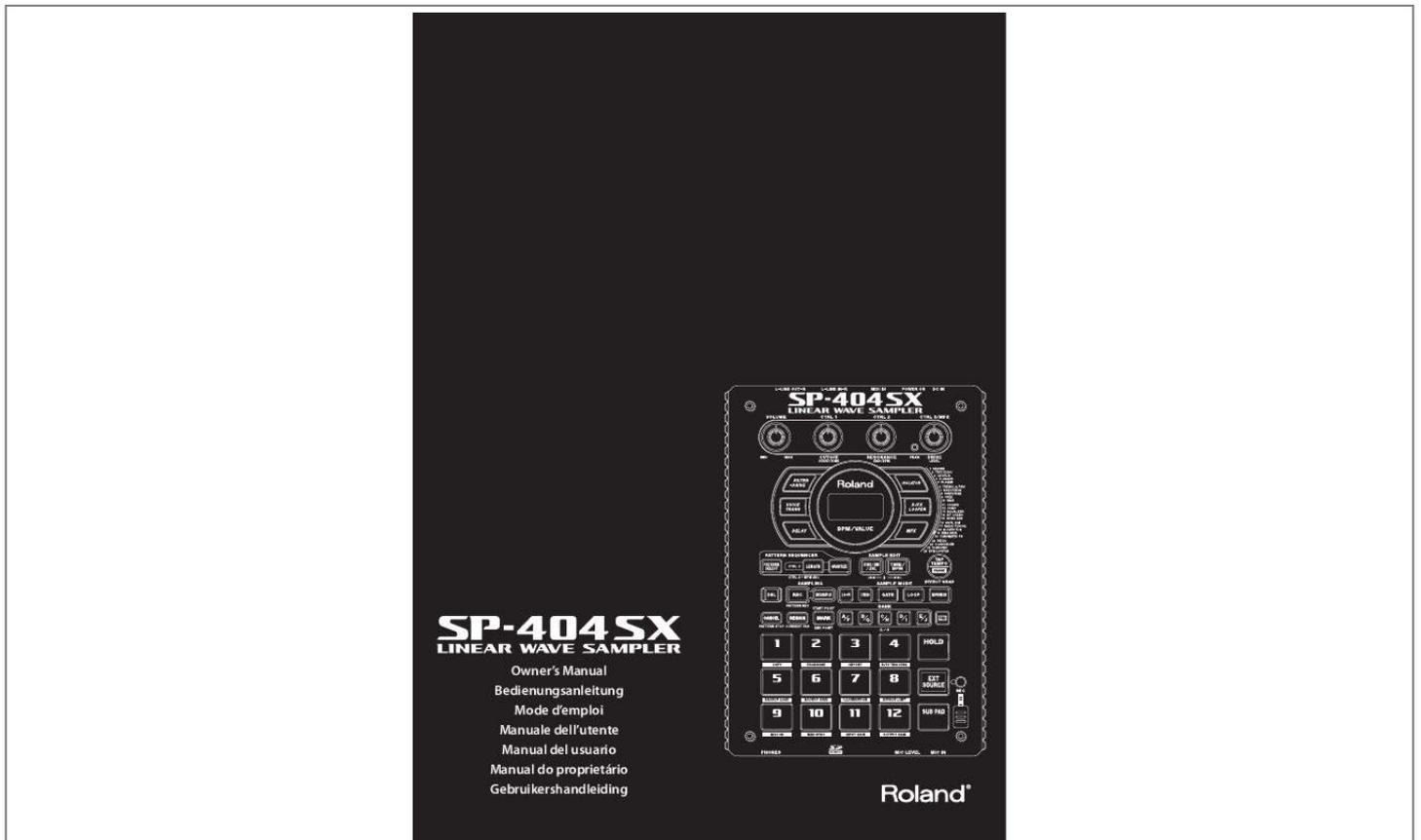




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You can read the recommendations in the user guide, the technical guide or the installation guide for ROLAND SP-404SX. You'll find the answers to all your questions on the ROLAND SP-404SX in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual ROLAND SP-404SX
User guide ROLAND SP-404SX
Operating instructions ROLAND SP-404SX
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Specifies quantization (automatic timing correction) when recording a pattern. Deletes a sample or pattern. Starts/stops sampling or pattern recording.

Applies an effect to the sound of a sample and resamples the result.

Cancels an operation such as sampling, pattern playback, or recording. By pressing this button four times in rapid succession, you can stop all sounds that are currently playing. Makes the display indicate the remaining time available for sampling. In addition, you can hold down this button and press a pad to specify the sample to which you want to apply an effect, or to specify the sample whose settings you want to edit (modify current pad). Use this button when you want to play only a portion of a sampled sound.

p . 40 p . 19 p . 14 p . 32 p .

32 p . 21 p . 18 p . 26 p . 12 p . 25 p . 13 6 [LENGTH] button [QUANTIZE] button [DEL] button [REC] button [RESAMPLE] button [CANCEL] button 7 [REMAIN] button [MARK] button p . 27 4 Name Description When you press these pads, you'll hear the samples that are assigned to the pads. If the [PATTERN SELECT] button is lit, the pads will select patterns. Use this button when you want to change the playback start/end points of a sample or to adjust its volume.

Use this button when you want to specify a sample's playback time or BPM (tempo). You can change the tempo by pressing this button several times at the desired timing. To temporarily stop the production of sound, hold down the [FUNC] button while you press the [TAP TEMPO] (PAUSE) button. Switches the sample's playback quality (standard/lo-fi). Specifies whether you'll be sampling in monaural or in stereo. Switches between Gate playback (the sample will play only while you hold down the pad) and Trigger playback (the sample will alternate between play and stop each time you press the pad). Switches between Loop playback (the sample will play repeatedly) and One-Shot playback (the sample will play only once). Switches to Reverse playback, in which the sample will play backward. Use these buttons to switch between sample or pattern banks. Use this button to make various settings.

This pad allows you to have a sample keep playing even after you take your finger off the pad. This pad plays the sound of the external (line or mic) input.

This pad plays the sample of the pad you struck most recently. This button switches the mic input on/off. This is the SP-404SX's built-in mic.

If you connect your own mic (sold separately) to the MIC jack of the top panel, this internal mic will not function. Page p . 11 p . 14 p . 27 p .

