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You can read the recommendations in the user guide, the technical guide or the installation guide for ROLAND OCTAPAD SPD-30. You'll find the answers to all your questions on the ROLAND OCTAPAD SPD-30 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

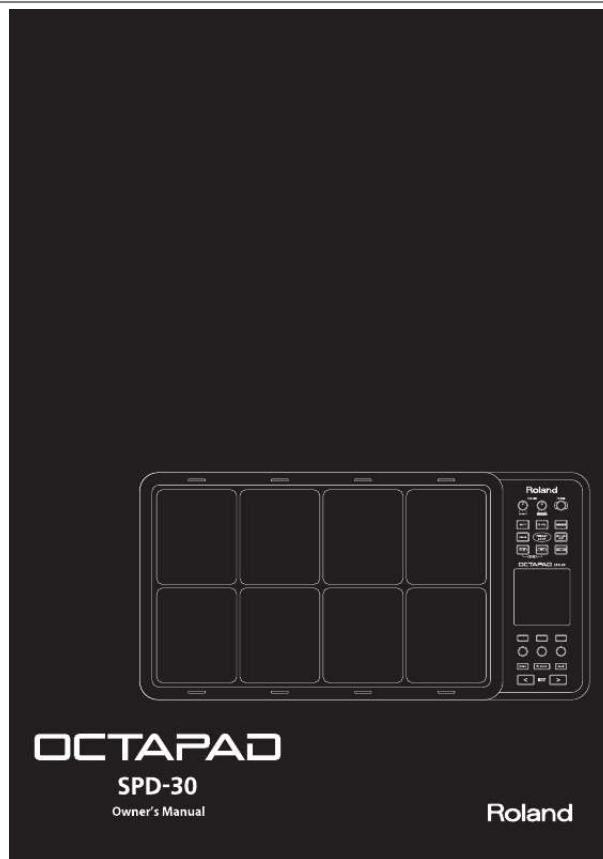
User manual ROLAND OCTAPAD SPD-30

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Operating instructions ROLAND OCTAPAD SPD-30

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..... 28 Copyright © 2010 ROLAND CORPORATION All rights reserved. No part of this publication may be reproduced in any form without the written permission of ROLAND CORPORATION. Before using the OCTAPAD, carefully read the sections entitled: "USING THE UNIT SAFELY" (p. 72) and "IMPORTANT NOTES" (p. 73). These sections provide important information concerning the proper operation of the OCTAPAD. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Owner's Manual should be read in its entirety.

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head sound, and when playing louder you can have a rim shot.

Volume Playing Dynamics When the layer type is "SWITCH" Playing Dynamics When the layer type is "FADE" What is a Kit? All instruments assigned to the eight pads and four external pads (p. 60) as well as the effects used, are memorized as a "Kit." You can select kits by pressing the [KIT] buttons (or foot-switches). In live performance situations, the Kit Chain function allows you to determine the switching order of selected kits. See p. 37. Also there is a Favorite function, giving you quick access to your favorite kits. See p. 22. 8 What are Ambience and FX? The "Ambience" selected is a global function, meaning that all kits will use this effect.

You can select from various types of rooms and halls. "FX" is a full blown effects unit that can be used on an individual kit basis. Multi Effects Processor Ambience FX What is a Phrase Loop? The Phrase Loop function is a recording feature that allows you to loop record something in real time, and then overdub on top. The potential is very exciting for live performances. As each phrase has three "parts" it means, for example, that you can record a 16-beat phrase on part 1, some Latin percussion on part 2, and a either record or just perform a melodic percussion kit on top. It's almost like having three OCTAPADS! Overview Editing and Saving Your Data The OCTAPAD features some powerful editing tools such as tuning, muffling, tone color etc. Also, the FX for each kit can be edited as well. This allows you to really personalize your sound. All of your edits are automatically saved internally. If you need to, you can restore an individual kit to the factory settings.

See "04 FACTORY RESET" (p. 20). You can also use a USB memory (sold separately) to save your data. See p. 56.

Basic Operation Adv. 1 (Kit) Adv. 2 (Phrase) Adv. 3 (Other) Appendix 9 02 Panel Descriptions Top Panel Display, Buttons & Knobs Function button 13 These buttons (from left to right) [Button 1], [Button 2], and [Button 3] execute various functions indicated in the bottom of the display. Function knob 13

These knobs (from left to right) [Knob 1], [Knob 2], and [Knob 3] correspond to functions indicated by a knob icon () in the display.

[MENU] button Button 1 Knob 1 Button 2 Knob 2 Button 3 Knob 3 p.16 p.15 To access the main menu screen. [QUICK] button [BACK] button In screens

that show a icon in the upper right, pressing this button will call up various choices relative to the screen you are in. This button returns to the previous screen or cancels an operation. [KIT] buttons p.22 Use these back-lit buttons to switch kits. When editing, pressing these buttons will return you to the KIT screen. *Beawarethatthescreenshotsshowninthismanualwillnotnecessarilymatchthefactory-setcontent showninyourscreen(Kitnames,Instnames,andEffectnames). *Youmaynoticesomeinconsistencyinthecontrastofthedisplay;thisisnotamalfunction.

Adjust "LCD Contrast" (p. 52) appropriately to minimize the inconsistency in the display's contrast. 10 Playing area Pad Status Illumination The LED indicators can be helpful when playing on a dark stage. See "Illumination" (p. 52). When using a Phrase Loop, they will show pad status (muted, erase, etc.) Pad Play them with sticks. * Playing anything other than the pads can cause malfunctions. Volume & Power [VOLUME/PHONES] knob Adjusts the headphone volume. p.

6 [VOLUME/MASTER] knob [POWER] button p.6 p.6 Adjusts the volume of the OUTPUT jacks. For turning the power on/off. Overview Phrase Loop area p. 43 [STANDBY] button p.43 Basic Operation For entering Phrase Loop mode. The Setup screen appears while holding down this button, and you can use the pads to select the number of measures. [PLAY]/[REC] ([STOP]) button [MUTE] button [ERASE] button [FX CTRL] button p.45 These buttons switch between recording (overdubbing) and playing the Phrase Loop.

You can stop the phrase by pressing the [PLAY]/[REC] buttons simultaneously. Adv. 1 (Kit) p.46 While holding down this button and hitting a pad, you can mute or un-mute the corresponding track. Mute status is shown in the display and by the pad's illumination. p.47 Adv. 2 (Phrase) While holding down this button and hitting a pad, you can erase a specific portion of a track. Hit the pad at the moment you want to start erasing, and once again when you want to stop.



