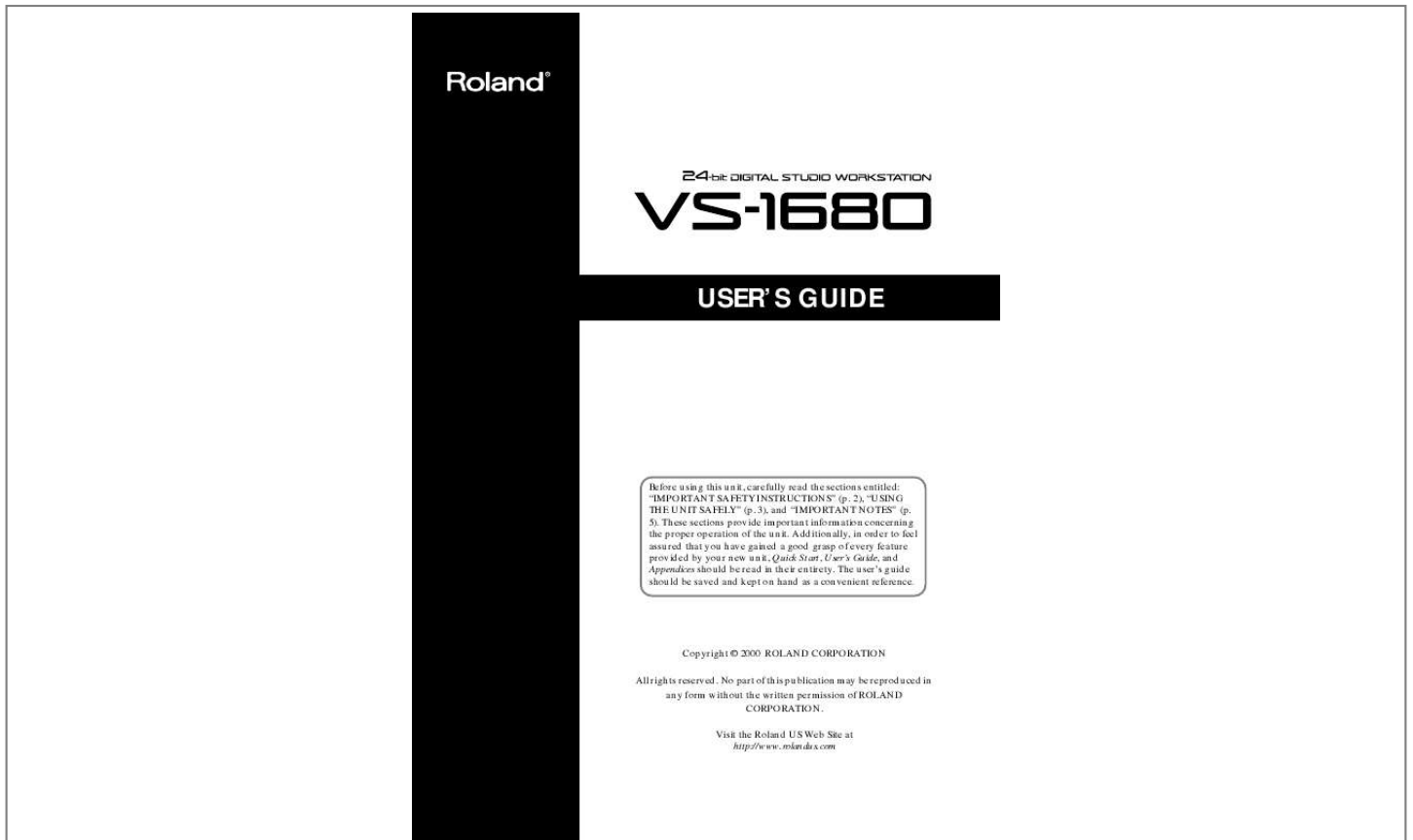




Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for ROLAND VS-1680. You'll find the answers to all your questions on the ROLAND VS-1680 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual ROLAND VS-1680
User guide ROLAND VS-1680
Operating instructions ROLAND VS-1680
Instructions for use ROLAND VS-1680
Instruction manual ROLAND VS-1680



[You're reading an excerpt. Click here to read official ROLAND VS-1680 user guide](http://yourpdfguides.com/dref/2907050)
<http://yourpdfguides.com/dref/2907050>

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..... 007 · 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. 016 · Make sure you always have the unit placed so it is level and sure to remain stable. Never place it on stands that could wobble, or on inclined surfaces. .

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009 · 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.

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.. 022a · 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! .

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..... 013 · Always turn the unit off and unplug the power cord before attempting installation of the Hard disk drive unit or effect expansion board.



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VS-1680 user guide
http://yourpdfguides.com/dref/2907050](http://yourpdfguides.com/dref/2907050)

· 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. ...

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... 014 · Protect the unit from strong impact. (Do not drop it!) 3 USING THE UNIT SAFELY Conventions Used in This User's Guide 101a · The unit should be located so that its location or position does not interfere with its proper ventilation.

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· 102b · The icon will appear when there is significant additional information about a topic at the specified VS-1680 Quick Start or VS-1680 Appendices pages. · Front panel buttons are indicated by square brackets [] when not referred to using the word "button." For example, you may see "[STOP]," or "the STOP button." · The VS-1680 has two different buttons labeled PLAY.

