

# SYSTEM-8

## PLUG-OUT SYNTHESIZER

### Reference Manual



#### Checking the version

This manual applies to program **“version 1.30”** or later.  
Please check the version of the system working on your SYSTEM-8.

1. Press the **[MENU]** button.
2. Select **“VERSION INFO”** and then press the **[ENTER]** button.

The SYSTEM-8’s version is shown.

```
VERSION INFO
Version 1.30
```

\* Don't perform the update if the product is already up-to-date.

#### System Update

This manual applies to program **“version 1.30”** or later.  
For details on updating the system, refer to the following URL.

<https://www.roland.com/support/>

1. On the Support menu, choose **“Updates & Drivers.”**
2. Choose **“SYSTEM-8”** as the product name.
3. Choose **“SYSTEM-8 SYSTEM PROGRAM.”**

# Contents

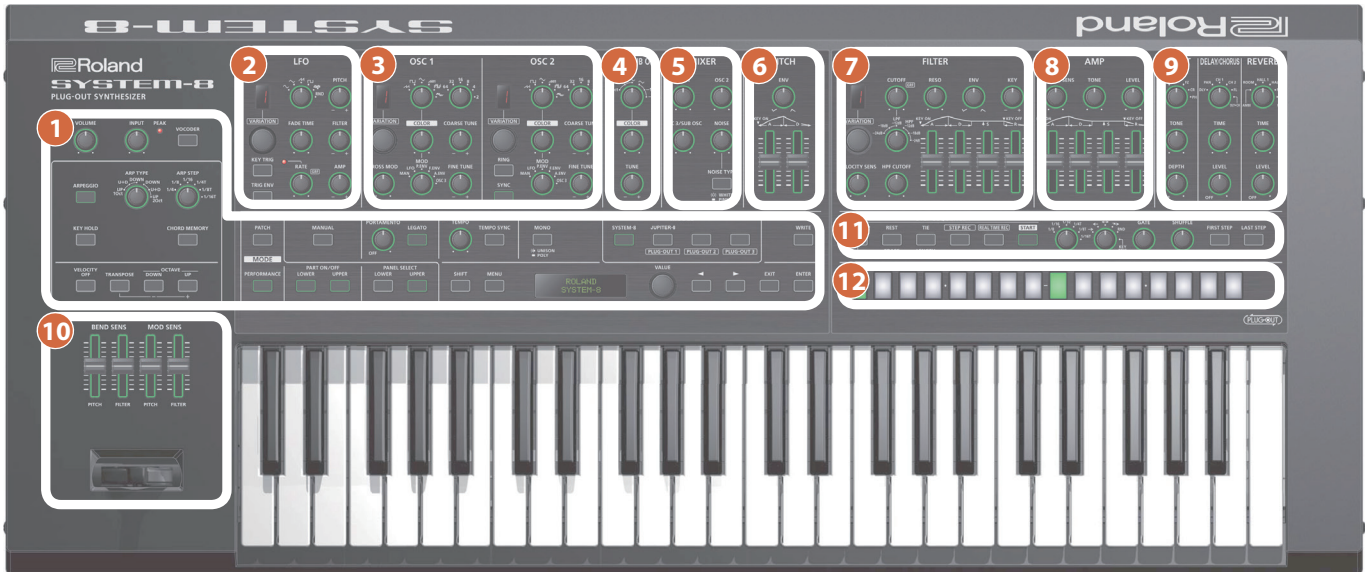
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# Panel Descriptions



## 1 Common section

Here you can make the following settings for the SYSTEM-8.

Controller	Value	Explanation
<b>[VOLUME] knob</b>	---	Adjusts the volume.
<b>[INPUT] knob</b>	---	Adjusts the volume level of the INPUT R and L/MONO jacks.
<b>PEAK indicator</b>	---	Indicates the analog input level of the rear panel INPUT R, L/MONO jacks. The PEAK indicator lights if the input level is excessive. Adjust the volume of your connected equipment so that this indicator lights occasionally. * If the PEAK indicator stays lit even after you adjust the connected device, adjust the system setting INPUT: Gain (p. 28).
<b>[VOCODER] button</b>	ON (lit), OFF (unlit)	Switches the vocoder on/off.
<b>[ARPEGGIO] button</b>	ON (lit), OFF (unlit)	Turns the arpeggio function on/off.
<b>[ARP TYPE] knob</b>		Selects the arpeggio type.
	1 OCT UP	The keys you press are sounded consecutively upward starting from the lowest.
	1 OCT U+D	The keys you press are sounded consecutively upward starting from the lowest, and then back down again.
	1 OCT DOWN	The keys you press are sounded consecutively downward starting from the highest.
	2 OCT DOWN	The keys you press, together with the keys one octave above those keys, are sounded consecutively downward starting from the highest.
	2 OCT U+D	The keys you press, together with the keys one octave above those keys, are sounded consecutively upward starting from the lowest, and then back down again.
<b>[ARP STEP] knob</b>	2 OCT UP	The keys you press, together with the keys one octave above those keys, are sounded consecutively starting with the lowest.
		Selects the note value for each step of the arpeggio.
	1/4	Quarter note
	1/8	Eighth note
	1/16	Sixteenth note
	1/4T	Quarter-note triplet
1/8T	Eighth note triplet	
1/16T	Sixteenth note triplet	
<b>[KEY HOLD] button</b>	ON (lit), OFF (unlit)	Turns the key hold function on/off.
<b>[CHORD MEMORY] button</b>	ON (lit), OFF (unlit)	Turns the chord memory function on/off.
<b>[VELOCITY OFF] button</b>	ON (lit), OFF (unlit)	Notes sound at the same volume even if your playing dynamics vary. The velocity value when "VELOCITY OFF" is on is specified by the system setting (SYSTEM: KEY TOUCH: Fixed Velo) (p. 25).
<b>[TRANPOSE] button</b>	ON (lit), OFF (unlit)	Turns the transpose function on/off.

Controller	Value	Explanation
OCTAVE [DOWN] [UP] buttons	-3-0-+3 (octave units)	<b>Octave shift</b> These buttons let you shift the pitch range of the keyboard in one-octave units. The button is lit if the pitch is shifted by one octave, and blinking if the pitch is shifted by two or three octaves.
	-5-0-+6 (semitone units)	<b>Key transpose</b> By pressing a [DOWN] [UP] button while holding down the [TRANPOSE] button, you can transpose (shift the pitch of) the keyboard in semitone units.
MODE [PATCH] button	---	Switches to Patch mode. ➔ <b>"Editing a Patch"</b> (p. 12)
MODE [PERFORMANCE] button	---	Switches to Performance mode. ➔ <b>"Editing a Performance"</b> (p. 17)
PART ON/OFF [LOWER] [UPPER] buttons	ON (lit), OFF (unlit)	In performance mode, switch the lower part or upper part on/off.
PANEL SELECT [LOWER] [UPPER] buttons	(The button of the selected part is lit)	In performance mode, select the part (lower or upper) that is the target of panel operations.
[MANUAL] button	---	Causes sound to be produced according to the current settings of the knobs and sliders.
[PORTAMENTO] knob	OFF, 1-255	Adjusts the time over which pitch change occurs when portamento is applied. Portamento is an effect that smoothly changes the pitch between one key and the next-played key.
[LEGATO] button	ON (lit), OFF (unlit)	Applies portamento only when you play legato (i.e., when you press the next key before releasing the previous key).
[TEMPO] knob	40.0-300.0 (BPM)	Specifies the tempo of the step sequencer and arpeggiator. The indicator blinks at the specified tempo. If <b>"Patch Tempo"</b> (p. 26) is <b>"ON,"</b> the tempo can be stored as a patch setting.
[TEMPO SYNC] button	ON (lit), OFF (unlit)	The modulation speed (RATE) of the ② LFO section and the delay time (TIME) of the ③ EFFECTS section are synchronized to the tempo.
[MONO] button	MONO, UNISON, POLY	If this is on (lit), the synth will play monophonically (single notes). If this is blinking, the synth will play all sounds in unison (UNISON mode).
MODEL [SYSTEM-8] [PLUG-OUT 1]-[PLUG-OUT 3] buttons	(The button of the selected synthesizer is lit)	When the [SYSTEM-8] button is on, this instrument operates as the SYSTEM-8 synthesizer. When one of the [PLUGOUT 1-3] buttons is on, this instrument operates as a PLUG-OUT synthesizer.
[WRITE] button	---	Saves sounds, step sequencer and system settings.
[SHIFT] button	---	When used in conjunction with other buttons or knobs, lets you view parameters or edit different parameters. By holding down the [SHIFT] button and turning the [VALUE] knob to change the value, you can edit a setting in steps of 10.
[MENU] button	---	Accesses the MENU screen.
Display	---	Shows various information for the operation.
[VALUE] knob	---	Change the value at the cursor position. By holding down the [SHIFT] button and turning the [VALUE] knob to change the value, you can edit a setting in steps of 10.
cursor [◀] [▶] buttons	---	Move the cursor left/right. Alternatively, switch screens.
[EXIT] button	---	Returns you to the previous screen. In some screens, this cancels the operation currently being executed.
[ENTER] button	---	Press this to confirm a value or execute an operation.

## 2 LFO

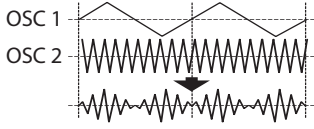
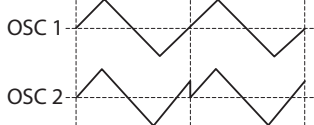
Here you can create cyclic change (modulation) in the sound by applying vibrato (pitch modulation) or tremolo (volume modulation).

Controller	Value	Explanation
<b>[VARIATION] knob</b> (only for MODEL: SYSTEM-8)		Selects the variation of the LFO section.
	Variation 1	Variation 1 (Single LFO) A standard LFO.
	Variation 2	Variation 2 (Dual LFO) This LFO is created by using a separate second LFO to apply frequency modulation to the same LFO waveform as Variation 1. The second LFO is a sine wave five octaves lower.
	Variation 3	Variation 3 (Resonanced Pulse LFO) This is a pulse waveform with resonance. The waveform knob selects the frequency of the resonance.
<b>Wave knob</b> (only for MODEL: SYSTEM-8)		<b>Variation 1</b> <b>Variation 2</b> <b>Variation 3</b>
	~	Sine wave (SIN)      Sine wave (SIN x 2)      TYPE 1
	∧	Triangle wave (TRI)      Triangle wave (TRI x 2)      TYPE 2
	∕∕	Sawtooth wave (SAW)      Sawtooth wave (SAW x 2)      TYPE 3
	□	Square wave (SQR)      Square wave (SQR x 2)      TYPE 4
	⏸	Sample and Hold (S&H)      Sample and Hold (S&H x 2)      TYPE 5
	RND	Random wave (RND)      Random wave (RND x 2)      TYPE 6
<b>[PITCH] knob</b>	-128-0-+127	Allows the LFO to modulate the pitch of the partial, producing a vibrato effect.
<b>[FADE TIME] knob</b>	0-255	Specifies the time from when the tone sounds until the LFO reaches its maximum amplitude.
<b>[FILTER] knob</b>	-128-0-+127	Allows the LFO to modulate the FILTER CUTOFF (cutoff frequency),
<b>[KEY TRIG] button</b>	ON (lit), OFF (unlit)	Specifies whether the LFO waveform is synchronized to start the moment you press a key (on) or is not synchronized (off).
<b>[TRIG ENV] button</b>	ON (lit), OFF (unlit)	Causes the envelope to start repeatedly at the LFO cycle (on).
<b>[RATE] knob</b>	0-255	Determines the speed of the LFO modulation.
		The indicator blinks at the speed (rate) of the LFO modulation. This knob is a GRF (GRIFFER) knob which allows high-precision adjustments.
<b>[AMP] knob</b>	-128-0-+127	Allows the LFO to modulate the AMP LEVEL (volume), producing a tremolo effect.

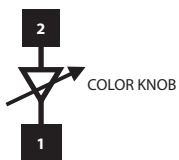
## 3 OSC 1, OSC 2

Here you can select the waveform that determines the character of the sound, and specify its pitch. The SYSTEM-8 has three oscillators (OSC 1, OSC 2, and ④ OSC 3/SUB OSC).

