



# Your PDF Guides

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

User manual ROLAND SPD-S  
User guide ROLAND SPD-S  
Operating instructions ROLAND SPD-S  
Instructions for use ROLAND SPD-S  
Instruction manual ROLAND SPD-S

**Roland®**

**SPD-S**  
SAMPLING PAD

**Owner's Manual**

Thank you, and congratulations on your choice of the Roland Sampling Pad SPD-S.

Before using this unit, carefully read the sections entitled: "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (p. 2-3, p. 4-5). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Owner's manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

1 2 3  
4 5 6  
7 8 9

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**Manual abstract:**

45). @@@@The manual should be saved and kept on hand as a convenient reference. \* \* \* CompactFlash and Flash association. are trademarks of SanDisk Corporation and licensed by Compact) Roland Corporation is an authorized licensee of the CompactFlash TM and CF logo ( trademarks. Fugue © 2003 Kyoto Software Research, Inc. All rights reserved. Copyright © 2003 ROLAND CORPORATION All rights reserved. No part of this publication may be reproduced in any form without the written permission of ROLAND CORPORATION. USING THE UNIT SAFELY Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly. Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly.

\* Material damage refers other adverse effects respect to the home furnishings, as well animals or pets. to damage or caused with and all its to domestic The symbol alerts the user to important instructions or warnings.The specific meaning of the symbol is determined by the design contained within the triangle. In the case of the symbol at left, it is used for general cautions, warnings, or alerts to danger. The symbol alerts the user to items that must never be carried out (are forbidden).

The specific thing that must not be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the unit must never be disassembled. The symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the powercord plug must be unplugged from the outlet.

001 · Before using this unit, make sure to read the instructions below, and the Owner's Manual. Do not open (or modify in any way) the unit or its AC adaptor. Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page. Never use or store the unit in places that are: · Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are · Damp (e.g., baths, washrooms, on wet floors); or are · Humid; or are · Exposed to rain; or are · Dusty; or are · Subject to high levels of vibration. 008c · .

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. 003 Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock. Use only the attached power-supply cord.

Also, the supplied power cord must not be used with any other device. Do not excessively twist or bend the power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock hazards! This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable.

If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist. · .....

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. 005 modify · This unit should be installed on a stand using a clamp, such as an APC-33, which is recommended by Roland. When installing the unit on a stand with a clamp such as an APC-33, the stand must not be placed in an unstable location or on an incline, but in a level and stable position. Even if a stand is not used, make sure that the unit is placed in a stable location. ....

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·Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit. 011 .....

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. 006 modify 2 012b · Immediately turn the power off, remove the AC adaptor from the outlet, and request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page when: · The AC adaptor, the power-supply cord, or the plug has been damaged; or · If smoke or unusual odor occurs · Objects have fallen into, or liquid has been spilled onto the unit; or · The unit has been exposed to rain (or otherwise has become wet); or · The unit does not appear to operate normally or exhibits a marked change in performance. In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit. Protect the unit from strong impact. (Do not drop it!) Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords--the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord.

Excessive loads can cause the insulation on the cord to heat up and eventually melt through. Before using the unit in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page. 101b · The unit and the AC adaptor should be located so their location or position does not interfere with their proper ventilation. Always grasp only the plug or the body of the AC adaptor when plugging into, or unplugging from, this unit or an outlet. Any accumulation of dust between the AC adaptor and the power outlet can result in poor insulation and lead to fire.

Periodically wipe away such dust with a dry cloth. Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time. Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children. Never climb on top of, nor place heavy objects on the unit. Never handle the AC adaptor body, or its output plugs, with wet hands when plugging into, or unplugging from, an outlet or this unit. If you need to move the instrument, take note of the precautions listed below. Make sure to have a firm grip, to protect yourself from injury and the instrument from damage. · Check to make sure that the clamp such as an APC-33 that fixes the unit to the stand has not become loose.



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*Fasten them again securely whenever you notice any loosening.*

*· Disconnect the power cord. · Disconnect all cords coming from external devices. Before cleaning the unit, turn off the power and unplug the AC adaptor from the outlet (p. 20). Whenever you suspect the possibility of lightning in your area, disconnect the AC adaptor from the outlet. Should you remove security screws, make sure to put them in a safe place out of children's reach, so there is no chance of them being swallowed accidentally. ....*

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*76 SYSTEM.....*

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*. 85 Retrieving Saved Data Back to the SPD-S ....*

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*86 INIT/DELETE .....*

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*.... 125 Certain Pads Don't Sound .....*

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*..... 125 Sound Production Is Disrupted...*

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*. 125 Sound Production Is not Stopped ....*

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*. 126 The Volume Is Unchangeable .....*

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*..... 126 The Volume Cannot Be Properly Controlled with Strike Strength ..*

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*... 126 An Externally Input Sound Is not Produced, or Is Produced at a Low Volume.....*

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*126 Mic Sound Is not Output/Is too Weak.....*

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*.. 126 Can't Record a Wave...*

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*.... 126 A Sampled Sound Contains Much Noise or Distortion.*

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*... 126 Problems with Internal Memory ..*

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*. 127 Data Was not Saved Correctly in Internal Memory ....*

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*. 127 8 Contents Problems with a Memory Card.....*

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*.. 127 Data Was not Saved Correctly in a Memory Card ...*

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*..... 127 An Inserted Memory Card Is not Detected.*

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*.... 127 Can't Select Data from a Memory Card .....*

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*.... 127 Problems When Using an External Pad.....*

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..... 127 No Sound ....

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..... 127 The Volume Cannot Be Properly Controlled Through Strike Intensity ...

.... 127 A Sound Is not Produced with a Weak Strike .....

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. 128 A Sound Is Produced When the Foot Switch Is Released.....

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*128 Sound Production Is not Stopped .....*

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*128 Effects Are Uncontrollable, or It Is Impossible to Switch between Wave A and Wave B .....*

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*. 128 Problems When Playing an External MIDI Sound Module....*

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*129 No Sound .....*

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*. 129 The Sound Is too Soft .....*

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.. 129 The Sound of the MIDI Sound Module Changes/ Doesn't Change When You Change Patches ...