15 p . 15 p . 12 p . 12 p . 18 8 Pads [1][12] [START/END/LEVEL] button 9 [TIME/BPM] button [TAP TEMPO] button [LO-FI] button [STEREO] button English Deutsch 10 [GATE] button [LOOP] button [REVERSE] button p . 12 p . 12 p . 12 p . 11 p . 39 p .

12 p . 24 p . 12 p . 17 11 12 13 14 15 [BANK] buttons [FUNC] button [HOLD] pad [EXT SOURCE] pad [SUB PAD] pad [MIC] button Internal mic Français Italiano p . 17 Español 16 Name 17 18 Description 19 20 21 22 23 24 25 26 Page p . 8 p . 10 p . 19 Portugus 16 17 18 19 20 21 22 23 24 25 26 PHONES jack SD card slot [MIC LEVEL] knob MIC IN jack Functional ground terminal DC IN jack [POWER] switch MIDI IN jacks LINE OUT buttons will go out when it has not been operated for approximately five minutes, and it will enter Sleep mode. This will extend the battery life when operating on batteries. AL ni 3. Press the [REC] button to confirm the setting . MEMO This setting will be remembered even while the power is turned off. 6 English Deutsch Français Italiano Español Portugus Nederlands Basic Operation Before You Start Connecting the SP-404SX to Your Speakers Make sure that the SP-404SX and your amplified speakers (which we'll simply call "speakers") are powered off, and then make connections as shown below. Audio cables (sold separately) AC adaptor LINE IN jacks 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.

Amplified speakers (sold separately) LINE OUT jacks DC IN jack If you're using headphones (sold separately), connect them here. 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. About Functional Ground Terminal Depending on the circumstances of a particular setup, you may experience a discomforting sensation, or perceive that the surface feels gritty to the touch when you touch this device, mics connected to it, or the metal portions of other objects. This is due to an infinitesimal electrical charge, which is absolutely harmless. However, if you are concerned about this, connect the ground terminal (see figure) with an external ground. When the unit is grounded, a slight hum may occur, depending on the particulars of your installation. If you are unsure of the connection method, contact the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page. Unsuitable places for connection Water pipes (may result in shock or electrocution) Gas pipes (may result in fire or explosion) Telephone-line ground or lightning rod (may be dangerous in the event of lightning) 8 Turning the Power On NOTE Once the connections have been completed, 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. English 1. Minimize the volume of the SP-404SX and your speakers . Turn the SP-404SX's [VOLUME] knob all the way to the left. Deutsch 2. Turn the SP-404SX's [POWER] switch ON . Français Italiano NOTE 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. 3. Turn on the power of your speakers . 4. Adjust the volume . While striking the pads of the SP-404SX to produce sound, slowly turn the [VOLUME] knob toward the right, and adjust the volume on the SP-404SX and on your speakers. Español Portugus Turning the Power Off 1. Minimize the volume of the SP-404SX and your speakers . 2. Turn off the power of your speakers . 3. Turn the SP-404SX's [POWER] switch OFF . Nederlands 9 Inserting an SD card If you insert a commercially available SD card into the SP-404SX, you'll be able to sample for longer times. This section explains how to insert an SD card; however, when you purchase the SP-404SX, an SD card containing the factoryset preload data is already inserted, so the procedure described here won't be necessary. Remove the card lock screw to detach the card cover! When the SP-404SX is shipped, the card cover is locked by a screw installed at the location marked "CARD LOCK" on the bottom panel.



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To remove the card cover, you must first use a Phillips screwdriver to remove the CARD LOCK screw. The screw was placed there for stability during transportation from the factory; you can discard it without reusing it. NOTE Take care that the screw you removed is not accidentally swallowed by small children. When turning the unit upside-down, get a bunch of newspapers or magazines, and place them under the four corners or at both ends to prevent damage to the buttons and controls. Also, you should try to orient the unit so no buttons or controls get damaged.

Never insert or remove an SD card while this unit's power is on. Doing so may corrupt the unit's data or the data on the SD card. 1. Remove the card cover from the front panel . 2. Insert the SD card into the slot, and replace the cover . Carefully insert the SD card all the way in--until it is firmly in place. SD cards usable with the SP-404SX The SP-404SX supports SDHC/SD cards up to a capacity of 32 GB. Preparing an SD card for use Before you can use a commercially available SD card with the SP-404SX, you must format it as described in "Formatting an SD card" (p. 35).

However, do not format the SD card that was included with the SP-404SX. All of the preload data on the card will disappear if you format the included SD card. The SD card must be unlocked! The SP-404SX will be unable to function properly if the SD card is locked. ("L oC" will appear in the display.) Make sure that the SD card is not locked. Card must be unlocked! Removing an SD card 1. Press the SD card inward . 2. Grasp the card and pull it out toward yourself . 10 Playing Sounds Playing Samples What's a sample? Samples are pieces of sampled (recorded) sound together with their loop settings, etc.

That are assigned to the twelve pads. You can play a sample by pressing the corresponding pad [1][12]. English When you press a pad, its sample will play.

The pad will light red while the sample is playing. Deutsch What's a sample bank? A sample bank is a set of twelve samples assigned to the pads.

The SP-404SX has ten sample banks, A-J. Use the [A/F][E/J] buttons to switch the sample bank. To select bank F, Press the [A/F] button twice so it starts blinking. Franais Italiano How many samples can play simultaneously? The SP-404SX can play 12 monaural samples or 6 stereo samples simultaneously.

While resampling (p.

26), the maximum is 4 monaural or 2 stereo samples. Espaol The SD card inserted when the SP-404SX is shipped from the factory has samples assigned to pads [1][12] of sample banks [A][F]. You'll probably want to start by listening to these. 1. Make sure that the [PATTERN SELECT] button is extinguished .

Portugus If it is lit, press the button to turn it off. Nederlands 2. Press the BANK [A/F] button so the button is lit . If the button is blinking, bank F is selected.

Press the [A/F] button once again so it lights steadily.

11 3. Press a pad to play its sample . That pad will blink while its sample is playing. You can press two or more pads to play them simultaneously. Try playing samples using the functions described below. Holding a sample While holding down a pad, press the [HOLD] pad to make the sample continue playing even after you release the pad. To stop the sample, press the pad once again. Playing the sound of the external input This pad plays the sound from the LINE IN jacks or mic input (p. 24). Repeated strikes When you press the [SUB PAD] pad, the same sample as the previously pressed pad will play.