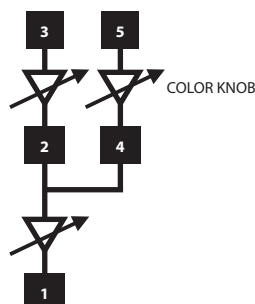
Controller	Value	Explanation
<b>[VARIATION] knob</b> (only for MODEL: SYSTEM-8)		Select the variation of the OSC 1 and OSC 2 sections.
	Variation 1	This is the basic oscillator waveform.
	Variation 2	This is a distinctive oscillator waveform.
	<b>Variation 3</b>	<b><i>This is an FM oscillator waveform produced by two sine-wave operators.</i></b>
	<b>Variation 4</b>	<b><i>This is an FM oscillator waveform produced by three sine-wave operators and two triangle-wave operators.</i></b>
<b>Wave knob</b> (only for MODEL: SYSTEM-8)		<b>Variation 1</b> <b>Variation 2</b> <b>Variation 3 (*1)</b> <b>Variation 4 (*2)</b>
	∕∕	Sawtooth wave (SAW)      Noise Saw (NOISESAW) <b>FM 2 operator (FM 1:1)</b> <b>FM 5 operator (FM Type A)</b>
	□	Square wave (SQR)      Logic Operation (LOGIC) <b>FM 2 operator (FM 1:1.5)</b> <b>FM 5 operator (FM Type B)</b>
	∧	Triangle wave (TRI)      FM (FM) <b>FM 2 operator (FM 1:2)</b> <b>FM 5 operator (FM Type C)</b>
	∕∕	Sawtooth wave2 (SAW2)      FM+SYNC (FM SYNC) <b>FM 2 operator (FM 1:3.5)</b> <b>FM 5 operator (FM Type D)</b>
	□	Square wave2 (SQR2)      Vowel (VOWEL) <b>FM 2 operator (FM 1:15)</b> <b>FM 5 operator (FM Type E)</b>
	∧	Triangle wave2 (TRI2)      CB (COWBELL) <b>FM 2 operator (FM 6:1)</b> <b>FM 5 operator (FM Type F)</b>
		<b>Variation 2 FM ... Logarithmic scale frequency modulation</b> <b>Variation 3, 4 FM ... Linear scale frequency modulation</b>

Controller	Value	Explanation
Octave (feet) knob	64, 32, 16, 8, 4, 2	Specifies the octave of the oscillator.
[COLOR] knob	0–255	Adjusts the tone. The result depends on the waveform.
[MOD] knob		Selects the source that is modulated by the [COLOR] knob.
	MAN	The sound is determined by the position of the [COLOR] knob. It will not vary over time.
	LFO	The sound varies over time at the rate specified in the <b>2 LFO</b> section.
	P. ENV	The sound changes over time according to the envelope of the <b>6 PITCH</b> section.
	F. ENV	The sound changes over time according to the envelope of the <b>7 FILTER</b> section.
	A. ENV	The sound changes over time according to the envelope of the <b>8 AMP</b> section.
[COARSE TUNE] knob	-11–0–+11	Adjusts the pitch in semitone steps.
[FINE TUNE] knob	-128–0–+127	Allows fine pitch adjustments.
[CROSS MOD] knob (OSC 1 only)	0–255	Modifies the OSC 1 frequency according to the OSC 2 waveform. Turning the knob toward the right makes OSC 1 become a more complex sound, allowing you to create metallic sounds or sound effects.
[RING] button (OSC 2 only)	ON (lit), OFF (unlit)	This is a ring modulator. It generates a complex waveform by multiplying OSC 1 and OSC 2. 
[SYNC] button (OSC 2 only)	ON (lit), OFF (unlit)	This is oscillator sync. It generates a complex waveform by forcibly resetting OSC 2 to the beginning of its cycle in synchronization with the OSC 1 frequency. 

**\*1 OSC Variation 3**



Variation 3	1	2	Explanation
	SIN	SIN	
FM 2 operator (FM 1: 1)	1	1	Uses harmonic overtones to produce a waveform similar to a sawtooth wave.
FM 2 operator (FM 1: 1.5)	1	1.5	Allows you to obtain a harmonic at -1 octave.
FM 2 operator (FM 1: 2)	1	2	Uses odd-numbered harmonics to produce a waveform similar to a square wave.
FM 2 operator (FM 1: 3.5)	1	3.5	Produces bell-like sounds.
FM 2 operator (FM 1: 15)	1	15	Using ENV to adjust the COLOR parameter produces the attack sound of an electric piano.
FM 2 operator (FM 6: 1)	6	1	Using ENV to adjust the COLOR parameter produces a sound similar to electric guitar feedback.

**\*2 OSC Variation 4**

Variation 4	1	2	3	4	5	Explanation
	SIN	TRI	SIN	TRI	SIN	
FM 5 operator (FM Type A)	1	4	11	4	15	Produce a tone generated by harmonic overtones that differ for each type.
FM 5 operator (FM Type B)	1	1	9	4	9	
FM 5 operator (FM Type C)	1	2	9	4	9	
FM 5 operator (FM Type D)	1	1	11	3.5	11	Produce a tone generated by inharmonic overtones that differ for each type.
FM 5 operator (FM Type E)	1	3	11	3.5	11	
FM 5 operator (FM Type F)	1	1	1	40	1	Produces a tone with formant characteristics.

**4 OSC 3/SUB OSC**

Controller	Value	Explanation
Wave knob		Selects the waveform that is the basis of the sound.
	~ -2Oct	Sine wave two octaves lower
	~ -1Oct	Sine wave one octave lower
	~	Sine wave
	~	Triangle wave
	~ -1Oct	Triangle wave one octave lower
	~ -2Oct	Triangle wave two octaves lower
[COLOR] knob	0–255	The result depends on the waveform.
[TUNE] knob	-1200cent–+1200cent	Adjusts the pitch of the oscillator.

**5 MIXER**

Adjust the OSC 1, OSC 2, OSC 3/SUB OSC, Noise's volume.

Controller	Value	Explanation
[OSC 1] knob	0–255	Adjust the OSC 1's volume.
[OSC 2] knob	0–255	Adjust the OSC 2's volume.
[OSC 3/SUB OSC] knob	0–255	Adjust the OSC 3/SUB OSC's volume.
[NOISE] knob	0–255	Adjust the noise's volume.
[NOISE TYPE] button	White noise (lit), Pink noise (unlit)	Selects the type of the noise.

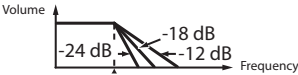
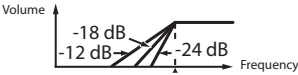
**6 PITCH**

Here you can create time-varying change (envelope) for pitch.

Controller	Value	Explanation
[ENV] knob	-128–0–+127	If this knob is turned toward the right, the pitch initially becomes higher and then returns to the pitch of the key you pressed. If this knob is turned toward the left, the pitch initially becomes lower and then returns to the pitch of the key you pressed.
[A] slider	0–255	These sliders operate similarly to the [A] [D] sliders of the <b>3 AMP</b> section (they affect the pitch rather than the volume).
[D] slider		

**7 FILTER**

These settings determine the brightness and thickness of the sound. Here you can also specify the time-varying change (envelope) for the filter.

Controller	Value	Explanation																
<b>[VARIATION] knob</b> (only for MODEL: SYSTEM-8)		Selects the variation of the FILTER section. *This replaces the FILTER section except for the envelope (ADSR).																
	LPF/HPF (Variation 1)	Low pass filter (LPF), High pass filter (HPF)																
	SBF (Variation 2)	Side band filter (SBF)																
	SYS-1 (Variation 3)	This is a SYSTEM-1 type low pass filter (LPF).																
	<i>JP-8 (Variation 4)</i>	<i>The Jupiter-8's HPF and VCF (LPF)</i>																
	<i>JU-106 (Variation 5)</i>	<i>The JUNO-106's HPF and VCF (LPF)</i>																
	<i>FMT 2 (Variation 6)</i>	<i>Formant filter (morphing between two formants)</i>																
	<i>FMT 3 (Variation 7)</i>	<i>Formant filter (morphing between three formants)</i>																
<i>HARM (Variation 8)</i>	<i>Filter that uses a feedback delay to vary the overtones</i> * <i>The HPF CUTOFF knob operates as the LPF/HPF knob.</i>																	
<b>[CUTOFF] knob</b>	0–255	Specifies the cutoff frequency of the filter. This knob is a GRF (GRIFFER) knob which allows high-precision adjustments. <table border="1"> <tr><td><b>Variation 1</b></td><td>Cutoff</td></tr> <tr><td><b>Variation 2</b></td><td>Band Interval</td></tr> <tr><td><b>Variation 3</b></td><td>Cutoff</td></tr> <tr><td><b>Variation 4</b></td><td><i>Cutoff</i></td></tr> <tr><td><b>Variation 5</b></td><td><i>Cutoff</i></td></tr> <tr><td><b>Variation 6</b></td><td><i>Formant</i></td></tr> <tr><td><b>Variation 7</b></td><td><i>Formant</i></td></tr> <tr><td><b>Variation 8</b></td><td><i>Harmonics</i></td></tr> </table>	<b>Variation 1</b>	Cutoff	<b>Variation 2</b>	Band Interval	<b>Variation 3</b>	Cutoff	<b>Variation 4</b>	<i>Cutoff</i>	<b>Variation 5</b>	<i>Cutoff</i>	<b>Variation 6</b>	<i>Formant</i>	<b>Variation 7</b>	<i>Formant</i>	<b>Variation 8</b>	<i>Harmonics</i>
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	<b>Variation 7</b>	<i>Formant</i>																
	<b>Variation 8</b>	<i>Harmonics</i>																
<b>Filter type knob</b> (only for MODEL: SYSTEM-8)	(Variation 1) LPF-24dB, LPF-18dB, LPF-12dB, HPF-12dB, HPF-18dB, HPF-24dB	Selects the slope of the filter.  Low pass filter (LPF), High pass filter (HPF) LPF: -24dB, -18dB, -12dB   HPF: -12dB, -18dB, -24dB 																
	(Variation 2) SBF1–SBF6	Side band filter (SBF) You can use the <b>[CUTOFF]</b> knob to adjust the band interval. You can also use the filter type knob to select the range of the band interval. <b>SBF1–3</b> : Low range, Mid range, High range with original sound <b>SBF4–6</b> : High range, Mid range, Low range without original sound You can use the resonance knob to adjust the band width.																
	(Variation 3) LPF-24dB, LPF-18dB, LPF-12dB	This is a SYSTEM-1 type low pass filter (LPF) Although the knob moves through six steps, this setting has three values. Even if you move the knob to the fourth or subsequent step, the value is LPF-12 dB.																
	<i>(Variation 4)</i> <i>LPF-24dB, LPF-18dB,</i> <i>LPF-12dB</i>	<i>The Jupiter-8's HPF and VCF (LPF)</i> <i>Although the knob moves through six steps, this setting has three values. Even if you move the knob to the fourth or subsequent step, the value is LPF-12 dB.</i>																
	<i>(Variation 5)</i> <i>LPF-24dB, LPF-18dB,</i> <i>LPF-12dB</i>	<i>The JUNO-106's HPF and VCF (LPF)</i> <i>Although the knob moves through six steps, this setting has three values. Even if you move the knob to the fourth or subsequent step, the value is LPF-12 dB.</i>																
	<i>(Variation 6)</i> <i>u-a, u-e, u-i, o-a, o-e, o-i</i>	<i>Formant filter (morphing between two formants)</i> <i>Selects the combination of formants.</i>																
	<i>(Variation 7)</i> <i>u-i-a, u-e-a, u-i-e, o-i-a,</i> <i>o-e-a, o-i-e</i>	<i>Formant filter (morphing between three formants)</i> <i>Selects the combination of formants.</i>																

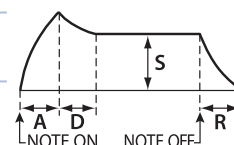


Controller	Value	Explanation
Filter type knob (only for MODEL: SYSTEM-8)	(Variation 8) 64FEET, 32FEET, 16FEET, 8FEET, 4FEET, 2FEET	<i>Filter that uses a feedback delay to vary the overtones</i> <i>Selects the length of the delay.</i> <i>This is typically set to the same octave (feet) as OSC1 or OSC2.</i> <i>You can additionally modify the FEET setting of HARM to select the desired effect.</i>
[RESO] knob	0–255	Resonance boosts the sound in the region of the filter’s cutoff frequency. Higher settings produce stronger emphasis, creating a distinctively “synthesizer-like” sound. When using Variation 2, this adjusts Band Width. When using Variation 8, this adjusts the amount of delay feedback.
[ENV] knob	-128–0–+127	This knob specifies the depth and direction of the cutoff frequency change produced by the [A], [D], [S], and [R] sliders. If the knob is turned toward the right, the cutoff frequency moves in the upward direction. If the knob is turned toward the left, the cutoff frequency moves in the downward direction.
[KEY] knob	-128–0–+127	Allows the filter cutoff frequency to vary according to the key that you play. If the knob is turned toward the right, the cutoff frequency becomes higher as you play higher notes. If the knob is turned toward the left, the cutoff frequency becomes lower as you play lower notes.
[VELOCITY SENS] knob	0–255	Adjusts the sensitivity by which the key velocity (playing dynamics) varies the depth of the filter envelope.
[HPF CUTOFF] knob	0–255	Specifies the cutoff frequency of the high-pass filter. Frequency components below the cutoff frequency are cut. When using Variation 8, this operates the LPF/HPF knob (left side is LPF, right side is HPF).
[A] slider	0–255	These sliders operate similarly to the [A] [D] [S] [R] sliders of the 8 AMP section (they affect the cutoff frequency rather than the volume).
[D] slider		
[S] slider		
[R] slider		

## 8 AMP

Here you can create time-varying change (envelope) for the volume.

Controller	Value	Explanation
[VELOCITY SENS] knob	0–255	Adjusts the sensitivity by which the key velocity (playing dynamics) varies the volume.
[TONE] knob	-128–0–+127	Adjusts the brightness of the sound.
[LEVEL] knob	0–255	Adjusts the volume.
[A] slider (Attack time)	0–255	Specifies the time from the moment you press the key until the maximum volume is reached.
[D] slider (Decay time)	0–255	Specifies the time from when the maximum volume is reached, until it decays to the sustain level.
[S] slider (Sustain level)	0–255	Specifies the volume level that will be maintained from when the attack and decay times have elapsed until you release the key.
[R] slider (Release time)	0–255	Specifies the time from when you release the key until the volume reaches its minimum value.



## 9 EFFECTS, DELAY/CHORUS, REVERB

Here you can adjust the effect, delay/chorus, and reverb depth.

Controller	Value	Explanation
Effect type knob	OD (OVERDRIVE), DS (DISTORTION), MT (METAL), FZ (FUZZ), CR (CRUSHER), PH (PHASER)	Selects the effect type.
[TONE] knob	0–255	Specifies the character of the effect.
[DEPTH] knob	OFF, 1–255	Specifies the depth of the effect.
Delay/chorus type knob	DLY (DELAY), PAN (PANNING DELAY), CH1 (CHORUS 1), CH2 (CHORUS 2), FL (FLANGER), DLY+CH (DELAY + CHORUS)	Switches the delay/chorus type.
[TIME] knob	0–255	Adjusts the time by which the sound is delayed.
[LEVEL] knob	OFF, 1–255	Adjusts the volume of delay/chorus.
Reverb type knob	AMBI (AMBIENCE), ROOM (ROOM), HALL1 (HALL 1), HALL2 (HALL 2), PLATE (PLATE), MOD (MODULATION)	Switches the reverb type.
[TIME] knob	0–255	Specifies the reverb time.
[LEVEL] knob	OFF, 1–255	Specifies the reverb volume.

## 10 PITCH BEND/MODULATION

This allows you to control pitch bend or apply vibrato.