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Erase status is shown in the display and by the pad's illumination.

p.41 Press this button to access a screen allowing you to use the knobs to control effects. While in Phrase Loop record mode, these knob movements will be recorded. Adv. 3 (Other) [SET LOOP/NEXT] button [V-LINK] button p.66 p.47 When this button is blinking, you can set the loop point (p. 43). When this button is lit, it is for reserving the operation (MUTE/PLAY/REC/STOP) that will occur at the beginning of the next loop (p. 47).

Pushing this button selects V-LINK mode, allowing you to control video devices in real time. This button will function even when not in Phrase Loop Mode. Appendix "PHRASE LOOP" tempo Indicator This blinks in time with tempo. To turn this function off, see "Tempo Indicator" (p. 52).

11 Rear Panel Connections USB MIDI connector With a USB cable, you can connect the OCTAPAD to your computer for triggering sounds or recording MIDI information to your software sequencer (DAW). p.58 DC IN jack Connect the included AC adaptor here. Place the AC adaptor so the side with the indicator (see illustration) faces upwards and the side with textual information faces downwards. The indicator will light when you plug the AC adaptor into an AC outlet.

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 AC adaptor jack, anchor the power cord using the cord hook, as shown in the illustration. USB MEMORY slot p.55 PHONES jack Even when using your headphones, sound is still output from the OUTPUT jacks. With a USB memory (sold separately) you can backup and load your data. OUTPUT jacks For connection to your amplification or recording system. If making a MONO connection, use the L/MONO jack. MIX IN jack For connecting an external audio device (MP3 player, computer, CD player etc). This audio signal will be sent to the OUTPUT and PHONES jacks. NOTE · 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. · When connection cables with resistors are used, the volume level of equipment connected to the inputs (MIX IN) may be low.

If this happens, use connection cables that do not contain resistors. 12 FOOT SW jack p.53 Security slot () <http://www.kensington.com/> You can connect a pair of foot switches to this input for various possibilities. MIDI connectors p.63 For connecting MIDI modules/interfaces. Overview Basic Operation Adv. 1 (Kit) 4/RIDE V-cymbal (e.g.

, CY-12R/C) 3/HI-HAT Cymbal pad (e.g., CY-5) 2/SNARE V-pad (e.g., entire PD series) 1/KICK Kick trigger pad (e.g., KD-8, KD-7) HH CTRL Hi-hat control pedal (FD-8, VH-11) Adv. 2 (Phrase) EXTERNAL TRIGGER INPUT jacks p.60 Even though jacks 14 have specific indications, you can use them as you like. Make sure you use the respective cables (stereo) for dual trigger pads/cymbals.

All these options are for products sold separately. The HH CTRL jack is for using with compatible controllers such as an FD-8 or VH-11. Connect optional pedals and pads You can expand the possibilities of the OCTAPAD by connecting optional pedals and pads. This way you can play with your hands and feet. Here are some examples. Adv. 3 (Other) Appendix For details on how to attach the pad stand, refer to "Attaching the Stand (Sold Separately)" (p. 69). 13 03 Displays and Operations KIT Screen The KIT screen is the basic screen that appears after powering up the OCTAPAD. The function buttons and knobs below the screen are used to navigate between screens.

Press the [BACK] button to return to the KIT screen. For details on each screen, refer to the indicated pages p. . KIT p.22 This is the basic screen for playing a kit. The icon is shown in the upper right of the screen when a quick menu is available. The icons indicate which function knob can be used. icon means a popup list will The appear when you turn the knob. Use [Knob 3] to adjust the tempo. FAVORITE p.

22 MULTI EDIT p.24 FX CTRL p.41 Register/recall favorite kits. Edit various parameters. Use [Knobs 13] to control effects.

KIT LIST p.22 Use [Knob 1] to select a kit. Basic operations in the list screen Turn the knob below the list to choose Press [Button 3] (OK) to confirm Press [Button 1] (CANCEL) to cancel 14 QUICK MENU Screens When you see the icon in the upper right of the screen, pressing the [QUICK] button accesses the relative menu. We'll use the Quick Menu that appears in the KIT screen as an example. In this manual, we'll use "QUICKMENUÚKitName" to refer to the operation of choosing Kit Name from the QUICK MENU.

NAME p.35 Assign a name to the kit. QUICK MENU This is a menu suitable for each screen. COPY/PASTE Pressing [Button 1] (CANCEL) takes you to the previous screen. p.35 Overview Copy/paste kit or pad data. Basic Operation Use [Knob 2] (SEL) to select an item, and use [Button 3] (OK) to confirm your choice (i.e., move to that screen). Adv.

1 (Kit) PAD EXCHANGE Exchange pads. p.36 Adv. 2 (Phrase) Adv. 3 (Other) Turn kit protect on/off. p.34 Turn ambience on/off. Appendix * When "Kit Protect" (p. 34) is on, certain parameters are not available. They are highlighted in a grey color.

p.42 Turn kit chain on/off. p.37 15 MENU Screen Accessible from any screen pressing the [MENU] button takes you to the OCTAPAD's main menu. In various explanations regarding the screens and menus, when you see, for example, "chooseMENUÚSYSTEMÚF.

RESET," the "Ú" points to the next selection you should make. For details on each screen, refer to the pages listed on p. . KIT INST p.30 Edit an Inst. MENU This is the main menu screen. Pressing [Button 1] (CANCEL) takes you to the previous screen. PHRASE LOOP LIST Use [Knob 1] (SELECT) to choose, and press [Button 3] (ENTER) to confirm. p.50 Select a phrase. Basic operations in each screen SETTINGS AMBIENCE Use [Knob 1] to select a parameter Use [Knob 3] to modify the value p.42 Make ambience-related settings. Use [Button 1] or [Button 2] to move to the tab, left or right * Press the [BACK] button to return to the previous screen. 16 MENU screen Quick Menu If you press the MENU button and then press the [QUICK] button you will see "ForceSaveData" in the pop-up window. By pressing [Button 3] (OK) current data will be saved.

(Also, The OCTAPAD will save your data automatically during the power-off process). FX p.39 MIDI p.63 OTHERS p.34 Make effect (FX) settings. Make MIDI settings for the kit. Make other settings such as the kit's volume or tempo. Overview TOOLS SETUP p.51 KIT CHAIN p.37 USB p.



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55 Basic Operation Make phrase loop settings. Switch kits in an order you specify. Save/load data on USB memory. Adv. 1 (Kit) Adv. 2 (Phrase) V-LINK p.66 SYSTEM p.52 PAD p.59 Make V-LINK settings. Make system settings that apply to the entire OCTAPAD.