This makes it easy to use both hands to play rapid notes in succession. Viewing or editing the sample settings These buttons indicate the sample settings of the pad you pressed most recently (the "current pad"). You can change the sample settings by pressing these buttons * With the factory settings, the samples in banks AF of the included SD card are protected, and cannot be edited . For details on how to turn off the protect setting, refer to "About the Protect Function" (p . 38) .

Button LO-FI GATE LOOP REVERSE When lit Play back with a lo-fi sound Sample playback will stop when you release the pad Play back repeatedly (looped) Play backward When not lit Play back with the standard sound Sample playback will continue even if you release the pad Play back once (not looped) Play normally Pausing the sound (PAUSE) Hold down the [FUNC] button and press the [TAP TEMPO] (PAUSE) button; the sound will pause, and button operations will be disabled except for the operation of resuming playback. To resume playback, once again hold down the [FUNC] button and press the [TAP TEMPO] (PAUSE). If the sound won't stop! If the sound won't stop, Press the [CANCEL] button four times in rapid succession. All of the

SP-404SX's sounds will stop. 12 Applying Effects The SP-404SX contains 29 types of effects.

As an example, here's how to apply the "FILTER + DRIVE" to a sample. 1. Press a pad to play its sample . 2. Press the [FILTER + DRIVE] button . Use these buttons to switch effects (to switch an effect off, get the button's light to go out). You can't apply multiple effects simultaneously. English You can use any of the following ways to change the effect selected by MFX. Hold down the [MFX] button and turn the [CTRL 3] knob Hold down the [MFX] button and press a pad [1][12] (MFX 112) If the effect buttons are off, pressing the [TAP TEMPO] button will cause the button for the effect that was used most recently to blink, reminding you which effect was in use. Hold down the [MFX] and [DJFX LOOPER] buttons and press a pad [1][12] (MFX 1324) Deutsch Franais 3.

Turn the [CTRL 1][CTRL 3] knobs to adjust the effect . Knob CTRL 1 CTRL 2 CTRL 3 Display Result Adjusts the filter's cutoff frequency. Adjusts the filter's resonance. Adjusts the amount of drive (distortion). CoF (CUTOFF) rES (RESONANCE) drU (DRIVE) Pre-specifying parameters for the effect you'll use next

Hold down the [REMAIN] button and turn the [CTRL 1][CTRL 3] knobs to edit the parameters. When you next press an effect button, that effect will be applied with the parameter values you pre-specified. Italiano For details on each effect, refer to "Effect List" (p. 42). Applying an effect to multiple samples Normally, the effect will be applied only to the pad you pressed most recently. However, by making use of [REMAIN] button, you can set it so an effect is applied to multiple samples.

While holding down [REMAIN] button, press the desired pads to have the effect be applied to each pad that is lit. Espaol If you hold down the [REMAIN] button and press the button of the effect you want to use, the effect will be applied to all samples. Portugus Nederlands Applying an effect only while you hold down the button (EFFECT GRAB) If you hold down the [TAP TEMPO] (EFFECT GRAB) button and press an effect button, the effect will be applied only while you hold down that effect button.



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This is a way to quickly turn an effect on/off in time with your performance. 13 Playing Patterns What's a pattern? The SP-404SX lets you successively play several samples by pressing a pad, and create a song by recording this performance.

Such a succession of samples is called a "pattern." Pads to which a pattern is assigned will blink red. When you press a blinking pad, the pattern will play.

What is a pattern bank? A "pattern bank" is a set of twelve patterns assigned to the pads. The SP-404SX has ten pattern banks, A-J.

Use the [A/F][E/J] buttons to switch pattern banks. To select F, Press the [A/F] button twice so it starts blinking. On the factory-installed SD card, patterns are assigned to pads [1][12] of pattern banks [A][E]. You'll probably want to start by listening to these. 1. Press the [PATTERN SELECT] button so it's lit.

The display will indicate "P in." 2. Press the BANK [A/F] button so the button is lit. If the button is blinking, bank F is selected.

Press the [A/F] button once again so it lights steadily. 14 3. Press a pad, and the pattern will play. The pad will change from blinking to lit, and the pattern will begin playing. English 4. Press another pad to reserve the next pattern. If you press another pad while a pattern is playing, the pattern to play next will be reserved, and that pad will blink. When the currently playing pattern has finished playing, the reserved pattern will play. Deutsch If you hold down the

[SUB PAD] pad and press a pad, the pattern will change immediately. 5.

Press the currently playing pad, and the pattern will stop playing. Français Pattern playback will also stop if you press the [CANCEL] button. MEMO For details on how to create a pattern, refer to "Recording a Pattern" (p. 32). Italiano Adjusting the Tempo Here's how to change the playback tempo of the pattern.

1. Press the [TIME/BPM] button so it's lit. MEMO If the [PATTERN SELECT] button is lit, you'll be changing the pattern's tempo. If the [PATTERN SELECT] button is extinguished, you'll be changing the current sample's tempo. Español 2.

Turn the [CTRL 2] knob. Portugus The display will indicate the tempo in terms of the BPM, and the pattern playback tempo will change. Permissible values for the BPM range from 40 up to 200. However, if the BPM is within the 4060 or 160180 ranges, it can be set only in even-numbered values. If the BPM is above 180, you can set it to either 180, 183, 186, 190, 193, 196, or 200. Nederlands You can also set the tempo by pressing the [TAP TEMPO] button several times at quarter note intervals of the desired tempo. 3. Once you've specified the tempo, press the [TIME/BPM] button to turn it off. What's BPM? This stands for Beats Per Minute, which is the number of quarter-note beats played in one minute. 15 Recording Samples-- Basic Operation STEP 1: Connecting Equipment Connecting a Portable Music Player or Stereo If you're connecting your portable music player, stereo, or CD player, use audio cables to connect your device's output jacks (LINE OUT jacks, AUX OUT jacks, etc.

) to the SP-404SX's LINE IN jacks. Your portable music player's output jack Audio amp or Phono equalizer Your stereo's LINE OUT jacks A record player (turntable) cannot be connected directly to the SP-404SX. If you want to connect a record player, you must use an audio amp that will accept a connection from a record player, or use a phono equalizer between the record player and the SP-404SX. LINE IN jacks Caution when making connections 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 (LINE IN) may be low. If this happens, use connection cables that do not contain resistors. 16 Connecting a Mic To use a mic, connect it to the MIC IN jack, then press the [MIC] button so it's lit. Press the [MIC] button so it's lit. English MEMO If you're not using a mic, leave this button unlit. Using the built-in mic MIC IN jack If you want to use the built-in mic, don't connect anything to the MIC IN jack.