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.... 129 The MIDI Sound Module Cannot Be Controlled with the EFFECTS CONTROL Knob or the Expression Pedal .....

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..... 129 Other Problems....

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.... 129 The SPD-S Receives No Exclusive Messages.

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. 129 Effects Do not Function....

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..... 129 The Screen Display Is So Faint or Dark That It Is Hard to Read.

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137 9 Main Features A Sampler with Pads Perfect for Drummers and Percussionists Nine pads housed in a compact body (p. 15) The SPD-S offers nine playing surfaces: six pads with excellent responsiveness and feel, and three edge triggers that are easy to hit with the shoulder of a stick—all within a compact body that can easily be installed as part of a drum or percussion set. Easy operation for sampling (p. 25, p. 52) As a simple sampler freeing you from complicated operation, the SPD-S allows you to readily sample percussion sounds and phrases to use them in your performance. Preset sounds that can be used as soon as you unpack the unit (p. 133, p. 134) The SPD-S comes with preset sounds including percussion sounds, drum sounds, sound effects, and phrase loops. A wide array of sampling modes (p. 52, p.

58) The SPD-S supports three sampling modes suited to different sound qualities and phrase lengths: FINE for CD quality sampling, STANDARD, and LONG. With a sampling frequency of 44.1 kHz, it also supports stereo sampling. An approximate maximum of twelve minutes of sound can be stored in the internal memory (in mono in the LONG mode). Handy Phrase Maker function (p.

63) The SPD-S has a Phrase Maker function that records a performance made with pads and resamples it to convert it to a wave. It enables you to create an original phrase. Producing Highly Expressive Sounds Two different sounds from a single playing surface (p. 30, p. 34) On the SPD-S, you can assign two waves to a single playing surface.

The two waves can be switched using strike intensity or with foot switches. Thirty effect algorithms (p. 92) plus ambience effects (p. 76) The SPD-S includes 30 effect algorithms that process sampled sounds and ambience effects that produce natural sounds. In addition, the effect parameters can be controlled in real time with the control knob or separately sold expression pedals. 10 Main Features Readily Expandable Support for CompactFlash (p. 67) Using CompactFlash, the recordable time dramatically increases. The number of recordable sounds also increases to 500. The SPD-S supports import and export of WAV/AIFF files through CompactFlash cards. Connections with external pads, foot switches, etc.

(p. 16, p. 20, p. 79, p. 80) The SPD-S is equipped with connectors for external pads and other accessories. These allow you to connect conventional pads, cymbals, kick triggers, acoustic drum triggers, etc. (two can be connected at once; requires use of optional PCS-31). The SPD-S also comes with foot switch jacks. Foot switches can be assigned a broad variety of functions. For instance, they can be used to switch patches, enable/disable the effects, or toggle between two waves.

Terms Used in This Manual · Button names are enclosed in square brackets "[ ]," as in [PATCH]. · (p. \*\*) indicates a reference page. · Symbols and their meanings are as follows. These indicate cautionary notes.

Be sure to read them. These are memos containing information regarding settings and functions. Read it as necessary. These are useful hints for operation. Read it as necessary.

These point to reference information. Read it as necessary. 11 12 Setup Guide 13 Setup Guide Panel Descriptions 1. PAD 13 2. PAD 49 20. EXIT button 21. PAGE buttons 22. ENTER button 6. Display 5. PAD indicators 4.

VOLUME knob 3. EFFECTS CONTROL knob 23. +/- buttons 10. WAVE button MARK button 13. SAMPLE button 14. RESAMPLE button 12. START/STOP button 7. PATCH button 8. EFFECTS button AMBIENCE button 9. PHRASE MAKER button 11.

ALL SOUND OFF button 15. CARD button SHUTDOWN button 17. EDIT button 19. SHIFT button 18. FUNC button 16.

SETUP button CARD UTIL button 14 Panel Descriptions Top Panel 1. PAD 1 to 3 To play these pads, strike them using the shoulder of the stick. 2. PAD 4 to 9 Strike these pads with a stick to play them. 3.

EFFECTS CONTROL knob Controls the effects in real time. (p. 92) 4. VOLUME knob Controls the output volume from the OUTPUT jacks. The headphones volume can be controlled with the PHONES LEVEL knob (37). 5. Pad indicators Are lit when the sounds of their corresponding playing surfaces are produced. When lit or flashing, they indicate that the corresponding playing surfaces are selected during editing. Indicator TRIG IN FOOT SW PAD 6. Screen Indicates patch names, wave names, parameter values, etc.

7. PATCH button Press this button so it is lit to enter patch mode (p. 24, p. 30). 8. EFFECTS button/AMBIENCE button Press this button so it is lit to apply effects (p. 92). Hold down [SHIFT] and press it to enable/disable the ambience effects (p. 76). 9.

PHRASE MAKER button To use the Phrase Maker function (p.



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63), press this button for a moment so it is lit. 10. WAVE button/MARK button Press this button so it is lit to enter wave mode (p. 41). Hold down [SHIFT] and press it to use the marking function (p. 48). 11. ALL SOUND OFF button Stop all the sounds being produced. Playing surfaces Playing surfaces connected to the TRIG IN (1/2) jack (30) Playing surfaces connected to the FOOT SW (1/2) jack (29) Pads on the SPD-S 12. START/STOP button Starts or stops sampling, resampling, or recording with the Phrase Maker function. In wave mode, press this button to reproduce the sound of the selected wave. 13. SAMPLE button To carry out sampling (p. 52), press this button so it is lit. 14. RESAMPLE button To carry out resampling (p. 59), press this button so it is lit. 15. CARD button/SHUTDOWN button Press this button so it is lit to use a memory card.