Controller	Value	Explanation
BEND SENS [PITCH] slider	0–255	Specifies the amount of the pitch change produced by pitch bend operations.
BEND SENS [FILTER] slider	0–255	Specifies the amount of the filter change produced by pitch bend operations.
MOD SENS [PITCH] slider	0–255	Specifies the amount of the pitch change produced by modulation operations.
MOD SENS [FILTER] slider	0–255	Specifies the amount of the filter change produced by modulation operations.
Pitch bend/ Modulation lever	---	While playing the keyboard, move the lever toward the left to lower the pitch, or toward the right to raise the pitch. Move the lever away from yourself to apply vibrato.

## 11 Step sequencer

Here you can record your keyboard performance and knob operations, and play them back repeatedly.

Controller	Value	Explanation
[EDIT/DISP] button	---	Shows the STEP SEQ screen.
[REST] button	---	Enters a rest during STEP REC. If you hold down the [EDIT/DISP] button and press the [REST] button, the SEQ ERASE screen appears. <b>* In overdub mode, pressing the [REST] button moves to the next step without entering a rest.</b>
[TIE] button	---	Enters a tie during STEP REC. If you hold down the [EDIT/DISP] button and press the [TIE] button, the STEP LENGTH screen appears.

Controller	Value	Explanation
[STEP REC] button	---	Starts step recording. * If you hold down the [EDIT/DISP] button and press the [STEP REC] button, step recording starts in overdub mode.
[REAL TIME REC] button	---	Starts realtime recording.
[START] button	---	Plays the step sequencer.
[SCALE] knob	1/8	Eighth note
	1/16	Sixteenth note
	1/32	Thirty-second note
	1/4T	Quarter-note triplet
	1/8T	Eighth-note triplet
	1/16T	Sixteenth-note triplet
[PLAY MODE] knob	→ (FWD)	Play forward from the first step.
	← (REV)	Play backward from the last step.
	↔ (FWD&REV)	Play forward from the first step, and then play backward from the last step.
	↔ (INVERT)	Play with even-numbered and odd-numbered steps inverted.
	RND (RND)	Play steps randomly.
	KEY TRIG (TRIG)	Play normally while the keyboard is held.
[GATE] knob	-128-0-+127	You can adjust the duration of the note recorded at each step.
[SHUFFLE] knob	-128-0-+127	You can adjust the timing of the notes for even-numbered steps (Step 2, Step 4, Step 6...). If the knob is in the center position, the timing is not adjusted.
[FIRST STEP] button	1- (the value specified for STEP LENGTH)	Plays with the specified step as the first step.
[LAST STEP] button	1- (the value specified for STEP LENGTH)	Plays with the specified step as the last step.

→ For details on the step sequencer, refer to “Step Sequencer” (Owner’s Manual p.14).

## 12 [A]–[H], [1]–[8] buttons

Use these buttons to recall sounds.

A–H (bank), 1–8 (number)

These buttons also indicate steps of the step sequencer.

1–16 (step)

# Editing a Patch

## Patch mode

This is the SYSTEM-8's basic mode, in which it plays a single part.

\* Use the MODEL buttons to select the desired synthesizer sound engine.

### 1. Press the MODE [PATCH] button.

The SYSTEM-8 is in patch mode.

### 2. Select a patch as necessary.

### 3. Move the top panel knobs and sliders.

When you operate a knob or slider, the parameter name, and value appear. After a few seconds, the top screen reappears.

```
OSC1:
Wave      SAW
```

When you edit a patch, an "\*" appears at the left of the Bank-Number.

```
PATCH SYS8 *A-1
SQ Star Spiral
```

#### MEMO

If you press the [ENTER] button while a knob operation has caused a parameter to appear in the display, the parameter will remain visible. In this state, you can use the [VALUE] knob to edit the value.

If you operate a different knob, the display changes to that parameter; however, after a time, the previous display reappears.

```
FILTER:      ↑
Cutoff      145
```

To cancel, press the [EXIT] button.

This is also canceled when you select a different patch, etc.

## Editing a Patch's Bender Settings or Patch Name (PATCH EDIT)

#### MEMO

For the SYSTEM-8, all settings other than Bend Range and Gain can be controlled from the panel controllers.

### 1. In patch mode, press the [MENU] button.

### 2. Use the cursor [◀] [▶] buttons to select "PATCH EDIT," and then press the [ENTER] button.

### 3. Use the cursor [◀] [▶] buttons to select a parameter, and use the [VALUE] knob to edit the value.

### 4. Press the [EXIT] button to return to the MENU screen.

## Patch parameters

Menu [SHIFT] + cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value [VALUE] knob	Explanation
BEND	Bend Range	1-24	Specifies the amount of pitch change (in semitone units, up to two octaves) that occurs when you operate the pitch bend lever.
	Bend Gain	x1, x2, x3, x4	Specifies a multiplier for the Bend Range, extending the range of change. For example, if the Bend Range is set to "24" and the Bend Gain is "x4," the range of pitch bend change will be eight octaves.
NAME	(Patch Name)		Specifies the name of the patch.

\* For the PLUG-OUT, Bend Range, Gain, and parameters not assigned to the panel can be edited in PATCH EDIT.

## Simulating Aging (CONDITION)

The SYSTEM-8 can simulate the changes that occur in an older unit (Aging).  
The condition setting is saved as a patch parameter.

1. In patch mode, press the **[MENU]** button.
2. Use the cursor **[◀] [▶]** buttons to select **“CONDITION,”** and then press the **[ENTER]** button.
3. Use the **[VALUE]** knob to edit the value.
4. Press the **[EXIT]** button to return to the MENU screen.

Parameter	Value
CONDITION	-128-0-+127 (Default: 0)

## Specifying the Tempo of Each Patch (Patch Tempo)

If **“Patch Tempo”** (p. 26) is **“ON,”** the tempo specified for each patch is used (only in Patch mode).

### Enabling patch tempo

1. Press the **[MENU]** button.
2. Use the Cursor **[◀] [▶]** buttons to select **“SYSTEM,”** and then press the **[ENTER]** button.
3. Use the cursor **[◀] [▶]** buttons to select **“SYNC/TEMPO: Patch Tempo”** parameter.
4. Use the **[VALUE]** knob to turn the **“SYNC/TEMPO: Patch Tempo”** parameter **“ON.”**

```
SYNC/TEMPO:
Patch Tempo  ON
```

5. Press the **[EXIT]** button several times to return to the top screen.

If you want to keep this change, save the system settings.

➔ **“Saving the System Settings”** (p. 29)

### Specifying the patch tempo

6. Use the **[TEMPO]** knob to change the Patch Tempo.

```
TEMPO:
PatchTempo 120.0
```

#### MEMO

Changing the patch tempo will edit the patch. If you want to keep this change, save the patch.

➔ **“Saving a Patch (WRITE)”** (p. 14)

## Initializing a Patch (Patch Init)

Here's how to initialize the patch in the temporary area, setting it to **“Init Patch”** (the basic sound).

1. Hold down the **[SHIFT]** button, and then press the **MODE [PATCH]** button.

A confirmation message appears.

```
Patch Init?
[Exit]:N [Ent]:Y
```

2. To initialize, press the **[ENTER]** button.

If you decide to cancel, press the **[EXIT]** button.

### MEMO

- When you initialize the patch, an “%” appears beside the Bank-Number.

```
PATCH  SYS8 %A-1
```

- When you initialize the patch in performance mode, the patch of the part selected by PANEL SELECT is initialized.

## Saving a Patch (WRITE)

### 1. In patch mode, press the [WRITE] button.

The WRITE screen appears.

```
<WRITE>  [Ent]
PATCH*  ▶
```

When you edit a patch, the display indicates “PATCH\*.”

### 2. Press the [ENTER] button.

The PATCH NAME screen appears.

```
PATCH NAME [Ent]
User_Patch_Name
```

### 3. Use the cursor [◀] [▶] buttons and the [VALUE] knob to change the character.

Operation	Explanation
[SHIFT] button + cursor [◀] button	Deletes one character (Erase).
[SHIFT] button + cursor [▶] button	Inserts one character (Insert).
[SHIFT] button + [VALUE] knob	Switches between uppercase/ lowercase/numerals.

### 4. Press the [ENTER] button.

A screen allows you to select the save-destination.

```
To:SYS8 A-1[Ent]
[SV System--aws]
```

### 5. Use the [VALUE] knob to select the save-destination.

### 6. Press the [ENTER] button.

A confirmation message appears.

```
Patch Write?
[Exit]:N [Ent]:Y
```

### 7. To save, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When saving is completed, the display indicates “Completed!”

```
Completed!
```

### MEMO

Arpeggio, chord memory, and step sequencer settings/data are also saved within the patch data.

# Patch Effects

You can edit the principal effect parameters of the SYSTEM-8 by using the knobs of the EFFECT, DELAY/CHORUS, and REVERB sections of the panel.



You can also edit items that cannot be edited by the knobs.

1. In patch mode, press the **[MENU]** button.
2. Use the Cursor [**◀**] [**▶**] buttons to select “**PATCH EFFECTS,**” and then press the **[ENTER]** button.
3. Use the cursor [**◀**] [**▶**] buttons to select a parameter, and use the **[VALUE]** knob to edit the value.

## EFFECT parameters

Parameter	Presence/absence of parameters for each type						Value	Explanation
	OD	DS	MT	FZ	CR	PH		
Type	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	OD (OVERDRIVE), DS (DISTORTION), MT (METAL), FZ (FUZZ), CR (CRUSHER), PH (PHASER)	Selects the effect type.
Tone	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0–255	Specifies the character of the effect.
Depth	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	OFF, 1–255	Specifies the depth of the effect.

## DELAY/CHORUS parameters

Parameter	Presence/absence of parameters for each type						Value	Explanation
	DLY	PAN	CH1	CH2	FL	DLY + CH		
Type	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	DLY (DELAY), PAN (PANNING DELAY), CH1 (CHORUS 1), CH2 (CHORUS 2), FL (FLANGER), DLY+CH (DELAY + CHORUS)	Switches the delay/chorus type.
Time	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0–255	Adjusts the time by which the sound is delayed.
Level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	OFF, 1–255	Adjusts the volume of the delay/chorus sound.
Tap Time	–	<input type="radio"/>	–	–	–	–	0%–100%	Adjusts the delay (tap) time of the right side, relative to the left side as 100%.
DlyFeedback	<input type="radio"/>	<input type="radio"/>	–	–	–	<input type="radio"/>	0–255	Adjusts the amount of feedback (delay repeats).
DlyHiCut	<input type="radio"/>	<input type="radio"/>	–	–	–	<input type="radio"/>	630Hz, 800Hz, 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 6.3kHz, 8kHz, 10kHz, 12.5kHz, FLAT	Specifies the frequency above which the high-frequency region of the delay sound is cut.
DlyHDmp	<input type="radio"/>	<input type="radio"/>	–	–	–	<input type="radio"/>	0.0 dB–40.0 dB (0.5 dB steps), -INF	Adjusts the amount by which the high-frequency region is cut each time the delay sound is repeated.

Parameter	Presence/absence of parameters for each type						Value	Explanation
	DLY	PAN	CH1	CH2	FL	DLY + CH		
DlyHDmpF	<input type="radio"/>	<input type="radio"/>	-	-	-	<input type="radio"/>	630Hz, 800Hz, 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 6.3kHz, 8kHz, 10kHz, 12.5kHz	Specifies the frequency above which the DlyHDmp setting cuts the sound.
DlyLDmp	<input type="radio"/>	<input type="radio"/>	-	-	-	<input type="radio"/>	0.0dB--40.0dB (0.5 dB steps), -INF	Adjusts the amount by which the low-frequency region is cut each time the delay sound is repeated.
DlyLDmpF	<input type="radio"/>	<input type="radio"/>	-	-	-	<input type="radio"/>	80.0Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz	Specifies the frequency below which the DlyLDmp setting cuts the sound.
DlyDirLev	<input type="radio"/>	<input type="radio"/>	-	-	-	<input type="radio"/>	0-255	Adjusts the volume of the direct sound.
ChPreDly	-	-	<input type="radio"/>	<input type="radio"/>	-	<input type="radio"/>	0.0ms-40.0ms (0.5 ms steps)	Adjusts the time until the chorus sound is output.
ChLoCut	-	-	<input type="radio"/>	<input type="radio"/>	-	<input type="radio"/>	FLAT, 20Hz, 25Hz, 31.5Hz, 40Hz, 50Hz, 63Hz, 80Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz	Specifies the frequency below which the low-frequency region of the chorus sound is cut.
ChHiCut	-	-	<input type="radio"/>	<input type="radio"/>	-	<input type="radio"/>	630Hz, 800Hz, 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 6.3kHz, 8kHz, 10kHz, 12.5kHz, FLAT	Specifies the frequency above which the high-frequency region of the chorus sound is cut.
FIManual	-	-	-	-	<input type="radio"/>	-	0-255	Adjusts the center frequency at which the flanger effect is applied.
FIReso	-	-	-	-	<input type="radio"/>	-	0-255	Adjusts the amount of resonance.
FILOCut	-	-	-	-	<input type="radio"/>	-	FLAT, 20Hz, 25Hz, 31.5Hz, 40Hz, 50Hz, 63Hz, 80Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz	Specifies the frequency below which the low-frequency region of the flanger sound is cut.

## REVERB parameters

Parameter	Presence/absence of parameters						Value	Explanation
	AMBI	ROOM	HALL1	HALL2	PLATE	MOD		
Type	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	AMBIENCE, ROOM, HALL 1, HALL 2, PLATE, MODULATION	Switches the reverb type.
Time	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0-255	Adjusts the length of the reverb decay.
Level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0-255	Adjusts the volume of the reverb sound.
Pre Delay	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0ms-100ms	Adjusts the time until the reverb sound is output.
Low Cut	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	FLAT, 20Hz, 25Hz, 31.5Hz, 40Hz, 50Hz, 63Hz, 80Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz	Specifies the frequency below which the low-frequency region of the reverb sound is cut.
High Cut	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	630Hz, 800Hz, 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 6.3kHz, 8kHz, 10kHz, 12.5kHz, FLAT	Specifies the frequency above which the high-frequency region of the reverb sound is cut.
Density	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0-10	Adjusts the density of the reverb sound.
Direct Level	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	0-255	Adjusts the volume of the direct sound.