Make pad-related settings such as pad sensitivity. Adv. 3 (Other) Appendix 17 PHRASE LOOP Screen Pressing the [STANDBY] button takes you to a page where you can set parameters of the phrase you are about to create. For details on each screen, refer to the page references shown below p. If you want to simply learn the operations, refer to "05 Recording a Phrase Loop (PHRASE LOOP)" (p. 26) in the Basic Operation section. Make settings Shown while you hold down the [STANDBY] button Record REC p.45 Record your phrase. SETUP Press the [STANDBY] button to enter Phrase Loop mode.

p.43 Specify the measures, beat, and click. Enter standby mode STANDBY p.44 Make quantize and tempo settings, and enter record-standby mode. Hit a pad to start recording Play back PLAY p.45 From the standby state (stopped), pressing the [STANDBY] button will make it go dark. You will exit Phrase Loop mode and return to the KIT screen. Switch to PLAY mode. QUICK MENU p.44 Load, save, or delete phrases.

Stop 18 Set loop points p.43 Modify the phrase Reserve the next operation p.47 Control the effect FX CONTROL p.41 Use [Knob 13] to control the effect. Overview Loop recording Record an additional performance Mute MUTE p.

46 Mute the selected track. Basic Operation Adv. 1 (Kit) Perform along with the phrase playback Adv. 2 (Phrase) Erase Loop playback ERASE p.47 Erase the selected track.

Adv. 3 (Other) Appendix 19 04 FACTORY RESET The restore function gives you a choice of restoring individual kits or all of them, all phrases, or a full Factory Reset. NOTE When you perform the Factory Reset operation, the kits and phrase data saved in the OCTAPAD will be initialized. If there's any data you want to keep, be sure to back it up to USB memory as described in "Saving Data to USB Memory (USB-SAVE)" (p. 56). 1. Choose MENUÚSYSTEMÚF .RESET. Press the [MENU] button Turn [Knob 1] to select "SYSTEM," and press [Button 3] (ENTER) Press [Button 2] ("F.RESET" tab) to select the 2.

Turn [Knob 1] (SEL) to the reset function and press [Button 3] (ENTER) . Restore ONE Kit Restore ALL Kits Restore ALL Phrases Factory Reset Restore a specific kit Restore all kits Restore all phrases Resets all data * When "Write Protect" (p. 52) is ON, restore and factory reset functions are not available . They are highlighted in grey . 3. Proceed as follows . If you selected "Restore One Kit" This function actually copies pre-set kit data stored in the OCTAPAD's internal memory. If you selected Restore All Kits/ Phrases/Factory Reset The following screen message will appear. 3-1. Use [Knob 1] (SOURCE) to select the source kit .

3-2. Use [Knob 3] (DEST) to select the destination kit . 3-3. Press [Button 3] (RESTORE) to execute . [Button 1] (CANCEL) will cancel the operation.

3-1. Press [Button 3] (RESTORE or RESET) to execute . Press [Button 2] (BACKUP) to go to the USB-SAVE screen (p. 56). [Button 1] (CANCEL) will cancel the operation.

4. When the confirmation message appears, press [Button 3] (OK) . The reset will be executed. Never turn off the power during the reset process. 20 Basic Operation It is important to understand the basic operations and functions of the OCTAPAD before using it . Please read this section fully as you check out the OCTAPAD'S possibilities . 01 Selecting a Kit Select any kit. The kit number and name appear in the KIT screen. Information shown in the KIT screen Indicates if the FX/ambience are on or off and the FX name. Kit number/Kit name.

The Inst and group names are highlighted when you play the pads. The external trigger indicators can be turned on or off. See "Ext Pad Indicator" (p. 52). [KIT] Buttons 1. Use the backlit [KIT] buttons to switch kits . The kit will change immediately, or if you are in any edit screen you will return to the current KIT. By holding down either of the buttons, scrolling speed increases. FAVORITE KITS Here's how to register and recall your favorite kits. KIT LIST 1.

In the KIT screen, turn [Knob 1] (KIT) . The KIT LIST appears. Turn the same [Knob 1] to move the cursor. How to Register a favorite kit 1. In the KIT screen, press [Button 1] (FAVORITE) and the list appears .

2. Turn [Knob 1] (FAV KIT) to select the destination (10 possibilities) . 3. Press [Button 2] (ADD) . The "current" Kit you had selected before pressing the FAVORITE button will be assigned to your destination choice.

How to Recall a favorite kit 2. Press [Button 3] (OK) to select . The kit will switch. 1. In the KIT screen, press [Button 1] (FAVORITE) and the list appears . 2. Use [Knob 1] (FAV KIT) to choose . 3. Press [Button 3] (OK) . You'll switch to the kit that is selected in the list.

KIT CHAIN Function The Kit Chain function allows you specify the order in which kits will switch. Very convenient for live performance. For details, refer to "KIT CHAIN" (p. 37). Foot Switch Foot switches can be used to change kits. For details, refer to "Foot Switch and External Pad Settings (SYSTEM-CONTROL)" (p. 53). 22 02 Selecting an Inst (INST) Here's how to change or assign an Inst to each pad. More about Insts and Layers is here: "What is an Inst?" (p. 8).

The changes you make here are saved. You can't modify a kit whose "Kit Protect" (p. 34) is on. 1. Choose MENUÚINSTÚINST (p. 16) . The INST screen appears. Use [Knob 1] (SEL) to select a parameter. The cursor will Initially be at Inst A, so turning [Knob 3] (/+) will change Inst A. Indicates the pad you're currently editing and will change when you play any pad.

Select Inst A. Select Inst B. (This will not work if Inst Layer Type is "OFF") Turn [Knob 3] (/+) to modify the value. 2. Play any pad whose Inst you want to change . 3. Turn [Knob 3] (/+) to select an Inst . Turn [Knob 2] (GROUP) to select the Inst group. Press [Button 2] (PREVIEW) to audition the Inst. Overview Turn [Knob 3] (/+) to select an Inst.

Press [Button 3] (OK) to confirm the selected Inst. Basic Operation List of Inst groups KIK SNR TOM HH RD CYM Kick (bass drum) Snare drum Tom-tom Hi-hat cymbal Ride cymbal Crash cymbal PC1 PC2 PC3 PC4 MEL SFX OFF Percussion with heads Metallic percussion Miscellaneous percussion Melodic percussion Adv. 1 (Kit) Pitched instruments Sound effects Off 4. Repeat steps 23 to select the Inst for other pads . 5. Press the [BACK] button to return to the KIT screen . Adv. 2 (Phrase) Information on layer and other parameters, can be found here: "Inst Settings (INST)" (p.



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30) You can exchange data between the pads. Refer to "Exchanging Pads (PAD EXCHANGE)" (p.

36). Adv. 3 (Other) Appendix 23 03 MULTI EDIT Pushing the Multi Edit button gives you access to 10 different editing parameters. (See the chart below) What is Multi Edit? 1. In the KIT screen, press [Button 2] (MULTI EDIT).

The Multi Edit screen appears. Here you can see all the relative values assigned to each pad and external trigger input. The changes you make are saved in the kit. You can't edit a kit whose "Kit Protect" (p. 34) is on.