Hold down [SHIFT] and press it for a moment to shut the unit down (p. 22, p. 23). 16. SETUP button/CARD UTIL button Press this button so it is lit to access the Setup Edit/Utilities (p. 74). Hold down [SHIFT] and press it to access the Card Utilities (p. 67). 17. EDIT button Press this button so it is lit to access the Patch Edit/Utilities (p. 32, p. 33) or Wave Edit/Utilities (p. 43, p. 44). 18. FUNC button For example, while this button is depressed, the remaining memory capacity (time) is indicated. Depending on each status, it produces different functions. 19. SHIFT button Used in combination with other buttons (p. 90). 20. EXIT button Returns to the screen at the previous layer. 21. PAGE buttons Change the displayed item/parameter. Also used for moving the cursor in a screen where you need to supply a name. 22. ENTER button Press this button when it is flashing to execute an operation. 23. +/- buttons Change the patch number, wave number, or parameter value. Setup Guide 15 Panel Descriptions Rear Panel 24.

POWER switch 25. AC adaptor jack 28. SECURITY LOCK 32. MIC/LINE switch 33. INPUT jacks 34. INPUT LEVEL knob 26. Cord Hook 27. MIDI connectors 31. EXP PEDAL jack 30. TRIG IN (1/2) jack 29. FOOT SW (1/2) jack 37. PHONES LEVEL knob 36. PHONES jack 35. OUTPUT jacks 16 Panel Descriptions 24. POWER switch Turns the unit on or off (p. 22). 25. AC adaptor jack Accepts connection of the supplied AC adaptor (p. 20). 26. Cord hook Anchors the AC adaptor cord (p. 20). 27. MIDI connectors (OUT, IN) Connect MIDI devices. 35. OUTPUT jacks Outputs sound signals. To output in mono, connect to the L (MONO) jack (p. 20). 36. PHONES jack Accepts connection of stereo headphones (p. 20). Sound signals are output from the OUTPUT jacks even when headphones are connected. 37. PHONES LEVEL knob Controls the headphones volume. This knob is independent of the VOLUME knob (4). Setup Guide 28. Security Slot ( ) <http://www.kensington.com/> 29. FOOT SW (1/2) jack Connect a foot switch (DP-2 or BOSS FS-5U sold separately) or a hi-hat control pedal (FD-7 sold separately). The foot switch and the control pedal can be used for producing a sound or for changing a patch. To connect two foot switches (FS-5U sold separately), use a dedicated cable (PCS-31 sold separately). 30. TRIG IN (1/2) jack Connect a separately sold pad, cymbal, kick trigger, or acoustic drum trigger to the SPD-S (p. 80). 31. EXP PEDAL jack Connect an expression pedal to control the effects. Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit. 32. MIC/LINE switch Set this switch to MIC to connect a microphone to the INPUT jacks. (p. 25, p. 53) 33. INPUT jacks Connect an audio device or a microphone for sampling (p. 20, p. 25, p. 53). To input a sound in mono, connect to the L (MONO) jack. 34. INPUT LEVEL knob Controls the input level of the signal from the device connected to the INPUT jacks (p. 25, p. 26, p. 53, p. 54, p. 56). 17 Panel Descriptions Side Panel 38. MEMORY CARD slot 38. MEMORY CARD slot Accepts a CompactFlash memory card (p. 67). Using the supplied hexagon wrench, you can attach the two security screws (supplied) in front of door to the memory card slot. Once the screws have been secured in place, the door to the memory card slot cannot be opened, thus preventing theft of the card. 18 Mounting on a Stand Setup Guide To mount the SPD-S on a cymbal stand or other type of stand, use a separately sold APC-33 all-purpose clamp set to attach the stand holder. It can be attached to a pipe with a diameter of 10.5 to 30 mm. Using a 4 mm wrench included with the all-purpose clamp (APC-33), remove the four screws from the SPD-S's bottom panel. Use these removed screws to attach the stand holder of the APC-33 to the bottom panel of the SPD-S. Do not use the screws included with the APC-33. 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. When turning the unit upside-down, handle with care to avoid dropping it, or allowing it to fall or tip over. Make sure that the stand is installed in an appropriate place to ensure stability. Do not mount the SPD-S on any stand that is insufficiently robust. 19 Connecting External Devices 3 3 2 CD/MD Player, Cassette Tape Recorder d Rolan 4 20 Connecting External Devices While referring to the illustration on the previous page, take the following steps: 1. Before making a connection, power all the devices off. Setup Guide 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. 2. Connect the supplied AC adaptor to the AC Adaptor jack. 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 on the previous page. 3. Connect an audio system or an amplifier to the OUTPUT jacks. To use headphones, connect them to the PHONES jack. To sample (p. 25, p. 52), connect an input device (like a CD player or a microphone) to the INPUT jacks. 4. Insert the plug of the AC adaptor into a power outlet. Q: The volume level of the instrument connected to INPUT jacks is too low. A: Could you be using a connection cable that contains a resistor? Use a connection cable that does not contain a resistor. Howling could be produced depending on the location of microphones relative to speakers. This can be remedied by: 1. Changing the orientation of the microphone(s). 2. Relocating microphone(s) at a greater distance from speakers. 3. Lowering volume levels. 21 Turning On/Off the Power Turning On the Power Once the connections have been completed (p. 20), 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.



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Turn the VOLUME knob completely to the left to lower the volume to the minimum level. 2. Turn down the volume control on the connected amp or audio system. 3. Press the POWER button to turn on the power to the SPD-S. 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. Always make sure to have the volume level turned down before switching on power. Even with the volume all the way down, you may still hear some sound when the power is switched on, but this is normal, and does not indicate a malfunction. If you hit a pad when powering the unit on, the SPD-S produces poor responses to weak strikes.

4. Turn on the power to the connected amp or audio system. 5. Strike pads, and while listening to the sound, gradually bring up the VOLUME knob to adjust the volume level. Also raise the volume level of the connected amp or audio system to the appropriate level. Turning Off the Power after the Shutdown Operation Before turning off the power to the SPD-S, make sure to shut the unit down. Turning off the power before the shutdown operation is finished may corrupt the data in the internal memory or the memory card. 1. Select patch mode or wave mode. Press [PATCH] to select patch mode, or press [WAVE] to select wave mode.

2. Hold down [SHIFT] and press [CARD] for about two seconds to start the shutdown operation. While the shutdown operation is in progress, a "shutdown.." indication is displayed.

