multitimbre Initialize operation, all multitimbre parameters will be set to their default values. This can save you a lot of time when you want to set up a multitimbre from scratch (Owner's Manual; p. 112). Changing Multitimbre Settings For details on the most important multitimbre settings, refer to the following pages of the Owner's Manual. · Changing the patch assigned to each part (Owner's Manual; p. 109, p.

115) · Adjusting a part's volume/pan/pitch (Owner's Manual; p. 109, p. 115) · Muting a part (Owner's Manual; p. 109, p. 119) · Setting the MIDI receive channel (Owner's Manual; p. 109, p. 118) · Applying effects to a multitimbre (Owner's Manual; p. 170) · Saving a multitimbre that you've modified (Owner's Manual; p. 114) 36 Using the Sequencer to Create a Song Use Rhythm Patterns to Create a Drum Track Let's begin by recording the drum track to serve as the rhythm guide. @@@@Mode (Recording Mode): MIX Select how recording is to take place.

If you select "MIX," if a performance has already been recorded on the recording-destination track, your newly recorded performance will be added to the existing performance without erasing it. Count In: 1 MEAS Select how recording is to begin. If you select "1 MEAS," when you press [STOP/PLAY], a count (playback) will begin one measure before the recording-start location, and recording will begin when you reach the recording-start location. * Parameters other than those listed above will not be used in this example, and need not be set. Playing and Recording Rhythm Patterns 1 2 3 Make sure that the parameters of the Recording Standby window are set correctly.

Press [RHYTHM] so its indicator blinks. Press [STOP/PLAY]. The Recording Standby window closes, and the [REC] indicator changes from blinking to lit. After a one-measure count, recording begins. 4 Press a key (C4B4) to which a rhythm pattern has been assigned.

The rhythm pattern assigned to the key plays, and the performance is recorded on Track 10. 5 6 7 When you finish recording, press [STOP/PLAY]. The [REC] indicator goes dark. If you are not satisfied with the realtime recording you just made, you can press [MENU], and from the Menu window that appears, select "Undo Realtime Recording" to return to the state prior to recording (Undo). Press [RHYTHM] to make its indicator light turn off. Press [RESET] to return to the first measure, and then press [STOP/PLAY] to play back your recording and verify that the rhythm pattern was recorded correctly. 38 Using the Sequencer to Create a Song Use the Arpeggiator to Record a Bass Track Now we'll record the bass track, demonstrating how to use the Fantom's Arpeggiator to record bass. @@@@After a one-measure count, recording begins. 7 While listening to the drums you recorded earlier, play the keyboard. Bass arpeggios are created using the notes you play, and the arpeggios are recorded on Track 2.

39 Using the Sequencer to Create a Song 8 9 10 When you finish recording, press [STOP/PLAY]. The [REC] indicator goes dark. Press [ARPEGGIO] to make its indicator light go out. Press [RESET] to return to the first measure, and then press [STOP/PLAY] to play the song back and verify that your bass part was recorded correctly. If you are not satisfied with the realtime recording you just made, you can press [MENU], and from the Menu window that appears, select "Undo Realtime Recording" to return to the state prior to recording (Undo). Use the Keyboard to Record a Melody Track Finally, we'll play the keyboard to record the melody track while listening to the drums and bass you've already recorded. 1 2 Make sure that Multitimbre "PRST: 05 Pop" is selected and that the MULTITIMBRE PLAY screen is displayed. Move the cursor to the part list, and press (the melody track). or to select Part 1 Next to Part 1, you can see " " symbol. This symbol shows that Part 1 is the currently selected part (current part).

fig.Q-48 3 4 40 Press [REC]. The [REC] indicator blinks, and the Recording Standby window appears. Make sure that the various parameters of the Recording Standby window are set correctly (p. 38).

Using the Sequencer to Create a Song 5 Press [STOP/PLAY]. The Recording Standby window closes, and the [REC] indicator changes from blinking to lit.



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After a one-measure count, recording begins. 6 While listening to the bass and drums you recorded earlier, play the melody on the keyboard. The melody you play is recorded on Track 1.