Name of the parameter you're editing Turn [Knob 1] (PARAM) and a popup list appears select a parameter here. Indicates the pad you're editing and will change when you play a pad. Value of each pad (Inst A is above, Inst B is below) Values for external trigger inputs 14 (Head is above, Rim is below) Use [Knob 2] (B) to change the value of Inst B (Rim). Use [Knob 3] (A) to change the value of Inst A (Head). Press [Button 3] (ALL) to copy the current value to all pads and external triggers. 2. Turn [Knob 1] (PARAM) to select the parameter and press [Button 3] (OK) to confirm your choice. Parameter Tuning Coarse Tune Muffling Soft Attack Tone Color Pitch Sweep Volume Pan Reverse FX Send Value -2400+2400 -2400+2400 050 050 L50H50 -100+100 0100 L15CTRR15 OFF, ON 0100 or OFF, ON Explanation Negative ("-") values will lower the pitch; positive ("+") values will raise the pitch. The value will change in steps of 10 as you turn the knob. This is the same as Tuning, but the value will change in steps of 100 as you turn the knob.

Increasing the value will decrease the resonance and decay. Specifies the sharpness of the attack. Increasing the value will soften the sound's attack. Modifies the brightness of the sound. Higher settings will produce a brighter sound. Positive ("+") settings will make the pitch change from high to low. Negative ("-") settings will make the pitch change from low to high. Specifies the volume. Specifies the pan position. CTR is center.

If this is ON, the pad's sound will play backward. * Some Insts will NOT play in reverse. Determines the send level to FX (effect). Adjust accordingly. 3. Hit a pad to select it for editing. If you want to edit multiple pads at the same time, hold down [Button 1] (MULTISEL) and play the desired pads. If you hit a pad that is not selected, it will cancel the multi selection. To stay in this multi selection mode, only play the pads you have selected. 4.

Use [Knob 3] (A) or [Knob 2] (B) to edit the value. [Knob 3] (A) changes the value for Inst A (Head). [Knob 2] (B) changes the value for Inst B (Rim). 5. Press the [BACK] button to return to the KIT screen. If you want to adjust the pad's sensitivity, refer to "Internal Pad Sensitivity Settings" (p. 59). 24 04 Effects Editing AMBIENCE (AMBIENCE and FX) For an overview of the effects, refer to "What are Ambience and FX?" (p. 9). 1.

Choose MENU Ú AMBIENCE Ú AMBIENCE (p. 16). The AMBIENCE screen appears. Use [Knob 1] and [Knob 3] to switch ambience on/off or change its type. Turns ambience on/off Ambience type Ambience depth Turn [Knob 3] (/+) to edit the value. Use [Knob 1] (SEL) to select a parameter. MEMO In the KIT screen, you can also turn ambience on/off by using QUICK MENU Ú Ambience ON/OFF. FX 1. Choose MENU Ú FX Ú TYPE (p. 16) The FX screen appears.

Use [Knob 3] to switch the FX type. Pad for which FX will apply FX type Use [Knob 3] (TYPE) to display the FX type list. [Button 3] (BYPASS) temporarily turns FX off. Overview Basic Operation A diagram of the selected FX type will appear. Adv.

1 (Kit) Using the knobs to control FX 1. Press the [FX CTRL] button. The FX CONTROL screen appears. You can use [Knob 1][Knob 3] to control the FX parameters. The most suitable parameters for the effect will automatically be assigned to the knobs.

Changes you make in the FX CONTROL screen are not saved to the kit. FX type Pad for which FX is enabled Use [Button 1] (SEND) to move to a screen in which you can adjust each pad's send level. Use [Knob 13] to edit the effect parameters. [Button 3] (BYPASS) temporarily turns FX off. Adv. 2 (Phrase) Adv.

3 (Other) Appendix For details on how to edit each parameter, refer to "AMBIENCE" (p. 42) and "FX" (p. 39). 25 05 Recording a Phrase Loop (PHRASE LOOP) To simply explain the Phrase Loop function we will use the basic 8-beat phrase shown below.

Step 1: Select a Kit 1. Use the [KIT] buttons to select the acoustic kit "50: Tutorial." In kit "50: Tutorial," instruments are assigned to pads as follows. Start by practicing this phrase. Hi-hat cymbal Snare drum Kick (bass drum) Step 2: Make Settings Before Recording Measures, Time Signature (Beat) and Metronome (Click) Sound settings Hold down the [STANDBY] button and the PHRASE LOOP SETUP screen appears. The screen you will see here will indicate, in the top row, the length of the phrase (Measures). The time signature (Beat) is indicated in the lower row. Press [Button 2] (CLICK); a bar appears above the button, and the click (Metronome) will start. 1. Hold down the [STANDBY] button and make your choice by hitting the relative pad or by turning [Knob 1] (MEAS) or [Knob 2] (BEAT).

As shown in the illustration, please select (2 measures, 4 beats) for this recording. 2. Press [Button 2] (CLICK). You'll hear the click (Metronome). MEMO The click sound can also be turned on/off from the PHRASE LOOP screen by choosing the Quick Menu "Click ON/OFF" command.

) also shows the rhythm. If you don't want to hear a click (such as in a live performance), you can turn off the click sound and record while watching the blinking tempo indicator. As described in "Metronome (Click) Sound Settings (PHRASE LOOP SETUP-CLICK)" (p. 51), you can make settings such as "sounding the click only on the first pass of the loop," changing the type of click sound, or adjusting the click volume. 26 Quantization and tempo settings What is quantization? Quantization is a function that automatically corrects the timing of your playing.

It only functions during the recording process. By making the appropriate quantization setting, you choose between resolution intervals of 8th notes, 12th note triplets, 16th notes, or 24th note triplets. When you take your finger off the [STANDBY] button, it will light and the PHRASE LOOP screen appears. Turn [Knob 1] (QTZ) to select the quantize interval. Or select "OFF." The currently selected kit is shown. Turn [Knob 3] (TEMPO) to set the tempo. You can set the tempo manually by tapping [Button 3] (TAP) four times or more. You can also set the tempo by holding down [Button 3] (TAP) and playing a pad four times or more.



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To start recording, press [Button 2] (START) or hit a pad.

Now make settings for the phrase that you will record (quantize to 8th notes, tempo 100). 3. Turn [Knob 1] (QTZ) to set quantization to "8" (8th notes). Overview If you're confident that you have precise timing, you can leave this setting "OFF." 4. Turn [Knob 3] (TEMPO) to set the tempo at "100." MEMO You can also set the tempo of the phrase before entering standby mode, in the kit screen. Basic Operation Step 3: Recording Play the pads in rhythm with the click. Recording automatically begins the moment you hit the first pad. * Recording or playback will not start even if you press the [REC] button or [PLAY] button.

