



# SPD-SX PRO

Reference Manual

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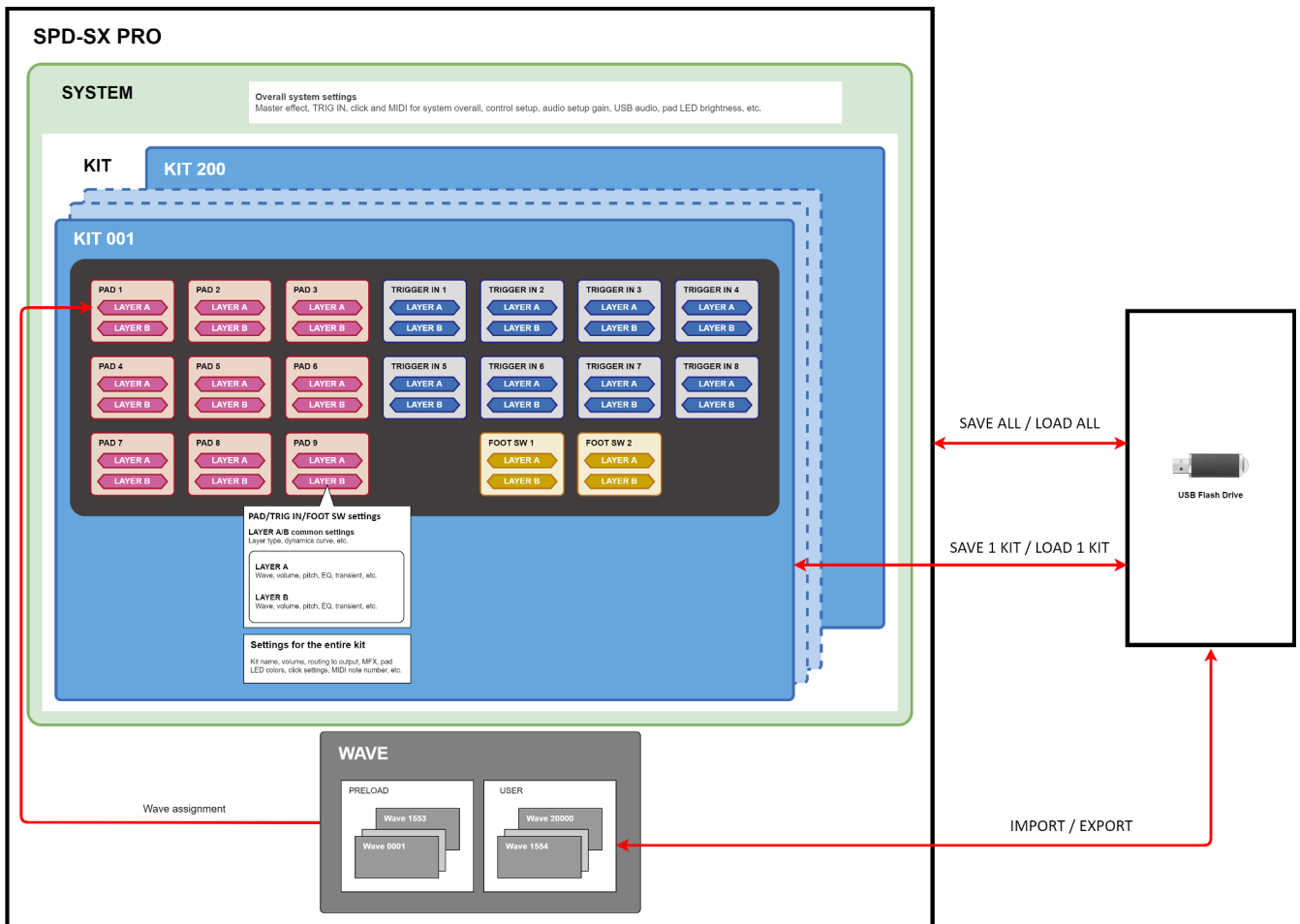
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# Introduction

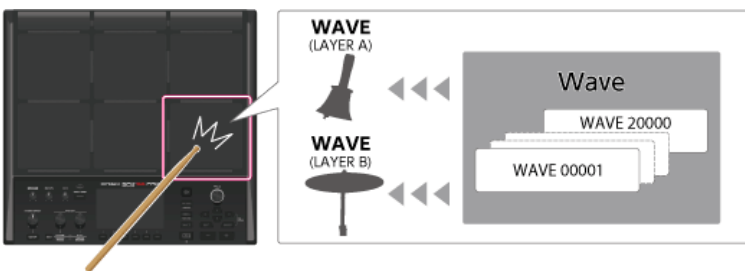
## Overview of the SPD-SX PRO (wave/kit/system)



### What is a wave?

The sounds that play when you strike the pads are called “waves”.

The sounds that you sample, as well as the sounds you import from a USB flash drive or from your computer are stored in this unit as waves. You can play two waves at the same time (LAYER A, LAYER B) from a single pad.



### What's a kit?

A “kit” is a collection of settings for nine pads, eight external pads and two footswitches.

You can freely customize a kit, such as by assigning the waves you like to each pad in the kit and changing how they play.

The SPD-SX PRO features 200 different kits (including the kit data included by factory default).

You can configure these kits from the [MENU] button → KIT EDIT1/2 tabs (\*1).

→ “Customizing a kit (KIT EDIT 1) (p. 66)”

→ “Configuring the Overall Kit (KIT EDIT2) (p. 99)”

\*1 The master comp and master EQ are system settings. These settings can't be made for individual kits.

### What does “system” refer to?

The parts of the settings related to this product overall are referred to as the “system”.

These can be accessed from the [MENU] button → SYSTEM tab.

→ [“Configuring the Overall Settings for the SPD-SX PRO \(SYSTEM\) \(p. 129\)”](#)

When you execute SYSTEM INIT, only the system settings are restored to their factory settings.

#### NOTE

The kits and wave banks are not restored to the factory settings.

→ [“Restoring the factory settings \(including waves\) \(p. 162\)”](#)

### What are the wave preload and user banks?

These banks contain the waves (audio files) and wave parameters (START/END point and so on).

The preload bank contains the factory default waves.

The user bank contains waves imported from a USB flash drive or from a computer, as well as waves that you’ve sampled.

You can view the waves as a list, edit the waves, manage the tags and so on from the [MENU] button → WAVE tab.

→ [“Importing and Managing Audio Files \(WAVE\) \(p. 110\)”](#)

## Overview of the SPD-SX PRO (save/load, import/export, saving parameters to this unit)

### SAVE ALL / LOAD ALL

When you backup the entire unit or save/load data, all data from the kits, system and waves is included.

→ [“Backing up All Settings to a USB Flash Drive \(SAVE\) \(p. 169\)”](#)

→ [“Loading Backup Data for All of this Unit’s Settings from a USB Flash Drive \(LOAD\) \(p. 170\)”](#)

### SAVE 1 KIT / LOAD 1 KIT

You can save and load data for individual kits.

This also saves or loads the waves that are used by the kit.

→ [“Backing up a Kit to a USB Flash Drive \(SAVE 1 KIT\) \(p. 176\)”](#)

→ [“Loading Kit Backup Data from a USB Flash Drive \(LOAD 1 KIT\) \(p. 177\)”](#)

### Wave import/export

You can import waves (in WAV, AIFF or MP3 format) that are located in the IMPORT folder of the USB flash drive into the user bank.

You can also export the user bank waves to a USB flash drive.

→ [“Importing an Audio File \(IMPORT\) \(p. 117\)”](#)

→ [“Saving a Wave to a USB Flash Drive \(EXPORT\) \(p. 118\)”](#)

### Saving parameters to this unit

Any changes that have been made to the kit, system or wave parameters are saved when you turn the [POWER] switch off.

#### NOTE

The parameters are not saved if the AC adaptor gets pulled out and the power supply is abruptly disconnected.

To save the settings before you turn off the power, execute the “WRITE” function.

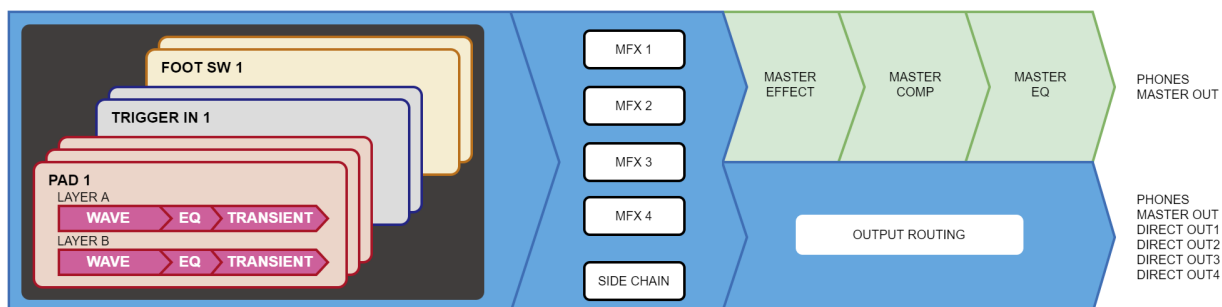
→ [“Saving the Current Settings \(TOOLS-WRITE\) \(p. 186\)”](#)

### Loading a SPD-SX backup file

You can convert any kit from the SPD-SX backup data and load it into the SPD-SX PRO.

→ [“Loading an SPD-SX backup file \(LOAD SPD-SX\) \(p. 172\)”](#)

## Effect/output routing



### Kit effects

The SPD-SX PRO includes MFX 1–4 and a side chain effect, which can be configured individually for each kit.

The kit effect is applied to the sounds generated by PAD 1–9, TRIG IN 1–8 and FOOT SW 1, 2.

→ [“MFX Settings \(MFX1–4\) \(p. 81\)”](#)

→ [“SIDE CHAIN Settings \(p. 81\)”](#)

You can use the PAD EDIT [1] and [2] knobs to control the MFX 1–4 effects and switch the side chain effect in real time.

→ [“Configuring the PAD EDIT \[1\] \[2\] knobs \(PAD EDIT KNOB\) \(p. 104\)”](#)

### Overall system effects

The SPD-SX PRO features a master effect, master comp and master EQ.

These effects are only applied to the sound that’s output from the MASTER OUT jacks and PHONES jack.

You can use the [MASTER EFFECT] knob to control the master effects in real time.

→ [“MASTER EFFECT Settings \(p. 83\)”](#)

#### MEMO

The master comp and master EQ settings can’t be stored individually for each kit.

### Output routing settings

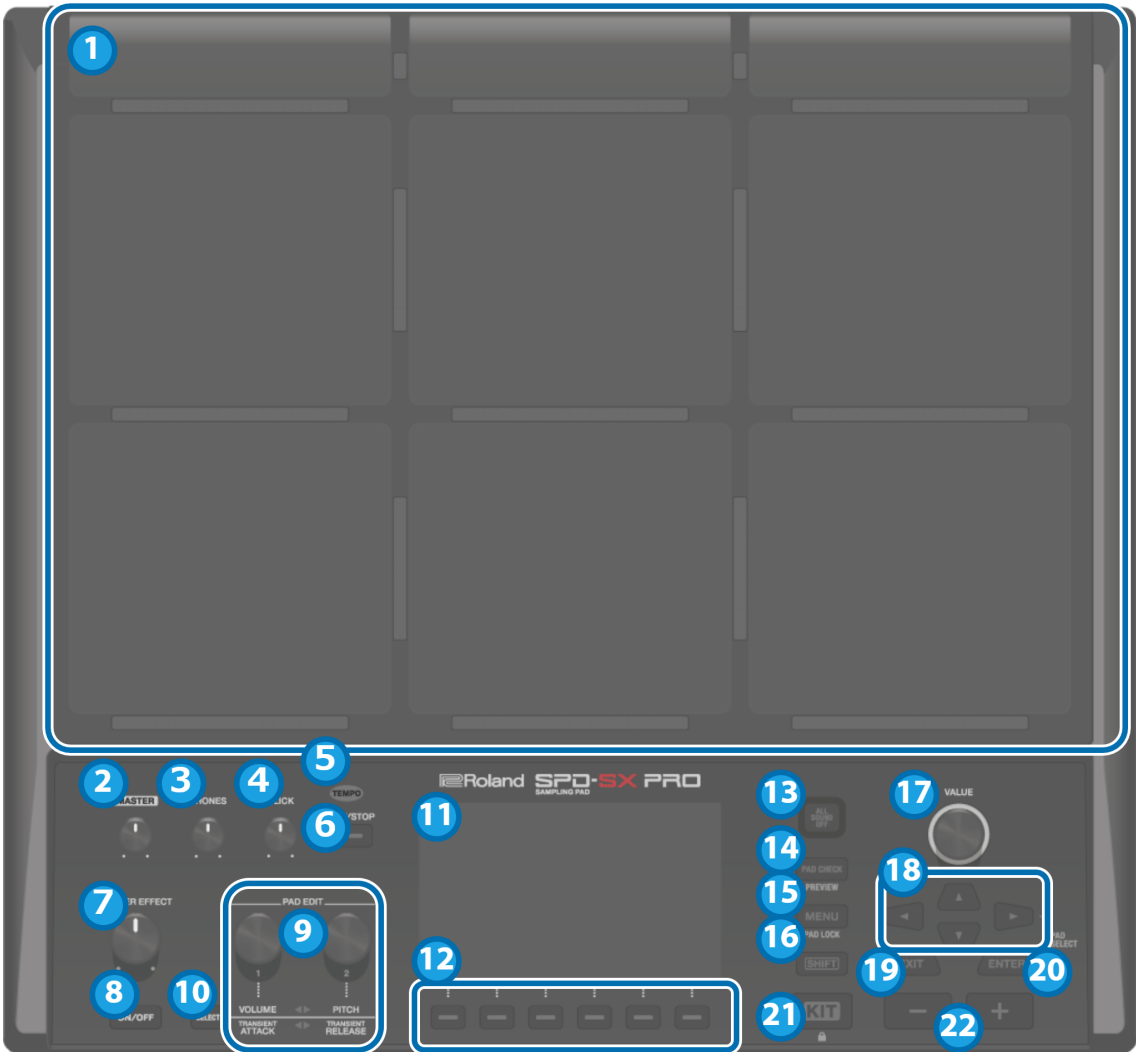
You can output the PAD and MFX audio to an output that you choose.

These settings can be made individually for each kit.

→ [“Setting the Output Destination \(OUTPUT ASSIGN\) \(p. 86\)”](#)

Panel Descriptions

Top Panel



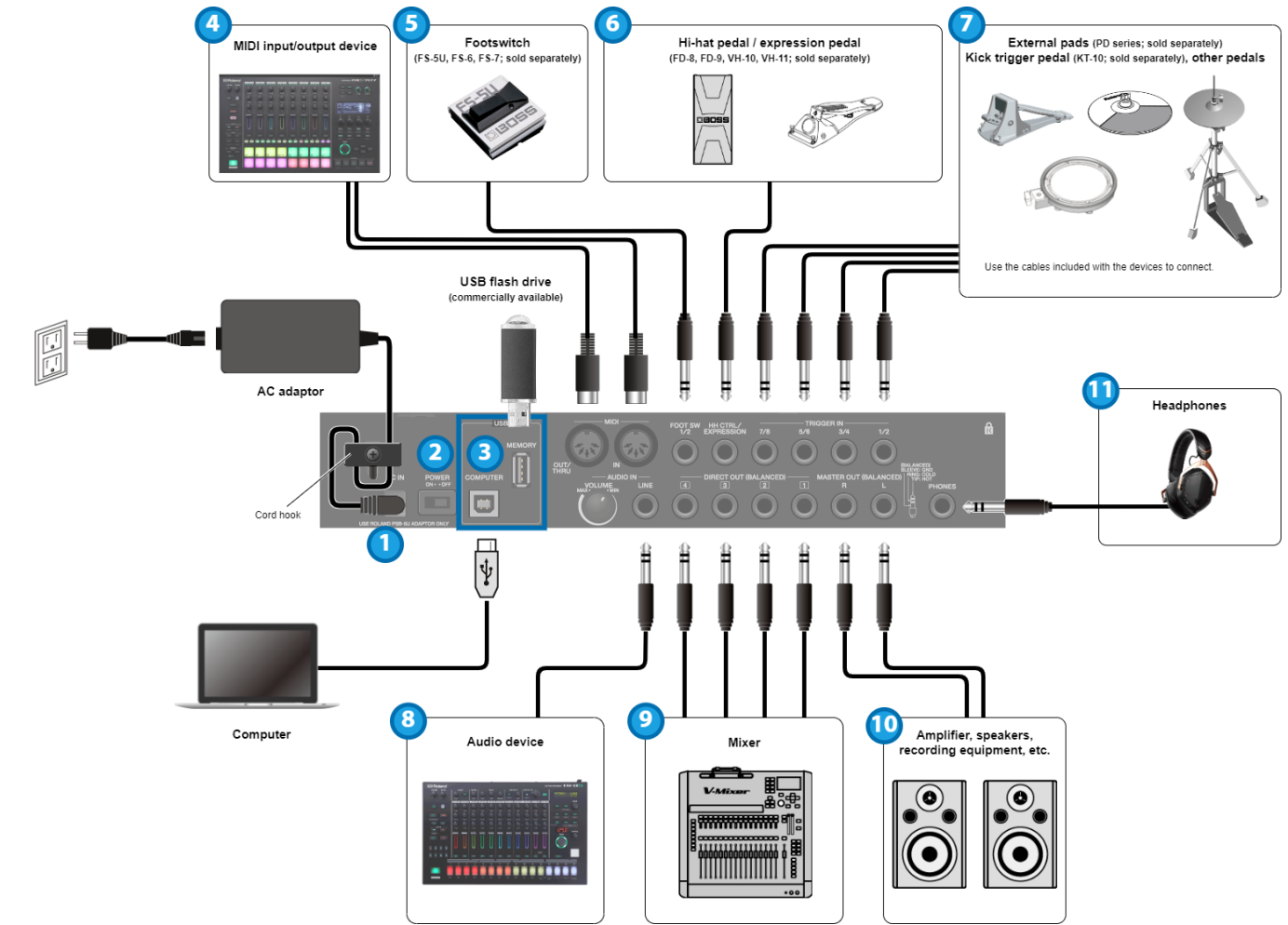
| Number | Item            | Explanation                                                                                                                           |
|--------|-----------------|---------------------------------------------------------------------------------------------------------------------------------------|
| 1      | Pads [1]–[9]    | Play the pads by striking them with your sticks.<br>The indicators below each pad (called “pad LEDs”) react when the pads are struck. |
| 2      | [MASTER] knob   | Adjusts the volume of signal from the MASTER OUT jacks.                                                                               |
| 3      | [PHONES] knob   | Adjusts the volume of signal from the PHONES jack.                                                                                    |
| 4      | [CLICK] knob    | Adjusts the click volume.                                                                                                             |
| 5      | TEMPO indicator | Lights up in time with the tempo that’s set.                                                                                          |

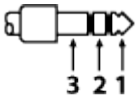
| Number | Item                          | Explanation                                                                                                                                                                                                                                                                                                                                                                                   |
|--------|-------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6      | [START/STOP] button           | Starts/stops the click sound.                                                                                                                                                                                                                                                                                                                                                                 |
| 7      | [MASTER EFFECT] knob          | Changes the master effect.                                                                                                                                                                                                                                                                                                                                                                    |
| 8      | MASTER EFFECT [ON/OFF] button | Turns the master effect on/off.                                                                                                                                                                                                                                                                                                                                                               |
| 9      | PAD EDIT [1] [2] knobs        | Edits the various parameters.                                                                                                                                                                                                                                                                                                                                                                 |
| 10     | [SELECT] button               | <p>Selects the target operations (the parameters to edit) for the PAD EDIT [1] [2] knobs.</p> <p>[1] knob</p> <p>Unlit: Off</p> <p>Top row lights: Layer Volume</p> <p>Bottom row lights: Transient Attack</p> <p>Both rows light: Assign</p> <p>[2] knob</p> <p>Unlit: Off</p> <p>Top row lights: Coarse Tune</p> <p>Bottom row lights: Transient Release</p> <p>Both rows light: Assign</p> |
| 11     | Display                       | Shows the kit name, wave name, contents of the settings and other information.                                                                                                                                                                                                                                                                                                                |
| 12     | FUNCTION buttons 1–6          | <p>These buttons execute the functions shown in the display.</p> <p>This guide refers to the buttons as the [F1]–[F6] buttons, in order from left to right.</p>                                                                                                                                                                                                                               |
| 13     | [ALL SOUND OFF] button        | <p>Stops all sounds that are playing.</p> <p>Note that you can't use the [ALL SOUND OFF] button to mute the effect sounds to which the MASTER effect or KIT MFX are applied (such as the delay reverberations, sounds that are looped with the looper effect and so on) or the click sound (including the click track).</p>                                                                   |
| 14     | [PAD CHECK] button            | <p>While you're pressing this button, the sound from the pads you strike is only output through the PHONES jack.</p> <p>Hold down the [SHIFT] button and press the [PAD CHECK] button to call up the PREVIEW function.</p>                                                                                                                                                                    |
| 15     | [MENU] button                 | Recalls various functions like the settings for each kit, the overall settings for this unit and so on.                                                                                                                                                                                                                                                                                       |
| 16     | [SHIFT] button                | By holding down this button and then pressing another button, the function of that button changes.                                                                                                                                                                                                                                                                                            |
| 17     | [VALUE] knob                  | Use these to switch between kits and change values.                                                                                                                                                                                                                                                                                                                                           |

Introduction

| Number | Item                           | Explanation                                                                                                     |
|--------|--------------------------------|-----------------------------------------------------------------------------------------------------------------|
| 18     | Cursor [▲] [▼] [◀] [▶] buttons | Moves the cursor.                                                                                               |
| 19     | [EXIT] button                  | Returns to the previous screen. This also undoes an operation.                                                  |
| 20     | [ENTER] button                 | Used for confirming a value or executing an operation.                                                          |
| 21     | [KIT] button                   | Shows the top screen (kit screen).                                                                              |
| 22     | [-] [+] buttons                | Use these to switch between kits and change values.<br>* You can use these buttons instead of the [VALUE] knob. |

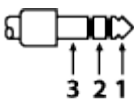
Rear Panel (Connecting Your Equipment)



| Number | Item                                | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|--------|-------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1      | DC IN jack                          | <p>Connect the included AC adaptor to this jack.</p> <p>Cord hook</p> <p>Secure the cord of the AC adaptor on the cord hook as shown in the illustration.</p> <p>This prevents the plug from getting pulled out and the power getting cut off if you accidentally tug on the cord, and also prevents unnecessary force from being applied to the DC IN jack.</p>                                                                                                                                                                                                                                                                              |
| 2      | [POWER] switch                      | Turns the power on/off.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| 3      | USB port                            | <p><b>USB MEMORY port</b></p> <p>Connect a USB flash drive (commercially available, maximum of 32 GB) to load audio data or save the settings.</p> <p>* Use a commercially available USB flash drive. Note that not all commercially available USB flash drives are guaranteed to work.</p> <p><b>USB COMPUTER port</b></p> <p>Connect your computer to this port with a USB cable.</p>                                                                                                                                                                                                                                                       |
| 4      | MIDI connectors                     | Connect devices that support MIDI input/output to exchange MIDI messages or synchronize the tempo.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| 5      | FOOT SW 1/2 jack                    | Connect a footswitch (FS-5U, FS-6 or FS-7; sold separately) to trigger the sounds and control other parameters.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| 6      | HH CTRL/EXPRESSION jack             | <p>Connect this to a hi-hat pedal (FD-8, FD-9, VH-10 or VH-11; sold separately) to control the hi-hat, or connect an expression pedal (EV-30, sold separately) to control the effect intensity and so on.</p> <p>* When you operate the hi-hat pedal and expression pedal, be careful not to get your fingers pinched between the movable part and the pedal unit. When using this instrument around small children, make sure that an adult provides supervision and guidance.</p> <p>* Use only the specified hi-hat pedal or expression pedal. Connecting pedals made by third-party manufacturers may cause this unit to malfunction.</p> |
| 7      | TRIGGER IN 1/2, 3/4, 5/6, 7/8 jacks | <p>Connect devices such as external pads (PD series, sold separately) or a kick trigger pedal (KT-10, sold separately) to trigger the sounds.</p> <p>* Use the cables included with the external devices to connect.</p>                                                                                                                                                                                                                                                                                                                                                                                                                      |
| 8      | AUDIO IN                            | <p>Connect your audio equipment here to sample the input audio or to mix the sound from this unit with the audio.</p> <p>[VOLUME] knob</p> <p>Adjusts the volume of signal inputted to the LINE jack.</p> <p>LINE jack</p> <p>Connect a line-level device here.</p>                                                                                                                                                                                                                                                                                                                                                                           |
| 9      | DIRECT OUT (BALANCED) 1–4 jacks     | <p>Connect these to your mixer or other audio equipment. This lets you output only the sound of specified pads.</p> <p>DIRECT OUT jack pin arrangement</p>  <p>1: TIP: HOT<br/>2: RING: COLD<br/>3: SLEEVE: GND</p>                                                                                                                                                                                                                                                                                                                                        |

## Introduction

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| Number | Item                            | Explanation                                                                                                                                                                                                                                                                                               |
|--------|---------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 10     | MASTER OUT (BALANCED) L/R jacks | <p>Connect these to your amp, speakers, recording equipment and other devices for sound output.</p> <p>MASTER OUT jack pin arrangement</p>  <p><b>1: TIP: HOT</b><br/><b>2: RING: COLD</b><br/><b>3: SLEEVE: GND</b></p> |
| 11     | PHONES jack                     | <p>Connect your headphones here. Use the [PHONES] knob to adjust the volume.</p>                                                                                                                                                                                                                          |

# Getting Ready to Play

## Mounting the unit on the stand

Use an all-purpose clamp (APC-33, sold separately) or a pad stand (PDS-20/PDS-10, sold separately) when mounting the SPD-SX PRO onto a stand.

### NOTE

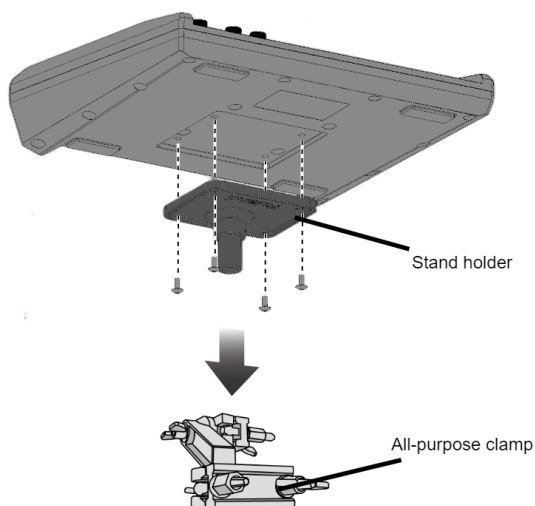
- Be sure to use the screw found on the bottom of the SPD-SX PRO. If you use different screws, the unit may malfunction.
- Before turning the unit over, lay out several pieces of newspaper or magazines at the four corners and on both sides of this unit to protect the buttons, knobs and other controls from damage. When doing so, make sure to place the unit so that the buttons, knobs and other controls do not get damaged.
- When turning the unit over, handle it carefully so as not to drop or overturn it.
- Do not store this unit upside down. The floor or other surface may press against the pads, squashing the pad sensors and causing them to malfunction.

## Using in combination with a drum set

To use this unit with V-Drums or a drum set by mounting it onto a stand or the likes, use the all-purpose clamp (APC-33, sold separately) to hold the unit in place.

Use the screws on the bottom of the SPD-SX PRO to mount it onto the stand holder of the all-purpose clamp, as shown in the illustration. Next, attach the SPD-SX PRO onto the all-purpose clamp.

\* Don't use the screws that are included with the all-purpose clamp.



\* Rods within a 10.5–30 mm diameter can be mounted on the all-purpose clamp.

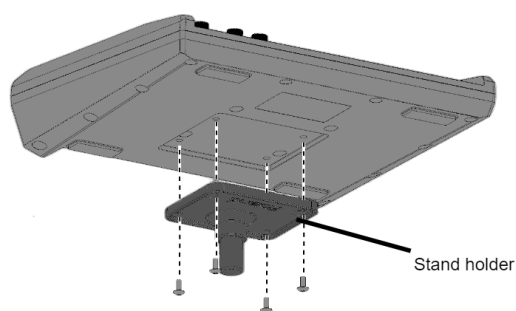
## Using this unit separately

To use the SPD-SX PRO separately, use the pad stand (PDS-20/PDS-10, sold separately).

Use the screws on the bottom of the SPD-SX PRO to mount it onto the stand holder of the PDS-20/PDS-10, as shown in the illustration. Next, attach the SPD-SX PRO onto the pad stand.

See the Owner's Manual of the pad stand for how to assemble the pad stand or for how to attach the stand holder.

\* Don't use the screws that are included with the pad stand.



### Setup Examples



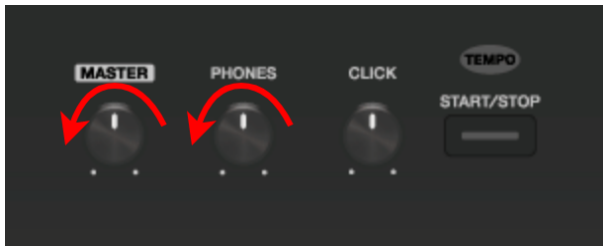
## Turning the power on/off

### NOTE

- Once everything is properly connected, be sure to follow the steps below to turn on the power. Turning on equipment in the wrong order may cause a malfunction or equipment failure.
- Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.
- With the factory settings, the unit's power will automatically be switched off 20 minutes after you stop playing or operating the unit. If you don't need the power to turn off automatically, turn the AUTO OFF setting "OFF".

## Turning the power on

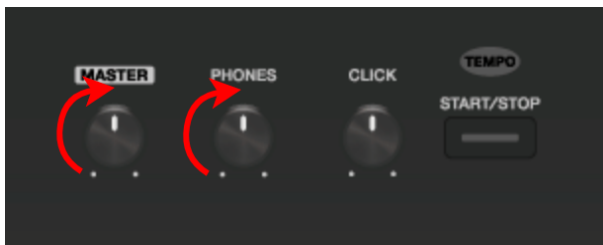
- 1 Turn the [MASTER] knob and [PHONES] knob all the way counterclockwise to lower the volume to minimum.



- 2 Turn on this unit's [POWER] switch.



- 3 Turn on the power of your speakers.
- 4 Use the [MASTER] knob or [PHONES] knob to adjust the volume to an appropriate level.



## Turning the power off

- 1 Minimize the volume of the SPD-SX PRO and your speakers.
- 2 Turn off the power of your speakers.
- 3 Turn off this unit's [POWER] switch.

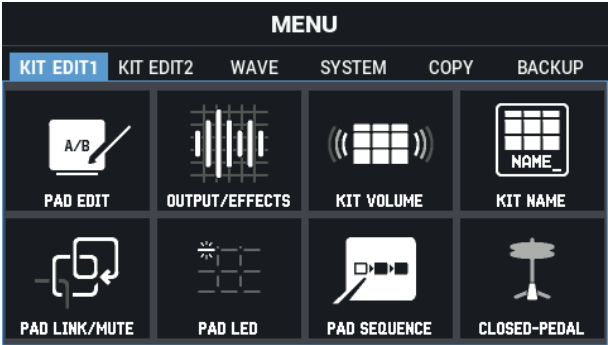
## Changing the settings

Here we explain about the basic operations of the buttons and knobs used to edit the settings of the SPD-SX PRO.



1 Press the [MENU] button.

The MENU screen appears.

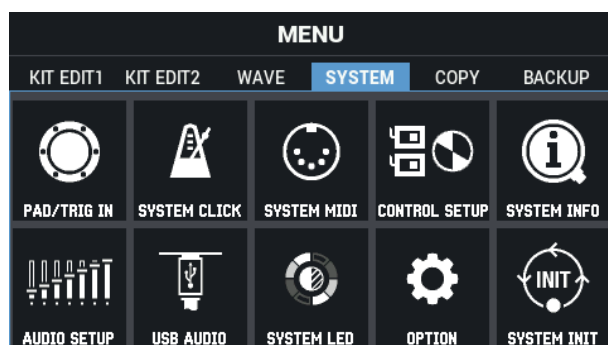


| Menu (tab) | Explanation                                                                                                                                                                                |
|------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| KIT EDIT1  | Use this to assign imported samples to pads and to edit sounds. You can configure the effects for each kit, how the LEDs light up and so on.<br>→ “Customizing a kit (KIT EDIT 1) (p. 66)” |
| KIT EDIT2  | Sets the click and MIDI settings for each kit.<br>→ “Configuring the Overall Kit (KIT EDIT2) (p. 99)”                                                                                      |
| WAVE       | Lets you import/export WAVE files, add tags and edit the files.<br>→ “Importing and Managing Audio Files (WAVE) (p. 110)”                                                                  |
| SYSTEM     | Configures the overall settings for the unit as well as the trigger settings.<br>→ “Configuring the Overall Settings for the SPD-SX PRO (SYSTEM) (p. 129)”                                 |
| COPY       | Use this to copy/exchange data for each kit and pad.<br>→ “Copying Kits and Pads (COPY) (p. 164)”                                                                                          |
| BACKUP     | Saves or loads all of this unit’s settings to/from a USB flash drive. You can also save or load data for each kit.<br>→ “Backing up and Loading the Data (BACKUP) (p. 169)”                |

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

The parameter settings screen for the menu you selected appears.

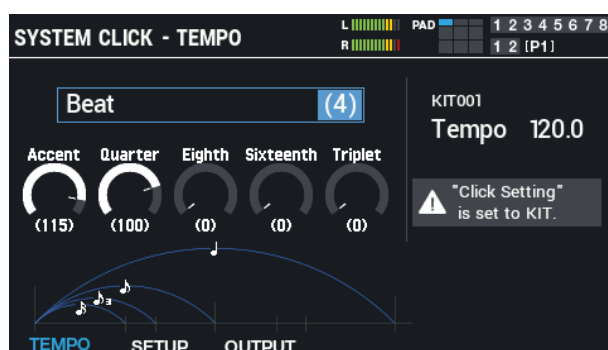
Example: SYSTEM screen



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

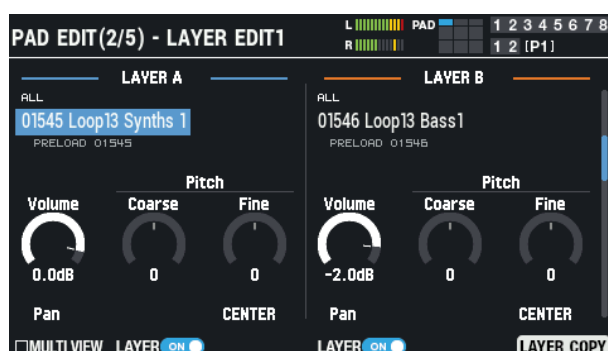
The settings screen for the item you selected is shown.

Example: SYSTEM CLICK screen



## 4 Use the cursor [▲] [▼] [◀] [▶] buttons to select the parameter to set, and use the [VALUE] knob or the [-] [+] buttons to edit the setting.

Example: PAD EDIT screen



## 5 When you're finished editing, press the [KIT] button to return to the top screen.

The various settings of the SPD-SX PRO are saved in memory even after the power is turned off, so there's no need to save the settings manually.

## Getting Ready to Play

### MEMO

This manual explains how to operate the unit in an easy-to-understand and concise way, as shown below.

Example: Select “SYSTEM” and then “SYSTEM CLICK” from the MENU screen

MENU → SYSTEM → SYSTEM CLICK

## Using a USB flash drive

You can connect a USB flash drive (sold separately, maximum of 32 GB) to the SPD-SX PRO to do the following.

- Import audio files from the USB flash drive.
- Save or load the waves and settings of the SPD-SX PRO to/from the USB flash drive.

### 1 Connect a USB flash drive to the USB MEMORY port.



\* Use a commercially available USB flash drive.

## Connecting to your computer via USB

You can connect the COMPUTER port of the SPD-SX PRO to the USB port of your computer using a USB cable to do the following.

SPD-SX PRO APP

- You can use the SPD-SX PRO APP to import audio files on your computer as waves to the SPD-SX PRO.
- Download the “SPD-SX PRO APP” via Roland Cloud Manager.

### USB audio

You can sample the sounds played on your computer or use your computer to record the sounds played back on the SPD-SX PRO as audio content.

### USB MIDI

You can use DAW software on your computer to record what you play on the SPD-SX PRO (the MIDI performance data).

## Installing the USB driver

To use USB audio and USB MIDI, you must first install the USB driver. (You can use the SPD-SX PRO APP without installing the USB driver.)

### 1 Install the USB driver on your computer.

See the Roland website for how to install the driver.

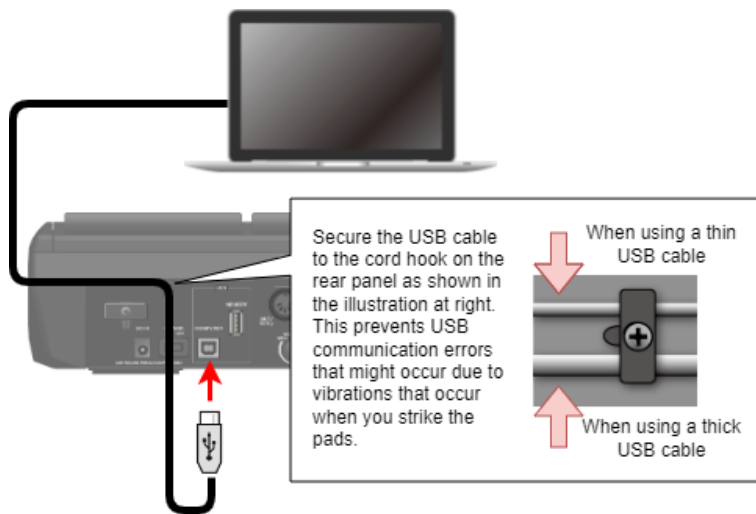
## Switching the USB operating mode (Driver Mode)

Set how this unit operates when connected to a computer via USB cable.

For details, refer to “Configuring the USB Audio Input/Output Settings (USB AUDIO) (p. 156)”.

## Connecting the SPD-SX PRO to your computer

- 1 Connect the **COMPUTER** port on the back of the SPD-SX PRO to the USB port of your computer using a USB cable.

**NOTE**

- Use a USB cable that supports USB 2.0 Hi-Speed.
- Turn on the SPD-SX PRO and then start the DAW software on your computer. Also, do not turn the SPD-SX PRO on or off while the DAW software is running.

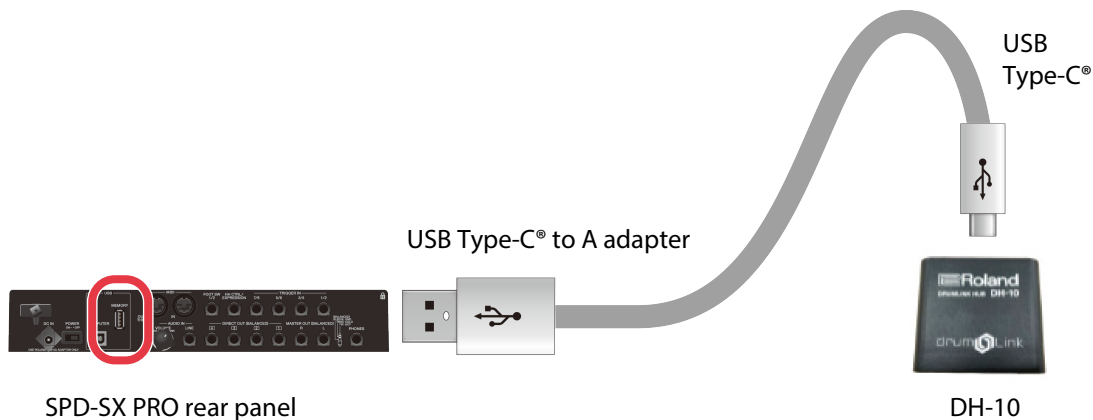
## Using the DH-10 and WT-10 to wirelessly connect the SPD-SX PRO to a V-Drums pad

This explains the settings you can use for the DH-10 (DrumLink Hub) and the WT-10 (Wireless Trigger Adapter) to wirelessly connect a V-Drums pad or cymbal to the SPD-SX PRO.

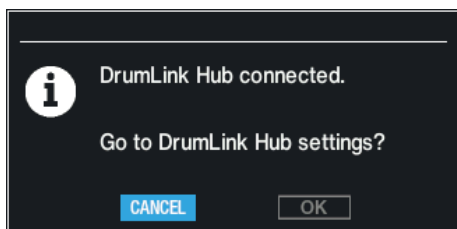
### Connecting the DH-10 (DrumLink Hub) to the SPD-SX PRO

- 1 Use the USB Type-C® cable and the USB Type-C® to Type-A adaptor that are included with the DH-10 to connect the DH-10 to the SPD-SX PRO.

First, the blue indicator blinks several times, then the blue and red indicators remain lit.



The following message is shown once you connect the DH-10.



- 2 Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.

This switches to the DrumLink - HUB screen.

### Connecting a WT-10 (Wireless Trigger Adapter) to a drum pad or cymbal

- 1 Connect the cables included with the WT-10 to the PAD1 and PAD2 jacks of the WT-10 and the drum pad/cymbal jacks.

The WT-10 turns on when you insert a plug into the PAD1 jack (the indicator briefly lights up blue and then goes dark).

#### NOTE

When connecting cables to the WT-10, hold the WT-10 firmly.

Example: attaching the WT-10 to the VH-10 hi-hat



- \* When connecting only one drum pad or cymbal to the WT-10, use the PAD1 jack. The PAD1 jack also functions as a power switch.
- \* When connecting the Roland VH-10 hi-hat, the CY-16R-T cymbal (both sold separately) or the like, use both the PAD1 and PAD2 jacks.

## Pairing the DH-10 and WT-10

This is an example of how to pair a WT-10 to which a cymbal is connected, with a DH-10 connected to the SPD-SX PRO.

- \* Once the DH-10 is paired with the WT-10, you don't need to pair them again. Strike the pad that's connected to the WT-10 to activate the pairing.

- 1 Select [MENU] → "SYSTEM".**
- 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select "PAD/TRIG IN" and press the [ENTER] button.**

The PAD / TRIG IN screen appears.

- 3 Press the [F6] (DrumLink) button.**

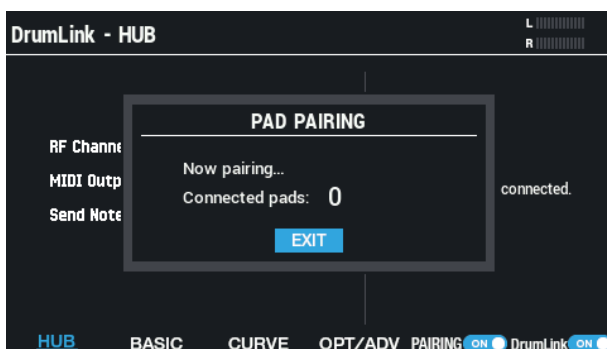
The DrumLink screen appears.

- 4 Press the [F1] (HUB) button.**

The DrumLink - HUB screen appears.

### 5 Press the [F5] (PAIRING) button.

Pairing mode turns on.



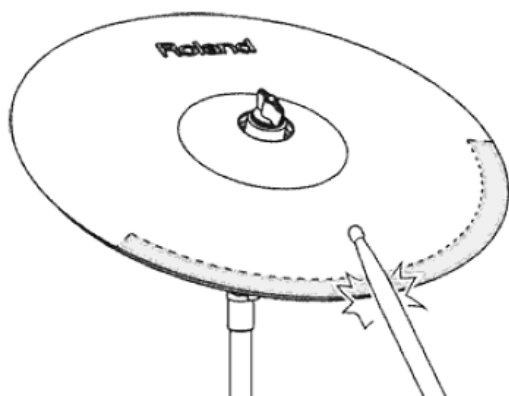
#### MEMO

Once it is turned on, the pairing mode turns off after 15 seconds.

### 6 Strike the cymbal once.

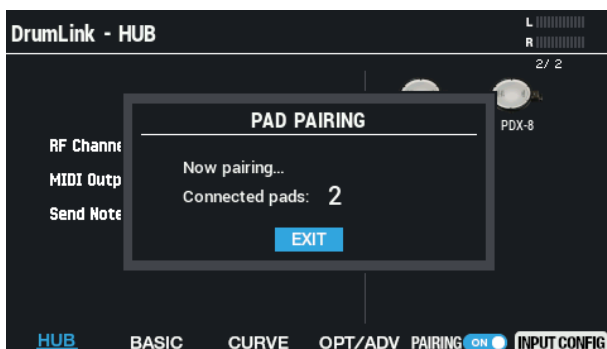
#### MEMO

When pairing, use a stick and strike the cymbal fairly hard. Also, when pairing with a cymbal, strike the edge to make pairing easier, as the sensitivity is greater.



Pairing begins.

The pad image on the right side of the DrumLink - HUB screen (default settings: PDX-8 drum pad) is shown when the SPD-SX PRO is paired with the pad (cymbal).



#### MEMO

If you can't pair the devices (the pad image does not display), refer to "[Troubleshooting \(p. 188\)](#)".

## 7 To access the pad settings screen after pairing, press the [EXIT] button and then one of the [F2] (BASIC)–[F4] (OPT/ADV) buttons.

### NOTE

The parameters for each pad are not stored on the SPD-SX PRO, but are stored in the WT-10 (Wireless Trigger Adapter).

Note that just changing a parameter does not apply the setting to the WT-10. You must strike the applicable pad to apply the setting.

### MEMO

- Once paired, the pairing information for each WT-10 (Wireless Trigger Adapter) is saved on the DH-10 (DrumLink Hub). The units automatically pair when you restart the SPD-SX PRO or connect the DrumLink™ hub to a different SPD-SX PRO, so there's no need to pair manually.
- Although pairing is not necessary after restarting this unit, you must strike the pad you want to set once to make it show up on the pad settings screen.
- The SPD-SX PRO supports connection of up to 17 pads (the nine pads on this unit plus eight pads connected to the TRIGGER IN jacks).

## Configuring the pad triggers

Here's how to configure the trigger settings, so that the signals from the pads can be accurately processed by the WT-10.

### Selecting the type of pad connected to the WT-10 (INPUT CONFIGURATION)

Select the type of pad on the SPD-SX PRO (trigger settings).

This example shows the steps when we select the "CY-16R-T" cymbal.

### 1 Select [MENU] → "SYSTEM".

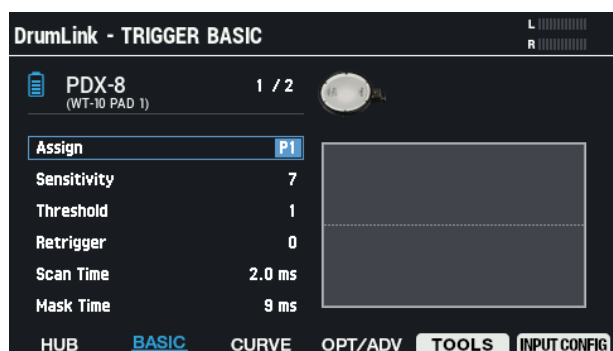
### 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select "PAD/TRIG IN" and press the [ENTER] button.

The PAD / TRIG IN screen appears.

### 3 Press the [F6] (DrumLink) button.

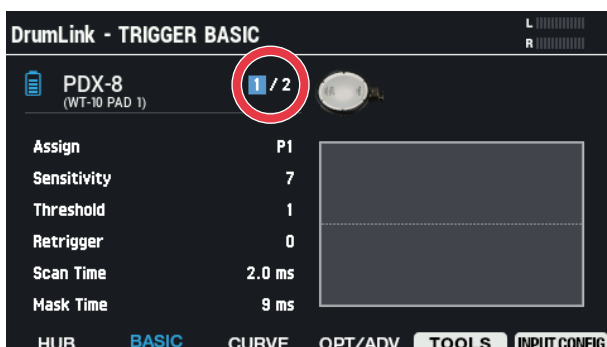
The DrumLink screen appears.

### 4 Open the [F2] (BASIC) tab.



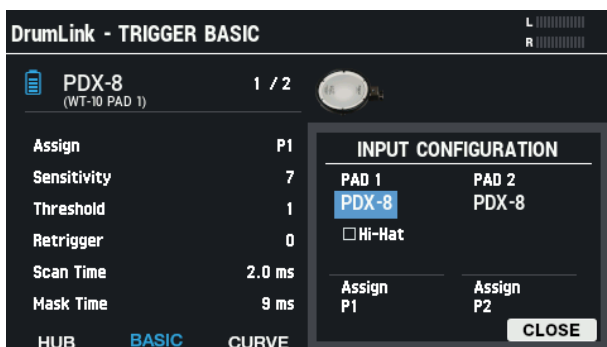
### 5 Strike to select the pad that you want to set.

You can also use the cursor [▲] [▼] [◀] [▶] buttons to move the cursor to the position shown in the illustration, and use the [-] [+] buttons or the dial to select the pad to set.

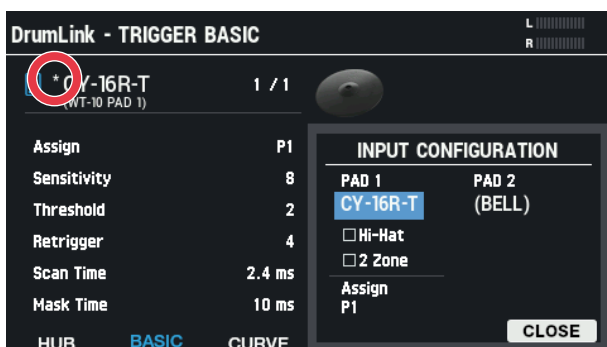


### 6 Press the [F6] (INPUT CONFIG) button.

The INPUT CONFIGURATION screen appears.



### 7 Select "CY-16R-T" for PAD1 on the screen.



An asterisk is shown to the left of the pad name (CY-16R-T). (An asterisk is shown whenever the internal settings have not yet been synchronized.)

#### MEMO

- Bell techniques are not supported on the SPD-SX PRO. With the example as shown on this screen, the P1 (PAD1) sound plays regardless of where you play on the CY-16R-T, meaning the head (bow), the rim (edge) or the bell. Note that the BELL jack on the CY-16R-T must be connected to the PAD2 jack of the WT-10.
- When you change the pad type, the pad parameters aside from Assign are set to their optimum values. You can fine-tune the settings as appropriate, according to how you attach the pad and how you use it.

### 8 Strike the cymbal once.

Once the internal settings are synchronized, the asterisk to the left of the pad name (CY-16R-T) disappears.

**MEMO**

You can also press the [F5] (TOOLS) button and select "INPUT CONFIG" to view the INPUT CONFIGURATION screen.

## Assigning the trigger input for the pad connected to the WT-10

Here's how to set the trigger input to which the connected pad should be assigned.

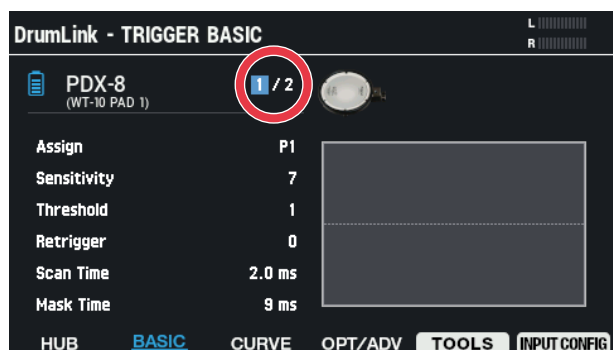
If this is your first time connecting, the trigger inputs are automatically assigned to each pad. The following explains how to change the trigger inputs that are assigned to each pad.

**MEMO**

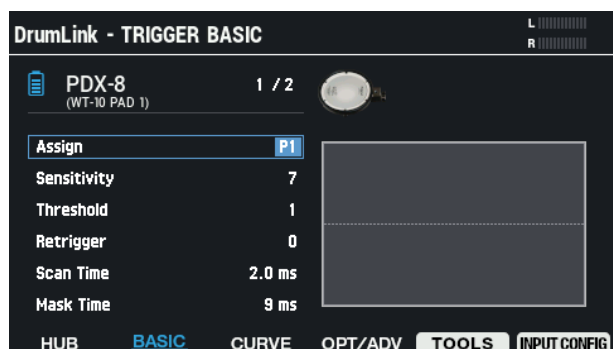
If the Assign parameter (TRIGGER BASIC, CURVE, OPTIONS/ADVANCED (p. 136)) for the trigger input is set to something other than TRIG IN 1/2, TRIG IN 3/4, TRIG IN 5/6 or TRIG IN 7/8, you can't get different sounds from the head and rim. The rim shot, cross stick and bell techniques are not supported.

- 1 Select [MENU] → "SYSTEM".
- 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select "PAD/TRIG IN" and press the [ENTER] button.  
The PAD / TRIG IN screen appears.
- 3 Press the [F6] (DrumLink) button.  
The DrumLink screen appears.
- 4 Press the [F2] (BASIC) button to access the DrumLink - TRIGGER BASIC screen.
- 5 Strike to select the pad that you want to set.

You can also use the cursor [▲] [▼] [◀] [▶] buttons to move the cursor to the position shown in the illustration, and use the [-] [+] buttons or the dial to select the pad to set.



- 6 Use the cursor [▲] [▼] [◀] [▶] buttons to select the Assign parameter.



- 7 Use the [-] [+] buttons or the dial to edit the trigger input assignment.

## Getting Ready to Play

### When connected to a hi-hat (Hi-Hat Calibration)

When connecting a hi-hat to the PAD1 jack of the WT-10, configure the calibration settings after making the “[Selecting the type of pad connected to the WT-10 \(INPUT CONFIGURATION\) \(p. 23\)](#)” settings.

\* Calibration is necessary for correctly detecting open/close hi-hat operations.

**1** Select [MENU] → “SYSTEM”.

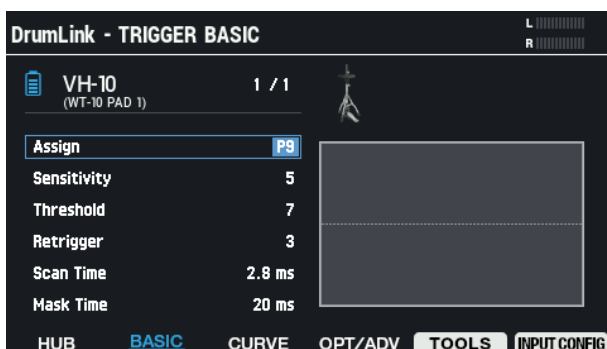
**2** Use the cursor [▲] [▼] [◀] [▶] buttons to select “PAD/TRIG IN” and press the [ENTER] button.

The PAD / TRIG IN screen appears.

**3** Press the [F6] (DrumLink) button.

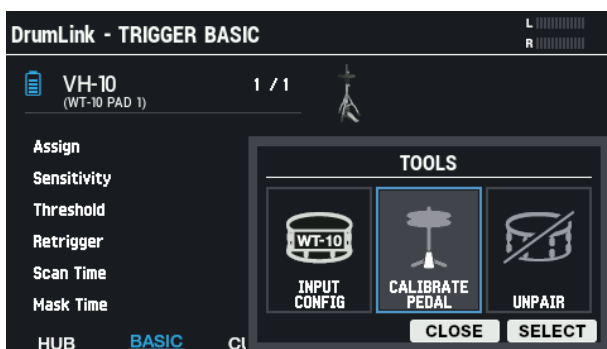
The DrumLink screen appears.

**4** Open the [F2] (BASIC) tab.



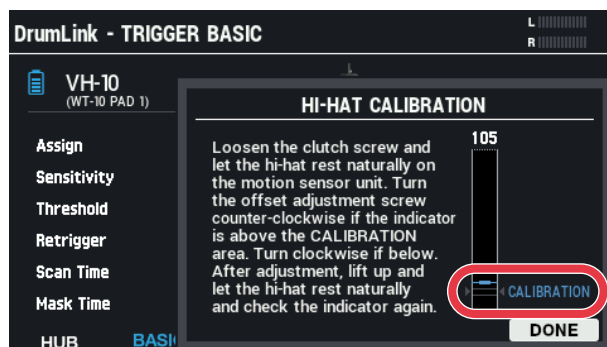
**5** Press the [F5] (TOOLS) button.

**6** Select “CALIBRATE PEDAL” with the cursor [▲] [▼] [◀] [▶] buttons.



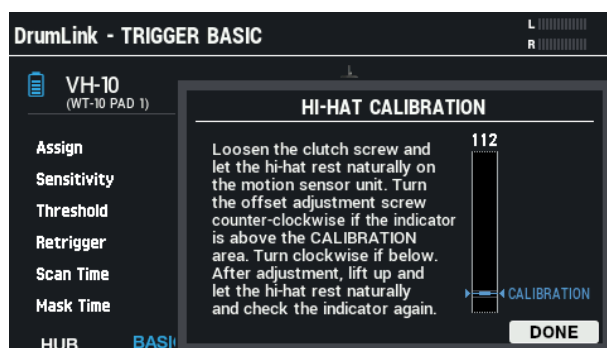
**7** Loosen the hi-hat’s clutch screw, and let the hi-hat rest naturally on the motion sensor unit.

## 8 Look for the indicator in the lower right part of the screen.



When the indicator is within the CALIBRATION area

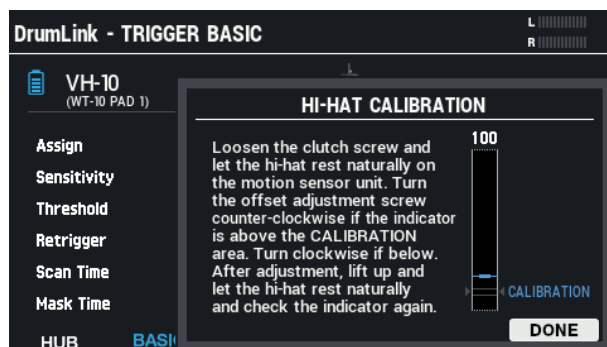
The adjustment is complete.