A "shutdown.. OK!" indication appears when the shutdown operation is complete. Then you can turn off the power safely. After a "shutdown.. OK!" indication appears, press [PATCH] to return to patch mode, or press [WAVE] to return to wave mode. 3. Turn down the volume level of the SPD-S and the external devices connected to the SPD-S. 4. Turn off the power to the external devices. 5. Press the POWER button to turn off the power to the SPD-S. 22 Inserting/Removing a Memory Card (CompactFlash) Setup Guide Inserting a Memory Card 1. Open the card slot cover on the left side of the SPD-S, and insert a memory card.

A memory card can be inserted when either SPD-S's power is on or off. Carefully insert the CompactFlash all the way in-until it is firmly in place. Removing a Memory Card after the Shutdown Operation While the SPD-S's power is on, make sure to take the shutdown operation before removing a memory card (CompactFlash). Removing it before the shutdown operation is finished may corrupt the data in the internal memory or the memory card. 1. Select patch mode or wave mode. Press [PATCH] to select patch mode, or press [WAVE] to select wave mode. 2. Hold down [SHIFT] and press [CARD] for about two seconds to start the shutdown operation. While the shutdown operation is in progress, a "shutdown.."

." indication is displayed. A "shutdown.. OK!" indication appears when the shutdown operation is complete.

Then you can remove the memory card safely. After a "shutdown.. OK!" indication appears, press [PATCH] to return to patch mode, or press [WAVE] to return to wave mode. After finishing the shutdown operation, SPD-S cannot detect a memory card in the card slot.

If you pull out the card from the card slot and insert it again, then it is detected. 3. Open the card slot cover and push an eject button beside the card slot.

Then, pull out the card with your fingers. After removing the memory card, SPD-S returns to patch mode or wave mode. 23 Quick Start Making a Performance Take the following steps: 1 2 3 4 5 Follow the steps explained on p. 20 to connect external devices to the SPD-S. Follow the steps in "Turning On the Power" (p. 22) to power the SPD-S on. Press [PATCH] so it is lit.

The SPD-S enters patch mode. To select a patch, press [-]/[+] to change the patch number. If you hold down [SHIFT] and press [-]/[+], you can change the patch number in steps of 10. If you hold down [+] and press [-], or hold down [-] and press [+], the patch number changes quickly. Hit the nine pads on the SPD-S with your sticks to play something. The pad indicators of pads you hit will light. Hit pads 1 to 3 using the shoulder portion of the sticks. To enable the effects, press [EFFECTS] so it is lit. To disable the effects, press [EFFECTS] so it is unlit. To control the effects, turn the EFFECTS CONTROL knob to the left or right.

Turning the knob to the right increases the difference. This operation is active while [EFFECTS] is lit. If you hold down [SHIFT] and press [EXIT], the changes you've made with the knob are cancelled. 24 Quick Start If you press [ALL SOUND OFF], all sounds being produced are stopped. Setup Guide 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.

6 After your performance, follow the steps in "Turning Off the Power after the Shutdown Operation" (p. 22) to power the SPD-S off. Sampling The SPD-S allows you to load (sample) your favorite sounds, then play them. The following guides you through the process of connecting a CD player, sampling a sound from the accompanying CD, and playing it back. Unauthorized recording (sampling) of any audio work made by any third parties is prohibited by law, unless it is limited to special circumstances, such as private, personal enjoyment.

Do not record illegally. Roland Corporation assumes no responsibility or liability for legal penalties or claims made by copyright holders as a result of any illegal recordings made using any Roland product. Before Sampling Take the following steps before sampling: 1 2 3 4 5 Turn the INPUT LEVEL knob on the rear panel to MIN. Connect a CD player to the INPUT jacks on the rear panel. Set the MIC/LINE switch on the rear panel to LINE. Power up the CD player. Follow the steps in "Turning On the Power" (p. 22) to power the SPD-S on. 25 Quick Start Sampling 1 2 3 4 Press [PATCH] so you are in patch mode. fig.

PatchButton Press [-]/[+] to select the patch that name is "New Patch." If you hold down [SHIFT] and press [-]/[+], you can change the patch number in steps of 10. If you hold down [+] and press [-], or hold down [-] and press [+], the patch number changes quickly. Press [SAMPLE]. fig.SampleButton The screen displays "select dest pad." Try to sample a sound onto PAD 4 in this tutorial. So, hit the playing surface of the PAD 4. If you need to select a pad again, press [EXIT] to return to patch mode. fig.

SelectDestPad.eps 5 A "Stby" (Standby) message is displayed and the indicator of PAD 4 lights. Play back the connected CD player and control the input level. While [FUNC] is being depressed in Steps 56, the remaining time for sampling ("Remain") is displayed.



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(p.

58) The sound input from INPUT jacks can be heard through the SPD-S. fig. Stby\_e Input signal level meter Excess level indication StartLvl (Start Level) indication Turn the INPUT LEVEL knob on the rear panel with your eye on the level meter to maximize the input level within the range in which the excess level indication remains unlit. 26 Quick Start 6 Press [START/STOP] to start sampling. Setup Guide Do not power the SPD-S off while sampling is in progress.

A "Wait.." message appears and the SPD-S enters the standby state. Start playback of the CD player, then sampling begins automatically. A "Rec" message is displayed while sampling is in progress. 7 8 Press [START/STOP] to finish sampling. A "write?" message is displayed. Assign a name to the wave. @@ When the name is complete, press [ENTER] to save it. A "now writing.

." message appears; it shows that a wave is being saved. If you press [START/STOP] or hit a relevant playing surface, you can check the sampled sound. Do not power the SPD-S off while saving a wave. If you do not want to save the wave, press [EXIT], and you will return to the "Stby" (Standby) screen in Step 5. 9 After saving the wave, you will return to patch mode. If you hit the playing surface of PAD 4, you can check the sampled sound. 10 Turn off the power to the SPD-S according to the steps of "Turning Off the Power after the Shutdown Operation" (p. 22). 27 28 Advanced Use 29 Chapter 1 Making a Performance/ Creating a Patch The patch mode is for giving a performance.