4. Press the [EXIT] button to return to the MENU screen.

5. Press the [EXIT] button several times to return to the top screen.

If you want to keep the settings, save the patch.

➔ "Saving a Patch (WRITE)" (p. 14)



# Editing a Performance

## Performance mode

In this mode you can assign a patch to each of two parts (UPPER part and LOWER part) and play them in dual or single performance modes. In patch mode, the tempo and AUDIO INPUT (Vocoder) settings are only system settings; however in performance mode, each performance can have its own values for these settings.

### 1. Press the **MODE [PERFORMANCE]** button.

The SYSTEM-8 is in performance mode.

### 2. Select a performance as necessary.

#### Editing a patch

Use the PANEL SELECT **[UPPER]** **[LOWER]** buttons to select the part (UPPER part, LOWER part) that you want to edit.

Detailed editing is the same as in patch mode.

#### Editing a performance

There are two screens: the PERFORM EDIT screen (where you edit settings for the overall performance) and the PART EDIT screen (settings for each part).

### 3. Press the **[MENU]** button.

The MENU screen appears.

## Making Settings for the Entire Performance (PERFORM EDIT)

### 4. Use the cursor **[◀]** **[▶]** buttons to select “**PERFORM EDIT**,” and then press the **[ENTER]** button.



\* “**PERFORM EDIT**” is not shown in patch mode.

### 5. Use the cursor **[◀]** **[▶]** buttons to select a parameter, and use the **[VALUE]** knob to edit the value.



### 6. Press the **[EXIT]** button to return to the MENU screen.

## Performance parameters

Menu <b>[SHIFT]</b> +cursor <b>[◀]</b> <b>[▶]</b>	Parameter Cursor <b>[◀]</b> <b>[▶]</b>	Value <b>[VALUE]</b> knob	Explanation
COMMON		DUAL	In this mode you can perform using both the upper part and the lower part. Each part has a maximum polyphony of four notes. You can use the Key Range setting to freely create splits or partial layers.
	Perf Mode	SINGLE	In this mode you can perform using either the upper part or the lower part. The part you play has a maximum polyphony of eight notes. In this mode, use the PANEL ON/OFF <b>[UPPER]</b> <b>[LOWER]</b> buttons to select the part that you want to play.
	Perf Lev	-INF, -53.0dB–0.0dB–10.0dB	While being in performance mode, this setting lets you play just as in patch mode. The Arp Src and Arp Dst settings you specified for the performance are ignored, and the settings stored in the patch are used. Specifies the volume of the performance.

Menu [SHIFT] +cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value [VALUE] knob	Explanation	
COMMON	PartBalance	LW64–0–UP63	<b>LW64:</b> LOWER only (UPPER does not sound) <b>0:</b> LOWER and UPPER have the same volume <b>UP63:</b> UPPER only (LOWER does not sound)	
	Tempo Src	KNOB, PERF	Selects whether the tempo setting follows the value of the knob (KNOB) or the setting of the performance (PERF).	
	Perf Tempo * Valid when Tempo Src=PERF	40.0–300.0 (BPM)	Specifies the tempo when the Tempo Src setting is <b>“PERF”</b> * If you hold down the [SHIFT] button and turn the [VALUE] knob, the value changes in 0.1 steps.	
ARPEGGIO	Arp Src	LOWER, UPPER	Selects the part that uses the arpeggio settings. CHORD MEMORY also operates according to this setting.	
	Arp Dst	LOWER, UPPER, UP&LW	Selects the part to which the arpeggio applies. If you choose UP&LW, the arpeggio applies to both the upper part and lower part. CHORD MEMORY also operates according to this setting.	
CV/GATE OUT	Prm Src	SYSTEM, PERFORM	Selects whether the CV/GATE OUT setting follows the system setting (SYSTEM) or the setting of the performance (PERFORM).	
	Ref Note	C0, C1, C2, C3, C4	In steps of an octave, specifies the note number for which CV OUT is 0 V.	
	Src * Valid when Prm Src=PERFORM	ALL		Keyboard (both upper and lower), step sequencer (both upper and lower), USB (OMNI), and MIDI IN (OMINI) data are output.
		KBD (L)		Keyboard performance data of the lower part is output.
		KBD (U)		Keyboard performance data of the upper part is output.
		KBD (U&L)		Keyboard performance data is output.
		STEP SEQ (L)		Step sequencer performance data of the lower part is output.
		STEP SEQ (U)		Step sequencer performance data of the upper part is output.
		PATCH (L)		The behavior of the lower part's sound engine is output.
		PATCH (U)		The behavior of the upper part's sound engine is output.
		USB OMNI		The note data of all USB MIDI channels is combined and output.
		USB CH1–USB CH16		The note data of a specified USB MIDI channel is output.
	MIDI IN OMNI		The note data of all MIDI IN channels is combined and output.	
	MIDI IN CH1–MIDI IN CH16		The note data of a specified MIDI IN channel is output.	
Bend Range * Valid when Prm Src=PERFORM	1–24	Specifies the amount (in semitone units, up to two octaves) of pitch change that occurs when you move the pitch bend lever.		
Portamento * Valid when Prm Src=PERFORM	OFF ALWAYS LEGATO	Portamento is not applied. Portamento is always applied. Portamento is applied when you hold down a key and press another key.		
PortTime * Valid when Prm Src=PERFORM	0–127	When portamento is used, this specifies the time over which the pitch will change.		
INPUT	Prm Src	SYSTEM, PERFORM	Select whether the INPUT setting follows the system setting (SYSTEM) or the setting of the performance (PERFORM).	
	Tempo Sync * Valid when Prm Src=PERFORM	OFF, ON	If this is <b>“ON,”</b> the INPUT effect's delay time (TIME) is synchronized to the tempo. * If Prm Src = PERFORM, you can turn this on/off by holding down the [VOCODER] button and pressing the [TEMPO SYNC] button.	

Menu [SHIFT] +cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value [VALUE] knob	Explanation
INPUT(Dly) * Valid when Prm Src=PERFORM	Type		
	Time		
	Level		
	Tap Time		
	DlyFeedback		
	DlyHiCut		
	DlyHDmp		
	DlyHDmpF		→ "DELAY/CHORUS parameters" (p. 15)
	DlyLDmp		* If Prm Src = PERFORM, you can edit the Type, Time, and Level parameters of INPUT(Dly) by holding down the [VOCODER] button and operating the knobs of the DELAY/CHORUS section.
	DlyLDmpF		
	DlyDirLev		
	ChPreDly		
	ChLoCut		
	ChHiCut		
FManual			
FReso			
FLoCut			
INPUT(Rev) * Valid when Prm Src=PERFORM	Type		
	Time		
	Level		
	Pre Delay		→ "REVERB parameters" (p. 16)
	Low Cut		* If Prm Src = PERFORM, you can edit the Type, Time, and Level parameters of INPUT(Rev) by holding down the [VOCODER] button and operating the knobs of the REVERB section.
	High Cut		
	Density		
	Direct Level		
INPUT (Voc) * Parameters for vocoder-related settings.	Formant	0–255	Specifies the formant (vocal character).
	Consonant	-40dB–0dB–+40dB	Specifies the volume of the consonants.
	Balance	D128–0–W127	<b>D128:</b> Mic input (direct sound) only <b>0:</b> Mic input and vocoder sound are at the same volume <b>W127:</b> Vocoder sound only
	Carrier		Specifies the source of the carrier.
		LOWER	Lower part
UPPER		Upper part	
	UP&LW	Both the upper part and lower part	
NAME	(Performance Name)		Specifies the name of the performance.

### Making Settings for Each Part (PART EDIT)

7. Use the Cursor [◀] [▶] buttons to select "PART EDIT," and then press the [ENTER] button.



\* "PART EDIT" is not shown in patch mode.

8. Use the cursor [◀] [▶] buttons to select a parameter, and use the [VALUE] knob to edit the value.

## Sound selection screens for the upper part and lower part

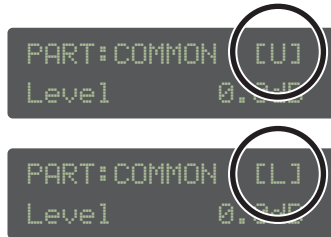


## Examples of other editing screens



### MEMO

Use the PANEL SELECT **[LOWER]** **[UPPER]** buttons to select the part whose sound you want to edit.



Upper: **[U]**

Lower: **[L]**

## Part parameters

Use the PANEL SELECT **[LOWER]** **[UPPER]** buttons to select the part whose sound you want to edit.

Menu <b>[SHIFT]</b> + cursor <b>[◀ ▶]</b>	Parameter Cursor <b>[◀ ▶]</b>	Value <b>[VALUE]</b> knob	Explanation
(select sound)	(Patch name)		
COMMON	LEVEL	-INF, -53.0dB-0.0dB-10.0dB	Specifies the volume of each part. This is used mainly to adjust the volume balance between parts.
	Pan	L5-CENTER-R5	Specifies the stereo position of each part. " <b>L5</b> " is far left, " <b>CENTER</b> " is center, and " <b>R5</b> " is far right.
	Range Lower	C-G9	For each part, specifies the lowest key of the keyboard range that is sounded. While this screen is shown, you can also make this setting by pressing <b>[SHIFT]</b> button + keyboard note.
	Range Upper	C-G9	For each part, specifies the highest key of the keyboard range that is sounded. While this screen is shown, you can also make this setting by pressing <b>[SHIFT]</b> button + keyboard note. * If you attempt to raise the lowest key above the highest key, or lower the highest key below the lowest key, the other setting changes to the same value.
PITCH	Octave	-3-0-+3	Specifies the octave of the part.
	Transpose	-12-0-+12	Adjusts the pitch of the part in semitone units.
	Fine Tune	-100-0-+100	Adjusts the fine tuning of the part.
CTRL	Rx Bend	OFF, ON	For each part, specifies whether MIDI pitch bend messages are received (ON) or are not received (OFF).
	Rx Mod	OFF, ON	For each part, specifies whether MIDI modulation messages are received (ON) or are not received (OFF).
	Rx Hold	OFF, ON	For each part, specifies whether MIDI hold messages are received (ON) or are not received (OFF).
	Rx Express	OFF, ON	For each part, specifies whether MIDI expression messages are received (ON) or are not received (OFF).

## 9. Press the **[EXIT]** button several times to return to the top screen.

### MEMO

You can use the PART EDIT: COMMON: Range Lower/Upper parameters to specify the key range (lower and upper) of the upper and lower parts.

## Selecting a patch for each part

- Normally, you'll select the patch in the first item of the PART EDIT screen.
- While the PART EDIT screen is shown, you can use the [A]–[H] and [1]–[8] buttons to switch patches (the patch name is now shown in the screen).
- While the top screen of performance mode is shown, you can select patches as follows.

### 1. Long-press the PART SELECT [UPPER] or [LOWER] button for which you want to select a patch (don't release the button yet).

The patch select screen for the selected part appears, and the sound button turns green.

### 2. Continuing to long-press the PART SELECT button, select a patch in the same way as when normally selecting a patch.

You can use the MODEL buttons, [VALUE] knob, [A]–[H], and [1]–[8] buttons.

## Initializing a Performance (Perform Init)

Here's how to initialize the "Perform Edit" and "Part Edit" settings of the temporary area.

The selected patch is not initialized.

### 1. Hold down the [SHIFT] button and press the MODE [PERFORMANCE] button.

A confirmation message appears.

```
Perform Init?
[Exit]:N [Ent]:Y
```

### 2. To initialize, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

#### MEMO

When you initialize the performance, an "\*" is shown beside the Bank-Number.

```
PERFORM      *A-1
```

## Saving a Performance (WRITE)

### 1. In performance mode, press the [WRITE] button.

The WRITE screen appears.

```
<WRITE>      [Ent.]
PERFORMANCE*  ▶
```

### 2. Use the cursor [◀] [▶] buttons to select what you want to save.

#### Selecting a performance

```
<WRITE>      [Ent.]
PERFORMANCE*  ▶
```

#### Selecting the patch of the upper part

```
<WRITE>      [Ent.]
◀PATCH:Upper*▶
```

#### Selecting the patch of the lower part

```
<WRITE>      [Ent.]
◀PATCH:Lower*▶
```

### NOTE

If you've edited a patch (upper, lower) in performance mode (an **"\*\*"** is displayed), you must first save the patch before saving the performance in order to reproduce the sound of the performance.

If you first save the performance, or if you don't save the edited patch, the sound of the performance will not be reproduced.

### 3. Press the **[ENTER]** button.

The PERF NAME screen or PATCH NAME screen appears.

#### In the case of the PATCH NAME screen

```
PATCH NAME: [Ent]
User_Patch_Name
```

#### In the case of the PERF NAME screen

```
PERF NAME: [Ent]
User_Perf_Name
```

### 4. Use the cursor **[◀]** **[▶]** buttons and the **[VALUE]** knob to edit the characters.

Operation	Explanation
<b>[SHIFT]</b> button + cursor <b>[◀]</b> button	Deletes one character (Erase).
<b>[SHIFT]</b> button + cursor <b>[▶]</b> button	Inserts one character (Insert).
<b>[SHIFT]</b> button + <b>[VALUE]</b> knob	Switches between uppercase/ lowercase/numerals.

### 5. Press the **[ENTER]** button.

A screen allows you to select the save-destination.

#### In the case of the PATCH WRITE screen

```
To:SYS8 A-1[Ent]
[SY System--aws]
```

#### In the case of the PERF WRITE screen

```
To:A-1 [Ent]
[Pat Split ]
```

### 6. Use the **[VALUE]** knob to select the save-destination.

### 7. Press the **[ENTER]** button.

A confirmation message appears.