When the indicator is above the CALIBRATION area

Turn the offset adjustment screw counterclockwise.

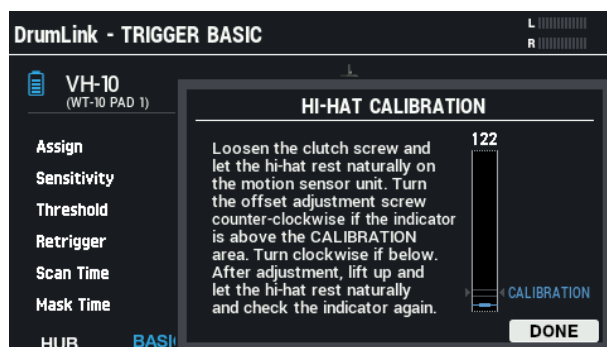
Lift and lower the hi-hat naturally, and double-check that the indicator stays within the CALIBRATION area.



When the indicator is below the CALIBRATION area

Turn the offset adjustment screw clockwise.

Lift and lower the hi-hat naturally, and double-check that the indicator stays within the CALIBRATION area.



**9** Click the [F6] (DONE) button to finish the calibration.

**10** Fasten the clutch screw at a position where the hi-hat sways naturally when struck.

### Other settings and features

If a pad is not recognized

If your pads are not recognized even when you connect the DH-10 to which they are already paired, follow the steps below.

**1** Select [MENU] → “SYSTEM”.

**2** Use the cursor [▲] [▼] [◀] [▶] buttons to select “PAD/TRIG IN” and press the [ENTER] button.

The PAD / TRIG IN screen appears.

**3** Press the [F6] (DrumLink) button and then press the [F1] (HUB) button.

The DrumLink - HUB screen appears.

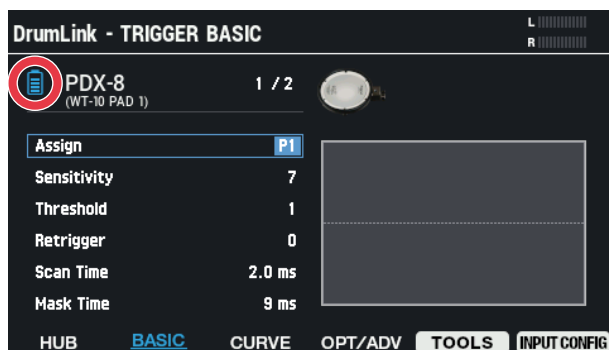
**4** Press the [F6] (DrumLink) button to turn DrumLink off.

**5** Press the [F6] (DrumLink) button again to turn DrumLink on.

If the pads are still not recognized after you do this, disconnect the SPD-SX PRO from the DH-10 and try connecting them again.

### Checking the remaining battery power

You can check the remaining battery power for each pad from the Drumlink - TRIGGER BASIC tab, the DrumLink - TRIGGER CURVE tab, and the DrumLink - TRIGGER OPTIONS/ADVANCED tab.



When you strike a pad, the built-in LED on the WT-10 lights up.

If the pad LED does not light up even after you strike the pad, replace the batteries.

#### NOTE

- Use AA-size alkaline batteries.
- The fluid in the batteries may leak if the remaining battery level gets too low. Replace the batteries as soon as possible.
- Remove the batteries from the pads when you are not using the pads for an extended period of time.

### Unpairing the SPD-SX PRO and the pads (unpairing)

Here's how to unpair the SPD-SX PRO from the pads.

**1** Select [MENU] → “SYSTEM”.

## 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “PAD/TRIG IN” and press the [ENTER] button.

The PAD / TRIG IN screen appears.

## 3 Press the [F6] (DrumLink) button.

The DrumLink screen appears.

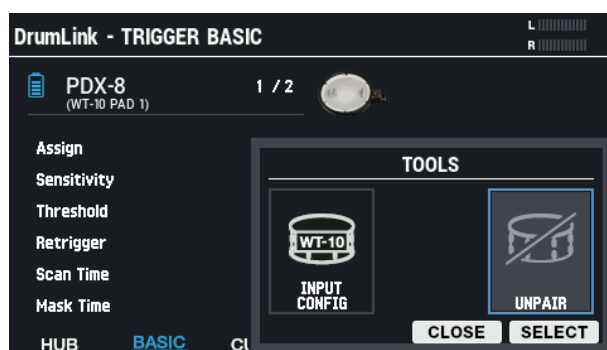
## 4 Press one of the [F2] (BASIC)–[F4] (OPT/ADV) buttons.

## 5 Press the [F5] (TOOLS) button to display the TOOLS window.

## 6 Strike to select the pad that you want to unpair.

You can also select a pad by pressing the cursor [◀] and [▶] buttons while holding down the [ENTER] button.

## 7 Use the cursor [▲] [▼] [◀] [▶] buttons to select “UN-PAIR”, and press the [ENTER] button.



## 8 Use the cursor [▲] [▼] [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

After the message appears, strike the selected pad to unpair it.

### MEMO

When the cursor is on a paired pad in the DrumLink - HUB screen, you can also unpair the pad by pressing [F6] (UNPAIR) while holding down the [SHIFT] button.

### Updating the firmware

To update the firmware for the DH-10 or the WT-10, connect the DH-10 to your computer and use the DWe Control application.

See the DH-10 and WT-10 product support pages for update instructions.

[https://roland.cm/dh-10\\_om](https://roland.cm/dh-10_om)



## Support for DWe pads

By connecting the DWe DrumLink hub to the SPD-SX PRO, you can use the DWe pads to play the sounds of the SPD-SX PRO.

Getting Ready to Play

Example 1: Using the DWe

This lets you use the SPD-SX PRO as a drum sound module.



Example 2: Using the SPD-SX PRO

This lets you add DWe pads to the setup.



How to set up

See the Quick Start Guide included with the DWe for how to assemble and play each DWe pad.

NOTE

The drumming techniques listed below for the DWe pads do not work with the SPD-SX PRO.

|                   |                              |
|-------------------|------------------------------|
| DWe snare         | Pitch bend, digiMag slow off |
| DWe tom/floor tom | Pitch bend, choke            |
| DWe hi-hat        | Bell zone playing            |
| DWe crash         | Bell zone playing            |

Connecting the DWe DrumLink hub to the SPD-SX PRO

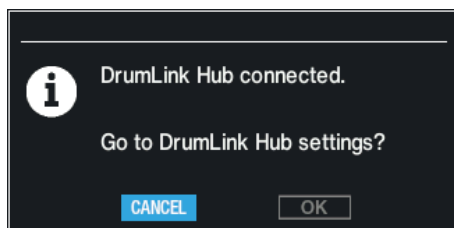
- 1 Use a USB cable (commercially available) to connect the USB MEMORY port of the SPD-SX PRO to the DWe DrumLink hub.



**NOTE**

Do not place the DrumLink hub on top of the sound module. Place it on a nearby table or on the floor. When connecting, use a commercially available USB cable of the required length.

The following message is shown once you connect the DrumLink hub.



## 2 Use the cursor [▲][▼][◀][▶] buttons to select "OK", and press the [ENTER] button.

This switches to the DrumLink - HUB screen.

### Pairing the DrumLink hub with the DWe pads

You must pair the DrumLink hub with the DWe pads when you first connect them. You don't need to do this if you've already paired the DrumLink hub with the DWe pads.

\* If the DrumLink - HUB screen is already shown in "Connecting the DWe DrumLink hub to the SPD-SX PRO (p. 30)", start from step 4.

## 1 Select [MENU] → "SYSTEM".

## 2 Use the cursor [▲][▼][◀][▶] buttons to select "PAD/TRIG IN" and press the [ENTER] button.

The PAD / TRIG IN screen appears.

## 3 Press the [F6] (DrumLink) button.

The DrumLink screen appears.

## 4 Press the [F1] (HUB) button to display the DrumLink - HUB screen.

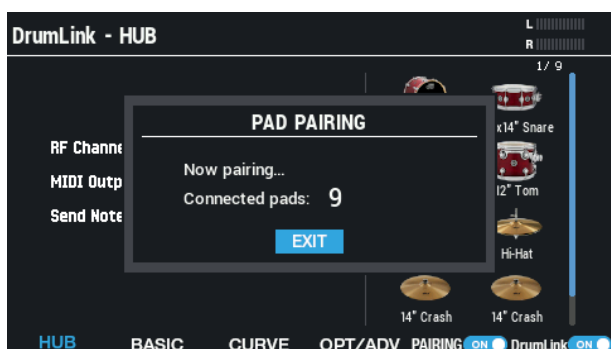
If the [F6] button's function name is shown as "DrumLink OFF", press the [F6] (DrumLink) button to change it to "DrumLink ON".

**MEMO**

If the [F6] (DrumLink) button is not shown, you can make it appear by moving the cursor to the parameters (such as RF Channel) on the left side of the screen.

## 5 Press the [F5] (PAIRING) button, and strike each DWe pad once that you want to pair.

Once the pads or cymbals are paired, a message like the following appears.



\* You don't need to strike each pad more than once.

### 6 To access the DWe pad setup screen after pairing, press the [EXIT] button and then one of the [F2] (BASIC)–[F4] (OPT/ADV) buttons.

#### NOTE

The parameters of each DWe pad are not stored in the SPD-SX PRO, but are stored in each DWe pad. Note that just changing a parameter does not apply the setting to the pad. You must strike the applicable pad to apply the setting. For details, refer to “Adjusting the DWe pad sensitivity (p. 38)”.

#### MEMO

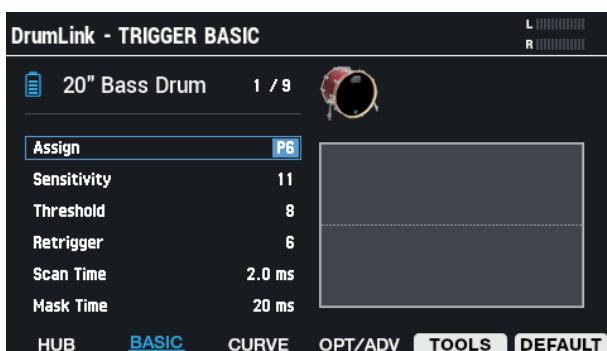
- After pairing, the information for each DWe pad is stored in memory on the DrumLink hub. The units automatically pair when you restart the SPD-SX PRO or connect the DrumLink™ hub to a different SPD-SX PRO, so there’s no need to pair manually.
- Although pairing is not necessary after restarting this unit, you must strike the pad you want to set once to make it show up on the pad settings screen.
- To exchange a DWe pad, unpair the pad you no longer need and then pair with the new pad.

### Configuring the DWe pad assignment

This shows how to specify the pad or trigger input to which a connected DWe pad should be assigned.

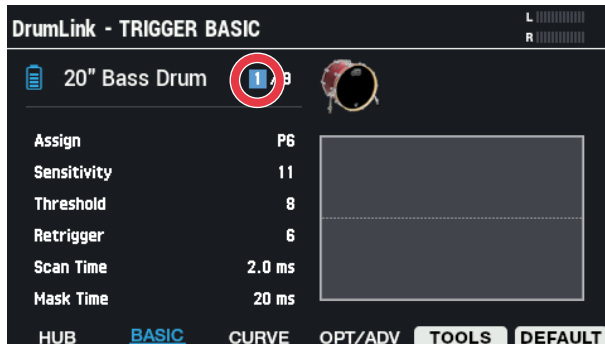
The optimal assignments are already made when you first connect each pad. The following explains how to change the assigned destinations (assignments).

- 1 Select [MENU] → “SYSTEM”.
- 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “PAD/TRIG IN” and press the [ENTER] button.  
The PAD / TRIG IN screen appears.
- 3 Press the [F6] (DrumLink) button.  
The DrumLink screen appears.
- 4 Press the [F2] (BASIC) button to access the DrumLink - TRIGGER BASIC screen.



## 5 Strike to select the DWe pad that you want to set.

You can also use the cursor [▲] [▼] [◀] [▶] buttons to move the cursor to the position shown in the illustration, and use the [-] [+] buttons or the dial to select the DWe pad to set.



## 6 Use the cursor [▲] [▼] [◀] [▶] buttons to select the Assign parameter.

## 7 Use the [-] [+] buttons or the dial to change the assignment.

### Calibrating a DWe pad

Before using the DWe pads, follow these steps to adjust (calibrate) the sensors built into each pad.

## 1 Select [MENU] → “SYSTEM”.

## 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “PAD/TRIG IN” and press the [ENTER] button.

The PAD / TRIG IN screen appears.

## 3 Press the [F6] (DrumLink) button.

The DrumLink screen appears.

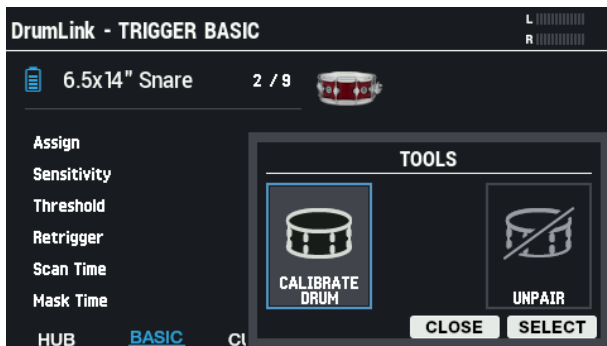
## 4 Press one of the [F2] (BASIC)–[F4] (OPT/ADV) buttons.

## 5 Press the [F5] (TOOLS) button to display the TOOLS window.

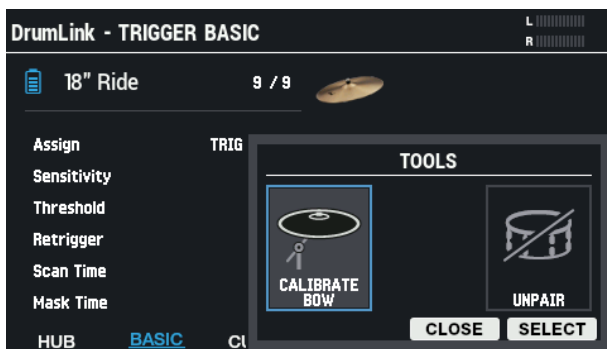
### 6 Strike a DWe pad to select the pad to calibrate.

You can also select a pad by pressing the cursor [◀] and [▶] buttons while holding down the [ENTER] button.

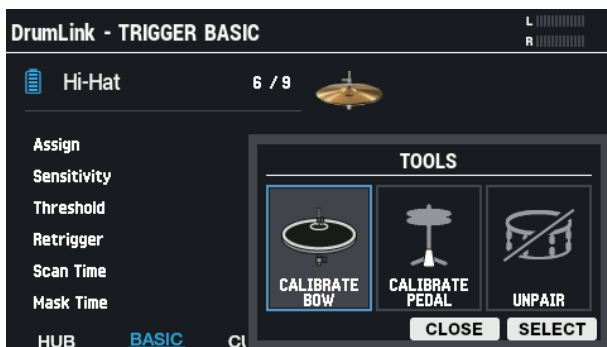
When the DWe snare is selected



When the DWe crash/ride cymbal is selected



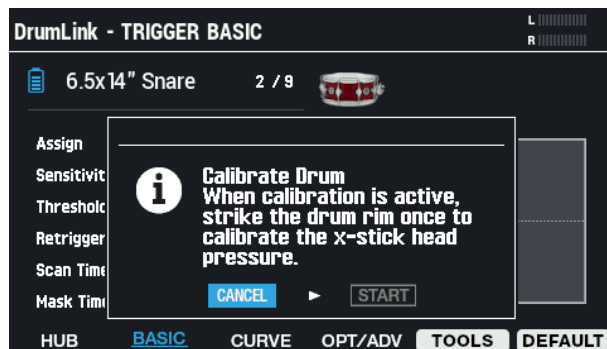
When the DWe hi-hat is selected



### 7 Use the cursor [▲] [▼] [◀] [▶] buttons to select [CALIBRATE DRUM], [CALIBRATE BOW] or [CALIBRATE PEDAL], and press the [ENTER] button to begin calibration.

DWe snare: calibrating the head

- 1 Use the cursor [**▲**] [**▼**] [**◀**] [**▶**] buttons to select "START", and press the [ENTER] button.



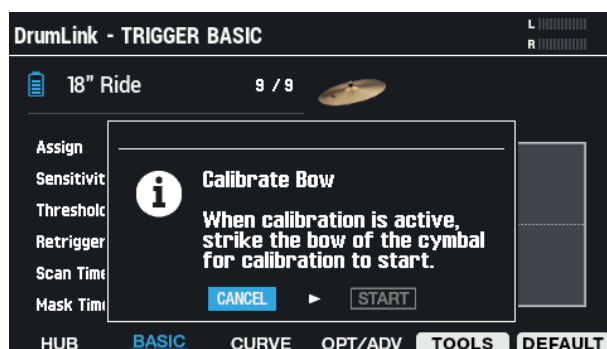
- 2 When the next message is shown, strike the rim of the snare drum.



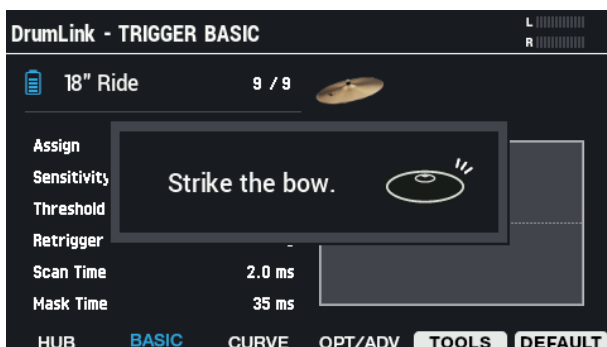
This completes the calibration.

DWe crash/ride/hi-hat: calibrating the bow

- 1 Use the cursor [**▲**] [**▼**] [**◀**] [**▶**] buttons to select "START", and press the [ENTER] button.



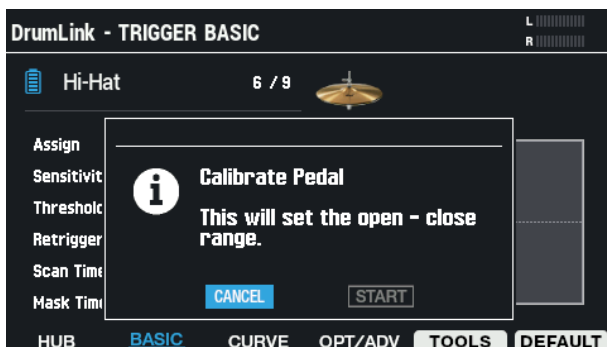
### 2 When the next message is shown, strike the bow of the cymbal.



This completes the calibration.

### DWe hi-hat: calibrating the pedal

### 1 Use the cursor [▲] [▼] [◀] [▶] buttons to select "START", and press the [ENTER] button.

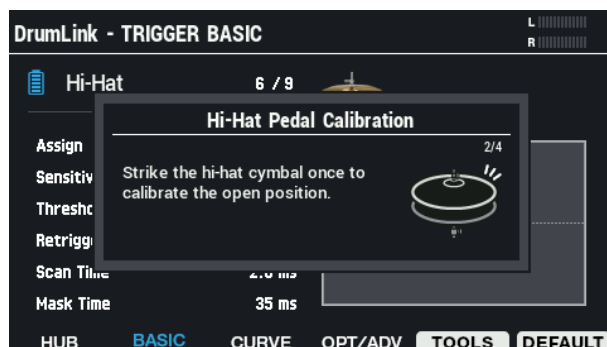


### 2 When you see the following message, loosen the clutch screw of the DWe hi-hat.



### 3 Retighten the screw with the top and bottom cymbals at least 5 cm apart, and press the [ENTER] button.

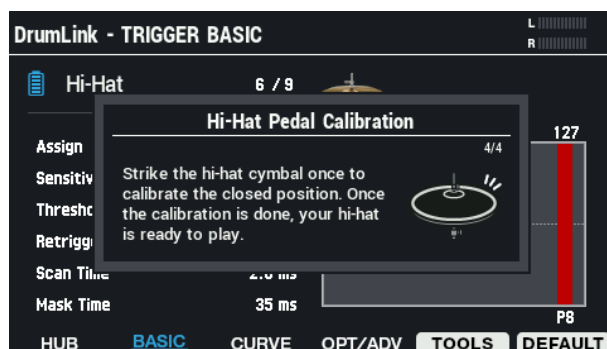
- 4 When you see the following message, strike the DWe hi-hat cymbal to calibrate the open position.



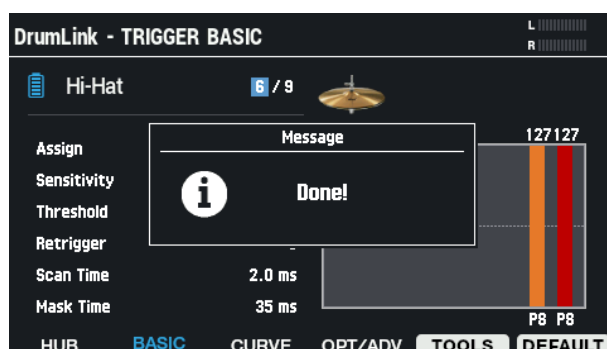
- 5 Loosen the DWe hi-hat clutch screw again, retighten the screw with the hi-hat in closed position, and press the [ENTER] button.



- 6 When you see the following message, strike the DWe hi-hat cymbal to calibrate the closed position.



When the following message appears, calibration is complete.



#### MEMO

- The DWe pads may behave differently depending on the environment (such as temperature) in which they are used. We recommend that you calibrate the pads before you use them.

## Getting Ready to Play

- Make sure to calibrate the DWe snare head if you've adjusted its tension.

### Adjusting the DWe pad sensitivity

Each DWe pad is already set up with the optimal sensitivity when shipped from the factory.

Adjust the DWe pad sensitivity if you need to make more detailed settings or use DWe pads together with Roland pads.

For details on each parameter, refer to [“TRIGGER BASIC, CURVE, OPTIONS/ADVANCED \(p. 136\)”](#).

**1** Select [MENU] → “SYSTEM”.

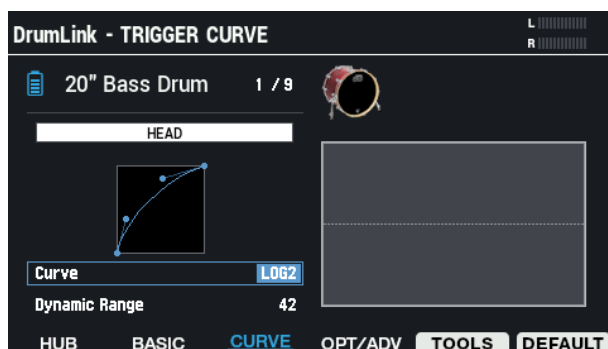
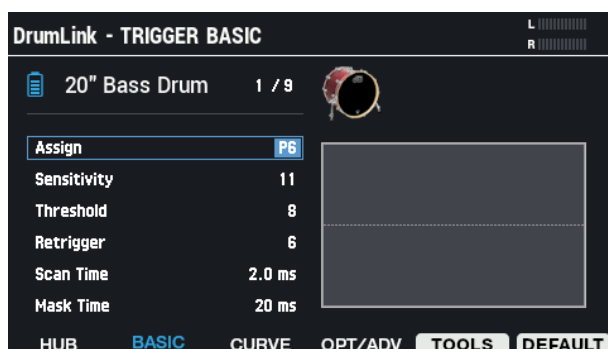
**2** Use the cursor [▲] [▼] [◀] [▶] buttons to select “PAD/TRIG IN” and press the [ENTER] button.

The PAD / TRIG IN screen appears.

**3** Press the [F6] (DrumLink) button.

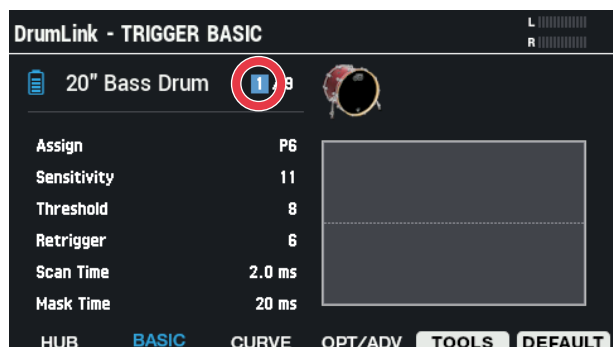
The DrumLink screen appears.

**4** Press the [F2] (BASIC) button or the [F3] (CURVE) button to display the DrumLink - TRIGGER BASIC screen or the DrumLink - TRIGGER CURVE screen.



## 5 Strike to select the DWe pad that you want to set.

You can also use the cursor [▲] [▼] [◀] [▶] buttons to move the cursor, and use the [-] [+] buttons or the dial to select the DWe pad to set.

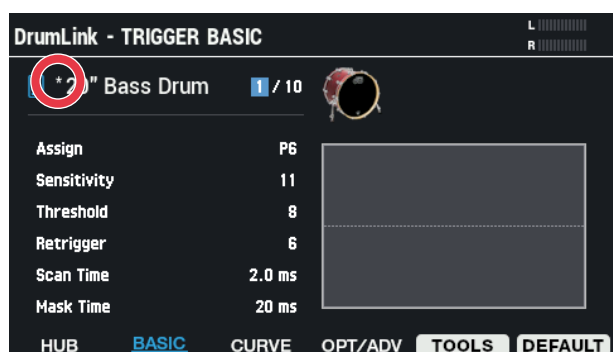


## 6 Use the cursor [▲] [▼] [◀] [▶] buttons to select a parameter, and use the [-] [+] buttons or the dial to edit the value.

## 7 Strike the selected pad once to apply the parameter.

Simply changing the parameter does not apply the settings to the pad. When an asterisk appears as shown below, this means that the settings haven't yet been applied to the pad.

Strike the applicable pad to apply the settings. The asterisk disappears once the settings are applied to the pad.



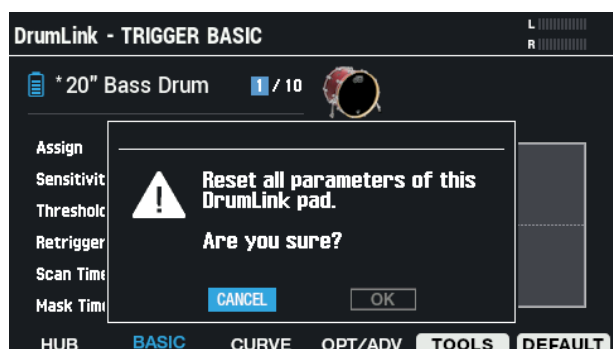
### MEMO

- When using DWe pads together with Roland pads, note that their respective sensitivities may differ. In this case, you can mainly adjust the Sensitivity, Curve and Dynamics parameters for the DWe pads to make the respective sensitivities about the same.
- Here's how to return the parameters to the factory settings.

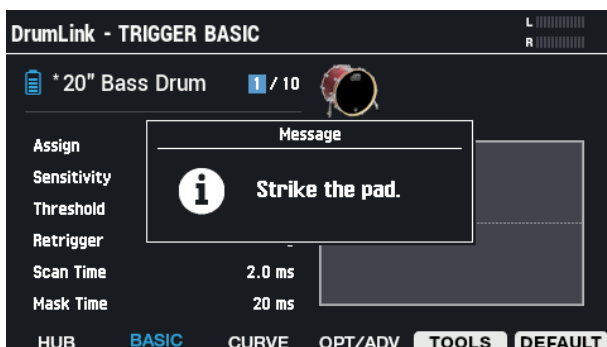
## 1 Press the [F6] (DEFAULT) button.

A confirmation message appears.

## 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select "OK", and press the [ENTER] button to begin initializing.



### 3 When the following message appears, strike the pad.



## Other settings and features

If the DWe pads are not recognized

If your DWe pads are not recognized even when you connect the DrumLink hub to which they are already paired, follow the steps below.

- 1 Select [MENU] → “SYSTEM”.
- 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “PAD/TRIG IN” and press the [ENTER] button.

The PAD / TRIG IN screen appears.

- 3 Press the [F6] (DrumLink) button and then press the [F1] (HUB) button.

The DrumLink - HUB screen appears.

- 4 Press the [F6] (DrumLink) button.

#### MEMO

If the [F6] (DrumLink) button is not shown, you can make it appear by moving the cursor to the parameters (such as RF Channel) on the left side of the screen.

- 5 Press the [F6] (DrumLink) button again to turn DrumLink on.

If the pads are still not recognized after you do this, disconnect the SPD-SX PRO from the DrumLink™ hub and try connecting them again.

Unpairing the SPD-SX PRO and DWe pads (unpairing)

Here's how to unpair the SPD-SX PRO from the DWe pads.

- 1 Select [MENU] → “SYSTEM”.
- 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “PAD/TRIG IN” and press the [ENTER] button.

The PAD / TRIG IN screen appears.

- 3 Press the [F6] (DrumLink) button.

The DrumLink screen appears.

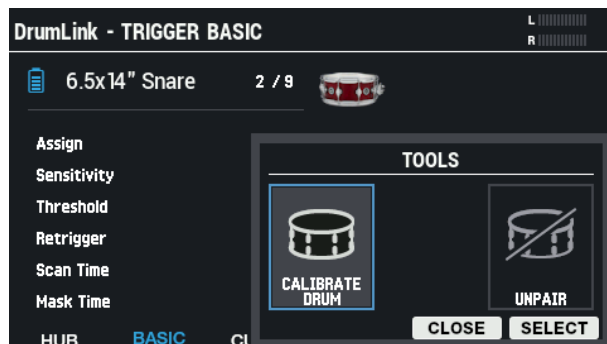
- 4 Press one of the [F2] (BASIC)–[F4] (OPT/ADV) buttons.

**5** Press the [F5] (TOOLS) button to display the TOOLS window.

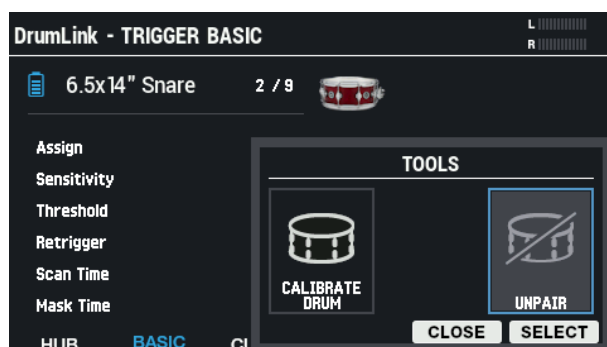
**6** Strike to select the DWe pad that you want to unpair.

You can also select a pad by pressing the cursor [◀] and [▶] buttons while holding down the [ENTER] button.

Example: when DWe snare is selected



**7** Use the cursor [▲] [▼] [◀] [▶] buttons to select "UN-PAIR", and press the [ENTER] button.



**8** Use the cursor [▲] [▼] [◀] [▶] buttons to select "OK", and press the [ENTER] button.

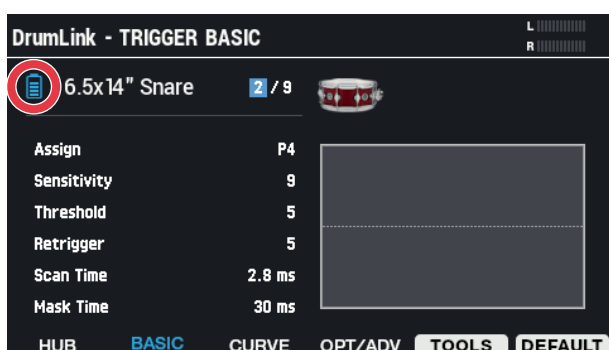
After the message appears, strike the selected pad to unpair it.

#### MEMO

When the cursor is on a paired DWe pad in the DrumLink - HUB screen, you can also unpair the DWe pad by pressing [F6] (UNPAIR) while holding down the [SHIFT] button.

### Checking the remaining battery power

You can check the remaining battery power for each pad from the Drumlink - TRIGGER BASIC tab, the DrumLink - TRIGGER CURVE tab, and the DrumLink - TRIGGER OPTIONS/ADVANCED tab.



## Getting Ready to Play

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When you strike a pad, its built-in LED lights up.

If the pad LED does not light up even after you strike the pad, replace the batteries.

### NOTE

- Use AA-size alkaline batteries.
- The fluid in the batteries may leak if the remaining battery level gets too low. Replace the batteries as soon as possible.
- Remove the batteries from the pads when you are not using the pads for an extended period of time.

## Updating the firmware for the DWe DrumLink hub and for each pad

To update the firmware for the DWe DrumLink hub and for the pads, connect the DWe to your computer and use the DWe Control application.

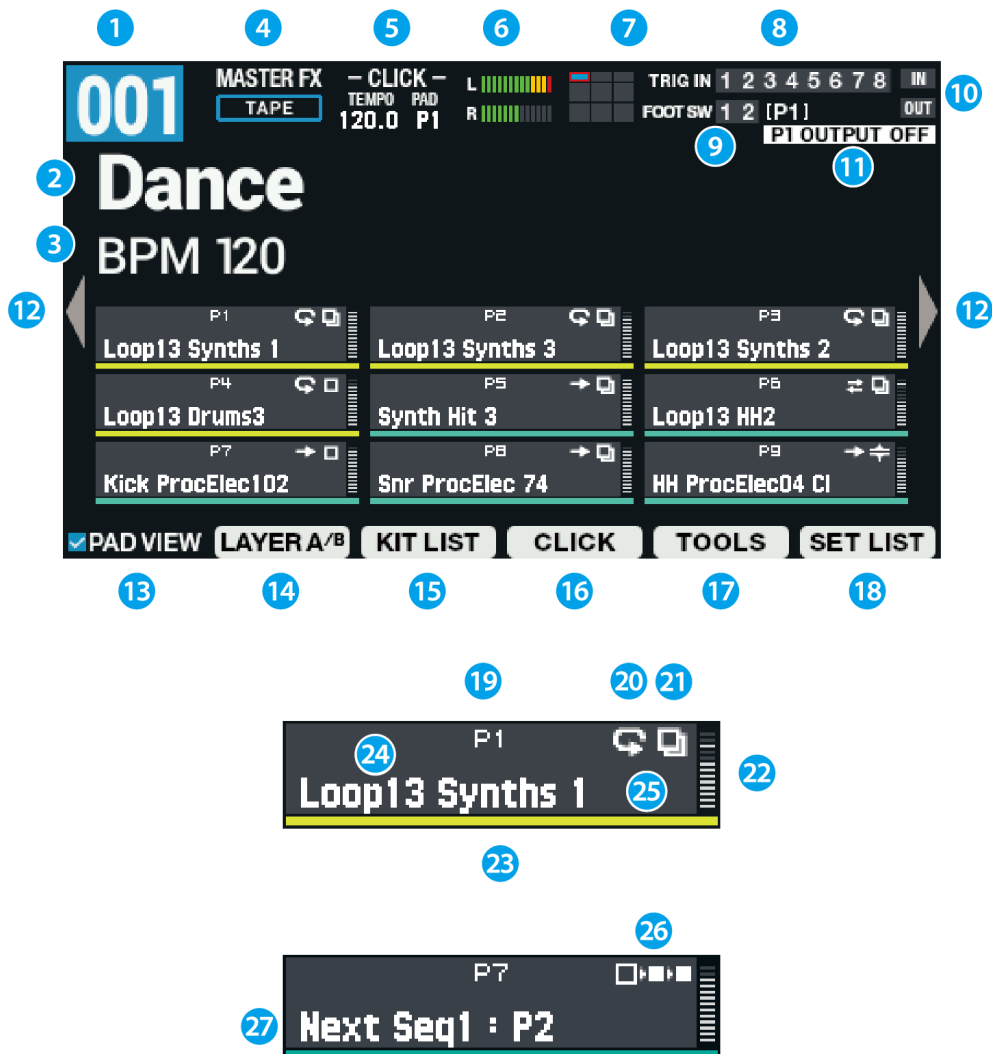
See the DWe product support page for update instructions.

[www.dwdrums.com/DWe/support](http://www.dwdrums.com/DWe/support)



## Explanation of elements used on this screen

KIT screen (explanation of each icon and the information shown)

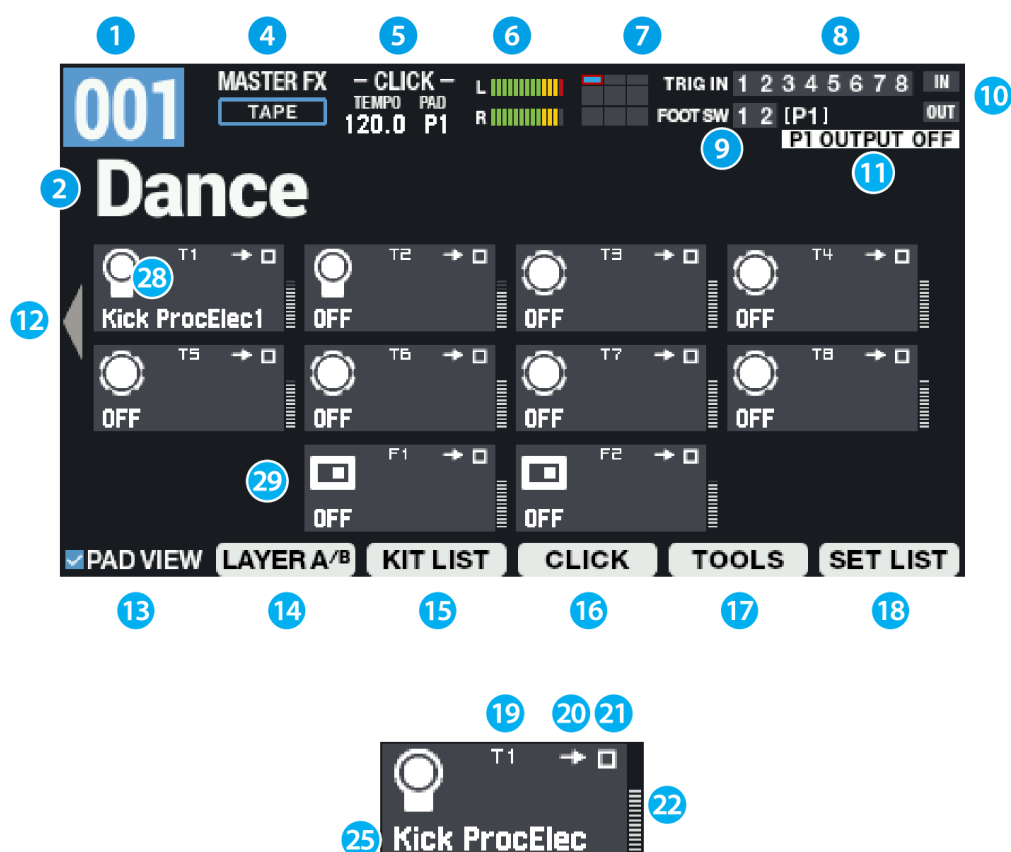


| Number | Explanation                                                                         |
|--------|-------------------------------------------------------------------------------------|
| 1      | Shows the kit number (1–200).                                                       |
| 2      | Shows the kit name (maximum of 16 characters).                                      |
| 3      | Shows the kit memo (maximum of 64 characters).                                      |
| 4      | Turns the master effect on/off and shows the effects assigned to the master effect. |
| 5      | Shows the click tempo and the state of the click start pad.                         |
| 6      | Shows the master out level (the level of the signal before the [MASTER] knob).      |

| Number | Explanation                                                                                                                                                                                                                                                                                                                                                               |
|--------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 7      | Shows the currently selected pad in blue. Click start pads are shown with a red border.                                                                                                                                                                                                                                                                                   |
| 8      | Shows the currently selected TRIG IN in blue. Click start pads are shown with a red border.                                                                                                                                                                                                                                                                               |
| 9      | Shows the currently selected FOOT SW in blue. Click start pads are shown with a red border.                                                                                                                                                                                                                                                                               |
| 10     | <p>The indicator lights up in response to the MIDI in/out message.</p> <p><b>MEMO</b></p> <p>F1 (MTC Quarter Frame), F8 (Timing Clock), FE (Active Sensing) and FF (System Reset) are not supported.</p>                                                                                                                                                                  |
| 11     | This is shown when the sound for the current pad is set to not output from the MASTER OUT/PHONES jacks.                                                                                                                                                                                                                                                                   |
| 12     | <p>Use the cursor [◀] [▶] buttons to switch between information shown in the KIT screen.</p> <p>You can display the following information.</p> <ul style="list-style-type: none"> <li>• Pad information</li> <li>• TRIGGER IN/FOOT SW information</li> <li>• Displaying the level meter</li> </ul> <p>The level meter cannot be shown when you're using the set list.</p> |
| 13     | <p>[F1] (PAD VIEW) button</p> <p>Shows/hides the information for each pad that's shown on the top screen.</p> <p>When you do not want to display pad information, the kit name is larger. (You can set your preferred image as the background.)</p>                                                                                                                       |
| 14     | <p>[F2] (LAYER A/B) button</p> <p>Switches between layer A and layer B view, when the information for each pad is shown on the top screen.</p>                                                                                                                                                                                                                            |
| 15     | <p>[F3] (KIT LIST) button</p> <p>Shows the window for recalling a kit.</p>                                                                                                                                                                                                                                                                                                |
| 16     | <p>[F4] (CLICK) button</p> <p>Shows the tempo setting window.</p>                                                                                                                                                                                                                                                                                                         |
| 17     | <p>[F5] (TOOLS) button</p> <p>Groups together the functions you frequently use as a tool.</p> <p>→ "Shortcuts for Useful Functions (TOOLS) (p. 180)" is shown.</p>                                                                                                                                                                                                        |
| 18     | <p>[F6] (SET LIST) button</p> <p>Shows the window for recalling a set list.</p>                                                                                                                                                                                                                                                                                           |
| 19     | Shows the pad number.                                                                                                                                                                                                                                                                                                                                                     |
| 20     | Shows the ONE SHOT/ALTERNATE/LOOP layer state as an icon.                                                                                                                                                                                                                                                                                                                 |
| 21     | <p>Shows the on/off state for layer A/B.</p> <p>A hi-hat icon is shown when Layer Type is set to "HI-HAT".</p>                                                                                                                                                                                                                                                            |

| Number | Explanation                                                                                                                                                                   |
|--------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 22     | Shows the output level for each pad.                                                                                                                                          |
| 23     | Shows the pad LED color.                                                                                                                                                      |
| 24     | Top row: layer A sound progress<br>Bottom row: layer B sound progress                                                                                                         |
| 25     | Shows the name of the wave assigned to the layer.                                                                                                                             |
| 26     | This icon indicates that this is a pad sequence pad (a pad used to move the pad sequence forward).<br>→ “Making Pads Play in a Predetermined Sequence (PAD SEQUENCE) (p. 94)” |
| 27     | When you strike a pad sequence pad, the number of the next step and the pad that sounds is shown.<br>→ “Making Pads Play in a Predetermined Sequence (PAD SEQUENCE) (p. 94)”  |

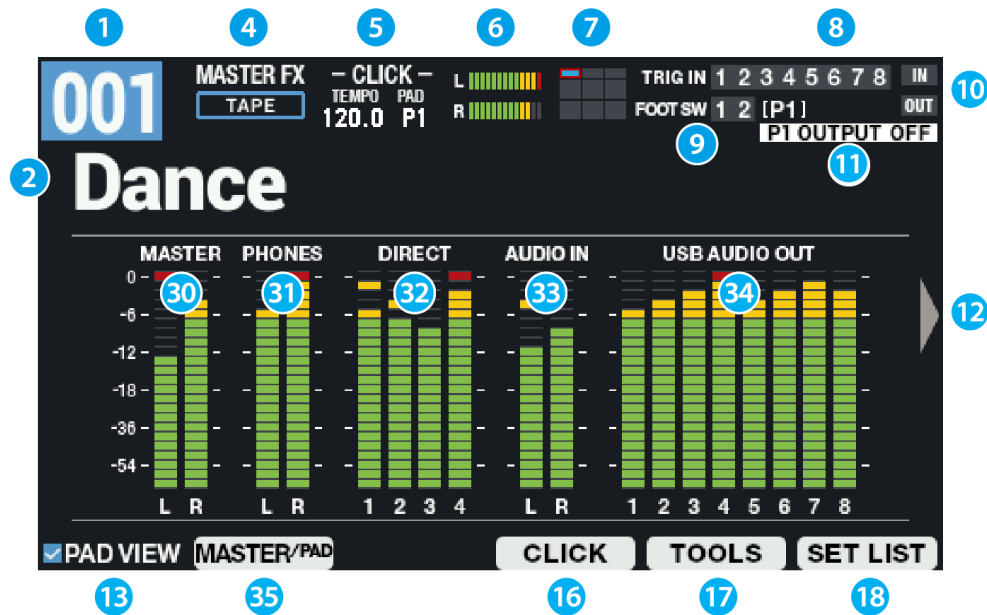
TRIGGER IN/FOOT SW screen (explanation of each icon and information)



| Number | Explanation                           |
|--------|---------------------------------------|
| 28     | Shows information for TRIGGER IN 1–8. |

| Number | Explanation                        |
|--------|------------------------------------|
| 29     | Shows information for FOOT SW 1–2. |

Level meter screen (explanation of each icon and the information shown)

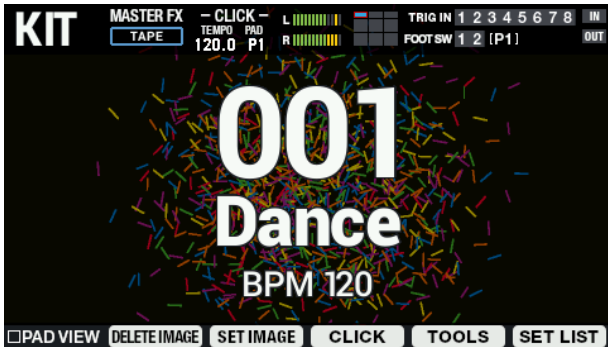


| Number | Explanation                                                                                                                                                                                        |
|--------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 30     | Shows the MASTER OUT level (the level of the signal before the [MASTER] knob).                                                                                                                     |
| 31     | Shows the PHONES OUT level (the level of the signal before the [PHONES] knob).                                                                                                                     |
| 32     | Shows the DIRECT OUT 1–4 levels.                                                                                                                                                                   |
| 33     | Shows the AUDIO IN level.                                                                                                                                                                          |
| 34     | Shows the USB AUDIO OUT level.<br>CH1: MASTER OUT L<br>CH2: MASTER OUT R<br>CH3: DIRECT OUT 1<br>CH4: DIRECT OUT 2<br>CH5: DIRECT OUT 3<br>CH6: DIRECT OUT 4<br>CH7: AUDIO IN L<br>CH8: AUDIO IN R |
| 35     | [F2] (MASTER/PAD) button<br>Switches between master level and pad level view, when the level meter top screen is shown on the top screen.                                                          |

## Using your preferred image as the background for the kit screen

Use a USB flash drive to import the desired image file into the SPD-SX PRO. The imported image can be displayed as the background of the KIT screen when PAD VIEW is turned OFF.

- Filenames that contain double-byte characters do not display correctly.
- Supported formats: JPEG, PNG (except for files saved in interlaced format), BMP (24-bit only)
- If the message “Image size is too large/small!” is shown, modify the image size and try importing again.
- If an image file that differs from the 480 (w) × 272 (h) pixel size is imported, the image is automatically enlarged or reduced and trimmed.



### Setting the background image

- 1 Save the image file you want to use as the background to the desired folder on the USB flash drive.
- 2 Plug the USB flash drive into the SPD-SX PRO.
- 3 In the KIT screen, deselect the [F1] (PAD VIEW) check box.
- 4 Press the [F3] (SET IMAGE) button.
- 5 Move the cursor to the image you want to import, and press the [F6] (IMPORT) button.

#### Cursor operations

| Button                 | Explanation                               |
|------------------------|-------------------------------------------|
| Cursor [▲] [▼] buttons | Moves the cursor.                         |
| Cursor [◀] [▶] buttons | Moves up or down in the folder directory. |

### Deleting the image you set as the background

- 1 In the KIT screen, deselect the [F1] (PAD VIEW) check box.
- 2 Press the [F2] (DELETE IMAGE) button.
- 3 Select “OK” and then press the [ENTER] button.

## How to use the KIT screen

### Changing the current pad (PAD SELECT)

Although you can strike a pad with your stick to change the current pad, you can also do this with just the panel buttons.

### 1 Hold down the [ENTER] button and press the cursor [◀] [▶] buttons.

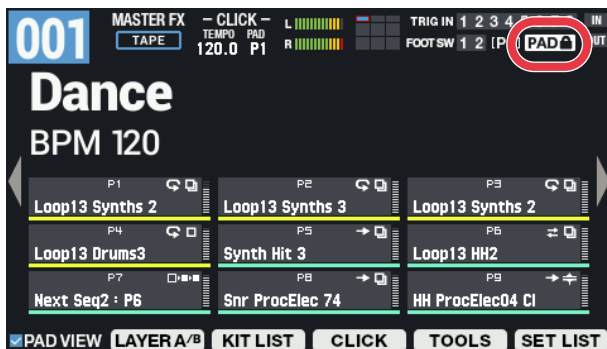
#### Locking the pads (PAD LOCK)

Use the pad lock feature to prevent the pads you set from switching when you strike them.

This is useful when you want to lock a certain pad while you're editing, for example.

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

The pad is locked, and an icon like the one in the illustration appears on the screen.



### 2 To unlock, hold down the [SHIFT] button again and press the [MENU] button.

#### Checking the pad sounds in headphones only (PAD CHECK)

You can use just the headphones to check the sound of the pads you strike.

#### NOTE

The following effects are not applied.

- KIT MFX1–4
- MASTER EFFECT
- MASTER COMP
- MASTER EQ

With this function, no sound is output from the MAIN/DIRECT OUT jacks, which is useful when you're playing live or in similar situations where you want to preview the sound of the pads just by yourself.

### 1 While holding down the [PAD CHECK] button, press the pad of the sound that you want to check.

#### Using the PAD PREVIEW/PLAYER function

With PAD PREVIEW, when you press the [PAD CHECK] button while it is blinking, you can check the sounds that are assigned to the pads at a fixed velocity.

With PAD PLAYER, you can operate the BWD, FWD, PLAY and other buttons while the PAD PREVIEW/PLAYER window is shown to play the sounds back from a specified time. This lets you play back a longer backing part from the middle to check it.

1 Hold down the [SHIFT] button and press the [PAD CHECK] button.

The PAD CHECK button blinks and the PAD PREVIEW/PLAYER function turns on.



|                       |                                                                                                                                                             |
|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Current Pad           | Selects the current pad.<br>You can also select the current pad by holding down the [ENTER] button and pressing the cursor [◀] [▶] buttons.                 |
| Velocity              | Set the velocity value used for previewing the sounds.                                                                                                      |
| [F3] BWD              | Moves the playback start position of the [F5] PLAY button five seconds earlier. When you press the button during playback, this rewinds five seconds.       |
| [F4] FWD              | Moves the playback start position of the [F5] PLAY button five seconds later. When you press the button during playback, this fast-forwards five seconds.   |
| [F5] PLAY (STOP) (*1) | Press this button to play back from the start position that's set.<br>This changes to STOP when playing back, and playback stops when you press the button. |
| [F6] CLOSE            | Closes the PAD PREVIEW/PLAY screen.                                                                                                                         |

\*1 When playing back using the [F5] PLAY button, the Loop and Decay settings for LAYER are disabled.

2 Press the [PAD CHECK] button.

This lets you play the current pad (PREVIEW).

3 To turn the PAD PREVIEW/PLAYER function off, press and hold down the [SHIFT] button again, and then press the [PAD CHECK] button to make PAD CHECK stop blinking.

Entering safety mode

This function eliminates the need to worry about accidentally operating the wrong buttons or knobs.  
When using this function, the unit limits you to only the bare minimum of functions during a live performance.

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

The unit enters safety mode. The [KIT] button blinks.



You can do the following things in this mode.

- Switching between kits
- Starting and stopping the click
- Pressing the [ALL SOUND OFF] button
- Adjusting the volume (MASTER/PHONES/CLICK)
- Switching between screen views using the cursor [◀] [▶] buttons

### 2 To unlock, hold down the [SHIFT] button again and press the [KIT] button.

## Striking the Pads to Play

The SPD-SX PRO features nine different pads (pads 1–9).

The indicators light up differently according to each pad's settings when you strike the pads.

#### NOTE

Use drumsticks to strike the pads.

The SPD-SX PRO is designed to respond in an optimal way when you strike the pads using sticks.

#### MEMO

- Use the shoulders of your sticks when striking pads 1–3.
- You can use the settings in MENU → KIT EDIT1 → PAD LED to configure how the pad indicators light up.



Example: when striking pad 7



Stopping all currently played sounds (ALL SOUND OFF)

You can stop all sounds that are currently playing.

- 1 To stop the sounds that are playing, press the [ALL SOUND OFF] button.



### MEMO

You can assign the ALL SOUND OFF function to a pad or footswitch, which makes all of the sounds stop that are currently playing (including the click sound).

→ “Configuring the Functions to Assign to the Pads and Footswitch, and Configuring the PAD EDIT Knob and Expression Pedal Settings for the SPD-SX PRO Overall (CONTROL SETUP) (p. 147)”

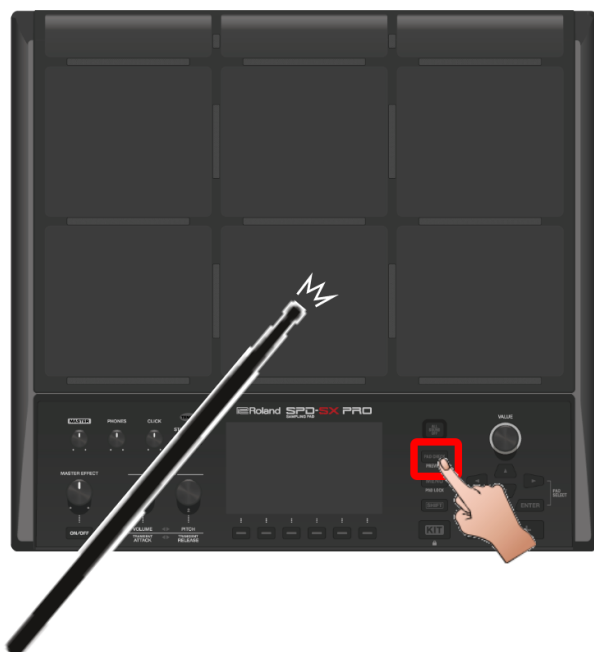
You can’t use the [ALL SOUND OFF] button to mute the effect sounds to which the MASTER effect or KIT MFX are applied or the click sound (including the click track). This includes the delay reverberations, sounds that are looped with the looper effect and so on.

### Checking the pad sounds in headphones (PAD CHECK)

It’s possible to output the sounds of the pads you strike to headphones only.

Use this function when you’re playing live or in similar situations where you want to preview the sound of the pads just by yourself.

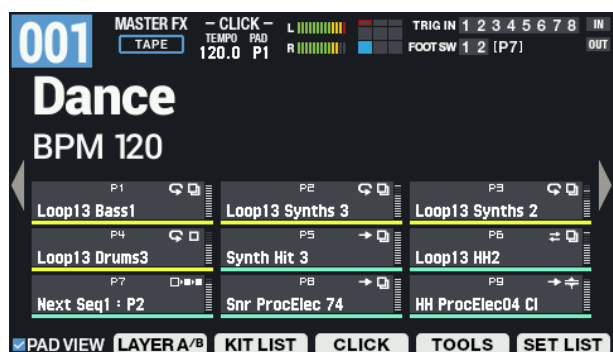
- 1 Strike the pad whose sound you want to check while holding down the [PAD CHECK] button.



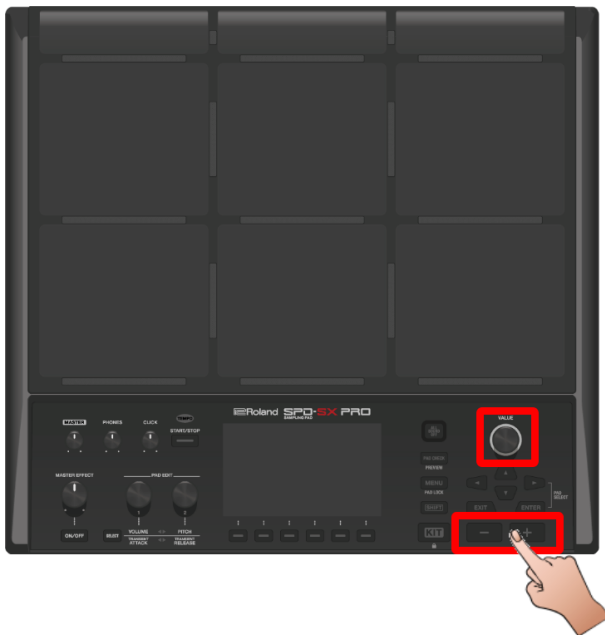
## Selecting a Kit ([+] [-] buttons, [VALUE] knob)

Select the kit and begin playing.

- 1 Press the [KIT] button to display the top screen.



### 2 Press the [-] [+] buttons or use the [VALUE] knob to select a kit.



### 3 Try selecting and playing with the various kits.

#### MEMO

- Hold down the [SHIFT] button and turn the [VALUE] knob to skip through 10 kits at a time.
- You can also hold down the [SHIFT] button and press the [-] [+] buttons to skip through 10 kits at a time.
- Hold down the [-] button and press the [+] button, or hold down the [+] button and press the [-] button to quickly switch between kits.
- You can register the order used to switch between kits by using a set list.
- The pads and footswitch can also be used to switch between kits.