The built-in mic won't operate if a mic is connected to the MIC IN jack. Deutsch Howling could be produced depending on the location of mics relative to speakers. This can be remedied by: 1. Changing the orientation of the mic(s). 2.

Relocating mic(s) at a greater distance from speakers. 3. Lowering volume levels. Français Italiano Español Portugus Importing WAVE files from your computer By using the included "SP-404SX Wave Converter" software, WAV or AIFF files from your computer can be written to an SD card and assigned to the pads of the SP-404SX. For details, refer to "Importing Wave Files from Your Computer" (p.

22). Nederlands Card reader (sold separately) WAV AIFF Use the "SP-404SX Wave Converter" software on your computer to copy the data to SD card Load the data from SD card into the SP-404SX 17 STEP 2: Sampling Here we'll explain how to use Sampling to record to pad [1] of bank J. 1. Make sure that the [PATTERN SELECT] button is extinguished. If it's lit, press the button to turn it off. 2. Press the [REC] button so the button is lit. If you decide to cancel sampling, Press the [CANCEL] button. 3. Press the BANK [E/J] button so it's blinking.

If the button is lit, bank E is selected; press the [E/J] button once again so it's blinking. Pads to which you can sample will blink. 4. Press the pad [1]. Pad [1] will light, and the [REC] button will blink. 5. Make STEREO setting. Turn this off if you're sampling in monaural from a mic, etc. How this affects the sampling time Sampling in monaural will give you approximately twice as much sampling time as stereo. Monaural sampling also allows you to play twice as many samples simultaneously (12 monaural samples, or 6 stereo samples).

18 Applying an effect while you sample By pressing an effect button at this time, you can sample the sound processed by the effect. MEMO In this case, you can use the [CTRL 1] and [CTRL 2] knobs to adjust the effect settings. Because the [CTRL 3] knob is used to adjust the digital input level, it cannot be used to adjust the effect settings. English 6. Adjust the recording level 6-1.

Produce sound on the device that's connected to the SP-404SX (if you're using a mic, vocalize into the mic). Deutsch 6-2. Adjust the volume of the device (e.g., portable music player) connected to the SP-404SX so that the PEAK indicator lights occasionally.

Adjust the volume of your audio source (e.g., portable music player) Français MEMO The PEAK indicator should light occasionally If the volume of your device is not adjustable, and the PEAK indicator stays lit, set the SP404SX's input gain to "-10 dB" as described on p.



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39. Italiano If you're using a mic, turn the [MIC LEVEL] knob to adjust the level. Español 6-3. If the display illumination lights red, the internal digital input level is excessive; turn the [CTRL 3] knob toward the left until the display does not illuminate red. If this lights red, the digital input level is too high! Turn the [CTRL 3] knob all the way to the right, and then turn it toward the left until the red illumination no longer appears. Portuguese Signal flow Netherlands LINE IN jacks Input Gain Analog signal PEAK Refer to p. 39 indicator Digital signal Effects [CTRL 3] knob Display illumination MIC IN jack [MIC IN] knob Adjust so this lights occasionally Resampling If lit red, level is too high! 19 7.

Produce sound on the device that's connected to the SP-404SX, and Press the [REC] button when you want to start sampling. [REC] button will light, and sampling will begin. NOTE Never turn off the power while sampling is in progress. If you turn off the power, not only the sample being recorded but also other samples may also be destroyed. 8. When you want to stop sampling, press the [REC] button. [REC] button will go out, and sampling will end. If the display indicates "FUL" In the following cases, the display will indicate "FUL," and sampling will end automatically. When there is no remaining free space on the SD card When the sample currently being recorded exceeds 2 GB (approximately 180 minutes in stereo) 9. Press the pad [1] to play back the sound you just sampled.

If the sample included an unwanted portion If there is unwanted sound or silence at the beginning or end of the sample, you can make settings so that only the desired portion will be heard. For details, refer to "Adjusting the Playback Region of a Sample" (p. 27). If you want to re-record the sample Delete the sample as described in "Deleting a Sample" (p. 21) on the following page, and then re-record the sample.

20 Deleting a Sample If you are not satisfied with the sound you sampled, use the following procedure to delete it, and then sample the sound again. 1. Press the [DEL] button. English 2. The display will indicate "dEL," and the pads that can be deleted will blink.

Select a bank. Protected banks (p. 38) are indicated as "Pr" and cannot be selected. Deutsch Pads that can be deleted will blink. Français 3. Press the pad that you want to delete. The selected pad will change from blinking to lit. You can select multiple pads. Italiano 4. Press the [DEL] button to delete the sample.

Español NOTE Never turn off the power before the deletion is complete. When the deletion is complete, the "dAL" indication in the display will disappear. Portuguese Netherlands 21 Importing Wave Files from Your Computer By using the included "SP-404SX Wave Converter" software, WAV or AIFF files from your computer can be written to an SD card and assigned to pads of the SP-404SX. Card reader (sold separately) 4. Use Wave Converter to load WAVE files. Using the procedure described as follows, assign WAVE files (or AIFF files) to the pads of the SP-404SX. When you're finished, click [Exit] button to exit the software. 1 Select the SD card drive. 2 Select the sample bank. WAV AIFF Use the "SP-404SX Wave Converter" software on your computer to copy the data to SD card Load the data from SD card into the SP-404SX 3 Click the pad to which you want to assign the WAVE file.

The border of the selected pad will turn green. Click [Import] button to open a dialog box. Select the WAVE file that you want to import. 1. Installing Wave Converter.

Windows users Navigate to the Wave Converter folder on the "SP-404SX UTILITY CD-ROM" and double-click Setup.exe. Mac OS X users Navigate to the Wave Converter folder on the "SP-404SX UTILITY CD-ROM" and double-click SP-404SX Wave Converter Installer.pkg. 4 5 Exit the software.

2. Connect the card reader (sold separately) to your computer, and insert an SD card. 5. Insert the SD card into the SP-404SX, and switch on its power. You'll be able to play the imported WAVE files on the SP-404SX. MEMO You must first format the SD card on the SP-404SX (p. 35). For more about using SP-404SX Wave Converter, refer to the online help. The online help is a PDF file. You'll need Adobe Reader (available free of charge) in order to read it.

If you want to import audio files from an SD card without using the included "SP-404SX Wave Converter" software, refer to "Importing WAVE Files" (p. 36).