In this user's guide, they are differentiated as follows: [PLAY] indicates the transport control button to begin song playback. [PLAY (DISPLAY)] indicates the button located to the left of the TIME/VALUE dial. · Some buttons have more than one label. The button label written in white with a white line box around it (for example, STORE) indicates the function the button performs when [SHIFT] is pressed together with this button. In this user's guide, typically only the primary button function will be indicated.

However, for a few cases, both button labels will be indicated, such as when indicating [PLAY (DISPLAY)]. · The label for a FUNCTION button will appear directly above the button in the display, for example, [F1 (ZOOM+)]. · Commands or questions appearing in the display are indicated in quotes. For example, "STORE Current ?" · The mixer section of the VS-1680 has a row of STATUS buttons for each of the tracks. The command "Press Track 3 STATUS" means "press the STATUS button for Track 3." · The mixer section has a row of SELECT buttons for each of the ten inputs, and a row of SELECT buttons for each of the 16 tracks. Input SELECT buttons will be differentiated from Track SELECT buttons as follows: "Press Track 4 SELECT" or "Press Input 7 SELECT." The top row of SELECT buttons are the Input Selects. The middle row of buttons are the Track Selects. (The bottom row of buttons are not SELECT buttons--they are the TRACK STATUS buttons).

· This user's guide describes the functionality of a VS-1680 using software version 2.00 or higher. You can upgrade your VS-1680 by downloading the necessary files from the Roland US Web site (www.rolandus.com), or by calling Roland Customer Service at (323) 890-3700, x2289. · Always grasp only the plug on the power-supply cord when plugging into, or unplugging from, an outlet or this unit.

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.. 104 · 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.

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106 · Never climb on top of, nor place heavy objects on the unit.

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..... 107b · Never handle the power cord or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit. ..

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.... 108a · Before moving the unit, disconnect the power plug from the outlet, and pull out all cords from external devices.

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. 109a · Before cleaning the unit, turn off the power and unplug the power cord from the outlet a soft, dry cloth. · Never use benzine, thinners, alcohol or solvents of any kind to avoid the possibility of discoloration and/or deformation. Repairs and Data · Please be aware that all data contained in the unit's memory may be lost when the unit is sent for repairs. Important data should always be backed up on a storage device (e.g., hard disk or Zip disk) or DAT recorder, or written down on paper (when possible). During repairs, due care is taken to avoid the loss of data. However, in 5 IMPORTANT NOTES unit'PORTANT NOTES ..

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.....5 Power Supply...

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.... 5 Placement.

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... 5 Maintenance ..

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.. 5 Repairs and Data ...

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..... 5 Memory Backup ..

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5 Additional Precautions.....

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.... 6 Concerning Copyright

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. 6 Disclaimer of Liability.....

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..... 6 About the License Agreement .

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.. 17 The Latest in Compact Home Studio Environments ...

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..... *30 Switching the Fader Functions.....*

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.... 36 Setting the Internal Clock

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..... *44 Muting Tracks.*

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. 44 Muting Inputs and Effect Returns

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44 Quick Soloing.....

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..... *44 Solo Mode.*

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.... *44 Using Locators* .

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.. *45 Storing and Recalling Locators*

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..... *46 Storing a Marker...*

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. 46 Locate to a Marker Using PREVIOUS and NEXT

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47 Other Ways to Move In a Song.....

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..... 48 Changing Playback Position Using JUMP....

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..... 48 Change Playback Position Using TIME/VALUE Dial ...

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..... 48 Move to the Beginning or End of a Song Using FF and RW...

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... 48 Store Your Song ..

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....51 Preparing for a New Recording .

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... 51 Create a New Song.....

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... 51 The Recording and Mixing Process

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. 54 Connecting Instruments

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... 55 Recording to the Tracks ..

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..... *59 Loop Recording*

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..... *62 Undo and Redo*.....

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..... *64 Track Bouncing* ..

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64 Track Bouncing With Effects

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..... 66 Recording a Digital Source.

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..... 66 8 Table of Contents Using the Metronome ...

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... 67 Saving Your Recordings ..

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70 Signal Busses in the VS-1680.....

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70 RECORDING Bus

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. 70 MIX Bus

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.... 70 EFFECT Bus

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... 73 Master Block.....

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.... *77 Unlink Stereo Mixer Channels .*

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..... *77 Link Adjacent Mixer Channels.*

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..... *77 Adjust the Levels of Linked Channels .*

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..... *77 Adjusting the Panning of Stereo Linked Channels*

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.... *81 Phase .*

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... 85 [F1 (MIX)] MIX Bus Enable/Pan.....

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85 [F2 (Low)], [F3 (Mid)], and [F4 (High)] Equalizer.....

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..... 85 [F6 (PRM.V)] Parameter View/[F6 (CH.
V)] Channel View....

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.. 85 [F1 (EFX1)] Effect 1 Send.....

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.. 85 [F2 (EFX2)] Effect 2 Send.....

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.. 86 [F3 (EFX3)] Effect 3 Send...

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.. 86 [F4 (EFX4)] Effect 4 Send.....

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.. 86 [F5 (AUX)] AUX Send

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[You're reading an excerpt. Click here to read official ROLAND VS-1680 user guide](http://yourpdfguides.com/dref/2907050)
<http://yourpdfguides.com/dref/2907050>

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.271 15 *Table of Contents* 16 *Preparations* *Preparations About the Package Contents* *The following items are included with the VS-1680. Please check to make sure you have all the items.* · VS-1680 · AC cord · VS-1680 Quick Start · VS-1680 Owner's Manual · VS-1680 Appendices *measure drum pattern any*

number of times, or have the same chorus both at the beginning and end of a song. The VS-1680 uses "non-destructive editing.

