Roland®

XP-80
MUSIC WORKSTATION
64 VOICE
4x EXPANSION

QUICK START

Introduction

Thank you for purchasing the Roland XP-80 Music Workstation. The XP-80 effectively combines a synthesizer sound source and sequencer whose performance and functions are on a par with the Roland XP-50, along with extended functions for easier operation and a wide scope of music production. From live performance to desk top music applications, the XP-80 delivers all the power to produce great music.

Using the XP-80 manuals

To be able to enjoy the full music-making potential of the XP-80, become completely familiar with its functionality and have trouble-free use, please take some time to read this Quick Start and the Owner's Manual.

Quick Start

This manual explains how you can quickly and easily begin enjoying the XP-80. To take complete advantage of the many advanced functions of the XP-80, first read the Quick Start manual, then the Owner's Manual.

Owner's Manual

Be sure to read Chapter 1 which explains XP-80 basic concepts and operation. The remaining chapters can be read for more information as necessary, referring to the contents or indices.
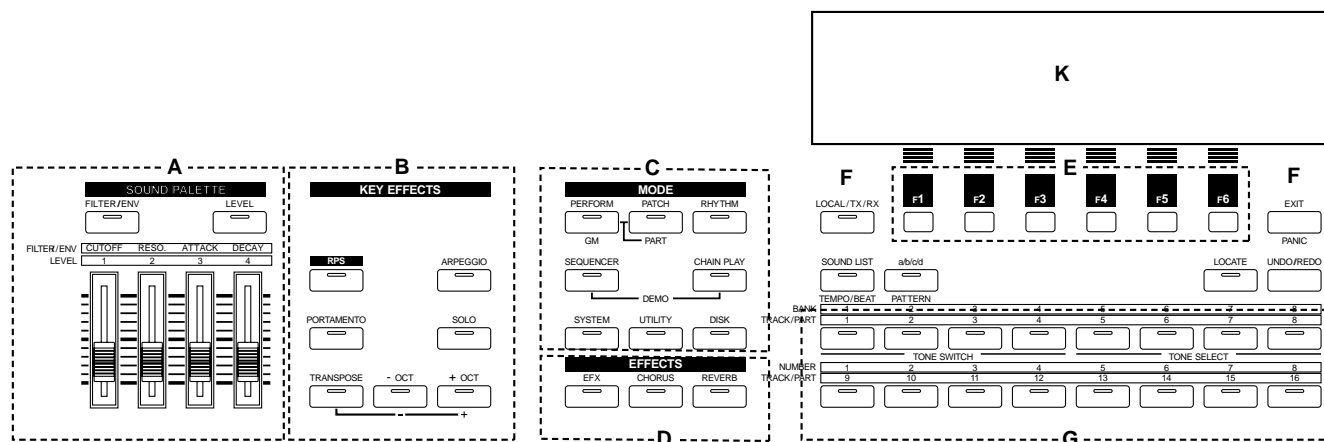
GENERAL MIDI

Contents

Names and functions of buttons and controls

Front panel

A. SOUND PALETTE section

Use the four sliders to modify sounds in real time.

[FILTER/ENV]

Press this button ON when modifying filter and/or envelope settings in real time using the four sliders.

[LEVEL]

Press this button ON when adjusting volume balance in real time using the four sliders.

B. KEY EFFECTS section

The buttons in this section allow you to assign various functions to the keys of the XP-80's keyboard.

[RPS]

Switches RPS on/off.

[ARPEGGIO]

Switches Arpeggiator on/off.

[PORTAMENTO]

Switches Portamento on/off.

[SOLO]

Specifies playing a single note at a time.

[TRANSPOSE]

Specifies transposing the keyboard in semitone steps.

[+OCT], [-OCT]

These buttons adjust the pitch of the keyboard in octave steps.

Pressing either of these buttons while holding down [TRANSPOSE] allows you to set the desired amount of transposition.

C. MODE section

The buttons in this section select modes. The button indicator of the selected mode will light.

D. EFFECTS section

The buttons in this section turn their respective internal effects (EFX, Chorus and Reverb) on/off.

[EFX]

Switches the multiple effects unit (EFX) on/off.

[CHORUS]

Switches Chorus on/off.

[REVERB]

Switches Reverb on/off.

E. [F1]–[F6] (Function buttons)

Each of these buttons corresponds to a function indicated at the display bottom. The functions of these buttons change depending on the selected mode or the current display.

F.

[LOCAL/TX/RX]

This button opens the LOCAL/TX/RX window for switching Local, Transmit and Receive switches on/off.

[EXIT]/[PANIC]

The function of this button changes depending on whether you hold down [SHIFT] or not.

EXIT: Press this button to return to the Play display of a mode, or when you want to cancel the current operation.

PANIC: If notes stick or do not sound, hold down [SHIFT] and press this.
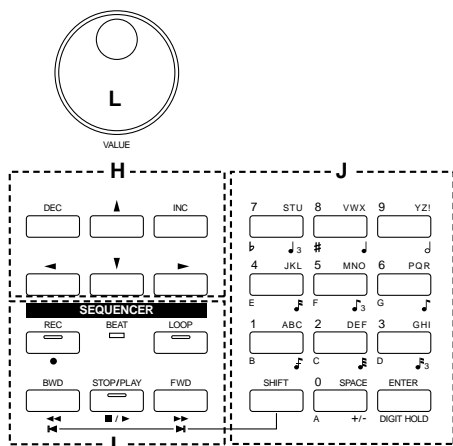
[SOUND LIST] / [TEMPO/BEAT]

The function of this button changes depending on the selected mode.

SOUND LIST: Opens the Sound List window when a sound source mode display is up.

TEMPO/BEAT: Press this button for selecting a tempo track or beat track when a Sequencer mode display is up. If you have temporarily modified the tempo and wish to play back the song with its initial tempo, press it while holding down [SHIFT].

[a/b/c/d] / [PATTERN]

The function of this button changes depending on the mode on display.

a/b/c/d: Select a subgroup (a/b/c/d) when selecting a Patch/Performance/Rhythm Set using the Bank/Number method.

PATTERN: Select a Pattern when a Sequencer mode display is up.

[LOCATE]

This button opens the Locate window to specify and move the locate position.

[UNDO/REDO]

Press this button to restore a modified value to its previous (pre-modified) state, or when cancelling recording or a currently executing operation. Pressing this button again will restart the recording/operation.

G.

BANK [1]–[8], NUMBER [1]–[8] / TRACK / PART [1]–[16]

The functions of these buttons change depending on the display which is showing.

Play display of a sound source mode: Selects a Patch/Performance/Rhythm Set with the Bank /Number method. Use BANK [1]–[8] buttons to select a bank and NUMBER [1]–[8] buttons to select a number.

Performance edit display: Use TRACK/PART [1]–[16] buttons to select the Part to be modified.

Patch edit display: TRACK/PART [1]–[4] buttons (TONE SWITCH) are used to switch a Tone on/off. Use TRACK/PART [5]–[8] buttons (TONE SELECT) to select the Tone to be modified.

Rhythm Set edit display: Use TRACK/PART [5]–[8] buttons (TONE SELECT) to select the note of the keyboard to be modified.

Sequencer mode: Use TRACK/PART [1]–[16] buttons to select a phrase track or Part. During song playback/recording, these buttons can be used to switch between the Play and Mute of a phrase track.

H.

[◄], [►], [▲], [▼] (Cursor buttons)

Move the cursor (black box) with these.

[INC], [DEC]

Use these buttons to modify values. If you keep on holding down one button and pressing the other, the value change accelerates. If you press one of these buttons while holding down [SHIFT], the value will change in bigger increments.

I. SEQUENCER section

The buttons in this section are used for playback and recording of the XP-80's sequencer.

[REC]

Press this to begin recording.

BEAT indicator

This blinks in sync with the tempo and beat of the song.

[LOOP]

Press this to turn Loop Play and Loop Recording on/off.

[BWD]

Press this to "rewind" a song. Pressing this button while holding down [SHIFT] moves you right back to the beginning of the song. If you hold down this button as you press [FWD], the song will "rewind" faster.

[STOP/PLAY]

Press this button to start or stop playback of the song.

3

[FWD]

Use this button to fast-forward the song. Pressing this button while holding down [SHIFT] moves you to the end of the song. If you hold down this button as you press [BWD], the song will fast-forward faster.

J.

[0]–[9] (Numeric keys)

Use these to set a value. They can be used to enter numeric values as well as alphabetical characters and notes.

[SHIFT]

This is used in combination with other buttons. Some buttons on the front panel include grey-printed characters. They indicate the button's function when [SHIFT] is held down.

[ENTER] / [DIGIT HOLD]

The function of this button changes depending on whether [SHIFT] is being held down or not.

ENTER: Use this button to finalize a value.

DIGIT HOLD: Press this button while holding down [SHIFT] to turn the Digit Hold function on/off. With the Digit Hold on, the 100's place and 10's place will be fixed and only the 1's place will change. This means that you can select Patches simply by pressing the numeric key for the 1's place, without having to press [ENTER].

K.

Display

Shows various information for the currently selected function or operation.

L.

VALUE dial

This dial is used to modify values. If you hold down [SHIFT] as you turn the VALUE dial, the value will change in greater increments.

Side panel
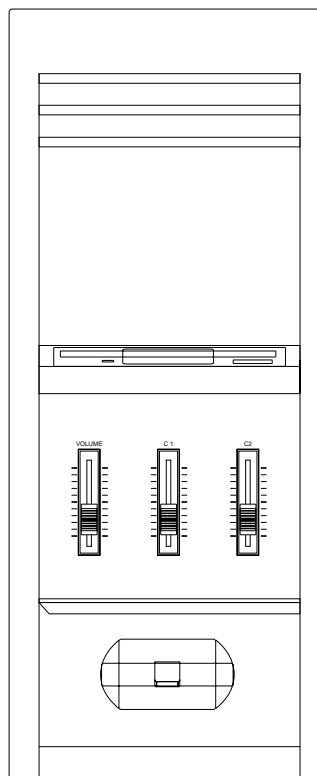
VOLUME slider

This slider adjusts the overall output level from the rear panel OUTPUT and PHONES jacks.

C1 slider, C2 slider

Various parameters or functions can be assigned to these sliders, so you can control the sound source section as you play.

Pitch bend / modulation lever

This allows you to control pitch bend or apply vibrato. Depending on the settings, other specified parameters can also be controlled.

Floppy disk drive

3.5" 2DD/2HD floppy disks can be used. Press the eject switch located at the lower right of the disk drive to remove a disk.

4

▌Rear panel

POWER

AC

Power switch

Press to turn the power on/off.

AC inlet

Connect the AC power cable (included) to this inlet.

✻ With units rated for 117V operation, the AC cable is already connected to the unit.

CONTROL PEDAL
4 3 2 1 HOLD

MIDI
THRU OUT IN

CONTROL PEDAL 1–4 jacks

You can connect optional expression pedals to these jacks. By assigning a desired function to a pedal, you can use it to select or modify sound or perform various other control. You can also connect optional pedal switches to sustain sound.
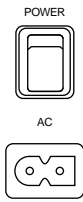
HOLD jack

An optional pedal switch can be connected to this jack for use as a hold pedal.

MIDI connectors

These connectors can be connected to other MIDI devices to receive and transmit MIDI messages.

CLICK OUT
LEVEL OUTPUT

OUTPUT
DIRECT
R L

MIX
R L

PHONES
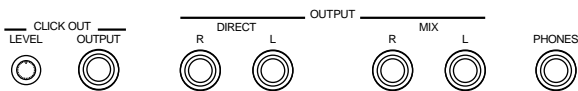
CLICK OUT LEVEL knob

Adjusts the level of the click sound to be output to external devices.

CLICK OUT OUTPUT jack

Connect a cable to this jack when sending clicks to external devices.

OUTPUT DIRECT R jack, OUTPUT DIRECT L jack

These jacks output only the direct sound (no effects applied) or EFX'd sound in stereo.

OUTPUT MIX R jack, OUTPUT MIX L jack

These jacks output the audio signal to the connected mixer/amplifier system in stereo. For mono output, use the L jack.

PHONES jack

An optional set of headphones can be connected to this jack. Make sure that your headphones have an impedance of 8–150 ohms.

5

Connect your XP-80

The XP-80 does not contain an amp or speakers. In order to hear sound, you will need to connect it to a keyboard amp, audio system, or headphones. Refer to the following diagram and connect the XP-80 to the external equipment you are using.

Power outlet

Expression pedal or pedal switch

Pedal Switch

External MIDI device

Sterero headphones

Stereo set, etc.

Speaker with built-in amp, keyboard amp, etc.