\* See “KIT screen (explanation of each icon and the information shown) (p. 43)” for details on the information shown in the top screen.

## Applying the Master Effect

Here's how to use the master effect when playing.

### 1 Make some sounds by playing the instrument.

## 2 Press the MASTER EFFECT [ON/OFF] button to make it light up.



Button Lights up

The button lights up, and the master effect turns on.

## 3 Turn the MASTER EFFECT knob.

This adjusts the amount of effect applied.

### MEMO

You can edit the settings of the master effect.

- [MENU] → KIT EDIT 1 → OUTPUT/EFFECTS → [F3] (MASTER EFFECT)
- Press the [SHIFT] button and the MASTER EFFECT [ON/OFF] button at the same time to switch to the master effect settings screen.  
→ "MASTER EFFECT Settings (p. 83)"
- To set the master effect for each kit, set "Master Effect Setting" to "KIT".
- To use the same master effect settings for all kits, set "Master Effect Setting" to "SYSTEM".

### NOTE

The master effect is not applied to the sound that's output to DIRECT 1–4 or to MASTER DIRECT L/R.

## Playing Along with the Click (Metronome)

You can use the click sound to check the tempo as you're playing.

### 1 Press the [START/STOP] button.

The [START/STOP] button lights up.

The click sounds at the tempo set in the kit.



#### MEMO

- When LED Reference is "ON", the TEMPO indicator continually blinks. When the setting is "OFF", the indicator goes dark.  
→ "Setting the volume, sound and other settings ([F2] SETUP) (p. 100)"
- You can switch to the KIT CLICK settings screen by pressing the [START/STOP] button while holding down the [SHIFT] button.

### 2 Turn the [CLICK] knob to adjust the click volume.



#### MEMO

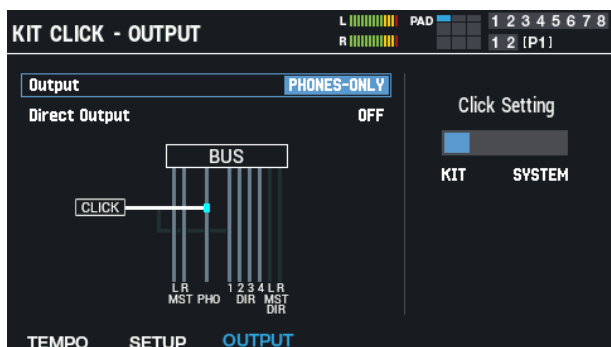
You can change the type and output destination of the click sound.

→ "Setting the volume, sound and other settings ([F2] SETUP) (p. 100)"

## Setting the click output destination

You can select the jack to which the click is output, such as when you want to hear the click sound only in headphones.

## 1 Select [MENU] → “KIT EDIT2” → “KIT CLICK” → [F3] (OUTPUT).



### MEMO

You can switch to the KIT CLICK settings screen by pressing the [START/STOP] button while holding down the [SHIFT] button.

## 2 Set the output destination.

### MEMO

For the click settings, you can set whether the settings for each kit are used or whether the system settings are used.

→ “Click-Related Settings for Kits (KIT CLICK) (p. 99)”

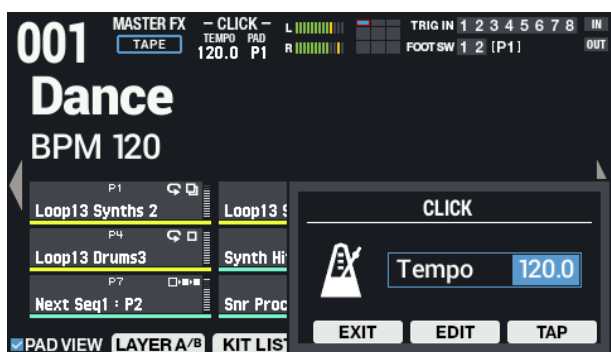
- To make individual click settings for each kit, set “Click Setting” to “KIT”.
- To use the same click settings for all kits, set “Click Setting” to “SYSTEM”.

## Setting the kit tempo (KIT TEMPO)

Here’s how to change the tempo when you play.

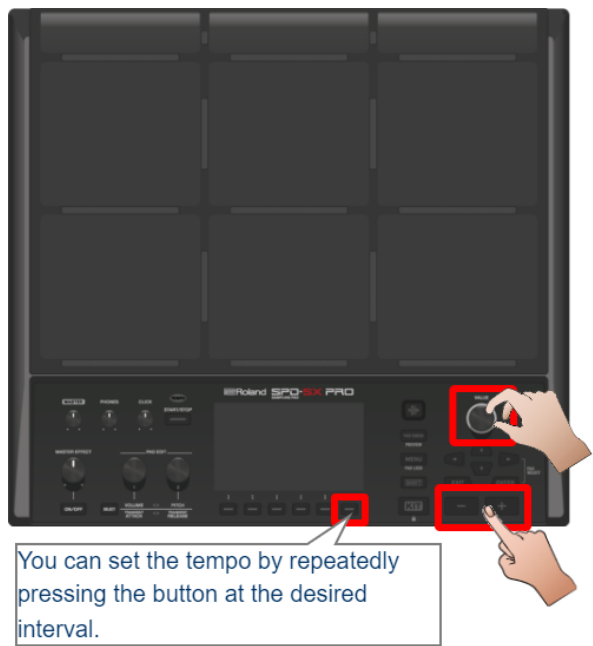
## 1 On the top screen, press the [F4] (CLICK) button.

The CLICK window appears.



| Button      | Explanation                                                                                                |
|-------------|------------------------------------------------------------------------------------------------------------|
| [F4] (EXIT) | Close the CLICK window.                                                                                    |
| [F5] (EDIT) | Switches to the KIT CLICK - TEMPO screen.<br>→ “Setting the tempo and time signature ([F1] TEMPO) (p. 99)” |
| [F6] (TAP)  | You can set the tempo by repeatedly pressing the button at the desired interval.                           |

2 Specifies the tempo.



| Button                                        | Value      | Explanation                                                                      |
|-----------------------------------------------|------------|----------------------------------------------------------------------------------|
| <b>[-] [+] buttons</b><br><b>[VALUE] knob</b> | 20.0–260.0 | Specifies the tempo.                                                             |
| <b>[F6] (TAP) button</b>                      |            | You can set the tempo by repeatedly pressing the button at the desired interval. |

3 Press the [F4] (EXIT) button to return to the top screen.



MEMO

For the click settings, you can set whether the settings for each kit are used or whether the system settings are used.

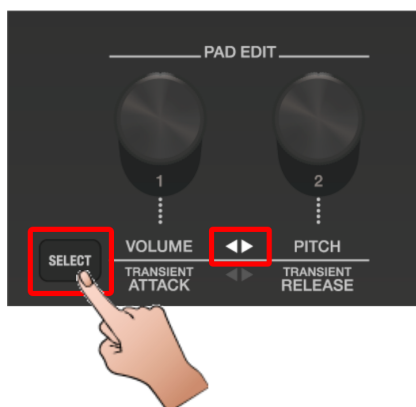
- ➔ “Click-Related Settings for Kits (KIT CLICK) (p. 99)”
  - To make individual click settings for each kit, set “Click Setting” to “KIT”.

- To use the same click settings for all kits, set “Click Setting” to “SYSTEM”.

## Adjusting the Pad Volume (PAD VOLUME)

The volume of the pads can be adjusted.

- 1 Press the PAD EDIT [SELECT] button a number of times to select VOLUME, PITCH on the top row.



When you turn either the PAD EDIT [1] or [2] knob, the PAD EDIT KNOB window appears.



### MEMO

- The PAD EDIT KNOB doesn't work when you turn it if the upper/lower row of LEDs are off.
- If you want to avoid unintentionally turning the knob, such as when you're playing live, press the [SELECT] button a number of times to turn the knob off.

- 2 Strike a pad that you want to configure to select it, and use the PAD EDIT [1] knob to adjust the volume.



### MEMO

You can adjust the VOLUME parameter on the PAD EDIT page as well.

→ "Basic Settings (PAD EDIT) (p. 66)" LAYER A/B Volume parameter

### 3 Press the [KIT] button to return to the top screen.



### MEMO

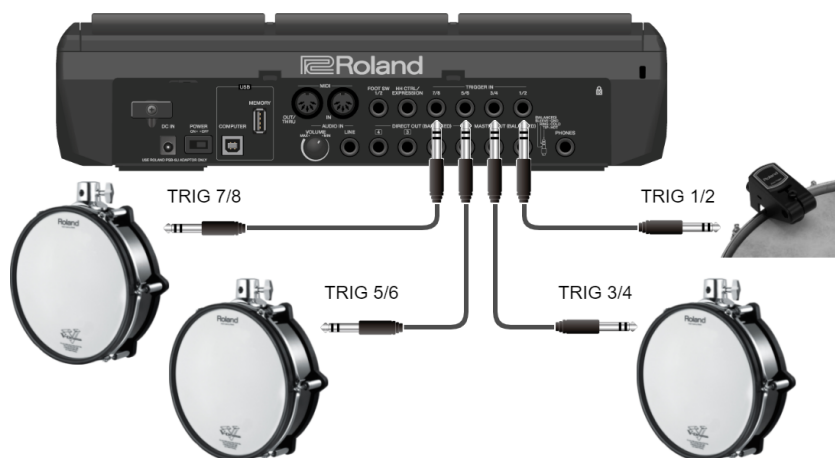
The PAD EDIT KNOB window returns to the previous screen if you haven't operated any of the controls for a period of time.

## Playing While Using the External Pads or Footswitch (TRIGGER IN/FOOT SW)

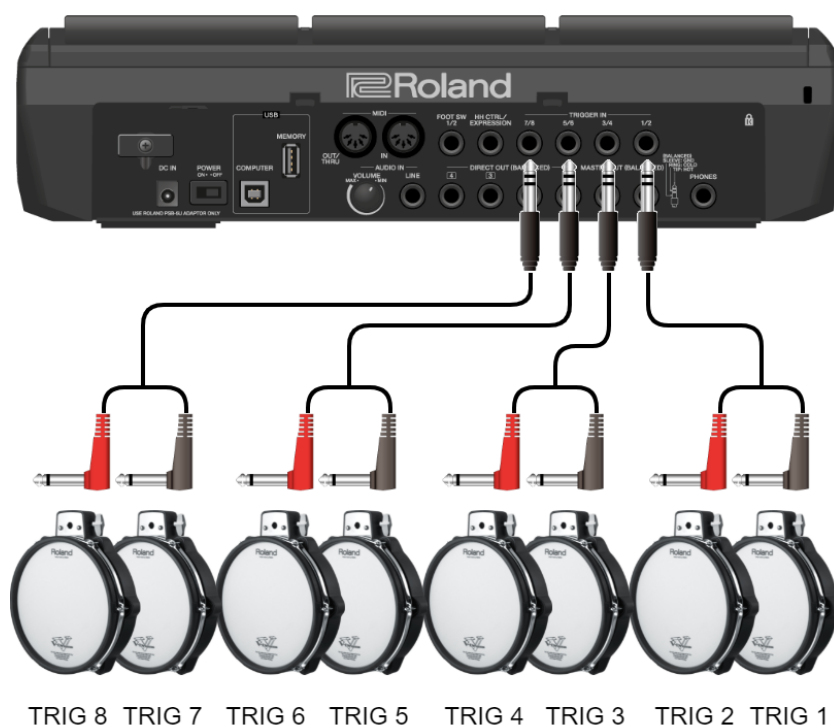
You can assign the waves to an external pad (PD series, sold separately), to an acoustic drum trigger (RT series, sold separately) or to a footswitch (FS-5U/FS-6/FS-7, sold separately).

Some typical connection examples are shown below.

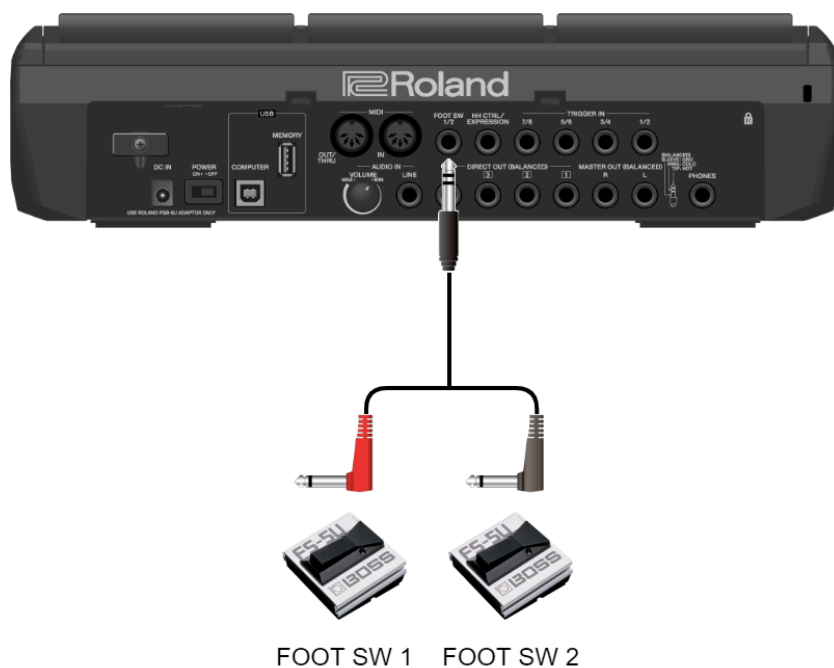
Connecting an external pad or acoustic drum trigger



## Connecting two external pads to a single TRIGGER IN jack



## Connecting an FS-5U

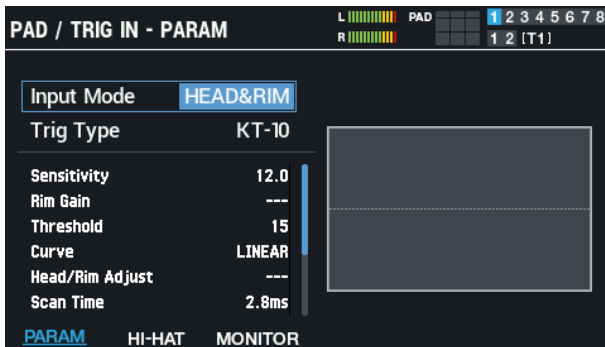


# 1

Connect the external pad to the TRIGGER IN jack.

Connect the footswitch to the FOOT SW jack.

## 2 Select [MENU] → SYSTEM → PAD/TRIG IN.



### MEMO

- You don't need to make the TRIGGER IN setting for the footswitch connected to the FOOT SW jack. Skip to step 4.
- When connecting two external pads to a single TRIGGER IN jack, set the "Input Mode" to "TRIG x 2".

## 3 Select the trigger type corresponding to the external pad that you've connected.

Select the trigger type that matches the model name of the external pad you've connected.

Set the parameters as necessary.

→ "Configuring the Pads and the TRIGGER IN Jacks (PAD /TRIGGER IN) (p. 129)"

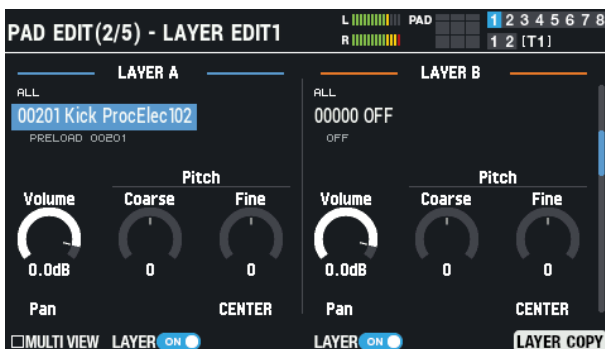
## 4 Select the kit that you want to play.

→ "Selecting a Kit ([+] [-] buttons, [VALUE] knob) (p. 53)"

## 5 Select [MENU] → "KIT EDIT1" → PAD EDIT.

## 6 Strike the external pad to make the PAD EDIT - LAYER EDIT screen for the external pad appear.

Press the footswitch to configure its settings.



## 7 Configure the wave you want to play, the volume and so on.

### MEMO

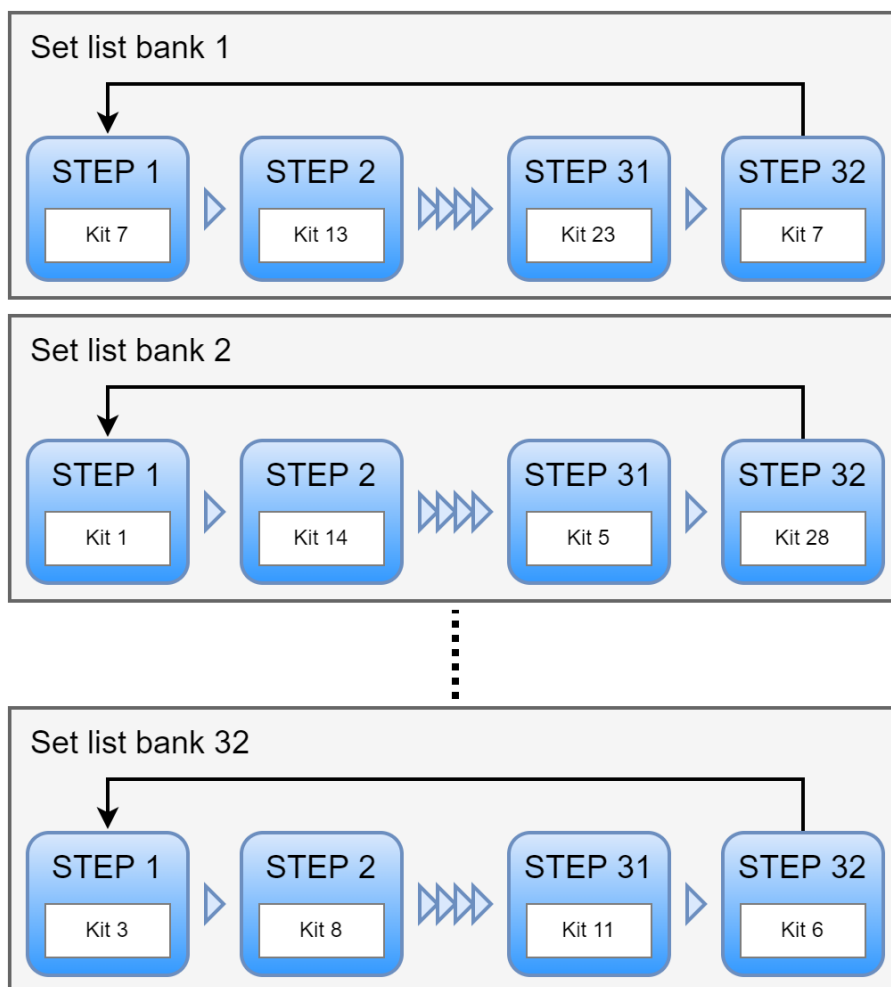
You can use an external pad or footswitch to assign functions aside from playing sounds, like switching between kits or turning kit effects on/off.

→ "Configuring the Functions to Assign to the Pads and Footswitch, and Configuring the PAD EDIT Knob and Expression Pedal Settings for the SPD-SX PRO Overall (CONTROL SETUP) (p. 147)"

## Using Set Lists When Playing

You can specify the order in which kits are recalled, up to 32 steps. This is called a "set list". You can create up to 32 set lists.

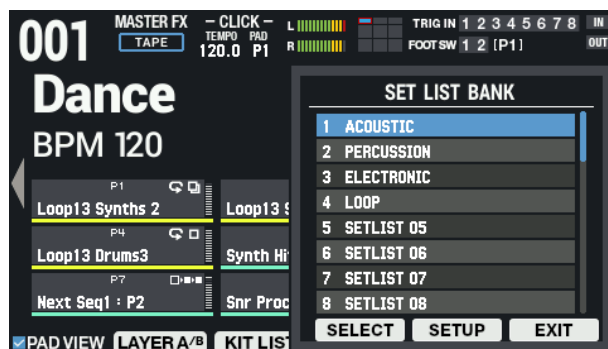
Creating a set list beforehand lets you configure the order in which the kits are played, for live performances or in similar situations.



Creating a set list

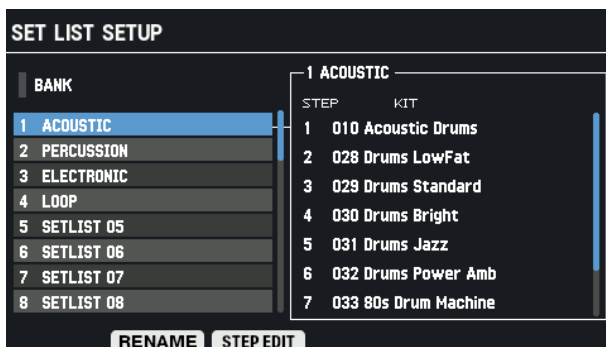
# 1 On the KIT screen, press [F6] (SET LIST) button.

The SET LIST BANK window appears.



## 2 Use the cursor [**▲**] [**▼**] [**◀**] [**▶**] buttons to select the bank for which you want to create a set list, and then press the [**F5**] (**SETUP**) button.

This enables the set list, and the SET LIST SETUP screen appears.

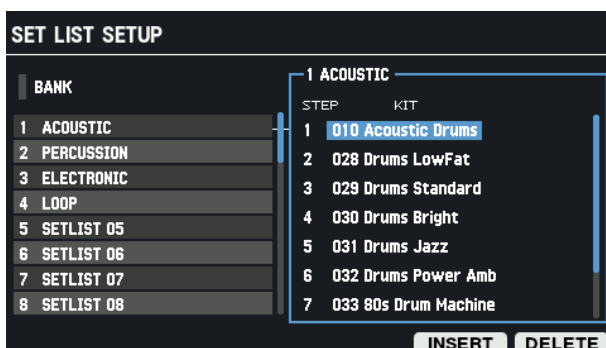


Left: list of banks; right: list of steps and kits for the selected bank

| Button                             | Explanation                                   |
|------------------------------------|-----------------------------------------------|
| [ <b>F2</b> ] ( <b>RENAME</b> )    | Edits the name of the selected set list bank. |
| [ <b>F3</b> ] ( <b>STEP EDIT</b> ) | Edits the steps of the selected set list.     |

## 3 Use the cursor [**◀**] [**▶**] buttons or the **F3** (**STEP EDIT**) button to move to **STEP EDIT**.

## 4 Use the cursor [**▲**] [**▼**] buttons to select the step whose kit you want to change, and use the [**-**] [**+**] buttons to select the kit.



| Button                          | Explanation                             |
|---------------------------------|-----------------------------------------|
| [ <b>F5</b> ] ( <b>INSERT</b> ) | Adds the kit to the selected step.      |
| [ <b>F6</b> ] ( <b>DELETE</b> ) | Removes the kit from the selected step. |

## 5 Press the [**KIT**] button to return to the **KIT** screen.

Using the set lists

## 1 On the KIT screen, press [F6] (SET LIST) button.

The SET LIST BANK window appears.

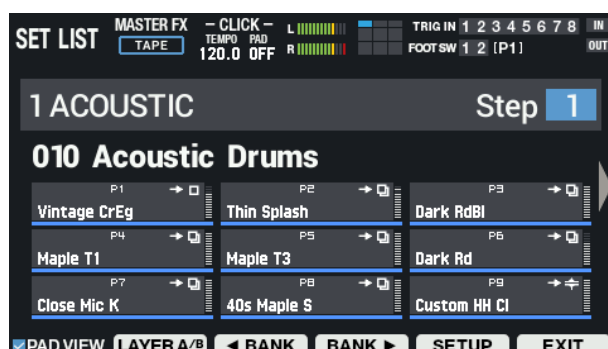


## 2 Use the cursor [▲] [▼] buttons to select the bank of the set list you want to use, and make the selection with [F4] (SELECT).

Now you're able to use the set list you selected.

### MEMO

- The unit remembers the show/hide status of the set list when you turn off the power.
- On the next startup, the unit starts with the set list displayed or hidden, as it was before the power was turned off.



## 3 Press the [F3] (◀ BANK) and [F4] (BANK ▶) buttons to switch between the set list banks to use.

## 4 Use the [-] [+] buttons or the [VALUE] knob to recall the kits in the order of the steps you set.

## 5 To stop using the set list, press the [F6] (EXIT) button.

### MEMO

You can assign functions to a footswitch or drum trigger and use it to recall set lists or kits.

→ “Configuring the Functions to Assign to the Pads and Footswitch, and Configuring the PAD EDIT Knob and Expression Pedal Settings for the SPD-SX PRO Overall (CONTROL SETUP) (p. 147)”

### MEMO

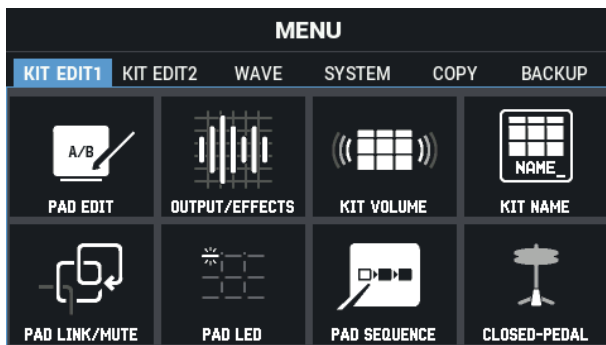
If the volume of each kit varies considerably, adjust the Kit Volume (the volume for the overall kit).

→ “Setting the Kit Volume (KIT VOLUME) (p. 88)”

# Customizing a kit (KIT EDIT 1)

Here's how to customize the kits. This lets you assign the waves you like in the kit and change how they play, for each pad.

## 1 Select [MENU] → "KIT EDIT1".



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

### Basic Settings (PAD EDIT)

Here's how to configure the basic settings, such as selecting the waves that each pad plays, adjusting the pad volume and so forth.

## 1 Select [MENU] → "KIT EDIT1".

## 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select "PAD EDIT" and press the [ENTER] button.

The PAD EDIT screen appears.

There are five different PAD EDIT screen pages.

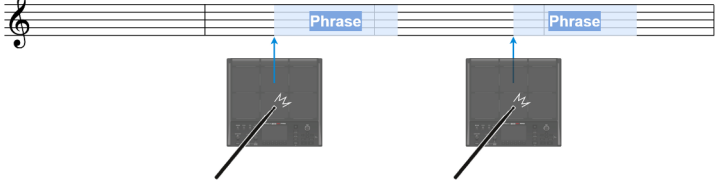
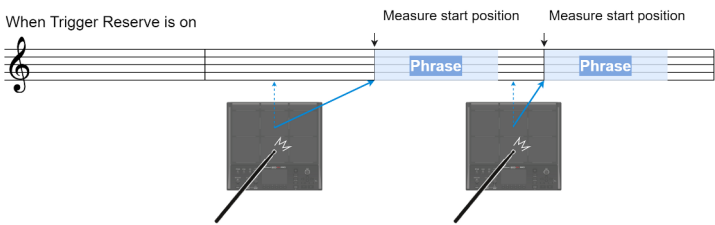
## 3 Hold down the [SHIFT] button and press the cursor [▲] [▼] buttons to move between pages.

### Setting the play type (PAD EDIT - PLAY TYPE)

When you strike a pad, a line is shown corresponding to the velocity (how hard you strike the pad).



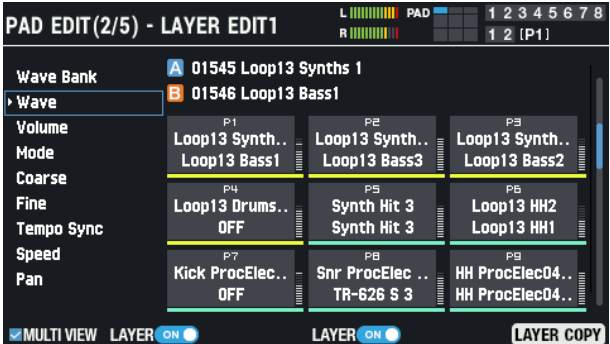
Use the cursor [▲] [▼] [◀] [▶] buttons to select a parameter, and use the [-] [+] buttons to edit the value.

| Parameter                 | Value                                                   | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|---------------------------|---------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Play Type Template</b> | SINGLE, PHRASE, LOOP, LOOP (Mute on Kit Change), HI-HAT | <p>Sets how the wave plays.</p> <p>* When this is set to “Play Type Template”, the parameters on the page switch to their optimal settings.</p> <p>SINGLE: Select this when playing single sounds like the kick, snare, clap and so on.</p> <p>PHRASE: Select this to play the wave as a phrase.</p> <p>LOOP: Select this when playing waves back repeatedly.</p> <p>LOOP (Mute on Kit Change): Select this when playing waves back repeatedly. However, if you switch to a different kit, the wave that’s playing back repeatedly stops playing.</p> <p>HI-HAT: Select this when using layer A for HH CLOSE and layer B for HH OPEN. You can connect a hi-hat pedal (sold separately) to the HH CTRL jack to switch between layer A and layer B.</p> |
| <b>Dynamics Switch</b>    | OFF, ON                                                 | <p>ON: Changes the volume according to the “Dynamics Curve” settings, in response to how hard you strike the pads.</p> <p>OFF: When you strike a pad, the sound plays at the volume you set in “Fixed Velocity”.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Dynamics Curve</b>     | LINEAR, LOUD1, LOUD2, LOUD3                             | <p>When this is set to “LINEAR”, the sound changes volume naturally according to how hard you strike the pads.</p> <p>When this is set to “LOUD 1” through “LOUD 3”, louder sounds are more readily produced.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Fixed Velocity</b>     | 1–127                                                   | When “Dynamics Switch” is OFF, this sets the velocity value at which the waves are played.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Trigger Reserve</b>    | OFF, ON                                                 | <p>When this is “ON”, you can play the pad ahead of the click accent timing to “reserve” the note.</p> <p>“Reserving” a note makes it play at the next click accent position.</p> <p>When the click is not playing back, the sound plays back at the same timing when you strike the pad as when “Trigger Reserve” is “OFF”.</p> <p>When Trigger Reserve is off</p>  <p>When Trigger Reserve is on</p>                                                                                                                                                                        |

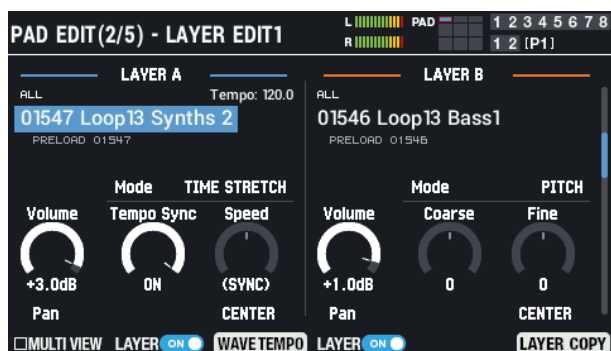
| Parameter         | Value                                                          | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|-------------------|----------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Layer Type</b> | MIX, FADE1, FADE2, XFADE, SWITCH, SW (MONO), ALTERNATE, HI-HAT | <p>MIX: The waves for layer A and layer B are always played together as a layer.</p> <p>FADE1: When you strike the pad at the Fade Point velocity or harder, layer B also plays together as a layer.</p> <p>FADE2: When you strike the pad at the Fade Point velocity or harder, the sound of layer B is added in as a layer, according to how hard you play. Layers A and B play back at the same volume when you strike the pad at the Fade End velocity.</p> <p>This basically works the same as FADE2, but layer A sounds quieter when you strike the pad stronger than the Fade Point velocity up through the Fade End velocity.</p> <p>SWITCH: Switches between layers according to how hard you play. Layer A plays when you strike the pad at a level weaker than the Fade Point velocity; and layer B plays when you strike the pad at a level stronger than the Fade Point velocity.</p> <p>SW (MONO): Basically the same as SWITCH, but only the most recent sound that LAYER A/B plays is heard (monophonic mode), so that newer sounds you play override the previous ones.</p> <p>ALTERNATE: Layers A and B play back alternately.</p> <p>HI-HAT: Use this in conjunction with the HH CTRL pedal. When you depress the HH CTRL pedal, the layer A (HH CLOSE) sound plays.</p> <p>When you release the HH CTRL pedal, the layer B (HH OPEN) sound plays. Assign the HH closed sound to layer A and the HH open sound to layer B.</p> |
| <b>Fade Point</b> | 1–127                                                          | <p>Sets the force of the strike at which layer B begins to sound. With a “1” setting, layer B plays regardless of how hard you strike the pad.</p> <p>This is only enabled when Layer Type = FADE1, FADE2, XFADE, SWITCH or SW (MONO).</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Fade End</b>   | 1–127                                                          | Sets the end point of the fade or crossfade range when the Layer Type is “FADE2” or “XFADE”.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

### LAYER A/B

| Parameter           | Value                                    | Explanation                                                                                                                                                                                                                    |
|---------------------|------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Loop</b>         | OFF, ON, X2, X4, X8, ON (MUTE on KitChg) | <p>Sets how many times a wave repeats.</p> <p>When this is “ON”, the wave keeps repeating.</p> <p>On (MUTE on KitChg): The wave repeats until you switch to a different kit. Switching kits stops the loop playback.</p>       |
| <b>Trigger Type</b> | ONESHOT, ALTERNATE                       | <p>Sets how the waves play back when you strike the pad.</p> <p>ONE SHOT: The wave sounds each time you strike the pad.</p> <p>ALTERNATE: The wave sounds each time you strike the pad.</p>                                    |
| <b>Poly/Mono</b>    | POLY, MONO                               | <p>Sets whether the waves play in polyphonic or monophonic mode.</p> <p>POLY: When a sound is already playing, the new sound plays on top of it.</p> <p>MONO: When a sound is already playing, the new sound overrides it.</p> |

| Button                    | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|---------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [F1] (MULTI VIEW)         | <p>When the check box is selected, the setting value for the selected parameter is shown in the list of pads at right.</p> <p>This is useful when you want to set a parameter such as the volume for each layer, all at once.</p>  <ol style="list-style-type: none"> <li>1. Use the cursor [▲] [▼] buttons to select a parameter.</li> <li>2. Press the cursor [◀] button to move the cursor to the pad.</li> <li>3. Press a cursor [▲] [▼] [◀] [▶] button or strike a pad to select the pad you wish to set.</li> <li>4. Use the [-] [+] buttons or the [VALUE] knob to edit the value.</li> </ol> |
| [F2] (LAYER)              | Turns layer A on/off.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| [F4] (LAYER)              | Turns layer B on/off.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| [F6] (LAYER COPY)         | Copies or swaps a layer.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| [SHIFT] + [F4] (SET ALL)  | <p>Copies a parameter to multiple PAD/TRIGGER IN/FOOT SW all at once.</p>  <p>From: Select copy source PAD 1–9, TRIGGER IN 1–8 or FOOT SW 1–2.<br/> To: Select copy destination PAD 1–9, TRIGGER IN 1–8, FOOT SW 1–2 or ALL.</p> <p>[F4] (EXIT): Cancels the operation.<br/> [F6] (SET ALL): Copies the data.</p>                                                                                                                                                                                                                                                                                  |
| [SHIFT] + [F5] (PAD INIT) | Initializes the selected pad.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| [SHIFT] + [F6] (PAD COPY) | Copies a pad.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |

## Layer settings 1 (PAD EDIT - LAYER EDIT1)



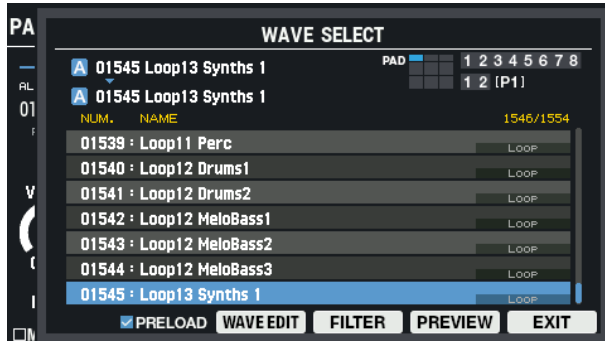
## LAYER A/B

| Parameter                                | Value                                                                   | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                  |
|------------------------------------------|-------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Wave Bank                                | ALL, PRELOAD, USER                                                      | Selects the category for waves to select.<br>ALL: Both PRELOAD and USER categories<br>PRELOAD: Waves that come preinstalled with this unit<br>USER: Waves for the user's import region                                                                                                                                                                                                                                       |
| Wave                                     | 0–20000                                                                 | Selects a sound from a maximum of 20,000 waves.<br>When "0" (OFF) is selected, no wave is assigned.<br>* The WAVE SELECT window is shown when you press the [ENTER] button while a WAVE name is selected by the cursor.<br>➔ <a href="#">"WAVE SELECT window (p. 71)"</a>                                                                                                                                                    |
| Mode                                     | PITCH, TIME STRETCH                                                     | PITCH: Adjusts the pitch.<br>TIME STRETCH: Changes the playback speed of the wave without altering the pitch.                                                                                                                                                                                                                                                                                                                |
| Volume                                   | -INF–+6.0 dB                                                            | Adjusts the volume.<br>This can also be set using the PAD EDIT KNOB.                                                                                                                                                                                                                                                                                                                                                         |
| Pitch Coarse (when Mode is "PITCH")      | -12–+12                                                                 | Adjusts the pitch (in semitones).<br>This can also be set using the PAD EDIT KNOB.<br><b>NOTE</b><br>When you adjust the pitch, the wave's playback speed changes.                                                                                                                                                                                                                                                           |
| Pitch Fine (when Mode is "PITCH")        | -50–+50                                                                 | Adjusts the pitch (in cents).                                                                                                                                                                                                                                                                                                                                                                                                |
| Tempo Sync (when Mode is "TIME STRETCH") | OFF, ON                                                                 | Automatically sets the wave tempo to the kit tempo.<br><b>NOTE</b><br>Tempo sync does not work correctly in the following cases.<br><ul style="list-style-type: none"> <li>When Kit Tempo is more than 1.5 times the value of "Wave Tempo"</li> <li>When Kit Tempo is less than 0.5 times the value of "Wave Tempo"</li> </ul> ➔ <a href="#">"Setting the wave tempo to the kit tempo (time-stretch tempo sync) (p. 71)"</a> |
| Speed (when Mode is "TIME STRETCH")      | 50%–150% (when Tempo Sync is "OFF")<br>(SYNC) (when Tempo Sync is "ON") | Adjusts the playback speed of the wave.                                                                                                                                                                                                                                                                                                                                                                                      |
| Pan                                      | L15–CENTER–R15                                                          | Adjusts the pan (left-right balance).                                                                                                                                                                                                                                                                                                                                                                                        |

## WAVE SELECT window

- 1 If the cursor is positioned at “Wave” in the PAD EDIT - LAYER EDIT1 screen, press the [ENTER] button.

The WAVE SELECT window appears.



- 2 Use the cursor [▲] [▼] buttons to select the wave.

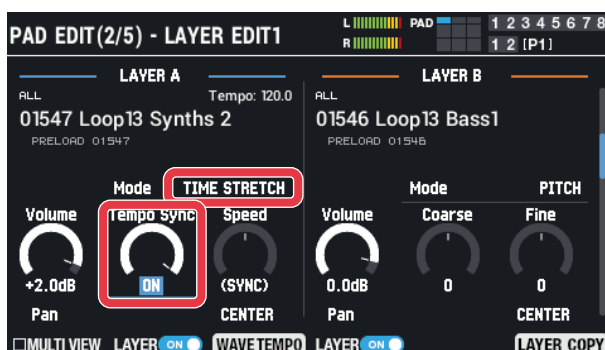
| Button           | Explanation                                                                                                                                              |
|------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| [F2] (PRELOAD)   | When the check box is selected, all samples are shown including preload samples.<br>When the check box is deselected, the preload samples are not shown. |
| [F3] (WAVE EDIT) | The WAVE EDIT screen appears.<br>→ “Editing a Wave (WAVE EDIT) (p. 112)”                                                                                 |
| [F4] (FILTER)    | The TAG FILTER window appears.<br>→ “Filtering Wave Lists by Tags (FILTER) (p. 116)”                                                                     |
| [F5] (PREVIEW)   | Previews the selected sample.                                                                                                                            |
| [F6] (EXIT)      | Closes the WAVE SELECT window.                                                                                                                           |

- 3 Press the [F6] (EXIT) button to close the WAVE SELECT window.

## Setting the wave tempo to the kit tempo (time-stretch tempo sync)

You can play the wave tempo (playback speed) at the tempo of the click.

- 1 On the PAD EDIT screen, set the Mode to “TIME STRETCH” and the Tempo Sync to “ON”.



2 Set the tempo data for the wave.

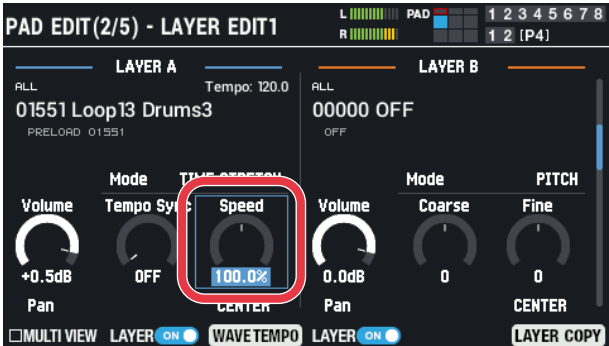
To use TEMPO SYNC, you must first set the accurate tempo data for each wave.  
→ “Setting the wave tempo manually (p. 73)”

3 Set the tempo for the kit you want to play.

→ “Setting the kit tempo (KIT TEMPO) (p. 57)”

MEMO

If Tempo Sync is set to “OFF” in the PAD EDIT screen, you can adjust the Speed to set the wave to the desired speed.



Setting the tempo data in a wave

When getting ready to use Tempo Sync, you must set an accurate tempo (BPM) for the wave.

Automatically detecting the wave tempo

WAVE TEMPO screen: [MENU] → [KIT EDIT1] → [PAD EDIT] → [F3] (WAVE TEMPO)

1 On the WAVE TEMPO screen, press the [F4] (DETECT) button.

This analyzes the wave tempo and automatically sets the tempo (DETECT).



NOTE

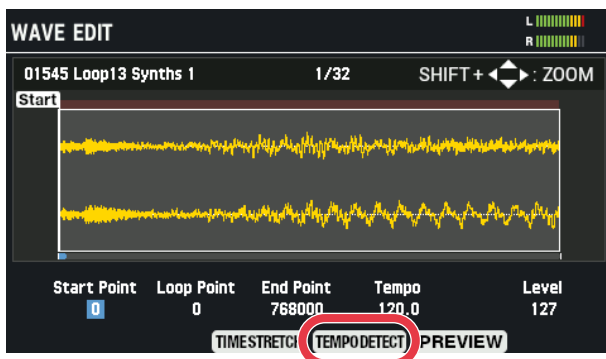
Use MANUAL mode if you’re having a hard time detecting the correct tempo in AUTO mode.  
→ “Setting the wave tempo manually (p. 73)”

| Parameter | Value | Explanation |
|-----------|-------|-------------|
|-----------|-------|-------------|

|                    |                                                                     |                                                                                                                                                    |
|--------------------|---------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Detect Type</b> | Auto (50–99),<br>Auto (70–139),<br>Auto (80–159),<br>Auto (100–199) | Analyzes the frequency characteristics throughout the entire wave to detect the tempo. The estimated tempo of the wave is specified for the value. |
|                    | Start/End                                                           | The tempo is corrected based on the length of the wave and the Wave Tempo setting.                                                                 |

When setting on the WAVE EDIT screen

- 1 On the WAVE EDIT screen, press the [F4] (TEMPO DETECT) button while holding down the [SHIFT] button.



Setting the wave tempo manually

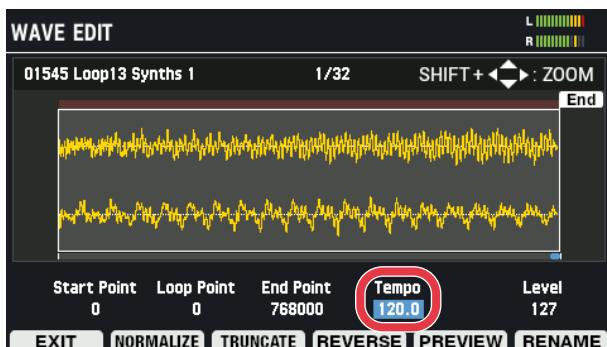
Here's how to manually set the tempo. Use MANUAL mode if you know the tempo of the wave, or if you're having a hard time detecting the correct tempo in AUTO mode.

- 1 On the WAVE TEMPO screen, move the cursor over Wave Tempo to change the tempo.



When setting on the WAVE EDIT screen

- 1 On the WAVE EDIT screen, move the cursor to Tempo to change the tempo.



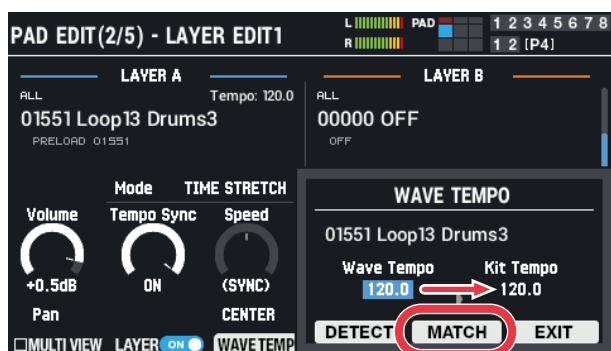
Setting the tempo for the kit you want to play

By setting the tempo for the kit you want to play, the wave's playback speed is synchronized with the tempo (when Tempo Sync is ON).

→ "Setting the kit tempo (KIT TEMPO) (p. 57)"

To prevent time stretching from being applied when Tempo Sync is set to "ON", set the Kit Tempo to the same value as the Wave Tempo.

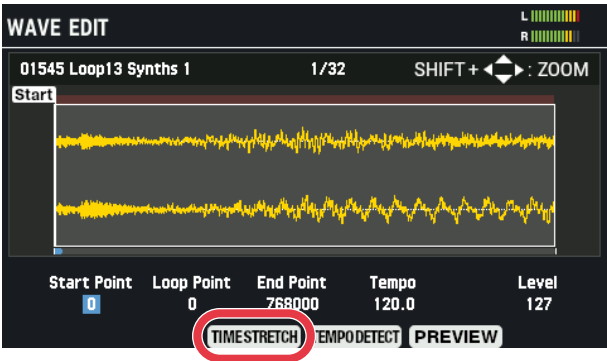
- 1 On the WAVE TEMPO screen, press the [F5] (MATCH) button.



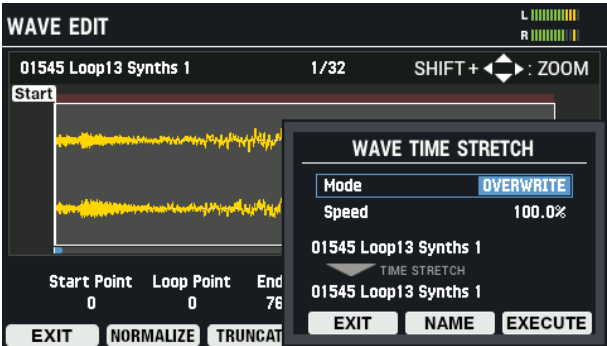
## Performing time stretching with high quality

This function lets you perform high-quality time stretching offline.

1 On the WAVE EDIT screen, press the [F3] (TIME STRETCH) button while holding down the [SHIFT] button.



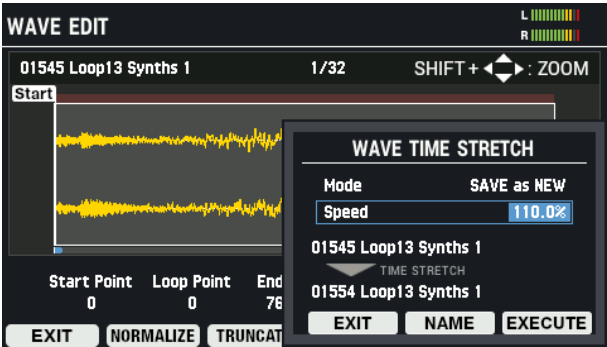
The WAVE TIME STRETCH screen appears.



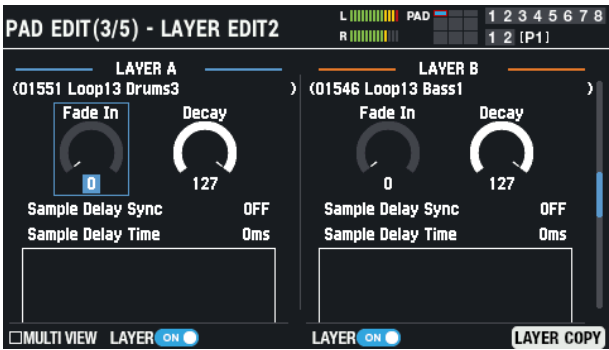
2 Select a mode ("OVERWRITE" or "SAVE as NEW"), and set the Speed to the desired value (50.0%–200.0%).

| Mode        | Explanation                             |
|-------------|-----------------------------------------|
| OVERWRITE   | Overwrites the wave data.               |
| SAVE as NEW | Saves the wave data as a separate wave. |

3 Press the F6 (EXECUTE) button to execute the time stretch and save the wave.



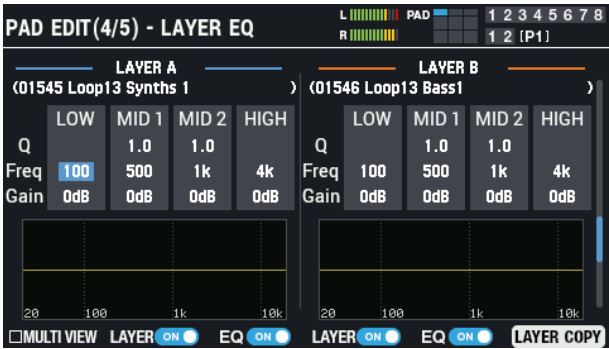
Layer settings 2 (PAD EDIT - LAYER EDIT2)



| Parameter         | Value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Explanation                                                                                                                                                                                                                                                                                                            |
|-------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Fade In           | 0–127                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Adjusts the time it takes for the original peak value (volume) to be reached once the wave starts playing.                                                                                                                                                                                                             |
| Decay             | 0–127                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Adjusts the wave decay time.<br>* This is only enabled for layers in which “Loop” is set to “OFF”.                                                                                                                                                                                                                     |
| Sample Delay Sync | OFF, TEMPO SYNC                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | You can add a delay that occurs before the sound actually plays after you strike a pad.<br>When this is set to TEMPO SYNC, you can synchronize the Sample Delay Time with the kit’s tempo.                                                                                                                             |
| Sample Delay Time | 0–5000 ms<br>(When Sample Delay Sync is off)<br><br>1/64T (♩ <sub>3</sub> ), 1/64 (♩ <sub>3</sub> ), 1/32T (♩ <sub>3</sub> ), 1/32 (♩ <sub>3</sub> ), 1/16T (♩ <sub>3</sub> ), 1/32 (♩ <sub>3</sub> ), 1/16 (♩ <sub>3</sub> ), 1/8T (♩ <sub>3</sub> ), 1/16 (♩ <sub>3</sub> ), 1/8 (♩ <sub>3</sub> ), 1/4T (♩ <sub>3</sub> ), 1/8 (♩ <sub>3</sub> ), 1/4 (♩ <sub>3</sub> ), 1/2T (♩ <sub>3</sub> ), 1/4 (♩ <sub>3</sub> ), 1/2 (♩ <sub>3</sub> ), 1/1T (♩ <sub>3</sub> ), 1/2 (♩ <sub>3</sub> ), 1/1 (♩ <sub>3</sub> ), 2/1T (♩ <sub>3</sub> ), 1/1 (♩ <sub>3</sub> ), 2/1 (♩ <sub>3</sub> )<br>(when Sample Delay Sync is “TEMPO SYNC”) | Sets how much time it takes for the sound to be heard (the delay time) after you strike the pad.<br>When Sample Delay Sync is OFF, set the time.<br>When Sample Delay Sync is set to “TEMPO SYNC”, set this as a note length.<br>For instance, you can make layer B play after layer A, creating a time-delayed sound. |

| Button                    | Explanation                                                        |
|---------------------------|--------------------------------------------------------------------|
| [SHIFT] + [F4] (SET ALL)  | Copies a parameter to multiple PAD/TRIGGER IN/FOOT SW all at once. |
| [SHIFT] + [F5] (PAD INIT) | Initializes the selected pad.                                      |
| [SHIFT] + [F6] (PAD COPY) | Copies a pad.                                                      |

EQ settings (PAD EDIT - LAYER EQ)

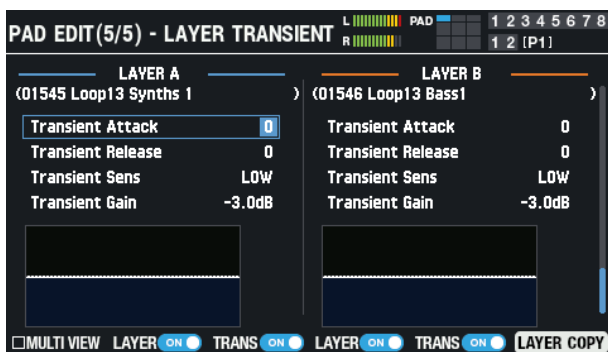


| Parameter | Value       | Explanation                |
|-----------|-------------|----------------------------|
| LOW Freq  | 20 Hz–1 kHz | Frequency of the low range |

| Parameter | Value        | Explanation                                                                          |
|-----------|--------------|--------------------------------------------------------------------------------------|
| LOW Gain  | -24–+24 dB   | Gain of the low range                                                                |
| MID1 Q    | 0.5–16       | The width of midrange band 1. Set a higher value to narrow the range to be affected. |
| MID1 Freq | 20 Hz–16 kHz | Frequency of the middle range 1                                                      |
| MID1 Gain | -24–+24 dB   | Gain of the middle range 1                                                           |
| MID2 Q    | 0.5–16       | The width of midrange band 2. Set a higher value to narrow the range to be affected. |
| MID2 Freq | 20 Hz–16 kHz | Frequency of the middle range 2                                                      |
| MID2 Gain | -24–+24 dB   | Gain of the middle range 2                                                           |
| HIGH Freq | 1 kHz–16 kHz | Frequency of the high range                                                          |
| HIGH Gain | -24–+24 dB   | Gain of the high range                                                               |

| Button                    | Explanation                                                        |
|---------------------------|--------------------------------------------------------------------|
| [F1] (MULTI VIEW)         | Shows the pad status as a list.                                    |
| [F2] (LAYER)              | Turns layer A on/off.                                              |
| [F3] (EQ)                 | Turns the layer A equalizer on/off.                                |
| [F4] (LAYER)              | Turns layer B on/off.                                              |
| [F5] (EQ)                 | Turns the layer B equalizer on/off.                                |
| [F6] (LAYER COPY)         | Copies or swaps a layer.                                           |
| [SHIFT] + [F4] (SET ALL)  | Copies a parameter to multiple PAD/TRIGGER IN/FOOT SW all at once. |
| [SHIFT] + [F5] (PAD INIT) | Initializes the selected pad.                                      |
| [SHIFT] + [F6] (PAD COPY) | Copies a pad.                                                      |

## Transient settings (PAD EDIT - LAYER TRANSIENT)



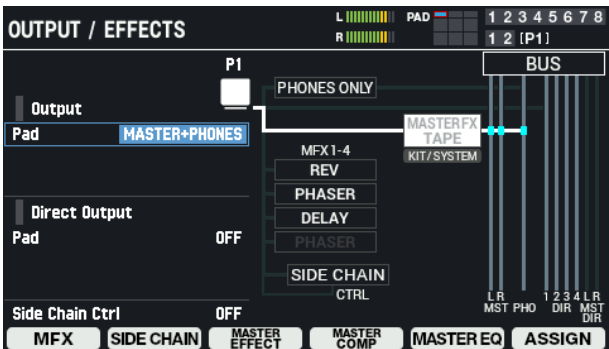
| Parameter         | Value                | Explanation                                                                                                                                                                                                                                                                                                                |
|-------------------|----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Transient Attack  | -50–50               | Use this to emphasize or de-emphasize the attack portion of the sound.<br>This can also be set using the PAD EDIT KNOB.                                                                                                                                                                                                    |
| Transient Release | -50–50               | Use this to emphasize or de-emphasize the release portion of the sound.<br>This can also be set using the PAD EDIT KNOB.                                                                                                                                                                                                   |
| Transient Sens    | ULOW, LOW, MID, HIGH | Adjusts the transient sensitivity.<br>Raising the sensitivity makes the transient effect easier to apply when you play a roll.<br>The transient effect may trigger unintentionally for sounds that have a long release time, such as cymbals.<br>In this case, you can lower the sensitivity to reduce the responsiveness. |

| Parameter      | Value         | Explanation                                    |
|----------------|---------------|------------------------------------------------|
| Transient Gain | -INF--+6.0 dB | Adjusts the volume after transient adjustment. |

| Button                    | Explanation                                                        |
|---------------------------|--------------------------------------------------------------------|
| [F1] (MULTI VIEW)         | Shows the status of pads 1–9 as a list.                            |
| [F2] (LAYER)              | Turns layer A on/off.                                              |
| [F3] (TRANS)              | Turns the layer A transient on/off.                                |
| [F4] (LAYER)              | Turns layer B on/off.                                              |
| [F5] (TRANS)              | Turns the layer B transient on/off.                                |
| [F6] (LAYER COPY)         | Copies or swaps a layer.                                           |
| [SHIFT] + [F4] (SET ALL)  | Copies a parameter to multiple PAD/TRIGGER IN/FOOT SW all at once. |
| [SHIFT] + [F5] (PAD INIT) | Initializes the selected pad.                                      |
| [SHIFT] + [F6] (PAD COPY) | Copies a pad.                                                      |

Effect and Output Destination Settings (OUTPUT/EFFECTS)

Output and effect settings



- 1 Select [MENU] → “KIT EDIT1”.
- 2 Use the cursor [▲][▼][◀][▶] buttons to select “OUTPUT/EFFECTS” and press the [ENTER] button.