" This allows you to cancel and recover up to 999 previous recording and editing operations (Undo/Redo). The internal clock runs on battery power, so it continues to function even after the VS-1680's power is turned off. This allows you to manage your songs by "time stamp," the time and date of recording that is registered in the song data. *Main Features The Latest in Compact Home Studio Environments* The VS-1680 retains all of the features of Roland's VS-880 workstation, a revolution in the world of the home studio, with the disk recorder, digital mixer, and multi effects systematically and more organically integrated. From when you start picking mics to when you actually record, to mixdown, to adding effects, and on to creating the master data for playing through a PA or mastering on a CD, you can easily control every aspect of the recording process with the VS-1680 in your home studio.

Digital Mixer Section You can store all mixer settings, including fader levels, pan, and effects. Stored settings can be recalled very simply, a convenient feature when adjusting balances during mixdown and comparing mixes with effects. Changes in settings over time, such as fader levels and pan, can also be stored (Automix), allowing you to perfect fade-ins and fade-outs in your mixes. You can easily set up the VS-1680 for different situations such as recording, track bouncing, and mixdown using its handy EZ Routing feature. *Disk Recorder Section* The digital disk recorder section provides 16 playback tracks, and allows eight tracks to be recorded simultaneously. Each track features 16 virtual tracks (V-Tracks), providing a total of 256 tracks altogether. This means that you can record multiple takes, make temporary mixes when editing and create songs that require numerous tracks, all with room to spare. The VS-1680's recording functions were designed for use with professional digital equipment--DAT recorders, digital mixers, digital effects, etc. You can record and edit with top-quality sound, losing none of that quality in the playback. You can instantly find the location of sections in a song you want to hear repeatedly (locator), or places that you wish to record over by placing marks at such points (marker).

These markers are recalled by a simple procedure, and you will never have to wait for any rewinding or fast-forwarding. Sounds are organized in phrases. Copying, moving, and inserting these phrase units (using Phrase Edit), as well as many other editing processes, are possible with the VS-1680.



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For example, you can create "break beats" by copying a four- Effects Section The VS-1680 features the optional VS8F-2 effect expansion board. Up to two of these effect expansion boards can be installed in the VS-1680. With the VS8F-2 effect installed in the VS-1680, up to four high-quality stereo effects will be available for your use. The VS8F-2 provides not only basic effects such as reverb and delay, but also effects ideal for vocals and guitar (such as guitar amp simulator) and even special effects such as RSS and Roland's exclusive COSMTM speaker modeling that you can use when the VS-1680 is connected to digital speakers such as Roland's DS-90A Powered Monitors. These effects are organized as 34 "algorithms" from which you can easily create new sounds. The VS8F-2 provides 240 read-only effects, or "preset patches," that are designed for various uses. In addition, the VS8F-2 provides 200 read-and-write effects, "user patches," that can be customized and re-saved.

As a result, you can instantly switch between a wide variety of effects simply by selecting a preset or user patch. 17 Preparations Simple Operation The VS-1680 can be operated as easily as a conventional multitrack recorder. You will be able to enjoy all of the advantages of a home studio from the day of purchase. The VS-1680 uses the well-known graphics ("icons") made famous by Roland's VG-8 and V-Drums. The large, full-dot graphic display is backlit and inclined, so it is easy to read when used on stage, or wherever high visibility is required.

Major Options Internal 2.5" IDE Hard Disk: If your VS-1680 does not already have an internal hard disk, we recommend that you install one. An internal hard disk makes your entire VS-1680 studio more compact and easier to transport, and eliminates connection problems that can occur with an external disk drive. It is also required for creating audio CDs directly from the VS-1680. * In order to take full advantage of the VS-1680's potential--the number of tracks that can be recorded/played simultaneously and recording capacity--we recommend that you use a hard disk that is 2.

1 GB in size or greater. Connectivity A wide variety of connectors and jacks are provided, including two balanced XLR connectors. The VS-1680 features a wide input sensitivity range--from mic level (-50 dBu) to line level (+4 dBu)--and phantom power, allowing you to plug in condenser mics that require external power. There are six sets of balanced input jacks, handling a wide input sensitivity range, from line level (+4 dBu) to mic level (-50 dBu).

Furthermore, you can choose either the high-input (GUITAR (Hi-Z)) jack for directly plugging in an electric guitar, or the INPUT 8 jack. Besides the RCA phono type (stereo) MASTER jacks, (stereo) AUX A and AUX B jacks, and (stereo) MONITOR jacks are also provided. You can monitor an effect send and other outputs without affecting the MASTER OUT signal. The VS-1680 provides both coaxial and optical digital I/O connectors. With these, you can digitally connect the VS-1680 to popular consumer electronic devices such as CD players, DAT recorders, MD recorders, and so on. A SCSI connector (DB-25 type) is also provided, allowing you to connect the VS-1680 to external SCSI devices such as a Zip drive or CD-R drive.

MIDI IN and MIDI OUT/THRU connectors are also provided. You can synchronize the VS-1680 with an external MIDI sequencer, use the MIDI sequencer to control the VS1680's mixer, sound an external MIDI sound generator with the metronome, and more. Besides tracks for recording audio signals, the VS-1680 has a sync track for storing MIDI clock messages. You can even synchronize MIDI sequencers that are not compatible with MTC (MIDI Time Code) or MMC (MIDI Machine Control). CD-R Drive (approved by Roland): A CD-R or CD-RW drive connected with a SCSI connector. Such a device allows you to create songs on the VS-1680 and burn them onto your own original audio CDs. Additionally, you can use a CD-R for backing up song data to inexpensive CD-R discs. VS8F-2: An effect expansion board that can be installed in the VS1680. You can install two of these boards, each of which supplies two stereo effects, for a total of four stereo effects or eight mono effects. * The VS8F-1 effect expansion board is for use with the VS-880.