A patch is a combination of sounds assigned to different playing surfaces and effect settings. The internal memory can store 128 patches. No patch can be stored on any memory card. fig. gainen 128 003 002 001 Patch 001 PAD 1 WAVE A WAVE B PAD CONTROL PAD 9 WAVE A WAVE B PAD CONTROL PATCH COMMON TRIG IN 1 WAVE A WAVE B PAD CONTROL EFFECTS TRIG IN 2 WAVE A WAVE B PAD CONTROL FOOT SW 1 WAVE A PAD CONTROL FOOT SW 2 WAVE A PAD CONTROL Patch Mode To enter patch mode, press [PATCH] so it is lit.

Selecting a patch Press [-]/[+] to change the patch number. If you hold down [SHIFT] and press [-]/[+], you can change the patch number in steps of 10. If you hold down [+] and press [-], or hold down [-] and press [+], the patch number changes quickly. Making sure of the memory card (CompactFlash) When the selected patch uses a wave stored on a card, [CARD] flashes without the CompactFlash card inserted in the card slot of the SPD-S. In this case, the wave sound is not reproduced.

If you press [CARD] while it is flashing, its light goes out temporarily. 30 Chapter 1 Making a Performance/ Creating a Patch Locking the buttons You can lock (disable) the buttons so that a performance cannot be interrupted if a button like [SAMPLE] is pressed by mistake while the performance is in progress. Keep pressing [FUNC] for a while to lock the buttons; "lock" will be displayed in the screen. Keep pressing [FUNC] for a while again to unlock the buttons; "unlock" will be displayed. If you press a locked button, a "lock!" indication appears. To turn ambience ON, hold down [SHIFT] and press [EFFECTS], so that "Ambience ON" appears in the display. To turn ambience OFF, hold down [SHIFT] and press [EFFECTS], so that "Ambience OFF" appears in the display. For details on ambience, see p. 76. Ambience cannot be individually enabled or disabled for different patches.

Enabling/disabling effects To enable effects, press [EFFECTS] so it is lit. To disable effects, press [EFFECTS] so it is not lighted. For details on effects, see p. 92. Controlling effects While hitting playing surfaces for a performance, turn the EFFECTS CONTROL knob, depress the expression pedal or control the strength of your strikes to make change to effects. If you hold down [SHIFT] and press [EXIT], changes made to patch effects are cancelled. Controlling effects are valid when [EFFECTS] is lit. Stopping all sounds produced (ALL SOUND OFF) Press [ALL SOUND OFF] to stop all sounds being produced. For example, if Trigger (in WAVE SETUP in Wave Edit -> p. 46) is set to SHOT for a long wave, sound reproduction is unstoppable midstream.

In this case, you can stop the sound by pressing [ALL SOUND OFF]. Notes on Giving a Performance Number of waves that can be reproduced simultaneously The SPD-S can reproduce a maximum of eight voices simultaneously. A wave for which Mode (in Sampling -> p. 58) is set to STEREO or Grade (in Sampling -> p. 58) is set to FINE has two voices.

A wave in STEREO and in FINE grade has four voices. If you try to reproduce more than eight voices, the wave of the pad that was hit earlier is stopped to give preference to reproducing the wave of the pad that was struck later. In this case, reproduction of a wave for which Type (p. 45) is set to SINGLE is discontinued earlier than a PHRASE-type wave. 31 Chapter 1 Enabling/disabling ambience Chapter 1 Making a Performance/ Creating a Patch Basic Operations for Patch Edit This section describes the steps for setting a patch.

Patch settings are made using Patch Edit. 1 2 3 4 Press [PATCH] so you are in patch mode. Press [-]/[+] to select a patch. If you hold down [SHIFT] and press [-]/[+], you can change the patch number in steps of 10. If you hold down [+] and press [-], or hold down [-] and press [+], the patch number changes quickly. Press [EDIT] to go into Patch Edit. [EDIT] lights at this time. Press the PAGE buttons to select an item to be edited from those listed below, and then press [ENTER]. To select another item after pressing [ENTER], press [EXIT]. For details on each item, see its reference page.

· WAVE A -> p. 34 · WAVE B -> p. 34 · PAD CONTROL -> p. 36 · EFFECTS -> p. 37 · PATCH COMMON -> p. 37 Listed below are patch utilities. See p. 33. · PAD COPY · PAD EXCHANGE · PAD INIT (Pad Initialize) · PATCH COPY · PATCH EXCHANGE · PATCH INIT (Patch Initialize) If there are any selectable items, PAGE buttons ([<], [>] or both) are lit. When it is necessary to press [ENTER], it is flashing.

5 Press the PAGE buttons to change the parameter for the item. To change the individual settings for different playing surfaces, hit a playing surface (such as a pad on the SPD-S, an external pad, or a foot switch) for which the settings are to be changed to select it. A flashing pad indicator indicates that the corresponding playing surface is selected. While editing you can also choose among pads/sounds by pressing a PAGE button while holding down [SHIFT]. 6 7 While hitting the playing surface for monitoring the sound, press [-]/[+] to change the parameter value.

If you hold down [SHIFT] and press [FUNC], the parameter is reset to its initial value.



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Press [EXIT] and then repeat Steps 4 to 6 to continue Patch Edit operations. Press [PATCH] to finish Patch Edit. The SPD-S saves the settings (with "now writing..

" indicated) and then returns to the patch mode. 32 Chapter 1 Making a Performance/ Creating a Patch Patch Utilities When changing any item on the following patch utilities, see their respective reference pages. \* You can select the items listed below in Step 4 (p. 32) in "Basic Operations for Patch Edit." However, they are different in character from Patch Edit. To take the subsequent steps for these items, follow the steps described on their respective reference pages. . . . . PAD COPY -> p. 38 PAD EXCHANGE -> p. 38 PAD INIT (Pad Initialize) -> p. 39 PATCH COPY -> p.

39 PATCH EXCHANGE -> p. 39 PATCH INIT (Patch Initialize) -> p. 40 Steps 1 to 4 in "Basic Operations for Patch Edit" are identical to the steps for operation of patch utilities. Chapter 1 33 Chapter 1 Making a performance/Creating a patch Patch Edit Parameters These parameters allow you to select the sounds that will be triggered by pads on or connected to the SPD-S (or foot switch). WAVE A Select a wave to be assigned to a pad (Press EDIT). Two waves, A and B, can be assigned to any pad. Only Wave A can be assigned to the foot switch. This is for configuring wave A. Hit the pad or press the PAGE buttons while holding down [SHIFT] to choose what you are editing. Pad indicators light up to indicate what pad/trigger you are working on.