<Procedure>
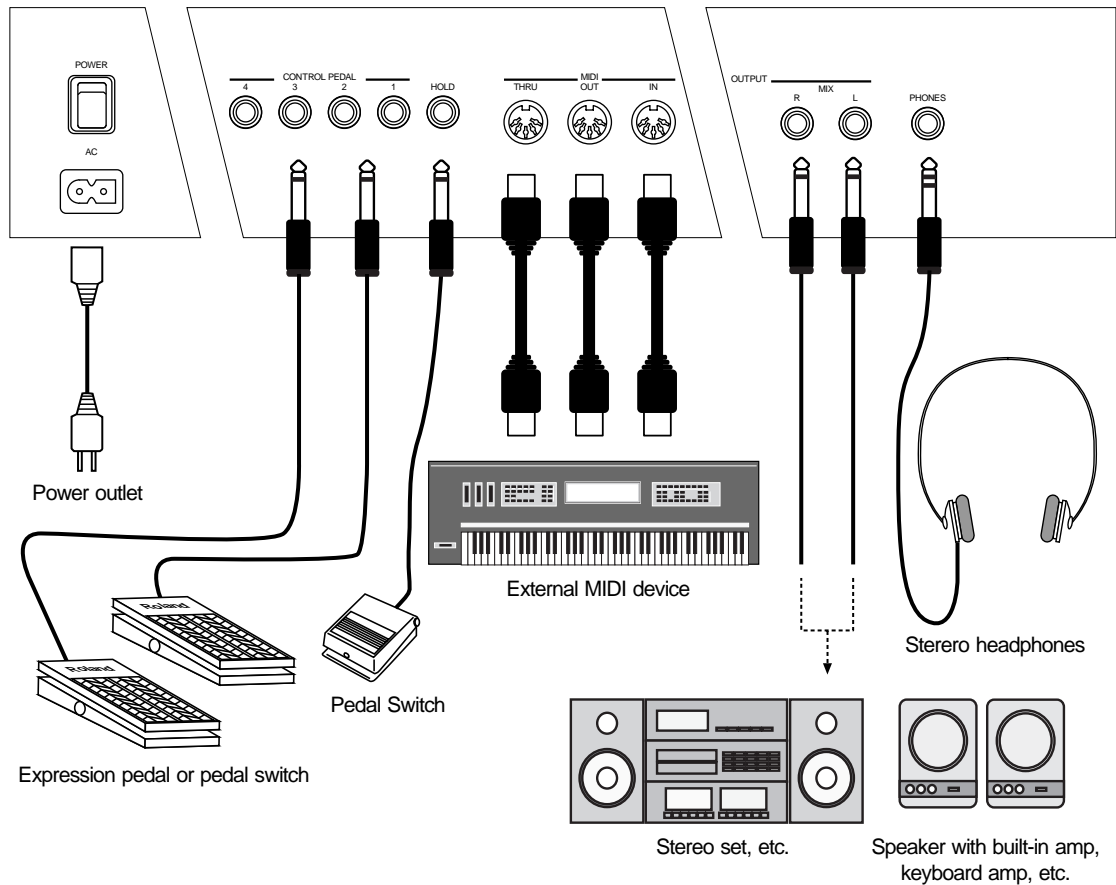
❶ Before you make connections, make sure that power is turned off for all devices.

✳ If the power is on when you make connections, you may damage your speakers.

❷ Connect supplied AC power cable to the XP-80, and plug the other end into an AC power outlet.

✳ On 117V models the AC cable is permanently attached to the unit.

❸ Connect audio cables and MIDI cables as shown in the diagram. If you are using headphones, plug them into the PHONES jack. Connect pedal switches or expression pedals as necessary.

✳ In order to take full advantage of the XP-80's performance, we recommend using a stereo amp/speaker system, If you are using a mono system, make you connections to the MIX OUTPUT jack L.

✳ CONTROL PEDAL 1–4 jacks can also accommodate pedal switches.

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Turn the power on

Once the connections have been completed (p.6), turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.

<Procedure>

❶ Before you turn the power on, check to make sure that:
All external devices are correctly connected to the XP-80.
The volume controls of the XP-80 and the amp/mixer system are turned down all the way.
No disk is in the floppy disk drive.

❷ Turn on the power switch located on the rear panel of the XP-80.
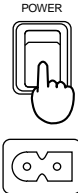
✳ This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally.

❸ Turn the power on of your amp or audio system.

❹ Play the XP-80 and gradually raise the volume controls of the XP-80, your amp or mixer to an appropriate volume level.
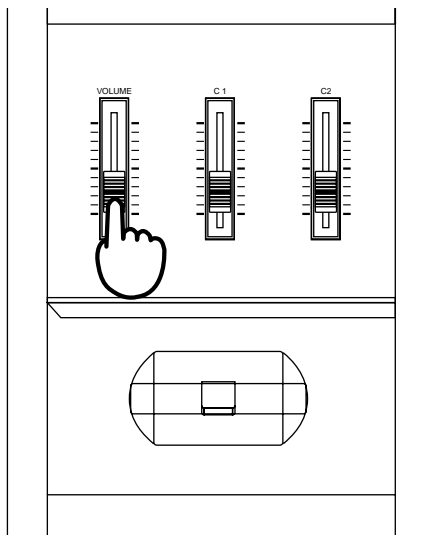
✳ Be careful not to raise the VOLUME slider of the XP-80 too much. Excessive volume may damage your amp/speaker system or could cause hearing problems.

To turn power off

<Procedure>

❶ Before you turn power off, check to make sure that:
The volume controls of the XP-80 and the amp/mixer system are turned down all the way.
No disk is in the floppy disk drive.
Important data has been saved to a disk (p.32).

❷ Turn off your amp/mixer system.

❸ Turn off the XP-80 power.

Play a demo song

The XP-80 contains a demo song and you use 'demo play' to play it. It's the easiest introduction to the XP-80's exceptional sounds and effects.

∗   If you play a demo song, the current song existing in internal memory will be lost. To keep the song in the internal memory, save the song to disk (p.32) before executing demo play.

Demo song   **Composer**
The AXE   **Alex Wurman**   Copyright © 1996 Sonart Productions BMI

∗   Warning: All rights reserved. Unauthorized use of the demo song for concerts, broadcasting, or any other purposes than personal enjoyment, as well as storage to disk form a violation of applicable laws.

∗   Refer to page 36 for the profile of the composer.

    <Procedure>

❶   Hold down [SEQUENCER] and press [CHAINPLAY].

    The confirmation message "DEMO PLAY OK?" will appear.

❷   Press [F5] (OK) to start demo song playback.

    If you wish to cancel playback, press [F6] (Cancel). Playback will stop automatically when the song ends. To interrupt playback, press [STOP/PLAY] again.

```
SEQ(Song)                    ▫ Play ▫    [              ] STOP

00: Internal Song            ⟨The AXE        ⟩
                              Next=
M=    1    Loop=   OFF  │  TRK  1 ●000 0000 0000 0000
♩= 105                 │  PART 1 ●‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾
B= 4/ 4                │  PR-A:001(64voicePiano)
   Setup   Quantiz  TrkEdit  Micro   Loop    List
```

❸   You can control the volume level or effects parameters of each Part during playback. To modify the values, press [PERFORM] and follow the procedure below.
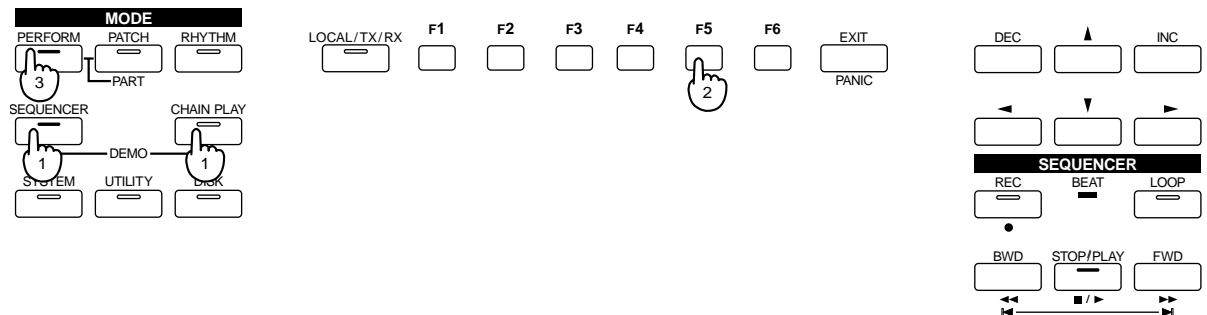
To modify the volume level of each Part

Press [F6] (Info), then [F4] (Volume) to call up the Part Information display for Volume. Press [◄], [►], [▲] or [▼] to move the cursor (black box) to the Part whose volume level you want to modify and set the desired volume level.

```
PERFORM/Info      ▯Part Information▯ 1(64voicePiano)
 Volume
  ▯1       ▯2     ▯3     ▯4    ▯5     ▯6     ▯7     ▯8
 127      127    127    127   127    127    127    127

  ▯9      ▯10    ▯11    ▯12    ▯13    ▯14    ▯15    ▯16
 127      127    127    127   127    127    127    127
   Mod    Breath   Foot    Volume     Pan    ▯ Menu
```

To change panning

Press [F6] (Info), then [F5] (Pan) to call up the Part Information display for Pan. Press [◄], [►], [▲] or [▼] to move the cursor (black box) to the Part whose panning you want to change and set the desired panning value.

```
PERFORM/Info      ▯Part Information▯ 1(64voicePiano)
 Pan
  ▯1      ▯2     ▯3     ▯4     ▯5    ▯6     ▯7     ▯8
  0-      0-     0-     0-     0-    0-     0-     0-

  ▯9      ▯10    ▯11    ▯12    ▯13    ▯14    ▯15    ▯16
  0-      0-     0-     0-     0-    0-     0-     0-
   Mod    Breath   Foot    Volume     Pan    ▯ Menu
```
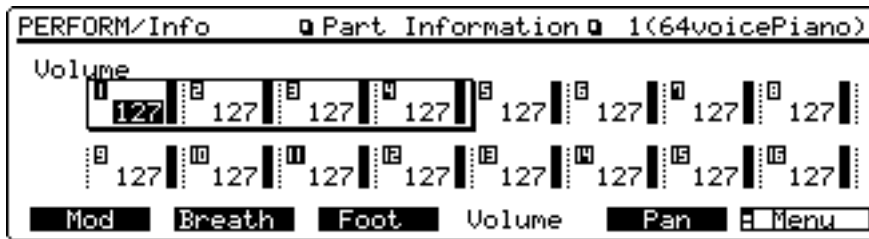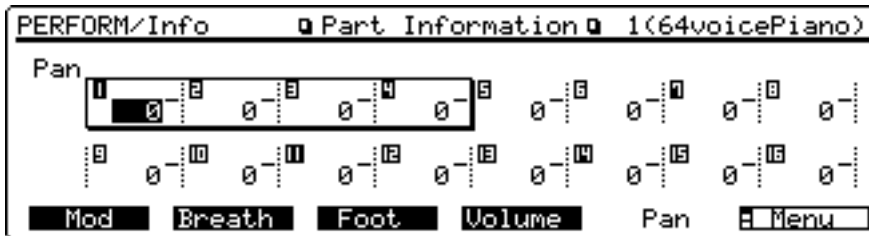
To modify effects settings

Press [F5] (Effects) to call up the General display, then select the Part whose effects settings you want to modify by pressing TRACK/PART [1]–[16]. Next press [◄], [►], [▲] or [▼] to move the cursor (black box) to the parameter you want to modify and specify the value.

```
PERFORM/Effects       ▯ General ▯     TRIPLE-TAP-DELAY
 Part                                      →Rev EFX Src
     1     85      100         ┌Cho┐         PART 2
                               └   ┘  93  127
         127    ┌EFX    19┐─77┘      MIX    │
 Output  PAT    │3-TAP-DLY│─127            →Mix
         127    └         ┘   MIX  (Output Assign     )
  General  EFX Prm   EFX Ctl  Chorus   Reverb   Palette
```
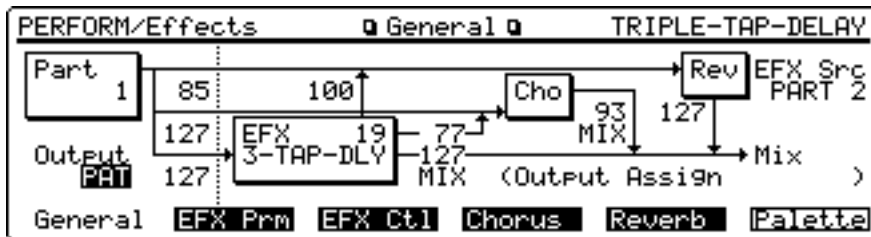
✳ You can also modify other parameters. For details regarding each parameter, refer to "Functions of Performance parameters" (p.65) in the Owner's Manual.

Play sounds

Reset to default factory settings

Before using XP-80 for the first time, reset it to its default factory settings using Factory Preset. Different settings may result in unexpected effects.
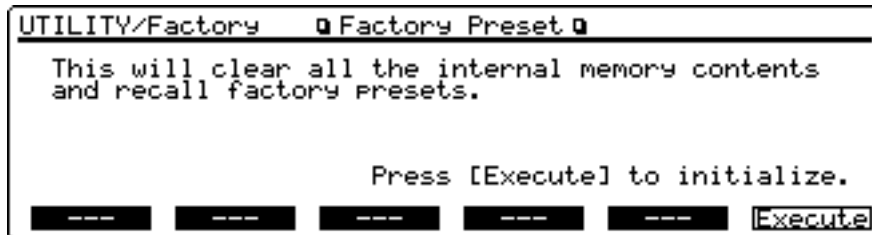
✽ Factory Preset operation resets all data in the internal memory and user memory to factory presets. Save any important data to a disk before executing this operation (p.168) in the XP-80 Owner's Manual.