It cannot be used in the VS-1680. 18 Front and Rear Panels Mixer Section fig.00-03 Front & Rear Panels 1. PEAK Indicators Use these indicators to confirm the correct recording level as set with the INPUT knobs. The indicators are set at the factory to illuminate when the input audio reaches -6 dB.

You can change the peak level indicator setting so the indicators illuminate when audio reaches -3 dB, -6 dB or clipping (p. 247). 2. INPUT Knobs These knobs adjust the sensitivity of the INPUT jacks 1 through 8. Turn the knob fully clockwise for mic level (-50 dBu), or fully counter-clockwise for line level (+4 dBu).

3. SELECT/CH EDIT (Select/Channel Edit) buttons Use these buttons to change Input Mixer settings for the analog inputs, digital inputs, stereo inputs, and effect returns. The currently selected channel's indicators will light. 18: DIGITAL: ST IN: Each channel (18) Digital input Stereo in EFFECT 1/3 RTN: Effect 1 and 3 Return 19 Front and Rear Panels EFFECT 2/4 RTN: Effect 2 and 4 Return You can assign an input to be recorded to a track by holding down the track's STATUS button, then pressing the desired SELECT button for the input or source you wish to record. When numerics are combined with alphabetical characters ([NUMERIC/ASCII]), alphabetical characters can be input directly (Song Name, etc.). 7. MONITOR Knob This adjusts the volume level output from the MONITOR jacks. 8. PHONES Knob This knob adjusts the volume of the headphones.

4. SELECT/CH EDIT (Select/Channel Edit) buttons Use these buttons when you wish to change Track Mixer settings and to change track channels. The currently selected channel's indicators are lit. 115/16: Each channel (115/16) When you press these buttons while holding down the STATUS button, you can select any desired bouncing destination track. When numerics are combined with alphabetical characters ([NUMERIC/ASCII]), alphabetical characters can be input directly (Song Name, etc.). 9. AUTOMIX Button This button switches the Automix function on and off. The button indicator lights when Automix is on. 10.

EZ ROUTING Button This button invokes the EZ Routing screen. 11. EDIT/SOLO Button Press this button to make block settings for the master section of the mixer. To use the Solo function to monitor only a specific channel, press this button while holding down the SELECT/CH EDIT button. 5.

STATUS Buttons These buttons switch the status of each track. The current status is shown by the button indicator. SOURCE (orange): The input source or track assigned to the channel is being output.



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REC (blinking red): Recording is selected for the track assigned to the channel. During playback, the track data is normally output.

REC (blinking red and orange): Recording is selected for the track assigned to the channel. During playback, you will be able to listen to the track. **PLAY (green):** The track assigned to the channel will play back. **OFF (off):** The channel is muted (silent). When pressed in combination with the **SELECT/CH EDIT** button, this selects the source or track to be assigned to a track for recording. 12. **FADER/MUTE Button** Each press of this button alternately assigns use of the channel faders to the Input Mixer or to the Track Mixer. The button indicator shows the faders' current status. To mute the channel, press this button while holding down the **SELECT/CH EDIT** button. 13.

Master Fader Use this fader to adjust the overall output level. 6. **Channel Faders** Use these faders to adjust the volume level of each channel or track. 20 **Front and Rear Panels Recorder Section fig.00-04 Front & Rear Panels 1. Graphic Display** This displays shows various data related to the current status of the VS-1680 during recording, playback, editing, changing its settings, and so on. 2. **FUNCTION Button** This button switches the display screen and executes operations. The function currently assigned to each button appears at the bottom of the display. 3.

PAGE (JUMP) Button This button switches pages for screens that consist of several pages. When [SHIFT] is held down together with this button, the Locator Jump screen is displayed. 4. **PREVIEW Button** Press this button to use the Preview function that plays back a specific amount of time before and after the current location. 5.

LOCATOR/SCENE Button Pressing this button allows you to store or recall locators and markers or to store or recall Scenes (mixer settings). 21 **Front and Rear Panels PREVIOUS:** Recalls the most recent start or end point of a phrase. Pressed with [SHIFT], this button recalls the previous marker. **NEXT:** Recalls the next start or end point of a phrase. Pressed with [SHIFT], this button recalls the next marker.

TAP: Press this button to set markers. **BANK/9:** Pressing this with the **LOCATOR** buttons (18) selects the locator bank. **SCENE/0:** This is pressed when storing, recalling, and deleting Scenes. **CLEAR (Back Space):** This button deletes locators, markers, and Scenes. **NUMERICS/ASCII:** Press this when you want to use the **STATUS** and **LOCATOR** buttons for 10-key entry of Western numerals. 18: These select a locator or Scene. 10. **EXT SYNC (External Sync) Button** Press this button to designate the VS-1680 or an external MIDI device as the master, or main, controlling synchronization device. With the VS-1680 selected as the master, the external MIDI device functions as the slave unit; with the external MIDI device is selected as the master, the VS-1680 functions as the slave unit. 11.