Setting up: Press PAGE buttons to change the parameter and press [-]/[+] to change the value. Parameter A (Wave) Value I000 (OFF), I001399, C001500 Descriptions Specify the wave number (sound) assigned to the wave A position. I000 (OFF): Selected when you want no sound to be produced I001399: Internal memory C001500: Memory card \* By pressing [CARD], you can select the top number of the internal memory or of the memory card. Set the volume of wave A. Set the pan position (left-right balance) of wave A.

If set to RANDOM, the pan position varies each time the sound is reproduced. A Level A Pan 0127 L15CENTERR15, RANDOM If you change the value in Level or Pan during sound production, the sound is stopped. If you hold down [SHIFT] and press [FUNC], the parameter is reset to its initial value. If you hold down [SHIFT] and press [ENTER], the parameter is copied to all other pads/triggers. WAVE B Select a wave to be assigned to a pad (Press EDIT). This is for configuring wave B. Hit the pad or press the PAGE buttons while holding down [SHIFT] to choose what you are editing. Pad indicators light up to indicate what pad/trigger you are working on. Wave B can NOT be assigned to any foot switch. Setting up: Press PAGE buttons to change the parameter and press [-]/[+] to change the value. Parameter Wave SW (Wave Switch) Value OFF, VELO, FOOTSW Descriptions Determines HOW waves A and B will sound. OFF: Wave B is not triggered. VELO: The sound to be reproduced, either wave A or B, is determined by the velocity (strike force). The threshold level is specified with VeloSWPoint, below. FOOTSW: You can use a foot switch to change between wave A and wave B.

When you press the switch, wave B is triggered. Otherwise, wave A is reproduced. (FOOT SW in CONTROL SW in SETUP must be set to WAVE SW. -> p. 79) 34 Chapter 1 Making a performance/Creating a patch When Wave SW is set to anything but OFF, the following screens for selection of an item for Waves A and B are displayed: When Wave SW is not set to OFF, set the following parameters as well. Parameter B (Wave) Value I000 (OFF), I001399, C001500 Descriptions Specify the wave number assigned to wave B. I000 (OFF): Selected when you want no sound to be produced I001399: Internal memory C001500: Memory card \* By pressing [CARD], you can select the top number of the internal memory or of the memory card. Set the volume of wave B. Set the pan position (left-right balance) of wave B. If set to RANDOM, the pan position varies each time the sound is reproduced.

B Level B Pan 0127 L15CENTERR15, RANDOM If you change the value in Level or Pan during sound production, the sound is stopped. If you press [FUNC] while editing the three parameters above, the screen is switched between the wave A and B screens. When Wave SW is set to VELO, set the following parameter as well. Parameter VeloSWPoint (Velocity Switch Point) Value 2127 Descriptions Set the threshold level. When the velocity is equivalent to or above this value, wave B is reproduced.

\* The velocity here refers to the value of the strike force expressed on a scale of 1 to 127. If you hold down [SHIFT] and press [FUNC], the parameter is reset to its initial value. If you hold down [SHIFT] and press [ENTER], the parameter is copied to all other pads/triggers. 35 Chapter 1 Chapter 1 Making a performance/Creating a patch PAD CONTROL Configures pad/trigger parameters. Configurations can be set for individual pads/triggers.

Hold down [SHIFT] and press the PAGE buttons or hit a pad/trigger to change the pad/trigger. A flashing pad indicator shows that the corresponding pad/trigger is selected. Set the following parameters. Press PAGE buttons to change the parameter and press [-]/[+] to change values. Parameter Dynamics Effects SW (Effects Switch) DynamicAtck (Dynamic Attack) Mute Group Value OFF, ON OFF, ON, VELO Descriptions Set it to ON to change the volume according to playing velocity. When it is set to OFF, the sound is produced at a constant volume. This determines if the sound on any particular pad is sent to the effects. When it is set to VELO, effect parameters (those specified in VELO in individual effect types) are controlled by the strike intensity. \* The pad indicators will light when this parameter is set to ON or VELO. The start or attack of the sound is reduced when the pad/trigger is hit softly and increases with playing velocity.

It is suitable for sounds like percussion. \* If the start point (p. 47) is not adequately defined for a wave, no satisfactory effect is produced. Pads/triggers that are assigned the same number form a mute group. Within a mute group, the sounds cancel out one another, and only the sound from the pad/trigger that's struck last is reproduced. \* The lit pad indicators show that their corresponding pads/triggers belong to the same mute group. When it is set to ON, the tempo of the sound assigned to the pad is synchronized with the sync tempo of the patch (See Sync Tempo in PATCH COMMON -> p. 37). \* The pad indicator is lit when this parameter is set to ON for the corresponding pad/trigger. \* If you hold down [FUNC] and press [-]/[+], you can change Sync Tempo (in PATCH COMMON -> p.

37). Determines the note number assigned to each pad, which will be transmitted from the MIDI OUT connector. See the table below for initial values. \* When it is set to OFF, no note message is sent or received via MIDI.



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\* If the same note number is assigned to more than one pads, the wave assigned to the pad/trigger with the lowest number (see the table below) will sound when the SPD-S receives note message with the note number concerned.

A "\*" symbol is indicated on the screen for playing surfaces with assigned sounds that are not reproduced when note message is received. Allows you to determine the length (gate time) of the notes that will be transmitted from the MIDI OUT connector, on an individual pad basis. The value can be changed in steps of 0.1 second. OFF, 13 OFF, 19 Tempo Sync OFF, ON Note# OFF, 0(C-)127(G9) Gate Time 0.