<Procedure>

❶ Press [UTILITY].

❷ Press the numeric key [8], then [ENTER].

The Factory Preset display (UTILITY/Factory) will appear.

```
UTILITY/Factory     ▢ Factory Preset ▢
   This will clear all the internal memory contents
   and recall factory presets.


                   Press [Execute] to initialize.
   ---      ---      ---      ---      ---    Execute
```

❸ Press [F6] (Execute).

If "Write Protect ON" message is displayed, press [DEC] to turn the setting OFF. After pressing [EXIT] to clear the message, press [F6] (Execute) again to reset to the factory preset settings.
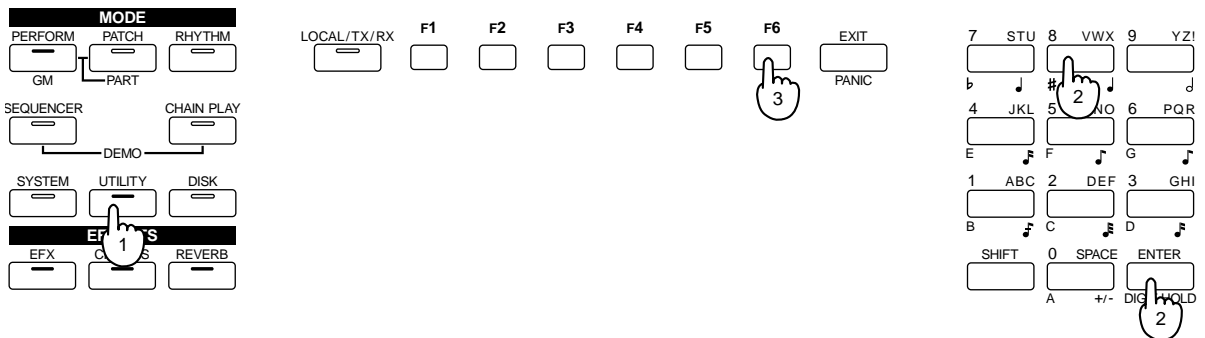
Select and play Patches

The XP-80 contains a large number of sounds ready for you to play. The sounds that you select and play on the XP-80 are generally called 'Patches.' Here's how to select and play Patches.

<Procedure>

❶ Press [PATCH].

The Play display (PATCH) will appear.

Patch group   Patch number   Patch name

```
PATCH│[001/a11]          ▢ Play ▢       Ch:Tx=  1 Rx=  1
                                                        EFX┘
                                                        CHO┘
   USER:001  West Coast                                 REV┘

   Octave:  0   Tone:1234
   Center:C 4   Key Assign:POLY
   Common    WG      TVF      TVA     LFO&Ctl  Effects
```
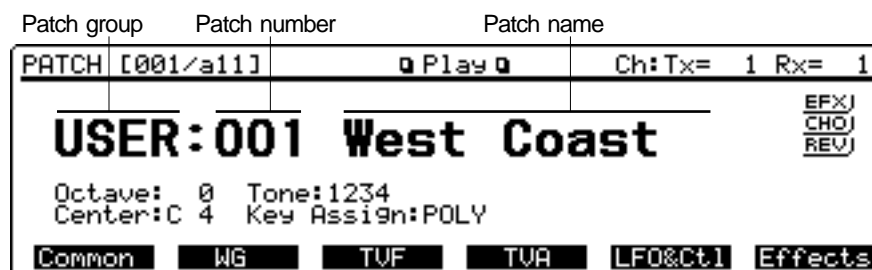
❷   Play the keyboard and listen to the sound.

❸   To select a different Patch, turn the VALUE dial or press [INC]/[DEC].
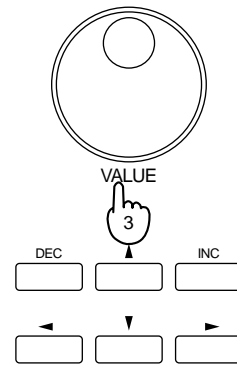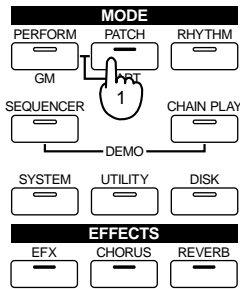
Play percussion sounds from the keyboard

The XP-80's Rhythm Sets contain a wide variety of percussion sounds and special effects. Here's how to select a Rhythm Set and play percussion sounds.

<Procedure>

❶   Press [RHYTHM].

The Play display (RHYTHM) will appear.

Rhythm set group   Rhythm set number   Rhythm set name

```
RHYTHM [001/a11]          ▫ Play ▫              Ch= 10
                                                       EFX)
                                                       CHO)
  PR-A:001 PopDrumSet 1                                REV)

  Octave:   0  Key:B 1
  Center:C  4  (Verb Kick    )
  Common   Key WG   Key TVF   Key TVA   Key Ctl   Effects
```
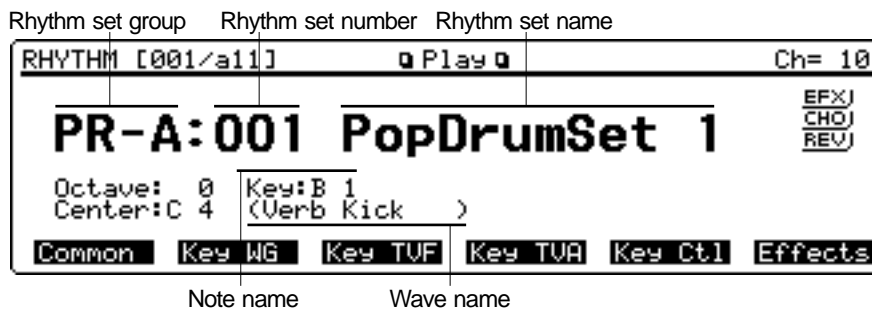
Note name   Wave name

❷   Press different keys to play different percussion instruments.

The display will indicate the last-pressed key (note name) and the percussion instrument (wave name) assigned to that key.

✻   The percussion instrument played by each key will depend on the selected Rhythm Set. For details, refer to "Factory preset settings" (p.206) in the Owner's Manual.

❸   To select another Rhythm Set, turn the VALUE dial or press [INC]/[DEC].
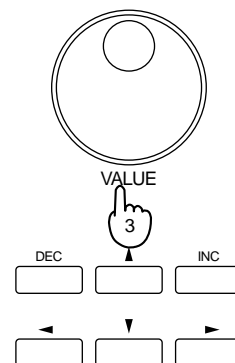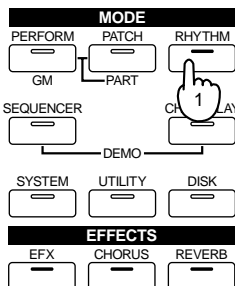
Try out performance functions

The XP-80 provides various controllers that can modify the sound. While playing patches, try out these controllers and listen to effects they can produce.

∗   The effect that the controllers have will depend on the settings of the selected Patch. If the effects of the controllers are difficult to detect, select another Patch.

Velocity/Aftertouch

The force with which you play the keyboard (velocity) can affect the volume or timbre of the sound. Aftertouch (pressure you apply to a key after playing a note) can also affect the sound.

Pitch Bend/Modulation lever

While playing the keyboard, move the lever to the left to lower the pitch, or to the right to raise the pitch. This is known as 'Pitch Bend.' You can also apply vibrato by manipulating the lever away from you. This is known as 'Modulation.'

If you move the lever away from you and at the same time move it to the right or left, you can apply both effects simultaneously.
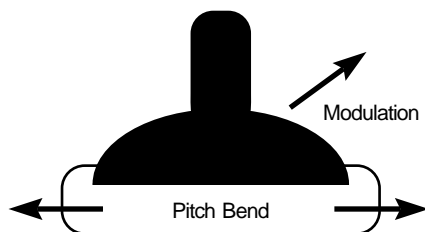
C1 slider/C2 slider

While playing the keyboard, you can move the sliders up or down to modify the volume level or timbre.
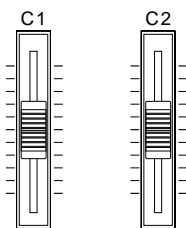
∗   How sound varies depends on the current setting. For details, refer to "XP-80 operating environment setup (System parameters and their functions)" (p.88) in the Owner's Manual.

Hold pedal

If an optional pedal switch is connected to the rear panel HOLD jack, pressing the pedal switch will sustain (hold) the sound even if the keys are released.

Expression pedal

If an optional expression pedal is connected to any of the rear panel CONTROL PEDAL jacks 1–4, you can use the pedal to control the volume or timbre of sound.

∗   How sound will vary depends on the current setting. For details, refer to "XP-80 operating environment setup (System parameters and their functions)" (p.88) in the Owner's Manual.

Solo

You can play using single notes, by pressing [SOLO] (indicator lights). This function is especially effective when playing a sax, flute or other monophonic instrument.

Using [PORTAMENTO] with [SOLO] ON allows you to simulate performance techniques like violin glissandos.

KEY EFFECTS
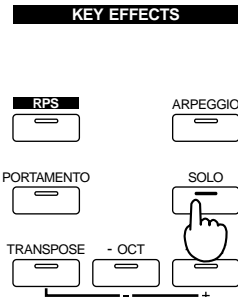
✳   For details, refer to "Playing single notes (Solo)" (p.28) in the Owner's Manual.

Portamento

As you play the keyboard, you can make pitch slide smoothly from one key to another, by pressing [PORTAMENTO] (indicator lights).

KEY EFFECTS
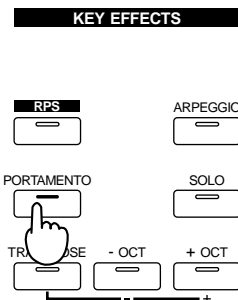
✳   For details, refer to "Creating smooth pitch changes (Portamento)" (p.28) in the Owner's Manual.

Sound Palette

While playing the keyboard, you can move the sliders up or down to modify volume level or sound character.

To change sound character, press [FILTER/ENV] to light the indicator and move the sliders.

To change the volume level, press [LEVEL] to light the indicator and move the sliders.
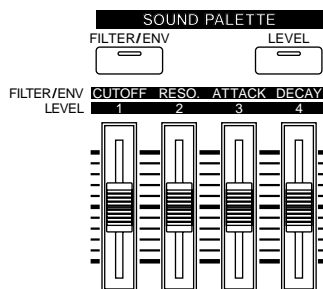
SOUND PALETTE

✳   For details, refer to "Quick sound character changes (Sound Palette)" (p.28) and (p.32) in the Owner's Manual.

13

Play arpeggios (Arpeggiator)

You can play a broken chord (arpeggio) automatically, by simply pressing a chord. For example, if you press a C major chord, the XP-80 plays an arpeggio such as C → E → G → C → E → G...

<Procedure>

❶ Press [PATCH].

❷ Press [ARPEGGIO] to turn the indicator on.

KEY EFFECTS

❸ Play a chord.

XP-80 will play an arpeggio, according to the notes forming the chord you have just voiced.
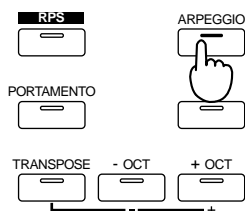
❹ Press [▲] or [▼] to move the cursor to the "Arpeggio Style" and enter various values by turning the VALUE dial.

Depending on the value you enter, the way arpeggios play will vary.

✳ For details regarding playing arpeggios, refer to "Playing an arpeggio" (p.35) in the Owner's Manual.

❺ To finish playing arpeggios, press [ARPEGGIO] again so the indicator turns off.

Try out the demo disk

Listen to the demo songs

The disk supplied with XP-80 contains 8 demo songs. Listen to the demo songs to get a better idea of just what the XP-80 can do.

No.	File Name	Song Name	Composer	
01	DEMO_000.SVQ	The AXE	**Alex Wurman**	Copyright © 1996 Sonart Productions BMI
02	DEMO_001.SVQ	New Age Express	**Jean-Philippe Rykiel**	Copyright © 1996 Tactic Music
03	DEMO_002.SVQ	Sound Pile /#4	**Scott Wilkie**	Copyright © 1995 Scott Wilkie for BeachHouse Music
04	DEMO_003.SVQ	Ten Years	**Marvin Sanders**	Copyright © 1995 Marvster Music
05	DEMO_004.SVQ	Saga	**Masashi Hirashita, Kazuko Hirashita**	Copyright © 1996 Roland Co.
06	DEMO_005.SVQ	Body Noise	**Pendulumn**	Copyright © 1996 Roland Co.
07	DEMO_006.SVQ	RPS City	**Naoki Matsuura**	Copyright © 1996 Roland Co.
08	DEMO_007.SVQ	HyperGroove4XP	**Mitsuru Sakaue**	Copyright © 1996 Idecs Inc.