CURSOR Buttons Normally (i.e. in Play mode), these buttons select the unit of time measurement. When making settings (i.e. in Edit mode), use these buttons to select parameters. 12. **PLAY (DISPLAY) Button** Press this button to return to the screen that appears when the VS-1680 is first turned on (normal playback status). 13. **TIME/VALUE Dial** In normal (playback) mode, this dial adjusts the current time for playback.

When making settings (i.e. when editing), use this dial to change parameter values. 6. **Transport Control Buttons** These buttons operate the recorder.

ZERO: REW: This returns the current time to "00h00m00s00" (zero return). The current time is moved back only while this button is held down. This corresponds to the rewind button on a tape recorder. While this button is held down, the current time is moved forward. This corresponds to the fastforward button on a tape recorder.

Stops recording or playback of the song. Starts recording or playback from the current time. Press this button to record a song. 14. **LOOP Button** This button turns Loop Recording on and off. Pressed together with [LOCATOR], it specifies the range to be recorded in Loop Recording. 15. **AUTO PUNCH Button** This button turns Auto Punch-In Recording on and off. Pressed with the **LOCATOR** button, it specifies the range to be recorded in Auto Punch-In Recording. **FF: STOP: PLAY: REC:** 16.

UNDO (REDO) Button Press this button to cancel a recording or editing step that you have made (Undo function). Pressed with [SHIFT], this button cancels the last Undo operation (Redo function). 7. **CONTRAST Knob** Use this to adjust the brightness of the display screen. 17. **SHIFT Button** This button is pressed in conjunction with other buttons to access additional functions of those buttons. 8. **VARI PITCH Button** Press this button when you wish to adjust the VS-1680's playback speed (Vari Pitch function). 18. **ENTER/YES Button** This is pressed to execute the current operation or select the current screen.

9. **MIDI/DISK Indicator** This indicator lights green when MIDI messages are being received, and red when data is being written or read on the disk drive. If both occur, the indicator lights orange. 19. **EXIT/NO Button** This is pressed to cancel the current operation or exit the current screen.

22 **Front and Rear Panels Rear Panel fig.00-05 Front & Rear Panels 1. POWER Switch** This switch turns the VS-1680's power on and off. See Chapter 2. 2. **AC IN (AC Inlet)** Connect the included power cable here. 3. **SCSI Connector** This is a DB-25 type SCSI connector for connecting SCSI devices such as an external hard disk, removable media, or a CD-R. This connector is intended only for SCSI devices. If you connect any other type of device to this jack, you may cause serious damage to the VS-1680 and the connected device. 4. **MIDI Connectors (IN, OUT/THRU)** Connect external MIDI devices (MIDI sequencers, MIDI controllers, etc.) here. **IN:** This connector receives MIDI messages. Connect it to the **MIDI OUT** connector of an external MIDI device.

OUT/THRU: This connector can be used either as a **MIDI OUT** or as a **MIDI THRU** jack. With the factory settings, it will function as a **MIDI OUT** connector, which means it is set to transmit MIDI messages generated by the VS-1680. 5. **PHONES Jack** Connect your headphones (not supplied) here. The **PHONES** jack outputs the same signal as the **MONITOR** jack, and is affected by the **Master Fader** setting, as well as the position of the **MONITOR** and **PHONES** knobs.

6. **MONITOR Jacks (L, R)** RCA-phono-type analog audio output jacks. With the factory settings, all signals output from the **MASTER OUT** jacks also output from the **MONITOR** jacks. This is determined by the block settings of the mixer's master section and the settings of each channel. 23 **Front and Rear Panels 7. AUX B Jacks (L, R)** 8. **AUX A Jacks (L, R)** RCA-phono-type analog audio output jacks. With the factory settings, there is no output from either the **AUX A** or the **AUX B** jacks. The output is determined by the block settings of the mixer's master section and the settings of each channel.



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make sure that the phantom power switch is set to "Off" unless you are using a condenser mic that requires phantom power.

* Switching the phantom power on or off while the VS-1680 is turned on produces a loud noise that can damage amps and speakers. Turn the phantom power on or off only when the VS1680 is turned off. * When nothing is plugged into the INPUT 12 jacks, make sure that the phantom power switch is set to "Off."

Also, we recommend that the INPUT knob be turned fully to "LINE" to capture as high a sound quality as possible. 9.

MASTER OUT Jacks (L,R) RCA-phono-type analog audio output jacks. With the factory settings, all signals are output from the MASTER OUT jacks. The output is determined by the block settings of the mixer's master section and the settings of each channel. 13. GUITAR (Hi-Z) Jack (Guitar) This 1/4" phone-type high-impedance jack is designed to work best with a guitar, for less interference and a louder, cleaner signal. It can be used instead of--but not at the same time as--the regular INPUT 8 jack. If cables are connected to both the GUITAR input and the regular INPUT 8 jack, the GUITAR jack will take priority. Use the INPUT 8 knob to adjust the input sensitivity of this input. 10. FOOT SWITCH Jack An optional foot switch (such as the DP-2 or the BOSS FS-5U) can be connected here when you want to control recorder operations, mark point settings, and punch in/out operations, etc.

with a foot switch. With the factory settings, a foot switch is set to start and stop the recorder. 11. DIGITAL Connectors (IN, OUT) The VS-1680 accepts both coaxial and optical digital I/O connectors (conforming to S/P DIF). IN: This accepts a stereo digital audio signal. You can select either the coaxial input connection or the optical connection. This outputs a stereo digital audio signal. You can use both the coaxial connector and the optical connector simultaneously, and each can carry a different signal. 14. 1/4" INPUT Jacks (3-8) Inputs 3 through 8 may be used as 1/4" phone-type TRS (Tip Ring Sleeve) balanced connections, or as 1/4" phone-type unbalanced connections, depending on the jack and cable used.