These buttons only switch between Record and Play modes. In order to start the phrase, you must either hit a pad or press [Button 2] (START). 1. Hit the pads to record the phrase. Although you are free to record all pads at the same time, you can also record (overdub) each pad individually, for example by starting with the bass drum, then recording the snare drum, and then the hi-hat etc.

Adv. 1 (Kit) Record the hi-hat on the third pass Adv. 2 (Phrase) Record the snare drum on the second pass Adv. 3 (Other) Record the bass drum on the first pass Start recording! 2. When you're finished recording, press the [PLAY] button.

The [PLAY] button lights, and you're switched to Play mode. The phrase will play only. No recording is possible. If you press the [REC] button again, you return to the Record (REC) mode. To stop the phrase, hold down the [PLAY] button and press the [REC] button. Appendix 27 Re-doing the Recording If you want to re-do the recording, it's easy to use the following methods. Erasing a Track (ERASE) During playback or recording, you can erase just the track of a specific pad. Start erasing Stop erasing 1. Hold down the [ERASE] button, and when you want to start erasing, hit the pad whose track you want to erase. That pad's illumination will blink while its track is being erased.

2. Hold down the [ERASE] button, and when you want to stop erasing, hit the pad whose track was being erased. Undoing a Recording (UNDO) You can undo the previous recording or erasure. Perform the following step immediately after you've recorded or erased data. You can't undo once you've stopped the phrase. 1. In the PHRASE LOOP screen (during PLAY or REC), choose the QUICK MENU command Undo REC (or Undo ERASE). Clearing the Phrase (CLEAR PHRASE) If you want to re-record from scratch, you can clear the phrase. 1. In the PHRASE LOOP screen (while stopped), choose the QUICK MENU command Clear Phrase.

2. When the confirmation message appears, press [Button 3] (OK). Saving the Phrase (SAVE PHRASE) The recorded phrase will be lost when you exit Phrase Loop mode, select a different phrase, or turn off the power. If you want to keep the phrase, you can save it to internal memory or to USB memory. 1. In the PHRASE LOOP screen (while stopped), choose the QUICK MENU command Save Phrase. When the SAVE PHRASE screen appears, save the phrase as described in the procedure on p. 49. Exiting Phrase Loop Mode In the standby condition (while stopped), press the [STANDBY] button to make it go dark; you'll exit Phrase Loop mode and return to the KIT screen. * If you leave the phrase loop mode without saving your data it will be lost.

(A reminder will appear in the screen.) Advanced techniques In addition to the Phrase Loop functions explained here, you can mute a specific pad, record knob movements while you use the knobs to control an effect, or reserve the operation that will occur on the next loop. For details, refer to "Editing a Phrase" (p. 46). 28 Advance Operation 1 Kit

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. p. 30 This chapter explains how to create a kit and use effects .
2 Phrase Loop

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43 This chapter provides a full explanation of the Phrase Loop functionality . 3 Other Settings

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. . . p. 52 This chapter explains settings such as pad and pedal calibration, and how to connect MIDI and USB equipment .

Advance Operation 1 (Kit) Creating a Kit Inst Settings (INST) Inst and Layer Settings (INST-INST) For more about Insts and Layers, refer to "What is an Inst?" (p. 8). How to access individual Inst parameters for each pad. 1. Choose MENU Ú INST Ú INST (p. 16). The INST-INST screen appears. Darkened pad indicator is the pad you're editing. Hit the pad to change this. Turn [Knob 3] (+) to edit the value.

Use [Knob 1] (SEL) to select a parameter. Press [Button 3] (ALL) to copy the current value to all pads and external triggers. 2. Hit the pad that you want to edit; it will be selected. 3. Turn [Knob 1] (SEL) to select a parameter. 4. Turn [Knob 3] (+) to edit the value. Parameter Value Explanation Volume OFF Playing Dynamics Volume MIX Playing Dynamics Volume Inst Layer Type SWITCH Playing Dynamics Volume FADE Playing Dynamics Volume XFADE Playing Dynamics Layer Point Inst A Inst B 1127 This is essentially the same as FADE, but Inst A will decrease as you play the pad more strongly than the Layer Point. Inst B will be added to Inst B when you play more strongly than the Layer Point.

Hits that are softer than the Layer Point will play Inst A, and hits that are stronger will play Inst B. Only Inst A will play. If Layer is set to other than OFF, the indication shown in this illustration will appear at the upper left of the Inst name indication in screens such as the KIT screen. Inst A and Inst B will both play together. If the Layer Point has been specified, Inst B will be heard only when you hit the pad more strongly than the specified Layer Point velocity value, as shown in the illustration at right.

Volume Playing Dynamics Specifies the velocity value at which Inst B will start being heard. Selects Inst A. For details on how to select this, refer to "02 Selecting an Inst (INST)" (p. 23). Selects Inst B.

For details on how to select this, refer to "02 Selecting an Inst (INST)" (p. 23). On an acoustic drum set, for example, the open hi-hat and closed hi-hat will not be heard simultaneously. You can use Mute Group settings to simulate this behavior. Mute Group is a function that prevents Insts of the same mute group

setting from being heard together. You can specify six mute groups. If you don't want an Inst to belong to any mute group, choose "OFF." If you choose OFF, playing dynamics will be ignored, and the Inst will only sound at the maximum velocity (127). Mute Group OFF, 16 Dynamics OFF, ON 30 You can't select Inst Layer Type for an external pads For external pads (p. 60), you can only use 2 sounds: Inst Head and Inst Rim.



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(Dual trigger pad is needed to have head and rim sounds) Refer to the owner's manual of the pad you're using. Internal pads Inst A Inst B External pads Inst Head Inst Rim Head shot Inst Head Inst Rim Editing an Inst (INST-EDIT) Here's how to access the various editing parameters. 1. Choose MENUÚINSTÚEDIT (p. 16) . The INST-EDIT screen appears. Indicates the pad you're editing; hit a pad to change this. Overview [Knob 2] (B) edits the Inst B (Rim) value. [Knob 3] (A) edits the Inst A (Head) value. Use [Knob 1] (SEL) to select a parameter.

Press [Button 3] (ALL) to copy the current value to all pads. Basic Operation 2. Hit the pad that you want to edit; it will be selected . 3. Turn [Knob 1] (SEL) to select a parameter .

4. Turn [Knob 3] (A) or [Knob 2] (B) to edit the value . . [Knob 2] (B) edits the Inst B (Rim) value. . [Knob 3] (A) edits the Inst A (Head) value. Parameter Tuning Muffling Soft Attack Tone Color Pitch Sweep Volume Pan Reverse Value -2400+2400 050 050 L50H50 -100+100 0100 L15CTRR15 OFF, ON Explanation Negative ("-") settings lower the pitch, and positive ("+") settings raise the pitch.