3. Start up Wave Converter. Windows users Select the SP-404SX Wave Converter from the Start menu. Mac OS X users Double-click the SP-404SX Wave Converter icon. 22 English Deutsch Français Italiano Español Portuguese Netherlands Advanced Operation Playing an External Input Sound Audio input from an external source (such as from a portable music player connected to the LINE IN jacks or a mic connected to the MIC IN jack) can be handled much like samples are on the SP-404SX; it can be played and effects can be applied to it. Adjusting the Volume of the EXT SOURCE You can adjust the volume of the [EXT SOURCE] pad. You should adjust the volume as follows. 1.

Connect your portable music player or mic to the SP-404SX as described in "Connecting a Portable Music Player or Stereo" (p. 16) or "Connecting a Mic" (p. 17). 2. Press the [EXT SOURCE] pad so the pad is lit.

If you're inputting from a mic, you should also press the [MIC] button so it's lit. The external audio input will be heard while the pad is lit. 1. Press the [EXT SOURCE] pad so the pad is lit. If you're inputting from a mic, you should also press the [MIC] button so it's lit.

The external audio input will be heard. 2. Press the [START/END/LEVEL] button so it's lit. 3. Turn the [CTRL 3] (LEVEL) knob to adjust the volume of the audio input. If the SP-404SX's display illumination lights red, the internal digital input level is overloading; turn the [CTRL 3] knob toward the left until the display illumination is no longer lit red. MEMO If the [GATE] button is lit, the sound will be heard only while you hold down the [EXT SOURCE] pad. 3. To switch the external input between stereo and monaural, press the [STEREO] button to make the button light or go dark. Stereo is selected when the button is lit.

MEMO If the volume of the external audio input does not change when you turn the [CTRL 3] (LEVEL) knob, hold down the [REMAIN] button (CURRENT PAD) and press the [EXT SOURCE] pad. (This operation will select the external input as the target for the volume adjustment.) Then press the [START/END/LEVEL] button again and turn the [CTRL 3] (LEVEL) knob to adjust the volume. MEMO You should have the [STEREO] button lit for sources that are originally stereo, such as a portable music player.



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4. You can apply an effect to the external audio input by pressing one of the effect buttons to make it light (p. 13). **MEMO** If the effect is not applied to the external audio input when you press an effect button to make it light, you should hold down the [REMAIN] (CURRENT PAD) button and press the [EXT SOURCE] pad. This will cause the effect to be applied to the external audio input. 4.

Press the [START/END/LEVEL] button once again. The [START/END/LEVEL] button goes out, and the volume is set. **MEMO** When the power is turned on, this will always be the default value (127). 24 Recording Samples-- Advanced Operation **MEMO** This section explains more advanced methods of sampling. For basic sampling, refer to "Recording Samples-- Basic Operation" (p. 16).

16). Specifying the Type of Data to Create when Sampling The data produced when sampling with the SP-404SX can be saved in either the WAV (.wav) format or AIFF (.aif) format. If you want to change the format of the data that is created when you sample, carry out the procedure below.

About the Available Sampling Times The maximum sampling time (size) for a single sample is approximately 180 minutes in stereo (2 GB). You'll be able to store a larger number of samples if you use a high-capacity SDHC card. The following table shows the approximate total sampling time of the samples that can be stored on one SD card. Card capacity 1 GB 2 GB 4 GB Stereo (mono) Approx. 90 min. (180 min.) Approx. 180 min. (360 min.) Approx. 360 min. (720 min.) Card capacity 8 GB 16 GB 32 GB Stereo (mono) Approx. 720 min. (24 hours) Approx. 24 hours (48 hours) Approx. 48 hours (96 hours)

English 1. Hold down the [RESAMPLE] button and turn on the power. 2. Press the [PATTERN SELECT] button to switch between WAV and AIF. Either "U AU" (WAV) or "A iF" (AIFF) appears in the display when you press this button, showing you the current selection. Deutsch 3. Press the [RESAMPLE] button to confirm your choice of file type. **MEMO** This setting will be remembered even after the power is switched off. Français **MEMO** Since the 1 GB SD card included with the SP-404SX contains preload data, the available sampling time will be less than the time above.

Starting Sampling Automatically (Auto Sampling) The Auto Sampling function will cause sampling to begin automatically when the input signal (sound) exceeds a specified level. This is convenient when you want to begin sampling from the introduction of a song. Before you enter sampling standby mode, adjust the sampling trigger level as described below. Italiano Remaining sampling time 1. When you press the [REMAIN] button, the display will indicate the remaining time.

Español 0.11 10.3 173 24H Min. Sec. Min. Hours 1. Hold down the [FUNC] button and press the pad [4] (AUTO TRIG LEVEL). The [REC] button will blink, and the display will indicate "- 0-".

" **MEMO** The indication shows the time available for sampling in stereo mode. The remaining time indication is an estimate. Português 2. Turn the [CTRL 3] (LEVEL) knob to set the level. The sampling trigger level will be the level at which the PEAK indicator lights. Turning the knob toward the right will raise the level. The display will indicate the level you specified (ten stages, 09). **MEMO** When "- 0-" is indicated, conventional sampling will occur (i.e., auto sampling will not be used).

Choose the "- 0-" setting if you don't want to use auto sampling. Nederlands 3. To check the sampling trigger level, press the [REC] button once again. When you start sampling with auto sampling specified, the display will indicate "r dY" until a signal exceeding the sampling trigger level is received. 25 Sampling with a Specified Tempo If you specify the BPM (tempo) while you're still in sampling standby mode, the end point (the timing at which the sound stops playing) will be automatically set after sampling to a beat of the BPM value you specified.

Resampling You can play back a sample with an effect applied, and then newly sample the result. This is called "resampling." 1. Make sure that the [PATTERN SELECT] button is extinguished. If it is lit, press the [PATTERN SELECT] button to turn it off.

1. Prepare for sampling as described in steps 16 of "STEP 2: Sampling" (p. 18). 2. Adjust the tempo as described in "Adjusting the Tempo" (p. 15). 3. Press the [REC] button to start sampling. 4. Press the [REC] button once again to stop sampling.