Use INPUT knobs 3-8 to adjust the input sensitivity of these inputs. OUT: 15. XLR Balanced Inputs Inputs 1 and 2 are XLR balanced connections. Use INPUT knobs 1 and 2 to adjust the input sensitivity of these inputs. S/P DIF (Appendices, p.

64) * Before recording a digital audio signal, certain system settings must be made. To input a digital signal, refer to "Recording a Digital Source," p. 66 *

The digital connectors cannot input or output analog audio signals. 12. PHANTOM Switch This turns phantom power (+48 V) on and off.

With the factory settings, this is set to "Off." Phantom Power (Appendices, p. 64) * Supplying phantom power to dynamic microphones or audio playback devices may result in damage to your equipment. Thoroughly read the owner's manual of your microphone, and 24 Chapter 1 Before You Start (VS-1680 Terminology) This chapter explains the basic concepts, internal structure, and basic procedures that you will need to know in order to operate the VS-1680. Please read this chapter thoroughly to gain a better understanding of the VS-1680. fig.01-04 Disk Drive (8.2GB) Partition 1 (1000MB) Partition 3 (1000MB)

Partition 5 (1000MB) Partition 2 (1000MB) Partition 4 (1000MB) Partition 6 (1000MB) Partition 8 (1000MB) Chapter 1 Saving and Managing Data Managing Disk Contents (Partitioning) The VS-1680 saves all of the data, such as performance data, mixing data, system data, etc., on a hard disk drive. Thus, it cannot operate without either having an internal hard disk or being connected to an external drive with a SCSI connector.

Furthermore, an external drive used by the VS-1680 cannot be used by another device. The VS-1680 is able to manage 500 MB, 1000 MB or 2000 MB of disk space at once. If you use a disk drive with a capacity that is greater than this, you will need to divide it into two or more areas. Each of these areas is referred to as a "partition." Up to eight partitions can be created in a single disk drive, space permitting. We recommend you to set up partitions as 2000 MB to allow sufficient space for creating songs. Ex. 1: When the disk drive is 810 MB, and the partition size is 1000 MB. fig.01-01 Partition 7 (1000MB) unusable (200MB) Ex.

5: When the disk drive is 8.2 GB, and the partition size is 2000 MB. fig.01-05 Disk Drive (8.2GB) Partition 1 (2000MB) Partition 3 (2000MB) Partition 5 (2000MB) Partition 2 (2000MB) Partition 4 (2000MB) Disk Drive (810MB) Partition (810MB) Ex.

2: When the disk drive is 1.4 GB, and the partition size is 1000 MB. fig.01-02 Each partition on the VS-1680's disk drive is treated as an independent drive, and automatically given a partition number (07). When a single hard disk has multiple partitions, you can specify which partition drive will be used ("Drive Select," p.

222). This selected disk drive partition used is referred to as the "current drive." * If you wish to use hard disks or song data with both the VS1680 and the VS-880, there will be limitations as to what you can do due to factors such as differing partition sizes and numbers of tracks. For more detailed information, please see "Drive Compatibility," p. 239. * The VS-1680 can internally accommodate Roland HDP88 series' hard disks (hard disk drive units). For simultaneous recording or playback of the greatest number of tracks, for getting more out of the available hard disk space, and in order to get the fullest performance in general from the VS-1680, we recommend using the HDP88-2100. Disk Drive (1.4GB) Partition 1 (1000MB) Partition 2 (400MB) Ex. 3: When the disk drive is 1.

4 GB, and the partition size is 2000 MB. fig.01-03 Disk Drive (1.4GB) Partition (1.4GB) Ex. 4: When the disk drive is 8.2 GB, and the partition size is 1000 MB. The Location Where a Performance is Recorded (Song) The location where performance data is recorded is referred to as a "song." 25 Chapter 1 Before You Start (VS-1680 Terminology) Normally, you should set a partition's size to 2000 MB. When dealing with large numbers of songs at the same time, or when you want to use the data on the VS-880 as well, setting the partition size to 1000 MB is recommended.

The song currently being recorded, played back, or edited is referred to as the "current song." The following types of data are included in a song. · All data recorded on V-Tracks · MIDI clocks of the sync track · Points specified within songs--locator, marker, punchin/out points, loop-in/out points · Scenes (mixer settings) · Vari Pitch settings (p. 185) · System settings--system, MIDI, disk, sync, Scene · Effect settings · Automix data Phrases: A "phrase" is a set of pointers that tells the VS-1680 what portion of a take is to be played by a track.



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The length of a phrase may just be the entire length of a take, or may consist of only part of a take.

Also, you can use any number of phrases from the same take, and have a phrase played back repeatedly as a sort of "break beat." This is displayed as one box in the playlist. fig.01-06 fig.01-07 Sources, Tracks, and Channels On the VS-1680, the recorder section and mixer section use the term "sources," "tracks" and "channels."

" These terms may appear similar to each other, and can be confusing unless their differences are clearly understood. Source: A signal which is input to the mixer section or recorded in the recorder section. On the VS-1680, this term refers in particular to the signals of the analog INPUT jacks (1-8) and the DIGITAL IN connector. A signal that is being input to or output from the recorder section. It also refers to the location to which a signal is being recorded or played back from the hard disk. fig.01-08 Track: Channel: A signal that is being input to or output from the mixer section. This term refers in particular to the faders and buttons of the mixer section on the top panel. Takes and Phrases On the VS-1680, data is managed in groups called "takes," "phrases." Please take a moment to make sure you understand the differences between these terms.