1 s8.0 s Volume variation cannot be activated with a foot switch. If you hold down [SHIFT] and press [FUNC], the parameter is reset to its initial value. If you hold down [SHIFT] and press [ENTER], the parameter is copied to all other pads/triggers. Initial values of Note# Number 1 2 3 4 5 Playing Surface PAD 1 PAD 2 PAD 3 PAD 4 PAD 5 Initial Value 60 (C4) 61 (C#4) 62 (D4) 63 (D#4) 64 (E4) Number 8 9 10 11 12 Playing Surface PAD 8 PAD 9 TRIG IN 1 TRIG IN 2 FOOT SW 1 Initial Value 67 (G4) 68 (G#4) 69 (A4) 70 (A#4) 71 (B4) 36 Chapter 1 Making a performance/Creating a patch Number 6 7 Playing Surface

PAD 6 PAD 7 Initial Value 65(F4) 66(F#4) Number 13 Playing Surface FOOT SW 2 Initial Value 72 (C5) Notes on Tempo Sync · Tempo Sync is not applicable to waves of which: 1. Type (in WAVE SETUP in Wave Edit -> p. 45) is SINGLE. 2. Tempo is not within the range from 20 to 260 although Type is PHRASE. Chapter 1 In this event, "---" is indicated for Tempo on the screens on Beat (in WAVE SETUP in Wave Edit -> p.

46) and on Meas (in WAVE SETUP in Wave Edit -> p. 46). 3. Reverse (in WAVE SETUP in Wave Edit -> p. 46) is set to ON. · The wave tempo is variable within the range from 50% to 130%. If Sync Tempo (in PATCH COMMON -> p. 37) exceeds this range, the wave tempo is doubled or halved so that it can stay within the range. · When Tempo Sync is applied, there may be some outstanding noise. EFFECTS How to set up the EFFECTS.

Press PAGE buttons to change the parameter and press [-]/[+] to change the value. For details on parameters of effects, see "Effect List" (p. 92). PATCH COMMON Set the parameters common to the whole patch. Set the following parameters.

Press PAGE buttons to change the parameter and press [-]/[+] to change the value. Parameter Sync Tempo Value =20260 Descriptions Set the sync tempo. When tempo sync is on (with Tempo Sync in PAD CONTROL set to ON -> p. 36), the tempo of the waves assigned to the pads is synchronized with this tempo.

\* The pad indicator is lit when Tempo Sync in PAD CONTROL is set to ON for the corresponding pad/trigger.

\* If you hold down [SHIFT] and hit a pad, the value of Tempo Sync in PAD CONTROL is switched (between ON and OFF). \* For notes on Tempo Sync, see the top of the page. \* You can also define the tempo by controlling the intervals at which you hit a pad or depress a foot switch. (Tap Tempo: Ctrl SW in CONTROL SW in Setup Edit -> p. 79) Specify the volume of the patch. Give a name to the patch. A name can have a maximum of eight characters. Press PAGE buttons to move the cursor below the name and press [-]/[+] to change the character at the cursor. \* If you hold down [+] and press [-], or hold down [-] and press [+], the character changes quickly. \* Hold down [SHIFT] and press [>] to insert a character, or hold down [SHIFT] and press [<] to delete a character.

\* Press [FUNC] to switch a letter between uppercase and lowercase. \* If you hold down [SHIFT] and press [+], the character is changed in the order of "A", "a", "0", "!" and a space character. If you hold down [SHIFT] and press [-], the character is changed in the reverse order. Patch Level Name 0127 Patch name If you hold down [SHIFT] and press [FUNC], the parameter is reset to its initial value (except on the "Name" screen). 37 Chapter 1 Making a performance/Creating a patch Patch Utilities Parameters This section describes the steps for copying, exchanging and initializing patches and/or pad parameters. PAD COPY This copies all parameters from one pad to another. 1. Set the following parameters. Press PAGE buttons to change the parameter and press [-]/[+] to change the value. Parameter Src (Source) Value PAD 19, TRIG IN 12, FOOT SW 12 PAD 19, TRIG IN 12, FOOT SW 12 Descriptions Hit a pad to choose the copy source.

Or, you can press [-]/[+] to select it. \* You can check which pad is specified by noticing which pad indicator is flashing, or by viewing the display. \* Hold down [FUNC] and press [-]/[+] to change the patch to be copied from. Hit a pad to choose the copy destination. Or, you can press [-]/[+] to select it.

\* You can check which pad is specified by noticing which pad indicator is flashing, or by viewing the display. \* Hold down [FUNC] and press [-]/[+] to change the patch to be copied to. Dst (Destination) 2. Press [>] to display "copy pad, sure?" Press [ENTER] to execute the copying, or press [<] to return to Step 1. While copying is in progress, "now processing.

." is displayed. Upon completion of the procedure, "complete!" is displayed, and you're returned to the Patch mode. \*MIDI note number and gate time parameters are not copied. PAD EXCHANGE This exchanges all parameters between one pad/trigger and another. 1. Set the following parameters. Press PAGE buttons to change the parameter and press [-]/[+] to change the value. Parameter Src (Source) Value PAD 19, TRIG IN 12, FOOT SW 12 PAD 19, TRIG IN 12, FOOT SW 12 Descriptions Hit a pad to choose the exchange source. Or, press [-]/[+] to change it.

\* You can check which pad is specified by noticing which pad indicator is flashing, or by viewing the display. \* Hold down [FUNC] and press [-]/[+] to change the patch to be exchanged from. Hit a pad to choose the exchange destination. Or, press [-]/[+] to change it. \* You can check which pad is specified by noticing which pad indicator is flashing, or by viewing the display. \* Hold down [FUNC] and press [-]/[+] to change the patch at the destination of the exchange. Dst (Destination) 2. Press [>] to display "exchg pad, sure?" Press [ENTER] to execute the exchange, or press [<] to return to Step 1. While exchanging is in progress, "now processing..

." is displayed. Upon completion of the procedure, "complete!" is displayed, and you're returned to the Patch mode. \*MIDI note number and gate time parameters are not exchanged. 38 Chapter 1 Making a performance/Creating a patch PAD INIT (Pad Initialize) Initialize (factory reset) the parameters for a pad/trigger. The wave number for wave A is not changed.

1. Set the following parameter.



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Parameter Init (Initialize) Value PAD 19, TRIG IN 12, FOOT SW 12 Descriptions Hit a pad/trigger the one to be initialized. Or, press [-]/[+] to change it. \*  
 You can check which pad is specified by noticing which pad indicator is flashing, or by viewing the display.