MEMO When sampling ends, the end point will automatically be set according to the BPM, and the [MARK] button will light. Refer to "Adjusting the Playback Region of a Sample" (p. 27). If the sampled time is multiple measures or less than one measure, the BPM indication may be double or half. In this case, press the [TIME/BPM] button so the button is lit, then turn the [CTRL 2] (BPM) knob to set the desired value. Refer to "Changing a Sample's BPM" (p. 30). The displayed BPM value is an approximation derived from the sampled time, and may not be accurate. Depending on the BPM value, the time corresponding to the BPM may not precisely match the time from the start point to the end point. For this reason if you use Loop playback (p. 12) to continuously play a sample for an extended time, the timing will gradually drift. 2. Apply an effect to the original sample, and adjust the effect parameters. 3. Press the [RESAMPLE] button so the button is lit.

The display will indicate "L EU." 4. Play back the original sample. 5. Adjust the [CTRL 3] (LEVEL) knob so that the display illumination does not light red. **MEMO** While the [RESAMPLE] button is lit, you can't use the [CTRL 3] knob to adjust the effect depth. If you want to use the [CTRL 3] knob to adjust the effect depth, press the [CANCEL] button to make the [RESAMPLE] button go out. 6. Press the [REC] button so the button is blinking. The bank buttons and pads to which resampling is possible will start blinking. 7. Press the pad to which you want to resample, so the pad is lit. You can also resample to a different bank. **NOTE** You can't resample to a pad to which a sample is already assigned. Using a Count-in You can add a count-in (1, 2, 3, 4) when you start sampling.

This is convenient when you are sampling with a specific tempo or time signature in mind. 8. Use the [STEREO] button to specify the stereo/mono setting. For details, refer to step 5 of p. 18. 9. Press the [REC] button so the button is lit. Resampling will not yet begin at this point. 1. Specify the tempo as described in steps 12 of "Sampling with a Specified Tempo" (p. 26) 2. Press the [START/END/LEVEL] button so the button is lit. 3. Press the [REC] button. The metronome will sound, and the display will successively indicate.

"- 1-" -> "- 2-" -> "- 3-" -> "- 4-" -> "r EC." Sampling will begin when the "r EC" indication appears.



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10. Press the pad to which you want to resample . The sample will begin playing, and resampling will start.

NOTE Never turn off the power during resampling. Turning off the power at this time may destroy not only the sample being resampled, but also other samples as well. 11. When resampling is finished, press the [REC] button . *MEMO* During resampling, you can simultaneously play up to four monaural samples or two stereo samples. 26 Editing a Sample *MEMO* For details on setting a sample's GATE, LOOP, REVERSE, and LO-FI parameters, refer to p. 12. Setting a Sample's Volume Here's how to adjust the volume of each pad. Adjusting the Playback Region of a Sample For each sample, the SP-404SX lets you specify the region within the sample's waveform data that will actually play. The point within the waveform data at which playback will begin is called the Start Point, and the point at which playback will end is the End Point.

If there is unwanted sound or silence at the beginning of a sampled sound, you can omit this by adjusting the Start Point. If the unwanted material is at the end, you can adjust the End Point. Start sampling Stop sampling English 1. Make sure that the [PATTERN SELECT] button is extinguished . If it is lit, press the [PATTERN SELECT] button to turn it off . 2. Press the pad to which the sample whose volume you want to adjust is assigned . The pad will light, and that sample will play. Deutsch 3. Press the [START/END/LEVEL] button so the button is lit .

4. Turn the [CTRL 3] (LEVEL) knob to adjust the sample's volume . 5. When you've finished making adjustments, press the [START/END/LEVEL] button to turn off its light . Turning the [CTRL 3] (LEVEL) knob toward the left will reduce the volume, and turning it toward the right will increase the volume. A setting of 127 is the maximum volume. The default value immediately after sampling is 127. Français Unwanted Start Point Unwanted End Point This region will sound Italiano *MEMO* When you specify the start point or end point, the BPM (tempo) will be automatically calculated according to the newly specified duration, and displayed. If the duration is multiple measures or less than one measure, the displayed BPM value may be half or double the actual value. To set the BPM to the desired value, refer to "Changing a Sample's BPM" (p.

30). In some cases, such as if the length of the region is three beats, it may not be possible to calculate or adjust the BPM value correctly. *MEMO* While the [START/END/LEVEL] button is lit, you can adjust not only the volume but also the start point and end point (p. 27) by using the [CTRL 1] and [CTRL 2] knobs. If you've moved the [CTRL 1] or [CTRL 2] knobs by accident, set them back to the center position. The settings will return to their previous values. If you press the [START/END/LEVEL] button to turn off the button's light without returning the knobs to the center, the modified start point and end point settings will be set. Español Canceling the Adjusted Playback Region (Deleting a Marker) The [MARK] button will light if you've specified either the start point or end point. If you want to cancel these settings, press the lit the [MARK] button during playback to turn off the button's light. Portuguese Nederlands *MEMO* By carrying out the procedure explained in "Deleting an Unwanted Portion (Truncate)" (p.

29), you can delete the portions other than the specified playback region, so that the start point and end point are the beginning and end of the sample. 27 Adjusting Both the Start Point and End Point 1. Make sure that the [PATTERN SELECT] button is extinguished . If it is lit, press the [PATTERN SELECT] button to turn it off . 2. Press the pad whose playback region you want to adjust, making it sound . *MEMO* If the [MARK] button is lit, the start point or end point has already been adjusted. In this case, cancel the start point/end point setting (p. 27) before you proceed with the steps below. Adjusting Only the End Point 1.

Make sure that the [PATTERN SELECT] button is extinguished . If it is lit, press the [PATTERN SELECT] button to turn it off . 2. Hold down the [MARK] button, and press the pad whose playback region you want to adjust, making it sound . 3. When the sound begins to play, release the [MARK] button . 4. While the sound plays, press the [MARK] button at the timing of the desired end point . *MEMO* If you press the [MARK] button to turn off its light while the sound is playing, the change in the start point and end point will be cancelled. 3. While listening to the sound, press the [MARK] button at the timing of the desired start point . 4. Press the [MARK] button again at the timing of the desired end point . Start sampling Stop sampling Adjusting Only the Start Point 1. Make sure that the [PATTERN SELECT] button is extinguished . If it is lit, press the [PATTERN SELECT] button to turn it off . 2. Press the pad whose playback region you want to adjust, making it sound . *MEMO* If the [MARK] button is lit, the start point or end point has already been adjusted. In this case, cancel the start point/end point setting (p.