Takes: The data recorded to the disk is simply called a "take"--a take is actually your audio data recorded on the hard disk, along with time stamp (time and date imprint) information. Each recording is a take. Note that when you record material onto a track that already contains a take, the VS-1680 does not discard the earlier take. About Events The smallest unit of memory used by the VS-1680 to store recorded information on disk is called an "event." A newly created song is provided approximately 18,000 events. For each track, one recording pass uses two events. Operations such as punch-in/out or track copy also use up events. The number of events that are used up will change depending on what you are doing. For example, Automix (p. 123) uses up six events for each marker.

Even when your disk has ample free space, one song can use up all the available events, in which case no more data can be recorded to the song. 26 Chapter 1 Before You Start (VS-1680 Terminology) The remaining number of Events can be saved with the following procedures. Please use the most appropriate procedure for your situation. Execute Song Store (p. 48) Use Execute Song Store if the UNDO indicator is lit.

Events served for Redo will be released. But please note that you cannot cancel, or redo, the last Undo you once execute this operation. Execute Song Optimize (p. 214) Execute Song Optimize if you have done a lot of punch-in recording. Events used for now-unnecessary audio data will be released, and all currently stored levels of Undo are deleted.

*Chapter 1 Erase AutoMix data (p. 136) If you have recorded AutoMix data, erase unnecessary data. Events served for unnecessary AutoMix data will be released. About Button Names There are two groups of buttons referred to as SELECT/CH EDIT (Select/Channel Edit) buttons. fig.01-08a Mixer Section The digital mixer specifies input or output status of the recorder section. The VS-1680's mixers include the Input Mixer--which, in the signal path, is situated before the recording section--the Track Mixer, placed after the recording section, and the Master Block, which is used for determining which jacks and connectors output the signals from each of the other mixers. * For more detailed information about the mixer section, please refer to the "Mixer Section Block Diagram" (Appendices, p. 60). Signal Flow (Busses) On the VS-1680, signals flow through busses.*

Busses are shared pathways through which multiple signals can be sent to various tracks or channels. It may be easier to understand this if we use the analogy of water pipes. For example, the water that is supplied by the water company to your house is branched to a variety of locations within the house (kitchen, bathroom, etc.). The water that is used at each of these locations is then collected and carried away. 27 Chapter 1 Before You Start (VS-1680 Terminology) fig.01-09 If we think of the VS-1680 as the house, the water being supplied from the water company corresponds to inputs such as mic or guitar. Some of these inputs are sent to recording tracks and are recorded. Other portions are sent to the effects, and reverb or chorus are applied before they are output. The basic principle of the VS-1680 is that by specifying from where--and to where--the common lines run, you can determine which signals will be recorded on which track or sent to which effects, and to where they will be output.

RECORDING Bus: Signals assigned to the RECORDING bus are routed to the recorder section to be recorded. The RECORDING bus has eight channels to which you can assign any output of the Input Mixer, Track Mixer, and effects (effect return). Signals assigned to the RECORDING bus cannot be routed to the MIX bus. MIX Bus: Signals assigned to the MIX bus are sent to the MASTER jacks for monitoring. It has two channels (L and R), and can take output signals from the Input Mixer, Track Mixer, and effects (effect return).

Signals assigned to the MIX bus cannot be routed to the RECORDING bus. EFFECT Bus: Signals assigned to the EFFECT bus are sent to the VS8F-2 in order to add effects to them. The EFFECT bus has four channels-- EFX1 L/R, EFX2 L/R--and can process signals from the Input Mixer and the Track Mixer.

Signals assigned to the RECORDING bus, as well as the MIX bus, can also be routed to the EFFECT bus. AUX Bus: Signals assigned to the AUX bus are routed to the AUX jacks to provide addition mixes for monitoring.

This bus features six channels (AUX1 L/R, AUX2 L/R, AUX3 L/R), and can take signals from the Input Mixer and the Track Mixer. Signals assigned to the RECORDING bus as well as the MIX bus can also be routed to the AUX bus. This is convenient if, for example, you want to connect an external effects device, or when you want an additional output separate from that of the MASTER Out jacks (an individual out). EFFECT bus and AUX bus If the VS-1680 contains two VS8F-2s, AUX bus (AUX1 L/R, AUX2 L/R) serves as EFFECT bus (EFX3 L/R, EFX4 L/R). 28 Chapter 1 Before You Start (VS-1680 Terminology) Input Mixer The Input Mixer is placed before the recorder section, and corresponds to the input jacks: INPUT 18, DIGITAL IN L/R. fig.01-10 Chapter 1 The output of each input channel is assigned to the track on which it is to be recorded. Channels not assigned to tracks are output directly from the MASTER jacks. Also, signals assigned to tracks when the tracks are not in Record Standby (STATUS indicator blinking red) are also output from the MASTER jacks. At this time, the following signals are assigned to the channel faders.

Channels 18: DIGITAL: ST IN: EFFECT 1: EFFECT 2: INPUT jacks 18 DIGITAL IN connector L/R Sources assigned to STEREO IN (p.