Turning the knob will change the value in steps of 10. Increasing this value will decrease the resonance and decay of the sound. Adjusts the sharpness of the sound's attack. Higher settings will produce a softer attack. Adjusts the brightness of the sound. Higher settings will produce a brighter sound. Positive ("+" settings make the pitch sweep from high to low. Negative ("-") settings make the pitch sweep from low to high. Specifies the volume. Specifies the pan setting.

CTR is center. If this is ON, the pad's sound will play backward. * Some Insts will NOT play in reverse . Adv. 1 (Kit) Adv. 2 (Phrase) Adv. 3 (Other) Appendix 31 Hi-hat Settings (INST-HH CTRL) Here you can decide how the hi-hat Inst will sound, and choose the Inst to be controlled by a hi-hat control pedal (FD-8: sold separately). 1. Choose MENUÚINSTÚHH CTRL (p. 16) .

The INST-HH CTRL screen appears. Values for each pad (Inst A is above, Inst B is below) Values for external trigger inputs 14 (Head is above, Rim is below) [Knob 2] (B) edits the Inst B (Rim) value. [Knob 3] (A) edits the Inst A (Head) value. [Knob 1] (PAD SEL) selects the pad to edit. 2.

Turn [Knob 1] (PADSEL) (or hit a pad) to select the pad that you want to edit . 3. Turn [Knob 3] (A) or [Knob 2] (B) to edit the value . . [Knob 2] (B) edits the Inst B (Rim) value. . [Knob 3] (A) edits the Ins A (Head) value.

Parameter Value For the hi-hat Inst CLOSE HALF OPEN HH CTRL PEDAL Plays the closed hi-hat sound. Plays the half-open hi-hat sound. Plays the open hi-hat sound. Choose "PEDAL" if a hi-hat control pedal (FD-8: sold separately) is connected. The hi-hat sound will switch according to how the hi-hat control pedal is pressed. * Only one of the pads can be set to "PEDAL ." For other than the hi-hat Inst PEDAL -The sound will play when you press the hi-hat control pedal. * Only one of the pads can be set to "PEDAL ." No sound will play when you press the hi-hat control pedal. Explanation 32 HH CTRL setting examples If a hi-hat control pedal is connected Choose "PEDAL" for the pad that's assigned to the hi-hat Inst.

Set to "PEDAL" If a hi-hat control pedal is not connected Make the following settings if you want to assign the closed hi-hat and open hi-hat sounds to two different pads. Set Inst A to "CLOSE" Set Inst A to "OPEN" Overview If you want to use one pad to play both the closed hi-hat , and be able to switch to the open hi-hat, choose the same hi-hat Inst for both Inst A and B of a single pad, set "Inst Layer Type" (p. 30) to "SWITCH," and set HH CTRL as follows. Use the "Layer Point" (p. 30) setting to specify the dynamic level at which the hi-hat will open. Volume Set Inst A to "CLOSE" Basic Operation Set Inst B to "OPEN" Playing Dynamics Adv. 1 (Kit) INST Screen QUICK MENU Adv. 2 (Phrase) From the INST screen, press the [QUICK] button to access the following QUICK MENU. Menu Copy Pad Paste Pad Pad Exchange Multi Edit Kit Protect ON/OFF Explanation Copy pad settings. Paste pad settings. Access the Pad Exchange screen where you can exchange pads. Access the MULTI EDIT screen where you can edit the tuning and volume of each pad.

Switch the kit protect setting on/off. Page p. 35 p.

35 p. 36 p. 24 p. 34 Adv. 3 (Other) Appendix 33 Settings for the Entire Kit (KIT OTHERS) Kit Volume, Tempo, and Protect (KIT OTHERS-KIT) Here you can edit the kit's volume, tempo, and protect settings.

1. Choose MENUÚOTHERSÚKIT (p. 16) . The KIT OTHERS-KIT screen appears. [Knob 3] (/+) edits the value. [Knob 1] (SEL) selects a parameter. Press [Button 3] (KIT NAME) to edit the kit name (p. 35). 2. Turn [Knob 1] (SEL) to select a parameter .

3. Turn [Knob 3] (/+) to edit the value . Parameter Kit Volume Kit Tempo Value 0100 OFF, 40260 Explanation The volume of the entire kit. You can specify a tempo for each kit. If the system setting "Kit Tempo Func" (p. 52) is set to ENABLE, the tempo will change to the kit tempo when you switch kits. However, the tempo will not change if the Kit Tempo is Off. If Kit Protect is ON, that kit cannot be edited. If Kit Protect is ON, a KIT screen. icon is shown beside the kit number in the Kit Protect OFF, ON Phrase Settings Recalled by the Kit (KIT OTHERS-PHRASE) You can specify the phrase settings that the kit will recall.

1. Choose MENUÚOTHERSÚPHRASE (p. 16) . The KIT OTHERS-PHRASE screen appears. [Knob 3] (/+) edits the value.

[Knob 1] (SEL) selects the parameter. 2. Turn [Knob 1] (SEL) to select a parameter . 3. Turn [Knob 3] (/+) to edit the value .

Parameter Phrase Play Tempo Value OFF, 0150 PHRASE TEMPO, CURRENT TEMPO Explanation The Phrase Loop will start playing using the phrase you assign here (internal data only) when you hold down the foot switch assigned to the "PAD CTRL" (p. 53) and hit the [Phrase Play] pad. You can choose whether the tempo that will be used following the Phrase Play will be the tempo at the time the phrase was saved (PHRASE TEMPO) or the current tempo (CURRENT TEMPO). 34 Assigning a Name (NAME) Here's how to enter a name for a kit or phrase. 1. From the KIT screen, choose QUICK MENUÚKit Name (p. 15) . * In some cases the NAME palette may also be displayed from other screens as well . The NAME palette will appear. Use the following knobs and buttons to enter a name; when you're finished, press [Button 3] (OK) to confirm it.

Cursor Deletes the character at the cursor Inserts a space at the cursor position [Knob 1] (ABC) Selects from a list of uppercase characters [Knob 2] (abc) Selects from a list of lowercase characters [Knob 3] (123) Selects from a list of numerals [Button 1] and [Button 2] move the cursor [Button 3] (OK)

Finalizes the name and closes the NAME palette Overview NAME Palette QUICK MENU In the NAME palette, pressing the [QUICK] button will access the following QUICK MENU.



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Menu Copy Name Paste Name Clear All Explanation Copies the entire text string. Pastes the entire text string. Clears the entire text string. Basic Operation Copying a Kit or Pad (COPY) Here's how to copy a kit or pad. Adv. 1 (Kit) Copying a Pad This function will copy the most recently-struck pad, and copy its settings to another pad. You can also copy to other kits. Adv. 2 (Phrase) 1.