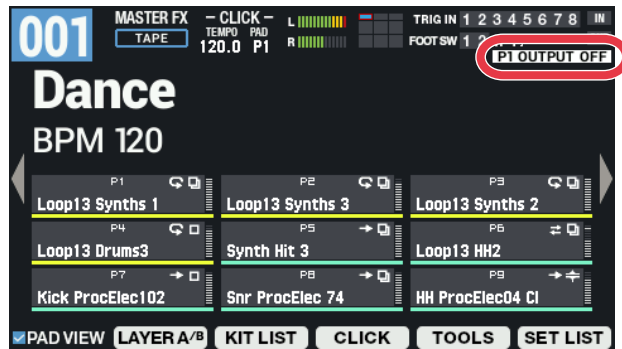
The OUTPUT / EFFECTS screen appears.

Strike to select the pad or trigger that you want to configure.

Use the cursor [▲][▼] buttons to select a parameter, and use the [-] [+] buttons or the [VALUE] knob to edit the value.

| Parameter | Value         | Explanation                                                                                                 |
|-----------|---------------|-------------------------------------------------------------------------------------------------------------|
| MFX1–4    | (Effect type) | Sets the MFX to be used for MFX1–4.<br><br>This is shown only if one of the MFX1–4 is set for Output (PAD). |

| Parameter                  | Value                                               | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|----------------------------|-----------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Output (PAD)</b>        | MASTER+PHONES, PHONES-ONLY, MFX1–4, SIDE CHAIN, OFF | These parameters are for selecting the output (connection) destination for each pad, MFX and side chain.                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Output (MFX1–4)</b>     | MASTER+PHONES, PHONES-ONLY, SIDE CHAIN, OFF         | Settings available (differs with each parameter):<br>MASTER+PHONES: Outputs to the headphones jack and MASTER OUT jacks (when “Master Direct Sw” is “NORMAL”).<br>PHONES-ONLY: Outputs only to the PHONES jack. No sound is output from the MASTER OUT jacks.<br>MFX1–4: Connects to the MFX 1–4 inputs for each kit.<br>SIDE CHAIN: Connects to the side chain input.<br>OFF: Turns off the output destinations respectively for the pads, MFX and the side chain. When this is set to OFF, “OUTPUT OFF” is shown in the top right-hand corner of the KIT screen. |
| <b>Output (Side Chain)</b> | MASTER+PHONES, PHONES-ONLY, OFF                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |



| Parameter                         | Value                                                                                                                                | Explanation                                                                      |
|-----------------------------------|--------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------|
| <b>Direct Output (Pad)</b>        | OFF, DIRECT 1, DIRECT 2, DIRECT 1+2 (L+R), DIRECT 3, DIRECT 4, DIRECT 3+4 (L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R | Selects the DIRECT OUT output destination for each pad, MFX and side chain.      |
| <b>Direct Output (MFX1–4)</b>     | OFF, DIRECT 1, DIRECT 2, DIRECT 1+2 (L+R), DIRECT 3, DIRECT 4, DIRECT 3+4 (L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R |                                                                                  |
| <b>Direct Output (Side Chain)</b> | OFF, DIRECT 1, DIRECT 2, DIRECT 1+2 (L+R), DIRECT 3, DIRECT 4, DIRECT 3+4 (L+R), MASTER DIRECT L, MASTER DIRECT R, MASTER DIRECT L+R |                                                                                  |
| <b>Side Chain Ctrl</b>            | OFF, ON                                                                                                                              | Turn this on when using the output of each pad as the side chain control signal. |

| Button                      | Explanation                                                                    |
|-----------------------------|--------------------------------------------------------------------------------|
| <b>[F1] (MFX)</b>           | Shows the MFX settings screen (MFX 1–4).<br>→ “MFX Settings (MFX1–4) (p. 81)”  |
| <b>[F2] (SIDE CHAIN)</b>    | Shows the SIDE CHAIN settings screen.<br>→ “SIDE CHAIN Settings (p. 81)”       |
| <b>[F3] (MASTER EFFECT)</b> | Shows the MASTER EFFECT settings screen.<br>→ “MASTER EFFECT Settings (p. 83)” |
| <b>[F4] (MASTER COMP)</b>   | Shows the MASTER COMP settings screen.<br>→ “MASTER COMP Settings (p. 84)”     |
| <b>[F5] (MASTER EQ)</b>     | Shows the MASTER EQ settings screen.<br>→ “MASTER EQ Settings (p. 85)”         |

| Button                    | Explanation                                                                                                                          |
|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------|
| [F6] (ASSIGN)             | Shows the settings screen for the pad and trigger output destinations.<br>→ “Setting the Output Destination (OUTPUT ASSIGN) (p. 86)” |
| [SHIFT] + [F5] (SET ALL)  | Copies the OUTPUT parameter to multiple PAD/TRIGGER IN/FOOT SW all at once.                                                          |
| [SHIFT] + [F6] (MFX COPY) | Copies the MFX.                                                                                                                      |

Kit effect remain

The SPD-SX PRO features a “remain” function for the kit effects (MFX 1–4 and the side chain effects) that takes into account how the player plays this instrument while switching between kits.

This function keeps the sounds of MFX 1–4 and side chain effect going from the previous kit, even after you switch to a new kit while you’re playing.

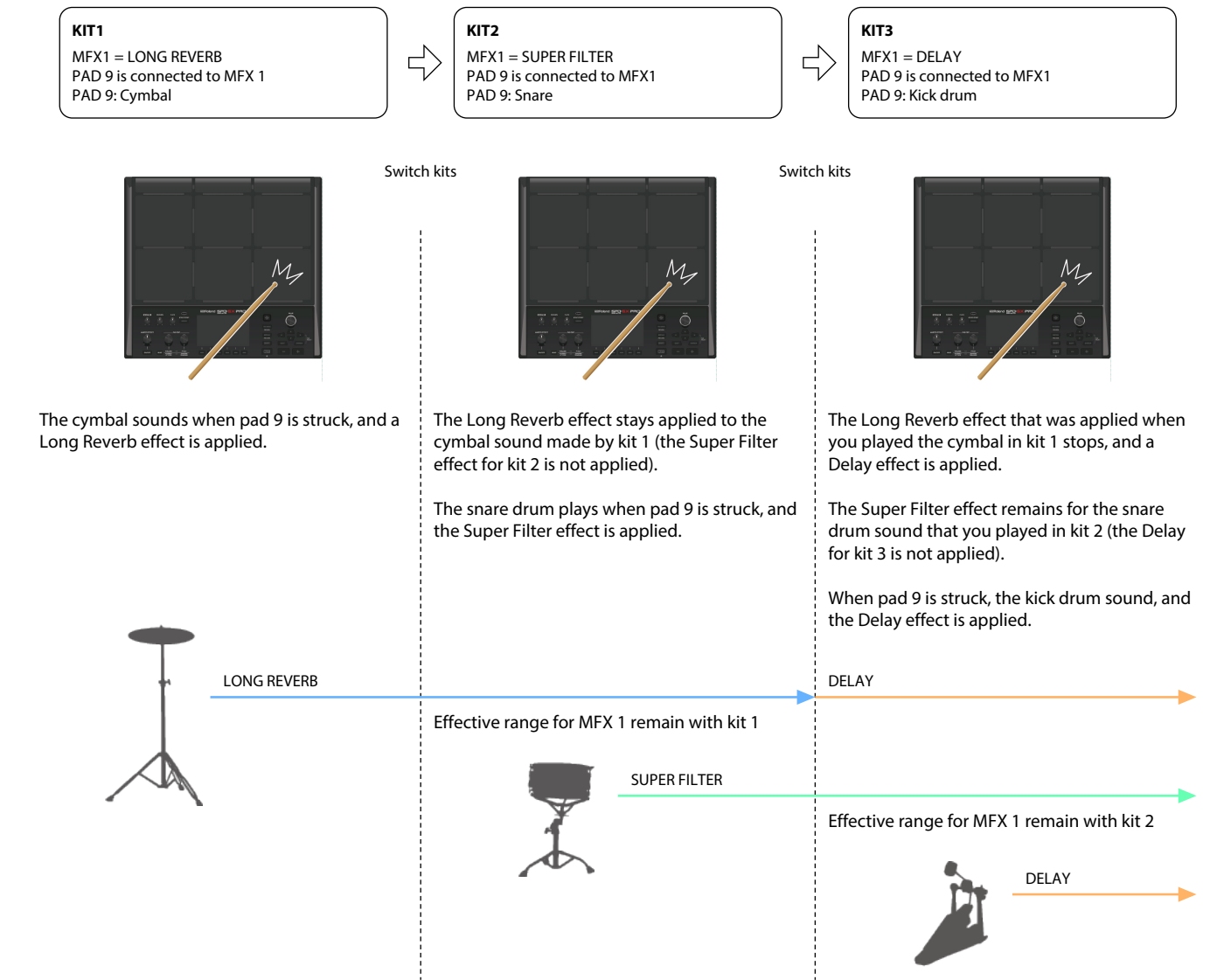
With this function, the effect sound remains until you select the next kit.

Use “All Sound Off” to stop the sound as necessary before you switch between kits.

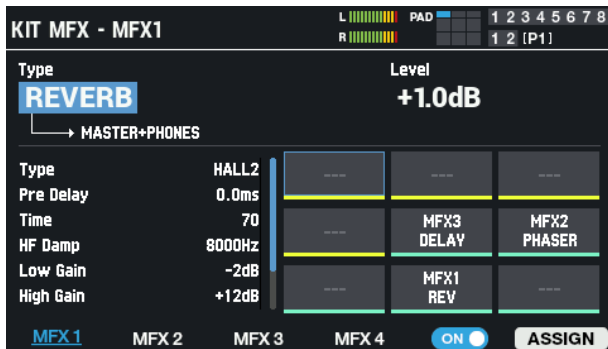
MEMO

The remain function is enabled for the master effects only when the system settings are selected. If the master effect is set for each kit (Master Effect Setting = KIT), the remain function is disabled.

Since the effect type and settings don’t change for the master comp and master EQ even after you switch kits, you don’t have to worry about the sound getting chopped off.



## MFX Settings (MFX1–4)

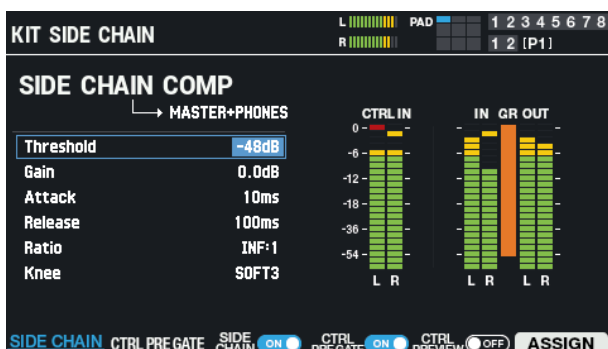


MFX 1–4

| Parameter                                        | Value                                       | Explanation                                                                       |
|--------------------------------------------------|---------------------------------------------|-----------------------------------------------------------------------------------|
| Type                                             | → “Effect List (p. 192)”                    | Sets the effect type.                                                             |
| (Output destination)                             | MASTER+PHONES, PHONES-ONLY, SIDE CHAIN, OFF | Selects the output (connection) destination for MFX 1–4.                          |
| Level                                            | -INF–+6.0 dB                                | Sets the effect level.                                                            |
| (MFX parameters)                                 | → “Effect List (p. 192)”                    | → “Effect List (p. 192)”                                                          |
| Area of pad shown in illustration (bottom right) | -                                           | The selected pad is shown with a blue border.<br>Also, the assigned MFX is shown. |

| Button                | Explanation                                                            |
|-----------------------|------------------------------------------------------------------------|
| [F1] (MFX 1)          | Displays the MFX 1 settings screen.                                    |
| [F2] (MFX 2)          | Displays the MFX 2 settings screen.                                    |
| [F3] (MFX 3)          | Displays the MFX 3 settings screen.                                    |
| [F4] (MFX 4)          | Displays the MFX 4 settings screen.                                    |
| [F5] (ON/OFF)         | Switches the selected MFX on/off.                                      |
| [F6] (ASSIGN)         | Shows the settings screen for the pad and trigger output destinations. |
| [SHIFT] + [F6] (COPY) | Copies the MFX.                                                        |

## SIDE CHAIN Settings



You can apply a side chain compressor to the sound.

Let's assume that the kick drum and backing tracks are assigned to different pads.

By applying a side chain compressor that works in tandem with the kick drum volume, the kick drum stands out in the mix, without getting buried by the backing tracks.

In this situation, make the following settings.

### 1 Use the pad to which the backing track is assigned as an input for the side chain compressor.

Configure the side chain compressor input in "Output (PAD)" of the effect or output destination settings (OUTPUT/EFFECTS).

→ "Effect and Output Destination Settings (OUTPUT/EFFECTS) (p. 78)"

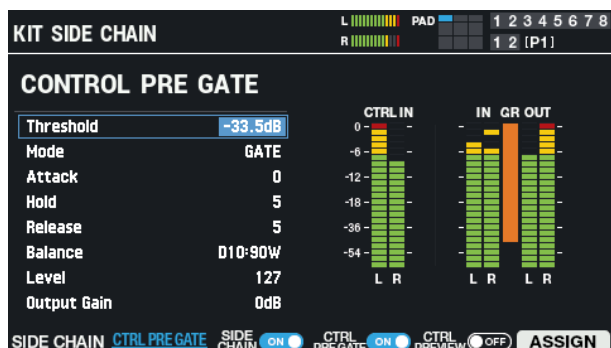
### 2 Set the pad to which the kick drum is assigned as the control signal for the side chain compressor.

Configure the side chain compressor control signal in "Side Chain Ctrl" of the effect or output destination settings (OUTPUT/EFFECTS).

→ "Effect and Output Destination Settings (OUTPUT/EFFECTS) (p. 78)"

| Parameter            | Value                           | Explanation                                                                               |
|----------------------|---------------------------------|-------------------------------------------------------------------------------------------|
| Output of side chain | MASTER+PHONES, PHONES-ONLY, OFF | Selects the SIDE CHAIN COMP output destination.                                           |
| Threshold            | -48–0 dB                        | Adjusts the volume level at which compression begins for the side chain compressor.       |
| Gain                 | -12.0–+12.0 dB                  | Adjusts the output level of the side chain compressor.                                    |
| Attack               | 0.1–100 ms                      | Adjusts the time before compression begins for the side chain compressor.                 |
| Release              | 10–1000 ms                      | Adjusts the time before the compression effect is released for the side chain compressor. |
| Ratio                | 1:1–INF:1                       | Adjusts the compression ratio of the side chain compressor.                               |
| Knee                 | HARD, SOFT1–3                   | Adjusts the attack of the compression effect for the side chain compressor.               |

CONTROL PRE GATE



Adds a gate effect to the signal that controls the side chain compressor.

For example, when you assign a kick with a long release time to the control signal, side chain compressor reduction may be applied for longer than intended.

In this case, you can use CTRL PRE GATE to apply a gate to the control signal, which lets you adjust the control signal side (CTRL PRE GATE) so that the compressor works as intended.

| Parameter | Value        | Explanation                                                                                                                                                                                                                                                                                        |
|-----------|--------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Threshold | -63.5–0.0 dB | Level at which the gate of the side chain control signal begins to close                                                                                                                                                                                                                           |
| Mode      | GATE, DUCK   | Adjusts the gate type used for the side chain control signal.<br><br>GATE: The gate will close when the volume of the original sound decreases, cutting the original sound.<br><br>DUCK (Duking): The gate will close when the volume of the original sound increases, cutting the original sound. |
| Attack    | 0–127        | Adjusts how much time it takes for the side chain control signal gate to open fully after it begins opening.                                                                                                                                                                                       |

| Parameter          | Value           | Explanation                                                                                                                                                       |
|--------------------|-----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Hold</b>        | 0–127           | Adjusts how much time it takes before the gate begins closing, starting from when the dry sound of the side chain control signal falls below the threshold level. |
| <b>Release</b>     | 0–127           | Adjusts how much time it takes for the side chain control signal gate to close fully after the hold time elapses and the gate begins closing.                     |
| <b>Balance</b>     | D100:0W–D0:100W | Adjusts the volume balance between the dry sound (D) and the gated sound (W) of the side chain control signal.                                                    |
| <b>Level</b>       | 0–127           | Adjusts the output level used for the side chain control signal.                                                                                                  |
| <b>Output Gain</b> | -12–+12 dB      | Adjusts the output level used for the side chain control signal.                                                                                                  |

| Button               | Explanation                                                                                                                            |
|----------------------|----------------------------------------------------------------------------------------------------------------------------------------|
| [F1] (SIDE CHAIN)    | Shows the SIDE CHAIN settings screen.                                                                                                  |
| [F2] (CTRL PRE GATE) | Shows the CTRL PRE GATE settings screen.                                                                                               |
| [F3] (SIDE CHAIN)    | Turns the side chain on/off.                                                                                                           |
| [F4] (CTRL PRE GATE) | Turns the CTRL PRE GATE on/off.                                                                                                        |
| [F5] (CTRL PREVIEW)  | Turns the CTRL PREVIEW on/off.<br>When this is on, you can temporarily listen to just the control signal going through the side chain. |
| [F6] (ASSIGN)        | Shows the settings screen for the pad and trigger output destinations.                                                                 |

### Reading the level meter

| Level meter    | Explanation                                                                                                                                        |
|----------------|----------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>CTRL IN</b> | Control signal level for the side chain compressor (the signal level after applying the PRE GATE to the control signal when CTRL PRE GATE is “ON”) |
| <b>IN</b>      | Side chain compressor input level                                                                                                                  |
| <b>GR</b>      | Side chain compressor gain reduction level                                                                                                         |
| <b>OUT</b>     | Side chain compressor output level                                                                                                                 |

## MASTER EFFECT Settings

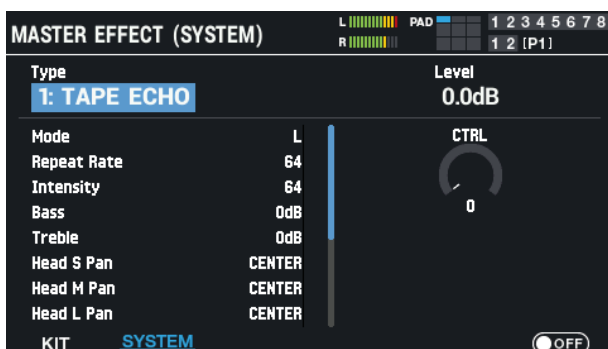
Here are the master effect settings that are applied to the final stage of the master out signal.

\* The master effect is not applied to sound that’s output from the DIRECT OUT jacks.

\* If “Master Direct Sw” is set to “DIRECT” in “[OUTPUT \(p. 153\)](#)”, the master effect is not applied to the sound coming from the MASTER OUT jacks.

For each master effect type, one, two or more predetermined parameters are assigned to the [MASTER EFFECT] knob.

You only need to switch the MASTER EFFECT on and turn the [MASTER EFFECT] knob to apply the effect to the sound outputted from MASTER OUT.



| Parameter   | Value                                      | Explanation                  |
|-------------|--------------------------------------------|------------------------------|
| <b>Type</b> | → “ <a href="#">Effect List (p. 192)</a> ” | Sets the MASTER EFFECT type. |

| Parameter             | Value                    | Explanation                                                                                                                                                                  |
|-----------------------|--------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Level                 | -INF--+6.0 dB            | Sets the effect output level.                                                                                                                                                |
| (Effect parameters)   | → “Effect List (p. 192)” | → “Effect List (p. 192)”<br>For each master effect type, the predetermined parameters are assigned to the [MASTER EFFECT] knob.<br>(KNOB) is shown next to these parameters. |
| Master Effect Setting | KIT, SYSTEM              | KIT: Sets the master effect for each kit (note that the remain function is not available)<br>SYSTEM: Configures the master effect for the SPD-SX PRO overall                 |

| Button        | Explanation                                                                                       |
|---------------|---------------------------------------------------------------------------------------------------|
| [F1] (KIT)    | Sets the master effect for the kit.                                                               |
| [F2] (SYSTEM) | Sets the master effect for the system.                                                            |
| [F6] (ON/OFF) | Turns the MASTER EFFECT on/off.<br>You can also set this using the MASTER EFFECT [ON/OFF] button. |

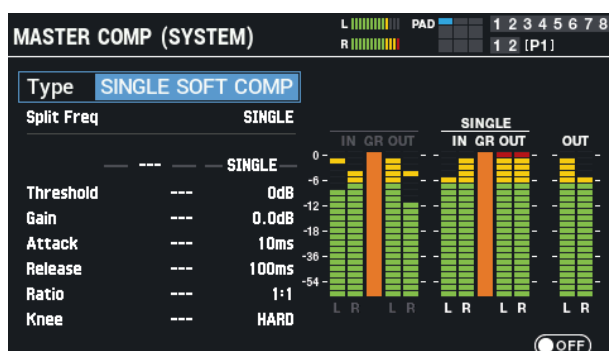
### MEMO

Hold down the [SHIFT] button and press the MASTER EFFECT [ON/OFF] button to switch to the MASTER EFFECT screen.

## MASTER COMP Settings

Here’s how to configure the settings for the stereo compressor (master comp) that are applied at the final stage of the master out.

- \* The master comp effect is not applied to sound coming from the DIRECT OUT jacks.
- \* If “Master Direct Sw” is set to “DIRECT” in “OUTPUT (p. 153)”, the master comp effect is not applied to the sound coming from the MASTER OUT jacks.



| Parameter      | Value                                                                                               | Explanation                                                                                                                                                                                                                                                                                          |
|----------------|-----------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Type           | SINGLE SOFT COMP, SINGLE HARD COMP, SINGLE LIMITER, 2BAND SOFT COMP, 2BAND HARD COMP, 2BAND LIMITER | Selects the character of the compressor.<br>* When you edit the parameters, all parameters of the master comp change to match the type.<br>You can then adjust each parameter as necessary.<br>Depending on the settings of these parameters, the resulting effect might not match the Type setting. |
| Split Freq     | SINGLE, 10–16000Hz                                                                                  | Adjusts the bandwidth of the compressor.<br>When the compressor bandwidth is “SINGLE”, this effect operates as a single-band compressor only on the high range.                                                                                                                                      |
| Threshold (*1) | -60–0 dB                                                                                            | Adjusts the volume level at which compression starts.                                                                                                                                                                                                                                                |
| Gain (*1)      | -60--+24 dB                                                                                         | Adjusts the compressor output level.                                                                                                                                                                                                                                                                 |
| Attack (*1)    | 0.1–100 ms                                                                                          | Adjusts how long it takes before compression is applied.                                                                                                                                                                                                                                             |
| Release (*1)   | 10–1000 ms                                                                                          | Adjusts how long it takes before the compression returns to normal.                                                                                                                                                                                                                                  |

| Parameter         | Value         | Explanation                                                           |
|-------------------|---------------|-----------------------------------------------------------------------|
| <b>Ratio (*1)</b> | 1:1–INF:1     | Adjust the compression ratio.                                         |
| <b>Knee (*1)</b>  | HARD, SOFT1–3 | Adjusts the attack of the sound at the moment compression is applied. |

\*1 If Split Freq is set to something other than “SINGLE”, the low range and high range can be set independently.

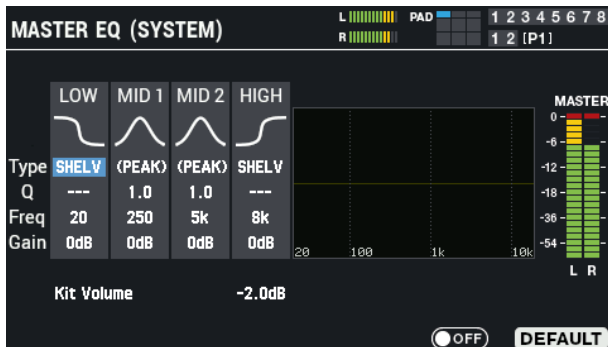
| Button                | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|-----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>[F2] LOW SOLO</b>  | When “Split Freq” is not set to “SINGLE” and the compressor is operating as a two-band compressor, you can individually audition the low- and high-frequency ranges.<br><br>* These settings are reset if you perform any of the following operations.<br><ul style="list-style-type: none"> <li>• Respecify the Type parameter as single band compressor</li> <li>• Set the Split Freq parameter to “SINGLE”</li> <li>• Exit the MASTER COMP screen</li> </ul> |
| <b>[F3] HIGH SOLO</b> |                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>[F6] (ON/OFF)</b>  | Turns the MASTER COMP on/off.                                                                                                                                                                                                                                                                                                                                                                                                                                   |

## MASTER EQ Settings

Here’s how to configure the settings for the four-band parametric equalizer (master EQ) that’s applied at the final stage of the master out.

\* The master EQ effects are not applied to sound that’s output from the DIRECT OUT jacks.

\* If “Master Direct Sw” is set to “DIRECT” in “[OUTPUT \(p. 153\)](#)”, the master EQ effect is not applied to the sound coming from the MASTER OUT jacks.



| Parameter                | Value                                                              | Explanation                                                                                              |
|--------------------------|--------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|
| Type (only LOW and HIGH) | SHELV (Shelving), PEAK<br>(MID1 and MID2: fixed to “PEAK”)         | Selects how the equalizer effect works.                                                                  |
| Q                        | 0.5–16.0<br>(only when Type is set to “PEAK”)                      | Adjusts the bandwidth of the frequency region.<br>Set a higher value to narrow the range to be affected. |
| Freq                     | 20 Hz–1 kHz (LOW)<br>20 Hz–16 kHz (MID1, 2)<br>1 kHz–16 kHz (HIGH) | Adjusts the center frequency.                                                                            |
| Gain                     | -12–+12 dB                                                         | Adjusts the amount of boost/cut.                                                                         |
| Kit Volume               | -INF, -60.0–+6.0 dB                                                | Adjusts the volume of the kit.                                                                           |

| Button         | Explanation                                              |
|----------------|----------------------------------------------------------|
| [F5] (ON/OFF)  | Turns the MASTER EQ on/off.                              |
| [F6] (DEFAULT) | Restores the MASTER EQ settings to their default values. |

Setting the Output Destination (OUTPUT ASSIGN)

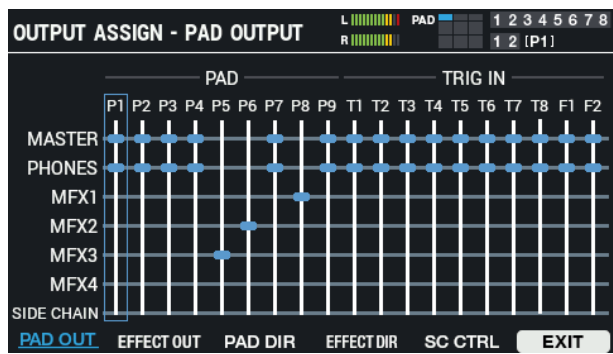
On the OUTPUT ASSIGN screen, press the [F1]–[F5] buttons to select the parameters to configure.

The parameters are the same as those that are set in the OUTPUT/EFFECTS screen. On this OUTPUT ASSIGN screen, you can check the parameters as a list.

PAD OUT (PAD OUTPUT)

Specifies the output destination for the pad audio.

- 1 Select the pad or trigger to set using the cursor [◀] [▶] buttons, and select the output destination using the [-] [+] buttons.



The output of each trigger is routed to the outputs marked in blue on the screen.

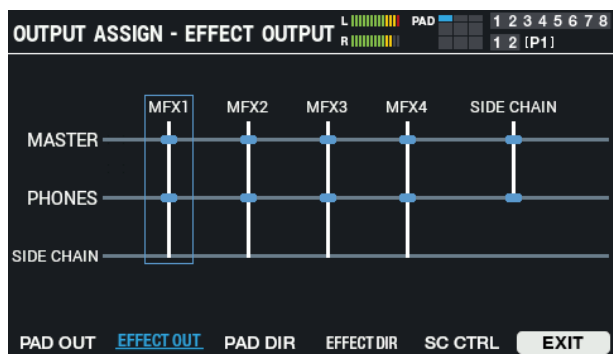
- 2 Press the [F6] (EXIT) button to return to the OUTPUT / EFFECTS screen.

| Button                   | Explanation                                                                |
|--------------------------|----------------------------------------------------------------------------|
| [SHIFT] + [F6] (SET ALL) | Copies the output settings to multiple PAD/TRIGGER IN/FOOT SW all at once. |

EFFECT OUT (EFFECT OUTPUT)

Sets the output destination for audio from MFX 1-4 and from the side chain compressor.

- 1 Select the pad or trigger to set using the cursor [◀] [▶] buttons, and select the output destination using the [-] [+] buttons.



- 2 Press the [F6] (EXIT) button to return to the OUTPUT / EFFECTS screen.

PAD DIR (PAD DIRECT)

Set this when you want to output the pad sounds to DIRECT OUT.

1 Select the pad or trigger to set using the cursor [◀] [▶] buttons, and select the output destination using the [-] [+] buttons.



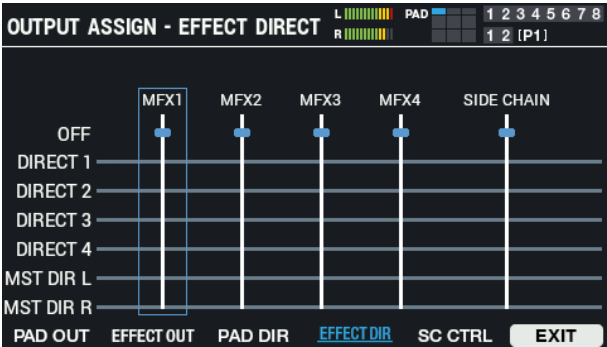
2 Press the [F6] (EXIT) button to return to the OUTPUT / EFFECTS screen.

| Button                   | Explanation                                                                    |
|--------------------------|--------------------------------------------------------------------------------|
| [SHIFT] + [F5] (COPY)    | Copies the direct out settings.                                                |
| [SHIFT] + [F6] (SET ALL) | Copies the direct out settings to multiple PAD/TRIGGER IN/FOOT SW all at once. |

EFFECT DIR (EFFECT DIRECT)

Set this when you want to output the MFX 1-4 and side chain compressor audio to DIRECT OUT.

1 Select the pad or trigger to set using the cursor [◀] [▶] buttons, and select the output destination using the [-] [+] buttons.

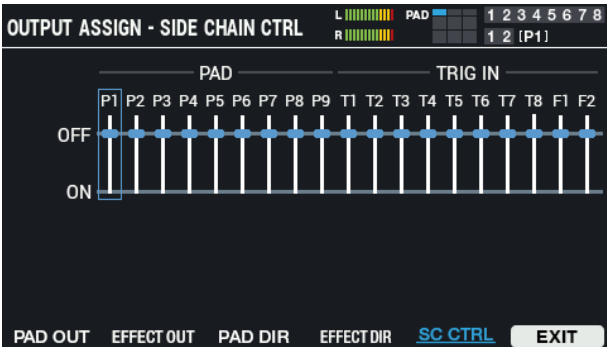


2 Press the [F6] (EXIT) button to return to the OUTPUT / EFFECTS screen.

SC CTRL (SIDE CHAIN CTRL)

Turn this on when using the pad sounds as the side chain control signal.

- 1 Select the pad to trigger to set using the cursor [◀] [▶] buttons, and use the [-] [+] buttons to turn this off/on.



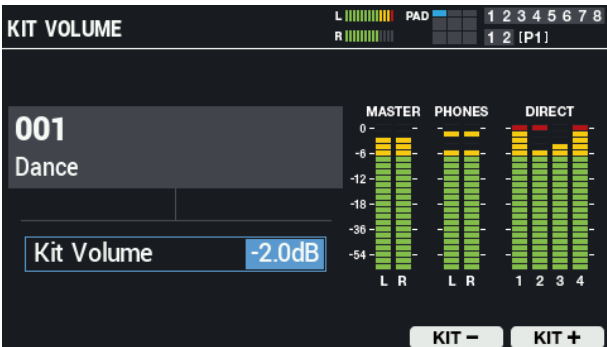
- 2 Press the [F6] (EXIT) button to return to the OUTPUT / EFFECTS screen.

## Setting the Kit Volume (KIT VOLUME)

Here's how to set the volume of the kit.

- 1 Select [MENU] → "KIT EDIT1".
- 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select "KIT NAME" and press the [ENTER] button.

The KIT VOLUME screen appears.



- 3 Use the [-] [+] buttons or the [VALUE] knob to adjust the volume.

| Parameter  | Value        | Explanation          |
|------------|--------------|----------------------|
| Kit Volume | -INF--+6.0dB | Sets the kit volume. |

| Button       | Explanation               |
|--------------|---------------------------|
| [F5] (KIT -) | Selects the previous kit. |
| [F6] (KIT +) | Selects the next kit.     |

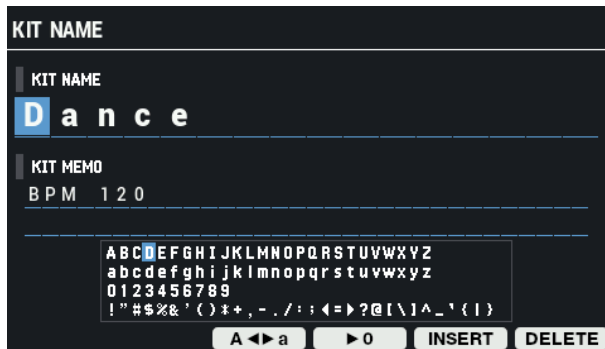
## Renaming a Kit (KIT NAME)

Here's how to rename a kit (up to 16 characters can be used).

- 1 Select [MENU] → "KIT EDIT1".

## 2 Use the cursor [▲][▼][◀][▶] buttons to select “KIT NAME” and press the [ENTER] button.

The KIT NAME screen appears.



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

## 4 Press the [-] [+] buttons or use the [VALUE] knob to select a character.

| Parameter     | Explanation                                   |
|---------------|-----------------------------------------------|
| [F3] (A ◀▶ a) | Toggles between uppercase/lowercase.          |
| [F4] (▶ 0)    | Switches to numeric input.                    |
| [F5] (INSERT) | Inserts a character at the cursor position.   |
| [F6] (DELETE) | Deletes the character at the cursor position. |

## Adding a memo to a kit (KIT MEMO)

Here's how to add a memo to a kit (up to 64 characters).

## 1 While on the KIT NAME screen, press the cursor [▼] button.

This moves the cursor to KIT MEMO.

## 2 Use the cursor [▲][▼][◀][▶] buttons to move the cursor.

## 3 Use the [-] [+] buttons to select the character.

You can also use the [VALUE] knob to select a character.

| Parameter     | Explanation                                   |
|---------------|-----------------------------------------------|
| [F3] (A ◀▶ a) | Toggles between uppercase/lowercase.          |
| [F4] (▶ 0)    | Switches to numeric input.                    |
| [F5] (INSERT) | Inserts a character at the cursor position.   |
| [F6] (DELETE) | Deletes the character at the cursor position. |

### MEMO

The kit memo is shown below the kit name on the KIT screen.



Linking Multiple Pads (PAD LINK/MUTE)

- 1 Select [MENU] → “KIT EDIT1”.
- 2 Use the cursor [▲][▼][◀][▶] buttons to select “PAD LINK/MUTE” and press the [ENTER] button.

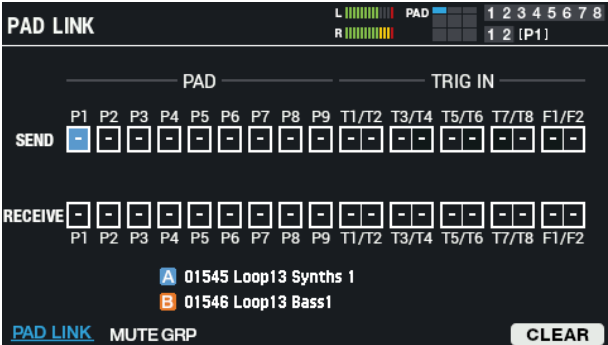
Use the function buttons to select the parameters.

| Button          | Explanation                                                                                                                                                                                                                                                                                                 |
|-----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [F1] (PAD LINK) | Configures the pad link.<br><br>This lets you play the other pads that are in the same group with a single strike.                                                                                                                                                                                          |
| [F2] (MUTE GRP) | Configures the mute group.<br><br>When you strike the pad of the group number specified in MUTE SEND, the sound of the pads assigned to the same group number in MUTE RECEIVE are muted.<br><br>* Even if you specify the same number in MUTE SEND and MUTE RECEIVE of the same pad, muting does not occur. |
| [F6] (CLEAR)    | Here’s how to clear the PAD LINK or MUTE GRP settings.                                                                                                                                                                                                                                                      |

Playing Back Multiple Pads at the Same Time (PAD LINK)

This shows how to make multiple pads play at the same time. Pads that are set to the same number are linked together.

When you strike a pad whose number is specified in PAD LINK SEND, the sound of other pads assigned to the same number in PAD LINK RECEIVE is heard.



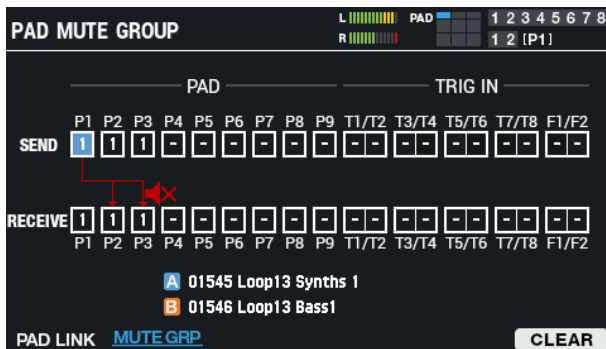
| Parameter        | Value         | Explanation                                                                                                                                                 |
|------------------|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
| PAD LINK SEND    | OFF (–), 1–16 | Sets the group number.                                                                                                                                      |
| PAD LINK RECEIVE |               | When you strike a SEND pad to which the group number has been assigned, the pads that have been set to the same group number in PAD LINK RECEIVE also play. |

| Controller                      | Explanation                                                          |
|---------------------------------|----------------------------------------------------------------------|
| Cursor [▲] [▼] buttons          | Switches between SEND and RECEIVE.                                   |
| Cursor [◀] [▶] buttons          | Selects the pad to set.<br>You can also select a pad by striking it. |
| [–] [+] buttons<br>[VALUE] knob | Selects the link number.                                             |

## Muting the sound of a specific pad when you strike a pad (MUTE GRP)

Mute group settings let you specify that when you strike a pad, other pads in the same mute group are muted (silenced).

For example, you can assign phrases for the instruments of each pad, and configure the mute group so that you can switch between these phrases by striking different pads.



| Parameter    | Value         | Explanation                                                                                                                                                                                                                                                               |
|--------------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MUTE SEND    | OFF (–), 1–16 | Sets the group number.                                                                                                                                                                                                                                                    |
| MUTE RECEIVE |               | When you strike the pad of the group number specified in MUTE SEND, the sound of the pads assigned to the same group number in MUTE RECEIVE are muted.<br><br>* Even if you specify the same number in MUTE SEND and MUTE RECEIVE of the same pad, muting does not occur. |

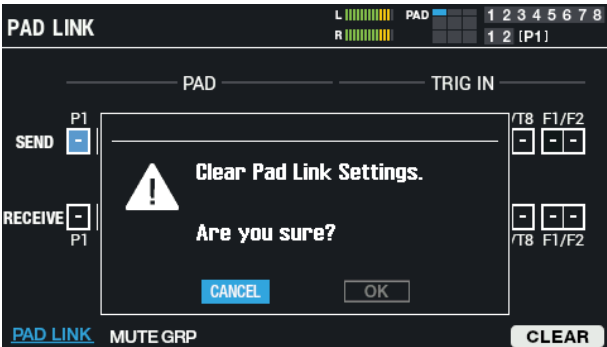
| Controller                      | Explanation                                                          |
|---------------------------------|----------------------------------------------------------------------|
| Cursor [▲] [▼] buttons          | Switches between SEND and RECEIVE.                                   |
| Cursor [◀] [▶] buttons          | Selects the pad to set.<br>You can also select a pad by striking it. |
| [–] [+] buttons<br>[VALUE] knob | Selects the mute group number.                                       |

## Clearing the settings (CLEAR)

Here's how to clear the PAD LINK or MUTE GRP settings.

1 Press the [F6] (CLEAR) button.

A confirmation message appears.



2 Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

If you decide to cancel, select “CANCEL” and press the [ENTER] button.

After “Completed!” appears, the display returns to the previous screen.

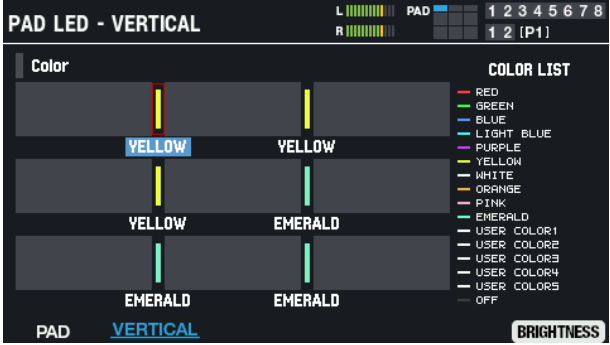
Configuring How the Pad Indicators Light Up (PAD LED)

1 Select [MENU] → “KIT EDIT1”.

2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “PAD LED” and press the [ENTER] button.

Use the function buttons to select the parameters.

| Button     | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [F1] (PAD) | <div>Shows the settings screen for the pad indicators.</div> <div>The screenshot shows the 'PAD LED - PAD' settings screen. At the top, there are status indicators for 'L' and 'R' with bar graphs, and a 'PAD' indicator with a small blue square. To the right, there are two rows of numbers: '1 2 3 4 5 6 7 8' and '1 2 (P1)'. The main area of the screen is divided into 'Color/Mode' and 'COLOR LIST' sections. Under 'Color/Mode', there are three columns of buttons. The first column has 'YELLOW' and 'DYNAMIC' buttons. The second column has 'YELLOW' and 'DYNAMIC' buttons. The third column has 'YELLOW' and 'DYNAMIC' buttons. The 'COLOR LIST' section on the right lists various colors: RED, GREEN, BLUE, LIGHT BLUE, PURPLE, YELLOW, WHITE, ORANGE, PINK, EMERALD, USER COLOR1, USER COLOR2, USER COLOR3, USER COLOR4, USER COLOR5, and OFF. At the bottom of the screen, there are two buttons: 'PAD' and 'VERTICAL'. At the bottom right, there is a 'BRIGHTNESS' button.</div> |

| Button            | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [F2] (VERTICAL)   | <p>Shows the settings screen for the vertical indicators that separate each pad on the left and right.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| [F6] (BRIGHTNESS) | <p>Shows the window to set the brightness of the pad's indicator and the vertical indicators that separate each pad on the left and right.</p> <p>This setting is common to all kits.</p>  <p>Active Pad Brightness: Adjusts the maximum brightness of the indicators when you strike the pad.</p> <p>Inactive Pad Brightness: Adjusts the usual brightness of the pad's indicator (how bright the indicator is when the pad is not being struck).</p> <p>Vertical Brightness: Adjusts the brightness of the vertical indicators.</p> <p>F4 (COLOR LIST): Switches to the SYSTEM LED - COLOR LIST screen. → <a href="#">“Adjusting the Pad LED Brightness and Colors (SYSTEM LED) (p. 158)”</a></p> <p>[F6] (EXIT): Closes the window.</p> |

| Controller                     | Explanation       |
|--------------------------------|-------------------|
| Cursor [▲] [▼] [◀] [▶] buttons | Selects the pads. |
| [-] [+] buttons                | Sets the color.   |

| Parameter                                          | Value                                                                                          | Explanation                                                                                                                                                                                                                        |
|----------------------------------------------------|------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [F1] (PAD): top row of each pad<br>[F2] (VERTICAL) | RED, GREEN, BLUE, LIGHT BLUE, PURPLE, YELLOW, WHITE, ORANGE, PINK, EMERALD, USER COLOR1–5, OFF | <p>Sets the illumination color for each pad.</p> <p>You can customize the colors and names in the SYSTEM - “COLOR LIST” settings.</p> <p>→ <a href="#">“Adjusting the Pad LED Brightness and Colors (SYSTEM LED) (p. 158)”</a></p> |
| [F1] (PAD): bottom row of each pad                 | STATIC                                                                                         | Always lights.                                                                                                                                                                                                                     |
|                                                    | STATE                                                                                          | Lights up only when the pad is struck.                                                                                                                                                                                             |
|                                                    | DYNAMIC                                                                                        | Lights up according to the volume of the wave that's playing.                                                                                                                                                                      |

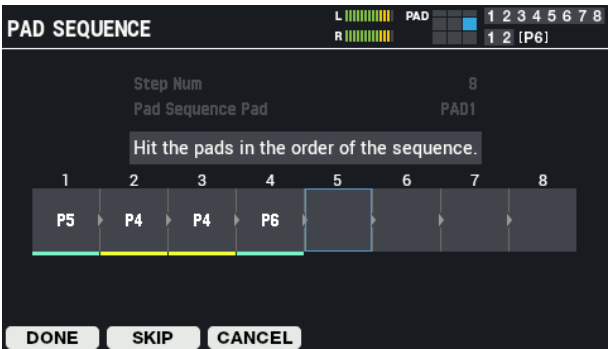
Making Pads Play in a Predetermined Sequence (PAD SEQUENCE)

You can make the waves assigned to each pad play back in the predetermined order you set within a sequence, just by striking a pad. For instance, this might be useful when you’ve assigned different waves to each pad for the A section of a song, the B section and so forth, and then play the pads along with the song as it progresses.

Setting the pad sequence (SET)

- 1 Select [MENU] → “KIT EDIT1”.
- 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “PAD SEQUENCE” and press the [ENTER] button.
- 3 Set the “Step Num”.
- 4 Set the “Pad Sequence Pad”.
- 5 Press the [F1] (SET) button.
- 6 Strike the pads you want to play for each step to assign them.

The pad sequence is automatically set when you’ve finished playing up to the maximum number of steps.



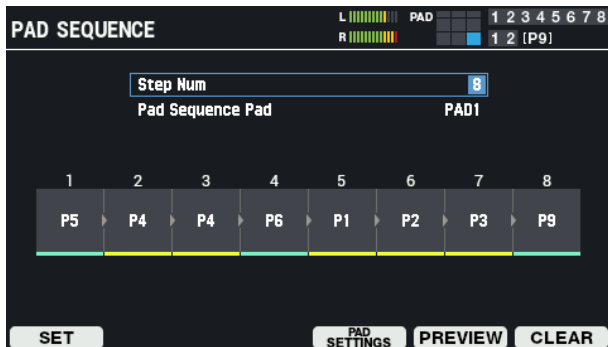
| Parameter        | Value                               | Explanation                                      |
|------------------|-------------------------------------|--------------------------------------------------|
| Step Num         | 2–16                                | Select the number of steps for the pad sequence. |
| Pad Sequence Pad | OFF, PAD1–9, TRIG IN1–8, FOOT SW1–2 | Sets the pad used to advance the pad sequence.   |

| Controller                 | Explanation                                                                                                   |
|----------------------------|---------------------------------------------------------------------------------------------------------------|
| Cursor [◀] [▶] buttons     | Selects the step to set.                                                                                      |
| [F1] (DONE) button         | Confirms the changes and closes the set screen.                                                               |
| [F2] (SKIP) button         | Sets the currently selected step as empty. This prevents the unit from playing a sound when a pad is struck.  |
| [F3] (CANCEL) button       | Cancels your changes and closes the set screen.                                                               |
| [F4] (PAD SETTINGS) button | Configures the Pad Sequence pad parameters that are useful to configure along with the pad sequence function. |
| [F5] (PREVIEW) button      | Previews the sound for each step.                                                                             |
| [F6] (CLEAR) button        | Clears all steps.                                                                                             |

## Configuring the Pad Sequence pads (PAD SETTINGS)

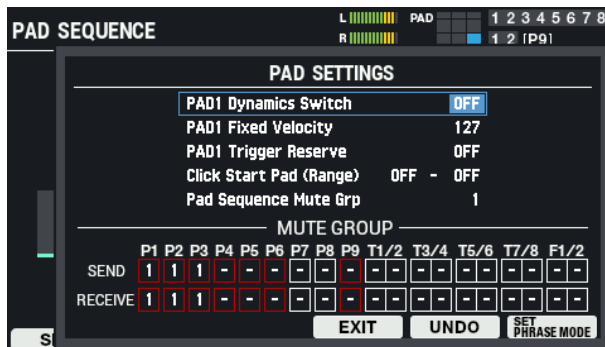
Here's how to configure the Pad Sequence pad parameters that are useful in combination with the pad sequence function.

This explanations assumes that the pad sequence is configured as shown below.



### 1 Press the [F4] (PAD SETTINGS) button.

The following screen appears.



You can configure parameters for the Pad Sequence pads.

In this example screen, the parameters are:

PAD1 Dynamics Switch

PAD1 Fixed Velocity

PAD1 Trigger Reserve

However, the part for PAD 1 changes according to the Pad Sequence Pad.

| Parameter                      | Explanation                                                                                                                                                                                                                                                                                |
|--------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Dynamics Switch</b>         | ON: Changes the volume according to the “Dynamics Curve” settings, in response to how hard you strike the pads.<br><br>OFF: When you strike a pad, the sound plays at the volume you set in “Fixed Velocity”.                                                                              |
| <b>Fixed Velocity</b>          | Sets a fixed velocity at which the wave plays when the pad is struck.                                                                                                                                                                                                                      |
| <b>Trigger Reserve</b>         | When this is “ON”, you can make the sound line up with the click accent positions. (The sound plays normally when the click is not playing back.)<br><br>This lets you play the pad ahead of the click accent timing to “reserve” the note, so that it plays right at the accent position. |
| <b>Click Start Pad (Range)</b> | This lets you make the click start when you strike the selected pad.<br><br>You can select only a single pad or specify a range of pads.<br><br>(Example: if you want the click to start when either pad 1, 2 or 3 is struck, set the range as “P1–P3”.)                                   |

| Parameter             | Explanation                                                                                                                                                                              |
|-----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Pad Sequence Mute Grp | Configures the mute group.<br><br>When you strike the pad of the group number specified in MUTE SEND, the sound of the pads assigned to the same group number in MUTE RECEIVE are muted. |

## 2 Press the [F6] (SET PHRASE MODE) button.

This uses the optimum settings (settings all at once) when you switch phrases and play.

To revert to the original settings, press the [F5] (UNDO) button.

Parameters that are set all at once in SET PHRASE MODE

| Parameter               | Explanation                                                                                                                                                                                                                                |
|-------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Dynamics Switch         | This is set to OFF.                                                                                                                                                                                                                        |
| Fixed Velocity          | This is set to 127. Sounds always play back at velocity level 127, even if you strike the pads softly.                                                                                                                                     |
| Trigger Reserve         | This is set to ON.                                                                                                                                                                                                                         |
| Click Start Pad (Range) | This is set to the same number as the pad sequence pad.<br>For example, if the pad sequence pad is "P1", this is set to "P1-P1".<br>With this setting, the click starts when you strike the pad sequence pad.                              |
| Pad Sequence Mute Grp   | The number set in "Pad Sequence Mute Grp" is set for the pads that are set for each step. (The SEND/RECEIVE channels shown in red borders are targeted to be set all at once.)<br><br>The sound of the step that was just played is muted. |

| Button                 | Explanation                                                  |
|------------------------|--------------------------------------------------------------|
| [F4] (EXIT)            | Cancels and returns to the previous screen.                  |
| [F5] (UNDO)            | Reverts to the previous state by undoing the last operation. |
| [F6] (SET PHRASE MODE) | Activates phrase mode.                                       |

## Configuring How the Closed Pedal Sounds (CLOSED-PEDAL)

Here's how to change how the hi-hat closed pedal sounds.

### 1 Connect the pedal to the HH CTRL jack.

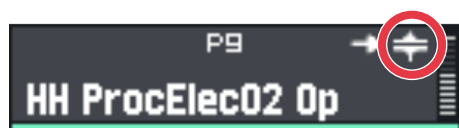
FD-8, FD-9, VH-10, VH-11; sold separately

### 2 Set the Layer Type of the pad you want to use to trigger the hi-hat to "HI-HAT".

→ "Basic Settings (PAD EDIT) (p. 66)"

#### MEMO

Use the KIT screen to confirm whether the LAYER TYPE is set to "HI-HAT".



### 3 Assign the LAYER A to the “HH CLOSE” sound, and assign LAYER B to the “HH OPEN” sound.

→ “Basic Settings (PAD EDIT) (p. 66)”

### 4 The closed pedal sound is heard when you depress the hi-hat pedal.

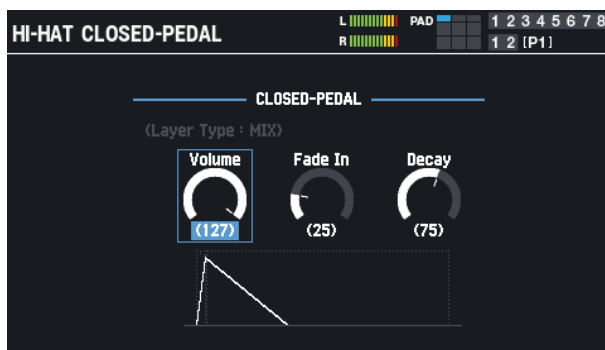
#### MEMO

The closed pedal sound is generated from the sound you imported in step 3. You don’t need to import a closed pedal sound.

### 5 Select [MENU] → “KIT EDIT1”.

### 6 Use the cursor [▲] [▼] [◀] [▶] buttons to select “CLOSED-PEDAL” and press the [ENTER] button.

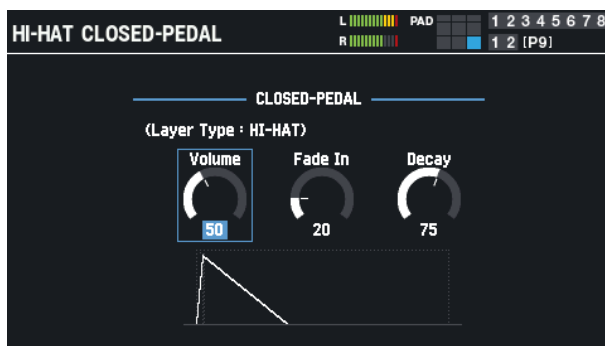
The HI-HAT CLOSED-PEDAL screen appears.



### 7 Use the cursor [◀] [▶] buttons to select the parameter to set, and use the [-] [+] buttons or the [VALUE] knob to edit the setting.

| Parameter | Value | Explanation                      |
|-----------|-------|----------------------------------|
| Volume    | 0–127 | Adjusts the closed pedal volume. |
| Fade In   | 0–127 | Adjusts the closed pedal attack. |
| Decay     | 0–127 | Adjusts the closed pedal decay.  |

The “Layer Type: HI-HAT” text is shown in white if the selected pad is set to play with the closed pedal operation (or is shown in gray if not applicable).



Also, one pad per kit can be set to play when you operate the closed pedal.

#### MEMO

One pad per kit can be set to play when you operate the closed pedal. If there are multiple candidates, the following rules apply.

- (1) When an external trigger exists that’s set to “Trig Type = VH-10 or VH-11”, that pad is given the greatest priority. You can set the Trig Type from the MENU → SYSTEM → PAD/TRIG IN screen.
- (2) If there are no pads for which (1) applies, the most recent pad for which “Layer Type = HI-HAT” is set is given priority. Layer Type settings → basic

## Customizing a kit (KIT EDIT 1)

settings (PAD EDIT)

Pad priority

PAD 1 → PAD 2 → PAD 3 → PAD 4 → PAD 5 → PAD 6 → PAD 7 → PAD 8 → PAD 9 → TRIGGER IN 1 → TRIGGER IN 2 → TRIGGER IN 3 → TRIGGER IN 4 → TRIGGER IN 5 → TRIGGER IN 6 → TRIGGER IN 7 → TRIGGER IN 8 → FOOT SW 1 → FOOT SW 2

### About the closed pedal sounds

One pad per kit can be set to play when you operate the closed pedal. If there are multiple candidates, the following rules apply.

| Priority                    | Enabled triggers (pads)                                                                                                                                                                                                                                                                                                                                               |
|-----------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1 (highest priority)</b> | External trigger whose Trig Type is set to VH-10 or VH-11<br><br>* You can set the Trig Type from the MENU → SYSTEM → PAD/TRIG IN screen.                                                                                                                                                                                                                             |
| <b>2</b>                    | Paired DWe hi-hat                                                                                                                                                                                                                                                                                                                                                     |
| <b>3</b>                    | Pad connected to the PAD1 jack of a paired WT-10 (when the Hi-Hat parameter of <a href="#">“INPUT CONFIGURATION (p. 141)”</a> is “ON”)                                                                                                                                                                                                                                |
| <b>4</b>                    | Pads for which the Layer Type parameter is set to “HI-HAT”<br><br>* The closed pedal sound is enabled according to the priority shown below.<br>PAD 1 → PAD 2 → PAD 3 → PAD 4 → PAD 5 → PAD 6 → PAD 7 → PAD 8 → PAD 9 → TRIGGER IN 1 → TRIGGER IN 2 → TRIGGER IN 3 → TRIGGER IN 4 → TRIGGER IN 5 → TRIGGER IN 6 → TRIGGER IN 7 → TRIGGER IN 8 → FOOT SW 1 → FOOT SW 2 |

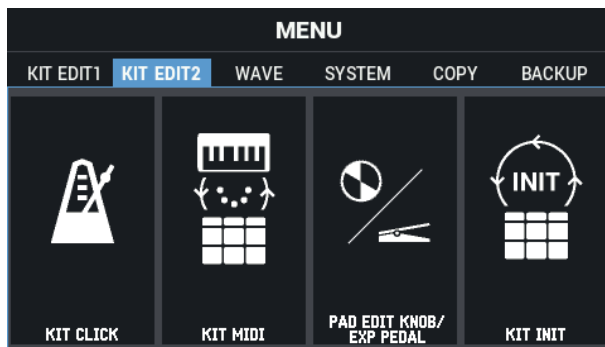
#### MEMO

For how to configure the settings, refer to [“Configuring How the Closed Pedal Sounds \(CLOSED-PEDAL\) \(p. 96\)”](#).