∗　Warning: All rights reserved. Unauthorized use of these songs for any other purposes than personal enjoyment is a violation of applicable laws.

∗　Refer to page 36 for composer profiles.

∗　The demo song DEMO_007.SVQ (HyperGroove4XP) has been created using the optional wave expansion board "SR-JV80-09 SESSION." To play back this demo song correctly, install this wave expansion board in any of EXP-A–D slots. This song is created using the data libraries "Hyper Groove" from Idecs Inc.

<Procedure>

❶　Insert the demo disk into the disk drive.

❷　Press [SEQUENCER].

The Play (SEQ(Song)) display will appear.

Song number　　　　　　　File name　　　　　　　　　　　Song name

Volume label

```
SEQ(Song)              □ Play □   凹 [              ] STOP
00: Internal Song          〈  Next=              〉
M=    1 | Loop=   OFF | TRK  1 ____ ____ ____ ____
♩=  120 |             | Patch Mode
B= 4/ 4 |                     USER:001(West Coast  〉
  Setup   Quantiz  TrkEdit  Micro   Loop    List
```

❸　Make sure that the cursor (black box) is located at the song number.

If the cursor is elsewhere, move it by pressing [▲] or [▼].

❹　Select the demo song that you wish to hear, either by turning the VALUE dial, or using the [INC] or [DEC] to select the song number 01–08.

❺　Press [STOP/PLAY] to start demo song playback.

To interrupt playback, press [STOP/PLAY] again. Listening to the demo song, you can modify the volume level and/or effects of each Part. To modify values, follow the same procedure as you use for "Playing a demo song" (p.8).

∗　If you interrupt song playback, a "+" symbol may appear at the side of the displayed measure number (M=). This indicates that the song is stopped in the middle of a measure.

∗　If you play the keyboard after a song has been played back and experience problems such as no sound or incorrect pitch, hold down [SHIFT] and press [EXIT] for several seconds (the Panic function).

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Play back a pattern by pressing specific keys (RPS)

The RPS (Realtime Phrase Sequencing) function allows you to assign a Pattern to a key on the keyboard and play it back simply by pressing the assigned key. Since different phrases can be played back by pressing different keys, this function is especially effective for live performance.

The demo disk contains a demo song "09:RPS_DEMO.SVQ (Try RPS)" that allows you to try out the RPS function. Here's how.

No.	File name	Song name	Composer
09	RPS_DEMO.SVQ	Try RPS	**Tatsuya Senoh** Copyright © 1995 Roland Corporation

∗ Warning: All rights reserved. Unauthorized use of this song for any other purposes than personal enjoyment is a violation of applicable laws.

∗ Refer to page 36 for the profile of the composer.
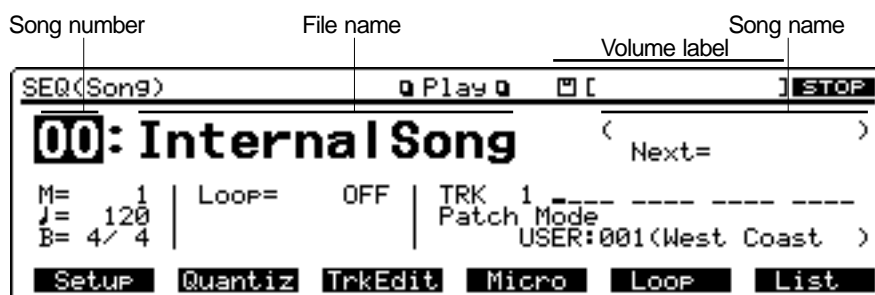
<Procedure>
❶ Insert the demo disk into the disk drive.
❷ Press [SEQUENCER].
❸ Make sure that the cursor is located at the song number.

If the cursor is elsewhere, move it using [▲] or [▼].

❹ Press the numeric key [9] to select "09:RPS_DEMO.SVQ (Try RPS)."
❺ Press [STOP/PLAY] to begin playback.
❻ As you listen to the song, press keys on the keyboard referring to the diagram below.

Pressing a key will play back the pattern once.
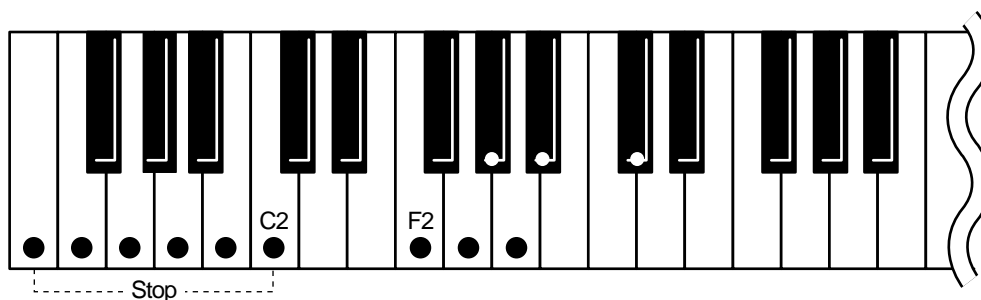
∗ If you press F2, the pattern will repeatedly play back. To interrupt playback of the pattern, press F2 again or press a key lower than C2. To interrupt playback of other patterns, press a key lower than C2.

❼ To stop playback, press [STOP/PLAY] again.

Combine Patterns for playback

The included demo disk also contains various Pattern collections which you can use in various playing situations. These Pattern collections are contained in the songs numbers from 10 to 20. You may use these Pattern collections to create your own songs. The demo song DEMO_006.SVQ (RPS City) has been created using the Pattern set PTNSET11.SVQ (Trance Set).

These Pattern collections will not play back even when you press [STOP/PLAY]. By pressing specific keys, however, you can play back drum, bass or other instrument phrases. Here's how you can play a song combining these Patterns.

No.	File name	Song Name
10	PTNSET01.SVQ	Acid Set
11	PTNSET02.SVQ	Acid Swing Set
12	PTNSET03.SVQ	Dancehall Set
13	PTNSET04.SVQ	Euro Beat Set
14	PTNSET05.SVQ	Funk Set
15	PTNSET06.SVQ	Ground Beat Set
16	PTNSET07.SVQ	Hip Hop Set
17	PTNSET08.SVQ	House Set
18	PTNSET09.SVQ	Jazz Set
19	PTNSET10.SVQ	Lovers Set
20	PTNSET11.SVQ	Trance Set

The produsers of all songs are **Mitsuru Sakaue** and **Kiyotaka Takiyama**. Copyright © 1995 Roland Corporation

∗ Roland Corporation holds the copyrights to all the Phrases of these Patterns. You may use these Phrases when creating new works of your own without requesting permission from Roland. Roland Corporation, however, assumes no responsibility or liability whatsoever with regard to any infringements upon the copyrights of any third parties that may result through your use of these materials.

∗ Refer to page 36 for the profile of the Producer.

<Procedure>

❶ Insert the demo disk into the disk drive.

❷ Press [SEQUENCER].

❸ Make sure that the cursor is located at the song number, and select the demo song that you wish to hear, either by turning the VALUE dial, or by pressing [INC]/[DEC] to select the song number from 10–20.

If the cursor is elsewhere, move it using [▲] or [▼].

❹ Press [STOP/PLAY].

No sound will play, but the sounds to be used for Pattern playback will be selected. By putting the XP-80 in playback mode, you can synchronize the timing at which each Pattern will begin playback.

❺ Press various keys to play back the Patterns, referring to the figure below.

As long as you keep the key pressed, the pattern continues to play back. You can play back up to eight Patterns simultaneously.
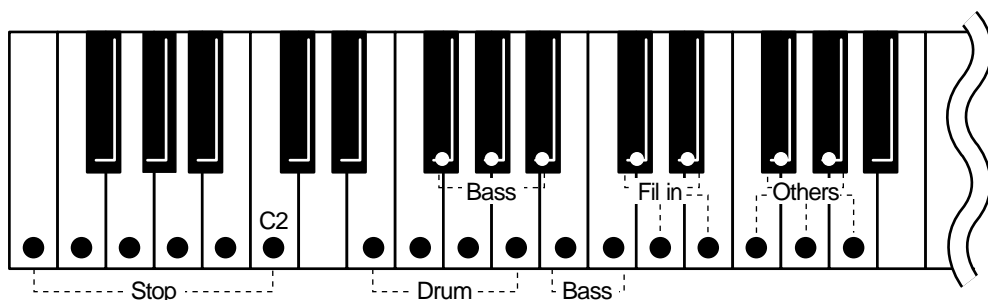
∗ The keys assigned to each pattern will vary slightly depending on the pattern collection selected.

∗ To interrupt playback of the pattern, press a key lower than C2.

❻ To stop playback, press [STOP/PLAY] again.

Add rhythmic 'feel' to the songs

The Groove Quantize function allows you to add a rhythmic 'feel' to your song by putting in accents and changing timing for a more human or natural feel. You can easily vary the playing 'feel' by selecting different templates of different musical styles. Here's how you can use Groove Quantize with the "21:QTZ_GRV!.SVQ(Try Groove)" contained in the demo disk.

| No.	File name	Song name
21	QTZ_GRV!.SVQ	Try Groove

<Procedure>
❶ Insert the demo disk into the disk drive.
❷ Press [SEQUENCER].
❸ Make sure that the cursor is located at the song number, and press the numeric key [2] and [1] to select "21:QTZ_GRV!.SVQ(Try Groove)."

If the cursor is elsewhere, move it using [▲] or [▼], then select the song.

❹ Press [STOP/PLAY] to play back the song.

Check the song's rhythm before performing Groove Quantize.

❺ Press [F2] (Quantiz).

The message "This Song is not Internal Song. Load anyway?" will be displayed.

❻ Press [F5] (OK) to load the song into internal memory.
❼ Press [F3] (Groove).

The Groove Quantize display (SEQ/Quantize) will appear.

❽ Press [STOP/PLAY] to audition the song (Preview).
❾ Make sure that the cursor is positioned at the "Template Number," and turn the VALUE dial to select a template from PRE:001–PRE:071.

If the cursor is elsewhere, move it using [▲], then select the template.

As you switch templates, you'll notice the rhythmic 'feel' also changes.

✳ If you select a number from USER:001–USER:016 before loading a user groove template, Groove Quantize will not work.

❿ To end preview, press [STOP/PLAY] again.

Try out some user groove templates

In addition to the templates stored in the XP-80's memory (PRE:001–PRE:071), you can also select user groove templates for Groove quantization. User groove templates are those you can manipulate for a Groove Quantize based on the feel of any songs you like.

The demo disk contains a user groove template file (U_TEMPLA.SVT) that holds 16 different user groove templates. This lets you access various user groove templates covering different musical categories. Load "21:QTZ_GRV!.SVQ (Try Groove)" into the XP-80's memory and try it out.

<Procedure>
❶ Insert the demo disk into the disk drive.
❷ Press [SEQUENCER].
❸ Make sure that the cursor is positioned at the song number, and press the numeric key [2] and [1] to select "QTZ_GRV!.SVQ(Try Groove)."

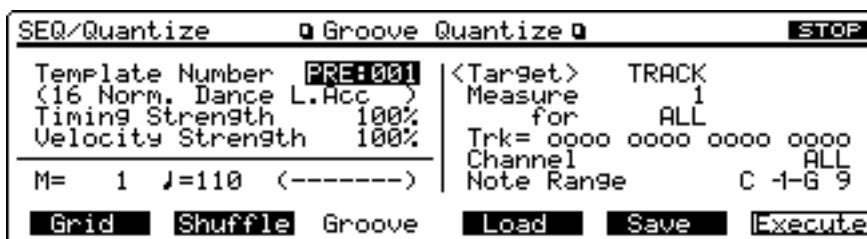If the cursor is elsewhere, move it using [▲] or [▼], then select a song.

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❹   Press [ENTER] to finalize the song selection.

The box surrounding the song number and file name will disappear, and the cursor will be positioned at the song number.

❺   Press [F2] (Quantiz).

The message "This Song is not Internal Song. Load anyway?" will be displayed.

❻   Press [F5] (OK) to load the song into the internal memory.

❼   Press [F3] (Groove).

❽   Press [F4] (Load).

The LoadTemplate display (SEQ/Quantize/Load) will appear.

```
SEQ/Quantize/Load  ▣ Load Template ▣      🗓[XP-80 DEMO ]
File Type    GROOVE
File Name    01:U_TEMPLA.SVT


                              Press [Execute] to load.
   ---        ---        ---        ---       List     Execute
```
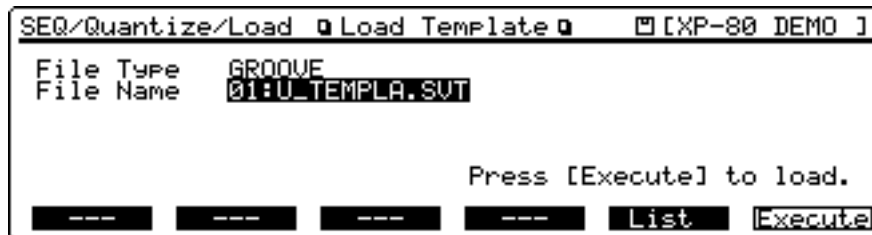
❾   Make sure that the cursor is positioned at the "File Type," and make sure that "GROOVE" is selected.