From the KIT screen, choose QUICK MENU Copy Pad (p. 15). Alternatively, from the INST screen, choose QUICK MENU Copy Pad. With the cursor located at the menu (don't press [Button 3] (OK) yet), the copy-source pad's illumination will blink. If desired, you can change pads by striking a different pad.

2. Press [Button 3] (OK) to copy the pad. If you want to paste to a different kit, select the paste-destination kit. Adv. 3 (Other) 3.

From the KIT screen, choose QUICK MENU Paste Pad. Alternatively, from the INST screen, choose QUICK MENU Paste Pad. With the cursor located at the menu (don't press [Button 3] (OK) yet), the copy-destination pad's illumination will blink. If desired, you can change pads by striking the desired pad. 4. Press [Button 3] (OK) to paste the pad settings. Appendix 35 Copying a Kit Here's how to copy the currently selected kit. 1. Select the copy-source kit. 2.

From the KIT screen, choose QUICK MENU Copy Kit (p. 15). 3. Press [Button 3] (OK) to copy the kit. 4. Select the copy-destination kit. 5. From the KIT screen, choose QUICK MENU Paste Kit. 6. Press [Button 3] (OK).

A confirmation screen appears. 7. Press [Button 3] (OK) to paste the kit. Exchanging Pads (PAD EXCHANGE) Here's how to exchange the settings of two pads. You can also exchange pads between kits.

1. From the KIT screen (or the INST screen, etc.), choose QUICK MENU Pad Exchange (p. 15). The PAD EXCHANGE screen appears.

2. Hit the first pad to select it. The selected pad will be shown in the screen, and the selected pad's illumination will blink. If you want to exchange pads across kits, use the [KIT] buttons to select the desired kit. If you decide to cancel the procedure, press [Button 1] (CANCEL). 3. Hit the pad to be exchanged. The pad settings will be exchanged. 36 KIT CHAIN The Kit Chain function lets you decide a specific order in which kits will be switched. This makes it very easy, during live performances, to switch kits in your desired order.

You can use the [KIT] buttons or a foot switch (sold separately) to do the switching. You can create eight Kit Chain Banks (AH) with 20 kits in each chain. Chain Bank A STEP 1 Chain Bank B STEP 1 Chain Bank C STEP 1 Chain Bank H STEP 1 STEP 2 STEP 2 STEP 2 STEP 2 STEP 3 STEP 3 STEP 3 STEP 3 STEP 20 STEP 20 STEP 20 STEP 20 Creating a Kit Chain (KIT CHAIN) Here's how to create a kit chain. 1. Choose MENU Kit Chain (p. 16). Overview The KIT CHAIN screen appears. Use the following knobs and buttons to create your kit chain. Chain bank name (use the QUICK MENU to edit) Basic Operation [Knob 1] (STEP) changes the step [Knob 3] (/+) changes the kit (list display) [Button 3] (CHAIN) turns the chain on/off (When on, a bar is shown above the button.) [Button 1] and [Button 2] change banks This can also be switched from the KIT screen QUICK MENU.

Adv. 1 (Kit) KIT CHAIN Screen QUICK MENU From the KIT CHAIN screen, press the [QUICK] button to access the following QUICK MENU. Menu Explanation Move Up Moves the selected step up one place Adv. 2 (Phrase) Move Down Moves the selected step down one place Adv. 3 (Other) Delete Deletes the selected step, moving up subsequent steps Insert Chain Name Clear All Steps Inserts a step at the selected position Appendix Assigns a chain bank name (p.

35) Deletes all steps 37 Switching Kit Chains From the KIT screen, choose QUICK MENU Kit Chain ON/OFF to turn Kit Chain on/off. If Kit Chain is on, the CHAIN icon appears in the display. You can use the knobs, [KIT] buttons, or foot switch to move in the order you have decided. You can also switch between the Chain Banks. CHAIN icon The STEP list appears when you turn [Knob 1] (STEP).

Press [Button 3] (OK) to confirm. The BANK list appears when you turn [Knob 2] (BANK). Press [Button 3] (OK) to confirm. Go back one step Go forward one step 38 Using the Effects (FX) The onboard effects processor, "FX", has 30 different effects to choose from. FX Settings (FX) Switching the FX Type (FX-TYPE) Here's how to switch the FX type. 1. Choose MENU FX TYPE (p. 16). The FX-TYPE screen appears. Pads for which FX is enabled FX type [Knob 3] (TYPE) displays a list of FX types.

[Button 3] (BYPASS) temporarily turns FX off. A diagram of the selected FX type is shown. 2. Turn [Knob 3] (/+) to select an FX type. 3. Press [Button 3] (OK) to confirm. Parameter FX Type Value 00(THRU)30 Explanation FX type. If you select "00(THRU)," FX will not be applied. Overview Basic Operation Editing FX Parameters (FX-EDIT) Here's how to edit the parameters of each FX. 1.

Choose MENU FX EDIT (p. 16). The FX-EDIT screen appears. FX type Pads for which FX is enabled Adv. 1 (Kit) Adv. 2 (Phrase) [Knob 1] (SEL) selects a parameter. [Knob 3] (/+) edits the value. [Button 3] (BYPASS) temporarily turns FX off. 2. Turn [Knob 1] (SEL) to select a parameter.

3. Turn [Knob 3] (/+) to edit the value. The parameters will differ depending on the FX. Parameters for which the following icons are shown can be controlled using the knobs in the FX CONTROL screen (p. 41). Knob 1 Knob 2 Adv. 3 (Other) Appendix Knob 3 39 Setting the FX Send Level for Each Pad (FX-SEND) Each pad has its own individual effects send level. 1. Choose MENU FX SEND (p. 16).

The FX-SEND screen appears. Value for each pad (Inst A is above, Inst B is below) Value for external trigger inputs I4 (Head is above, Rim is below) [Knob 2] (B) edits the Inst B (Rim) value. [Knob 3] (A) edits the Inst A (Head) value. [Knob 1] (PAD SEL) selects the pad to edit. 2. Turn [Knob 1] (PADSEL) (or hit a pad) to select the pad whose settings you want to edit. 3. Turn [Knob 3] (A) or [Knob 2] (B) to edit the value. [Knob 2] (B) edits the Inst B (Rim) value. [Knob 3] (A) edits the Inst A (Head) value.

Parameter FX Send Value 0100 or OFF, ON Explanation Specifies the FX Send level for each pad. Depending on the FX type, the range will be either "Send level (0100)" or "OFF, ON." FX Screen QUICK MENU From the FX screen, press the [QUICK] button to access the following QUICK MENU. Menu Copy FX Paste FX Kit Protect ON/OFF Explanation Copies FX settings. Pastes FX settings. Turns Kit Protect on/off. Page p.