# Configuring the Overall Kit (KIT EDIT2)

This section explains the settings for the overall kit. You can assign a note number and LED color for each pad.

## 1 Select [MENU] → “KIT EDIT2”.



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

### Click-Related Settings for Kits (KIT CLICK)

## 1 Select [MENU] → “KIT EDIT2”.

## 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “KIT CLICK” and press the [ENTER] button.

The KIT CLICK screen appears.

Use the cursor [▲] [▼] [◀] [▶] buttons to select “Click Setting”, and the [-] [+] buttons to select “KIT” or “SYSTEM”.

The [F1]–[F3] KIT CLICK settings are enabled only when “KIT” is selected.

When this is set to “SYSTEM”, you can change the SYSTEM CLICK setting by pressing [F6].

You can set the tempo by pressing the [F5] (TAP) button at the desired timing (tap tempo).

### Setting the tempo and time signature ([F1] TEMPO)



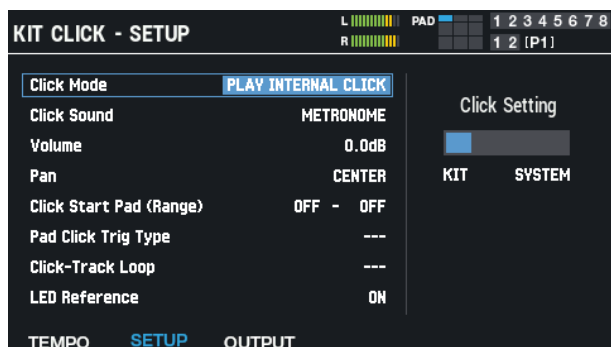
Use the cursor [▲] [▼] [◀] [▶] buttons to select a parameter, and use the [-] [+] buttons or the [VALUE] knob to edit the value.

| Parameter | Value      | Explanation                                                             |
|-----------|------------|-------------------------------------------------------------------------|
| Tempo     | 20.0–260.0 | Specifies the tempo.                                                    |
| Beat      | 1–9        | Sets the time signature (the number of beats per measure) of the click. |
| Accent    | 0–127      | Sets the accent volume.                                                 |
| Quarter   | 0–127      | Sets the volume of quarter notes.                                       |
| Eighth    | 0–127      | Sets the volume of eighth notes.                                        |
| Sixteenth | 0–127      | Sets the volume of sixteenth notes.                                     |
| Triplet   | 0–127      | Sets the volume of eighth-note triplets.                                |

### MEMO

You can switch to the KIT CLICK - TEMPO screen by pressing the [START/STOP] button while holding down the [SHIFT] button.

## Setting the volume, sound and other settings ([F2] SETUP)

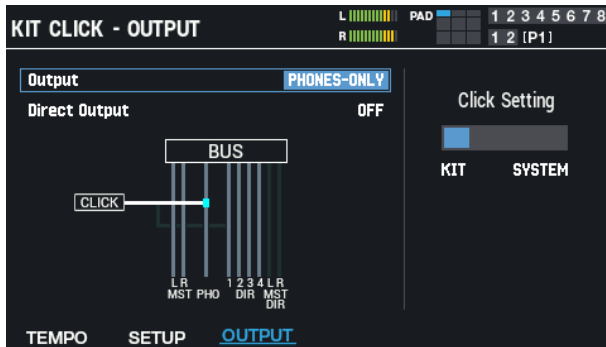


Use the cursor [▲] [▼] buttons to select a parameter, and use the [-] [+] buttons or the [VALUE] knob to edit the value.

| Parameter                                                                                                                                | Value                                                                                                        | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Click Mode</b>                                                                                                                        | PLAY INTERNAL CLICK, PLAY WAVE as CLICK, PLAY WAVE as CLICK-TRACK                                            | <p>Selects the click mode.</p> <p>PLAY INTERNAL CLICK: This mode uses the built-in click sound.</p> <p>PLAY WAVE as CLICK: This mode uses a preloaded wave or a wave imported by the user.</p> <p><b>NOTE</b></p> <p>If a waveform is selected with PLAY WAVE as CLICK, the wave at the accent position does not sound. The wave only sounds at the quarter note, eighth note, sixteenth note and triplet timings.</p> <p>PLAY WAVE as CLICK-TRACK: This mode uses the click track wave imported by the user.</p> |
| <b>Click Sound (PLAY INTERNAL CLICK)</b><br><b>Click Wave (PLAY WAVE as CLICK)</b><br><b>Click-Track Wave (PLAY WAVE as CLICK-TRACK)</b> | METRONOME, BEEP, WOOD BLOCK, STICKS, CLAVES, AGOGO, TRIANGLE, TAMBOURINE, BELL, CABASA<br>0–20000<br>0–20000 | Click Sound: the built-in click sound<br>Click Wave: a preloaded wave or a wave imported by the user<br>Click-Track Wave: the click track wave imported by the user                                                                                                                                                                                                                                                                                                                                               |
| <b>Volume</b>                                                                                                                            | -INF–+6.0dB                                                                                                  | Sets the click volume.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Pan</b>                                                                                                                               | L15–CENTER–R15                                                                                               | Adjusts the pan (left-right balance) of the click sound.                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Click Start Pad (Range)</b>                                                                                                           | OFF, P1–9, T1–8, F1, F2                                                                                      | <p>The click starts once you strike the selected pad.</p> <p>Select a desired pad or select a range of pads.</p> <p>Example: if you want the click to start when either pad 1, 2 or 3 is struck, set the range as “P1–P3”.</p>                                                                                                                                                                                                                                                                                    |
| <b>Pad Click Trig Type</b>                                                                                                               | ONE-TIME, RETRIGGER, ALTERNATE                                                                               | <p>Selects how the click operates when you strike a pad that’s set as a click start pad.</p> <p>ONE TIME: The click starts once you strike the pad.</p> <p>RETRIGGER: The click restarts from the first beat every time you strike the pad.</p> <p>ALTERNATE: The click starts/stops with each strike of the pad.</p>                                                                                                                                                                                             |
| <b>Click-Track Loop</b>                                                                                                                  | OFF, ON                                                                                                      | Plays back the wave to use as a click track in a loop (only enabled when “Click Mode” is “PLAY WAVE as CLICK-TRACK”).                                                                                                                                                                                                                                                                                                                                                                                             |

| Parameter     | Value   | Explanation                                                                                                                                                                      |
|---------------|---------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| LED Reference | OFF, ON | Sets whether the TEMPO indicator blinks in time with the click (ON) or does not blink (OFF). (This is enabled when Click Mode is "PLAY INTERNAL CLICK" or "PLAY WAVE as CLICK".) |

## Setting the output destination ([F3] OUTPUT)

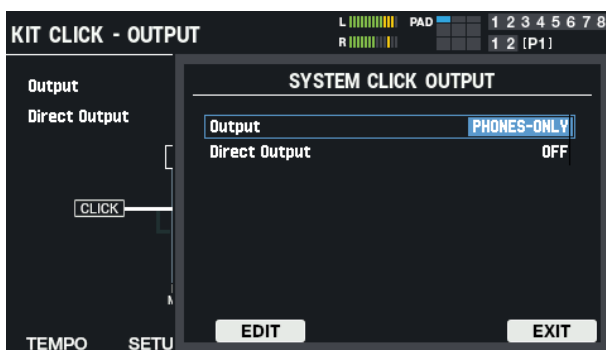


Use the cursor [▲] [▼] buttons to select a parameter, and use the [-] [+] buttons or the [VALUE] knob to edit the value.

| Parameter     | Value                                                                       | Explanation                                                                                                                                                                                                                                                                                                                                              |
|---------------|-----------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Output        | MASTER+PHONES, PHONES-ONLY, OFF                                             | Selects the output destination for the click.<br><br>MASTER+PHONES: Outputs to the headphones jack and MASTER OUT jacks (when "Master Direct Sw" is "NORMAL").<br><br>PHONES-ONLY: Outputs only to the PHONES jack. No sound is output from the MASTER OUT jacks.<br><br>OFF: The sound is not output to either the PHONES jack or the MASTER OUT jacks. |
| Direct Output | OFF, DIRECT 1-4, DIRECT 1+2/3+4 (L+R), MASTER DIRECT L/R, MASTER DIRECT L+R | Selects the direct out output destination for the click.<br><br>This sets the output from the DIRECT OUT 1-4 jacks and MASTER OUT jacks (when "Master Direct Sw" is "DIRECT").                                                                                                                                                                           |

## Editing the system click settings ([F6] SYSTEM)

The [F6] (SYSTEM) button is shown when "Click Setting" is set to "SYSTEM" (when the system click is used).



**1** Use the cursor [▲] [▼] buttons to select a parameter, and use the [-] [+] buttons or the [VALUE] knob to edit the value.

**2** Press [F3] (EDIT) to show the SYSTEM CLICK screen.

You can make the same settings here as with KIT CLICK.

Configuring the MIDI-Related Settings (KIT MIDI)

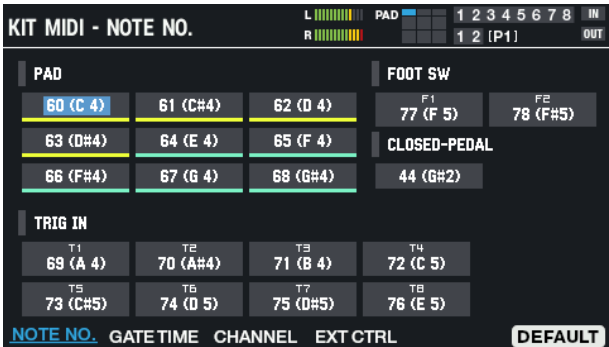
- 1
- Select [MENU] → “KIT EDIT2”.
- 2
- Use the cursor [▲] [▼] [◀] [▶] buttons to select “KIT MIDI” and press the [ENTER] button.

Use the function buttons to select the parameters.

| Controller                     | Explanation       |
|--------------------------------|-------------------|
| Cursor [▲] [▼] [◀] [▶] buttons | Selects the pads. |
| [-] [+] buttons, [VALUE] knob  | Sets the value.   |

Assigning a note number to a pad (NOTE NO.)

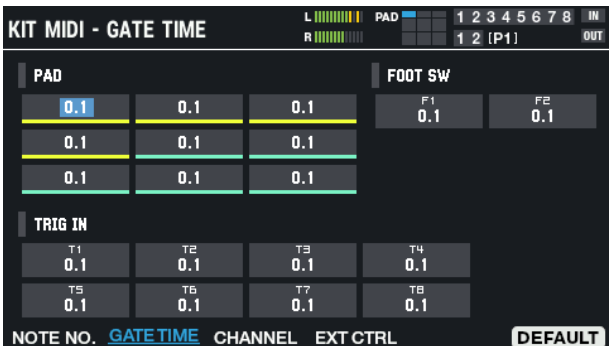
Here’s how to set the note numbers that are transmitted and received from the MIDI connectors.



| Parameter | Value                | Explanation                                                                                                                                                                                                         |
|-----------|----------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| NOTE NO.  | 0 (C-)–127 (G9), OFF | Sets the MIDI note number that’s transmitted/received for each pad, TRIGGER IN, FOOT SW and for the hi-hat closed pedal operation.<br><br>When this is set to “OFF”, note messages are not transmitted or received. |

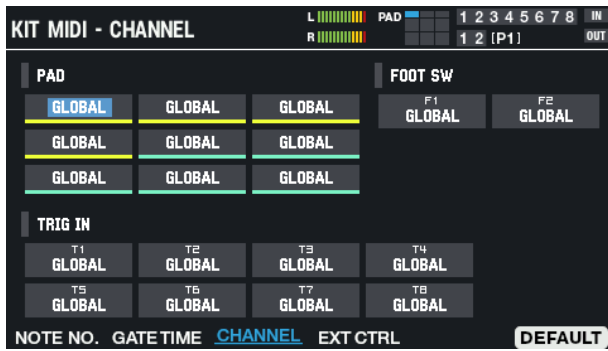
Setting the gate time (GATE TIME)

This shows how to set the length (gate time) of the notes that sound.



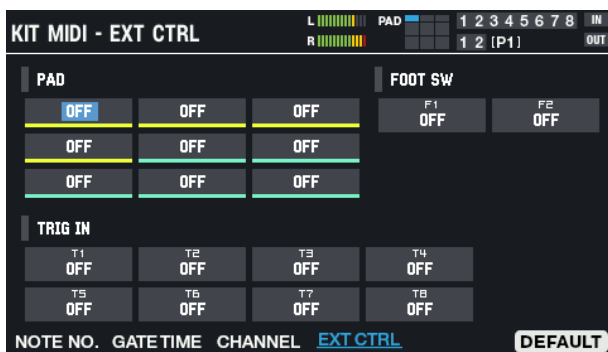
| Parameter | Value   | Explanation                                                                            |
|-----------|---------|----------------------------------------------------------------------------------------|
| GATE TIME | 0.1–8.0 | Sets how long the notes play that are transmitted by each pad, TRIGGER IN and FOOT SW. |

## Setting the MIDI channel (CHANNEL)



| Parameter | Value           | Explanation                                                                                                                                                                                                                                                            |
|-----------|-----------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CHANNEL   | CH 1–16, GLOBAL | Sets the MIDI channel used to transmit/receive note and control change messages for each pad, TRIGGER IN and FOOT SW.<br><br>When this is set to “GLOBAL”, the channel specified in the SYSTEM MIDI “Global MIDI Channel” settings is used for transmitting/receiving. |

## Configuring the settings for each pad to play external devices (EXT CTRL)



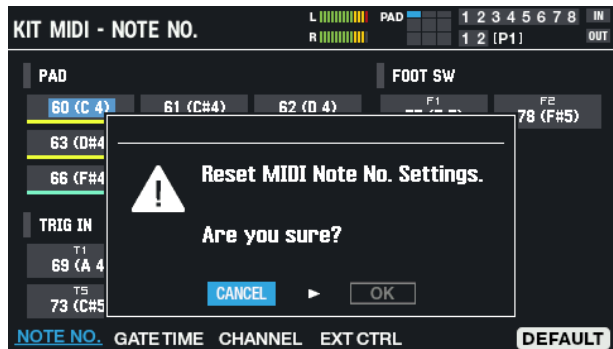
| Parameter | Value              | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                |
|-----------|--------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| EXT CTRL  | OFF, ON,<br>ON-ALT | When this is set to “ON” and you strike a pad, the note is transmitted according to the GATE TIME settings, and you can play external devices without producing sound on this unit.<br><br>When this is set to “ON-ALT” and you strike a pad, the note alternately switches between note-on and note-off according to how hard you strike the pad, and you can play external devices without producing sound on this unit. |

## Restoring the default settings (DEFAULT)

Here’s how to restore the settings to their default values.

1 Press the [F6] (DEFAULT) button.

A confirmation message appears.



2 Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

After “Completed!” appears, the display returns to the previous screen.  
If you decide to cancel, select “CANCEL” and press the [ENTER] button.

Configuring the PAD EDIT Knobs and the EXPRESSION Pedal (PAD EDIT KNOB/EXP PEDAL)

1 Select [MENU] → “KIT EDIT2”.

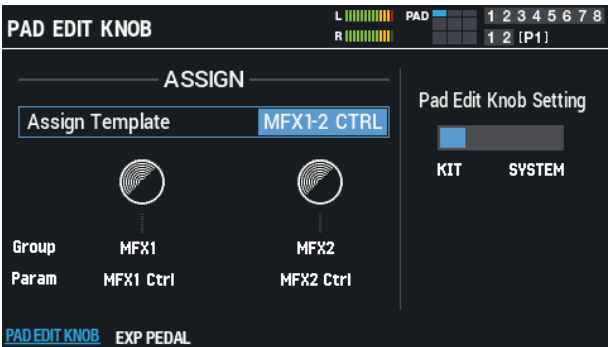
2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “PAD EDIT KNOB/EXP PEDAL” and press the [ENTER] button.

Use the function buttons to select the parameters.

| Button               | Explanation                                                                                                                                                       |
|----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [F1] (PAD EDIT KNOB) | Configures the PAD EDIT [1] [2] knobs.                                                                                                                            |
| [F2] (EXP PEDAL)     | Configures the expression pedal that’s connected.                                                                                                                 |
| [F6] (SYSTEM)        | Configures the PAD EDIT KNOB/EXP PEDAL settings in SYSTEM.<br>This can only be configured when “Pad Edit Knob Setting” or “Exp Pedal Setting” is set to “SYSTEM”. |

Configuring the PAD EDIT [1] [2] knobs (PAD EDIT KNOB)

Use the cursor [▲] [▼] [◀] [▶] buttons to select “Pad Edit Knob Setting”, and the [-] [+] buttons to select “KIT” or “SYSTEM”.  
The [F1] PAD EDIT KNOB settings are enabled only when “KIT” is selected.  
When this is set to “SYSTEM”, you can change the PAD EDIT KNOB settings for the SPD-SX PRO overall by pressing [F6].



| Parameter       | Value                                                           | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|-----------------|-----------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Assign Template | MXF1-2 CTRL, MXF3-4 CTRL, PAD EDIT KNOB CC                      | <p>Selects the assignment for the knobs.</p> <p>* When you edit this parameter, all assigned parameters for the PAD EDIT knobs change to their optimal settings. You can then adjust each parameter as necessary.</p>                                                                                                                                                                                                                                                                                                                                                             |
| Group           | MXF1-4, SIDE CHAIN, SYSTEM LED, MASTER EFFECT, PAD EDIT KNOB CC | <p>Sets the groups that are assigned to the knobs.</p> <p>The parameters that you can configure differ depending on the group.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| Param           | When "Group" is "MXF 1-4"                                       | <p>MXF Switch: Switches each MFX on/off for the currently selected kit.</p> <p>MXF Type: Switches each MFX type for the currently selected kit.</p> <p>MXF Ctrl: Controls each MFX for the currently selected kit. The MFX parameters that can be controlled using the PAD EDIT knobs are preset. For details, refer to the parameters for each effect as listed in "<a href="#">Effect List (p. 192)</a>". The values to control are represented from 0 to 127 for all parameters. (Turning the PAD EDIT knobs does not update the parameter display on the KIT MFX screen).</p> |
|                 | When "Group" is "SIDE CHAIN"                                    | Side Chain Switch: Switches the side chain on/off for the currently selected kit.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|                 | When "Group" is "SYSTEM LED"                                    | <p>Active Pad Bright: Adjusts the maximum brightness of the indicators when you strike the pad.</p> <p>Inactive Pad Bright: Adjusts the usual brightness of the pad's indicator (how bright the indicator is when the pad is not being struck).</p> <p>Vertical Bright: Adjusts the brightness of the vertical indicators.</p>                                                                                                                                                                                                                                                    |
|                 | When "Group" is "MASTER EFFECT"                                 | Master Effect Type: Switches the master effect type.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|                 | When "Group" is "PAD EDIT KNOB CC"                              | <p>OFF,</p> <p>CC01: MODULATION,</p> <p>CC02: BREATH,</p> <p>CC03: ,</p> <p>CC04: FOOT TYPE,</p> <p>CC05: PORTA TIME,</p> <p>CC06: DATA ENTRY,</p> <p>CC07: VOLUME,</p> <p>CC08: BALANCE,</p> <p>CC09: ,</p> <p>CC10: PANPOT,</p> <p>CC11: EXPRESSION,</p> <p>CC12-CC15: ,</p> <p>CC16: GENERAL-1,</p> <p>CC17: GENERAL-2,</p> <p>CC18: GENERAL-3,</p> <p>CC19: GENERAL-4,</p> <p>CC20-CC31: ,</p> <p>CC32: OFF,</p> <p>CC33-CC37: ,</p> <p>CC38: DATA ENTRY,</p> <p>CC39-CC63: ,</p> <p>CC64: HOLD-1,</p> <p>CC65: PORTAMENTO,</p> <p>CC66: SOSTENUTO,</p> <p>CC67: SOFT,</p>    |

## Configuring the Overall Kit (KIT EDIT2)

| Parameter           | Value          | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|---------------------|----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                     |                | CC68: LEGATO SW,<br>CC69: HOLD-2,<br>CC70: ,<br>CC71: RESONANCE,<br>CC72: RELEASE TM,<br>CC73: ATTACK TM,<br>CC74: CUTOFF,<br>CC75: DECAY TIME,<br>CC76: VIB RATE,<br>CC77: VIB DEPTH,<br>CC78: VIB DELAY,<br>CC79: ,<br>CC80: GENERAL-5,<br>CC81: GENERAL-6,<br>CC82: GENERAL-7,<br>CC83: GENERAL-8,<br>CC84: PORTA CTRL,<br>CC85–CC90: ,<br>CC91: REVERB,<br>CC92: TREMOLO,<br>CC93: CHORUS,<br>CC94: CELESTE,<br>CC95: PHASER<br>Outputs MIDI control change messages.<br>This is optimal for controlling DAWs or external devices connected via MIDI.<br>OFF: Use this when you don't want to assign a function.<br>CC: Sets the control change number. |
| <b>Channel (*1)</b> | CH1–16, GLOBAL | Sets the channel used to output control change messages.<br>When this is set to "GLOBAL", the channel specified in the SYSTEM MIDI "Global MIDI Channel" settings is used for transmitting.                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |

| Controller                            | Explanation          |
|---------------------------------------|----------------------|
| <b>Cursor [▲] [▼] [◀] [▶] buttons</b> | Selects a parameter. |
| <b>[-] [+] buttons, [VALUE] knob</b>  | Edits the setting.   |

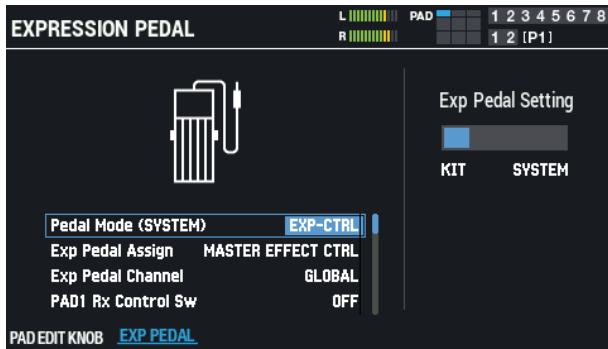
(\*1) Enabled when "Group" is "PAD EDIT KNOB CC".

### Configuring the expression pedal (EXPRESSION PEDAL).

Use the cursor [▲] [▼] [◀] [▶] buttons to select "Exp Pedal Setting", and the [-] [+] buttons to select "KIT" or "SYSTEM".

The [F2] expression pedal settings are enabled only when "KIT" is enabled.

When this is set to "SYSTEM", you can change the expression pedal settings for the SPD-SX PRO overall by pressing [F6].



| Parameter                  | Value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|----------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Pedal Mode (SYSTEM)</b> | HH-CTRL,<br>EXP-CTRL                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Switches between functions for the HH CTRL/EXPRESSION jack.<br>HH CTRL and EXPRESSION cannot be used at the same time.                                                                                                                                                                                                                                                                                                                         |
| <b>Exp Pedal Assign</b>    | OFF,<br>CC01: MODULATION,<br>CC02: BREATH,<br>CC03: ,<br>CC04: FOOT TYPE,<br>CC05: PORTA TIME,<br>CC06: DATA ENTRY,<br>CC07: VOLUME,<br>CC08: BALANCE,<br>CC09: ,<br>CC10: PANPOT,<br>CC11: EXPRESSION,<br>CC12–CC15: ,<br>CC16: GENERAL-1,<br>CC17: GENERAL-2,<br>CC18: GENERAL-3,<br>CC19: GENERAL-4,<br>CC20–CC31: ,<br>CC32: OFF,<br>CC33–CC37: ,<br>CC38: DATA ENTRY,<br>CC39–CC63: ,<br>CC64: HOLD-1,<br>CC65: PORTAMENTO,<br>CC66: SOSTENUTO,<br>CC67: SOFT,<br>CC68: LEGATO SW,<br>CC69: HOLD-2,<br>CC70: ,<br>CC71: RESONANCE,<br>CC72: RELEASE TM,<br>CC73: ATTACK TM,<br>CC74: CUTOFF,<br>CC75: DECAY TIME, | <p>OFF: Use this when you don't want to assign a function.</p> <p>CC: Sets the control change number.</p> <p>MASTER EFFECT CTRL: Lets you control the master effect using the expression pedal. (This works the same as the [MASTER EFFECT] knob.)</p> <p>EXPRESSION: You can use the expression pedal to affect how the sounds play.</p> <p>The Rx Control Sw settings also need to be made for the expression pedal control destination.</p> |

## Configuring the Overall Kit (KIT EDIT2)

| Parameter                               | Value                                                                                                                                                                                                                                                                                                               | Explanation                                                                                                                                                                                             |
|-----------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                         | CC76: VIB RATE,<br>CC77: VIB DEPTH,<br>CC78: VIB DELAY,<br>CC79: ,<br>CC80: GENERAL-5,<br>CC81: GENERAL-6,<br>CC82: GENERAL-7,<br>CC83: GENERAL-8,<br>CC84: PORTA CTRL,<br>CC85–CC90: ,<br>CC91: REVERB,<br>CC92: TREMOLO,<br>CC93: CHORUS,<br>CC94: CELESTE,<br>CC95: PHASER,<br>MASTER EFFECT CTRL,<br>EXPRESSION |                                                                                                                                                                                                         |
| <b>Exp Pedal Channel</b>                | CH1–16, GLOBAL                                                                                                                                                                                                                                                                                                      | Sets the transmit/receive channel of the expression pedal.<br>When this is set to “GLOBAL”, the channel specified in the SYSTEM MIDI “Global MIDI Channel” settings is used for transmitting/receiving. |
| <b>PAD1–PAD9 Rx Control Sw</b>          | OFF, ON                                                                                                                                                                                                                                                                                                             | Turn this on to use the expression pedal to affect the sounds played by pads 1–9.                                                                                                                       |
| <b>TRIG IN1–TRIG IN8 Rx Control Sw</b>  | OFF, ON                                                                                                                                                                                                                                                                                                             | Turn this on to use the expression pedal to affect the sounds played by TRIGGER 1–8.                                                                                                                    |
| <b>FOOT SW1, FOOT SW2 Rx Control Sw</b> | OFF, ON                                                                                                                                                                                                                                                                                                             | Turn this on to use the expression pedal to affect the sounds played by FOOT SW 1/2.                                                                                                                    |
| Controller                              |                                                                                                                                                                                                                                                                                                                     | Explanation                                                                                                                                                                                             |
| <b>Cursor [▲] [▼] buttons</b>           |                                                                                                                                                                                                                                                                                                                     | Selects a parameter.                                                                                                                                                                                    |
| <b>[-] [+] buttons, [VALUE] knob</b>    |                                                                                                                                                                                                                                                                                                                     | Edits the setting.                                                                                                                                                                                      |

## Initializing a Kit (KIT INIT)

Initializes the currently selected kit.

- 1 Select [MENU] → “KIT EDIT2”.

## 2 Use the cursor [▲][▼][◀][▶] buttons to select “KIT INIT” and press the [ENTER] button.

A confirmation message appears.



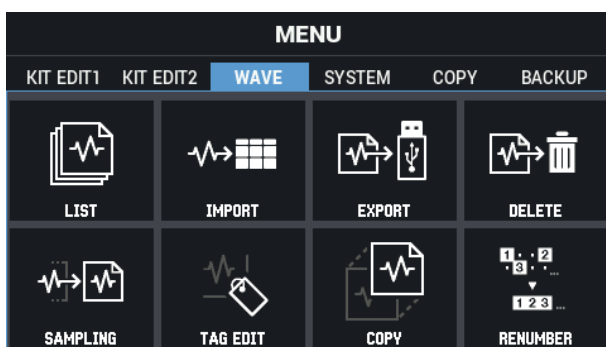
## 3 Use the cursor [◀][▶] buttons to select “OK”, and press the [ENTER] button.

If you decide to cancel, select “EXIT” and press the [ENTER] button.

After “Completed!” appears, the display returns to the KIT screen.

# Importing and Managing Audio Files (WAVE)

- 1 Select [MENU] → “WAVE”.



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

## Checking and Editing Waves (LIST)

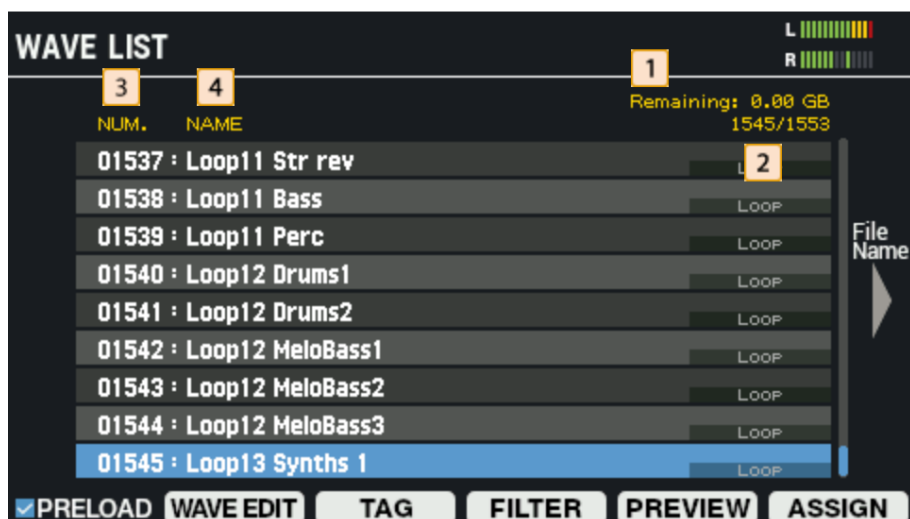
- 1 Select [MENU] → “WAVE”.

- 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “LIST” and press the [ENTER] button.

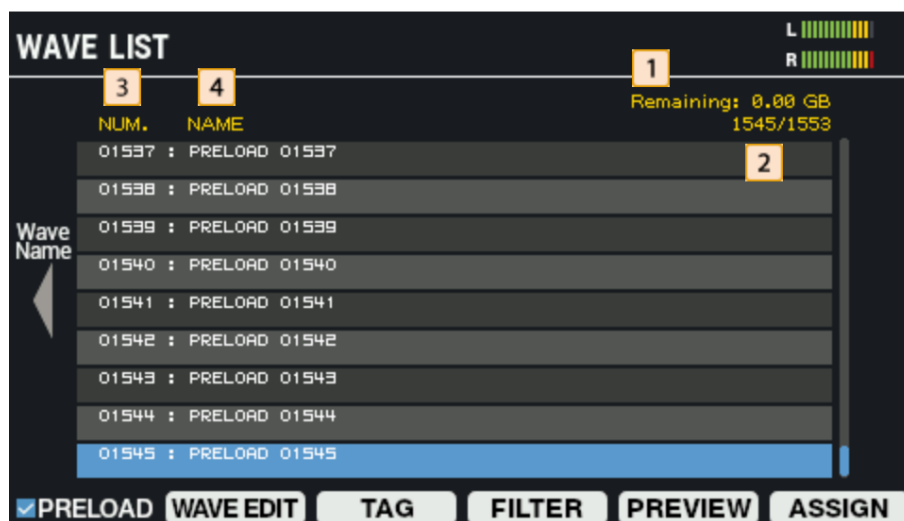
The WAVE LIST screen appears.

Use the cursor [◀] [▶] buttons to switch between the wave name and filename views.

### Wave name view



## Filename view



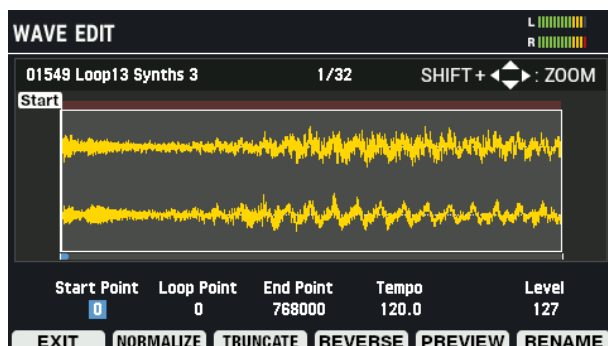
| Display                                | Explanation                                    |
|----------------------------------------|------------------------------------------------|
| <b>1</b> Remaining                     | Remaining memory                               |
| <b>2</b> (wave no./total no. of waves) | Currently selected wave no./total no. of waves |
| <b>3</b> NUM.                          | Wave number, in sequential order               |
| <b>4</b> NAME                          | Wave name/wave filename                        |

| Button           | Explanation                                                                                                                                                                                                            |
|------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [F1] (PRELOAD)   | Switches between whether to show or hide the waves already provided by factory default in this list.                                                                                                                   |
| [F2] (WAVE EDIT) | Switches to the screen for editing the wave selected by the cursor.                                                                                                                                                    |
| [F3] (TAG)       | Sets the search tag used for the wave selected by the cursor.                                                                                                                                                          |
| [F4] (FILTER)    | Uses the preset tags for each wave to switch between list views.                                                                                                                                                       |
| [F5] (PREVIEW)   | <p>Previews the wave selected by the cursor.</p> <p>The wave plays back in a loop when you hold down [SHIFT] and press [F5] (PREVIEW).</p> <p>If you press [F5] (PREVIEW) once again, the loop stops playing back.</p> |
| [F6] (ASSIGN)    | Assigns the wave selected by the cursor to a pad of the currently selected kit.                                                                                                                                        |

### Editing a Wave (WAVE EDIT)

#### 1 On the WAVE LIST screen, press the [F2] (WAVE EDIT) button.

The WAVE EDIT screen appears.



| Parameter   | Value                               | Explanation                                                                 |
|-------------|-------------------------------------|-----------------------------------------------------------------------------|
| Wave        | 00001 (Wave name)–20000 (Wave name) | Sets the wave whose waveform you wish to edit.                              |
| Start Point | -                                   | Sets the start point (the location at which the wave starts playing).       |
| Loop Point  | -                                   | Sets the loop point (the location at which the wave's loop starts playing). |
| End Point   | -                                   | Sets the end point (the location at which the wave stops playing).          |
| Tempo       | 20.0–260.0                          | Sets the wave tempo.                                                        |
| Level       | 0–127                               | Sets the wave volume.                                                       |

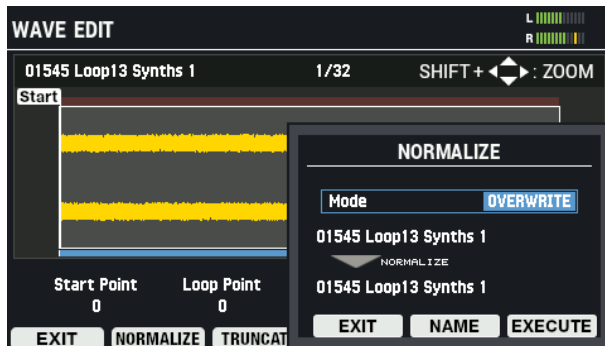
| Button                                          | Explanation                                                                                                                                                                                                  |
|-------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [F1] (EXIT)                                     | Exits WAVE EDIT mode.                                                                                                                                                                                        |
| [F2] (NORMALIZE)                                | Adjusts the wave volume.                                                                                                                                                                                     |
| [F3] (TRUNCATE)                                 | Deletes unnecessary parts of the wave.                                                                                                                                                                       |
| [F4] (REVERSE)                                  | Creates a reversed version of the wave.                                                                                                                                                                      |
| [F5] (PREVIEW)                                  | <p>Previews the wave that you're editing.</p> <p>The wave plays back in a loop when you hold down [SHIFT] and press [F5] (PREVIEW). If you press [F5] (PREVIEW) once again, the loop stops playing back.</p> |
| [F6] (RENAME)                                   | Renames the wave.                                                                                                                                                                                            |
| [SHIFT] + [F3] (TIME STRETCH)                   | Executes high-quality time stretching offline.                                                                                                                                                               |
| [SHIFT] + [F4] (TEMPO DETECT)                   | Analyzes the wave tempo and automatically sets the tempo.                                                                                                                                                    |
| [SHIFT] + [F5] (PREVIEW)                        | Plays back the wave that you're editing as a loop. If you press [F5] (PREVIEW) once again, the loop stops playing back.                                                                                      |
| Cursor [▲] [▼] [◀] [▶] buttons                  | Selects a parameter.                                                                                                                                                                                         |
| [–] [+] buttons, [VALUE] knob                   | Edits the setting.                                                                                                                                                                                           |
| [SHIFT] button + cursor [▲] [▼] [◀] [▶] buttons | Zooms the displayed waveform in/out.                                                                                                                                                                         |

#### Adjusting the volume of a wave (NORMALIZE)

Here's how to adjust the volume of waves, such as when they sound quiet, so that the wave's volume is maximized without getting distorted.

**1** On the WAVE EDIT screen, press the [F2] (NORMALIZE) button.

The NORMALIZE window appears.



**2** Use the [-] [+] buttons or the [VALUE] knob to select whether to overwrite the wave or to save it as a new wave.

**3** Rename the wave as appropriate ([F5] (NAME) button).

**4** To execute, press the [F6] (EXECUTE) button.

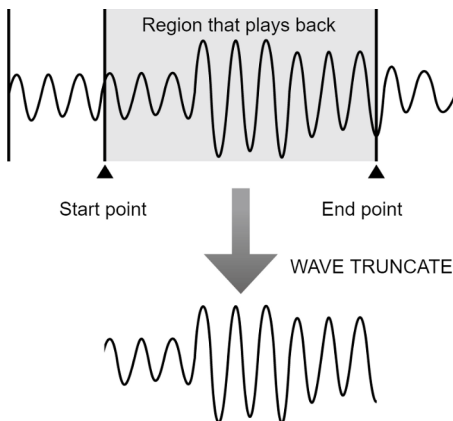
A confirmation message appears.

**5** Select "OK" and then press the [ENTER] button.

To cancel the operation, press the [F4] (EXIT) button.

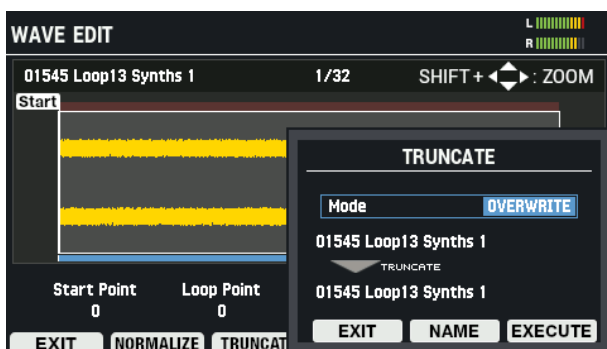
**Deleting unnecessary parts of a wave (TRUNCATE)**

Sets the range over which the wave sounds (using the start and end points) and erases the unnecessary portions, which helps to free up memory.



### 1 On the WAVE EDIT screen, press the [F3] (TRUNCATE) button.

The TRUNCATE window appears.



### 2 Use the [-] [+] buttons or the [VALUE] knob to select whether to overwrite the wave or to save it as a new wave.

### 3 Rename the wave as appropriate ([F5] (NAME) button).

### 4 To execute, press the [F6] (EXECUTE) button.

A confirmation message appears.

### 5 Select "OK" and then press the [ENTER] button.

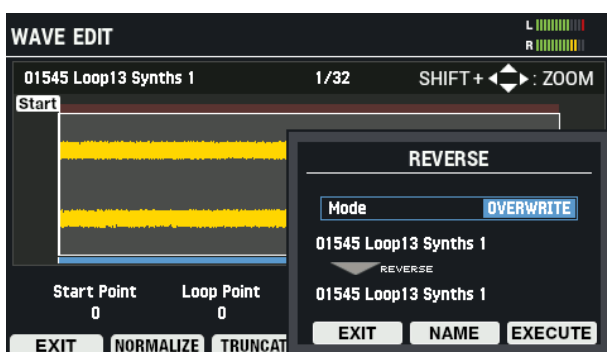
To cancel the operation, press the [F4] (EXIT) button.

## Creating a wave that plays back in reverse (REVERSE)

Here's how to create a wave that plays back in reverse, based on an existing wave.

### 1 On the WAVE EDIT screen, press the [F4] (REVERSE) button.

The REVERSE window appears.



### 2 Use the [-] [+] buttons or the [VALUE] knob to select whether to overwrite the wave or to save it as a new wave.

### 3 Rename the wave as appropriate ([F5] (NAME) button).

### 4 To execute, press the [F6] (EXECUTE) button.

To cancel the operation, press the [F4] (EXIT) button.

### 5 Select "OK" and then press the [ENTER] button.

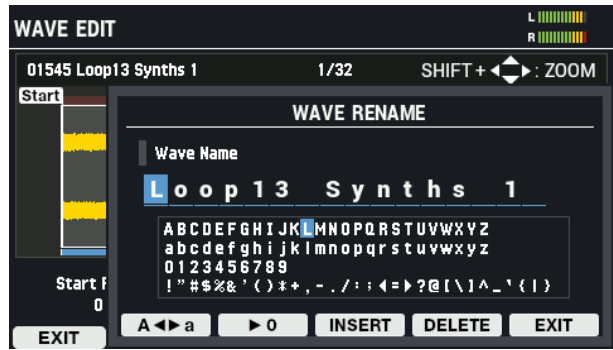
To cancel the operation, press the [F4] (EXIT) button.

Renaming a wave (RENAME)

Here's how to rename a wave (up to 16 characters can be used).

- 1 On the WAVE EDIT screen, press the [F6] (RENAME) button.

The WAVE RENAME window appears.



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

- 3 Use the [-] [+] buttons to select the character.

You can also use the [VALUE] knob to select a character.

| Button        | Explanation                                   |
|---------------|-----------------------------------------------|
| [F2] (A ◀▶ a) | Toggles between uppercase/lowercase.          |
| [F3] (▶ 0)    | Switches to numeric input.                    |
| [F4] (INSERT) | Inserts a character at the cursor position.   |
| [F5] (DELETE) | Deletes the character at the cursor position. |
| [F6] (EXIT)   | Exits and returns to the WAVE EDIT screen.    |

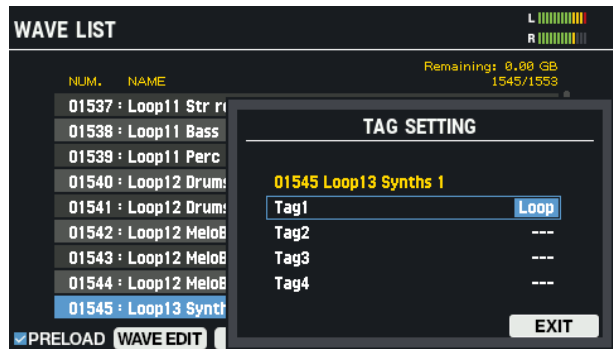
Assigning Tags to Waves (TAG)

You can assign tags to a wave.

The tag you set is shown as an icon to the right of the wave names in the WAVE LIST screen.

- 1 On the WAVE LIST screen, press the [F3] (TAG) button.

The TAG SETTING window appears.



- 2 Use the cursor [▲] [▼] buttons to select TAG1–TAG4.

- 3 Use the [-] [+] buttons to select "TAG".

Importing and Managing Audio Files (WAVE)

| Parameter | Value                                           | Explanation                                                                                                                                                                                                                                     |
|-----------|-------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Tag 1–4   | ---, TAG 1–127 (tag names set in WAVE TAG EDIT) | Assigns a wave tag to the selected wave.<br>You can filter the waves in the wave list by using the assigned wave tags.<br>The name for each assigned wave tag can be edited in WAVE TAG EDIT.<br>→ “Editing Tags for Waves (TAG EDIT) (p. 124)” |

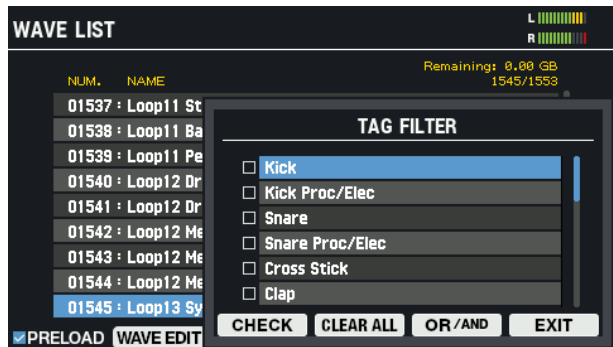
4 When you are finished, press the [F6] (EXIT) button.

Filtering Wave Lists by Tags (FILTER)

You can filter the waves that are shown by using the tags you’ve assigned to them.

1 On the WAVE LIST screen, press the [F4] (FILTER) button.

The TAG FILTER screen appears.



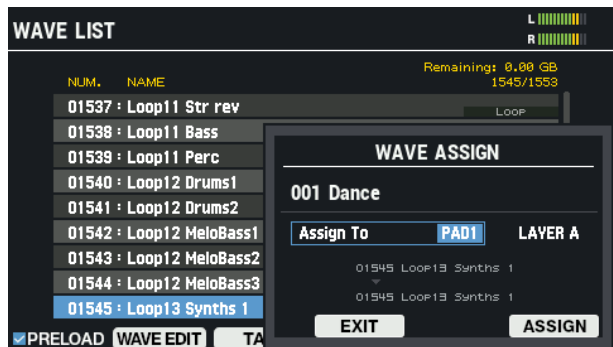
| Button                 | Explanation                                                                                     |
|------------------------|-------------------------------------------------------------------------------------------------|
| Cursor [▲] [▼] buttons | Moves the cursor.                                                                               |
| [F3] (CHECK)           | Selects/deselects the tag at the cursor position.                                               |
| [F4] (CLEAR ALL)       | Deselects everything that’s selected (all waves are shown).                                     |
| [F5] (OR/AND)          | Uses filtering conditions to switch between including all tags (AND), or at least one tag (OR). |
| [F6] (EXIT)            | Exits the screen.                                                                               |

Assigning Waves to Pads (ASSIGN)

You can assign waves selected in the wave list to assign to the pads of the current kit.

1 On the WAVE LIST screen, press the [F6] (ASSIGN) button.

The WAVE ASSIGN window appears.



## 2 Use the cursor [◀] [▶] buttons to select “Assign To”.

| Parameter | Value                          | Explanation                   |
|-----------|--------------------------------|-------------------------------|
| PAD       | PAD1–9, TRIG IN1–8, FOOT SW1/2 | Selects the pad to assign.    |
| LAYER     | LAYER A/B                      | Selects the layer of the pad. |

## 3 Use the [-] [+] buttons to change the value.

## 4 To execute, press the [F6] (ASSIGN) button.

After “Assign Completed!” appears, the display returns to the previous screen.

To cancel the operation, press the [F4] (EXIT) button.

## Importing an Audio File (IMPORT)

You can import an audio file (WAV/AIFF/MP3) from a USB flash drive or from your computer into the SPD-SX PRO to play back as a wave.

### MEMO

For the formats of computer audio files that can be imported from the SPD-SX PRO APP, refer to the SPD-SX PRO APP manual.

Audio files that can be imported into the SPD-SX PRO

|                        |                   |
|------------------------|-------------------|
| File format            | WAV/AIFF          |
| Adjusts the bit depth. | 32 / 24 / 16 bits |
| Sampling rate          | 48 kHz, 44.1 kHz  |
| File format            | MP3               |
| Bit rate               | 32–320 kbps       |

Points to remember when importing an audio file

- Filenames that contain double-byte characters do not display correctly.
- Loop point settings in an AIFF file are ignored.
- If you attempt to import a file whose format is not supported by the SPD-SX PRO, the error message “Wave Unsupported Format!” appears, and the file cannot be imported.
- Audio files that are shorter than 20 ms or longer than one hour can’t be imported.

Importing audio files from a USB flash drive

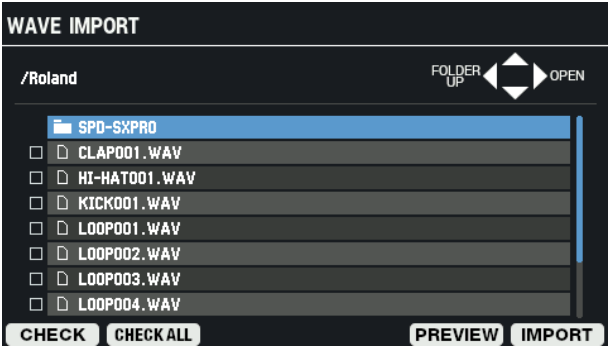
## 1 Copy the audio file you want to import into the “IMPORT” folder of your USB flash drive.

## 2 Connect the USB flash drive to the SPD-SX PRO.

## 3 Select [MENU] → “WAVE”.

4 Use the cursor [▲] [▼] [◀] [▶] buttons to select “IMPORT” and press the [ENTER] button.

The WAVE IMPORT screen appears.



| Button                 | Explanation                                                                                                                           |
|------------------------|---------------------------------------------------------------------------------------------------------------------------------------|
| Cursor [▲] [▼] buttons | Moves the cursor.                                                                                                                     |
| Cursor [◀] [▶] buttons | Moves up or down in the folder directory.                                                                                             |
| [F1] (CHECK)           | Selects/deselects the wave at the cursor position.                                                                                    |
| [F2] (CHECK ALL)       | Selects/deselects all waves in the same folder.                                                                                       |
| [F5] (PREVIEW)         | Plays back the wave at the cursor position.<br>If you press the [F5] (PREVIEW) button once again during playback, the playback stops. |
| [F6] (IMPORT)          | Imports the wave or waves.                                                                                                            |

5 To execute, press the [F6] (IMPORT) button.

A confirmation message appears.

6 Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

If you decide to cancel, select “CANCEL” and press the [ENTER] button.

MEMO

Wave numbers and wave names are automatically added to the waves you import.

The first 16 characters of the import source audio filename are used as the wave name.

You can check these waves in the wave list.

Saving a Wave to a USB Flash Drive (EXPORT)

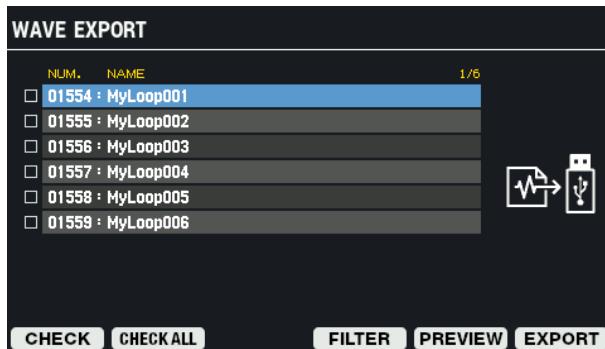
Here’s how to save waves to a USB flash drive.

\* The factory default waves (preload waves) can’t be exported.

1 Select [MENU] → “WAVE”.

## 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “EXPORT” and press the [ENTER] button.

The WAVE EXPORT screen appears.



| Button                 | Explanation                                                                                                                                                                                                          |
|------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Cursor [▲] [▼] buttons | Moves the cursor.                                                                                                                                                                                                    |
| [F1] (CHECK)           | Selects/deselects the wave at the cursor position.                                                                                                                                                                   |
| [F2] (CHECK ALL)       | If a filter is being used, this selects/deselects all waves that are being filtered.                                                                                                                                 |
| [F4] (FILTER)          | The TAG FILTER window appears.<br>→ “Filtering Wave Lists by Tags (FILTER) (p. 116)”                                                                                                                                 |
| [F5] (PREVIEW)         | Plays back the wave at the cursor position.<br>The wave plays back in a loop when you hold down the [SHIFT] button and press [F5] (PREVIEW).<br>If you press [F5] (PREVIEW) once again, the loop stops playing back. |
| [F6] (EXPORT)          | Exports the wave.                                                                                                                                                                                                    |

## 3 To execute, press the [F6] (EXPORT) button.

A confirmation message appears.

If you decide to cancel, select “CANCEL” and press the [ENTER] button.

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

When the display indicates “Wave Export Completed!”, press the [ENTER] button.

### MEMO

The wave is output to the “EXPORT” folder on your USB flash drive.

The output format is WAV (48 kHz, 16-bit).

The output filename is set automatically by using the wave number and wave name.

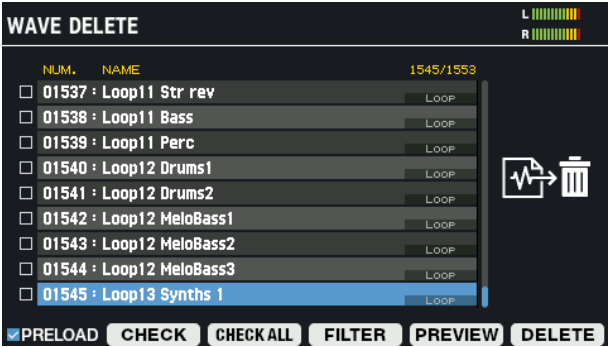
## Deleting a Wave (DELETE)

Here’s how to delete waves.

## 1 Select [MENU] → “WAVE”.

2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “DELETE” and press the [ENTER] button.

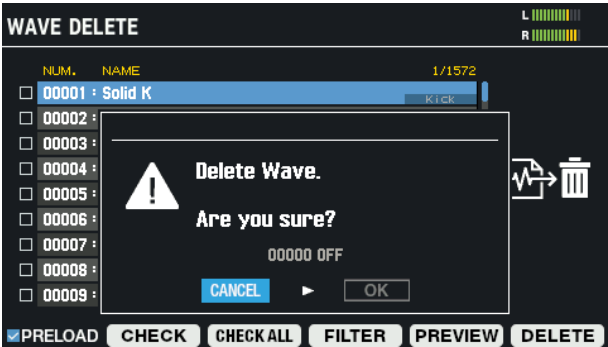
The WAVE DELETE screen appears.



| Button                 | Explanation                                                                                                                                                                                                          |
|------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Cursor [▲] [▼] buttons | Moves the cursor.                                                                                                                                                                                                    |
| [F1] (PRELOAD)         | Switches between whether to show or hide the waves already provided by factory default in this list.                                                                                                                 |
| [F2] (CHECK)           | Selects/deselects the wave at the cursor position.                                                                                                                                                                   |
| [F3] (CHECK ALL)       | Selects/deselects all waves.<br>If a filter is being used, this selects/deselects all waves that are being filtered.                                                                                                 |
| [F4] (FILTER)          | The TAG FILTER window appears.<br>For details, refer to “ <a href="#">Filtering Wave Lists by Tags (FILTER)</a> (p. 116)”.                                                                                           |
| [F5] (PREVIEW)         | Plays back the wave at the cursor position.<br>The wave plays back in a loop when you hold down the [SHIFT] button and press [F5] (PREVIEW).<br>If you press [F5] (PREVIEW) once again, the loop stops playing back. |
| [F6] (DELETE)          | Deletes the data.                                                                                                                                                                                                    |

3 To execute, press the [F6] (DELETE) button.

A confirmation message appears.



4 Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

When the display indicates “Wave[F2] (CHECK ALL)Delete[F2] (CHECK ALL)Completed!”, press the [ENTER] button.

If you decide to cancel, select “CANCEL” and press the [ENTER] button.

Creating a Wave by Sampling (SAMPLING)

This section shows you how to sample sounds to create waves.

1 Select [MENU] → “WAVE”.

2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “SAMPLING” and press the [ENTER] button.

The SAMPLING screen appears.