❿   Press [▼] to move the cursor to the "File Name," and make sure that "U_TEMPLA.SVT" is selected.

⓫   Press [F6] (Execute) to load the user groove template file.

When the user groove template file has been loaded, the Groove Quantize display (SEQ/Quantize) appears.

⓬   Press [STOP/PLAY] to preview the song.

⓭   Make sure that the cursor is positioned at the "Template Number," and turn the VALUE dial to select a template you like from USR:001–016.

By switching from one template to another, you'll notice the rhythmic 'feel' of the song also changes.

If the cursor is elsewhere, move it by pressing [▲], then select the template.

Template	Explanation
USR:001 (16 Norm. Dance H.Acc)	Dance (large dynamics)
USR:002 (16 Norm. Fusion H.Acc)	Fusion (large dynamics)
USR:003 (16 Norm. Reggae H.Acc)	Reggae (large dynamics)
USR:004 (16 Heavy Dance H.Swg)	Dance (dragging beats, heavy swing)
USR:005 (16 Heavy Fusion H.Swg)	Fusion (dragging beats, heavy swing)
USR:006 (8 Norm. Pops H.Acc)	Pops (large dynamics)
USR:007 (8 Norm. Rhumba H.Acc)	Rhumba (large dynamics)
USR:008 (8 Heavy Pops H.Swg)	Pops (dragging beats, heavy swing)
USR:009 (Human Swing Feel)	Swinging groovy rhythm
USR:010 (Break Beats Feel)	Rhythm with the 4th beat delayed like breakbeats
USR:011 (Slowing Down/Draggin)	Rhythm with the first beat gradually becoming longer within a measure.
USR:012 (16 Beat Swing)	16-beat swing
USR:013 (Axe Music Feel)	Axe rhythm
USR:014 (Flat Swing Feel)	Swing rhythm with no grooves and dynamics
USR:015 (5 Against 2)	Quintuplets over two beats
USR:016 (Lagging 6/8 Feel)	Dragging Ethnic feel in 6/8

⓮   To end the preview, press [STOP/PLAY] again.

Playing songs in sequence (Chain Play)

Chain Play successively plays back songs on disk in the order you specify. The demo disk contains "XP-80.SVC" which is preset to play back song numbers 01–08 successively. Here's how to perform chain play.

<Procedure>

❶ Insert the demo disk into the disk drive.

❷ Press [CHAIN PLAY].

Chain file number

Chain file name

```
CHAIN              □ Play □   ⏺[XP-80 DEMO ]STOP

XX:———————————  —— ———      Loop Mode= ONEWAY
  →01 END



   Insert   Delete   Clr All   ———    Save    List
```
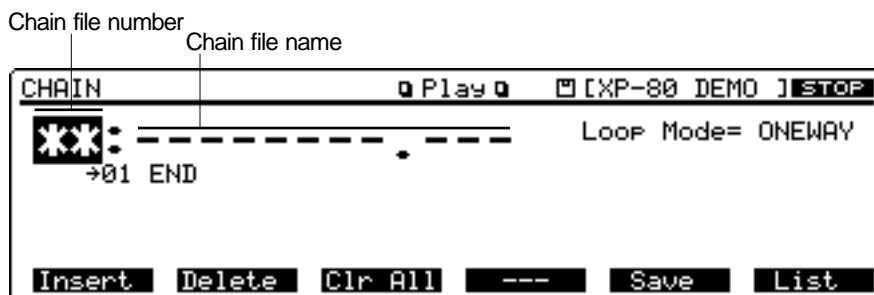
❸ Make sure that the cursor is positioned at the chain file number.

If the cursor is elsewhere, move it by pressing [▲].

❹ Turn the VALUE dial clockwise to select "XP-80.SVC."

❺ Press [STOP/PLAY] to start playback.

After a slight pause, chain play will start.

❻ To end the chain play, press [STOP/PLAY] again.

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Record a song

Here's how to use the XP-80 to record a simple song. On the XP-80, the musical performance data for one song or composition is called a 'song.' As you record the following sample song, you'll become familiar with basic recording procedures.

Multitrack recording allows you to record musical performances consisting of two or more instruments. The XP-80 performs multitrack recording by recording new Parts while you monitor the playback of Parts previously recorded on Phrase tracks. Generally, multitrack recordings are made in order of "drums → bass → accompaniment → melody." This order makes it easier to keep each Part rhythmically correct, since you can record the accompaniment or melody while listening to drums and bass.

Select a Performance

If you wish to use two or more Patches to play, select Performance mode. There are two types of Performances; single and layer. If you wish to record ensemble playing, select a single Performance. A single Performance allows only the specified Part to sound during recording, and to play back the song with multiple instruments.

In recording a sample song, use the Performance "PR-A:12 Pop Set 1."

<Procedure>

❶ Press [PERFORM].

The Play display (PERFORM) will appear.

❷ Turn the VALUE dial, or press [INC]/[DEC] to select Performance "PR-A:12 Pop Set 1."

Clear internal memory

A song to be recorded must first be loaded into internal memory. You will need to clear the memory before recording a new song.

<Procedure>

❶ Press [UTILITY].

❷ Press [6], then [ENTER].

The Song Initialize display (UTILITY/SngInit) appears.

```
UTILITY/SngInit    ❏ Song Initialize ❏
 This will clear all the song memory contents.



                   Press [Execute] to initialize.
   ---     ---     ---     ---     ---    Execute
```
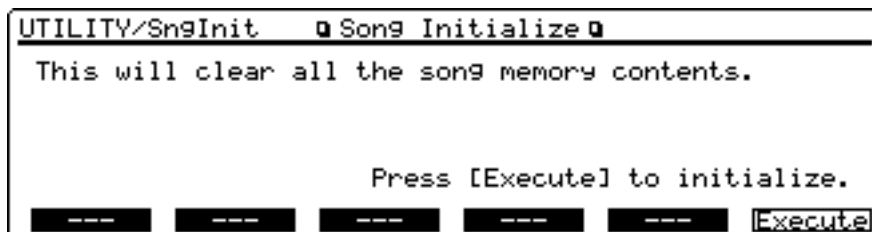
❸ Press [F6] (Execute) to clear internal memory.

Record the drums using realtime recording

Realtime recording allows you to record your performance as you play. It's pretty difficult to record multiple percussion instruments in realtime recording. We'll use the Loop function to record a bass drum, snare drum, hi-hat, etc., over a specified area repeatedly until your drum set is complete. For the this drum set, we'll use the "PR-A:001 PopDrumSet 1" sounds assigned to Part 10 of a Performance.

<Procedure>

❶ Press [SEQUENCER].

❷ Make sure that "00:InternalSong" is selected.

If another song is selected, move the cursor to the song number and select the song by turning the VALUE dial or pressing [DEC], then pressing [ENTER].

❸ Press [REC].

The Realtime Rec Stand-by display (SEQ) appears.

```
SEQ             ❏ Realtime Rec Stand-by ❏        STBY
 Song(             )    Mode=     MIX  | CountIn= 1
                       Qntz=     OFF   |
 M=      1 | Loop=     4    TRK 10 ---- ---- --·-- ----
 ♩=    70                   PART10 ----·----- ---- ----
 B= 4/ 4 |                       PR-A:001(PopDrumSet 1)
  → Part.   → Info   Rec Sel  Quantiz   Loop    A.Punch
```
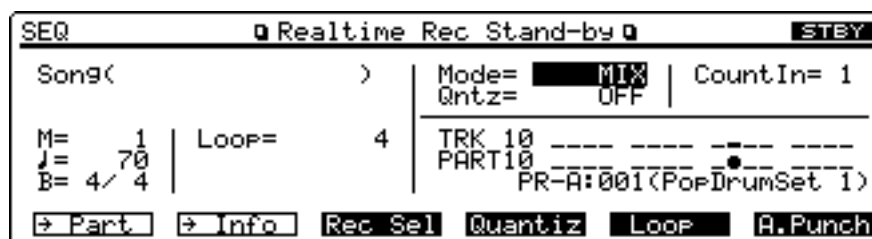
✳ To cancel recording, press [EXIT] or [REC].

❹ Press [▼] to move the cursor to " ♩ ," and set the tempo to 70. You can obtain this tempo by turning the VALUE dial counterclockwise or pressing [DEC].

❺ Press [►] to move the cursor to "Loop," and select 4, by turning the VALUE dial clockwise or pressing [INC].

This allows you to record four measures repeatedly.

❻ Press [▼] to move the cursor to "Mode," and make sure that MIX is selected.

This allows you to record the measures with multiple percussion instruments played separately.

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❼ Select Phrase track for the recording destination. Press TRACK/PART [10] and the indicator will blink.

When you select Phrase track 10, the drum sound of the correspondingly numbered Part 10 will automatically be selected for recording.
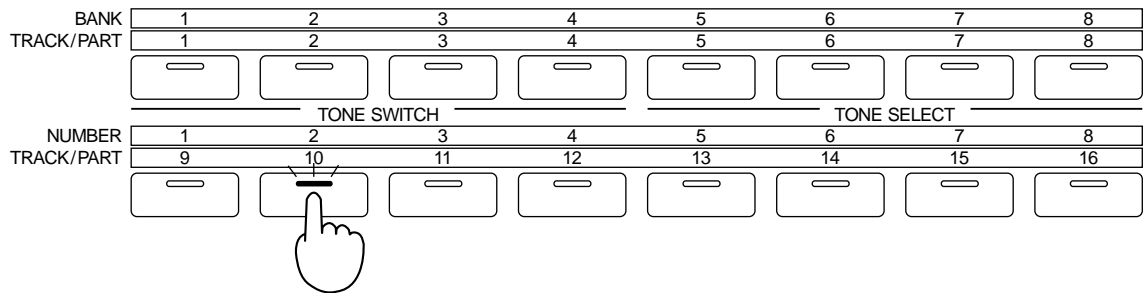
This completes preparations for recording. Now let's record the following musical passage using percussion instruments.
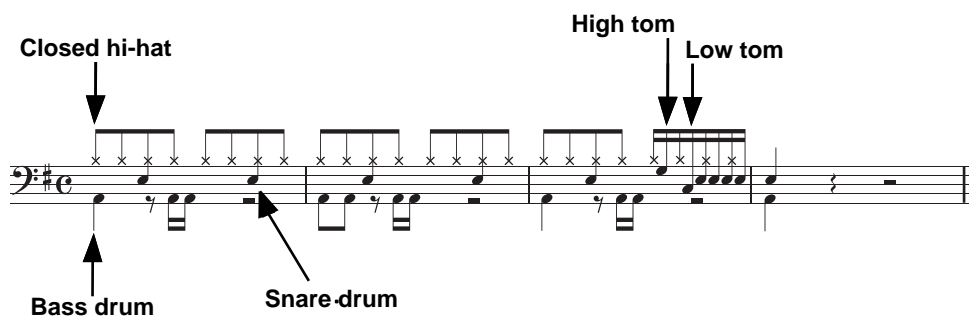
❽ Press [STOP/PLAY].

❾ After listening to one measure of the metronome count, press the C2 key to record the bass drum (Hybrid Kick1).

❿ When you finish recording the 4th measure, the song will return to measure 1, and the bass drum passage you have just recorded will play back. While listening to the playback, record the snare drum (Natural SN2) by pressing the D2 key.

⓫ In the same way, record the remaining percussion instruments using A2 (Verb Tom Hi), G2 (Verb Tom Lo) and F#2 (C1 HiHat 1) keys.
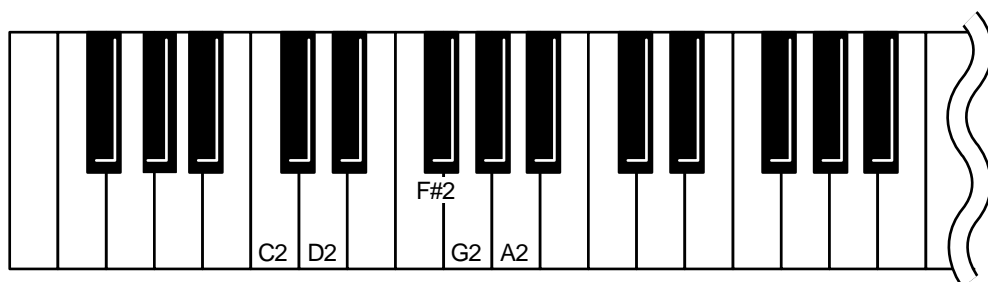
⓬ When you finish recording all notes of the percussion instruments, press [STOP/PLAY] to end the session.

<Rehearsal>

In recording mode, the Rehearsal function allows you to confirm which percussion instrument is assigned to each key or practice the passage, without actually recording the notes.