Chapter 1 Press PAGE buttons to change the parameter and press [-]/[+] to change the value. 2. Press [>] to display "init pad, sure?" Press [ENTER] to initialize the parameters for the playing surface, or press [<] to return to Step 1. While initializing is in progress, "now processing.." is displayed. Upon completion of the procedure, "complete!" is displayed, and you're returned to the Patch mode. PATCH COPY Copy a patch to another. 1. Set the following parameters.

Press PAGE buttons to change the parameter and press [-]/[+] to change the value. Parameter Src (Source) Dst (Destination) Value 1128 1128 Descriptions Specify the copy-source patch number. Specify the copy-destination patch number. 2. Press [>] to display "copy patch, sure?" Press [ENTER] to copy the patch, or press [<] to return to Step 1. While copying is in progress, "now processing.." is displayed. Upon completion of the procedure, "complete!" is displayed, and you're returned to the Patch mode. PATCH EXCHANGE Exchanges a patch with another.

(Helpful for putting your patches in the desired order.) 1. Set the following parameters. Press PAGE buttons to change the parameter and press [-]/[+] to change the value. Parameter Src (Source) Dst (Destination) Value 1128 1128 Descriptions Specify the patch number that is to be the first partner in the exchange.

Specify the patch number that is to be the second partner in the exchange. 2. Press [>] to display "excg patch, sure?" Press [ENTER] to execute the exchange, or press [<] to return to Step 1. While exchanging is in progress, "now processing.." is displayed. Upon completion of the procedure, "complete!" is displayed, and you're returned to the Patch mode. 39 Chapter 1 Making a performance/Creating a patch PATCH INIT (Patch Initialize) Initializes the parameters for a patch. 1. A "[>] to init." indication appears. Press [>]. 2. "init patch, sure?" appears. Press [ENTER] to reset the parameters for the patch to their respective initial values.

While initializing is in progress, "now processing.." is displayed. Upon completion of the procedure, "complete!" is displayed, and you're returned to the Patch mode. 40 Chapter 2 Wave Editing Wave A wave is a combination of a "sound material" created by sampling a sound of musical instruments, a voice or a performance and the settings at sound reproduction. A wave is assigned to a playing surface in patch mode so that it can be used in an actual performance. The SPD-S stores a maximum of 399 waves in its internal memory and 500 waves on a memory card. To enter wave mode, press [WAVE] so it is lit. Wave mode screen fig.wavemode.

eps Icon I C Icon Description A wave stored in internal memory A wave stored on the memory card Description A new (empty) wave A non-empty wave If "I000 OFF" is selected, no sound is produced. This wave is designed so it can be assigned in patch mode to playing surfaces that you want to remain silent. Mode (p. 58) No icon Grade (p. 58) MONO STEREO LONG STANDARD FINE A wave of which Mode (p. 58) is STEREO or Grade (p. 58) is FINE has two voices. A wave in STEREO and in the FINE grade has four voices. Selecting a wave Press [-]/[+] to change the wave number. If you hold down [SHIFT] and press [-]/[+], you can change the wave number in steps of 10. If you hold down [+] and press [-], or hold down [-] and press [+], the wave number changes quickly. Checking the wave tempo and the wave length (time) The tempo and the length (time) of a wave are displayed if you continue pressing [FUNC]. The tempo is shown in the format of "= value" (or "---" when no value is set) and the length in minutes (m) and seconds (s). fig.WaveFunc.eps If you press [START/STOP] or hit the playing surface, the wave currently selected is played back. By pressing [ALL SOUND OFF], you can stop all sounds from being reproduced. 41 Chapter 2 Wave Mode Chapter 2 Wave Editing Jumping to the top of internal memory or the memory card Press [CARD] to alternately jump to the top wave number in the internal memory and to that of the memory card. Jumping to a new (empty) wave number Hold down [SHIFT] and press [FUNC] to jump to a new (empty) wave number. Enabling/disabling ambience To turn ambience ON, hold down [SHIFT] and press [EFFECTS], so that "Ambience ON" appears in the display.

To turn ambience OFF, hold down [SHIFT] and press [EFFECTS], so that "Ambience OFF" appears in the display. For details on ambience, see p. 76. Ambience cannot be individually enabled or disabled for different patches. Effects are unavailable in wave mode. [EFFECTS] is unlit. 42 Chapter 2 Wave Editing Basic Operations for Wave Edit This section describes the steps for setting wave parameters. Wave settings are made using Wave Edit. 1 2 3 4 Press [WAVE] so you are in wave mode. Press [-]/[+] to select a wave.

If you hold down [SHIFT] and press [-]/[+], you can change the wave number in steps of 10. If you hold down [+] and press [-], or hold down [-] and press [+], the wave number changes quickly. Press [EDIT] to go into Wave Edit. [EDIT] lights at this time. If you have selected "I000 OFF" in Step 2 by mistake, "cannot execute!" is displayed and you cannot go into Wave Edit.

Press PAGE buttons to select an item to be edited from those listed below, and then press [ENTER]. To select another item after pressing [ENTER], press [EXIT]. For details on each item, see its reference page. · WAVE SETUP -> p. 45 · START/END POINT -> p. 47 Listed below are wave utilities. See p. 44. · WAVE TRUNCATE · WAVE PITCH · WAVE CHOP · WAVE COPY · WAVE DELETE · WAVE INFO (Wave Information) When there are any selectable items, PAGE buttons ([<], [>], or both) are lit. When it is necessary to press [ENTER], it is flashing. If you have selected an a new (empty) wave in Step 2, no items other than WAVE COPY and WAVE INFO are indicated. 5 6 7 Press PAGE buttons to choose the parameter of an item. While pressing [START/STOP] or hitting a pad to monitor the sound, press [-]/[+] to change the parameter value. If you hold down [SHIFT] and press [FUNC], the parameter is reset to its initial value. Press [EXIT] and then repeat Steps 4 to 6 to continue Wave Edit operations.

Press [WAVE] to finish Wave Edit. The SPD-S saves the settings (with "now writing.." indicated) and then returns to the wave mode.



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