3 Use the cursor [▲] [▼] buttons to select the parameter, and use the [VALUE] knob or the [-] [+] buttons to edit the sampling settings.

| Parameter              | Value                 | Explanation                                                                                                                                                                                                                                                                                    |
|------------------------|-----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Rec Source (*1)        | INPUT, PAD, INPUT+PAD | Selects the source to sample.<br>INPUT: Samples only the audio input from an external device.<br>PAD: Samples only what you play on this instrument.<br>INPUT+PAD: Samples what you play on this instrument as well as the audio input from an external device.                                |
| Rec Auto Trigger Level | OFF, 1–10             | Sets the auto-trigger level (the input threshold level at which sampling automatically starts).<br>When this is set to a value from 1 to 10, sampling automatically begins when the unit is in sampling standby mode and an input signal is received that equals or exceeds the value you set. |
| Rec Channel Mode       | MONO, STEREO          | Sets whether to save the sampled waveform in mono or in stereo.                                                                                                                                                                                                                                |
| Rec Level              | -24–+24 dB            | Sets the recording level for the sample in question.                                                                                                                                                                                                                                           |

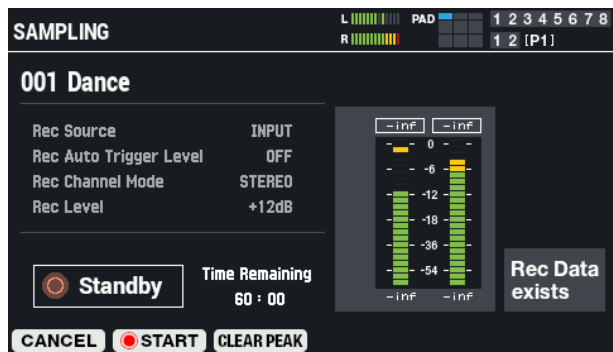
\*1 The maximum sampling time per sample is 60 min. (when “Rec Source” is “INPUT”) or 10 min. (when “Rec Source” is “PAD” or “INPUT+PAD”).

| Button               | Explanation                                                                       |
|----------------------|-----------------------------------------------------------------------------------|
| [F1] (STANDBY)       | Enters sampling standby mode.                                                     |
| [F3] (CLEAR PEAK)    | Resets the peak indicators.                                                       |
| [F4] (INPUT SETTING) | Switches to the audio input settings screen.<br>➔ “AUDIO IN (p. 154)”             |
| [F5] (PREVIEW)       | Previews the sampled waveform. If you press [F5] (PREVIEW) again, playback stops. |
| [F6] (WAVE EDIT)     | Edits the sampled waveform.                                                       |

Sampling (STANDBY)

1 On the SAMPLING screen, press the [F1] (STANDBY) button.

- Switches to sampling standby mode.
- Time Remaining: Shows the available sampling time.
- The maximum sampling time per sample is 60 min. (when “Rec Source” is “INPUT”) or 10 min. (when “Rec Source” is “PAD” or “INPUT+PAD”).



| Button            | Explanation                                                                                              |
|-------------------|----------------------------------------------------------------------------------------------------------|
| [F1] (CANCEL)     | Ends sampling.                                                                                           |
| [F2] (START/STOP) | Begins sampling.<br>The indicator changes to “STOP” during sampling, which stops recording when pressed. |
| [F3] (CLEAR PEAK) | Resets the peak indicators.                                                                              |

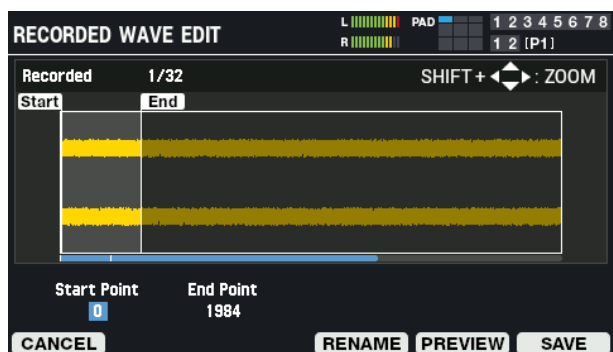
2 Press either the [F2] (START) button or use the auto-trigger feature to start sampling.

3 Press the [F2] (STOP) button to stop sampling.

Editing and Saving a Sampled Waveform (WAVE EDIT)

1 On the SAMPLING screen, press the [F6] (WAVE EDIT) button.

- The wave edit screen appears.



| Parameter   | Explanation                                                                                         |
|-------------|-----------------------------------------------------------------------------------------------------|
| Start Point | Sets the start point.<br>This clips everything in the waveform off that comes before this position. |

| Parameter | Explanation                                                                                      |
|-----------|--------------------------------------------------------------------------------------------------|
| End Point | Sets the end point.<br>This clips everything in the waveform off that comes after this position. |

| Button                                          | Explanation                                                                                                                                      |
|-------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
| [F1] (CANCEL)                                   | Exits WAVE EDIT mode.                                                                                                                            |
| [F4] (RENAME)                                   | Edits the wave name.                                                                                                                             |
| [F5] (PREVIEW)                                  | Previews the sampled waveform.                                                                                                                   |
| [F6] (SAVE)                                     | Saves the sampled waveform to this unit's memory.<br>Along with saving, this lets you assign the wave to the pads of the currently selected kit. |
| Cursor [◀] [▶] buttons                          | Selects a parameter.                                                                                                                             |
| [-] [+] buttons                                 | Edits the setting.                                                                                                                               |
| [SHIFT] button + cursor [▲] [▼] [◀] [▶] buttons | Zooms the displayed waveform in/out.                                                                                                             |

## Editing the name of a wave (RENAME)

### 1 On the Wave edit screen, press the [F4] (RENAME) button.

The RENAME RECORDED WAVE window appears.



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

### 3 Use the [-] [+] buttons to select the character.

You can also use the [VALUE] knob to select a character.

| Button        | Explanation                                   |
|---------------|-----------------------------------------------|
| [F2] (A ◀▶ a) | Toggles between uppercase/lowercase.          |
| [F3] (▶ 0)    | Switches to numeric input.                    |
| [F4] (INSERT) | Inserts a space at the cursor position.       |
| [F5] (DELETE) | Deletes the character at the cursor position. |
| [F6] (EXIT)   | Exits and returns to the previous screen.     |

### 4 Press the [F6] (EXIT) button.

This exits the rename operation and returns to the previous screen.

SAVE

1 On the Wave edit screen, press the [F6] (SAVE) button.

The SAVE RECORDED WAVE window appears.



2 Press the [-] [+] buttons to set where the wave is to be assigned when you save it.

You can also set this by striking the pads.

| Parameter  | Value                  | Explanation                                |
|------------|------------------------|--------------------------------------------|
| Pad Assign | OFF, PAD1-A-FOOT SW2-B | Sets the layer for the assign destination. |

| Button         | Explanation                           |
|----------------|---------------------------------------|
| [F4] (EXIT)    | Closes the SAVE RECORDED WAVE window. |
| [F6] (EXECUTE) | Saves the sample.                     |

3 To execute, press the [F6] (EXECUTE) button.

To cancel the operation, press the [F4] (EXIT) button.

Editing Tags for Waves (TAG EDIT)

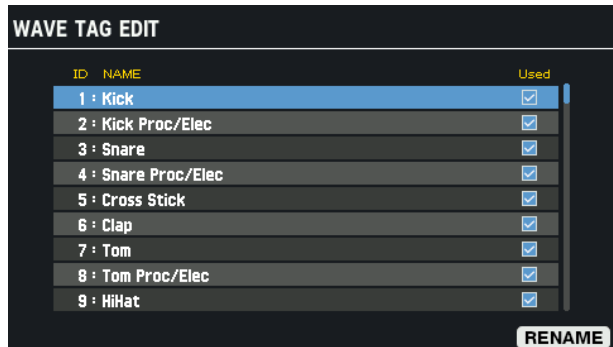
Here’s how to edit the name of a wave or to select the tag to use.

1 Select [MENU] → “WAVE”.

2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “TAG EDIT” and press the [ENTER] button.

The WAVE TAG EDIT screen appears.

If at least one tag is set for the wave, the “Used” column is selected with a check mark.



### 3 Use the cursor [▲] [▼] buttons to select the tag.

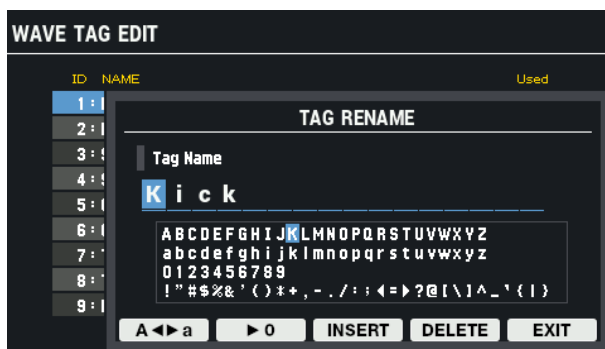
You can also use the [VALUE] knob to select a tag.

| Button                 | Explanation               |
|------------------------|---------------------------|
| Cursor [▲] [▼] buttons | Moves the cursor.         |
| [F6] (RENAME)          | Edit the name of the tag. |

## Editing the name of a tag (RENAME)

### 1 On the WAVE TAG EDIT screen, press the [F6] (RENAME) button.

The TAG RENAME window appears.



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

### 3 Use the [-] [+] buttons to select the character.

You can also use the [VALUE] knob to select a character.

| Button        | Explanation                                   |
|---------------|-----------------------------------------------|
| [F2] (A ◀▶ a) | Toggles between uppercase/lowercase.          |
| [F3] (▶ 0)    | Switches to numeric input.                    |
| [F4] (INSERT) | Inserts a space at the cursor position.       |
| [F5] (DELETE) | Deletes the character at the cursor position. |
| [F6] (EXIT)   | Exits and returns to the previous screen.     |

### 4 Press the [F6] (EXIT) button.

This exits the rename operation and returns to the previous screen.

## Copying a Wave (COPY)

Here's how to copy a wave.

### 1 Select [MENU] → "WAVE".

2 Use the cursor [▲][▼][◀][▶] buttons to select “COPY” and press the [ENTER] button.

The WAVE COPY screen appears.



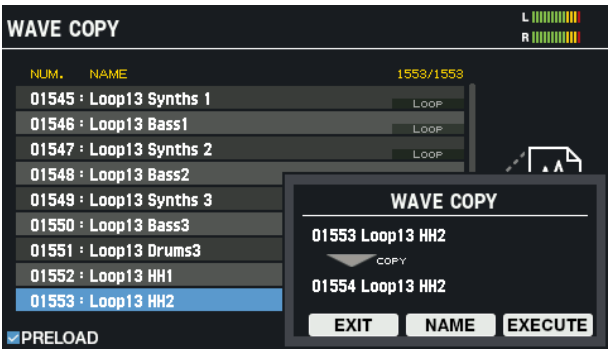
3 Use the cursor [▲][▼] buttons to select the wave to copy.

You can also use the [VALUE] knob to select a wave.  
Select a wave and press the [F5] (PREVIEW) button to hear the wave.

| Button         | Explanation                                                                                                                                                                                                                       |
|----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [F1] (PRELOAD) | Switches between whether to show or hide the waves already provided by factory default in this list.                                                                                                                              |
| [F4] (FILTER)  | The TAG FILTER window appears.<br>For details, refer to “ <a href="#">Filtering Wave Lists by Tags (FILTER)</a> (p. 116)”.                                                                                                        |
| [F5] (PREVIEW) | Plays back the wave at the cursor position.<br>The wave plays back in a loop when you hold down the [SHIFT] button and press the [F5] (PREVIEW) button.<br>If you press the [F5] (PREVIEW) button once again, the playback stops. |
| [F6] (COPY)    | Copies the wave.                                                                                                                                                                                                                  |

4 Press the [F6] (COPY) button.

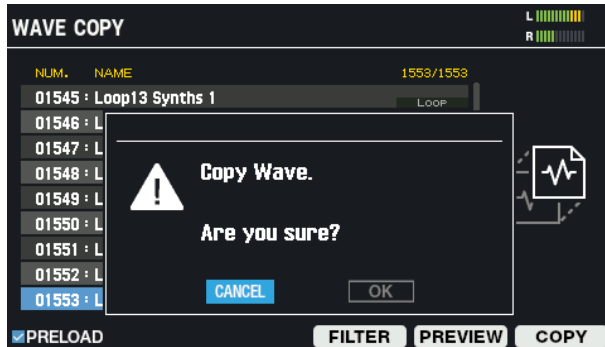
The COPY window appears.



| Button         | Explanation                                                |
|----------------|------------------------------------------------------------|
| [F4] (EXIT)    | Cancels the operation and returns to the WAVE COPY screen. |
| [F5] (NAME)    | Edits the wave name.                                       |
| [F6] (EXECUTE) | Executes the copy operation.                               |

## 5 Press the [F6] (EXECUTE) button.

A confirmation message appears.



## 6 Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.

If you decide to cancel, select "CANCEL" and press the [ENTER] button.

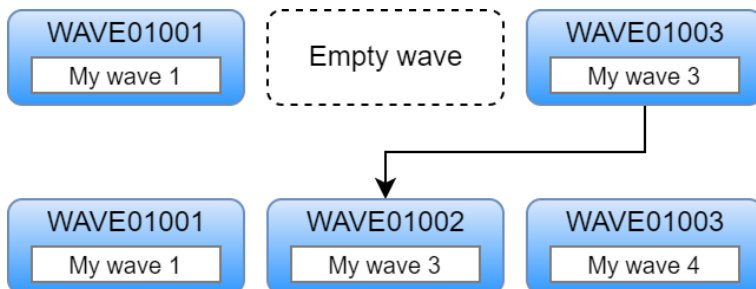
The copy is executed.

When finished, the display returns to the WAVE COPY screen.

## Managing Waves (RENUMBER)

When a wave is deleted, wave numbers that contain no wave data are left over.

When this happens, you can move the succeeding waves backward in sequence to reorder them.



### NOTE

Renumbering significantly changes the order of the waves.

Be sure to backing up all settings to a USB flash drive before renumbering so that you can restore it even if the results are undesirable.

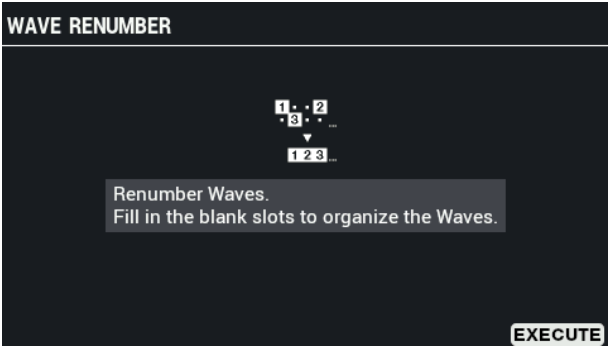
## 1 Back up all settings stored in the SPD-SX PRO to a USB flash drive.

→ "Backing up All Settings to a USB Flash Drive (SAVE) (p. 169)"

## 2 Select [MENU] → "WAVE".

3 Use the cursor [▲] [▼] [◀] [▶] buttons to select “RENUMBER” and press the [ENTER] button.

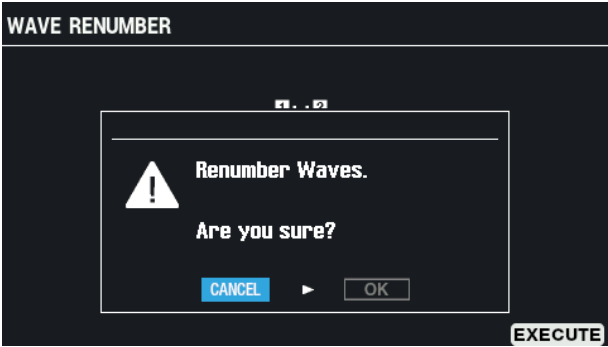
The WAVE RENUMBER screen appears.



| Button         | Explanation          |
|----------------|----------------------|
| [F6] (EXECUTE) | Renumbers the waves. |

4 Press the [F6] (EXECUTE) button.

A confirmation message appears.



5 Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

If you decide to cancel, select “CANCEL” and press the [ENTER] button.  
After “Completed!” appears, the display returns to the previous screen.

# Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)

1 Select [MENU] → “SYSTEM”.



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

## Configuring the Pads and the TRIGGER IN Jacks (PAD /TRIGGER IN)

1 Select [MENU] → “SYSTEM”.

2 Use the cursor [▲][▼][◀][▶] buttons to select “PAD/TRIG IN” and press the [ENTER] button.

The PAD / TRIG IN screen appears.

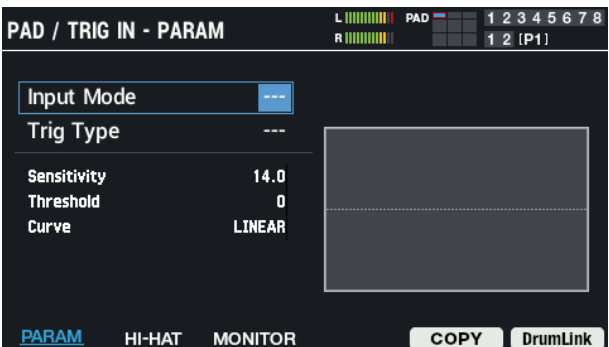
3 Use the [F1]–[F3] and [F6] buttons to switch between settings screens.

| Button          | Explanation                                                                                |
|-----------------|--------------------------------------------------------------------------------------------|
| [F1] (PARAM)    | Below are the parameters for configuring the pad sensitivity and TRIGGER IN jack settings. |
| [F2] (HI-HAT)   | Configures the hi-hat settings.                                                            |
| [F3] (MONITOR)  | Monitors the velocity.                                                                     |
| [F6] (DrumLink) | Configures DrumLink.<br>This can only be set when the DrumLink hub is connected.           |

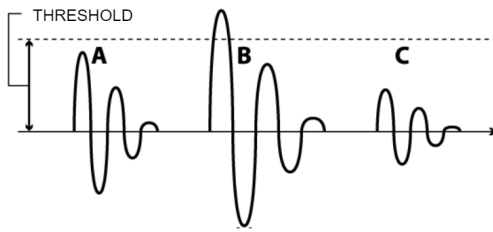
4 Use the cursor [▲][▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

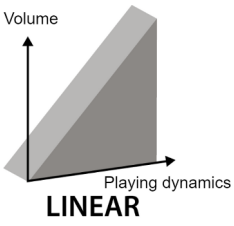
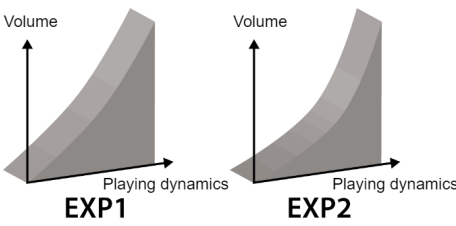
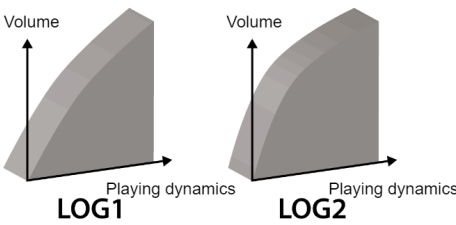
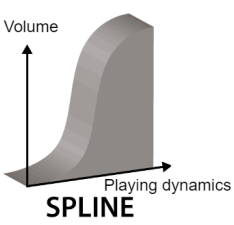
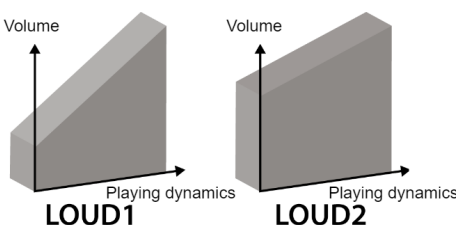
### PARAM

Below are the parameters for configuring the pad sensitivity and TRIGGER IN jack settings.

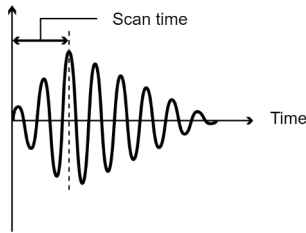
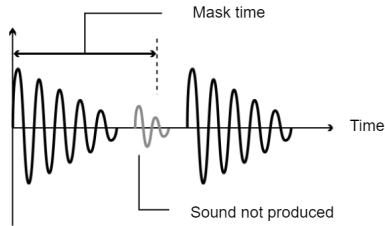


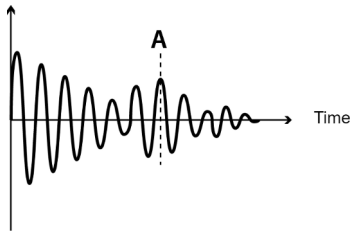
## Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)

| Parameter            | Value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Input Mode</b>    | When a pad on this unit is selected: ---<br>When TRIG 1–8 is selected: HEAD&RIM, TRIGx2                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Set this to connect either one drum trigger to one TRIGGER IN jack (HEAD&RIM), or two drum triggers (TRIGx2).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Trig Type</b>     | When a pad on this unit is selected: ---<br>When TRIG 1–8 is selected:KD-A22, KD-22, KD-222, KD-20, KD-200, KD-18, KD-180L, KD-140, KD-12, KD-120, KD-85, KD-10, KD-9, KD-8, KD-7, KDQ-8, KT-10, KT-9, PDA120, PDA120L, PDA100, PDA100L, PDA140F, PD-12X, PD-12P, PD-128, PD-125X, PD-125, PD-10X, PD-10P, PD-108, PD-105X, PD-105, PD-85, PDX-100, PDX-12, PD-10H, PD-8H, PDX-8, PDX-6, PD-8, PDQ-8S, PDQ-8, VH11, VH10, CY-16-RT, CY-15R, CY-14R-T, CY-14C-T, CY-14C, CY-13R, CY-12C-T, CY-12C, CY-12R/C, CY-8, CY-5, CYQ-12, BT-1, BT-1 SENS, PAD1, PAD2, PAD3, RT-30K, RT-30HR, RT-30H SN, RT-30H TM, RT-10K, RT-10S, RT-10T | Specifies the model of drum trigger (trigger type) that is connected to each trigger input.<br><br><b>MEMO</b><br>When you set a trigger type, the trigger parameters except for certain parameters (such as crosstalk cancel) are set to the recommended values intended for onstage use. (The “Threshold” value on the SPD-SX PRO is set higher than usual.)<br><br>These values are only general guidelines, so you can make fine-tune the settings according to how you attach the drum triggers and how they are to be used.                                                                                                        |
| <b>Sensitivity</b>   | 1.0–32.0                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Use this to adjust the sensitivity of the pads, as well as the balance between how hard you strike the pads and the volume of sound that is produced.<br><br>Increasing this value increases the sensitivity, so that even soft strikes on the pad play the sound at higher volumes.<br><br>Decreasing this value decreases the sensitivity, so that even hard strikes on the pad play the sound at lower volumes.                                                                                                                                                                                                                       |
| <b>Rim Gain (*1)</b> | 0–3.2                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | Adjusts the balance between the force of striking the rim or edge and the loudness of the sound.<br><br>If you increase this value, even soft strikes on the rim play at high volume.<br><br>If you decrease this value, even strong strikes on the rim are sounded at low volume.<br><br>This is available for pads that support rim shots.                                                                                                                                                                                                                                                                                             |
| <b>Threshold</b>     | 0–31                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Minimum sensitivity of the pads<br><br>This setting allows a trigger signal to be received only when the pad is above a determined force level (velocity).<br><br>This can be used to prevent a pad from sounding due to vibrations from other pads.<br><br>In the following example, the B signal sounds, but A and C do not sound.<br><br><br><br>Check this by gradually increasing the value while playing the pad.<br>If a soft strike on the pad fails to make a sound, slightly lower this value.<br>Repeat this to obtain the ideal setting. |
| <b>Curve</b>         | Volume change in response to pad strike strength<br><br>LINEAR                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | This is the standard setting. This produces the most natural balance between playing dynamics and volume change.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |

| Parameter                            | Value        | Explanation                                                                                                                                                                                                                                                                                                                                                              |
|--------------------------------------|--------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                      |              |  <p><b>LINEAR</b></p>                                                                                                                                                                                                                                                                  |
|                                      | EXP1, EXP2   | <p>Compared to "LINEAR", strong dynamics produce a greater change.</p>  <p><b>EXP1</b>      <b>EXP2</b></p>                                                                                                                                                                            |
|                                      | LOG1, LOG2   | <p>Compared to "LINEAR", a soft playing produces a greater change.</p>  <p><b>LOG1</b>      <b>LOG2</b></p>                                                                                                                                                                           |
|                                      | SPLINE       | <p>Extreme changes are made in response to your playing dynamics.</p>  <p><b>SPLINE</b></p>                                                                                                                                                                                          |
|                                      | LOUD1, LOUD2 | <p>Very little dynamic response, making it easy to maintain strong volume levels.</p> <p>If you're using a drum trigger as an external pad, these settings will produce reliable triggering.</p>  <p><b>LOUD1</b>      <b>LOUD2</b></p>                                              |
| <b>Head/Rim Adjust (*1)<br/>(*2)</b> | 0–80         | <p>This setting specifies how easy it is to play a head shot or rim shot.</p> <p>If the rim sound is heard when you strike the head strongly, increase this value.</p> <p>If the head sound is heard when you play an open rim shot, decrease this value.</p> <p>If the head sound is heard when you softly play a rim shot, decrease this value.</p> <p><b>MEMO</b></p> |

## Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)

| Parameter                    | Value    | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|------------------------------|----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                              |          | <p>If the rim shot sound is heard when you play a head shot, or if a head shot sound is heard when you play a rim shot, make small changes to the Head/Rim Adjust values while you continue trying out the results.</p> <p>Extreme changes to the values will cause the wrong sound to be heard when you strike the pad, for example producing the rim shot sound when you play a head shot.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>Scan Time (*1)</b>        | 0–4.0 ms | <p>Trigger signal detection time</p> <p>Since the rise time of the trigger signal waveform may differ slightly depending on the characteristics of each pad or acoustic drum trigger (drum pickup), you may notice that identical hits (velocity) may produce sound at different volumes.</p> <p>If this occurs, you can adjust the “Scan Time” so that your way of playing can be detected more precisely.</p> <p>While repeatedly hitting the pad at a constant force, gradually raise the Scan Time value from 0 msec, until the resulting volume stabilizes at the loudest level.</p> <p>At this setting, try both soft and loud strikes, and make sure that the volume changes appropriately.</p> <p>* As the value is set higher, the time it takes for the sound to play increases. Set this to as low a value as possible.</p>                                                                                                                                                                                              |
| <b>Mask Time (*1)</b>        | 0–64 ms  | <p>Prevention of double triggering</p> <p>When playing a kick trigger, the beater can bounce back and hit the head a second time immediately after the intended note—with acoustic drums sometimes the beater stays against the head—this causes a single hit to “double trigger” (two sounds instead of one).</p> <p>The “Mask Time” setting helps to prevent this. Once a pad is hit, any additional trigger signals occurring within the specified mask time are ignored.</p> <p>Adjust the Mask Time value while playing the pad.</p> <p>When using a kick trigger, try to let the beater bounce back and hit the head very quickly, then raise the “Mask Time” value until there are no more sounds made by the beater rebound.</p> <p>Increasing this value makes it more likely that notes played in rapid succession are to drop out.</p> <p>Set this to as low a value as possible.</p> <p><b>MEMO</b></p> <p>If two or more sounds are being produced when you strike the pad just once, adjust “Retrigger Cancel”.</p>  |
| <b>Retrigger Cancel (*1)</b> | 1–16     | Trigger signal decay detection                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |

| Parameter                             | Value    | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|---------------------------------------|----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                       |          | <p>When you strike a snare drum etc. to which a commercially available drum trigger is attached, there might be cases in which the waveform is misshapen, causing another trigger to unintentionally occur at point "A" in the following illustration (retriggering).</p> <p>This occurs in particular at the decaying edge of the waveform.</p> <p>Retrigger Cancel detects such distortion and prevents retriggering from occurring.</p> <p>While repeatedly striking the pad, raise the "Retrigger Cancel" value until retriggering no longer occurs.</p> <p>Although setting this to a high value prevents retriggering, this also makes it easier for sounds to be omitted when the pad is repeatedly struck quickly.</p> <p>Set this to the lowest value possible while still ensuring that there is no retriggering.</p> <p><b>MEMO</b></p> <p>You can also eliminate double triggering by adjusting the Mask Time setting.</p> <p>Mask Time does not detect trigger signals if they occur within the specified amount of time after the previous trigger signal was received. Retrigger Cancel detects the decay of the trigger signal level, and triggers the sound after internally determining which trigger signals were actually generated when the head was struck, while weeding out the other false trigger signals that should not trigger a sound.</p>  |
| <b>Ext Noise Cancel (*1)<br/>(*2)</b> | OFF, 1–5 | <p>This setting lets you prevent a drum from being triggered unintentionally (by using noise cancellation) when you strike a different drum that doesn't have a drum trigger, or when ambient sounds or vibration are picked up.</p> <p>This noise cancel function can be used if you use a stereo cable to connect an RT-30K or RT-30HR drum trigger to the following TRIGGER IN jacks and specify the Trig Type.</p> <p>* The RT-30H does not support the noise cancel function.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>XTalk Cancel (*1)</b>              | 0–80 %   | <p>Strength of crosstalk cancellation</p> <p>If two pads are attached to the same stand, the vibration from one struck pad may cause the other pad to sound without your intention. This is called "crosstalk". Crosstalk cancellation is a setting that prevents this type of crosstalk. For example, if pad B unintentionally sounds when you strike pad A, increase the XTalk Cancel (Cross Talk Cancel) value of pad B until crosstalk no longer occurs. If this value is raised excessively and pad A and pad B are struck simultaneously, the pad that is struck with less strength tends to drop out. Set this value to the lowest possible value at which crosstalk no longer occurs.</p> <p><b>MEMO</b></p> <p>Before you set crosstalk cancel, you can prevent crosstalk by positioning the pads in a way that makes them less susceptible to external vibrations. Please note the following points when setting up your system.</p> <ul style="list-style-type: none"> <li>• Don't place pads in contact with each other.</li> <li>• If attaching multiple pads to the same stand, increase the distance between them.</li> <li>• Firmly tighten the knobs that fasten the pad to ensure that the pad is securely attached to the stand.</li> </ul>                                                                                                                                                                                                |

## Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)

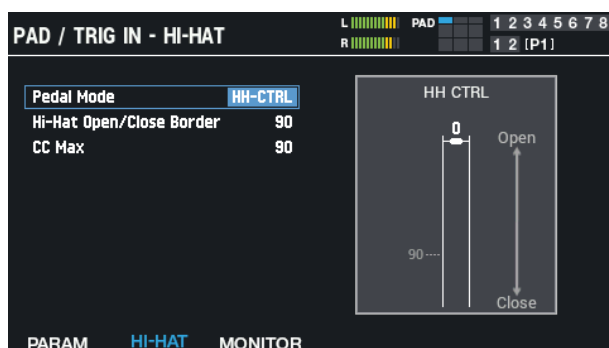
| Parameter | Value | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|-----------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|           |       | <div><b>NOTE</b></div> <p>In some cases, the acoustic sound from an acoustic drum or from a monitor speaker might cause a pad to be triggered. In such cases, adjusting the crosstalk cancellation settings will not solve the problem. Pay attention to the following considerations when setting up your equipment.</p> <ul style="list-style-type: none"> <li>Set up the pads at a distance from the speakers</li> <li>Angle the pads, placing them where they are less likely to be affected by the sound</li> <li>Increase the pad's Threshold value</li> </ul> |

\*1 For TRIG IN 1–8 only.

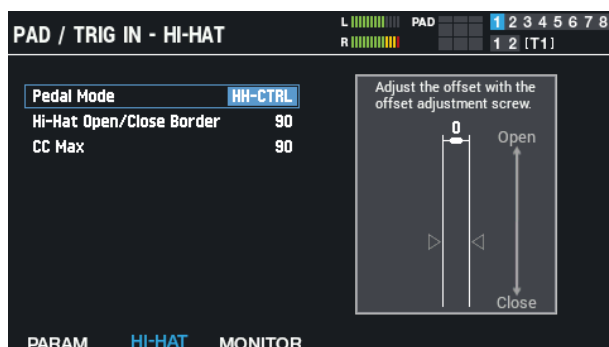
\*2 This cannot be set for some Trig Type settings that are selected (the display shows “—” in this case).

### HI-HAT

Configures the hi-hat settings.



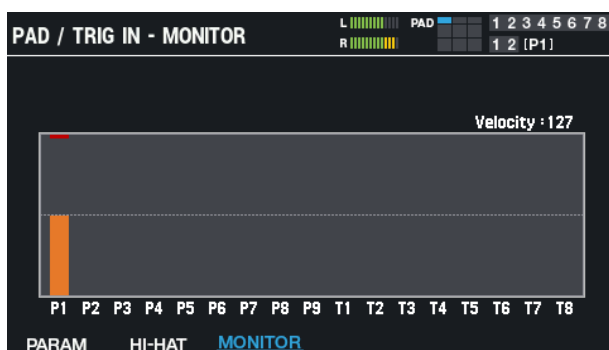
If you've assigned the VH series to a TRIGGER IN, the message "Adjust the offset with the offset adjustment screw." is shown.



| Parameter                       | Value                | Explanation                                                                                                               |
|---------------------------------|----------------------|---------------------------------------------------------------------------------------------------------------------------|
| <b>Pedal Mode</b>               | HH-CTRL,<br>EXP-CTRL | Switches between functions for the HH CTRL/EXPRESSION jack. HH CTRL and EXPRESSION cannot be used at the same time.       |
| <b>Hi-Hat Open/Close Border</b> | 0–127                | Sets the pedal position used to switch between the open and closed sounds for pads whose "Layer Type" is set to "HI-HAT". |
| <b>CC Max</b>                   | 90, 127              | Sets the control change value that's transmitted when the hi-hat pedal is depressed completely.                           |

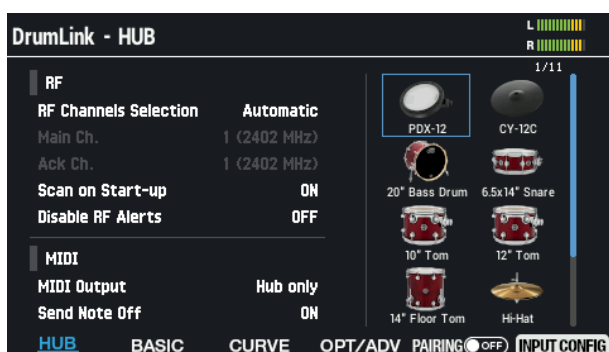
### MONITOR

Monitors the velocity.



When you strike a pad, the input strength is shown on the graph.

## DrumLink – HUB

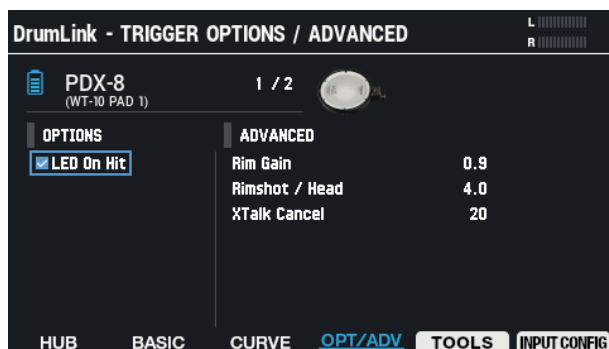
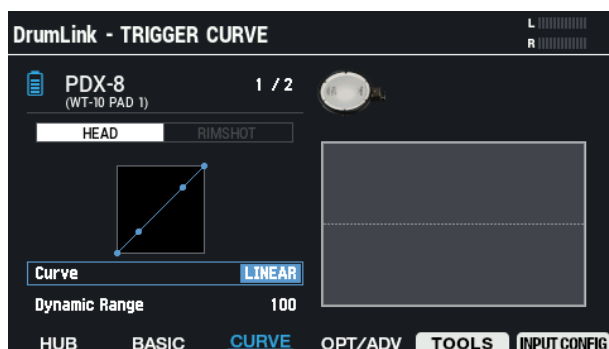
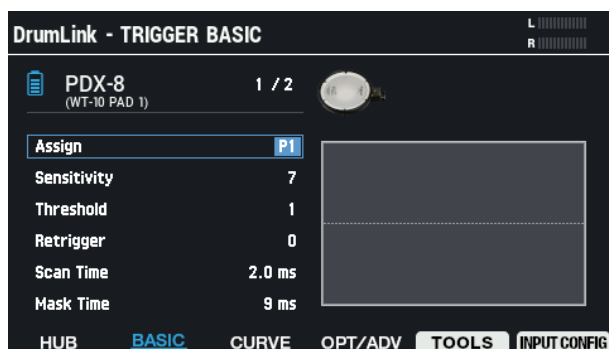


| Parameter                         | Value                                                                                                                               | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|-----------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>RF Channels Selection</b>      | Automatic, Manual                                                                                                                   | Selects whether the channel used for wireless communication between the DH-10/DrumLink™ hub and the pads should be set automatically (Automatic) or manually (Manual).                                                                                                                                                                                                                                                                                                          |
| <b>Main Ch.</b><br><b>Ack Ch.</b> | 1 (2402 MHz),<br>2 (2423 MHz),<br>3 (2426 MHz),<br>4 (2448 MHz),<br>5 (2451 MHz),<br>6 (2474 MHz),<br>7 (2477 MHz),<br>8 (2480 MHz) | Sets the channel used when RF Channels Selection is set to “Manual”.<br><br>The Main Ch. is the channel used for the DH-10/DrumLink™ hub → pad direction, and the Ack. Ch. is the channel used for the pad →DH-10/ DrumLink™ hub direction.<br><br>In situations such as when you’re using another DH-10/DrumLink™ hub nearby, you can avoid interference by setting each unit to a different channel.<br><br>* You can’t set the Main Ch. and the Ack Ch. to the same channel. |
| <b>Scan on Start-up</b>           | OFF, ON                                                                                                                             | If RF Channels Selection is set to “Automatic”, this selects whether to automatically scan the channels (ON) or not (OFF) when the DH-10/ DrumLink™ hub is launched.                                                                                                                                                                                                                                                                                                            |
| <b>Disable RF Alerts</b>          | OFF, ON                                                                                                                             | In the event of radio wave interference, this selects whether to display alert messages on the screen (OFF) or not (ON).                                                                                                                                                                                                                                                                                                                                                        |
| <b>MIDI Output</b>                | Soft Only, Hub Only, Soft+Hub                                                                                                       | Sets the connector that’s used for the DH-10 .<br><br>Soft only: Use USB only.<br><br>Hub only: Use MIDI out only.<br><br>Soft+Hub: Use both USB and MIDI out.<br><br>* When connecting the SPD-SX PRO to the DH-10, use either the “Soft Only” or the “Soft+Hub” setting.                                                                                                                                                                                                      |
| <b>Send Note Off</b>              | OFF, ON                                                                                                                             | When using MIDI OUT on the DH-10, this determines whether to output note-off data or not.                                                                                                                                                                                                                                                                                                                                                                                       |

\* The values aside from those of the “Assign” parameter are stored in the WT-10, not on the SPD-SX PRO. These parameters are not saved when you perform the BACKUP ALL operation on the SPD-SX PRO.

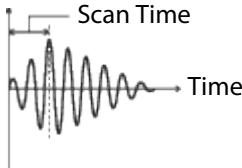
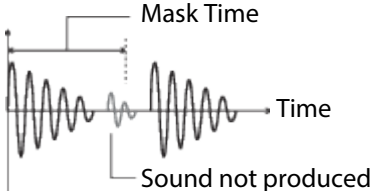
## Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)

### TRIGGER BASIC, CURVE, OPTIONS/ADVANCED



| Parameter                           | Value                                                                                                                      | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-------------------------------------|----------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>DrumLink - TRIGGER BASIC tab</b> |                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Assign</b>                       | N/A,<br>P1(PAD1)–<br>P9 (PAD9),<br>TRIG IN 1/2,<br>TRIG IN 3/4,<br>TRIG IN 5/6,<br>TRIG IN 7/8,<br>TRIG IN 1–<br>TRIG IN 8 | Here's how to set the trigger input to which the connected pad should be assigned.<br><br>When this is set to TRIG IN 1/2, TRIG IN 3/4, TRIG IN 5/6 or TRIG IN 7/8, playing the head (bow) makes the odd-numbered pads play, and playing the rim (edge) or bell makes the even-numbered pads play.<br><br>When this is set to P1 (PAD1)–P9 (PAD9) or TRIG IN 1–TRIG IN 8, the selected trigger input plays regardless of where you strike the head (bow), rim (edge) or bell. |
| <b>Sensitivity</b>                  | 1–16                                                                                                                       | Use this to adjust the sensitivity of the pads, as well as the balance between how hard you strike the pads and the volume of sound that is produced.<br><br>* Increasing this value increases the sensitivity, so that even soft strikes on the pad play the sound at higher volumes.<br><br>* Decreasing this value decreases the sensitivity, so that even hard strikes on the pad play the sound at lower volumes.                                                        |

## Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)

| Parameter                           | Value   | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|-------------------------------------|---------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Threshold</b>                    | 1–15    | <p>Adjusts the minimum sensitivity of the pads.</p> <ul style="list-style-type: none"> <li>* Higher values make the pads respond only when you strike them harder.</li> <li>* Lower values make the pads respond even when you strike them softer.</li> </ul> <p>Note that the pads may respond incorrectly when you set this to a lower value.</p>                                                                                                                                                                                                                                                                                                                                     |
| <b>Retrigger</b>                    | 0–15    | <p>Adjusts the detection of attenuation for the trigger signal.</p> <p>The pad may accidentally retrigger multiple times even though you've only struck the pad once. This is caused by fluctuations in the trigger signal that's transmitted when you strike a pad. Use this parameter to prevent this kind of retriggering due to fluctuations in the trigger signal.</p> <p>Although setting this to a high value prevents retriggering, this also makes it easier for sounds to be omitted when the pad is repeatedly struck quickly. Set this to the lowest value possible while still ensuring that there is no retriggering.</p>                                                 |
| <b>Scan Time (ms)</b>               | 2.0–5.0 | <p>Fine-tunes the trigger signal detection time.</p> <p>Since the rise time of the trigger signal waveform differs slightly depending on the characteristics of each pad, the sounds produced may vary in volume even when you're striking the pad at the same velocity. If this occurs, you can adjust the trigger signal detection time (Scan Time) so that your playing strength can be detected more precisely.</p> <ul style="list-style-type: none"> <li>* As the value is set higher, the time it takes for the sound to play increases. Set this to as low a value as possible.</li> </ul>  |
| <b>Mask Time (ms)</b>               | 0–70    | <p>This prevents double triggering.</p> <p>For instance, when you play the kick drum, the beater can bounce back and hit the head a second time immediately after the intended note, which causes a single hit to "double trigger" (two sounds instead of one).</p> <p>The "Mask Time" setting helps to prevent this. Once a pad is hit, any additional trigger signals occurring within the specified mask time are ignored.</p> <p>Increasing this value makes it more likely that notes played in rapid succession are to drop out. Set this to as low a value as possible.</p>                  |
| <b>DrumLink - TRIGGER CURVE tab</b> |         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |

## Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)

| Parameter                                      | Value                                                                                         | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|------------------------------------------------|-----------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Curve</b>                                   | USER,<br>LINEAR,<br>LOG1,<br>LOG1,<br>LOG3,<br>POW1,<br>POW2,<br>POW3,<br>EXP1, EXP2,<br>EXP3 | Adjusts how the volume changes in response to how hard you strike the pad.<br><br>On the SPD-SX PRO, you can select settings that are adjusted via DWe Control (USER) and from multiple presets (LINEAR-EXP3).<br><br>* The Curve and Dynamic Range can be set for each technique.                                                                                                                                                                                                                                                               |
| <b>Dynamic Range</b>                           | 0–100                                                                                         | Adjusts the range of dynamics you use to strike the pads.<br><br>Increasing this value narrows the range, so that even soft strikes on the pad play the sound at a high volume.<br><br>This is useful for making detailed adjustments according to your playing technique, after you have adjusted the pad sensitivity using the Sensitivity parameter.                                                                                                                                                                                          |
| <b>DrumLink - TRIGGER OPTIONS/ADVANCED tab</b> |                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Settings common to all pads</b>             |                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>LED On Hit</b>                              | OFF, ON                                                                                       | Sets whether the LED built into the WT-10 lights up when you strike the pad.                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>KD series</b>                               |                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>XTalk Cancel</b>                            | OFF,<br>1–80                                                                                  | Adjusts the crosstalk sensitivity.<br><br>Crosstalk is a feature that prevents accidentally triggering a pad due to the vibrations of other pads.<br><br>For example, if two pads are mounted on the same drum stand, the vibrations when you strike one pad may cause the other pad to sound unintentionally.<br><br>Increasing this value prevents the pad from being triggered by the vibrations of other pads.<br><br>However, if you set the value too high, some sounds may drop out when you strike one pad and another at the same time. |
| <b>PD series</b>                               |                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Rim Gain</b>                                | 0.0–3.2                                                                                       | Adjusts the balance between how hard you strike the rim and the resulting velocity value.<br><br>If you increase this value, softer strikes on the rim play the sound at a higher velocity. If you decrease this value, stronger strikes on the rim play the sound at a lower velocity.                                                                                                                                                                                                                                                          |
| <b>Rimshot / Head</b>                          | 0.0–15.5                                                                                      | Adjusts the crossover point between the snare drum head zone and the rim shot zone.<br><br>Increase this value if the rim shot plays even when you strike the head.<br><br>Decrease this value if the head sound is heard even when you play a rim shot.<br><br><ul style="list-style-type: none"> <li>Set this by gradually changing the value while checking how this affects the sound.</li> </ul>                                                                                                                                            |

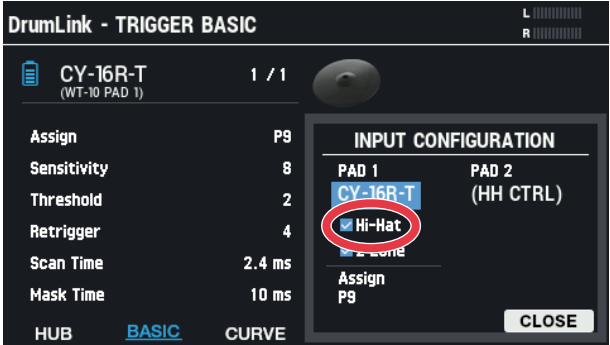
## Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)

| Parameter                 | Value        | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|---------------------------|--------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>XTalk Cancel</b>       | OFF,<br>1–80 | <p>Adjusts the crosstalk sensitivity.</p> <p>Crosstalk is a feature that prevents accidentally triggering a pad due to the vibrations of other pads.</p> <p>For example, if two pads are mounted on the same drum stand, the vibrations when you strike one pad may cause the other pad to sound unintentionally.</p> <p>Increasing this value prevents the pad from being triggered by the vibrations of other pads.</p> <p>However, if you set the value too high, some sounds may drop out when you strike one pad and another at the same time.</p> |
| <b>VH series</b>          |              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Edge Gain</b>          | 0.0–3.2      | <p>Adjusts the balance between how hard you strike the edge and the resulting velocity value.</p> <p>If you increase this value, softer strikes on the edge play the sound at a higher velocity.</p> <p>If you decrease this value, stronger strikes on the edge play the sound at a lower velocity.</p>                                                                                                                                                                                                                                                |
| <b>CC Max</b>             | 90, 127      | <p>Sets the control change (CC) value that's transmitted when you press the hi-hat pedal completely.</p> <ul style="list-style-type: none"> <li>* Select whether the maximum CC value when you press the HH CTRL pedal (connected to PAD2) should be 90 or 127.</li> <li>* When you turn on the "Hi-Hat" parameter that is configurable on the INPUT CONFIGURATION screen, you can configure other pads besides the VH series.</li> </ul>                                                                                                               |
| <b>Open Pedal Tune</b>    | -7–0–+7      | <p>Sets the CC value used when the hi-hat is opened.</p> <p>If the CC value does not fall to zero when the pedal is released, you can make it do so by changing this to a negative value.</p> <ul style="list-style-type: none"> <li>* When you turn on the "Hi-Hat" parameter that is configurable on the INPUT CONFIGURATION screen, you can configure other pads besides the VH series.</li> </ul>                                                                                                                                                   |
| <b>Closed Pedal Tune</b>  | -7–0–+7      | <p>Sets the range between the open and closed hi-hat position.</p> <p>Smaller values result in a higher closed position, which lets you close the hi-hat with less force.</p> <p>Larger values make the hi-hat close only when you press the pedal with greater force.</p> <ul style="list-style-type: none"> <li>* When you turn on the "Hi-Hat" parameter that is configurable on the INPUT CONFIGURATION screen, you can configure other pads besides the VH series.</li> </ul>                                                                      |
| <b>XTalk Cancel</b>       | OFF,<br>1–80 | <p>Adjusts the crosstalk sensitivity.</p> <p>Crosstalk is a feature that prevents accidentally triggering a pad due to the vibrations of other pads.</p> <p>For example, if two pads are mounted on the same drum stand, the vibrations when you strike one pad may cause the other pad to sound unintentionally.</p> <p>Increasing this value prevents the pad from being triggered by the vibrations of other pads.</p> <p>However, if you set the value too high, some sounds may drop out when you strike one pad and another at the same time.</p> |
| <b>CY series</b>          |              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Positional Sensing</b> | OFF, ON      | <p>Turns positional sensing (which detects where the pad was struck) on/off.</p> <ul style="list-style-type: none"> <li>* This parameter is only for pads that support positional sensing (CY-16R-T/CY-15R/CY-14R-T/CY-13R/CY-12R/C).</li> </ul>                                                                                                                                                                                                                                                                                                        |

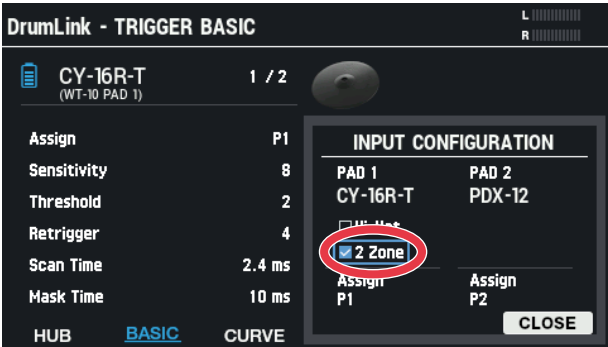
## Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)

| Parameter               | Value        | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|-------------------------|--------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Edge Gain</b>        | 0.0–3.2      | <p>Adjusts the balance between how hard you strike the edge and the resulting velocity value.</p> <p>If you increase this value, softer strikes on the edge play the sound at a higher velocity.</p> <p>If you decrease this value, stronger strikes on the edge play the sound at a lower velocity.</p>                                                                                                                                                                                                                                                |
| <b>XTalk Cancel</b>     | OFF,<br>1–80 | <p>Adjusts the crosstalk sensitivity.</p> <p>Crosstalk is a feature that prevents accidentally triggering a pad due to the vibrations of other pads.</p> <p>For example, if two pads are mounted on the same drum stand, the vibrations when you strike one pad may cause the other pad to sound unintentionally.</p> <p>Increasing this value prevents the pad from being triggered by the vibrations of other pads.</p> <p>However, if you set the value too high, some sounds may drop out when you strike one pad and another at the same time.</p> |
| <b>RT series</b>        |              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Rim Gain</b>         | 0.0–3.2      | <p>Adjusts the balance between how hard you strike the rim and the resulting velocity value.</p> <p>If you increase this value, softer strikes on the rim play the sound at a higher velocity. If you decrease this value, stronger strikes on the rim play the sound at a lower velocity.</p>                                                                                                                                                                                                                                                          |
| <b>Rimshot / Head</b>   | 0.0–15.5     | <p>Adjusts the crossover point between the snare drum head zone and the rim shot zone.</p> <p>Increase this value if the rim shot plays even when you strike the head.</p> <p>Decrease this value if the head sound is heard even when you play a rim shot.</p> <ul style="list-style-type: none"> <li>Set this by gradually changing the value while checking how this affects the sound.</li> </ul>                                                                                                                                                   |
| <b>Ext Noise Cancel</b> | 0–5          | <p>This prevents a drum from being triggered unintentionally due to the sound of striking another drum that doesn't have a drum trigger attached, or due to external sound or vibration (noise cancel).</p>                                                                                                                                                                                                                                                                                                                                             |
| <b>XTalk Cancel</b>     | OFF,<br>1–80 | <p>Adjusts the crosstalk sensitivity.</p> <p>Crosstalk is a feature that prevents accidentally triggering a pad due to the vibrations of other pads.</p> <p>For example, if two pads are mounted on the same drum stand, the vibrations when you strike one pad may cause the other pad to sound unintentionally.</p> <p>Increasing this value prevents the pad from being triggered by the vibrations of other pads.</p> <p>However, if you set the value too high, some sounds may drop out when you strike one pad and another at the same time.</p> |

## INPUT CONFIGURATION

| Parameter | Value | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|-----------|-------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| HI-HAT    | OFF   | The input from the PAD2 jack of the WT-10 is not recognized as the HH CTRL signal.                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|           | ON    | <p>When the trigger input assignment is set to something other than "N/A", the input from the PAD2 jack of the WT-10 is recognized as the HH CTRL signal.</p> <p>* When a pad aside from the hi-hat is connected to the PAD1 jack and Hi-Hat is set to "ON", you can also use the hi-hat control pedal connected to the PAD2 jack (such as the FD-8 or FD-9) to input HH CTRL signals.</p>  <p>→ "Assigning the trigger input for the pad connected to the WT-10 (p. 25)"</p> |

## Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)

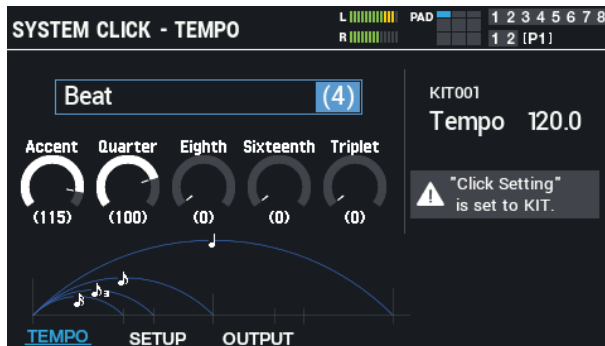
| Parameter | Value                                                                                                                                                                                                                                                                                    | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|-----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2 Zone    | <p>This parameter can be operated when setting a pad for the PAD1 jack of the WT-10 that supports playing bell shots, such as the CY-16R-T.</p> <p>* When connecting a CY-16R-T to the PAD1 jack and a PDX-12 to the PAD2 jack, configure the settings as shown in the illustration.</p> |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|           | OFF                                                                                                                                                                                                                                                                                      | <p>If the trigger input assignment is set to something other than "N/A", the input from the PAD2 jack is recognized as a bell signal for the PAD1 jack.</p> <p>When doing this, the Curve parameter that's set for BELL (DrumLink - TRIGGER CURVE tab) is applied.</p> <p>Note that on the SPD-SX PRO, you can't play a different sound from the bow/edge when you strike the bell. With the example as shown on this screen, the P1 (PAD1) sound plays regardless of where you play on the CY-16R-T, meaning the bow, the edge or the bell.</p>  <p>→ "Assigning the trigger input for the pad connected to the WT-10 (p. 25)"</p> |
|           | ON                                                                                                                                                                                                                                                                                       | <p>You can set the pad you like for the PAD2 jack, even when setting a ride pad like the CY-16R-T for the PAD1 jack (the input from the PAD2 jack is not recognized as a bell signal for the PAD1 jack).</p>                                                                                                                                                                                                                                                                                                                                                                                                                       |

## Configuring the Overall Click Settings for the SPD-SX PRO (SYSTEM CLICK)

- 1 Select [MENU] → "SYSTEM".

## 2 Use the cursor [▲][▼][◀][▶] buttons to select “SYSTEM CLICK” and press the [ENTER] button.

The SYSTEM CLICK screen appears.



Select “Tempo” using the cursor [▲][▼][◀][▶] buttons to set the tempo of the current kit.

If the “Click Setting” click parameter for the currently selected kit is set to “KIT”, the kit’s click settings are given priority.

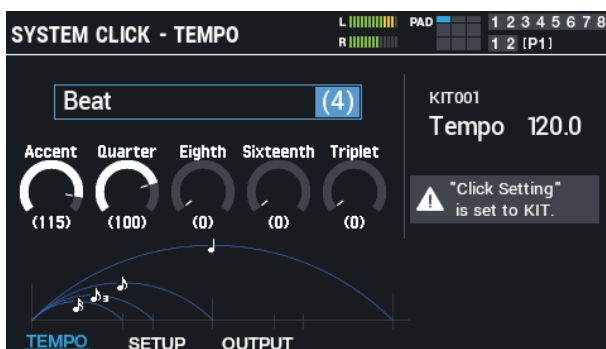
## 3 Use the [F1]–[F3] buttons to switch between settings screens.

| Button        | Explanation                                              |
|---------------|----------------------------------------------------------|
| [F1] (TEMPO)  | Sets the time signature and click volume.                |
| [F2] (SETUP)  | Sets the click volume, how the click plays and so forth. |
| [F3] (OUTPUT) | Sets the output destination of the click.                |

## 4 Use the cursor [▲][▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

### TEMPO

Sets the time signature and click volume.

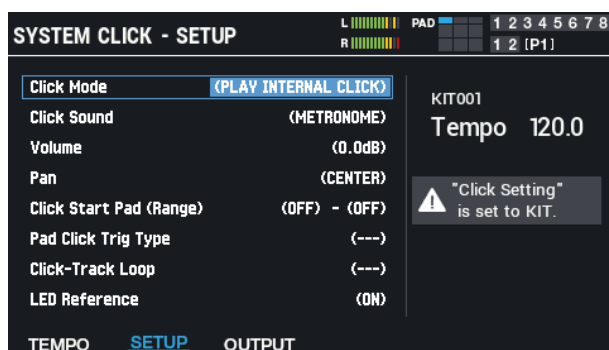


| Parameter | Value | Explanation                                 |
|-----------|-------|---------------------------------------------|
| Beat      | 1–9   | Sets the number of beats per measure.       |
| Accent    | 0–127 | Accent level for the first beat             |
| Quarter   | 0–127 | Click level when playing in quarter notes   |
| Eighth    | 0–127 | Click level when playing in eighth notes    |
| Sixteenth | 0–127 | Click level when playing in sixteenth notes |
| Triplet   | 0–127 | Click level when playing in triplets        |

### SETUP

Sets the click volume, how the click plays and so forth.

## Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)



| Parameter                      | Value                                                                                    | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|--------------------------------|------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Click Mode</b>              | PLAY INTERNAL CLICK, PLAY WAVE as CLICK, PLAY WAVE as CLICK-TRACK                        | <p>Selects the click mode.</p> <p>PLAY INTERNAL CLICK: This mode uses the built-in click sound.</p> <p>PLAY WAVE as CLICK: This mode uses a preloaded wave or a wave imported by the user.</p> <p><b>NOTE</b></p> <p>If a waveform is selected with PLAY WAVE as CLICK, the wave at the accent position does not sound. The wave only sounds at the quarter note, eighth note, sixteenth note and triplet timings.</p> <p>PLAY WAVE as CLICK-TRACK: This mode uses the click track wave imported by the user.</p> |
| <b>Click Sound (*1)</b>        | METRONOME, BEEP, WOOD BLOCK, STICKS, CLAVES, AGOGO, TRIANGLE, TAMBOURINE, BELL, CABASA   | Selects the click sound.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Click Wave (*2)</b>         | 00000 OFF, 00001 (Wave name)–20000 (Wave name)                                           | Selects the type of click sound from the waves.                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Click-Track Wave (*3)</b>   | 00000 OFF, 00001 (Wave name)–20000 (Wave name)                                           | Selects the type of click track sound from the waves imported by the user.                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Volume</b>                  | -INF, -60.0–+6.0 dB                                                                      | Sets the click volume.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>Pan</b>                     | L15–CENTER–R15                                                                           | Adjusts the pan (left-right balance) of the click sound.                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Click Start Pad (Range)</b> | OFF, P1–9, T1–8, F1, F2                                                                  | <p>Selects the controller used to start the click.</p> <p>The click starts once you strike the selected pad.</p> <p>Select any pad you like, or specify a range of pads. (Example: to make the click start when you strike either pad 1, 2 or 3, set this to P1–P3.)</p>                                                                                                                                                                                                                                          |
| <b>Pad Click Trig Type</b>     | When ONE-TIME, RETRIGGER, or ALTERNATE Click Start Pad is "OFF":---                      | <p>Selects how the click operates when you strike a pad that's set as a click start pad.</p> <p>ONE TIME: The click starts once you strike the pad.</p> <p>RETRIGGER: The click restarts from the first beat every time you strike the pad.</p> <p>ALTERNATE: The click starts/stops with each strike of the pad.</p>                                                                                                                                                                                             |
| <b>Click-Track Loop</b>        | OFF, ON, --- (When "Click Mode" is set to a value other than "PLAY WAVE as CLICK-TRACK") | Plays the wave you want to use as a click track, over and over in a loop.                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>LED Reference</b>           | OFF, ON, --- (When "Click Mode" is set to "PLAY WAVE as CLICK-TRACK")                    | Sets whether the TEMPO indicator blinks in time with the click (ON) or does not blink (OFF).                                                                                                                                                                                                                                                                                                                                                                                                                      |

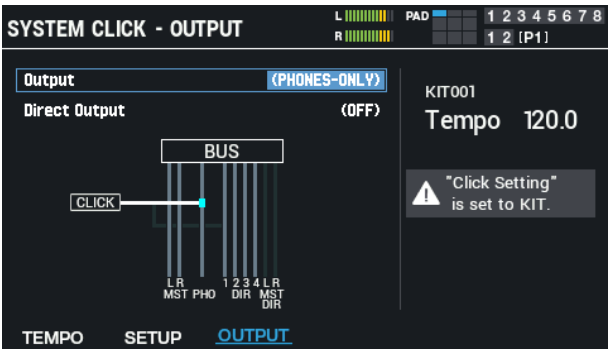
\*1 When Click Mode is "PLAY INTERNAL CLICK"

\*2 When Click Mode is "PLAY WAVE as CLICK"

\*3 When Click Mode is "PLAY WAVE as CLICK-TRACK"

## OUTPUT

Sets the output destination of the click.



Use the cursor [▲] [▼] buttons to select a parameter, and use the [-] [+] buttons or the [VALUE] knob to edit the value.

| Parameter     | Value                                                                       | Explanation                                                                                                                                                                                                                                                                                                                                              |
|---------------|-----------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Output        | MASTER+PHONES, PHONES-ONLY, OFF                                             | Selects the output destination for the click.<br><br>MASTER+PHONES: Outputs to the headphones jack and MASTER OUT jacks (when “Master Direct Sw” is “NORMAL”).<br><br>PHONES-ONLY: Outputs only to the PHONES jack. No sound is output from the MASTER OUT jacks.<br><br>OFF: The sound is not output to either the PHONES jack or the MASTER OUT jacks. |
| Direct Output | OFF, DIRECT 1–4, DIRECT 1+2/3+4 (L+R), MASTER DIRECT L/R, MASTER DIRECT L+R | Selects the direct out output destination for the click.<br><br>This sets the output from the DIRECT OUT 1-4 jacks and MASTER OUT jacks (when “Master Direct Sw” is “DIRECT”).                                                                                                                                                                           |

Configuring the Overall MIDI Settings for the SPD-SX PRO (SYSTEM MIDI)

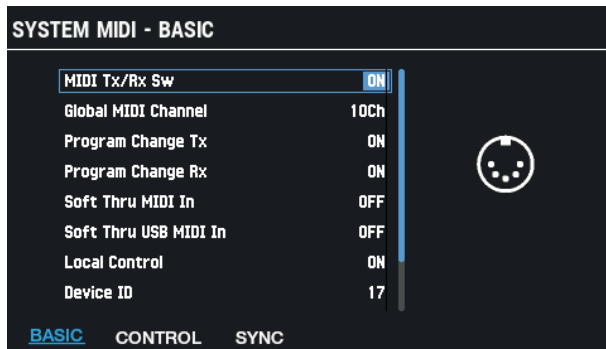
- 1 Select [MENU] → “SYSTEM”.
- 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “SYSTEM MIDI” and press the [ENTER] button.  
The SYSTEM MIDI screen appears.
- 3 Use the [F1]–[F3] buttons to switch between settings screens.

| Button         | Explanation              |
|----------------|--------------------------|
| [F1] (BASIC)   | Basic settings           |
| [F2] (CONTROL) | Control settings         |
| [F3] (SYNC)    | Synchronization settings |

- 4 Use the cursor [▲] [▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

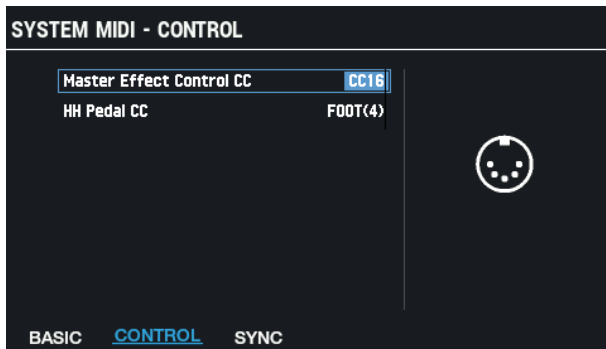
## Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)

### BASIC



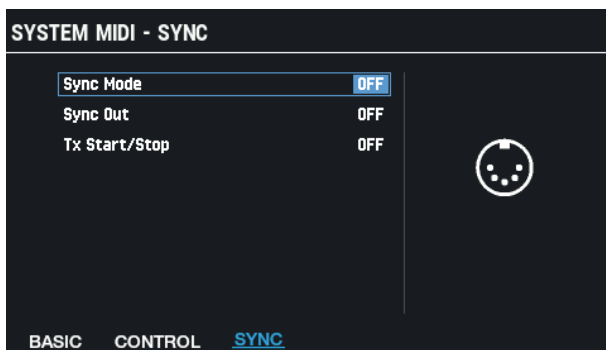
| Parameter                    | Value                                            | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|------------------------------|--------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>MIDI Tx/Rx Sw</b>         | OFF, ON                                          | Turns the transmitting/receiving of MIDI messages on/off.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Global MIDI Channel</b>   | 1–16Ch                                           | Sets the transmit/receive channel.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Program Change Tx</b>     | OFF, ON                                          | Sets whether program change messages are sent (on/off).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Program Change Rx</b>     | OFF, ON                                          | Sets whether program change messages are received (on/off).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Soft Thru MIDI In</b>     | OFF, ON (MIDI OUT), ON (USB MIDI), ON (MIDI+USB) | <p>Sets how the performance data from a MIDI device connected to the MIDI IN connector of the SPD-SX PRO is transmitted to an external MIDI device.</p> <p>OFF: Performance data received from the SPD-SX PRO's MIDI IN connector will not be sent to the MIDI OUT connector or the USB COMPUTER port.</p> <p>ON (MIDI OUT): Performance data received from the SPD-SX PRO's MIDI IN connector will be sent to the MIDI OUT connector.</p> <p>ON (USB MIDI): Performance data received from the device connected to the SPD-SX PRO's MIDI IN connector will be sent to the USB COMPUTER port.</p> <p>ON (MIDI+USB): Performance data received from the device connected to the SPD-SX PRO's MIDI IN connector will be sent to the MIDI OUT connector and the USB COMPUTER port.</p> |
| <b>Soft Thru USB MIDI In</b> | OFF, ON                                          | <p>Performance data from a computer connected to the SPD-SX PRO's USB COMPUTER port can be transmitted to a MIDI device connected to the MIDI OUT connector.</p> <p>OFF: Performance data received via the SPD-SX PRO's USB COMPUTER port is not transmitted to the MIDI OUT connector.</p> <p>ON: Performance data received via the SPD-SX PRO's USB COMPUTER port is transmitted to the MIDI OUT connector.</p>                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Local Control</b>         | OFF, ON                                          | <p>Connects ("ON") or disconnects ("OFF") the performance data from the pads to/from the sound module of the SPD-SX PRO.</p> <p>This should normally be set to "ON". If this is "OFF", the performance data from the pads is not connected to the SPD-SX PRO's sound generator.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Device ID</b>             | 17–32                                            | <p>Sets the device ID.</p> <p>The setting described here is necessary only when you wish to transmit separate data to two or more SPD-SX PRO units at the same time. Do not change this setting in any other case.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Transmit Edit Data</b>    | OFF, ON                                          | Specifies whether changes in this unit's settings are transmitted as system exclusive messages (ON) or not (OFF).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Receive Exclusive</b>     | OFF, ON                                          | Specifies whether system exclusive messages are received (ON) or not received (OFF).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |

## CONTROL



| Parameter                | Value                                                                                                                  | Explanation                                                                                           |
|--------------------------|------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|
| Master Effect Control CC | OFF, CC1–95                                                                                                            | Sets the control change message that's transmitted/received for the [MASTER EFFECT] knob state.       |
| HH Pedal CC              | OFF, MODULATION (1), BREATH (2), FOOT (4), EXPRESSION (11), GENERAL1 (16), GENERAL2 (17), GENERAL3 (18), GENERAL4 (19) | Sets the control change message that's transmitted/received for how far you depress the hi-hat pedal. |

## SYNC



| Parameter     | Value     | Explanation                                                                                                                                                                                                                                                                        |
|---------------|-----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Sync Mode     | OFF, AUTO | Sets whether to synchronize the playback tempo of the SPD-SX PRO or not. If this is "AUTO", the tempo automatically detects MIDI clocks (F8) received at the MIDI IN connector or the USB COMPUTER port, and synchronizes the tempo to the clocks.                                 |
| Sync Out      | OFF, ON   | Sets whether MIDI clocks (F8) are transmitted to another device (ON) or not (OFF).                                                                                                                                                                                                 |
| Tx Start/Stop | OFF, ON   | Sets this unit to transmit (ON) or not transmit (OFF) MIDI messages containing FA and FC (start/stop) commands to other devices in time with the starting/stopping of the click.<br><br>These messages are not transmitted when "Click Mode" is set to "PLAY WAVE as CLICK-TRACK". |

Configuring the Functions to Assign to the Pads and Footswitch, and Configuring the PAD EDIT Knob and Expression Pedal Settings for the SPD-SX PRO Overall (CONTROL SETUP)

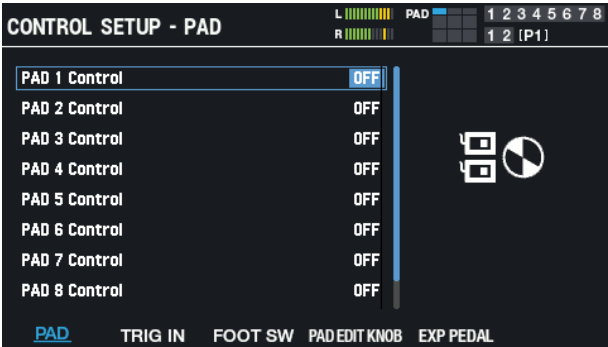
### 1 Select [MENU] → "SYSTEM".

Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)

2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “CONTROL SETUP” and press the [ENTER] button.

The CONTROL SETUP screen appears.

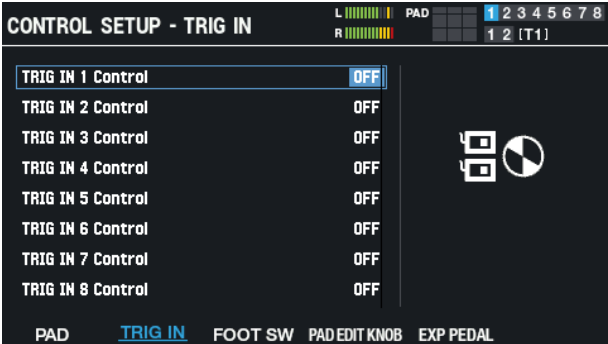
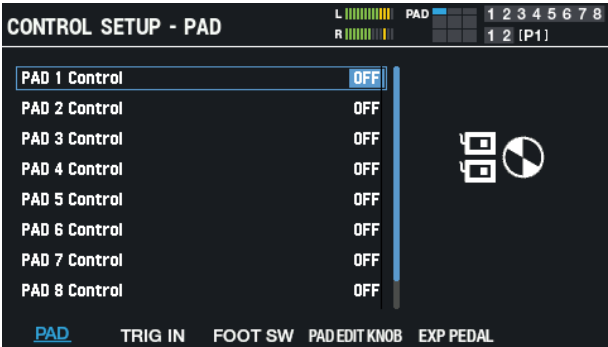
3 Use the [F1]–[F5] buttons to switch between settings screens.

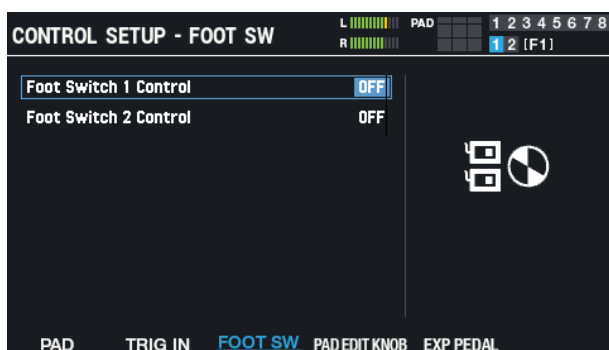


| Button               | Explanation                                                               |
|----------------------|---------------------------------------------------------------------------|
| [F1] (PAD)           | Assigns functions to the pads on this unit.                               |
| [F2] (TRIG IN)       | Assigns functions to drum triggers connected to the TRIGGER IN 1–8 jacks. |
| [F3] (FOOT SW)       | Assigns functions to a footswitch.                                        |
| [F4] (PAD EDIT KNOB) | Configures the PAD EDIT knob settings for the SPD-SX PRO overall.         |
| [F5] (EXP PEDAL)     | Sets the expression pedal function for the SPD-SX PRO overall.            |

4 Use the cursor [▲] [▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

PAD/TRIG IN/FOOT SW





| Parameter                      | Value                                                                                                                                                                                                                                                                                                                                                                                               | Explanation                                                                                                                                                                                                      |
|--------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>PAD 1–9 Control</b>         | OFF, KIT# INC, KIT# DEC, SETLIST# INC, SETLIST# DEC, CLICK START, CLICK STOP, CLICK START/STOP, TAP TEMPO, TEMPO INC, TEMPO DEC, ALL SOUND OFF, MFX 1–4 ON/OFF, SIDE CHAIN ON/OFF, MASTER EFFECT ON/OFF, PAD SEQUENCE RESET, TRIG IN 1/2 ON/OFF, TRIG IN 3/4 ON/OFF, TRIG IN 5/6 ON/OFF, TRIG IN 7/8 ON/OFF, TRIG IN 1-8 ON/OFF, DJ Drop Mute (PRE FX) (*1), DJ Drop Mute (POST FX) (*1)            | Assigns functions to pads 1–9.                                                                                                                                                                                   |
| <b>TRIG IN 1–8 Control</b>     |                                                                                                                                                                                                                                                                                                                                                                                                     | Assigns functions to the pads connected to TRIGGER IN 1–8 jacks.                                                                                                                                                 |
| <b>Foot Switch 1–2 Control</b> | OFF, KIT# INC, KIT# DEC, SETLIST# INC, SETLIST# DEC, CLICK START, CLICK STOP, CLICK START/STOP, TAP TEMPO, TEMPO INC, TEMPO DEC, ALL SOUND OFF, MFX 1–4 ON/OFF, SIDE CHAIN ON/OFF, MASTER EFFECT ON/OFF, PAD SEQUENCE RESET, TRIG IN 1/2 ON/OFF, TRIG IN 3/4 ON/OFF, TRIG IN 5/6 ON/OFF, TRIG IN 7/8 ON/OFF, TRIG IN 1-8 ON/OFF, DJ Drop Mute (PRE FX) (*1), DJ Drop Mute (POST FX) (*1), PAD CHECK | Assigns a function to a footswitch (BOSS FS-5U or FS-6, sold separately) connected to the SPD-SX PRO.<br>* If you use a mono cable to connect a single FS-5U, it operates as SW2.<br>* The FS-5L cannot be used. |

## MEMO

\*1: The feature was designed with Daru Jones.

## PAD EDIT KNOB



| Parameter              | Value                                      | Explanation                                                                                                                                                                                                |
|------------------------|--------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Assign Template</b> | MFX1-2 CTRL, MFX3-4 CTRL, PAD EDIT KNOB CC | Selects the assignment for the knobs.<br>* When you edit this parameter, all assigned parameters for the PAD EDIT knobs change to their optimal settings. You can then adjust each parameter as necessary. |

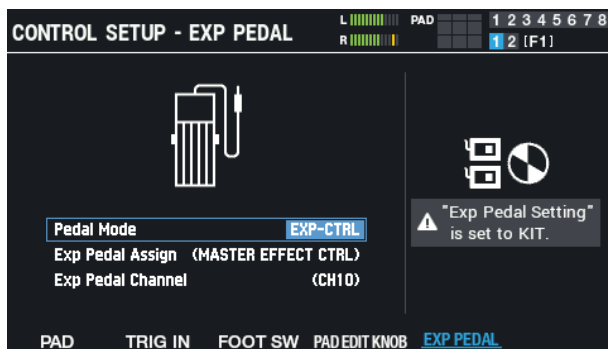
## Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)

| Parameter           | Value                                                           | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|---------------------|-----------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Group</b>        | MFX1–4, SIDE CHAIN, SYSTEM LED, MASTER EFFECT, PAD EDIT KNOB CC | Sets the groups that are assigned to the knobs.<br>The parameters that you can configure differ depending on the group.                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Param</b>        | When “Group” is “MFX 1–4”                                       | MFX Switch: Switches each MFX on/off for the currently selected kit.<br>MFX Type: Switches each MFX type for the currently selected kit.<br>MFX Ctrl: Controls each MFX for the currently selected kit. The MFX parameters that can be controlled using the PAD EDIT knobs are preset. For details, refer to the parameters for each effect as listed in “ <a href="#">Effect List (p. 192)</a> ”. The values to control are represented from 0 to 127 for all parameters. (Turning the PAD EDIT knobs does not update the parameter display on the KIT MFX screen). |
|                     | When “Group” is “SIDE CHAIN”                                    | Side Chain Switch: Switches the side chain on/off for the currently selected kit.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|                     | When “Group” is “SYSTEM LED”                                    | Active Pad Bright: Sets how bright the pad’s LED lights up at maximum brightness when you strike the pad.<br>Inactive Pad Bright: Sets the usual brightness of the pad’s LED (how bright the LED is when the pad is not struck).<br>Vertical Bright: Sets the LED brightness of the vertical indicators.                                                                                                                                                                                                                                                             |
|                     | When “Group” is “MASTER EFFECT”                                 | Master Effect Type: Switches the master effect type.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|                     | When “Group” is “PAD EDIT KNOB CC”                              | OFF, CC1–95: Outputs MIDI control change messages. This is optimal for controlling DAWs or external devices connected via MIDI.                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Channel (*1)</b> | CH1–16                                                          | Sets the channel used to output control change messages.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |

| Controller                            | Explanation          |
|---------------------------------------|----------------------|
| <b>Cursor [▲] [▼] [◀] [▶] buttons</b> | Selects a parameter. |
| <b>[-] [+] buttons, [VALUE] knob</b>  | Edits the setting.   |

(\*1) Enabled when “Group” is “PAD EDIT KNOB CC”.

## EXP PEDAL



| Parameter                  | Value                                                                                          | Explanation                                                                                                                                                                                                                                                                                                               |
|----------------------------|------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Pedal Mode (SYSTEM)</b> | HH-CTRL,<br>EXP-CTRL                                                                           | Switches between functions for the HH CTRL/EXPRESSION jack.<br>HH CTRL and EXPRESSION cannot be used at the same time.                                                                                                                                                                                                    |
| <b>Exp Pedal Assign</b>    | OFF,<br>CC01: MODULATION,<br>CC02: BREATH,<br>CC03: ,<br>CC04: FOOT TYPE,<br>CC05: PORTA TIME, | OFF: Use this when you don’t want to assign a function.<br>CC: Sets the control change number.<br>MASTER EFFECT CTRL: Lets you control the master effect using the expression pedal.<br>(This works the same as the [MASTER EFFECT] knob.)<br>EXPRESSION: You can use the expression pedal to affect how the sounds play. |

| Parameter         | Value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Explanation                                                                                                                                                                                                                                                                                 |
|-------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                   | CC06: DATA ENTRY,<br>CC07: VOLUME,<br>CC08: BALANCE,<br>CC09: ,<br>CC10: PANPOT,<br>CC11: EXPRESSION,<br>CC12–CC15: ,<br>CC16: GENERAL-1,<br>CC17: GENERAL-2,<br>CC18: GENERAL-3,<br>CC19: GENERAL-4,<br>CC20–CC31: ,<br>CC32: OFF,<br>CC33–CC37: ,<br>CC38: DATA ENTRY,<br>CC39–CC63: ,<br>CC64: HOLD-1,<br>CC65: PORTAMENTO,<br>CC66: SOSTENUTO,<br>CC67: SOFT,<br>CC68: LEGATO SW,<br>CC69: HOLD-2,<br>CC70: ,<br>CC71: RESONANCE,<br>CC72: RELEASE TM,<br>CC73: ATTACK TM,<br>CC74: CUTOFF,<br>CC75: DECAY TIME,<br>CC76: VIB RATE,<br>CC77: VIB DEPTH,<br>CC78: VIB DELAY,<br>CC79: ,<br>CC80: GENERAL-5,<br>CC81: GENERAL-6,<br>CC82: GENERAL-7,<br>CC83: GENERAL-8,<br>CC84: PORTA CTRL,<br>CC85–CC90: ,<br>CC91: REVERB,<br>CC92: TREMOLO,<br>CC93: CHORUS,<br>CC94: CELESTE,<br>CC95: PHASER,<br>MASTER EFFECT CTRL,<br>EXPRESSION | <p>The Rx Control Sw settings also need to be made for the expression pedal control destination.</p> <p>Set the Rx Control Sw settings individually for each kit.</p> <p>➔ <a href="#">“Configuring the PAD EDIT Knobs and the EXPRESSION Pedal (PAD EDIT KNOB/EXP PEDAL) (p. 104)”</a></p> |
| Exp Pedal Channel | CH1–16                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Sets the transmit/receive channel of the expression pedal.                                                                                                                                                                                                                                  |

Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)

| Controller                    | Explanation          |
|-------------------------------|----------------------|
| Cursor [▲] [▼] buttons        | Selects a parameter. |
| [-] [+] buttons, [VALUE] knob | Edits the setting.   |

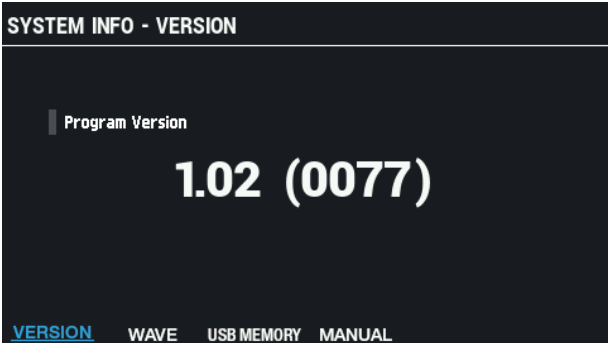
Viewing the Overall Information for the SPD-SX PRO (SYSTEM INFO)

- 1 Select [MENU] → “SYSTEM”.
- 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “SYSTEM INFO” and press the [ENTER] button.

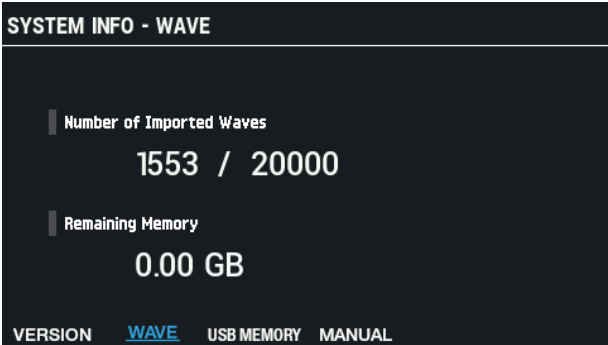
The SYSTEM INFO screen appears.
- 3 Use the [F1]–[F4] buttons to switch between screens.

| Button            | Explanation                                                                                              |
|-------------------|----------------------------------------------------------------------------------------------------------|
| [F1] (VERSION)    | Displays the program version.                                                                            |
| [F2] (WAVE)       | Displays the number of imported waves and the remaining user memory.                                     |
| [F3] (USB MEMORY) | Displays how many backup data, kit backup data and recorded data files are saved on the USB flash drive. |
| [F4] (MANUAL)     | Displays the link to the reference manual as a 2D code, along with the URL.                              |

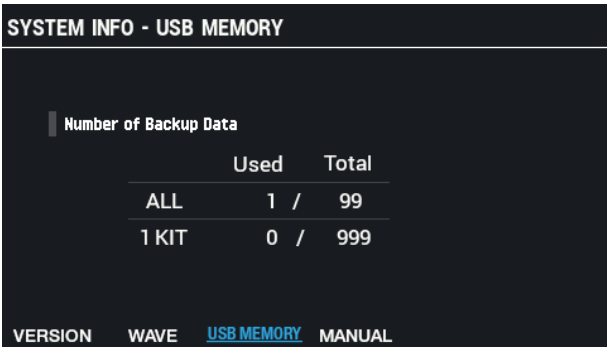
VERSION



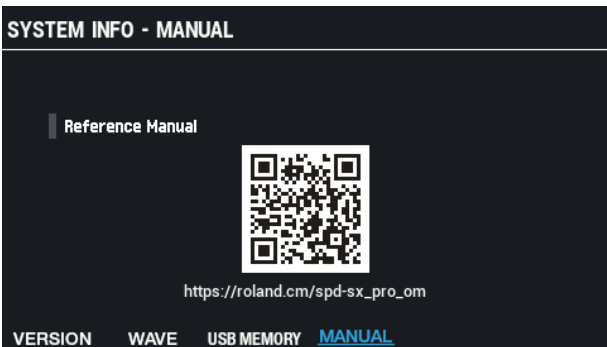
WAVE



USB MEMORY



MANUAL



Configuring the Input/Output Jack Settings (AUDIO SETUP)

- 1 Select [MENU] → “SYSTEM”.
- 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “AUDIO SETUP” and press the [ENTER] button.  
The AUDIO SETUP screen appears.
- 3 Use the [F1]–[F2] buttons to switch between settings screens.

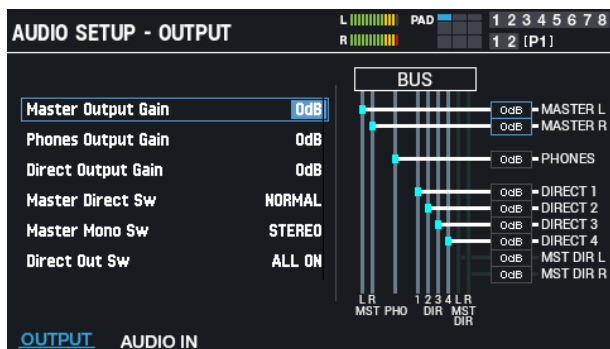
| Button          | Explanation                       |
|-----------------|-----------------------------------|
| [F1] (OUTPUT)   | Configures the OUTPUT settings.   |
| [F2] (AUDIO IN) | Configures the AUDIO IN settings. |

- 4 Use the cursor [▲] [▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

OUTPUT

Configures the OUTPUT settings.

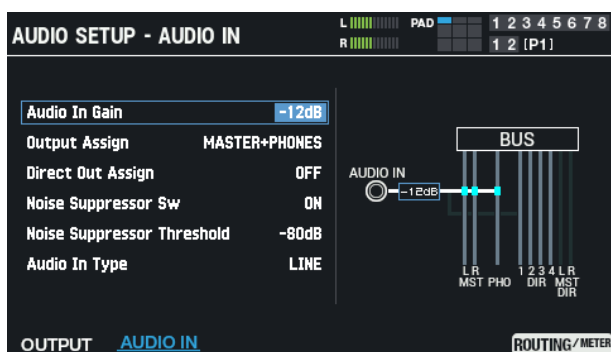
## Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)



| Parameter                 | Value           | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|---------------------------|-----------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Master Output Gain</b> | -24--+12 dB     | Adjusts the volume (gain) from the MASTER OUT jacks.<br><br>If the output sound from this unit is too loud and is distorted on the received end, use this parameter to lower the volume.<br><br>* Note that the sound may distort if you raise the volume too high.                                                                                                                                                                               |
| <b>Phones Output Gain</b> | -24--+12 dB     | Adjusts the volume (gain) from the PHONES jack.<br><br>Adjust the audio output from the PHONES jack to the appropriate volume.<br><br>* Note that the sound may distort if you raise the volume too high.                                                                                                                                                                                                                                         |
| <b>Direct Output Gain</b> | -24--+12 dB     | Adjusts the volume (gain) of the DIRECT OUT jacks.<br><br>If the output sound from this unit is too loud and is distorted on the received end, use this parameter to lower the volume.<br><br>This applies to all DIRECT OUT jacks. If the Master Direct Sw is set to "DIRECT", effects are also applied to the output from the MASTER OUT jacks.<br><br>* Note that the sound may distort if you raise the volume too high.                      |
| <b>Master Direct Sw</b>   | NORMAL, DIRECT  | Selects whether the output of the MASTER OUT jacks is the same signal as the DIRECT OUT jacks (DIRECT) or not (NORMAL).<br><br>If this is set to "DIRECT", the output of the MASTER OUT jacks is not affected by the master effect, master comp and master EQ, which lets you use the MASTER OUT jacks as DIRECT OUT jacks (the setting of the [MASTER] knob applies).<br><br>This setting also applies to the USB audio output to your computer. |
| <b>Master Mono Sw</b>     | STEREO, MONO x2 | Selects whether the output from the MASTER OUT jacks is in stereo (STEREO) or in mono (MONOx2). With the MONOx2 setting, the same monophonic signal is output from both the L and R jack.<br><br>This is useful when you're connecting to an amp with a mono input.                                                                                                                                                                               |
| <b>Direct Out Sw</b>      | ALL OFF, ALL ON | Configures the output to the DIRECT OUT jacks. When this is set to "ALL OFF", all output from the DIRECT OUT jacks is disabled.<br><br>If the Master Direct Sw is set to "DIRECT", effects are also applied to the output from the MASTER OUT jacks. This is effective when you want to temporarily stop the sound coming from the DIRECT OUT jacks.                                                                                              |

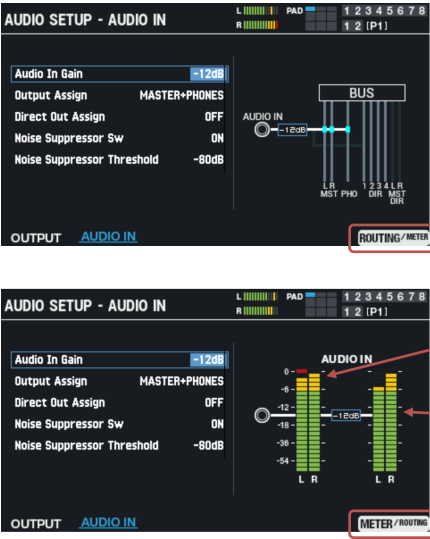
### AUDIO IN

Configures the AUDIO IN settings.



| Parameter                  | Value                                                                       | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|----------------------------|-----------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Audio In Gain              | -36~+12 dB                                                                  | Adjusts the input level (gain) for the AUDIO IN jack.<br>* Note that the sound may distort if you raise the volume too high.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Output Assign              | MASTER+PHONES, PHONES-ONLY                                                  | Adjusts the output destination of the input signal from the AUDIO IN jack.<br>MASTER+PHONES: Outputs to the headphones jack and MASTER OUT jacks (when "Master Direct Sw" is "NORMAL").<br>PHONES ONLY: Outputs only to the headphones jack. No sound is output from the MASTER OUT jacks.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Direct Out Assign          | OFF, DIRECT 1-4, DIRECT 1+2-3+4 (L+R), MASTER DIRECT L-R, MASTER DIRECT L+R | This sets the output from the DIRECT OUT 1-4 jacks and MASTER OUT jacks (when "Master Direct Sw" is "DIRECT").                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| Noise Suppressor Sw        | OFF, ON                                                                     | Switches the noise suppressor on/off.<br>The noise suppressor is a function that suppresses noise during periods of silence.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Noise Suppressor Threshold | -90~0 dB                                                                    | Adjusts the volume at which noise suppression starts to be applied.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Audio In Type              | LINE, MIC                                                                   | Set this according to the device that's connected to the AUDIO IN jack.<br>Use the "LINE" setting when connecting devices like digital audio players.<br>Select "MIC" when connecting a microphone or similar equipment.<br><b>NOTE</b><br>Due to the characteristics of the audio circuit, some sounds may be more suitable for MIC input, and some other sounds cannot be recorded using MIC input.<br>Sounds that are suitable: Sounds such as percussion that have high peak values. You can set Audio In Type to "MIC" to sample sounds that are near the sound source.<br>Sounds that cannot be recorded using MIC input: Vocals and similar sounds with low peak values. For these sounds, input the audio source through the AUDIO IN by going through an audio device that has a mic input jack (such as a mixer), where you can adjust the gain. In this case, set "Audio In Type" to "LINE". |

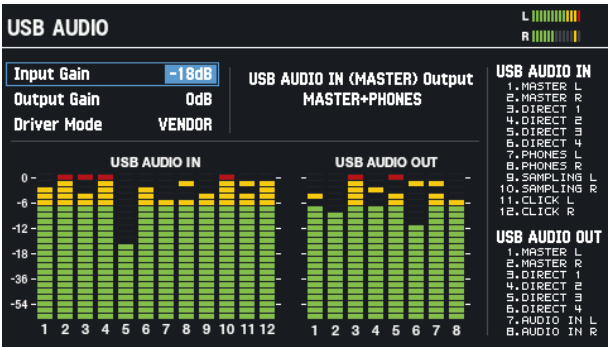
Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)

| Button                                                     | Explanation                                                                                                                                                                                                                                                                                                     |
|------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [F6] (ROUTING/METER) button<br>[F6] (METER/ROUTING) button | Switches between the AUDIO IN jack routing display and the level meter display. <div><p>Switch using the [F6] button</p><p>AUDIO IN level</p><p>Signal level after going through Audio In Gain and Noise Suppressor</p></div> |

Configuring the USB Audio Input/Output Settings (USB AUDIO)

- 1 Select [MENU] → “SYSTEM”.
- 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “USB AUDIO” and press the [ENTER] button.

The USB AUDIO screen appears.



- 3 Use the cursor [◀] [▶] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

| Parameter   | Value       | Explanation                                                                                       |
|-------------|-------------|---------------------------------------------------------------------------------------------------|
| Input Gain  | -36--+12 dB | Adjusts the input level (gain) of the USB audio signal sent from the computer to the SPD-SX PRO.  |
| Output Gain | -24--+24 dB | Adjusts the output level (gain) of the USB audio signal sent from the SPD-SX PRO to the computer. |

| Parameter                           | Value                                                                                                                                                                                                                                                                                | Explanation                                                                                                                                                                                                                                                                                 |
|-------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Driver Mode</b>                  | After you change this setting, it is enabled once you connect this unit to your computer via USB.<br>If you've already connected this unit to your computer via USB cable, unplug the USB cable and reconnect it.<br>→ <a href="#">"Connecting to your computer via USB (p. 18)"</a> |                                                                                                                                                                                                                                                                                             |
|                                     | GENERIC                                                                                                                                                                                                                                                                              | Uses the driver provided by the operating system.<br>Operation is limited to USB MIDI.                                                                                                                                                                                                      |
|                                     | VENDOR                                                                                                                                                                                                                                                                               | Uses the SPD-SX PRO's dedicated driver provided by Roland.<br>USB MIDI and USB audio can be used.                                                                                                                                                                                           |
| <b>USB AUDIO IN (MASTER) Output</b> | MASTER-ONLY,<br>MASTER+PHONES                                                                                                                                                                                                                                                        | Switches between MASTER OUT channel output destinations on the SPD-SX PRO, for the USB audio signal coming from the computer.<br><br>MASTER-ONLY: Audio is output only from the MASTER OUT jacks.<br><br>MASTER+PHONES: Audio is output from the MASTER OUT jacks and from the PHONES jack. |

### USB audio output

You can specify the output destination of the USB audio that is output from the USB COMPUTER port, and record the audio using eight multitrack channels on your computer's DAW or similar software.

| Channels                                                                                                                                                             | Explanation                                                                                                                                                                                                                                                                                                                    |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Ch1: MASTER OUT L</b><br><b>Ch2: MASTER OUT R</b><br><b>Ch3: DIRECT OUT 1</b><br><b>Ch4: DIRECT OUT 2</b><br><b>Ch5: DIRECT OUT 3</b><br><b>Ch6: DIRECT OUT 4</b> | The audio that's output from USB audio channels 1–6 corresponds to the output jacks of the SPD-SX PRO.<br><br>For this reason, the audio is output from each USB audio channel, according to the settings in the OUTPUT/EFFECTS screen.<br>→ <a href="#">"Effect and Output Destination Settings (OUTPUT/EFFECTS) (p. 78)"</a> |
| <b>Ch7: AUDIO IN L</b><br><b>Ch8: AUDIO IN R</b>                                                                                                                     | The audio that's output from USB audio channels 7 and 8 is the audio input from AUDIO IN.                                                                                                                                                                                                                                      |

#### MEMO

For details on settings in your DAW software, refer to the owner's manual of the DAW software you're using.

### USB audio input

You can input the audio that's playing back on your computer to the USB COMPUTER port, and listen to it through the SPD-SX PRO.

| Channels                                                                                                                                                                                                             | Explanation                                                                                                                                                                       |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Ch1: MASTER OUT L</b><br><b>Ch2: MASTER OUT R</b><br><b>Ch3: DIRECT OUT 1</b><br><b>Ch4: DIRECT OUT 2</b><br><b>Ch5: DIRECT OUT 3</b><br><b>Ch6: DIRECT OUT 4</b><br><b>Ch7: PHONES L</b><br><b>Ch8: PHONES R</b> | The sound for each USB audio channel is output respectively through the output jacks on the SPD-SX PRO.                                                                           |
| <b>Ch9: SAMPLING L</b><br><b>Ch10: SAMPLING R</b>                                                                                                                                                                    | This is used when you want to use the SPD-SX PRO to sample the audio that's playing back on your computer.<br>→ <a href="#">"Creating a Wave by Sampling (SAMPLING) (p. 120)"</a> |
| <b>Ch11: CLICK L</b><br><b>Ch12: CLICK R</b>                                                                                                                                                                         | Use this when playing the click sound that's playing on your computer through the SPD-SX PRO. You can use the CLICK knob on the front panel to control the click volume.          |

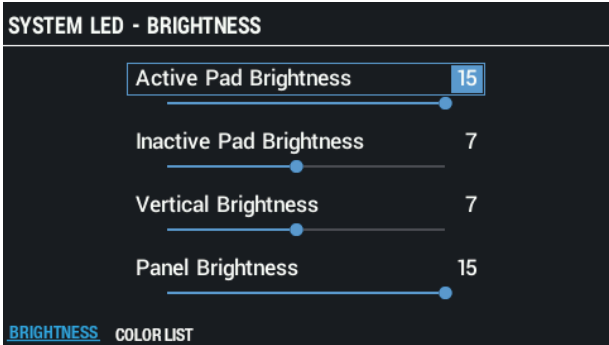
MEMO

For details on settings in your DAW software, refer to the owner’s manual of the DAW software you’re using.

Adjusting the Pad LED Brightness and Colors (SYSTEM LED)

BRIGHTNESS

These parameters are used for customizing the pad LED brightness and colors.



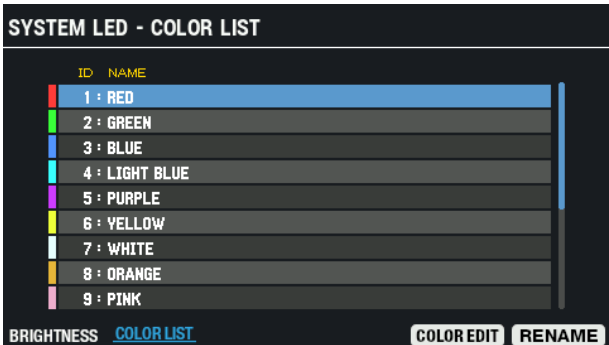
| Parameter               | Value | Explanation                                                                                         |
|-------------------------|-------|-----------------------------------------------------------------------------------------------------|
| Active Pad Brightness   | 0–15  | Sets how bright the pad LEDs light up at maximum brightness when you strike the pads.               |
| Inactive Pad Brightness | 0–15  | Adjusts the normal brightness of the pad LEDs (the LED brightness while a pad is not being struck). |
| Vertical Brightness     | 0–15  | Adjusts the brightness of the vertical indicators.                                                  |
| Panel Brightness        | 0–15  | Adjusts the brightness of the LEDs on the control panel, such as the buttons.                       |

| Button            | Explanation                                                                          |
|-------------------|--------------------------------------------------------------------------------------|
| [F1] (BRIGHTNESS) | Shows the screen for setting the brightness of the pad LEDs.                         |
| [F2] (COLOR LIST) | Displays a list of colors.<br>You can call up a screen to edit the colors and names. |

COLOR LIST

These parameters are for editing the colors and names.  
The colors and names that you edit here are saved as system-wide settings.  
You can also use them on the kit settings screen as shown below.

- KIT EDIT1 → PAD LED screen
- KIT screen → [F3] (PAD PROGRESS SETTING screen)



| Button            | Explanation                                             |
|-------------------|---------------------------------------------------------|
| [F5] (COLOR EDIT) | Adjusts the colors that are set for the pad LEDs.       |
| [F6] (RENAME)     | Lets you name the colors that are set for the pad LEDs. |

## Configuring the Display, Screen Saver and Auto Off Function (OPTION)

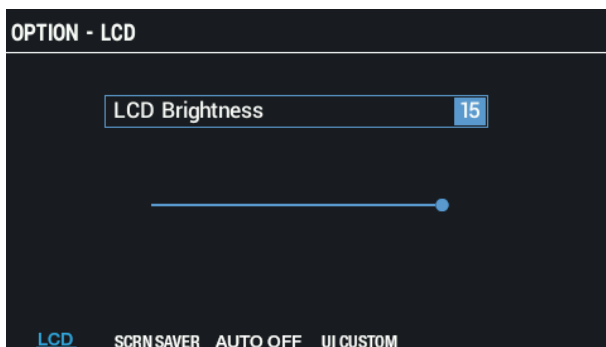
- 1 Select [MENU] → "SYSTEM".
- 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select "OPTION" and press the [ENTER] button.  
The OPTION screen appears.
- 3 Use the [F1]–[F3] buttons to switch between settings screens.

| Button            | Explanation                                                |
|-------------------|------------------------------------------------------------|
| [F1] (LCD)        | Sets the brightness of the display.                        |
| [F2] (SCRN SAVER) | Below are the parameters for configuring the screen saver. |
| [F3] (AUTO OFF)   | Manages the power status of this unit.                     |
| [F4] (UI CUSTOM)  | Sets the Pad Progress Type.                                |

- 4 Use the cursor [▲] [▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

### LCD

Sets the brightness of the display.

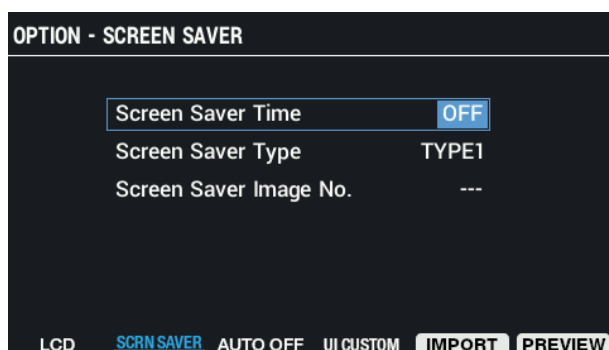


| Parameter      | Value | Explanation                         |
|----------------|-------|-------------------------------------|
| LCD Brightness | 0–15  | Sets the brightness of the display. |

### SCRN SAVER

Below are the parameters for configuring the screen saver.

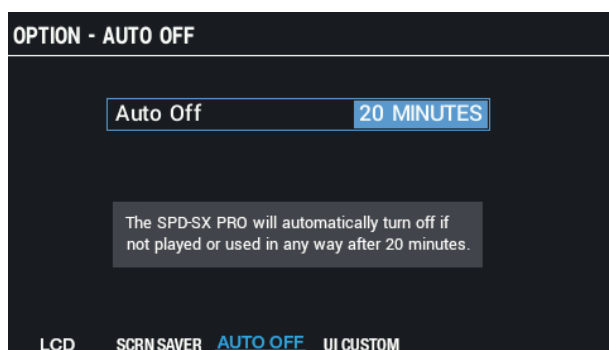
## Configuring the Overall Settings for the SPD-SX PRO (SYSTEM)



| Parameter              | Value               | Explanation                                                                                                            |
|------------------------|---------------------|------------------------------------------------------------------------------------------------------------------------|
| Screen Saver Time      | OFF, 1–60 min       | Sets the time before the screen saver starts (in minutes).<br>When this is set to “OFF”, the screen saver is not used. |
| Screen Saver Type      | TYPE1–6, USER IMAGE | Selects the type of screen saver.                                                                                      |
| Screen Saver Image No. | 1–16                | Selects the image number for the USER IMAGE selected in “Screen Saver Type”.                                           |

| Button         | Explanation                                                                                                                                                                                    |
|----------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [F4] (DELETE)  | Deletes the image that’s displayed as a screen saver.<br>This parameter is shown only when an image has been imported.<br>➔ <a href="#">“Using an Image File as the Screen Saver (p. 161)”</a> |
| [F5] (IMPORT)  | Shows the SCREEN SAVER IMAGE IMPORT screen.                                                                                                                                                    |
| [F6] (PREVIEW) | Previews the selected screen saver.                                                                                                                                                            |

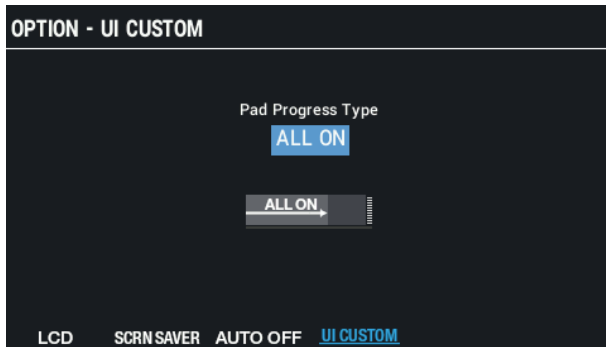
### AUTO OFF



| Parameter | Value                    | Explanation                                                                                                                                                                                                        |
|-----------|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Auto Off  | OFF, 20 MINUTES, 4 HOURS | With the factory settings, the unit’s power automatically switches off 20 minutes after you stop playing or operating the unit.<br>If you don’t need the power to turn off automatically, set “Auto Off” to “OFF”. |

### UI CUSTOM

Sets the status view for each pad that’s playing, when the information for each pad is shown on the top screen.



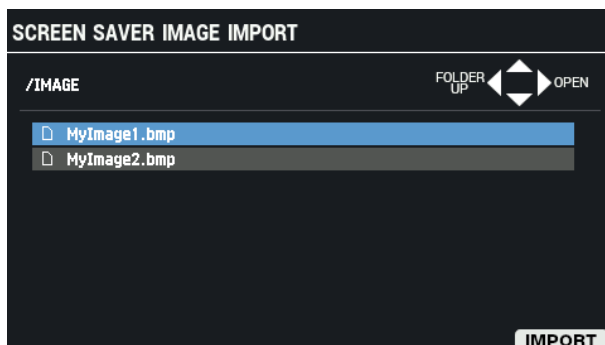
| Parameter                | Value                                       | Explanation                                                                                                                                                                                                                                                                                                                                                                                    |
|--------------------------|---------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Pad Progress Type</b> | ALL OFF, ALL ON, LOOP LAYER ONLY, LED COLOR | <p>ALL OFF: The progress of sound being made is hidden for all pads.</p> <p>ALL ON: The progress of sound being made is shown for all pads.</p> <p>LOOP LAYER ONLY: The progress of sound being made is shown only for layers whose PLAY TYPE LOOP is set to ON/x2/x4/x8.</p> <p>LED COLOR: The progress of sound being made is shown for the pads for which the specified pad LED is set.</p> |

## Using an Image File as the Screen Saver

You can import the image files (BMP) from a USB flash drive into the SPD-SX PRO and make them display in the LCD when the screen saver starts.

- 1 On your computer or similar device, copy the image file (BMP) you want to import into the "IMAGE" folder of your USB flash drive.
- 2 Connect the USB flash drive to the SPD-SX PRO.
- 3 On the SCREEN SAVER screen, press the [F5] (IMPORT) button.

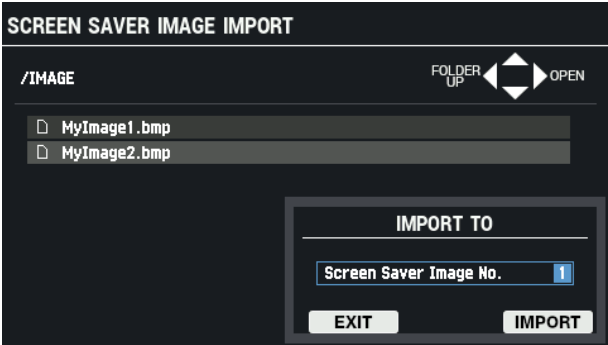
The SCREEN SAVER IMAGE IMPORT screen appears.



| Button                        | Explanation                               |
|-------------------------------|-------------------------------------------|
| <b>Cursor [▲] [▼] buttons</b> | Moves the cursor.                         |
| <b>Cursor [◀] [▶] buttons</b> | Moves up or down in the folder directory. |
| <b>[F6] (IMPORT) button</b>   | Imports the data.                         |

4 Press the [F6] (IMPORT) button.

The IMPORT TO window appears.



5 Use the [-] [+] buttons to set the import destination number.

| Parameter              | Value | Explanation               |
|------------------------|-------|---------------------------|
| Screen Saver Image No. | 1–16  | Import destination number |

| Button               | Explanation                  |
|----------------------|------------------------------|
| [F4] (EXIT) button   | Closes the IMPORT TO window. |
| [F6] (IMPORT) button | Saves the image.             |

6 To execute, press the [F6] (IMPORT) button.

To cancel the operation, press the [F4] (EXIT) button.

NOTE

Points to remember when importing image files

- Filenames that contain double-byte characters do not display correctly.
- Supported formats: JPEG, PNG (except for files saved in interlaced format), BMP (24-bit only)
- If the message “Image size is too large/small!” is shown, modify the image size and try importing again.
- If an image file that differs from the 480 (w) × 272 (h) pixel size is imported, the image is automatically enlarged or reduced and trimmed.

Initializing the SYSTEM Settings (SYSTEM INIT)

Here’s how to initialize the SYSTEM parameter settings (MENU → parameters in SYSTEM).

When you execute SYSTEM INIT, all of the SYSTEM settings are lost.

If there are any settings that you want to keep, save them to a USB flash drive.

Restoring the factory settings (including waves)

Executing SYSTEM INIT does not restore any deleted preload kits or waves to their factory settings.

To restore the unit to its factory default settings including the kits and waves, insert the USB flash drive that contains the factory default backup data and follow the steps in “Loading Backup Data for All of this Unit’s Settings from a USB Flash Drive (LOAD) (p. 170)” to load the data.

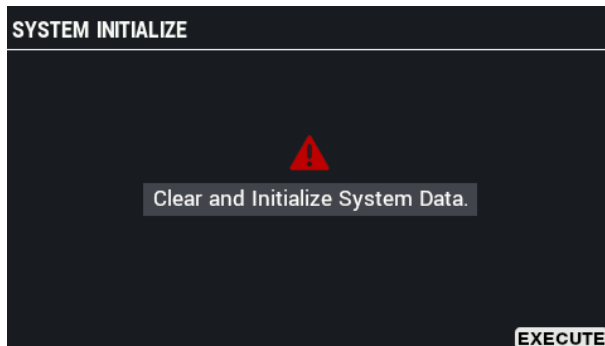
The factory default data can be downloaded from the Roland website.

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

1 Select [MENU] → “SYSTEM”.

## 2 Use the cursor [▲][▼][◀][▶] buttons to select "SYSTEM INIT" and press the [ENTER] button.

The SYSTEM INITIALIZE screen appears.



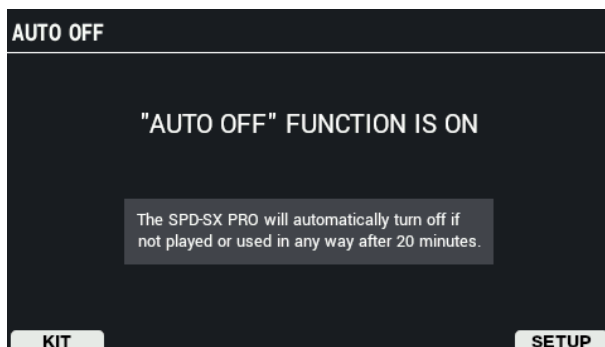
## 3 To execute, press the [F6] (EXECUTE) button.

A confirmation message appears.

## 4 Use the cursor [◀][▶] buttons to select "OK", and press the [ENTER] button.

If you decide to cancel, select "EXIT" and press the [ENTER] button.

Once you press the [ENTER] button after "System Initialize Completed!" appears, the AUTO OFF settings screen appears.



## 5 Use the cursor [◀][▶] buttons to select either [F1] (OFF) or [F6] (SETUP).

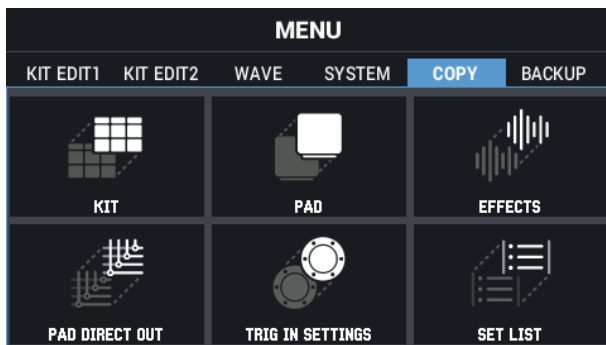
| Button       | Explanation                                                  |
|--------------|--------------------------------------------------------------|
| [F1] (OFF)   | The power does not turn off automatically.                   |
| [F6] (SETUP) | Opens the AUTO OFF settings screen.<br>→ "AUTO OFF (p. 160)" |

If you do not operate the unit at this time, the "20 MINUTES" setting (default value) is used, and the display returns to the KIT screen.

# Copying Kits and Pads (COPY)

You can copy and swap (exchange) the kit and pad data.

## 1 Select [MENU] → “COPY”.



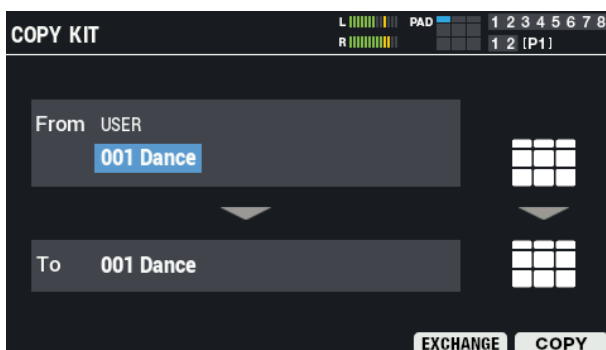
## 2 Use the cursor [▲][▼][◀][▶] buttons to select the menu item that you want to edit, and press the [ENTER] button.

### Copying a kit (KIT)

## 1 Select [MENU] → “COPY”.

## 2 Use the cursor [▲][▼][◀][▶] buttons to select “COPY KIT” and press the [ENTER] button.

The COPY KIT screen appears.



| Button          | Explanation                                                         |
|-----------------|---------------------------------------------------------------------|
| [F5] (EXCHANGE) | Exchanges the kit selected in “From” with the kit selected in “To”. |
| [F6] (COPY)     | Copies the kit selected in “From” to the “To” kit.                  |

| Parameter | Value                 | Explanation                                                                                                                                                                                                                           |
|-----------|-----------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| From      | USER, USB MEMORY 1–99 | USER: Copies data from user memory.<br>You can swap (exchange) the copy source and copy destination kits, but only if the copy source is in user memory.<br>USB MEMORY 1–99: Copies kits from backup data saved on a USB flash drive. |
|           | Kit number            | Copy source kit number                                                                                                                                                                                                                |
| To        | Kit number            | Copy/exchange destination kit number                                                                                                                                                                                                  |

### 3 Press the [F5] (EXCHANGE) button or [F6] (COPY) button.

A confirmation message appears.

If you decide to cancel, select "CANCEL" and press the [ENTER] button.