<Procedure>

❶ Press [F6] (Rehrsal) while in recording mode.
A "❚" symbol will be displayed next to "Rehrsal."

```
SEQ              ▯ Realtime Recording ▯        REC

 Song(                   )  | Mode=    MIX |
                              Qntz=    OFF |

 M=       1  | Loop=    4  | TRK 10  ____ ____ _●__ ____
 ♩=      70  |              | PART10  ____ ____ _●__ ____
 B= 4/ 4     |                      PR-A:001(PopDrumSet I)
 [→ Part.] [→ Info]  [ --- ] [ --- ] [Erase] [Rehrsal]
```
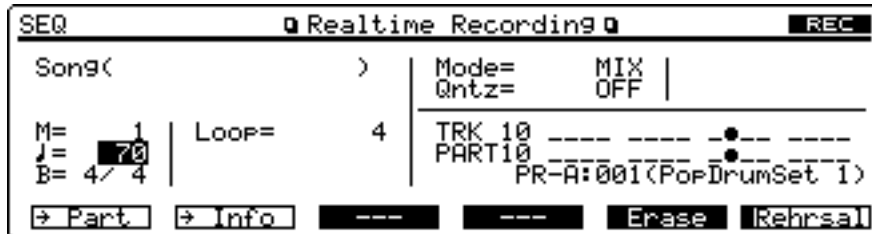
❷ To return to normal recording mode, press [F6] (Rehrsal) again.

<Realtime Erase>

If the notes were not recorded as you expected, use the Realtime Erase function to erase the wrong notes.

<Procedure>

❶ Press [F5] (Erase) while in recording mode.
Now you will be ready to use the Realtime Erase function.

```
SEQ              ▯ Realtime Recording ▯        REC

 Song(                   )  | Mode=    MIX |
                              Qntz=    OFF |

 M=       2  | Loop=    4  | T ┌<Realtime Erase>────────┐
 ♩=      70  |              | P │ Push KEYBOARD or [F6]  │
 B= 4/ 4     |                │  [ -- ] [ -- ] [ErsALL] │
 [→ Part.] [→ Info]  [ --- ]  └────────────────────────┘
```

❷ Press the key corresponding to the percussion sound you wish to erase, and the notes will erase as long as you continue pressing the key.
If you wish to erase all percussion instrument notes, press [F6] (ErsALL). All the notes will be erased during the time that you hold down the button.

❸ When you finish erasing, press [EXIT] to close the Realtime Erase window.

View the recorded data

The notes you record on the sequencer are recorded as MIDI messages. Let's use the Microscope display (SEQ/Micro) to check the drum performance data you recorded just now.

<Procedure>

❶ While holding down [SHIFT], press [BWD] to move right to the beginning of the first measure of the song.

❷ Press [F4] (Micro).

The Microscope display (SEQ/Micro) will appear.

Song position (Measure-Beat-Clock)

Performance data

```
SEQ/Micro              □ Microscope □            Track 10
    1-01-000>10*Note(F#2)  42 OnV= 78 Gt=  38 OfV= 84
         000 10*Note(C 2)  36       96        77      96
         048 10 Note(F#2)  42       69        38      86
    02-000 10*Note(F#2)    42      101        38      79
         000 10*Note(D 2)  38      105        38     122
         048 10*Note(F#2)  42       93        38      96
   ▼
 Create    Erase    Move    Copy    Place    View
```

❸ Press [▼] to view the recorded performance data.

Pressing [▼] will move the ">" symbol to the next data. Pressing [▲] will move the ">" symbol to the previous data.

✳ A "*" symbol displayed at the left of performance data indicates that other data has also been recorded at the same Song position.

Record the bass using step recording

The Step Recording function allows you to input notes and rests one by one. It is suitable for recording a bass line that should be rhythmically correct, or other Parts you may have difficulties playing by hand. Use "PR-B:013 Finger Bass" assigned to Part 2 of a Performance.

✳ Mix-recording data on one Phrase track is not possible when step recording. If you want to mix (combine) sequencer data into a single Phrase track, you need to conduct separate step recording sessions and merge the takes using the Track Edit function (Owner's Manual p. 130).

<Procedure>

❶ Press [PERFORM].

❷ Press [◀] or [▶] until "Part 2(PR-B:013 Finger Bass)" is on the display so that you can play a bass line on the keyboard.

The part played by the keyboard

```
PERFORM [012/a12]       □ Play □           Ctrl-Ch= 16
                                                   EFX)
                                                   CHO)
 PR-A:12 Pop Set 1                                 REV)
 Octave:  0  Key Mode:SINGLE      Part 2(Finger Bass )
 Center:C 4                       _●__ ____ ____ ____
 Common    K.Range    Part    MIDI    Effects    Info
```

❸ Press [SEQUENCER], then [F4] (Micro) to call up the Microscope display (SEQ/Micro).

❹ Hold down [SHIFT] and press [BWD] to return to measure 1.

❺ Select Phrase track 2 as the recording destination by pressing TRACK/PART [2].

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❻ Press [REC].

The Step Recording display (SEQ/Micro) will appear.

```
SEQ/Micro          ◘ Step Recording ◘          Track  2

          Ch Note      Vel  Gate │ Step Time        ♩
  1-01-000>                      │ Gate Ratio      80%
                                 │ Velocity       REAL


  ▢Pattern  StpBack  ▬▬▬  ▬▬▬   Tie    Rest
```

This completes preparations for recording. Now let's record the notes by following the staff notation.

❼ Select the step time (note length) for the first note. The first note to be input is a quarter note. Move the cursor to "Step Time," and make sure that " ♩ " is displayed.

❽ Press the G2 key for the first note.

G2

```
SEQ/Micro          ◘ Step Recording ◘          Track  2

          Ch Note      Vel  Gate │ Step Time        ♩
  1-01-000> 2 G 2( 43) 127   77  │ Gate Ratio      80%
                                 │ Velocity       REAL


  ▢Pattern  StpBack  ▬▬▬  ▬▬▬   Tie    Rest
```
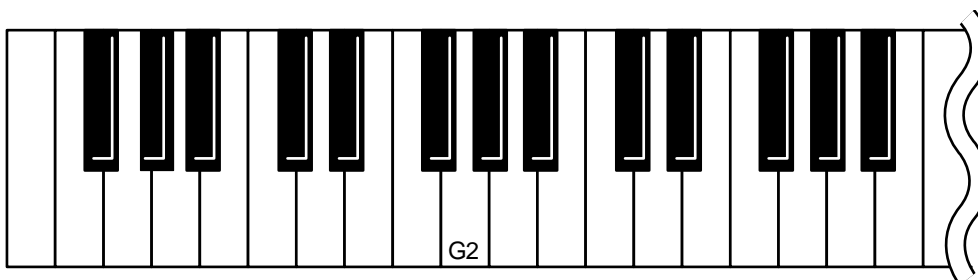
Releasing the key finalizes the value so that you can enter the next note.

```
SEQ/Micro          ◘ Step Recording ◘          Track  2

          Ch Note      Vel  Gate │ Step Time        ♩
  1-01-000  2 G 2( 43) 127   77  │ Gate Ratio      80%
  1-02-000>                      │ Velocity       REAL


  ▢Pattern  StpBack  ▬▬▬  ▬▬▬   Tie    Rest
```
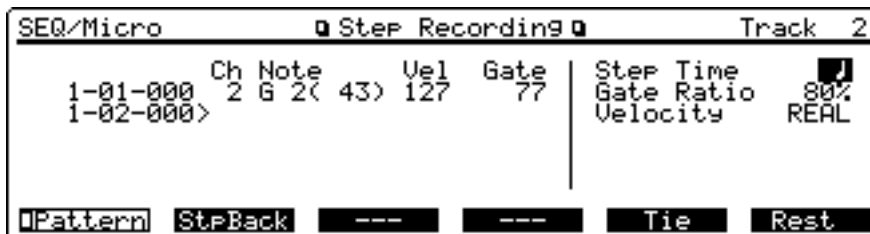
✳ To correct a wrong note entry, press [F2] (StpBack) or [BWD] to erase the most recently-entered note, and input it again.

⑨ Next, you'll input an eighth-note rest. Select an eighth note as the step time, by turning the VALUE dial counterclockwise or pressing [DEC], then press [F6] (REST).

```
SEQ/Micro          ◘ Step Recording ◘          Track   2
                Ch Note       Vel   Gate   Step Time        ♪
      1-01-000   2 G 2( 43) 127      77   Gate Ratio      80%
      1-02-048>                           Velocity       REAL



   ◘Pattern  StpBack    ---       ---       Tie     Rest
```
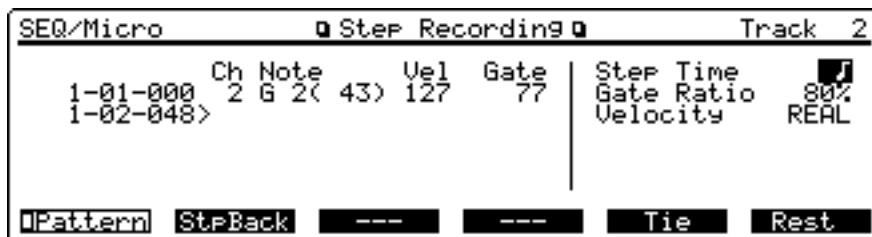
⑩ Next you'll enter two sixteenth notes. Select a sixteenth note as the step time, by turning the VALUE dial counterclockwise or pressing [DEC], then press the G2 key twice.

```
SEQ/Micro          ◘ Step Recording ◘          Track   2
                Ch Note       Vel   Gate   Step Time        ♬
      1-02-072   2 G 2( 43) 127      19   Gate Ratio      80%
      1-03-000>                           Velocity       REAL



   ◘Pattern  StpBack    ---       ---       Tie     Rest
```

⑪ Now you'll enter a half-note rest. Select a half note as the step time, by turning the VALUE dial clockwise or pressing [INC], then press [F6] (REST).

```
SEQ/Micro          ◘ Step Recording ◘          Track   2
                Ch Note       Vel   Gate   Step Time        ♩
      1-02-072   2 G 2( 43) 127      19   Gate Ratio      80%
      2-01-000>                           Velocity       REAL



   ◘Pattern  StpBack    ---       ---       Tie     Rest
```

⑫ This completes the first measure. Record the second and following measures in the same way.
⑬ When you finish recording, press [STOP/PLAY].
⑭ Press [EXIT] to return to the Play display (SEQ(Song)).

Record the melody using realtime recording

Here's how to realtime record a melody using the "PR-A:001 64voice Piano" which is assigned to Part 1 of a Performance.

<Procedure>
❶ Press [REC] to call up the Realtime Rec Stand-by display (SEQ).
❷ Return the song to the measure 1. To do this, press [▲] or [▼] to move the cursor to "M," then turn the VALUE dial counterclockwise or press [DEC] to set 1.
❸ Press [LOOP] to turn the indicator off.

This turns off the Loop function. As repeated recording is not needed for recording a melody, you should turn this off.

❹ Press [▼] to move the cursor to "Mode," then set the recording mode to REPLACE, by turning the VALUE dial counterclockwise or pressing [DEC].

Select REPLACE because you won't be mix recording.

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❺ Select Phrase track 1 as the recording destination of the melody, by pressing TRACK/PART [1].

The indicator will blink. By selecting the Phrase track 1, "64voice Piano" assigned to the correspondingly numbered Part 1 will be ready for recording.
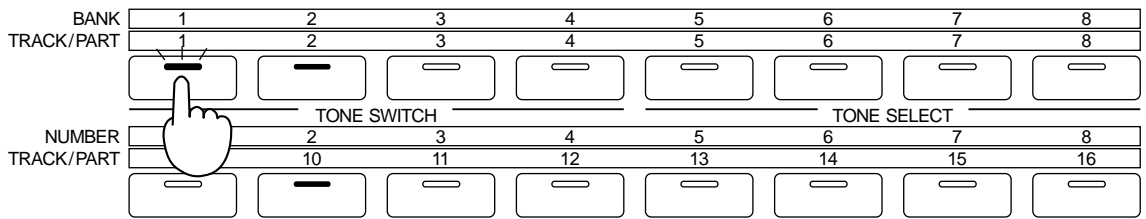
At this time, TRACK 2 and 10 button indicators are on. This indicates that Phrase tracks 2 and 10 contain recorded material.

❻ Press [STOP/PLAY] to begin recording.

After one-measure metronome count, play the melody as you monitor the percussion and bass parts you laid down earlier.

❼ When you finish recording, press [STOP/PLAY].

This completes recording of the sample song. Hold down [SHIFT] and press [BWD] to return to measure 1, then press [STOP/PLAY] to listen to the song.

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Create an appropriate Performance for the song

The sample song you've just recorded uses a preset Performance. However, that Performance's settings may not be ideal for your song. This section will explain how you can modify the Performance to better suit your song. Different aspects of a Performance can be modified, but as an example, let's change the Patch "PR-A:001 64voice Piano" that is selected for the melody. Then we'll modify the name of the Performance and save the new settings.

Select a different Patch for the melody

<Procedure>

❶ Press [PERFORM] to call up the Play display (PERFORM).
❷ Press [F3] (Part).