#### In the case of the PATCH WRITE screen

```
Patch Write?
[Exit]:N [Ent]:Y
```

#### In the case of the PERF WRITE screen

```
Perform Write?
[Exit]:N [Ent]:Y
```

### 8. To save, press the **[ENTER]** button.

If you decide to cancel, press the **[EXIT]** button.

When saving is finished, the screen indicates **“Completed!”**



Completed!

9. Repeat steps 1–8 to save the necessary edited data, in the order of first the patch(es) (upper, lower) and then the performance.

# Accessing the MENU Screens

## 1. Press the [MENU] button.

The MENU screen appears.

## 2. Use the cursor [◀] [▶] buttons to select the item that you want to edit, and press the [ENTER] button.

The corresponding edit screen appears.

\* To edit "MASTER TUNE" or "CONDITION," use the [VALUE] knob to edit the value without pressing the [ENTER] button, and then proceed to step 4.

## 3. Use the cursor [◀] [▶] buttons to select the parameter that you want to edit, and then use the [VALUE] knob to edit the setting of that parameter.

## 4. When you have finished editing, press the [EXIT] button several times to return to the top screen.

Menu Cursor [◀] [▶]	Value [VALUE] knob	Explanation
MASTER TUNE	430.0–440.0–450.0Hz	Specify the basic pitch of the SYSTEM-8. This is saved within the system settings.
CONDITION	-128–0–+127	Specifies the state (condition) of the analog sound engine circuit that is being modeled. This is saved within the patch data.
SYSTEM	---	Make settings of the entire SYSTEM-8 (only in performance mode). ➔ "Making System Settings (SYSTEM Setting Screen)" (p. 25)
PERFORM EDIT	---	Access the performance edit screen (only in performance mode). ➔ "Making Settings for the Entire Performance (PERFORM EDIT)" (p. 17)
PART EDIT	---	Access the part edit screen. ➔ "Making Settings for Each Part (PART EDIT)" (p. 19)
PATCH EDIT	---	Access the patch edit screen. ➔ "Editing a Patch" (p. 12)
PATCH EFFECTS	---	Access the patch effect screen. ➔ "Patch Effects" (p. 15)
STEP SEQ MENU	---	Make settings for the step sequencer. ➔ "STEP SEQ MENU" (p. 46)
UTILITY	---	Access various utility functions. ➔ "Convenient Functions (UTILITY)" (p. 31)
VERSION INFO	---	View the SYSTEM-8's system program version. ➔ "Viewing the System Version (VERSION INFO)" (p. 30)
PLUG-OUT INFO	---	Shows the version of the PLUG-OUT. ➔ "Viewing Plug-Out Information (PLUG-OUT INFO)" (p. 30)

## Finely adjusting the tempo

### 1. Hold down the [SHIFT] button and press the [MENU] button.

The TEMPO Adjust screen appears.



### 2. Use the [VALUE] knob to adjust the tempo.

### 3. By holding down the [SHIFT] button and turning the [VALUE] knob, you can adjust the value below the decimal point.

### 4. Press the [EXIT] button to exit the screen.

#### MEMO

In the TEMPO Adjust screen, you can change the tempo by holding down the [SHIFT] button and pressing the [ENTER] button three or more times at quarter-note intervals of the desired tempo.



# Making System Settings (SYSTEM Setting Screen)

Here's how to make overall settings for the SYSTEM-8 itself.

1. Press the [MENU] button.
2. Use the Cursor [◀] [▶] buttons to select "SYSTEM," and then press the [ENTER] button.

The SYSTEM screen appears.



3. Hold down the [SHIFT] button and use the cursor [◀] [▶] buttons to select the menu item that you want to edit.
4. Use the cursor [◀] [▶] buttons to select the parameter that you want to edit, and then use the [Value] knob to edit the setting of that parameter.
5. Press the [EXIT] button several times to return to the top screen.

## System parameter list

Menu [SHIFT]+cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value [VALUE] knob	Explanation
GENERAL	LCD Contrast	1–10	Adjusts the contrast of the display.
	Knob LED	OFF, ON	Specifies whether the knob and slider LEDs are lit (ON) or unlit (OFF). If this setting is "ON," the LED is lit when the setting can be edited by the knob or slider. The LED of a knob or slider whose operation has no effect is unlit.
	LED Bright	1–10	Specifies the brightness of the knob and slider LEDs.
	Auto Off	OFF, 30min, 240min	Specifies whether the unit will turn off automatically after a certain time has elapsed. If you don't want the unit to turn off automatically, choose "OFF" setting.
	Startup	PATCH, PERFORM	Specifies the mode at start-up.
	StartupPAT * Appears if Startup is set to PATCH	MANUAL, SYS8 A1–SYS8 H8, PLG1 A1–H8	Specifies the patch number that is selected at startup.
	StartupPRF * Appears if Startup is set to PERFORM	A-1–H-8	Specifies the performance number that is selected at startup.
	Knob Mode	DIRECT, CATCH	When you operate a knob, this setting specifies whether control data corresponding to the knob's position is always transmitted (DIRECT) or whether control data is transmitted only after the knob passes through the current value of the parameter (CATCH).
	LED Demo	OFF, 1min–10min	Specifies the time (minutes) until the LED demo is shown.
KEY TOUCH	Fixed Velo	1–127	The transmitted velocity value will be fixed, regardless of the force with which you strike the key.
	Velo Crv	LIGHT	The keyboard will have a lighter-feeling touch. Since you'll be able to reach fortissimo (ff) without having to play as strongly as with the "MEDIUM" setting, the keyboard will feel lighter. This setting makes it easier for people with reduced finger strength to play the keyboard.
		MEDIUM	This is the standard keyboard touch setting.
		HEAVY	The key will have a heavier-feeling touch. Since you'll need to play more strongly than with the "MEDIUM" setting in order to reach fortissimo (ff), the keyboard will feel heavier. This setting allows you to use your playing dynamics to add more expression to your performances.
	Velo Offset	-10–0–+10	Adjusts the keyboard velocity curve. Lower values make the keyboard feel lighter. Higher values make the keyboard feel heavier.

## Making System Settings (SYSTEM Setting Screen)

Menu [SHIFT]+cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value [VALUE] knob	Explanation
PEDAL	HoldPolarity	STD, RVS	Selects the polarity of the pedals. Depending on the model of pedal, the result of depressing or releasing the pedal might be the opposite of what you expect. If so, choose the <b>"RVS"</b> setting. If you're using a Roland pedal (that has no polarity switch), choose the <b>"STD"</b> setting.
	Exp Polarity	STD, RVS	
SOUND	Local Sw	OFF ON	Enables/disables the connection between the controller section (keyboard, pitch bend/modulation lever, wheels, panel knobs and buttons, pedals, etc.) and the internal sound engine. Normally you should leave this <b>"ON."</b>
		SURFACE	Choose <b>"SURFACE"</b> if you want to use operations on the SYSTEM-8 to only control an external sound module. The sound engine of the SYSTEM-8 does not produce sound.
	Boost Mode	OFF, ON	Turning this ON boosts the output level of the OUTPUT jacks.
	OutputGain	-12dB–0dB–+12dB	Adjusts the SYSTEM-8's overall output gain.
SYNC	Patch Tempo	OFF, ON	If this is <b>"ON,"</b> the tempo setting of the patch is used. In this case, the [TEMPO] knob changes the patch tempo. If this is <b>"OFF,"</b> the system tempo setting is used. In this case, the [TEMPO] knob changes the system tempo.
	TempoSync	AUTO, MIDI, USB, INT	Specifies the tempo source. If this is set to <b>"AUTO,"</b> the tempo automatically synchronizes to MIDI clock if MIDI clock is input via the MIDI IN connector or the USB port. If this is set to <b>"INT,"</b> the tempo specified on the SYSTEM-8 itself is used.
	Rx StartStop	OFF, ON	Specifies whether step sequencer start/stop is controlled from an external device (ON) or is not controlled (OFF) when the SYSTEM-8 is synchronized to an external MIDI clock.
	Sync Output	OFF, ON	Specifies whether clock, start, and stop messages are transmitted to another device (ON) or are not transmitted (OFF).
MIDI	Device ID	17–32	When transmitting and receiving system exclusive messages, the device ID numbers of both devices must match.
	Remote Kbd	OFF, ON	Turn this <b>"ON"</b> if you're using an external MIDI keyboard instead of the SYSTEM-8's keyboard. In this case, the MIDI transmit channel of your external MIDI keyboard does not matter. Normally, this can be left at <b>"OFF:"</b>  * If you want to control the arpeggiator from an external MIDI device, turn this <b>"ON."</b>
	Omni Mode	OFF, ON	If this is ON, MIDI messages of all channels are received (valid only in patch mode). The MIDI transmit channel is either the Patch Ch (in patch mode) or the Upper Ch and Lower Ch (in performance mode).
	Patch Ch	1–16	Specifies the MIDI transmit/receive channel for patch mode.
	Perf Ch	OFF, 1–16	Specifies the MIDI transmit/receive channel used to select performances.
	Upper Ch	1–16	Specifies the transmit/receive channel of the upper part.
	Lower Ch	1–16	Specifies the transmit/receive channel of the lower part.

Menu	Parameter	Value	Explanation
	[SHIFT]+cursor [◀] [▶]	Cursor [◀] [▶]	[VALUE] knob
MIDI	USBMIDI Thru	OFF, ON	<p>Specifies whether MIDI messages received via the USB COMPUTER port/MIDI IN connector will be re-transmitted from the MIDI OUT connector/USB COMPUTER port (ON) or not be re-transmitted (OFF).</p>
	Soft Thru	OFF, ON	If this is ON, MIDI messages that are input from the MIDI IN connector are retransmitted without change from the MIDI OUT connector.
MIDI Tx	Tx Prog Chg	OFF, ON	Specifies whether program change messages will be transmitted (ON) or not be transmitted (OFF).
	Tx Bank Sel	OFF, ON	Specifies whether bank select messages will be transmitted (ON) or not be transmitted (OFF).
	Tx Edit Data	OFF, ON	Specifies whether changes in patch settings (panel operations) are transmitted as MIDI messages (ON) or not transmitted (OFF).
MIDI Rx	Rx Prog Chg	OFF, ON	Specifies whether program change messages will be received (ON) or not be received (OFF).
	Rx Bank Sel	OFF, ON	Specifies whether bank select messages will be received (ON) or not be received (OFF).
	Rx Edit Data	OFF, ON	Specifies whether the data that is output when editing a patch is received (ON) or not received (OFF).
CV/GATE OUT	Scale	-100-0-+100	Adjusts the scale of the CV.
	Fine Tune	-100-0-+100	Adjusts the 0 V of the CV OUT. * This value will fluctuate slightly if the Scale value is changed.
	Ref Note	C0, C1, C2, C3, C4	Specifies the note number at which the CV OUT is 0 V, in units of octaves.
	Src	ALL	Keyboard (both upper and lower), step sequencer (both upper and lower), USB (OMNI), and MIDI IN (OMINI) data are output.
		KBD (L)	Keyboard performance data of the lower part is output.
		KBD (U)	Keyboard performance data of the upper part is output.
		KBD (U&L)	Keyboard performance data is output.
		STEP SEQ (L)	Step sequencer performance data of the lower part is output.
		STEP SEQ (U)	Step sequencer performance data of the upper part is output.
		PATCH (L)	The behavior of the lower part's sound engine is output.
		PATCH (U)	The behavior of the upper part's sound engine is output.
		USB OMNI	The note data of all USB MIDI channels is combined and output.
		USB CH1-USB CH16	The note data of a specified USB MIDI channel is output.
	MIDI IN OMNI	The note data of all MIDI IN channels is combined and output.	
	MIDI IN CH1-MIDI IN CH16	The note data of a specified MIDI IN channel is output.	
Bend Range	1-24	Specifies the amount (in semitone units, up to two octaves) of pitch change that occurs when you move the pitch bend lever.	
Portamento	OFF	Portamento is not applied.	
	ALWAYS	Portamento is always applied.	
	LEGATO	Portamento is applied when you hold down a key and press another key.	
PortTime	0-127	When portamento is used, this specifies the time over which the pitch will change.	

## Making System Settings (SYSTEM Setting Screen)

Menu [SHIFT]+cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value [VALUE] knob	Explanation
<b>INPUT</b> * In performance mode, this is enabled if PERFORM EDIT:INPUT:Prm Src=SYSTEM	Gain	-20dB, -10dB, 0dB, +10dB	Specifies the input sensitivity of the external input.
	Tempo Sync	OFF, ON	If this is <b>"ON,"</b> the INPUT effect's delay time (TIME) is synchronized to the tempo. <b>MEMO</b> You can turn this on/off by holding down the [VOCODER] button and pressing the [TEMPO SYNC] button.
<b>INPUT(Dly)</b> * In performance mode, this is enabled if PERFORM EDIT:INPUT:Prm Src=SYSTEM	Type		
	Time		
	Level		
	Tap Time		
	DlyFeedback		
	DlyHiCut		
	DlyHDmp		
	DlyHDmpF	→ <b>"DELAY/CHORUS parameters"</b> (p. 15)	
	DlyLDmp	<b>MEMO</b>	
	DlyLDmpF	You can edit the INPUT(Dly) Type, Time, and Level parameters by holding down the [VOCODER] button and operating the knobs of the DELAY/CHORUS section.	
	DlyDirLev		
	ChPreDly		
	ChLoCut		
	ChHiCut		
FManual			
FReso			
FLoCut			
<b>INPUT(Rev)</b> * In performance mode, this is enabled if PERFORM EDIT:INPUT:Prm Src=SYSTEM	Type		
	Time		
	Level	→ <b>"REVERB parameters"</b> (p. 16)	
	Pre Delay	<b>MEMO</b>	
	Low Cut	You can edit the INPUT(Rev) Type, Time, and Level parameters by holding down the [VOCODER] button and operating the knobs of the REVERB section.	
	High Cut		
	Density		
Direct Level			
<b>INPUT (Vocoder)</b> * Parameters for vocoder-related settings	Formant	0–255	Specifies the formant (vocal character).
	Consonant	-40dB–0dB–+40dB	Specifies the volume of the consonants.
	Balance	D128–0–W127	<b>D128:</b> Mic input (direct sound) only <b>0:</b> Mic input and vocoder sound are at the same volume <b>W127:</b> Vocoder sound only

## Saving the System Settings

### 1. Press the [WRITE] button.

The WRITE screen appears.

```
<WRITE> [Ent]
←SYSTEM*
```

### 2. Press the cursor [▶] button several times to select "SYSTEM," and then press the [ENTER] button.

A confirmation message appears.

```
System Write?
[Exit]:N [Ent]:Y
```

### 3. To save, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When saving is completed, the display indicates "Write Completed!"

```
Write Completed!
```

\* NEVER turn the power off while you are saving settings.