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40 p. 40 p. 34 MEMO The FX-SEND screen parameters can not be copied/pasted.

That is why there is no QUICK MENU access in this screen. Copying FX Settings The currently selected FX settings can be copied to a different kit. 1. From the FX screen, choose QUICK MENU Copy FX . 2. Press [Button 3] (OK) to copy the FX settings . 3. Select the copy-destination kit . 4. From the FX screen, choose QUICK MENU Paste FX .

5. Press [Button 3] (OK) to paste the FX settings . 40 Using the Knobs to Control the FX (FX CONTROL) You can use [Knob 1][Knob 3] to control FX parameters. For each FX, the most suitable parameters are automatically assigned to the three knobs. Changes you make in the FX CONTROL screen are not saved to the kit. 1. Press the [FX CTRL] button . The FX CONTROL screen appears. MEMO You can also access the FX CONTROL screen from the KIT screen by pressing [Button 3] (FX CTRL). FX type Pads for which FX is enabled.

[Button 1] (SEND) moves to a screen where you can set the send level for each pad. [Knob 13] adjusts the effect parameters. [Button 3] (BYPASS) temporarily turns FX off. MEMO When you're recording a phrase loop (REC mode), knob movements are recorded on the phrase's FX track. [Button 1] operates as TR MUTE; the FX track will be muted when you turn it on.

Overview Basic Operation Adv. 1 (Kit) Adjusting the FX send level for each pad (FX CONTROL-FX SEND) The FX SEND (FX send level) screen is also accessible from the FX CONTROL screen. 1. Press the [FX CTRL] button . 2.

Then press [Button 1] (SEND) to enter the FX SEND (FX send level) screen . Operations are as mentioned above p. 40. Remember that any changes made via this page will NOT be saved to the kit. Movements or adjustments to send levels while in Rec mode of the phrase loop will NOT be recorded into the phrase. Adv. 2 (Phrase) Adv. 3 (Other) Appendix 41 Editing the AMBIENCE This section explains how to adjust the overall sound of the entire OCTAPAD. You can use a choice of Ambiences plus an Equalizer and Limiter. As these effects are applied to the entire OCTAPAD, they will not change when you switch kits.

Ambience Settings (AMBIENCE-AMBIENCE) Here's how to make Ambience settings. You can make adjustments as appropriate for the environment in which you're playing the drums. 1. Choose MENU AMBIENCE AMBIENCE (p. 16) . The AMBIENCE-AMBIENCE screen appears. Ambience on/off Final output level meter Ambience type Ambience depth [Knob 3] (+) edits the value. [Knob 1] (SEL) selects a parameter. 2. Turn [Knob 1] (SEL) to select a parameter . 3. Turn [Knob 3] (+) to edit the parameter . Parameter Switch Type Depth Value OFF, ON 17 110 Explanation Ambience on/off You can also turn ambience on/off from the KIT screen by choosing QUICK MENU Ambience ON/OFF. Ambience type Ambience depth Equalizer Settings (AMBIENCE-EQ) Here's how to make Equalizer settings that adjust the tonal character of the low, middle and high frequency ranges. 1.

Choose MENU AMBIENCE EQ (p. 16) . The AMBIENCE-EQ screen appears. The editing procedure is the same as for Ambience. Parameter Switch High Mid Low Value OFF, ON -12+6 dB -12+6 dB -12+6 dB Explanation Equalizer on/off High range boost/cut Middle range boost/cut Low range boost/cut Limiter Settings (AMBIENCE-LIMIT) Here's how to make Limiter settings that compress sounds that are louder than a specified volume level, thus making the volume more consistent.

1. Choose MENU AMBIENCE LIMIT (p. 16) . The AMBIENCE-LIMIT screen appears. The editing procedure is the same as for Ambience. Parameter Switch Threshold Value OFF, ON -120 dB Explanation Limiter on/off Volume level at which compression will begin 42 Advanced Operation 2 (Phrase Loop) Creating a Phrase For an overview of Phrase Loop, refer to "What is a Phrase Loop?" (p. 9). Measures, Time Signature (Beat) and Metronome (Click) Sound Settings (SETUP) Hold down the [STANDBY] button; the PHRASE LOOP SETUP screen appears. The position you hit on the pads will be selected. The upper row is Measures, the lower row is Beat.

Press [Button 2] (CLICK); a bar appears above the button, and the click (Metronome) will start. You can also edit the values by turning [Knob 1] (MEAS) or [Knob 2] (BEAT). For details on operation, refer to "Measures, Time Signature (Beat) and Metronome (Click) Sound settings" (p. 26). Parameter Measures Value 196, FREE Explanation Number of measures in the phrase. Overview If you choose "FREE," use the [SET LOOP] button during recording to set the loop point (see below). You can use "Default Measures" (p. 51) to specify the default value of this parameter. Beat 19 Time signature of the phrase. You can use "Default Beat" (p.

51) to specify the default value of this parameter. Metronome (click) sound on/off. Basic Operation Click OFF, ON You can use "Default Click" (p. 51) to specify the default value of this parameter. As described in "Metronome (Click) Sound Settings (PHRASE LOOP SETUP-CLICK)" (p. 51), you can make the click sound only on the first pass of the loop, change the type of click sound, and adjust the click volume. Using the [SET LOOP] Button to Set the Loop Point If the STANDBY screen's Measures parameter is set to "FREE," you can use the [SET LOOP] button to set the loop point during recording. If Measures is set to "FREE," the [SET LOOP] button will blink during recording (or during playback). When you've entered the measure at which you want to loop, press the [SET LOOP] button; the end of that measure will be set as the loop point. * You can't set the loop point in the middle of a measure

Adv. 1 (Kit) Adv. 2 (Phrase) Press the [SET LOOP] button Using a foot switch to set the loop point If you connect a foot switch (FS-5U, sold separately; p. 53) and set the system setting "Foot Sw" (p. 53) to "PHRASE-LOOP CTRL," you'll be able to set the loop point by pressing the foot switch. Adv. 3 (Other) The first time you hold down the foot switch, the SETUP screen appears . (Same operation as the [STANDBY] button) The second time you press the foot switch, the end of the measure will be set as the loop point . (Same operation as the [SET LOOP] button) The third and subsequent times you press the foot switch, you'll switch between PLAY and REC . (Same operation as the [PLAY]/[REC] button) Appendix 43 Quantize and Tempo Settings (STANDBY) Press the [STANDBY] button; the [STANDBY] button will light, and the PHRASE LOOP STANDBY screen appears.

Turn [Knob 1] (QTZ) to set the quantization. If you select "OFF," quantization will not be applied. The currently selected kit is shown here. Turn [Knob 3] (TEMPO) to set the tempo. You can set the tempo by pressing [Button 3] (TAP) four times or more at the desired tempo (Tap Tempo).



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