The Part Param display (PERFORM/Part) will appear.

```
PERFORM/Part          ◘ Part Param ◘     1(64voicePiano)

   Patch Group      PR-A    Coarse Tune            0
   Patch Number      001    Fine Tune             0
            (64voicePiano)  Octave Shift          0
   Part Level        100    Voice Reserve(rest 4)  4
   Part Pan            0

   Common   K.Range   Part    MIDI   Effects  Palette
```

❸ Press TRACK/PART [1] to select Part 1.
❹ Press [▲] or [▼] to move the cursor to "Patch Group" or "Patch Number."
❺ Select a Patch you like by turning the VALUE dial or pressing [INC]/[DEC]. Play the keyboard to listen to the sounds while you select a Patch.
❻ When you finish making settings, press [EXIT] to return to the Play display (PERFORM).

An asterisk "*" appears at the left of the Performance group on the display. This indicates that the Performance settings have been modified.

Assign a new name to the Performance

The currently selected performance is named "Pop Set 1." Let's assign a new name to the newly created Performance.

<Procedure>

❶ Press [F1] (Common).

The Common display (PERFORM/Common) will appear.

```
PERFORM/Common          ◘ Common ◘

   Performance Name   [Pop Set 1    ]

   Key Mode           SINGLE   Clock Source      PERFORM
                               Performance Tempo     120

   Common   K.Range   Part    MIDI   Effects   Info
```

❷ Press [▲] to move the cursor to "Performance name."
❸ Press [◄] or [►] to move the cursor to the location where you want to enter a character.
❹ Turn the VALUE dial, or press [INC]/[DEC] to select the desired character.
❺ Repeat steps 3 and 4 to finish assigning the new Performance name.
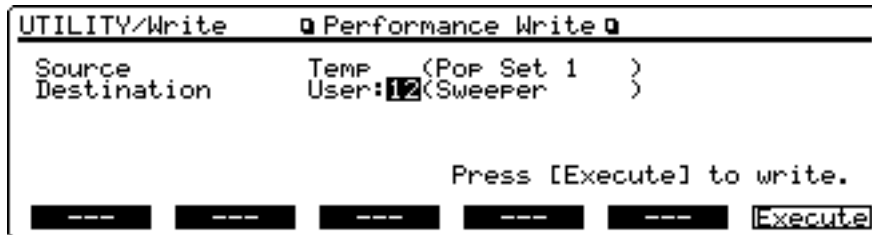❻ Press [EXIT] to return to the Play display (PERFORM).

Store the Performance

The Performance settings that you modify are temporary. They will be lost if you turn the power off or select another Performance. If you wish to retain the modified settings, you must store them in user memory.

<Procedure>

❶ Press [UTILITY].

❷ Press the numeric key [1], then [ENTER].

The Perform Write display (UTILITY/Write) will appear.

```
UTILITY/Write      ▫ Performance Write ▫

 Source         Temp   (Pop Set 1    )
 Destination    User:12(Sweeper      )


                    Press [Execute] to write.

  ---      ---      ---      ---      ---    Execute
```

❸ Turn the VALUE dial or press [INC]/[DEC] to select a Performance of the writing destination. In this example, select any Performance you wish to overwrite.

❹ Press [F6] (Execute) to save the Performance settings into the selected memory destination.

If a message "Write Protect ON" is displayed, press [DEC] to turn the setting "OFF."

Then, press [EXIT] to clear the message, and [F6] (Execute) again.

< The temporary area >

When you modify a Performance or Patch, you are not actually modifying the Performance or Patch that is stored in memory.

You are modifying the Performance or Patch data which has been copied into a temporary work area, referred to as the "temporary area." The reason for this is that if you were to directly modify the original Performance or Patch that is stored in memory, it would not be possible to return it to the original settings.

One way of thinking about this is to imagine that you have copied a Performance or Patch that is stored in your desk drawer, and are modifying it on your desktop (the temporary area). If you leave the Performance or Patch on your desktop, it will be thrown away. If you wish to keep the Performance or Patch that you have been working, you need to store (save) it back in the desk drawer.

Save your new song

The song you've just recorded will be lost if you turn the power off. If you wish to keep the song, you must save it to disk.

Format a disk

New disks or disks that have been formatted for use on another device must be formatted by the XP-80 before songs can be saved to them.

<Procedure>

❶   Check the disk.

The XP-80 uses 2DD or 2HD 3.5 inch floppy disks. When you format a disk, all data existing on that disk will be lost. If you will be using a disk that has been used with another device, make sure that it does not contain data you wish to keep.

❷   Set the protect tab of the disk to the Write position.
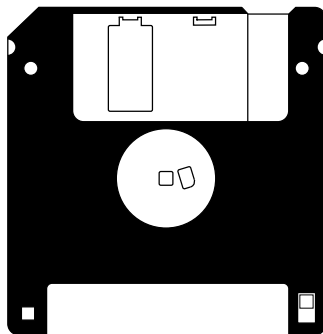
Protect tab
↑ Write (writing permitted)
↓ Protect (writing prohibited)

❸   Insert the disk into the disk drive.
❹   Press [DISK].
❺   Press the numeric key [3], then [ENTER].

The Format display (DISK/Format) will appear.
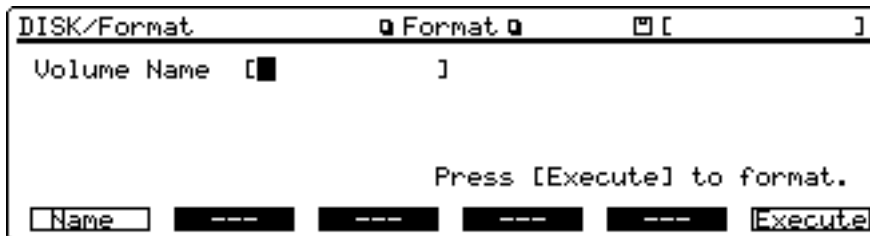
❻   Press [F6] (Execute).

At this time, the message "Format OK?" appears to prompt your confirmation.

❼   Press [F5] (OK) to execute formatting.

When formatting is completed, the display will indicate "COMPLETE."

∗   If you wish to cancel formatting, press [F6] (Cancel).

❽   Press [EXIT] to return to the Disk Menu display (DISK/Menu).

Save your song to disk

You can save your song to the disk you just formatted.

<Procedure>

❶ Make sure that the Disk Menu display (DISK/Menu) is up.

If another display is showing, press [DISK] to call up the Disk Menu display.

❷ Press the numeric key [2], then [ENTER].

The Save display (DISK/Save) will appear.

```
DISK/Save          ▫ Save ▫          ▣ [          ]
File Type    SONG        Save Mode  SONG+SOUND
File Name    [▉ONG_000].SVQ(              )


                         Press [Execute] to save.
 [ Name ]    ---    ---    ---    [ List ] [Execute]
```

❸ Make sure that SONG is selected for "File Type."

❹ Press [►] to move the cursor to "Save Mode," and make sure that "SONG + SOUND" is selected.

This allows you to save the Performance settings to disk along with the song.

❺ Press [▼] to move the cursor to "File Name."

❻ Press [◄] or [►] to move the cursor to the location where you wish to enter a character.

Modify the temporary file name "SONG_000" and assign a new file name as you like.

❼ Turn the VALUE dial, or press [INC]/[DEC] to select the desired character.

❽ Repeat steps 6 and 7 to finish assigning the new file name.

❾ Press [F6] (Execute) to save the file to the disk.

When saving is completed, the display indicates "COMPLETE."

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DanceKit

The "Dance Kit" disk contains carefully selected sounds and music data geared toward the current dance music scene. By using this disk, you will be able to hear for yourself how the XP-80 can be used to its full potential. Maybe it will provide some hints which can be used for your own music!

In the "Dance Kit" you will find the following data and materials:

Demo songs: 6
Demo songs (for RPS): 14
Data files: 1 (DANCEKIT.SVD)

✻ "DANCEKIT.SVD" contains 128 patches, 32 performances, and 2 rhythm sets.

Caution

Before listening to the demo data on the disk, you have to overwrite your User memory and System memory. If you have created any important data in the XP-80, be sure to back up your data onto another disk first.

To store your data onto a disk, press the [DISK], press the numeric key [2], the [ENTER] to call up the Save display (DISK/Save). On that screen, select "SOUND" for File Type parameter, and then name your file and press the [F6] (Execute) to save the data.

After playing the demos, you will want to load your important data back into the XP-80. To do so, Press the [DISK], Press the numeric key [1], then [ENTER] to call up the Load display (DISK/Load). From that screen, select "SOUND" for File Type parameter, and then select your file and press the [F6] (Execute) to load the data.

✻ For details, refer to p.167 in the XP-80 Owner's Manual.

Loading Data Needed for the Demos

❶ Insert the "Dance Kit" disk into the disk drive.
❷ Press the [DISK], press the numeric key [1], then [ENTER] to call up the Load display (DISK/Load). From that screen, select "SOUND" for File Type parameter, and then select the "DANCEKIT. SVD" and press [F6] (Execute) to load the data.

✻ Keep the disk inserted while listening to the demos.

Playing Back Demo Songs

❶ Press the [SEQUENCER].
❷ Choose a demo song you want to play back and press the [STOP/PLAY].

Playing Back Patterns Using RPS

❶ Press the [SEQUENCER] and choose the RPS demo data you want to play back.
❷ Press the [STOP/PLAY]. Although this won't cause songs to play, it sets patches in the Performance and sets the playback tempo of the patterns.
❸ Try pressing the keys and play various patterns. To stop play of the patterns, press the white key at the far left side (C2).
❹ When finished, press the [STOP/PLAY].

Playing Various Patches

❶ After pressing the [PATCH], select the Patch you wish from the User Group (USER 1-128). To enable selection from the USER group, press the [PATCH] and press [0] while holding down the [SHIFT].

Also, try the C1/C2 slider to modify patches. You will see a "*" next to the names of patches with sounds that you can vary using the sliders.

Demo Songs

File Name	Song Name	Composer/Arranger
DKIT_01.SVQ	NEXTGENERATION	Music by **Masayuki Kurihara** *1
DKIT_02.SVQ	Echoes of Jungle	Arranged by **Shun Takai (Ten Factory)** *1
DKIT_03.SVQ	Trip Hop Bop	Arranged by **Naoki Matsuura, Noriyuki Nakahashi (Ten Factory)** *1
DKIT_04.SVQ	Resonance	Music by **Ryeland Allison** *2
DKIT_05.SVQ	Jungle Juice	Arranged by **Naoki Matsuura (Ten Factory)** *1
DKIT_06.SVQ	Hemenway	Music by **Shigeyoshi Kawagoe** *1

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Masayuki Kurihara

Masayuki is a techno-artist who currently resides in Tokyo. His activities include providing musical selections, creating sound tracks and special effects, and the production of music for T.V. commercials. In another vein, his work has been released on 12-inch records and CDs by Gaia Records of Germany, and Psy-harmonics of Australia (among others). He has performed at a variety of clubs and outdoor parties in Tokyo, Berlin, Hamburg and Paris. In May of 1995, he established the T.T.T. Records company, in partnership with DJ Kuni and others. He is currently looking forward to being able to release a variety of new musical material to the world.

Ryeland Allison

Ryeland makes electronics groove at the speed of sound including computer controlled transistor rhythm. He is honored to introduce this to you.

Shigeyoshi Kawagoe

Shigeyoshi entered the Berklee College of Music in 1985, and majored in jazz composition and arrangement. He studied under Bret Willmotte (guitar) and Hal Crook (composition, arrangement, and improvisation). While in school, he got together with Jeff Ramsey, Chris Parks, Dave Delhomme, and Zack Alford to form the group: "One Mind, One Soul."They performed mainly in the Boston area, and on numerous occasions they were the opening act along with Roy Ayers and Stacy Lauisaw. Moving to New York after graduation in December of '88, he continued his work as a performer along the East coast. He returned to Japan in March of '93. Since then, he has been kept busy as a guitarist, composer, arranger and MIDI programmer.

Ten Factory

Syun Takai, Naoki Matsuura, Noriyuki Nakahashi. Ten Factory consists of Roland Japan Staff.

Demo Songs for RPS

File Name	Song Name	RPS Keys
DUB.SVQ	Dub RPS	E2–C4
DUB_L.SVQ	Dub RPS_L	D2–D#4
FUNK2.SVQ	Funk2 RPS	E2–C#4
FUNK2_L.SVQ	Funk2 RPS_L	D2–Bb3
HIPH2.SVQ	HipHop2 RPS	E2–G#4
HIPH2_L.SVQ	HipHop2 RPS_L	D2–C4
JNGL_T.SVQ	Jungle_Tc RPS	E2–C4
JNGL_T_L.SVQ	Jungle_Tc RPS_L	D2–C#4
JUNGLE.SVQ	Jungle RPS	F2–C#4
JUNGLE_L.SVQ	Jungle RPS_L	D2–C4
TECHNO.SVQ	Techno RPS	E2–F4
TECHNO_L.SVQ	Techno RPS_L	E2–F4
TRIP_H.SVQ	Trip Hop RPS	E2–D4
TRIP_H_L.SVQ	Trip Hop RPS_L	D2–C4

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∗ Songs that have an "_L" at the end of their names are designed so they are easy to play during a live performance—the instrument parts have been arranged so they sound as a group when a single key is pressed.