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185) EFX1 return level or EFX3 return level EFX2 return level or EFX4 return level 29 Chapter 1 Before You Start (VS-1680 Terminology) Track Mixer The Track Mixer is placed after the recorder section, and corresponds to Tracks (115/16). fig.01-11 All of the tracks are output from the MASTER jacks. Additionally, tracks can also be routed back to the RECORDING bus for overdubbing, or re-recording. The channel faders 115/16 correspond respectively to Tracks 115/16 Switching the Fader Functions On the VS-1680, it is possible to adjust Input Mixer or Track Mixer settings by switching the function of the channel faders on the top panel. Pressing [FADER] on the top panel toggles the function of the channel faders between controlling the Input Mixer and the Track Mixer. The button indicator indicates which mixer is currently selected. fig.01-12 30 Chapter 1 Before You Start (VS-1680 Terminology) Master Block This selects the jacks or connectors--which are connected to external equipment--to which the output of each mixer is sent.

fig.01-13 Chapter 1 Recorder Section Differences from a Tape-Type MTR Unlike DAT recorders, which use tape, digital disk recorders record performances (that is, sounds) on a disk, as do MD recorders. Music that is recorded on disk can be recalled and played back immediately, no matter where it is located on the disk. This is obvious from the difference in speed with which you can move to the beginning of a song on the VS-1680 as opposed to a DAT recorder. The ability to freely move to data regardless of the time or sequence at which it was recorded is known as "random access."

" By contrast, having to move to data in the order of the time or sequence at which it was recorded is known as "sequential access." fig.01-14 31 Chapter 1 Before You Start (VS-1680 Terminology) Track Minutes and Recording Time With cassette tape recorders, the amount of time you can record on a tape is predetermined by the length of that tape. Moreover, any unused portion of the tape is wasted. fig. 01-15 By contrast, with disk recording, although the available recording time is determined by the amount of disk space, only the disk space used for recording is spent. Thus, depending on on the number of concurrent tracks and phrases you record, the amount of available recording time will vary. Therefore, it is a good idea to have a standard unit of measurement that corresponds to the time of one continuous monaural signal being recorded on one track. This unit is referred to as a "track minute." fig.01-16 For example, 10 track minutes can be used for 10 minutes of monaural recording--this corresponds to the term's basic definition-- or for five minutes of stereo recording since it uses two tracks, or two minutes and 30 seconds of recording on four tracks, and so on. 32 Chapter 1 Before You Start (VS-1680 Terminology) fig.01-17 Chapter 1 Auxiliary Tracks for Each Track The VS-1680 provides 16 playback tracks. Each track contains 16 of its own supplementary tracks that can be used for recording or playback. In other words, you can record performances containing up to 256 (16 tracks x 16) tracks.

On each of the 16 tracks, any one--and only one--of its supplemental tracks can be playing back at any given moment. These auxiliary tracks are called "V-Tracks." fig.01-18 * Appendices (p. 72) provides a blank virtual track sheet to help you keep track of your virtual track recordings. Feel free to copy the sheet to use when you record. 33 Chapter 1 Before You Start (VS-1680 Terminology) Effects Section About the Effect Expansion Board Up to two optional VS8F-2 effect expansion boards can be installed in the VS-1680. With two VS8F-2s installed, four high-quality stereo--or eight mono--effects are available simultaneously for your use. With just a single VS8F-2 installed, you will be able to use EFFECT A (EFX1/2). With two VS8F-2s installed, you will be able to use both EFFECT A (EFX1/2) and EFFECT B (EFX3/4).

fig.01-19 * To install a VS8F-2, please refer to "Installing the Effect Expansion Board" (Quick Start, p. 57). Connecting Effects On the VS-1680, there are two ways to connect the effects devices. Please read and understand these differences described below.

Insert: The channel's signal is re-directed into and out of the effect between the channel's equalizer and fader, or before the Master fader. Connect an effect in this manner if you want it to change the characteristics of the sound itself, such as when using distortion or overdrive effects. When inserting an effect into one of the channels or into the Master Block, the effect cannot be used in another channel. For example, if you insert EFX1 into Channel 1, then no other channel can access EFX1. fig.

01-20 EQ EFX1 Fader Pan MIX bus or REC bus Send-and-Return: Besides the RECORDING bus and the MIX bus, the output of each channel can also be sent to the EFFECT bus. Use this routing with effects such as reverb and delay, when you want to mix the original un-effected, or "dry," sound with the sound after effects have been applied. fig.01-21 EQ Fader Pan EFX Pan EFX1 MIX bus or REC bus EFX bus * The VS8F-1 effect expansion board is for use with the VS-880. It cannot be used in the VS-1680. 34 Chapter 2 Basic Operation The explanations in this user's guide include illustrations that depict what the display typically shows. Note, however, that your unit may incorporate a newer, enhanced version of the system software, so what you actually see in the display may not always match what appears in the user's guide. If You Have Trouble Understanding Displays or Operations If you are unfamiliar with what is displayed on a screen, or you find you are having difficulty understanding a certain procedure, press [PLAY (DISPLAY)]. This allows you to return immediately to the screen that appears when the power is turned on. Then you can try whatever procedure you were working on from the beginning once more.

· If you perform an operation incorrectly or it cannot be executed correctly, an error message may appear in the display. When this occurs, refer to "Error Messages" (Appendices, p. 13), and perform the required action. · If, even after you perform an operation using the prescribed procedure, the result differs from that stated in the Quick Start or User's Guide, refer to "Troubleshooting" (Appendices, p. 6). · If the above steps do not resolve your problem, contact a nearby Roland Service Center or authorized Roland distributor. Before You Begin Turning On the Power * Once the connections have been completed (Quick Start p. 4), turn on the 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. * Always make sure to have the volume level turned down before switching on the power.



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