#### MEMO

You can also save the system settings by pressing the [WRITE] button in the system setting screen.

# Viewing the System Version (VERSION INFO)

Here's how to view the version of the SYSTEM-8's system program.

1. Press the **[MENU]** button.
2. Select **"VERSION INFO"** and then press the **[ENTER]** button.

The SYSTEM-8's version is shown.

```
VERSION INFO
Version 1.30
```

# Viewing Plug-Out Information (PLUG-OUT INFO)

Here's how to view information on the currently loaded plug-outs.

1. Press the **[MENU]** button.
2. Choose **"PLUG-OUT INFO"** and press the **[ENTER]** button.

Information on the currently loaded plug-outs is shown.

```
PLG1:Ver. 1.02▶
JUPITER-8
```

3. Use the cursor **[◀]** **[▶]** buttons to select the **MODEL** button (**PLUG-OUT 1-3**) to be shown.

## MEMO

From **"PLUG-OUT 3,"** you can then press the cursor **[▶]** button to view pre-load plug-out information in the same way.

```
◀PRE1:Ver. 1.02▶
JUPITER-8
```

## What does pre-load mean?

These are plug-outs that are already installed in the SYSTEM-8.

If you later installed a different plug-out by overwriting a pre-load plug-out, removing the plug-out you installed will bring back the pre-load plug-out.

➔ **"Removing a PLUG-OUT (PLUG-OUT REMOVE)"** (p. 36)

## What Is Plug-Out?

Software synthesizers developed using ACB technology can be installed in the SYSTEM-8, and played and controlled using it. This capability is called **"plug-out."**

Software synthesizers that support plug-out, including historical vintage Roland software synthesizers, can be played without using a computer.

Of course, you can also create sounds intuitively by using the sliders and knobs of the SYSTEM-8.

The SYSTEM-8 lets you plug-out up to three software synthesizers to the MODEL **[PLUG-OUT 1]**-**[PLUG-OUT 3]** buttons.

# Convenient Functions (UTILITY)

## Backing Up Data to SD Card (BACKUP)

1. Press the [MENU] button.
2. Use the Cursor [◀] [▶] buttons to select "UTILITY," and then press the [ENTER] button.
3. Use the Cursor [◀] [▶] buttons to select "BACKUP," and then press the [ENTER] button.
4. Assign a file name to the backup.

```
BACKUP NAME[Ent]
Sys8_bak .bin
```

Use the cursor [◀] [▶] buttons to move the cursor.

Use the [VALUE] knob to select the character.

5. Press the [ENTER] button.

A confirmation message appears.

```
Backup?
[Exit]:N [Ent]:Y
```

### MEMO

If a backup file with the same file name already exists, the confirmation message "Overwrite?" appears.

6. To back up, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When the backup is completed, the screen indicates "Completed!"

## Restoring Data That Was Backed Up to SD Card (RESTORE)

### NOTE

All data and settings are rewritten when you execute the restore operation. If your SYSTEM-8 contains important data, assign it a different name and back it up to an SD card before you restore.

1. Press the [MENU] button.
2. Use the Cursor [◀] [▶] buttons to select "UTILITY," and then press the [ENTER] button.
3. Use the Cursor [◀] [▶] buttons to select "RESTORE," and then press the [ENTER] button.
4. Use the [VALUE] knob to select the file that you want to restore.

```
RESTORE [Ent]
sys8_bak.bin ← File name
```

5. Press the [ENTER] button.

A confirmation message appears.

```
Restore?
[Exit]:N [Ent]:Y
```

6. To restore, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When the restore is completed, the screen indicates "Completed!"

```
Completed!
Turn off Power.
```

7. Turn the power of the SYSTEM-8 off, then on again.

## Exporting Sound Data to an SD Card (EXPORT)

If you want to export a patch, press the MODE [PATCH] button to select patch mode.

If you want to export a performance, press the MODE [PERFORMANCE] button to select performance mode. Exporting a performance creates a single file that also includes the patches used by that performance.

1. Press the [MENU] button.
2. Use the Cursor [◀] [▶] buttons to select "UTILITY," and then press the [ENTER] button.
3. Use the Cursor [◀] [▶] buttons to select "EXPORT," and then press the [ENTER] button.

The export target selection screen appears.

```
A-1 [Ent]:Sel
SY System-8 Saws
```

4. Use the [VALUE] dial to select the patch/performance that you want to export, and press the [ENTER] button to mark it.

Marking the data adds a " ✓" at the left of the Bank-Number. If the data is already marked, the mark is removed.

```
▼A-1 [Ent]:Sel>
SY System-8 Saws
```

You can also select a patch/performance by using the [A]–[H] and [1]–[8] buttons.

You can select multiple patches/performances and export them as a single file.

In patch mode, you can select patches of different models and export them as a single file.

5. Press the cursor [▶] button.

Here you can verify the number of patches/performances that you selected.

```
<COUNT: 4[Ent]
sys8_pat .s8p
```

If you want to return to the export target select screen, press the cursor [◀] button.

### About the file name

If a single patch/performance is selected, the patch/performance name (the first 12 characters) + extension is shown.

The file name extension is .s8p for a patch export file, or .s8f for a performance export file.

6. Press the [ENTER] button.

Specify the file name of the export file.

```
EXPORT NAME[Ent]
sys8_pat .s8p
```

Use the cursor [◀] [▶] buttons to move the cursor.

Use the [VALUE] knob to choose characters.

7. Press the [ENTER] button.

A confirmation message appears.

```
Export?
[Exit]:N [Ent]:Y
```

If an export file with the same file name exists, a confirmation message of "Overwrite?" appears.

8. To export, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When the export is completed, the message "Completed!" appears.



## Importing Sound Data from an SD Card (IMPORT)

If you want to import a patch, press the MODE [PATCH] button to select patch mode.

If you want to import a performance, press the MODE [PERFORMANCE] button to select performance mode.

1. Press the [MENU] button.
2. Use the Cursor [◀] [▶] buttons to select "UTILITY," and then press the [ENTER] button.
3. Use the Cursor [◀] [▶] buttons to select "IMPORT," and then press the [ENTER] button.

The import target (BACKUP, EXPORT) selection screen appears.

Use the [VALUE] knob to choose whether to import from a backup file or from an export file.



Import target Scr	Explanation
BACKUP	Import from a backup file
EXPORT	Import from an export file
EXPORT (Perf)	Import from a performance export file * Only in patch mode

4. Press the [ENTER] button.

The file selection screen appears. Use the [VALUE] knob to select the file that you want to import.

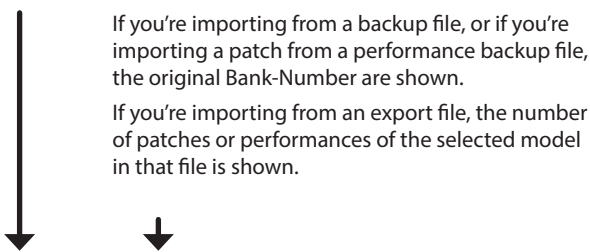


5. Press the [ENTER] button.

The sound data selection screen appears. Use the [VALUE] knob to select the sound data that you want to import.

If you're importing patch data, you can use the MODEL [SYSTEM-1] [PLUG-OUT 1] [PLUG-OUT 2] [PLUG-OUT 3] buttons to select the target model.

If you're importing patch data, the MODEL (SYS8, PLG1, PLG2, PLG3) is shown. If you're importing performance data, the screen indicates PERF.



6. Press the [ENTER] button.

The data is loaded temporarily, and a confirmation screen appears.

You can play the keyboard to audition the sound.



### 7. To import the data, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When the import is completed, the patch or performance top screen appears.

\* When you import a performance, the patches themselves are not imported. As needed, you should import the patches individually from the same file.

### 8. To save the sound data on the SYSTEM-8, press the [WRITE] button to execute the procedure "Saving a Sound" (owner's manual p. 11).

Simply executing import does not write the data into the SYSTEM-8's memory; as when you edit a sound, the changed values are temporary.

If you want to save the data in the SYSTEM-8's memory, you must save the sound.

## Changing the Order of Patches/Performances (EXCHANGE)

You can change the order of the patches or performances as you like.

If you want to change the order of patches, press the MODE [PATCH] button to select patch mode. If you want to change the order of performances, press the MODE [PERFORMANCE] button to select performance mode.

#### 1. Press the [MENU] button.

#### 2. Use the Cursor [◀] [▶] buttons to select "UTILITY," and then press the [ENTER] button.

The UTILITY screen appears.

```
UTILITY  [Ent]
BACKUP   ▶
```

#### 3. Use the cursor [◀] [▶] buttons to select "EXCHANGE," and then press the [ENTER] button.

```
EXCHANGE [Ent]
SYS8: A-1 ◀▶ A-1
```

If you're exchanging patches, use the MODEL buttons to select the model of patches that you want to exchange.

#### 4. Use the [VALUE] knob and the cursor [◀] [▶] buttons to select the patches/performances that you want to exchange.

#### 5. Press the [ENTER] button.

A confirmation message appears.

```
Exchange?
[Exit]:N [Ent]:Y
```

#### 6. To execute, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When the exchange is completed, the display indicates "Completed!"

```
Completed!
```

#### NOTE

If you exchange a patch that is used by a performance, that performance will no longer be reproduced.

## Returning to the Factory Settings (FACTORY RESET)

1. Press the [MENU] button.

2. Use the Cursor [◀] [▶] buttons to select "UTILITY," and then press the [ENTER] button.

The UTILITY screen appears.

```
UTILITY  [Ent]
BACKUP   ▶
```

3. Use the cursor [◀] [▶] buttons to select "FACTORY RESET," and then press the [ENTER] button.

```
Se1 Target [Ent]
ALL
```

4. Use the [VALUE] knob to select the item that you want to factory-reset.

Item [VALUE] knob	Explanation
ALL	All of the SYSTEM-8's settings/patches/performances, including PLUG-OUT 1–3, are reset to their factory-set state.
EXCEPT PLUG-OUT	Only the SYSTEM-8's settings/patches/performances, and not PLUG-OUT 1–3, are reset to their factory-set state.
SYSTEM-8 PATCH	Only the SYSTEM-8's patches are reset to their factory-set state.
PLUG-OUT 1	Only the patches of a synthesizer installed in PLUG-OUT 1–3 are reset to their factory-set state.
PLUG-OUT 2	
PLUG-OUT 3	

5. Press the [ENTER] button.

A confirmation message appears.

```
Factory Reset?
[Exit]:N [Ent]:Y
```

6. To execute, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When the factory reset is completed, the screen indicates "Completed!"

```
Completed!
Turn off power.
```

7. Turn the power of the SYSTEM-8 off, then on again.

### Removing a PLUG-OUT (PLUG-OUT REMOVE)

1. Press the [MENU] button.

2. Use the Cursor [◀] [▶] buttons to select "UTILITY," and then press the [ENTER] button.

The UTILITY screen appears.

3. Use the cursor [◀] [▶] buttons to select "PLUG-OUT REMOVE," and press the [ENTER] button.

If there are only the pre-load plug-outs, there are no plug-outs to remove, so the display indicates "Empty!"

A screenshot of a monochrome display showing the word "Empty!" in a simple, pixelated font.

4. Press the [PLUG-OUT 1]–[PLUG-OUT 3] button of the PLUG-OUT that you want to remove.

The PLUG-OUT name is shown. If you want to select it as the PLUG-OUT to remove, press the [ENTER] button.

A screenshot of a monochrome display showing two lines of text: "SelectModel[Ent]" on the top line and "PLG1:PlugOutName" on the bottom line.

A confirmation message appears.

A screenshot of a monochrome display showing two lines of text: "PLUG-OUT Delet?" on the top line and "[Exit]:N [Ent]:Y" on the bottom line.

5. To remove the PLUG-OUT, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

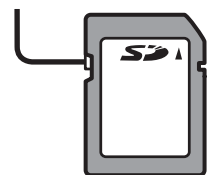
When the PLUG-OUT is removed, the screen indicates "Completed!"

### Formatting an SD Card (SD CARD FORMAT)

SD cards are sold separately. Please obtain a SD card separately.

- \* Never turn off the power or remove the memory card during the execution of the "WRITE" or "BACKUP"
- \* Carefully insert the memory cards all the way in—until it is firmly in place.
- \* Depending on the manufacturer or type of memory card, it might not be possible for the SYSTEM-8 to correctly save or read data on the card.
- \* The memory card write protect feature (LOCK)
  - The contents of the memory card can be protected by write protecting it.
  - To write protect a card, slide the write protect switch on the side of the memory card to the "LOCK" position.
  - Unlock write protect to write data to the card.
- \* All memory cards eventually wear out. We recommend that you consider the memory card not as a permanent storage site, but as a place to store data temporarily. We also recommend that you back up important data onto other media that is supported by your unit.

Write protect switch



1. Press the [MENU] button.

2. Use the Cursor [◀] [▶] buttons to select "UTILITY," and then press the [ENTER] button.

3. Use the cursor [◀] [▶] buttons to select "SD CARD FORMAT," and then press the [ENTER] button.

A confirmation message appears.