7 8 When you finish recording, press [STOP/PLAY]. The [REC] indicator's light goes out. Press [RESET] to return to the first measure, and then press [STOP/PLAY] to make sure your performance was recorded correctly. If you are not satisfied with the realtime recording you just made, you can press [MENU], and from the Menu window that appears, select "Undo Realtime Recording" to return to the state prior to recording (Undo). You've now recorded a song using the Rhythm Pattern and Arpeggiator features. Convenient Recording Features q Erasing unwanted data while you record (Realtime Erase) You can erase unwanted data during recording. This feature is particularly useful during loop recording since you can erase selected notes and other data without stopping the recording process (Owner's Manual; p. 132). q Practicing the performance to be recorded (Rehearsal) You can temporarily interrupt recording without stopping playback. For example, during loop recording, you may find it convenient to stop recording as you audition sounds to play, or if you want to practice your next phrase before recording it (Owner's Manual; p.

132). 41 Using the Sequencer to Create a Song Saving the Recorded Song to Disk Let's save our new song onto a disk. If it's not saved, all of the song data will be lost when the power to the Fantom is switched off, or in the event of a power interruption. Formatting a Disk Before you can save Fantom data to a new disk or a disk that's been formatted for another device, the disk must be formatted by the Fantom. Formatting deletes all data previously written on the disk. Check the disk's contents very carefully before formatting to make sure you don't lose any important data. 1 Set the protect tab of the disk to the Write position. fig.Q-49.e Protect tab Write (writing permitted) Protect (writing prohibited) 2 Insert the disk into the disk drive.

fig.Q-49a 3 Press [MENU]. The Menu window appears. fig.Q-39_60 42 Using the Sequencer to Create a Song 4 Press fig.

Q-50_60 or to select "Disk Utility," and then press [8 (Select)]. The Disk Utility screen is displayed. 5 Press [6 (Tool)]. The Select Command window appears. fig.

Q-51_60 6 Press or to select "Quick Format Floppy Disk," and then press [8 (Select)]. The Quick Format Floppy Disk window appears. fig.Q-51a_60 7 8 Assign a volume label. Press or to move the cursor to the location where you wish to input a character. Turn the VALUE dial or use [INC], [DEC], character that you wish to input. , to select the To insert a space at the cursor location, press [3 (Insert)]. To delete the character at the cursor position, press [4 (Delete)]. 9 Repeat steps 7 and 8 to assign the file name. 43 Using the Sequencer to Create a Song 10 Press [8 (OK)] to finalize the volume label.

The Quick Format Floppy Disk window appears. If it is not possible to format using "Quick Format Floppy Disk," a message of "You Cannot Quick Format This Disk" will appear. In this case, select "Full Format Floppy Disk" in step 6, and format the disk. fig.Q-51b_60 11 Press [8 (Execute)] once again to execute the Format operation. When formatting is completed, the display indicates "Complete !." Saving a Song On a Disk Here's how to save a song on the disk you've just formatted. 1 2 Access the Disk Utility screen (p. 42). Press [2 (Save)].

The Select Command window appears. fig.Q-52_60 3 Press or (Select)]. fig.Q-52a_60 to select "Save Song File," and then press [8 The Save Song File window appears.

4 Press [5 (Name)]. The Save Song File window appears. fig.Q-52b_60 44 Using the Sequencer to Create a Song 5 6 Assign a file name. Press or to move the cursor to the location where you wish to input a character.

Turn the VALUE dial or use [INC], [DEC], character that you wish to input. , to select the To insert a space at the cursor location, press [3 (Insert)]. To delete the character at the cursor position, press [4 (Delete)]. 7 8 9 Repeat steps 5 and 6 to assign the file name. Press [8 (OK)] to finalize the file name. The Save Song File window appears. Press [8 (Execute)] once again to execute the Save operation. When saving is completed, the display indicates "Complete !." 45 Using the Sequencer to Create a Song Editing the Song You Recorded Songs you've recorded can be modified using a variety of editing tools. The Fantom lets you perform two types of editing: · track editing, in which a specified range of performance data is edited · micro editing, in which the individual events making up the performance data are edited Track editing is performed in the Song Edit screen, and micro editing is performed in the Microscope window.

The Song Edit screen From the Menu window, select "Song Edit" to access the Song Edit screen. fig.Q-53_60 In this screen you can select the desired track and measures of the song, and then delete or copy the selected data. For details on the tools and operations available in the Song Edit screen, refer to "Editing Sequencer Data Over the Specified Range (Track Edit)" (Owner's Manual; p. 139). Microscope window In the Song Edit screen, press [7 (Micro Edit)] to access the Microscope window for the currently selected track. fig.Q-54_60 In this window, performance data such as individual MIDI messages or song tempo data can be deleted or copied individually. For details on the tools and operations in the Microscope window, refer to "Editing Individual Items of Sequencer Data (Micro Edit)" (Owner's Manual; p. 153) 46 02780678 '01-10-B3-31N .



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