27) before you proceed with the steps below. Unwanted Press the [MARK] button Unwanted Press the [MARK] button This region will sound *MEMO* If you specify the BPM (tempo) between steps 3 and 4, the end point will automatically be set to the location of the beat that is closest to the timing at which you press the [MARK] button in step 4 (in units of beats of the BPM value, beginning at the start point). To specify the BPM, you can either press the [TIME/BPM] button so the button is lit and then turn the [CTRL 2] knob, or press the [TAP TEMPO] button several times. Beat Start Point Beat Beat Beat Timing at which you press the [MARK] button 3. While listening to the sound, press the [MARK] button at the timing of the desired start point . 4. Stop the pad playback . Adjusted Specified end point 28 Making Fine Adjustments to the Start Point and End Point 1. Make sure that the [PATTERN SELECT] button is extinguished . If it is lit, press the [PATTERN SELECT] button to turn it off .

2. Play the pad whose playback region you want to adjust, making it the current pad . 3. Press the [START/END/LEVEL] button so the button is lit . 4. Use the [CTRL 1] knob to adjust the start point, and the [CTRL 2] knob to adjust the end point . 5. When you've finished making adjustments, press the [START/END/LEVEL] button to turn off its light . Start sampling Stop sampling Deleting an Unwanted Portion (Truncate) By specifying the start/end points and then deleting the unneeded portion (Truncate), you can make more efficient use of memory. Start sampling Stop sampling English Deutsch Unwanted Start Point This region will sound Unwanted End Point Français Truncate [CTRL 1] Start Point This region will sound [CTRL 2] End Point Italiano *NOTE* This operation cannot be undone.



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MEMO You can press the pad to produce sound even while making adjustments. For both the [CTRL 1] and [CTRL 2] knobs, turning the knob toward the left will move the start point/end point toward the beginning of the sound, and turning the knob toward the right will move the point toward the end of the sound. You can't adjust the playback region beyond the beginning or end of the sample. If you decide to cancel the adjustment, return the [CTRL 1] and [CTRL 2] knobs to the center position so that the indication is "0." The range of movement for a single operation is approximately 130 milliseconds before or after the current start point or end point. If you want to adjust the point by a greater amount, repeat the same procedure. You can't set the start point and end point closer than approximately 100 milliseconds. If your adjustment results in the start point and end point being respectively at the beginning and end of the sample, the [MARK] button will go out. If the [MARK] button is extinguished (i.e.

, if the playback region has not been adjusted), adjusting the sample's start point or end point will cause the [MARK] button to light. When you move the start point or end point, the sample's BPM (tempo) will automatically change accordingly. However, there will be a small discrepancy in the BPM. 1. Play the pad that you want to truncate, making it the current pad. 2. Make sure that the [MARK] button is lit (indicating that the playback region has been adjusted). 3.

Press the [DEL] button. 4.

Press the [MARK] button. The display indication will change to "t rC." 5. Press the [DEL] button, and the truncation process will begin. When "t rC" disappears from the display, the operation is complete.

MEMO Never turn off the power before this operation has been completed. Doing so will destroy the SD card. *Español* *Portugus* *Nederlands* 29 Changing a Sample's BPM A sample's BPM (tempo) is automatically determined by the length between the sample's start point and end point. However, depending on this length, the calculated BPM value may be half or double the actual BPM. In this case, you can correct the BPM as follows.

MEMO Turning the [CTRL 1] (TIME) knob all the way to the left will turn Time Modify off, so that the sample will play at its original length (The display will indicate "o FF.") Turning the [CTRL 1] (TIME) knob all the way to the right will cause the sample to play at the tempo of the pattern (The display will indicate "P tn.") The BPM can be adjusted to any value from half to approximately 1.3 times the original BPM. However, the BPM must fall within the 40200 range. If Time Modify is set to "P tn," the tempo of the sample will change according to the pattern's tempo within a range of between half and approximately 1.3 times the sample's original BPM. If the pattern's tempo is set outside this range, the sample's tempo is limited to the maximum value (200) or minimum value (40). Please be aware that a sample for which you've specified Time Modify may sound quavery or noisy. 1.

Play the pad that you want to change, making it the current pad. 2. Press the [TIME/BPM] button so the button is lit. 3. Turn the [CTRL 2] (BPM) knob to change the BPM value. Turn the knob toward the left if you want to halve the displayed value, or toward the right if you want to double it. 4. When you've made the change, press the [TIME/ BPM] button once again to turn off the button's light. **MEMO** While you're performing this operation, the [CTRL 1] knob will perform the Time Modify function. Be careful not to change it inadvertently.

Deleting All Samples Here's how to delete the samples of all banks in a single operation. Changing the Length of a Sample without Changing the Pitch (Time Modify) If you want to consecutively play samples of differing tempo, you can use the Time Modify function to create natural-sounding transitions so that the tempo is not interrupted. If you've specified Reverse Playback (p. 12), the Time Modify setting is disabled, and the effect won't be obtained. If you want to use Time Modify, you must turn off Reverse Playback.

MEMO If you want to delete only one or several samples, refer to "Deleting a Sample" (p. 21). 1. Make sure that the [PATTERN SELECT] button is extinguished. If it is lit, press the [PATTERN SELECT] button to turn it off.

2. While holding down the [CANCEL] button, press the [DEL] button. The display will indicate "d AL," and the [DEL] button will light. The [BANK] buttons will blink. 1. Play the pad that you want to change, making it the current pad. 2. Press the [TIME/MODIFY] button so the button is lit. 3. Turn the [CTRL 1] (TIME) knob to change the length.

The display will indicate the sample length in terms of the BPM. 4. When you've finished making the change, press the [TIME/BPM] button once again to turn off the button's light. 3. Press one of the [BANK] buttons. **MEMO** If you specify a bank that is protected (p. 38), the display will indicate "P rr" (Protected), and you won't be able to delete anything. If you decide to cancel the operation at this point, press the [CANCEL] button. 4. Press the [DEL] button.

When the deletion is complete, the "d AL" indication in the display will disappear. **NOTE** Never turn off the power before the deletion is complete. Doing so will destroy the SD card. 30 Exchanging Samples between Two Pads You can exchange samples between two pads. This lets you bring together the desired samples into a single bank.

Copying a Sample to Another Pad You can copy a sample from one pad to another pad. This lets you create another sample based on an existing sample.

English **MEMO** If you decide to cancel this operation during the procedure, press the [CANCEL] button. **MEMO** If you decide to cancel this operation during the procedure, press the [CANCEL] button. 1.

Hold down the [FUNC] button and press the pad [2] (EXCHANGE). The display will indicate "C HG," and the [DEL] button and the [REC] button will light. 1. Hold down the [FUNC] button and press the pad [1] (COPY). The display will indicate "C PY." *Deutsch* 2. Press the pad for one of the samples you want to exchange. 3. Press the other pad. **MEMO** You can also select to a different bank.