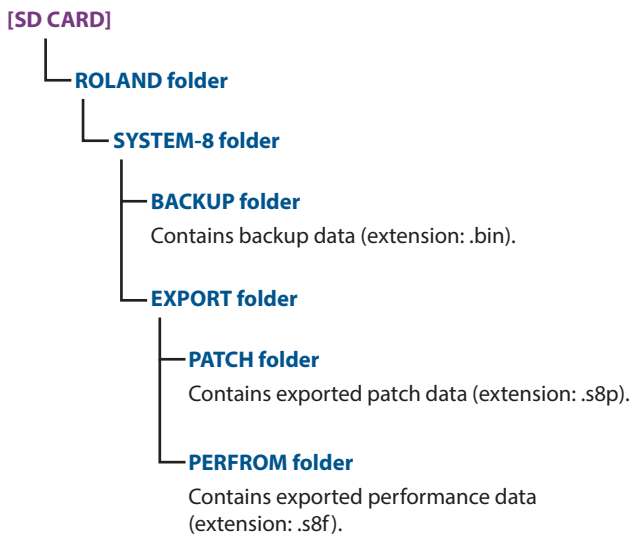
A screenshot of a monochrome display showing two lines of text: "Format SD Card?" on the top line and "[Exit]:N [Ent]:Y" on the bottom line.

4. To execute formatting, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

Formatting is completed when the screen indicates "Completed!"

## SD card folder structure



\* When you execute backup or export, the backup file or export file is saved, and a text file (.txt) listing the contents of that file is also saved at the same time.

## Deleting a File from an SD Card (Delete File)

Here's how to delete a backup file or export file from an SD card.

1. In the "RESTORE" or "IMPORT" file selection screen, press the STEP SEQUENCER section's [REST] (ERASE) button.

A confirmation message appears.

```
Delete File?
[Exit]:N [Ent]:Y
```

2. To delete the file, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When deletion is complete, the screen indicates "Completed!"

## Overwrite-Saving Edited Data (Overwrite)

Separately from the conventional write operation (saving sound data in the "WRITE" screen that appears when you press the [WRITE] button), there is also an "OVERWRITE" function that overwrite-saves to the currently selected bank and number.

In performance mode, this lets you save not only the performance but also the patches of the upper part and lower part, making it convenient when you want to save this data in a single operation.

1. Hold down the [SHIFT] button and press the [WRITE] button.

A confirmation message appears.

```
Overwrite?
[Exit]:N [Ent]:Y
```

2. To overwrite-save, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When saving is complete, the screen indicates "Completed!"

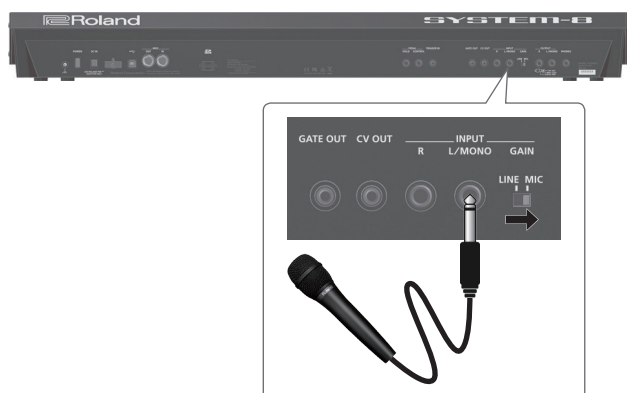
### NOTE

In performance mode, the patches of the upper part and lower part are also overwrite-saved.

# Using the Vocoder (VOCODER)

“Vocoder” is an effect that is applied to a human voice. By sending a human voice through a vocoder, you can give it an expressionless vocal character as though a robot were speaking. Control the pitch by playing the keyboard.

## Connecting a Mic



1. Connect a dynamic microphone to the INPUT L/MONO jacks.
2. Set the INPUT [GAIN] switch to the “MIC” position.
3. Use the [INPUT] knob to adjust the input level.



1. While vocalizing into the mic, use the [INPUT] knob to adjust the mic volume.
2. Adjust the system setting INPUT: Gain parameter (p. 28) so that this indicator lights occasionally.

### MEMO

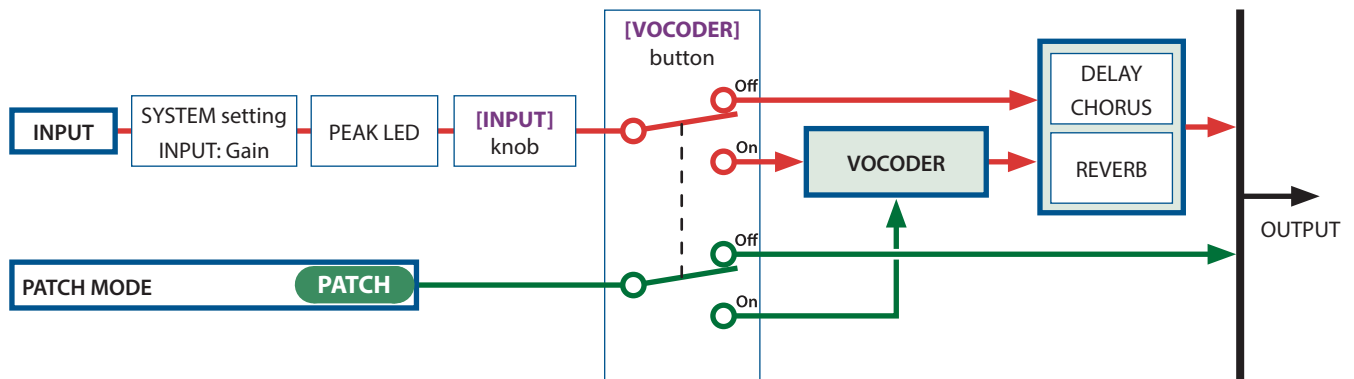
You can edit the INPUT effect by holding down the [VOCODER] button and operating the DELAY/CHORUS or REVERB knobs.

## Using the Vocoder in Patch Mode

1. Press the **MODE [PATCH]** button to select patch mode.
2. Press the **[VOCODER]** button to turn it "on" (lit).
3. While vocalizing into the input (Microphone), play the keyboard.

You can perform the vocoder sound that's generated according to the currently selected patch and the input audio.

- Input settings including the vocoder settings are made in the system settings.
- If the **[VOCODER]** button is "on," the audio of the patch itself and the audio of the input (Microphone) are not output.
- The **[VOCODER]** button's on/off setting is not saved in the patch.



## Using the Vocoder in Performance Mode

1. Press the **MODE [PERFORMANCE]** button to select performance mode.
2. Press the **[VOCODER]** button to turn it "on" (lit).
3. While vocalizing into the input (Microphone), play the keyboard.

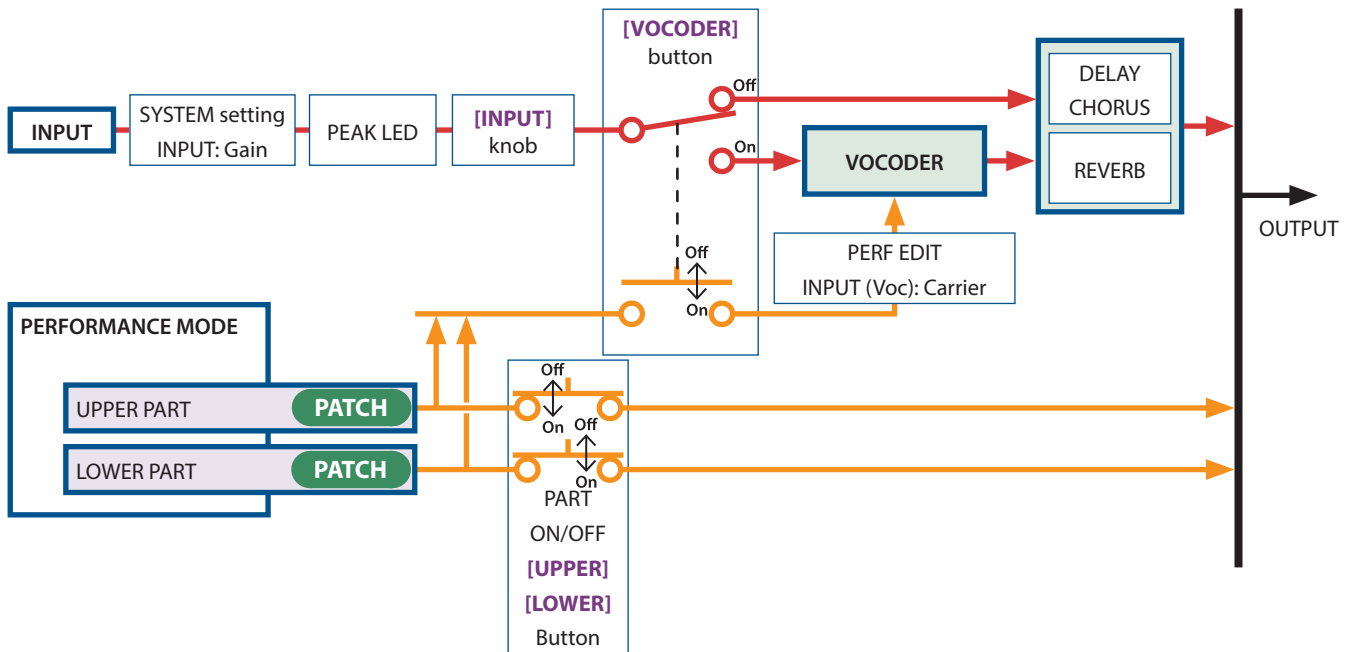
You can perform the vocoder sound that's generated according to the currently selected patch and the input audio.

- Input settings including the vocoder settings can be made and stored for each individual performance.
- Input settings including the vocoder operate differently depending on the setting of the "PERFORM EDIT: INPUT: Prm Src" parameter.
  - If this is set to "PERFORM," the performance settings are used. The **[VOCODER]** button's on/off status is also remembered.
  - If this is set to "SYSTEM," the system settings are used. The **[VOCODER]** button's on/off status is not remembered.
- The part used as the vocoder's carrier can be specified and remembered for each performance by the "PERFORM EDIT: INPUT (Voc): Carrier" parameter.

### When the PerfMode Is "DUAL"

When the PerfMode (p. 17) is set to "DUAL," operation is as follows.

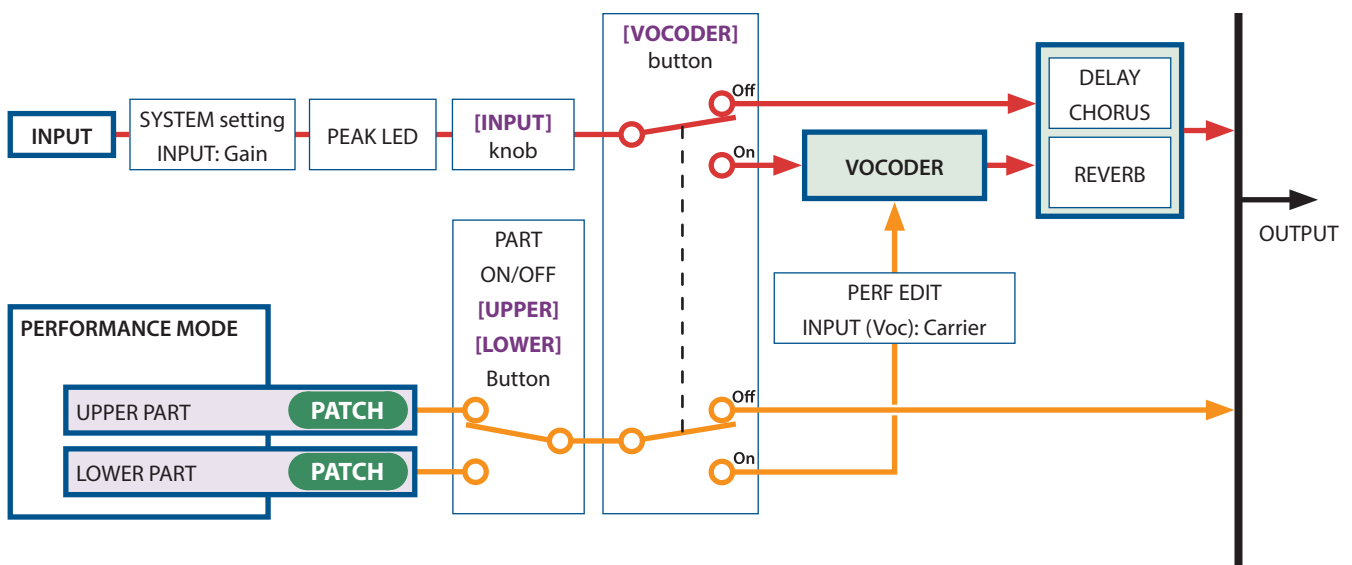
- When you turn the [VOCODER] button "on,"  
The input (Microphone) audio is not output.  
The audio of the upper part and lower part patches is output according to the on/off status of the PART ON/OFF [UPPER] [LOWER] buttons.
- If you want to play only the vocoder sound, press the PART ON/OFF [UPPER] [LOWER] buttons to make them go dark.



### When the PerfMode Is "SINGLE"

When the PerfMode (p. 17) is set to "SINGLE," operation is as follows.

- When you turn the [VOCODER] button "on,"  
The input (Microphone) audio is not output.  
The audio of the upper part and lower part patches is not output.





# About the Step Sequencer

## STEP SEQUENCER

This is a polyphonic step sequencer.

The following settings are stored individually for each patch.

- Performance data (notes, knob operations) of each step, each step's mute settings
- [SCALE] knob, [PLAY MODE] knob, [GATE] knob, and [SHUFFLE] knob settings
- Step length value
- Step position of the first step and last step

In performance mode, you can use two tracks: the upper part and lower part. Other than sharing the [PLAY] button, the [FIRST STEP] button and the [LAST STEP] button all data is independent for the upper and lower parts; the settings and performance data for the patches are independent. To record or to edit the settings, use the PANEL SELECT buttons to select the applicable part, just as when editing a patch.

\* In performance mode if Key Range is specified for each part, the previously-recorded performance data is played back, but keyboard performance outside the specified Key Range is not recorded on the step sequencer.

## Recording Steps Consecutively (STEP REC)

Here's how you can create step sequencer data by successively recording each individual step of your keyboard performance.