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Performance (user)

No.	Name	Key Mode
1	Maze Magic	LAYER
2	WhatIsThis?	LAYER
3	Pulsey Hamng	LAYER
4	Sublimation	LAYER
5	Cheesy	LAYER
6	Low Pressure	LAYER
7	Labyrinth 2	LAYER
8	Childhood	LAYER
9	Piper	LAYER
10	Sirens Pad	LAYER
11	Dual Juno	LAYER
12	Power Saw	LAYER
13	S&H Pad 5th	LAYER
14	Bs+AnaSeq	LAYER
15	HyperHit	LAYER
16	Fx Split	LAYER
17	DanceSplit 1	LAYER
18	DanceSplit 2	LAYER
19	Bass/Lead 2	LAYER
20	Bass/Lead 3	LAYER
21	Tekno Set 1	SINGLE
22	Tekno Set 2	SINGLE
23	NEXTGENER..	SINGLE
24	Resonance	SINGLE
25	Hemenway	SINGLE
26	Dub RPS	SINGLE
27	Funk2 RPS	SINGLE
28	JungleTc RPS	SINGLE
29	Jungle RPS	SINGLE
30	Trip Hop RPS	SINGLE
31	Hip Hop2 RPS	SINGLE
32	Techno RPS	SINGLE

Patch (user)

No.	Name	V	No.	Name	V
1	Mission LFO	4	65	Sick Brass	4
2	Trance Pad 1	2	66	4 ChordTrick *	4
3	Taurus/S&H	4	67	Cyber Swing1	4
4	S&H VCF *	1	68	Cyber Swing2	4
5	Trailer	1	69	Ravesequence	4
6	BPF-SweepPad	2	70	Panned Claps	4
7	Do Ya See?	4	71	Dance Brass *	2
8	Wow!!	3	72	OB Voyages *	2
9	Vocal Phrase	3	73	Planet XP... *	3
10	Chucka-Clav	3	74	Juno Texture *	3
11	Raver Clav	1	75	Wet & Wild *	4
12	Synscat *	2	76	20 Years ago	3
13	Sweep Delay	1	77	Pygmalion *	4
14	JX3P Poly	4	78	Micro Cosmos	4
15	Poly Pulse	4	79	AmbientIntro	4
16	FAT JP6 *	2	80	AmbientChoir *	3
17	After Rave *	2	81	Tekno Vox *	4
18	Bend Me ! *	2	82	Future Split *	4
19	Chroma Poly *	4	83	BPF OrganVox*	3
20	Acid Octaves	2	84	Ace of Vox *	4
21	Froggy Wave	2	85	Injection *	2
22	FeedbckSynth *	2	86	Dance Piano *	3
23	5th Synth *	2	87	HousePiano 2 *	2
24	DLM Synth *	3	88	Space Piano *	4
25	High Rasp *	2	89	Sine Rhodes *	1
26	Insectacid	2	90	Retrosquares *	2
27	U SAW it ? *	2	91	Filthy EP *	2
28	Porta Juno *	3	92	Perc Marcato *	3
29	Keep the Owz	2	93	Soul Pad *	3
30	Basic Reso *	3	94	Tecno Bells	2
31	Rave Wave	3	95	Sqr Organ 1 *	2
32	Pigale Synth *	3	96	SH-101 Bass *	2
33	Rubber Synth *	2	97	TB-303 Bass *	2
34	Tape Strings *	1	98	Acid 404 *	1
35	Dirty Str. *	4	99	READ *	2
36	House Strngs *	4	100	Goa Bass 1 *	2
37	Flange Pad *	2	101	Goa Bass 2 *	3
38	Symphonie *	4	102	Infra Bass *	4
39	Raw Saw *	1	103	Jungle Bass *	4
40	Simple Pad *	3	104	Ecta Bass *	2
41	JX Squares *	1	105	Metal Bass *	2
42	Dance Lead *	4	106	MC-202 Bass *	2
43	Joe le Remix *	2	107	JP-4 Bass *	2
44	Ring Leader *	2	108	Super Sine *	4
45	Woody Synth	4	109	NoDry Bass ! *	2
46	Soft S&H	1	110	Ana Bass 1 *	2
47	FXM Lead *	4	111	Sweepy Bass *	2
48	HipHop Lead	3	112	Ana Bass 2 *	2
49	MidRiff 1 *	3	113	PWM Bass *	2
50	Cheep Square *	2	114	V-ResMicroBs *	3
51	Rough Wave *	2	115	PhoneIn Bass *	2
52	Acid Guitar *	2	116	Sub 8va Bass *	2
53	SQU Sequ.	2	117	Moody Bass *	3
54	Plik-Plok *	2	118	Fat Bass *	2
55	Velo Click *	2	119	Modular Bass *	2
56	Sequence it! *	2	120	Dance Bass *	2
57	Analog Seq 2	2	121	Bubble Bass *	2
58	Xmod Attack *	2	122	HUGE Bass	1
59	Minor Chord *	4	123	Saucers	2
60	Computer BPM	3	124	Working Rezo	2
61	FXM Saw Horn *	2	125	WhatWasThat? *	4
62	Dyna Hit *	3	126	IntrudeAlert	4
63	Owz it !	3	127	Sync Sirens	4
64	Scratch Auto	4	128	TR909 36/38	4

V: number of voices

Rhythm set (user)

Note No.	1: Dance Kit 1	2: Dance Kit 2
35	Scratch 1	808 Kick
C2 36	Round Kick	Round Kick
37	808 SN	808 Kick
38	Natural SN2	Natural SN1
39	Piccolo SN	808 Claps
40	Ballad SN	808 SN
41	808 Kick	808 SN
42	Cl HiHat 1	606 HiHat Cl
43	Dry Tom Lo	Op HiHat
44	Pedal HiHat	606 HiHat Cl
45	Dry Tom Hi	Op HiHat
46	Op HiHat	606 HiHat Op
47	Dry Tom Hi	Op HiHat
C3 48	808 Kick	808 Kick
49	Crash 1	Crash 1
50	808 SN	Tin Wave
51	Ride 2	Voice Breath
52	REV Crash 1	Tin Wave
53	Ride Bell 1	Tin Wave
54	606 HiHat Cl	R8 Click
55	Crash 1	Cl HiHat 1
56	606 HiHat Cl	R8 Click
57	Crash 1	Round Kick
58	606 HiHat Op	Crash 1
59	Ride 2	Ballad SN
C4 60	Bongo Hi	808 Kick
61	Bongo Lo	REV Crash 1
62	Cga Mute Hi	Ballad SN
63	Cga Open Hi	Crash 1
64	Cga Open Lo	Ballad SN
65	Timbale	Op HiHat
66	Timbale	Tin Wave
67	Agogo	Op HiHat
68	Agogo	Tin Wave
69	Cabasa Cut	Op HiHat
70	Maracas	Tin Wave
71	Soft Pad B	808 Claps
C5 72	Heavy Gtr B+	Hybrid Kick1
73	Long Guiro	BreathNoise
74	Long Guiro	Natural SN1
75	Claves	Round Kick
76	Wood Block	808 SN
77	Wood Block	808 Kick
78	Cuica	606 HiHat Cl
79	Cuica	808 SN
80	Open Triangl	606 HiHat Cl
81	Open Triangl	808 SN
82	Cabasa Cut	606 HiHat Op
83	Tambourine	606 HiHat Cl
C6 84	Old Kick	Round Kick
85	Scratch 1	Lite Kick
86	Natural SN2	Ballad SN
87	Scratch 3	Natural SN1
88	White Noise	Ballad SN
89	Synth Saw 1	Lite Kick
90	Synth Pulse1	Op HiHat
91	Back Hit	Lite Kick
92	Tekno Hit	Op HiHat
93	Orch. Hit	Spectrum
94	Philly Hit	Op HiHat
95	REV Back Hit	Finger Snaps
C7 96	Scratch 1	China Cym
97	R8 Click	R8 Click
98	MC500 Beep 2	Metronome 2

DanceKit

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Profiles of composers

Alex Wurman
Born in Chicago, IL 1966 into a family of musicians, Wurman has been playing the piano and composing music since the age of five, With a background in Classical and Jazz composition, Wurman moved to Los Angels in 1991 to score films. After working with Hans Zimmer and Media Ventures on films such as "Younger and Younger", "I'll do Anything" and "The Lion King", Wurman went on to score films to his own credit. Titles include "French Exit", "The Grave", "The Crew", "Getting In", and "Dorminion".

Jean-Philippe Rykiel
Born blind in 1961, Jean-Philippe Rykiel taught himself piano from a very early age. His technical mastery of the synthesizer and unique creative intuition rapidly bought him recognition by his contemporaries, providing him many experiences and collaborations. As programmer or sound designer, instrumentalist of composer, arranger or (co) producer, Jean-Philippe Rykial has worked with Vangelis, Steve Hillage, Jon Hassell, Leonard Cohen, Salif Keita, Youssou N'Dour... To name a few... Recent credits include the albums "Songs of Awakening", a collection of Tibetan prayers arranged and performed with master singer Lama Gyurme (Sony), and "Folon", Salif Keita's latest release featuring tracks arranged and produced by Jean-Philippe.

Scott Wilkie
Scott Wilkie is a keyboardist and composer originally from Detroit, Michigan. His work as a studio musician and sound designer can be heard on many projects. He has performed live with various artists, including Ronnie Foster, EarlKlugh, Jeff Baxter, David Goldblatt, Ricky Lawson, Mike Miller and others. In addition, he has worked as a synth programmer, most recently for Disney's Broadway production of Beauty and the Beast. For Roland, Scott appears frequently throughout the United States, Asia, Europe and South America as a clinician and product demonstrator. Now living in Los Angeles, he performs with his own group and is involved as a musician and producer on various projects.

Mavin Sanders
Marvin Sanders is a musician with credits including Toyota, Bocing, Disney, Intel, Miller Beer, and Max Factor. He has written music for the syndicated television show Highlander, and worked as a sound designer for Van Dyke Parks, E, Warner Brothers, and Michael Jackson. A former Keyboard Product Manager and international clinician for Roland, he has also compose demos for the RD-500, JD-990, and JV-880.

Masashi Hirashita, Kazuko Hirashita
Masashi and Kazuko both started studying classical piano when they were in their infancy. Both went on to study composition. At the same time, they had started their own music careers as keyboardists and composers. Their work covers a wide spectrum of styles and activities, including pop, fusion and jazz music as well as many writing and producing jobs.

Pendulum (Yuuichi Ootsuka, Toshiki Nunokawa)
Yuuichi Ootsuka: Born Dec. 17, 1958 in Tokyo. Began his professional music career while still a member of Keio University's "Modern Jazz Society." He won recognition through his skillful use of the synthesizer to produce a refreshingly colorful sound. While performing as supporting musician for a wide range of popular artists, he also formed his own group, named "SO–DA!". He is currently regarded as one of Japan's top keyboardists. His warm arrangements, which capture some of the essences of jazz, have received wide acclaim.

Toshiki Nunokawa: Born Jul. 29, 1958 in Tokyo. With the Beatles as his first inspiration, he picked up a guitar and started playing in a rock band while still in his early teens. By the time he got to high school, however, his attention had shifted to the music of Wes Montgomery, and he began playing jazz. During his college days (Tokyo Industrial) he played with the Mickey Curtis band. That gig triggered the beginning of his professional career. He has since been kept busy as an accompaniment artist with a wide range of talent, including Tsuyoshi Yamamoto, Masanori Sasaji, Peter Erskine and Mark Johnson. His work from 1985-87 with "Hit and Run" by "MALTA" is especially memorable.

Naoki Matsuura (GigBag)
While living in the USA for 10 years, he started playing as a professional bass player. Mainly he was playing local live and studio sessions around New England area. Naoki joined many sessions and gigs with Paquito De Rivera, Tommy Campbell, etc. He joined Tiger Okoshi's band: Tiger's Baku. Since 1991 Naoki joined Roland as a musical director of MIDI Data. At present he has left the company, and is recharging his batteries for new projects.

Mitsuru Sakaue
From his college days, Mitsuru Sakaue has been active as a keyboard player and arranger in studio and commercial music production. At present he is involved in production of commercials for TV and radio as a composer, arranger, keyboard player and computer music expert. His highly acclaimed musical abilities go beyond borders of musical genre. He is the chief director of the Idecs Inc. group of creative musical artists.

Idecs Inc.
Through the SMF data creations they offer, this professional sound production unit continues to generate new excitement throughout the realm of music data. The overwhelming quality of their music has created for them an enormous following among consumers of music data. Additionally, their other activities within the realm of music reach into almost every area—whether it be composing, arranging, producing, or education.

Tatsuya Senoh
A Roland engineer who is a member of the XP-80 development team, and also the possessor of a deep understanding of music. The included disk contains demo songs created by Mr. Senoh that introduce the RPS function which he himself developed.

Kiyotaka Takiyama
Born in 1964 in Tokyo, Mr. Takiyama entered the Berkeley College of Music in 1986, majoring in theory, arrangement, and drum. While still in school he participated in both live and recording sessions with numerous musicians. Since his return to Japan he has continued to be involved in recording with many different artists, and has also done television commercial work. At present he continues to be active in both live performance and in recording.

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