When the two pads have been pressed, the [REC] button will blink. 2. Press the pad for the copy-source sample. Pads that are available as copy sources will blink. 3. Press the copy-destination pad. **MEMO** You can also select to a different bank. When the two pads have been pressed, the [REC] button will blink. *Franais* 4. When you press the [REC] button, the exchange will begin.

When the "C HG" indication in the display has disappeared, the exchange is complete. 4. When you press the [REC] button, the copy will begin. When the indication of "C PY" in the display has disappeared, the copy is complete.



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Italiano NOTE If there is not enough free memory to perform the exchange, the display will indicate "F UL" and the exchange cannot be performed. Never turn off the power before the exchange has been completed. Doing so will destroy the SD card. NOTE If there is not enough free memory to perform the copy, the display will indicate "F UL" and the copy cannot be performed. Never turn off the power before the copy has been completed. Doing so will destroy the SD card.

Español Portugus Nederlands 31 Pattern Sequencer The SP-404SX contains a Pattern Sequencer function that can record sample-playback operations. Another way to use this capability is to combine several phrase samples to create a simple song, or to combine rhythm samples to create rhythm patterns. If the pattern already contains data, you can't make it shorter than its current length. You can specify the pattern length in one-measure units for the range of 120 measures, and in four-measure units for longer patterns. MEMO Here we'll explain how to record into the pattern sequencer, and also describe some advanced uses. For details on playing back the pattern sequencer, refer to "Playing Patterns" (p. 14). 11. Press the [QUANTIZE] button so the button is lit. The [LENGTH] button will go out, and the display will indicate the quantize setting.

MEMO What is quantization? Quantization is a function that automatically corrects the slight inaccuracies in timing that can sometimes occur when you are pressing pads and playing samples to produce a recording. Once you've specified a quantize setting, your performance will be recorded at accurate intervals of quarter notes, eighth notes, or sixteenth notes. Recording a Pattern When you play samples and record your performance as a pattern, recording will occur repeatedly for the number of measures you specify (i.e., "loop recording"), allowing you to continue layering (overdubbing) additional samples onto the pattern. 1. Press the [PATTERN SELECT] button so the button is lit. The display will indicate "P m" and the pads to which a pattern is assigned will blink. 12. Turn the [CTRL 3] knob to specify the desired quantize setting.

The display will indicate the quantize setting you specify. The indication has the following significance. 2. Press the [REC] button so the button is lit. All pads to which no pattern is assigned will blink.

S.8 S.16 4 4.3 8 8.3 16 16.

3 32 OFF MEMO Quantize to 8th notes using shuffle quantize. Quantize to 16th notes using shuffle quantize. Quantize to quarter notes. Quantize to quarter-note triplets. Quantize to eighth notes. Quantize to eighth-note triplets. Quantize to sixteenth notes. Quantize to sixteenth-note triplets. Quantize to thirty-second notes. Quantize will not be used.

The actual timing at which you pressed the pad will be recorded. 3. Press one of the [BANK] buttons to select the pattern bank into which you want to record.

4. Press the pad to which you want to assign the pattern you're going to record. The pad you pressed will light, and the remaining pads will go out. The [REC] button will blink, and the metronome will begin sounding. 5. Press the [START/END/LEVEL] button so the button is lit. 6. Turn the [CTRL 3] (LEVEL) knob to adjust the metronome volume.

7. Press the [TIME/BPM] button so the button is lit. The display will indicate the pattern tempo (BPM). 8. Specify the pattern tempo, either by turning the [CTRL 2] (BPM) knob, or by pressing the [TAP TEMPO] button several times at the desired tempo.

9. Press the [LENGTH] button so the button is lit. The display will indicate the length (number of measures) of the pattern that will be recorded. If you use shuffle quantize (S. 8, S.

16), use the [CTRL 2] knob to specify the amount of "shuffle" for backbeats. A setting of "50" will produce a "straight" rhythm with no shuffle. Settings in a range of 60-66 will usually produce a pleasant shuffle feel. 13. Press the [QUANTIZE] button to extinguish the button. 14. Press the [REC] button. 10. Turn the [CTRL 3] knob to specify the length of the pattern. The display will indicate the pattern length you specify.

Range: 199-32 The [REC] button will change from blinking to lit, and recording will begin. There will be a one-measure count before recording actually begins, so wait for one measure while listening to the metronome. During this time, the display will indicate a count of -4, -3, -2, -1. When the count ends, recording will begin, and the display will indicate the measure and beat. Erasing a Mistake from Your Performance If you've played a sample by mistake while recording, you can use the corresponding pad to erase it from the recorded pattern. English 15. Press the pads at the desired timing. During recording, you can use the pads to play samples. You can also press a bank button to switch sample banks. The samples of the pads you pressed will play, and will be recorded at the timing specified by the selected quantize setting.

When the measure number shown in the display reaches the pattern length you specified, you will automatically return to measure one, and recording will continue ("loop recording"). The previously recorded performance will play back during this time. If you press the [REC] button once again so the button is blinking, the display will indicate "r EH" and you'll be in Rehearsal mode. In this state, pressing the pads will play the corresponding samples, but they won't be recorded. When you press the [REC] button once again so the button is lit, you'll exit Rehearsal mode and return to the conventional recording mode.

This gives you a convenient way to find the next sample that you want to play. 1. Press the [PATTERN SELECT] button so the button is lit. The display will indicate "P m" and pads to which a pattern is assigned will blink. Deutsch 2.

Press the [REC] button so the button is lit. 3. Press the pad for the pattern containing the performance from which you want to delete the mistake. The pad you pressed will light, and the other pads will go out. The [REC] button will blink, and the metronome will begin sounding. Français 4. Press the [REC] button to start recording. The [REC] button will change from blinking to lit, and recording will begin. The recorded performance will play back. If you press the pad of a sample at this time, it will be recorded.

Italiano 5. Press the [DEL] button so the button is lit. The display will indicate "E rS." 16. Press the pads of samples that you want to overdub. The pad performance that you recorded on the previous pass will be recorded along with your newly added pad performance (overdubbed). You can use this method to gradually build up complex rhythms that would be impossible to play all at once. During this recording process, you can change the quantization as follows. 6. Press the pad for the sample that you want to erase, throughout the period where you want the erasure to take place.



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