*You can record in either of two modes: punch-in mode replaces the previously-recorded data with new data, and overdub mode mixes the new data with the previously-recorded data.*

## Replacing with the newly-recorded data (Punch In Mode)

1. If you're in performance mode, use the PART SELECT [UPPER] [LOWER] buttons to select the part that you want to record.

2. Press the [STEP REC] button.

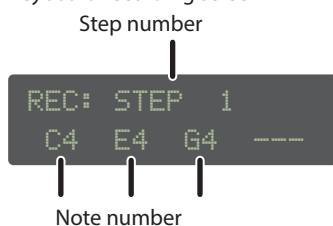
The [STEP REC] button blinks.

3. Play one note on the keyboard.

### MEMO

- The note you play is recorded in step 1; you then automatically advance to step 2, and the [2] button blinks.
- By selecting multiple notes without releasing, you can record a chord.
- If you record in a step that already contains recorded data, the new data replaces the previously-recorded data.

Keyboard recording screen



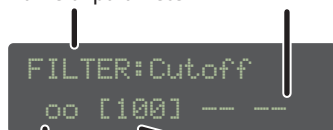
- You can use the [GATE] knob to specify the gate time. While holding down the key, operate the [GATE] knob.



- You can record knob operations. While holding down a key, operate a knob. You can record up to four knob operations.

Knob recording screen

Name of parameter No recorded data



Knob operations are recorded

Currently-input value

4. Repeat step 3 to record onto each step.

### MEMO

- The step does not advance while any key is held down; this allows you to re-enter the note or gate time of the step that you're recording. When all keys are released, you'll advance to the next step.

## About the Step Sequencer

- If you press the **[TIE]** button while holding down a key, you'll move to the next step while maintaining the state of the currently-pressed keys; if you then release the key, the two steps are connected by a tie.
- You can use the damper pedal during keyboard input. Pressing the pedal maintains the state of the currently-pressed keys, and releasing the pedal is the equivalent of releasing the keys.
- To specify a rest for a step, press the **[REST]** button to specify a rest (=unrecorded state) for that step and advance to the next step.
- To erase the data from a step, press the **[EDIT/DISP] + [REST (ERASE)]** buttons, and in the ERASE screen choose **"STEP"** to execute.
- To enter a tie, hold down a key and press the **[TIE (LENGTH)]** button. The tie is entered, and you advance to the next step.
- During recording, you can press a **[1]–[16]** button to re-record from that step.
- When you step-record on a previously-recorded step, the note data is replaced and the knob operations are added.
- When the **[EDIT/DISP]** button is lit, you can hold down the **[SHIFT]** button and press one of the STEP **[1]–[4]** buttons to change the area of steps from which to select.
- Step recording ends when you reach the step specified by the step length setting.

### 5. Press the **[STEP REC]** button to stop recording.

When you input the last step, step recording ends automatically.

As necessary, save the step sequencer data.

➔ **"Saving Step Sequencer Data"** (p. 45)

## Adding to the previously-recorded data (Overdub Mode)

1. If you're in performance mode, use the **PART SELECT [UPPER] [LOWER]** buttons to select the part that you want to record.

2. Hold down the **[EDIT/DISP]** button and press the **[STEP REC]** button.

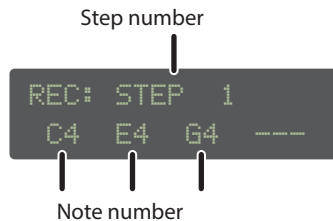
The **[STEP REC]** button blinks rapidly.

3. Play one note on the keyboard.

#### MEMO

- The note you play is recorded in step 1; you then automatically advance to step 2, and the **[2]** button blinks.
- By selecting multiple notes without releasing, you can record a chord.
- If you record in a step that already contains recorded data, the new data is added to the previously-recorded data.

Keyboard recording screen

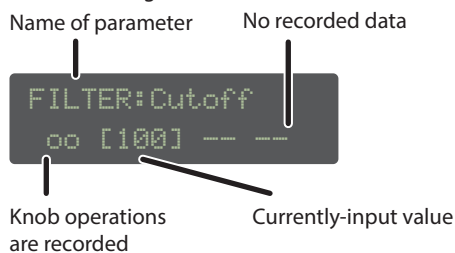


- You can use the **[GATE]** knob to specify the gate time. While holding down the key, operate the **[GATE]** knob.



- You can record knob operations. While holding down a key, operate a knob. You can record up to four knob operations.

Knob recording screen



4. Repeat step 3 to record onto each step.

#### MEMO

- The step does not advance while any key is held down; this allows you to re-enter the note or gate time of the step that you're recording. When all keys are released, you'll advance to the next step.
- If you press the **[TIE]** button while holding down a key, you'll move to the next step while maintaining the state of the currently-pressed keys; if you then release the key, the two steps are connected by a tie.

- You can use the damper pedal during keyboard input. Pressing the pedal maintains the state of the currently-pressed keys, and releasing the pedal is the equivalent of releasing the keys.
- You can press the **[REST]** button to skip that step and move to the next step (a rest is not input).
- To erase the data from a step, press the **[EDIT/DISP] + [REST (ERASE)]** buttons, and in the ERASE screen choose **"STEP"** to execute.
- To enter a tie, hold down a key and press the **[TIE (LENGTH)]** button. The tie is entered, and you advance to the next step.
- During recording, you can press a **[1]–[16]** button to re-record from that step.
- If you use step recording on a previously-recorded step, all notes and knob operations are added.
- When the **[EDIT/DISP]** button is lit, you can hold down the **[SHIFT]** button and press one of the **STEP [1]–[4]** buttons to change the area of steps from which to select.
- Step recording ends when you reach the step specified by the step length setting.

### 5. Press the **[STEP REC]** button to stop recording.

When you input the last step, step recording ends automatically.

As necessary, save the step sequencer data.

➔ **"Saving Step Sequencer Data"** (p. 45)

## Recording in Real Time (REAL TIME REC)

Here's how you can create step sequencer data by recording your keyboard performance in real time. The recorded data is layered onto the step sequencer data that's selected.

### MEMO

Step sequencer data is saved within the patch data.

### 1. Press the **[EDIT/DISP]** button to make it light.

### 2. In performance mode, use the **PART SELECT [UPPER] [LOWER]** buttons to select the part that you want to record.

### 3. Press the **[REALTIME REC]** button.

### 4. Press the **[START]** button to start recording.

You can also start recording by pressing the **[REAL TIME REC]** button during playback.

### 5. Play the keyboard.

You can also record chords.

Knob operations are also recorded.

### MEMO

- You can loop-record while adding notes and knob operations to the existing data.
- If you exceed the maximum number of recordable notes (8) or knob operations (4), the oldest data is successively erased and overwritten.

### 6. Press the **[REAL TIME REC]** button to stop recording.

As necessary, save the step sequencer data.

➔ **"Saving Step Sequencer Data"** (p. 45)

## Starting Realtime Recording by Keyboard Input

### 1. Hold down the **[SHIFT]** button and press the **[REAL TIME REC]** button.

The **[REAL TIME REC]** button and **[PLAY]** button blink.

### 2. Play the keyboard.

The moment you press a key, the **[PLAY]** button lights and realtime recording starts.

You can also record chords.

Knob operations are also recorded.

### MEMO

- For both notes and knob operations, loop recording occurs while adding to the existing data.
- If you exceed the maximum number of recordable notes (8) or knob operations (4), the oldest data is successively erased and overwritten.

### 3. Press the **[REAL TIME REC]** button to stop recording.

As necessary, save the step sequencer data.

➔ **"Saving Step Sequencer Data"** (p. 45)

### Recording a Specific Step

1. Press the **[EDIT/DISP]** button to make it light.
2. Hold down the **[1]–[16]** button that you want to record, and play the key (or operate the knob) that you want to record.
3. Release the **[1]–[16]** button.

Recording ends.

#### MEMO

- You can record even while the step sequencer is playing.
- If recorded data exists in the step you recorded, the new data is added. In the same way as in “**REAL TIME REC.**” the most recent eight notes are retained. If knob operations exceed four, the display indicates “**Prm Memory Full.**”

### Editing a Specific Step

1. Press the **[EDIT/DISP]** button to make it light.
2. Hold down the **[EDIT/DISP]** button and press the **[1]–[16]** button that you want to edit.

The screen shows the recorded notes.



```
EDIT: STEP 1
C4 E4 G4 ----
```

3. Press the key (or operate the knob) that you want to record.

If you press a key, the previously-recorded notes are erased and overwritten. (During editing, releasing the key does not advance the step.)  
If you operate a knob, the data is added. (During editing, knob operations can be recorded or edited even without pressing a key.)

4. Use the cursor **[◀] [▶]** buttons to select the parameter that you want to edit, and then operate the knob.



```
FILTER:Cutoff
00 [100] ---
```

You can also use the **[VALUE]** knob to edit the value of the applicable parameter.  
This lets you newly record a knob operation.

#### MEMO

- You can use the cursor **[◀] [▶]** buttons to move to the note screen or knob recording screen. The knob recording screen changes for each of the four parameters that are recorded.
- If you press the **[REST/ERASE]** button, the data that is shown/selected is deleted.

5. Press the **[EDIT/DISP]** button.

Editing ends.

### Transposing the Playback

1. Hold down the **[EDIT/DISP]** button and press one of the **C3–C5** keys.

You can transpose in a range of one octave upward or downward.



```
STEP SEQ T=120.0  STEP SEQ C#F
U:*--- 1-16      U:*--- 1-16
```

If the playback is transposed, the upper right of the STEP SEQ screen alternately show the tempo indication and the transpose value.  
Hold down the **[EDIT/DISP]** button and press the **C4** key to cancel transposition.

### Muting the Playback of a Specific Part (Performance Mode Only)

1. Hold down the **[EDIT/DISP]** button, and press the **PART ON/OFF [UPPER]** or **[LOWER]** button.

The performance of the part you pressed is muted.

To unmute the part, perform the same operation once again.

## Saving Step Sequencer Data

Step sequencer data is saved within the patch data. You can save (overwrite) just the step sequencer data without writing the sound settings of the patch.

1. In performance mode, use the **PART SELECT [UPPER]** **[LOWER]** buttons to select a part that you want to save.
2. Hold down the **[EDIT/DISP]** button and press the **[WRITE]** button.

A confirmation message appears.

```
<WRITE> [Ent]
↓SEQ:Upper*
```

3. To save, press the **[ENTER]** button.

If you decide to cancel, press the **[EXIT]** button.

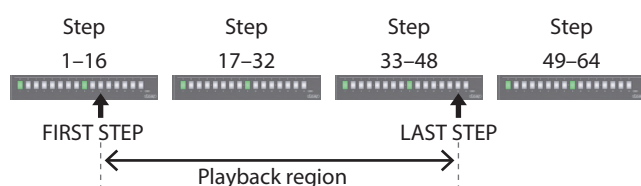
When saving is completed, the display indicates **"Completed!"**

```
Completed!
```

## About FIRST STEP and LAST STEP

### Selecting the First Step (FIRST STEP)

Normally, step 1 is played as the first step; however, you can use the FIRST STEP setting to make the step sequencer use a different step as the first step.



1. While holding down **[FIRST STEP]**, press the button that you want to be the first step.

#### MEMO

You can also specify this by holding down the **[FIRST STEP]** button and using the **[VALUE]** knob.

The **[FIRST STEP]** button is lit, and the first step is specified. You can use this operation to make it play from any desired step.

If you press the **[FIRST STEP]** button to make it go dark, the FIRST STEP setting turns off (the specified value remains).

### Selecting the Last Step (LAST STEP)

Normally, the step specified by STEP LENGTH is played as the last step; however, you can use the LAST STEP setting to make the step sequencer use a different step as the last step.

1. While holding down **[LAST STEP]**, press the button that you want to be the last step.

#### MEMO

You can also specify this by holding down the **[LAST STEP]** button and using the **[VALUE]** knob.

The **[LAST STEP]** button is lit, and the last step is specified. You can use this operation to make it play to any desired step and then return to the first step.

If you press the **[LAST STEP]** button to make it go dark, the LAST STEP setting turns off (the specified setting remains).

### Changing the Steps While Maintaining the Spacing of the First and Last Steps

1. Hold down both the **[FIRST STEP]** button and the **[LAST STEP]** button, and turn the **[VALUE]** knob.

```
FIRST 1 LAST 8
*--- 1-16
```

This changes the two values simultaneously while maintaining the spacing between the FIRST STEP and LAST STEP.

### STEP SEQ MENU

Here's how to copy a step sequencer pattern, and how to specify the note length of one step.

1. Press the **[MENU]** button.
2. Select **"STEP SEQ MENU"** and then press the **[ENTER]** button.

The SEQ MENU screen appears.

```
<SEQ MENU> [Ent]
PTN COPY ▶
```

Menu	Explanation
Cursor [←][→]	
PTN COPY	Copies a pattern.
SETTING	Specifies the note length of one step.

### Copying a Pattern (PTN COPY)

1. In the SEQ MENU screen, select **"PTN COPY"** and press the **[ENTER]** button.

```
<SEQ MENU> [Ent]
PTN COPY ▶
```

If you're in performance mode, select the copy-source part (upper/lower).

Lower part

```
<SEQ MENU> [Ent]
PTN COPY [L] ▶
```

Upper part

```
<SEQ MENU> [Ent]
◀PTN COPY [U] ▶
```

2. Use **"From:"** to select the copy-source patch number, and press the **[ENTER]** button.

```
PTN COPY [Ent]
From:SYS8 A-1
```

3. At the confirmation screen, press the **[ENTER]** button.

If you decide to cancel, press the **[EXIT]** button.

## Specifying the Note Length of One Step (SETTING)

1. In the SEQ MENU screen, select **"SETTING"** and press the [ENTER] button.

```
SETUP:
Default Gate  50
```

2. Specify the **"Default Gate"** value.

Parameter	Value [VALUE] knob	Explanation
Default Gate	1-100	Specifies the note length of each step (default value: 50). If this is 100, the note continues sounding until the end of the step.

\* This parameter is initialized when you turn off the power (default value: 50).