### 4 Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.

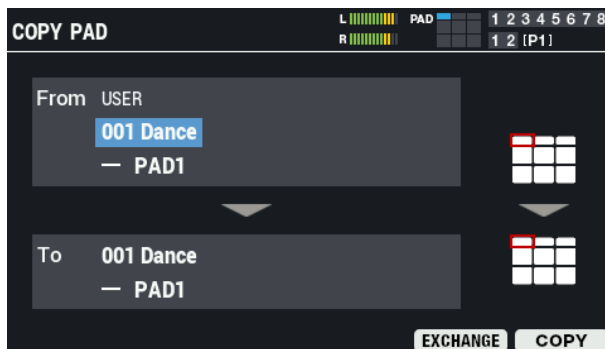
After "Completed!" appears, the display returns to the previous screen.

## Copying a pad (PAD)

### 1 Select [MENU] → "COPY".

### 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select "COPY PAD" and press the [ENTER] button.

The COPY PAD screen appears.



| Button          | Explanation                                                                                                                  |
|-----------------|------------------------------------------------------------------------------------------------------------------------------|
| [F5] (EXCHANGE) | Exchanges the pad selected in "From" with the pad selected in "To".                                                          |
| [F6] (COPY)     | Copies (overwrites) the pad in the "From" area to the pad in the "To" area. This erases the pad data saved in the "To" area. |

| Parameter | Value                          | Explanation                                                                                                                                                                                                                                                       |
|-----------|--------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| From      | USER, USB MEMORY 1–99          | Copy source kit location<br>USER: Copies data from user memory.<br>You can swap (exchange) the copy source and copy destination kits, but only if the copy source is in user memory.<br>USB MEMORY 1–99: Copies pads from backup data saved on a USB flash drive. |
|           | Kit number                     | Copy source kit number                                                                                                                                                                                                                                            |
|           | PAD1–9, TRIG IN1–8, FOOT SW1/2 | Copy source pad number                                                                                                                                                                                                                                            |
| To        | Kit number                     | Copy/exchange destination kit number                                                                                                                                                                                                                              |
|           | PAD1–9, TRIG IN1–8, FOOT SW1/2 | Copy/exchange destination pad number                                                                                                                                                                                                                              |

### 3 Press the [F5] (EXCHANGE) button or [F6] (COPY) button.

A confirmation message appears.

If you decide to cancel, select "CANCEL" and press the [ENTER] button.

4 Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

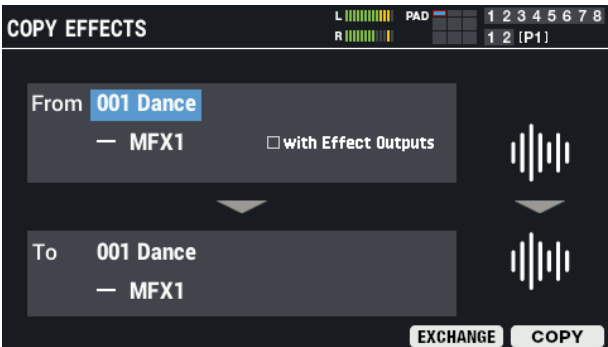
After “Completed!” appears, the display returns to the previous screen.

Copying the settings of each MFX and side chain (EFFECTS)

1 Select [MENU] → “COPY”.

2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “COPY EFFECTS” and press the [ENTER] button.

The COPY EFFECTS screen appears.



| Button          | Explanation                                                                                                                  |
|-----------------|------------------------------------------------------------------------------------------------------------------------------|
| [F5] (EXCHANGE) | Exchanges the pad selected in “From” with the pad selected in “To”.                                                          |
| [F6] (COPY)     | Copies (overwrites) the pad in the “From” area to the pad in the “To” area. This erases the pad data saved in the “To” area. |

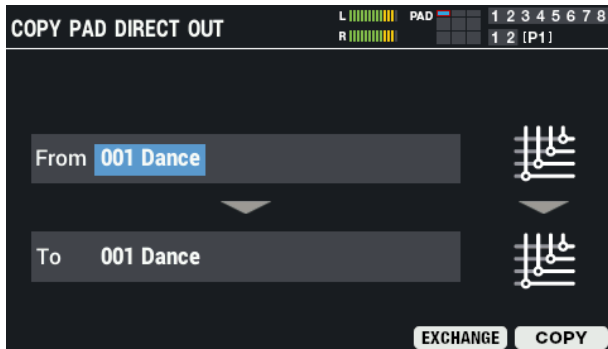
| Parameter | Value                               | Explanation                                                                                                                                                                                                                                          |
|-----------|-------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| From      | Kit number                          | Copy source kit number                                                                                                                                                                                                                               |
|           | MFX1-MFX4, MFX ALL, SIDE CHAIN, ALL | Copy source effect                                                                                                                                                                                                                                   |
|           | with Effect Outputs                 | Select the check box when copying settings including MFX1–4 and SIDE CHAIN OUTPUT. When this is selected, the assignment settings in the screens below are copied.<br><br>OUTPUT ASSIGN - EFFECT OUTPUT screen, OUTPUT ASSIGN - EFFECT DIRECT screen |
|           | with SC Ctrl                        | Select the check box to include the settings of the side chain control signal (this is only shown when SIDE CHAIN or ALL is selected as the copy source).                                                                                            |
| To        | Kit number                          | Copy/exchange destination kit number                                                                                                                                                                                                                 |
|           | MFX1-MFX4, MFX ALL, SIDE CHAIN, ALL | Copy destination effect                                                                                                                                                                                                                              |

Copying the settings of the output destination from each pad to the direct out (PAD DIRECT OUT)

1 Select [MENU] → “COPY”.

2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “COPY PAD DIRECT OUT” and press the [ENTER] button.

The COPY PAD DIRECT OUT screen appears.



| Button          | Explanation                                                                                                                  |
|-----------------|------------------------------------------------------------------------------------------------------------------------------|
| [F5] (EXCHANGE) | Exchanges the pad selected in "From" with the pad selected in "To".                                                          |
| [F6] (COPY)     | Copies (overwrites) the pad in the "From" area to the pad in the "To" area. This erases the pad data saved in the "To" area. |

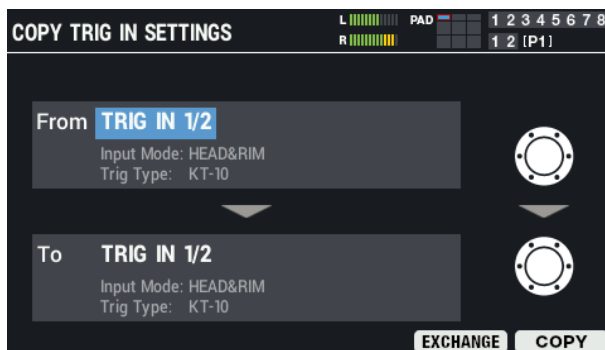
| Parameter | Value      | Explanation                          |
|-----------|------------|--------------------------------------|
| From      | Kit number | Copy source kit number               |
| To        | Kit number | Copy/exchange destination kit number |

## Copying the TRIGGER IN settings (TRIG IN SETTINGS)

1 Select [MENU] → "COPY".

2 Use the cursor [▲][▼][◀][▶] buttons to select "TRIG IN SETTINGS" and press the [ENTER] button.

The COPY TRIG IN SETTINGS screen appears.



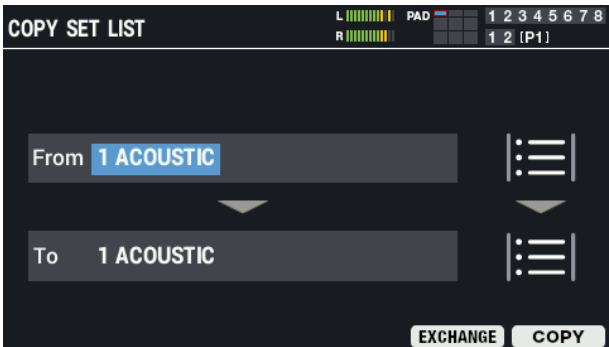
| Button          | Explanation                                                                                                                  |
|-----------------|------------------------------------------------------------------------------------------------------------------------------|
| [F5] (EXCHANGE) | Exchanges the pad selected in "From" with the pad selected in "To".                                                          |
| [F6] (COPY)     | Copies (overwrites) the pad in the "From" area to the pad in the "To" area. This erases the pad data saved in the "To" area. |

| Parameter | Value          | Explanation                       |
|-----------|----------------|-----------------------------------|
| From      | Trigger number | Copy source trigger               |
| To        | Trigger number | Copy/exchange destination trigger |

Copying the set list bank (SET LIST)

- 1 Select [MENU] → “COPY”.
- 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “COPY SET LIST” and press the [ENTER] button.

The COPY SET LIST screen appears.



| Button          | Explanation                                                                                                                     |
|-----------------|---------------------------------------------------------------------------------------------------------------------------------|
| [F5] (EXCHANGE) | Exchanges the bank selected in “From” with the bank selected in “To”.                                                           |
| [F6] (COPY)     | Copies (overwrites) the bank in the “From” area to the bank in the “To” area. This erases the bank data saved in the “To” area. |

| Parameter | Value                | Explanation                        |
|-----------|----------------------|------------------------------------|
| From      | Set list bank number | Copy source set list bank          |
| To        | Set list bank number | Copy/exchange destination set list |

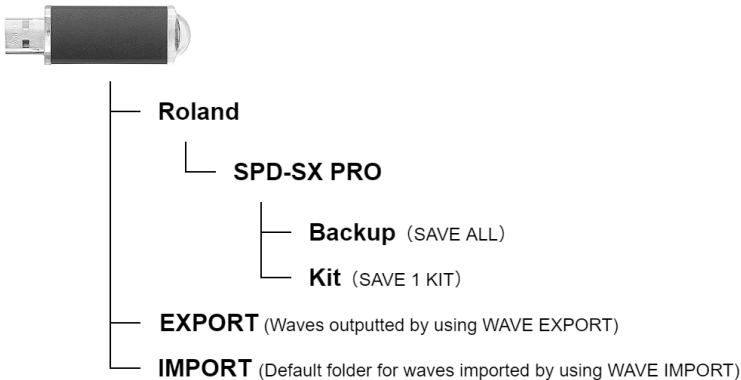
# Backing up and Loading the Data (BACKUP)

## 1 Select [MENU] → “BACKUP”.



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

USB flash drive folder architecture



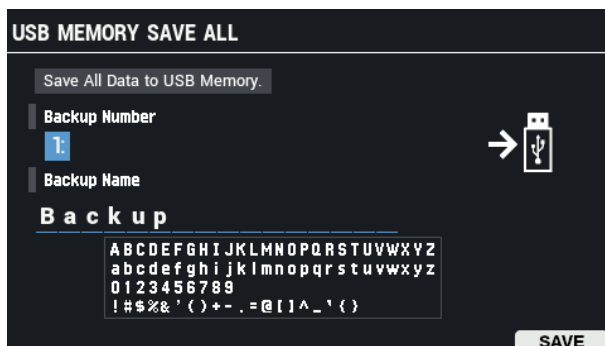
## Backing up All Settings to a USB Flash Drive (SAVE)

Here's how to back up all of the settings stored in the SPD-SX PRO (including the waves) to a USB flash drive.

### 1 Select [MENU] → “BACKUP”.

### 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “SAVE” and press the [ENTER] button.

The USB MEMORY SAVE ALL screen appears.



### 3 Use the cursor [▲] [▼] buttons to move the cursor to the top row, and use the [-] [+] buttons to select a backup destination.

### 4 Use the cursor [▲] [▼] buttons to move the cursor to the bottom row, and use the [-] [+] buttons to name the backup.

## Backing up and Loading the Data (BACKUP)

| Button        | Explanation                                   |
|---------------|-----------------------------------------------|
| [F1] (A↔a)    | Toggles between uppercase/lowercase.          |
| [F2] (▶0)     | Switches to numeric input.                    |
| [F3] (INSERT) | Inserts a character at the cursor position.   |
| [F4] (DELETE) | Deletes the character at the cursor position. |
| [F6] (SAVE)   | Executes the backup.                          |

### MEMO

This automatically remembers the last backup name you gave. This memory is retained even after turning the power off and on again, and the name is automatically shown the next time you back up.

## 5 Press the [F6] (SAVE) button.

A confirmation message appears.

If you decide to cancel, select "CANCEL" and press the [ENTER] button.

## 6 Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.

A confirmation message appears, informing you that the task is completed.

### NOTE

Never turn off the power or disconnect the USB flash drive while the screen indicates that the task is still in progress.

### MEMO

A confirmation message appears, asking to overwrite any data that exists on the backup destination.

To go ahead with the task, select "OK" and press the [ENTER] button. If you decide to cancel, select "EXIT" and press the [ENTER] button.

## 7 Press the [ENTER] button to close the "completed" message.

### MEMO

You can specify certain kits and pads to copy from the saved backup data.

→ "Copying a kit (KIT) (p. 164)"

→ "Copying a pad (PAD) (p. 165)"

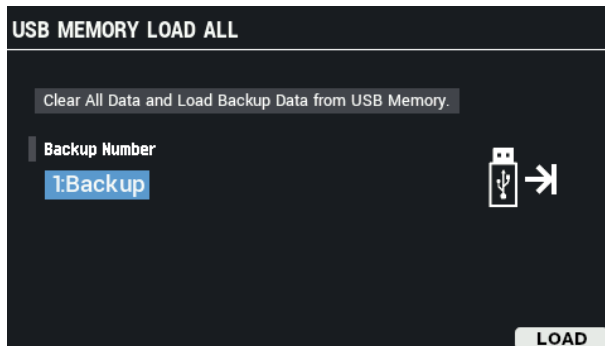
## Loading Backup Data for All of this Unit's Settings from a USB Flash Drive (LOAD)

Here's how to load the backup data from a USB flash drive.

## 1 Select [MENU] → "BACKUP".

## 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “LOAD” and press the [ENTER] button.

The USB MEMORY LOAD ALL screen appears.



## 3 Use the [-] [+] buttons to select the backup file.

## 4 Press the [F6] (LOAD) button.

A confirmation message appears.

If you decide to cancel, select “CANCEL” and press the [ENTER] button.

## 5 Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

A confirmation message appears, informing you that the task is completed.

## 6 Press the [ENTER] button to close the “completed” message.

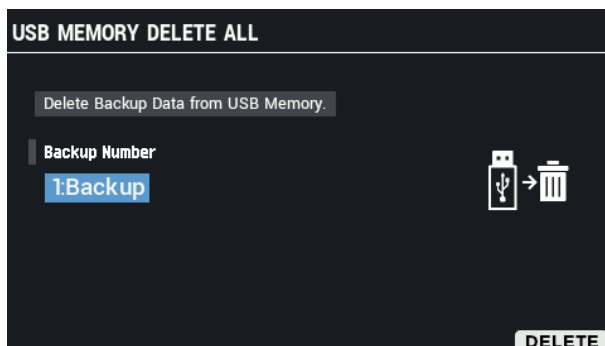
# Deleting Backup Data from a USB Flash Drive (DELETE)

Here’s how to delete the backup data from a USB flash drive.

## 1 Select [MENU] → “BACKUP”.

## 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “DELETE” and press the [ENTER] button.

The USB MEMORY DELETE ALL screen appears.



## 3 Use the [-] [+] buttons to select the backup file to delete.

## 4 Press the [F6] (DELETE) button.

A confirmation message appears.

If you decide to cancel, select “CANCEL” and press the [ENTER] button.

### 5 Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

A confirmation message appears, informing you that the task is completed.

### 6 Press the [ENTER] button to close the “completed” message.

## Loading an SPD-SX backup file (LOAD SPD-SX)

This converts any kit from the SPD-SX backup data and loads it into the SPD-SX PRO.

Saving the loaded data (operations on the SPD-SX)

### 1 On the SPD-SX, execute SAVE (USB MEMORY).

Select MENU → UTILITY → SAVE (USB MEM).

### 2 Use the cursor [▲] [▼] buttons to select “ALL” and press the [ENTER] button.



#### NOTE

Backup files saved with “KIT+SETTINGS” cannot be loaded into the SPD-SX PRO. Be sure to save as “ALL”.

### 3 Use the cursor [▲] [▼] buttons to select the save destination, and press the [ENTER] button.

Add a name as needed.

### 4 Press the [ENTER] button.

A confirmation message appears.

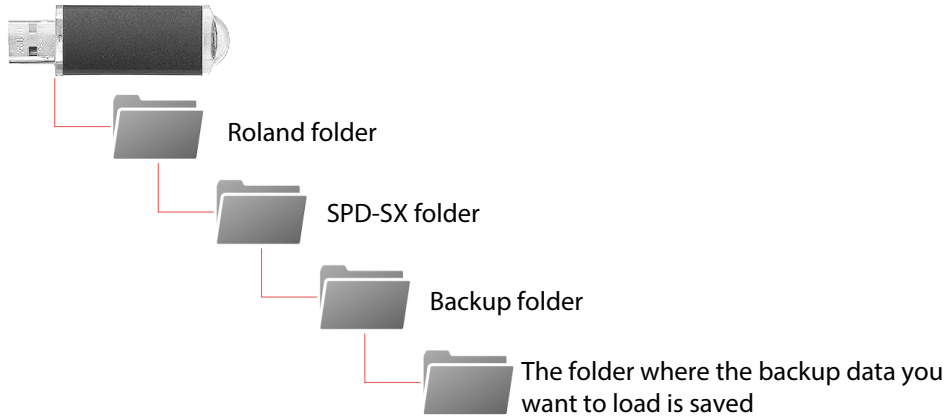
### 5 If you decide to cancel the operation, press the [EXIT] button.

Press the [ENTER] button.

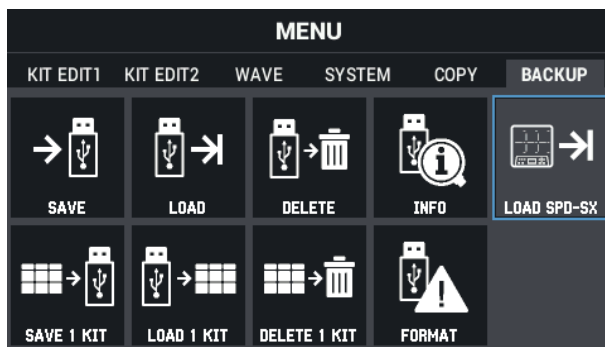
Loading the saved data (operations on the SPD-SX PRO)

## 1 Connect the USB flash drive containing the backup data of the SPD-SX to the USB port of the SPD-SX PRO.

Save destination for backup data



## 2 Select the [MENU] button → “BACKUP” → “LOAD SPD-SX” in that order, and press the [ENTER] button.



## 3 Select the SPD-SX backup file that includes the kit(s) you wish to load.

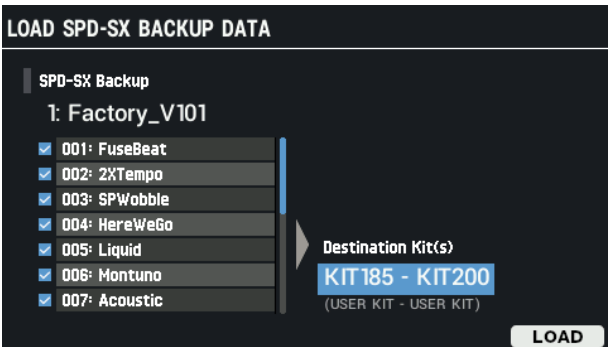


4 Select the check boxes of the kits to load.

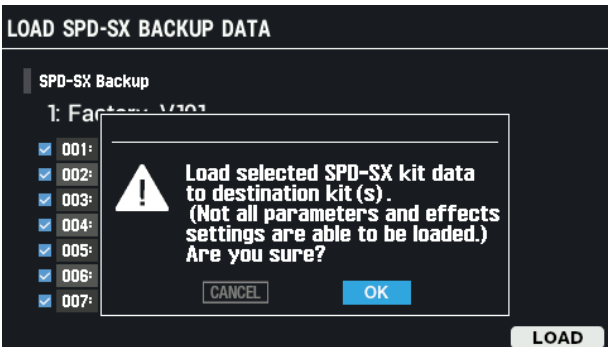


| Function         | Explanation                          |
|------------------|--------------------------------------|
| [F1] (CHECK)     | Selects/deselects the selected kits. |
| [F2] (CHECK ALL) | Selects/deselects all of the kits.   |

5 Use the [-] [+] buttons or the dial to select the load destination, and press the [F6] (LOAD) button.



6 On the confirmation message, select “OK”, and press the [ENTER] button.

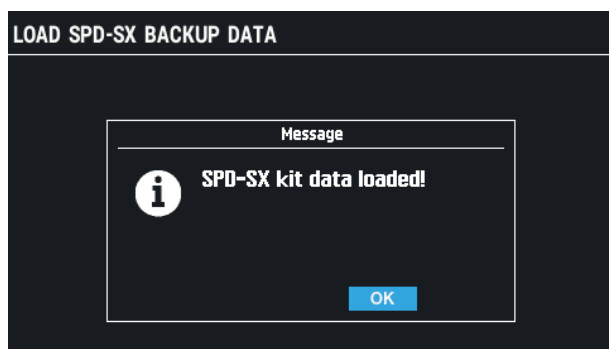


The following screen is shown once loading is completed.

NOTE

- If the SPD-SX backup data includes WAV files that are extremely short or that are longer than 60 minutes, these WAV files are not loaded into the SPD-SX PRO.
- Parameters such as for effects or for output routing cannot be loaded (this is due to the difference in specifications between the SPD-SX and the SPD-SX PRO).

- Parameters such as volume which use different units respectively for the SPD-SX and SPD-SX PRO are automatically converted to the optimum values. Adjust the values after loading if they are not to your liking.



### 7 Press the [ENTER] button to finish.

#### About data compatibility

The following data from the SPD-SX can be used on the SPD-SX PRO.

| Parameter on the SPD-SX | Support status (✓: supported, -: not supported) |
|-------------------------|-------------------------------------------------|
| WAVE Data               | ✓                                               |
| WAVE NAME               | ✓                                               |
| WAVE START/END          | ✓                                               |
| WAVE TEMPO              | ✓                                               |
| WAVE TAG                | -                                               |
|                         |                                                 |
| KIT NAME                | ✓                                               |
| KIT SUB NAME            | ✓                                               |
| KIT VOLUME              | ✓                                               |
| KIT TEMPO               | ✓                                               |
| PAD LINK                | ✓                                               |
|                         |                                                 |
| WAVE Assign             | ✓                                               |
| VOLUME                  | ✓                                               |
| PAN                     | ✓                                               |
| TEMPO SYNC              | ✓                                               |
| MUTE GROUP              | ✓                                               |
|                         |                                                 |
| LOOP                    | ✓                                               |
| TRIG TYPE               | ✓                                               |
| DYNAMICS                | ✓                                               |
| POLY/MONO               | ✓                                               |
|                         |                                                 |
| PAD CH                  | ✓                                               |
| MIDI NOTE#              | ✓                                               |

Backing up and Loading the Data (BACKUP)

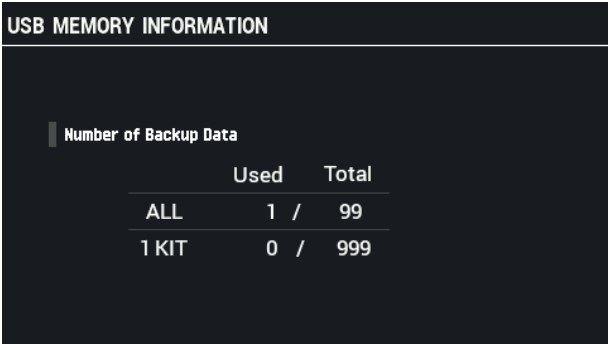
| Parameter on the SPD-SX | Support status (✓: supported, -: not supported) |
|-------------------------|-------------------------------------------------|
| EXT CTRL                | ✓                                               |
| GATE TIME               | ✓                                               |
|                         |                                                 |
| Effect parameters       | -                                               |
| OUTPUT parameters       | -                                               |
| SYSTEM parameters       | -                                               |

Viewing Information for the USB Flash Drive (INFO)

Here’s how to check how many backup data files are saved on a USB flash drive.

- 1 Select [MENU] → “BACKUP”.
- 2 Use the cursor [▲][▼][◀][▶] buttons to select “INFO” and press the [ENTER] button.

The USB MEMORY INFORMATION screen appears.



| Item  | Explanation                     |
|-------|---------------------------------|
| ALL   | Number of saved backup data     |
| 1 KIT | Number of saved kit backup data |

- 3 Press the [EXIT] button.

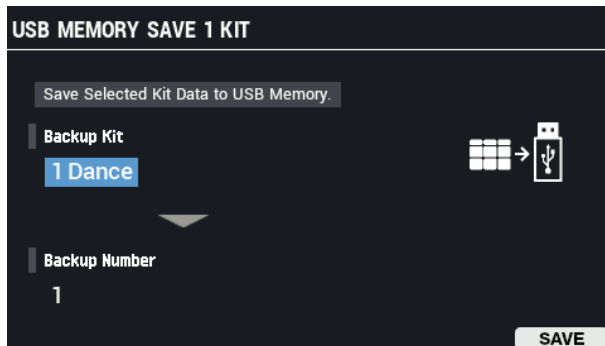
Backing up a Kit to a USB Flash Drive (SAVE 1 KIT)

Here’s how to back up the kit settings (including the waves that the kits use) to a USB flash drive.

- 1 Select [MENU] → “BACKUP”.

## 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “SAVE 1 KIT” and press the [ENTER] button.

The USB MEMORY SAVE 1 KIT screen appears.



## 3 Use the cursor [▲] [▼] buttons to move the cursor to the top row, and use the [-] [+] buttons to select the kit to back up.

## 4 Use the cursor [▲] [▼] buttons to move the cursor to the bottom row, and use the [-] [+] buttons to select a backup destination.

## 5 Press the [F6] (SAVE) button.

A confirmation message appears.

If you decide to cancel, select “CANCEL” and press the [ENTER] button.

## 6 Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

A confirmation message appears, informing you that the task is completed.

### NOTE

Never turn off the power or disconnect the USB flash drive while the screen indicates that the task is still in progress.

## 7 Press the [ENTER] button to close the “completed” message.

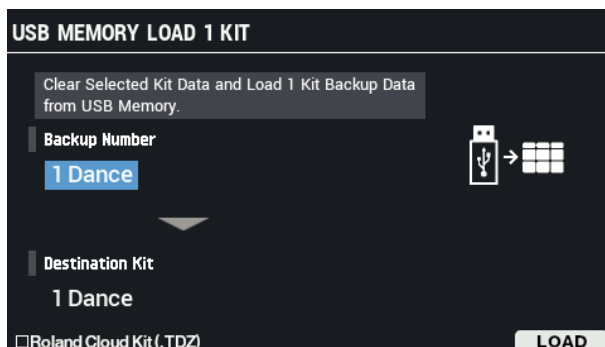
# Loading Kit Backup Data from a USB Flash Drive (LOAD 1 KIT)

This imports the kit backup data from a USB flash drive.

## 1 Select [MENU] → “BACKUP”.

## 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “LOAD 1 KIT” and press the [ENTER] button.

The USB MEMORY LOAD 1 KIT screen appears.



## Backing up and Loading the Data (BACKUP)

### 3 Use the cursor [▲] [▼] buttons to move the cursor to the top row, and use the [-] [+] buttons to select the kit to load.

To load TDZ files downloaded from Roland Cloud, select the “Roland Cloud Kit (.TDZ)” check box (the check box is selected when you press the [F1] button).

### 4 Use the cursor [▲] [▼] buttons to move the cursor to the bottom row, and use the [-] [+] buttons to select the load destination.

### 5 Press the [F6] (LOAD) button.

A confirmation message appears.

If you decide to cancel, select “CANCEL” and press the [ENTER] button.

### 6 Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

A confirmation message appears, informing you that the task is completed.

#### NOTE

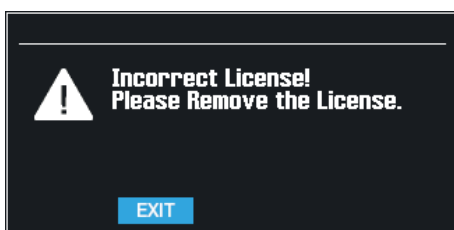
Never turn off the power or disconnect the USB flash drive while the screen indicates that the task is still in progress.

### 7 Press the [ENTER] button to close the “completed” message.

#### Precautions regarding license data

You cannot load kit backup data downloaded from Roland Cloud if its license data differs from the license data saved to the SPD-SX PRO.

In this case, delete the license data saved on the SPD-SX PRO and try loading it again.



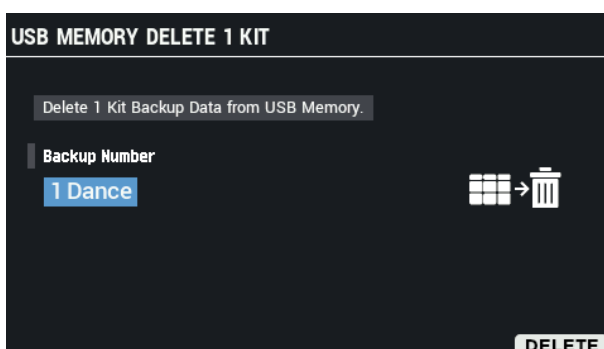
## Deleting Kit Backup Data from a USB Flash Drive (DELETE 1 KIT)

Here's how to delete the kit backup data from a USB flash drive.

### 1 Select [MENU] → “BACKUP”.

### 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “DELETE 1 KIT” and press the [ENTER] button.

The USB MEMORY DELETE 1 KIT screen appears.



### 3 Use the [-] [+] buttons to select the kit backup file to delete.

**4 Press the [F6] (DELETE) button.**

A confirmation message appears.

If you decide to cancel, select "CANCEL" and press the [ENTER] button.

**5 Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.**

A confirmation message appears, informing you that the task is completed.

**6 Press [ENTER] and then close the "completed" message.**

## Formatting a USB Flash Drive (FORMAT)

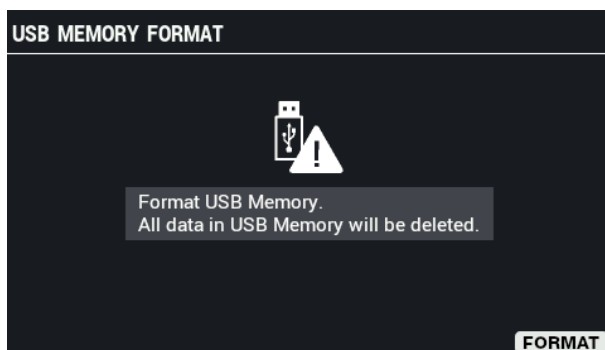
Here's how to initialize (format) a USB flash drive.

### NOTE

- Make sure that you initialize all USB flash drives used with this unit before you use them.
- Use a commercially available USB flash drive. Note that not all commercially available USB flash drives are guaranteed to work.

**1 Select [MENU] → "BACKUP".****2 Use the cursor [▲] [▼] [◀] [▶] buttons to select "FORMAT" and press the [ENTER] button.**

The USB MEMORY FORMAT screen appears.

**3 Press the [F6] (FORMAT) button.**

A confirmation message appears.

**4 Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.**

A confirmation message appears, informing you that the task is completed.

If you decide to cancel, select "CANCEL" and press the [ENTER] button.

### NOTE

Never turn off the power or remove the USB flash drives while the screen indicates "Processing...".

**5 Press the [ENTER] button to close the "completed" message.**

# Shortcuts for Useful Functions (TOOLS)

## 1 On the KIT screen, press the [F5] (TOOLS) button.

This opens the TOOLS window.



## 2 Use the [F6] (SELECT) button to select the function to execute.

If you decide to cancel, press the [F5] (EXIT) button.

### MEMO

The edited settings are automatically saved once the power is turned off.

## Copying a Kit and Swapping Two Kits (TOOLS-COPY KIT)

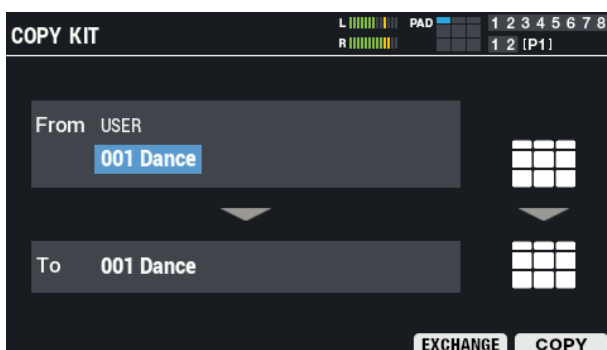
Here's how to copy the settings of a kit and to exchange the settings of two kits.

## 1 On the KIT screen, press the [F5] (TOOLS) button.

This opens the TOOLS window.

## 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select "COPY KIT" and press the [ENTER] button.

The COPY KIT screen appears.



## 3 Use the cursor [▲] [▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

| Parameter | Value                 | Explanation                                                                                                                                                                                                                                                            |
|-----------|-----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| From      | USER, USB MEMORY 1–99 | Copy source kit location<br><br>USER: Copies data from user memory. You can swap (exchange) the copy source and copy destination kits, but only if the copy source is in user memory.<br><br>USB MEMORY 1–99: Copies kits from backup data saved on a USB flash drive. |
|           | Kit number            | Copy source kit number                                                                                                                                                                                                                                                 |
| To        | Kit number            | Copy/exchange destination kit number                                                                                                                                                                                                                                   |

#### 4 Press the [F6] button to copy, and the [F5] button to exchange.

| Button          | Explanation                                                                                                                  |
|-----------------|------------------------------------------------------------------------------------------------------------------------------|
| [F5] (EXCHANGE) | Exchanges the kit in the “From” area with the kit in the “To” area.                                                          |
| [F6] (COPY)     | Copies (overwrites) the kit in the “From” area to the kit in the “To” area. This erases the kit data saved in the “To” area. |

A confirmation message appears.

If you decide to cancel, select “CANCEL” and press the [ENTER] button.

#### 5 Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

After “Completed!” appears, the display returns to the previous screen.

## Copying a Pad and Swapping Two Pads (TOOLS-COPY PAD)

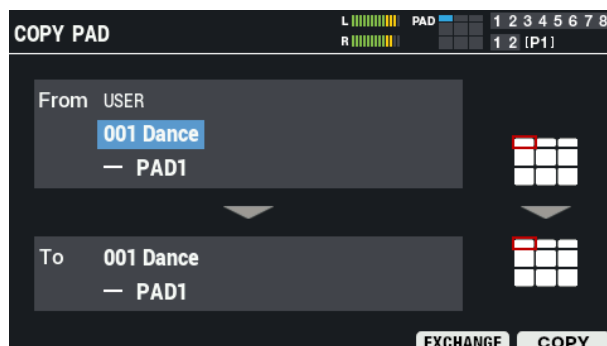
Here’s how to copy the settings of a pad and to exchange the settings of two pads.

#### 1 On the KIT screen, press the [F5] (TOOLS) button.

This opens the TOOLS window.

#### 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select “COPY PAD” and press the [F6] (SELECT) button.

The COPY PAD screen appears.



#### 3 Use the cursor [▲] [▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

## Shortcuts for Useful Functions (TOOLS)

| Parameter   | Value                          | Explanation                                                                                                                                                                                                                                                            |
|-------------|--------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>From</b> | USER, USB MEMORY 1–99          | Copy source kit location<br><br>USER: Copies data from user memory. You can swap (exchange) the copy source and copy destination kits, but only if the copy source is in user memory.<br><br>USB MEMORY 1–99: Copies pads from backup data saved on a USB flash drive. |
|             | Kit number                     | Copy source kit number                                                                                                                                                                                                                                                 |
|             | PAD1–9, TRIG IN1–8, FOOT SW1/2 | Copy source pad number                                                                                                                                                                                                                                                 |
| <b>To</b>   | Kit number                     | Copy/exchange destination kit number                                                                                                                                                                                                                                   |
|             | PAD1–9, TRIG IN1–8, FOOT SW1/2 | Copy/exchange destination pad number                                                                                                                                                                                                                                   |

### 4 Press the [F6] button to copy, and the [F5] button to exchange.

| Button          | Explanation                                                                                                                  |
|-----------------|------------------------------------------------------------------------------------------------------------------------------|
| [F5] (EXCHANGE) | Exchanges the pad in the “From” area with the pad in the “To” area.                                                          |
| [F6] (COPY)     | Copies (overwrites) the pad in the “From” area to the pad in the “To” area. This erases the pad data saved in the “To” area. |

A confirmation message appears.

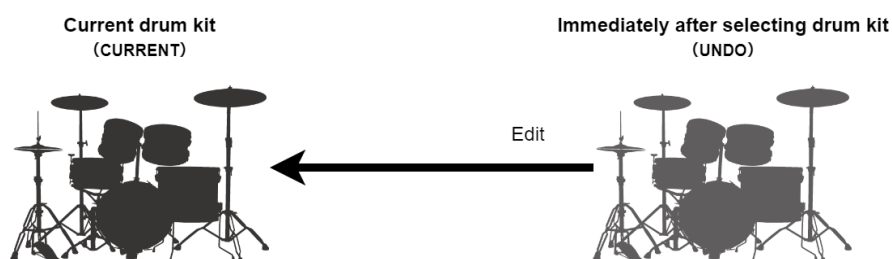
If you decide to cancel, select “CANCEL” and press the [ENTER] button.

### 5 Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

After “Completed!” appears, the display returns to the previous screen.

## Listening/Reverting to the Original Kit Before Edits (TOOLS-UNDO)

You can compare the current settings of the kit you’re editing against the settings as they were immediately after you selected the drum kit, and revert the settings if necessary.



### 1 On the KIT screen, press the [F5] (TOOLS) button.

This opens the TOOLS window.

2 Use the cursor [▲][▼][◀][▶] buttons to select “UNDO” and press the [ENTER] button.

The UNDO KIT EDIT window appears.



3 Use the cursor [◀][▶] buttons to switch between the saved kits, and play them to compare.

| Item    | Explanation                                  |
|---------|----------------------------------------------|
| CURRENT | Current kit settings                         |
| UNDO    | Settings immediately after selecting the kit |

4 To revert the settings of the current kit to the settings right after you selected it, select “UNDO” and the press [F6] (RESTORE).

A confirmation message appears.

MEMO

To leave the settings of the current kit as they are, select “CURRENT”.

5 Select “OK” and then press the [ENTER] button.

If you decide to cancel, select “CANCEL” and press the [ENTER] button.

The settings immediately after selecting the kit are now restored.

Loading Kit Backup Data from a USB Flash Drive (TOOLS-LOAD 1 KIT)

Here’s how kit backup data that was saved on a USB flash drive can be loaded into the SPD-SX PRO.

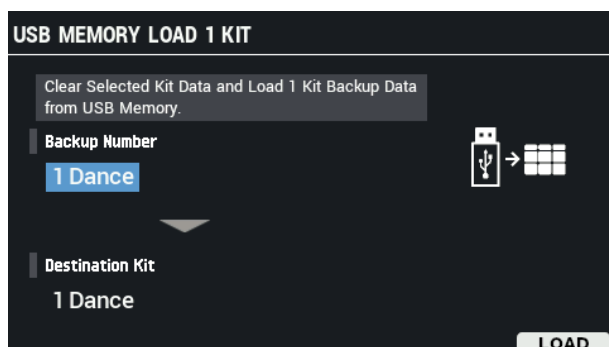
1 Plug the USB flash drive into the SPD-SX PRO.

2 On the KIT screen, press the [F5] (TOOLS) button.

This opens the TOOLS window.

### 3 Use the cursor [▲] [▼] [◀] [▶] buttons to select “LOAD 1 KIT” and press the [ENTER] button.

The USB MEMORY LOAD 1 KIT screen appears.



### 4 Use the cursor [▲] [▼] buttons to select a parameter, and then use the [-] [+] buttons to change the setting.

| Item            | Explanation             |
|-----------------|-------------------------|
| Backup Number   | Kit backup data number  |
| Destination Kit | Load destination number |

### 5 Press the [F6] (LOAD) button.

A confirmation message appears.

If you decide to cancel, select “CANCEL” and press the [ENTER] button.

### 6 Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

After “Completed!” appears, the display returns to the previous screen.

## Importing an Audio File (TOOLS-WAVE IMPORT)

You can import an audio file (WAV/AIFF/MP3) from a USB flash drive or from your computer into the SPD-SX PRO to play back as a wave.

Audio files that can be imported from a USB flash drive on the SPD-SX PRO

|                        |                   |
|------------------------|-------------------|
| File format            | WAV / AIFF        |
| Adjusts the bit depth. | 32 / 24 / 16 bits |
| Sampling rate          | 48 kHz, 44.1 kHz  |

|             |             |
|-------------|-------------|
| File format | MP3         |
| Bit rate    | 32–320 kbps |

Points to remember when importing an audio file

- Filenames that contain double-byte characters do not display correctly.
- Loop point settings in an AIFF file are ignored.
- If you attempt to import a file whose format is not supported by the SPD-SX PRO, the error message “Wave Unsupported Format!” appears, and the file cannot be imported.
- Audio files that are shorter than 20 ms or longer than one hour can’t be imported.

Importing audio files from a USB flash drive

You can import audio files from a USB flash drive into the SPD-SX PRO.

**1** Copy the audio file you want to import into the “IMPORT” folder of your USB flash drive.

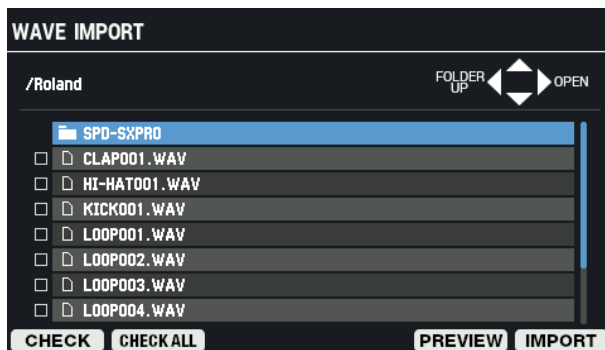
**2** Connect a USB flash drive to the USB MEMORY port of the SPD-SX PRO.

**3** On the KIT screen, press the [F5] (TOOLS) button.

This opens the TOOLS window.

**4** Use the cursor [▲] [▼] [◀] [▶] buttons to select “WAVE IMPORT” and press the [ENTER] button.

The WAVE IMPORT screen appears.



| Button                 | Explanation                                                                                                                           |
|------------------------|---------------------------------------------------------------------------------------------------------------------------------------|
| Cursor [▲] [▼] buttons | Moves the cursor.                                                                                                                     |
| Cursor [◀] [▶] buttons | Moves up or down in the folder directory.                                                                                             |
| [F1] (CHECK)           | Selects/deselects the wave at the cursor position.                                                                                    |
| [F2] (CHECK ALL)       | Selects/deselects all waves in the same folder.                                                                                       |
| [F5] (PREVIEW)         | Plays back the wave at the cursor position.<br>If you press the [F5] (PREVIEW) button once again during playback, the playback stops. |
| [F6] (IMPORT)          | Imports the wave or waves.                                                                                                            |

**5** To execute, press the [F6] (IMPORT) button.

A confirmation message appears.

**6** Use the cursor [◀] [▶] buttons to select “OK”, and press the [ENTER] button.

If you decide to cancel, select “CANCEL” and press the [ENTER] button.

#### MEMO

Wave numbers and wave names are automatically added to the waves you import.

The first 16 characters of the import source audio filename are used as the wave name.

You can check these waves in the wave list.

## Importing an audio file from your computer

You can use the SPD-SX PRO APP to import audio files on your computer as waves to the SPD-SX PRO.

Download the “SPD-SX PRO APP” via Roland Cloud Manager.

## Shortcuts for Useful Functions (TOOLS)

### SPD-SX PRO APP

- Import an audio file (WAV/AIFF/MP3) that's saved on your computer into the SPD-SX PRO to play back as a wave.
- Assign a WAV/AIFF file on your computer as-is to a kit.
- Edit the name of a kit or wave.

#### MEMO

See the help contents that are included with the SPD-SX PRO APP for details on how to use these features.

## Saving the Current Settings (TOOLS-WRITE)

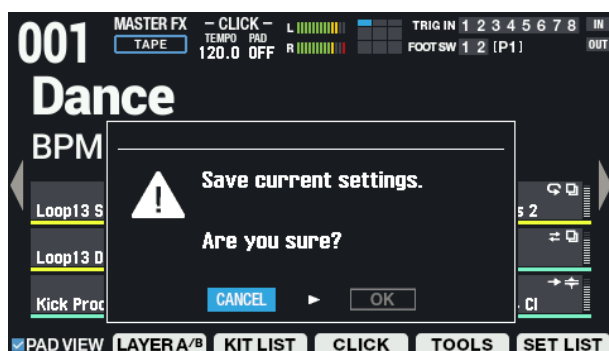
Settings that you edit on the SPD-SX PRO are saved when you turn off the unit. To save the settings before you turn off the power, execute the "WRITE" function.

### 1 On the KIT screen, press the [F5] (TOOLS) button.

This opens the TOOLS window.

### 2 Use the cursor [▲] [▼] [◀] [▶] buttons to select "WRITE" and press the [ENTER] button.

A confirmation message appears.



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

After "Completed!" appears, the display returns to the previous screen.

If you decide to cancel, select "CANCEL" and press the [ENTER] button.

# Restoring All Settings (Including Roland Cloud License Data) to Factory Defaults

When you load kit backup data into this unit that you downloaded from Roland Cloud, the Roland Cloud license data is saved on the SPD-SX PRO. Restoring this unit as shown below resets all of this license and kit backup data that you loaded, as well as your user samples and everything else to the factory default settings.

## Restoring the Factory Settings

### NOTE

Once you execute the following steps, all the data in the SPD-SX PRO is overwritten. Be sure to save any important data to a USB flash drive before doing this.

Creating a USB flash drive for updating

- 1 **Download and decompress the factory default settings data (SPD-SX PRO FACTORY RESTORE DATA) from the Web page listed below.**

[https://www.roland.com/global/products/spd-sx\\_pro/downloads/](https://www.roland.com/global/products/spd-sx_pro/downloads/)

- 2 **Insert your USB flash drive into the USB port of the computer.**

- 3 **Copy the "Roland" folder that you decompressed in step 1 to the root directory of the USB flash drive (the directory that opens immediately when you open the drive).**

### MEMO

Copy the entire "Roland" folder, not just the contents.

- 4 **Follow the instructions below to remove the USB flash drive from your computer.**

For Windows users:

Click the "Remove Hardware" icon shown on the taskbar at the lower right corner of the screen to disconnect (eject) the USB flash drive, and then remove it from the computer.

For Mac users:

Drag and drop the icon for the USB flash drive into the Trash. Once the connection to the USB flash drive has been severed, unplug the drive from your computer.

Loading the factory default settings data from a USB flash drive

- 1 **Connect a USB flash drive to the USB MEMORY port of the SPD-SX PRO.**
- 2 **Press the [MENU] button on the SPD-SX PRO.**
- 3 **Use the cursor to select "BACKUP", and then press the [ENTER] button.**
- 4 **Use the cursor to select "LOAD", and press the [ENTER] button. The USB MEMORY LOAD ALL screen appears.**
- 5 **Use the cursor [-] [+] buttons to select "1.Contents\_V\*\*\*\*" and press the [F6] (LOAD) button.**

A confirmation message appears.

- 6 **Use the cursor [◀] [▶] buttons to select "OK", and press the [ENTER] button.**

This loads the factory default settings data.

| Problem                                 | Items to check                                                             | Action                                                                                                                                                                                                 | Page                                                                                                                                                                                                    |
|-----------------------------------------|----------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Troubles with sound</b>              |                                                                            |                                                                                                                                                                                                        |                                                                                                                                                                                                         |
| <b>No sound, or insufficient volume</b> | Is the external device connected correctly to the SPD-SX PRO?              | Check the connection method.                                                                                                                                                                           | ➔ <a href="#">“Rear Panel (Connecting Your Equipment) (p. 10)”</a>                                                                                                                                      |
|                                         | Is there a short in the audio cable?                                       | Replace the cable.                                                                                                                                                                                     |                                                                                                                                                                                                         |
|                                         | Are you using an audio cable that contains a built-in resistor?            | If so, use cables that do not contain resistors.                                                                                                                                                       |                                                                                                                                                                                                         |
|                                         | Is the volume of the connected amp or mixer turned down?                   | Adjust the level appropriately.                                                                                                                                                                        |                                                                                                                                                                                                         |
|                                         | Has the volume on the SPD-SX PRO been lowered?                             | Adjust the level appropriately.                                                                                                                                                                        | ➔ <a href="#">“Turning the power on/off (p. 14)”</a>                                                                                                                                                    |
|                                         | Do you hear sound coming through headphones?                               | If you hear sound in your headphones, there may be a short in the connection cable, or there may be a problem with the connected amp or mixer. Check the connected device and method of connection.    |                                                                                                                                                                                                         |
|                                         | Has the volume of the device connected to the AUDIO IN jacks been lowered? | Adjust the level appropriately.                                                                                                                                                                        |                                                                                                                                                                                                         |
|                                         | Is the input level turned down too low?                                    | Adjust the Rec Level appropriately.                                                                                                                                                                    | ➔ <a href="#">“Creating a Wave by Sampling (SAMPLING) (p. 120)”</a>                                                                                                                                     |
|                                         |                                                                            | Adjust the AUDIO IN VOLUME to an appropriate value.                                                                                                                                                    | ➔ <a href="#">“Rear Panel (Connecting Your Equipment) (p. 10)”</a>                                                                                                                                      |
| <b>A specific pad does not sound</b>    | Has LOCAL CONTROL been set to “OFF”?                                       | When LOCAL CONTROL is set to “OFF”, performance data is not sent directly to the internal sound generator of the SPD-SX PRO when you strike the pad.<br>Set LOCAL CONTROL to “ON”.                     | ➔ <a href="#">“Configuring the Overall MIDI Settings for the SPD-SX PRO (SYSTEM MIDI) (p. 145)”</a>                                                                                                     |
|                                         | Has the volume of the wave been lowered?                                   | Adjust the wave volume.                                                                                                                                                                                | ➔ <a href="#">“Basic Settings (PAD EDIT) (p. 66)”</a>                                                                                                                                                   |
|                                         | Is the OUTPUT configured correctly?                                        | Check the OUTPUT settings.                                                                                                                                                                             | ➔ <a href="#">“Effect and Output Destination Settings (OUTPUT/EFFECTS) (p. 78)”</a>                                                                                                                     |
|                                         | PAD/TRIG IN/FOOT SW CONTROL might have been set.                           | If PAD/TRIG IN/FOOT SW CONTROL is set for a pad when you strike it, that pad does not make a sound.<br>Set PAD/TRIG IN/FOOT SW CONTROL to “OFF”.                                                       | ➔ <a href="#">“Configuring the Functions to Assign to the Pads and Footswitch, and Configuring the PAD EDIT Knob and Expression Pedal Settings for the SPD-SX PRO Overall (CONTROL SETUP) (p. 147)”</a> |
|                                         | Has EXT CTRL been set to “ON”?                                             | When EXT CTRL is set to “ON”, the unit enters a mode in which control change messages are transmitted and received. In this mode, the pads do not produce sound when struck.<br>Set EXT CTRL to “OFF”. | ➔ <a href="#">“Configuring the MIDI-Related Settings (KIT MIDI) (p. 102)”</a>                                                                                                                           |
| <b>Problems with USB</b>                |                                                                            |                                                                                                                                                                                                        |                                                                                                                                                                                                         |

| Problem                                                                            | Items to check                                         | Action                                                                                                                                                       | Page                                                                                                |
|------------------------------------------------------------------------------------|--------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|
| <b>USB flash drive is connected but not recognized; or data cannot be selected</b> | Is the USB flash drive properly connected?             | Check that the USB flash drive is connected properly.                                                                                                        | ➔ <a href="#">“Using a USB flash drive (p. 18)”</a>                                                 |
|                                                                                    | Are you using the correct USB flash drive type?        | Use a USB flash drive sold by Roland. We cannot guarantee correct operations of other products with this unit.                                               |                                                                                                     |
| <b>Unable to communicate with computer</b>                                         | Is the USB cable properly connected?                   | Check that the USB cable is connected properly.                                                                                                              | ➔ <a href="#">“Connecting to your computer via USB (p. 18)”</a>                                     |
|                                                                                    | Is the USB driver installed?                           | A USB driver is required when using USB audio or USB MIDI. Install the USB driver on your computer first.                                                    | ➔ <a href="#">“Connecting to your computer via USB (p. 18)”</a>                                     |
|                                                                                    | Have the USB MODE settings been made correctly?        | Choose the setting that’s appropriate for your situation.                                                                                                    | ➔ <a href="#">“Configuring the USB Audio Input/ Output Settings (USB AUDIO) (p. 156)”</a>           |
| <b>Cannot load WAV file</b>                                                        | Is the WAV file using the correct filename and format? | Check the filename and format of the WAV file.                                                                                                               | ➔ <a href="#">“Importing an Audio File (IMPORT) (p. 117)”</a>                                       |
| <b>Troubles with MIDI</b>                                                          |                                                        |                                                                                                                                                              |                                                                                                     |
| <b>No sound</b>                                                                    | Is the MIDI cable properly connected?                  | Check that the MIDI cable is connected properly.                                                                                                             | ➔ <a href="#">“Rear Panel (Connecting Your Equipment) (p. 10)”</a>                                  |
|                                                                                    | Could there be a short in the MIDI cable?              | Replace the cable.                                                                                                                                           |                                                                                                     |
|                                                                                    | Is the MIDI channel set correctly?                     | Set the MIDI channels of the SPD-SX PRO and the external MIDI device to the same setting.                                                                    | ➔ <a href="#">“Configuring the Overall MIDI Settings for the SPD-SX PRO (SYSTEM MIDI) (p. 145)”</a> |
|                                                                                    | Has the note number been set correctly?                | No sound is produced when a note number is received that has not been set for a pad. Change the note number or switch to a kit with a different note number. | ➔ <a href="#">“Configuring the Overall MIDI Settings for the SPD-SX PRO (SYSTEM MIDI) (p. 145)”</a> |

# Main Specifications

|                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|-----------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Pads</b>                                         | Built-in pads: 9 (with PAD LED, Vertical LED)<br>* Four external trigger inputs are provided, allowing you to connect up to eight pads (sold separately) with Y cable (sold separately).                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Maximum Polyphony</b>                            | 32 voices (included click voices)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Number of Recordable Wave Data</b>               | 20,000<br>* Including preload data                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Internal storage</b>                             | Size: 32 GB<br>* Including preload data                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>Sampling Time</b>                                | Sampling from AUDIO IN: 60 minutes per sample<br>Resampling : 10 minutes per sample                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Data Format</b>                                  | 16-bit linear                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Adjusts the sample rate.</b>                     | 48 kHz                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Import Format</b>                                | WAV, AIFF, MP3                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Kits</b>                                         | 200                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Preload wave</b>                                 | 1,550 or more                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Setlist</b>                                      | 32 (32 steps per SET LIST)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Kit Effects</b>                                  | Layer Equalizer: each pad (Layer A/B independently)<br>Layer Transient: each pad (Layer A/B independently)<br>Multi-Effects (53 types): 4 systems<br>Side Chain Compressor: 1 system                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>System Effects</b>                               | Master Effects (53 types)<br>Master Compressor<br>Master Equalizer                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Number of USB Audio Record/Playback Channels</b> | Sampling Rate (Original): 48 kHz<br>Sampling Rate (with Sampling rate converter): 96 kHz, 44.1 kHz<br>Record: 8 channels<br>Playback: 12 channels                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Display</b>                                      | Graphic color LCD 4.3 inch                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Connectors</b>                                   | PHONES jack: Stereo 1/4-inch phone type<br>MASTER OUT (L, R)jacks (BALANCED): 1/4-inch TRS phone type<br>DIRECT OUT jack x 4 (BALANCED): 1/4-inch TRS phone type<br>AUDIO IN jack: Stereo 1/4-inch phone type (with Volume control)<br>TRIG IN jack x 4 (1/2, 3/4, 5/6, 7/8): 1/4-inch TRS phone type<br>FOOT SW jack x 1 (1/2): 1/4-inch TRS phone type<br>HH CTRL/EXPRESSION jack x 1: 1/4-inch TRS phone type<br>MIDI (IN, OUT/THRU) connectors<br>USB COMPUTER port: USB B (High-Speed USB, USB-AUDIO, USB-MIDI, App)<br>USB MEMORY port: USB A (High-Speed USB, Backup Save/Load, Sample Import/Export)<br>DC IN jack |
| <b>Power Supply</b>                                 | DC 12 V (AC adaptor)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <b>Current Draw</b>                                 | 1,500 mA                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Dimensions</b>                                   | 360 (W) x 330.3 (D) x 92.9 (H) mm 14-3/16 (W) x 13-1/16(D) x 3-11/16(H) inches                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Weight</b>                                       | 3.0 kg / 6 lbs 10 oz (excluding AC Adaptor)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |

|                                  |                                                                                                                                                                                                                                                                                                                                                                                                           |
|----------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Accessories</b>               | Quick Start<br>Leaflet "Read Me First"<br>Leaflet "USING THE UNIT SAFELY/IMPORTANT NOTES"<br>AC Adaptor                                                                                                                                                                                                                                                                                                   |
| <b>Options (sold separately)</b> | Pads (PD series, PDX series, BT-1)<br>Cymbals (CY series)<br>Hi-Hat (VH-10, VH-11)<br>Kick Triggers (KD series, KT series)<br>Pad Stand (PDS-20, PDS-10)<br>All-Purpose Clamp (APC-33)<br>Acoustic Drum Trigger (RT-30K, RT-30HR, RT-30H)<br>Hi-Hat Pedal (FD-8, FD-9, VH-10, HV-11)<br>Expression Pedal (BOSS EV-30)<br>Pedal Switch (DP-2)<br>Foot Switch (BOSS FS-5U, FS-6, FS-7)<br>Y cable (PCS-31L) |

\* This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.

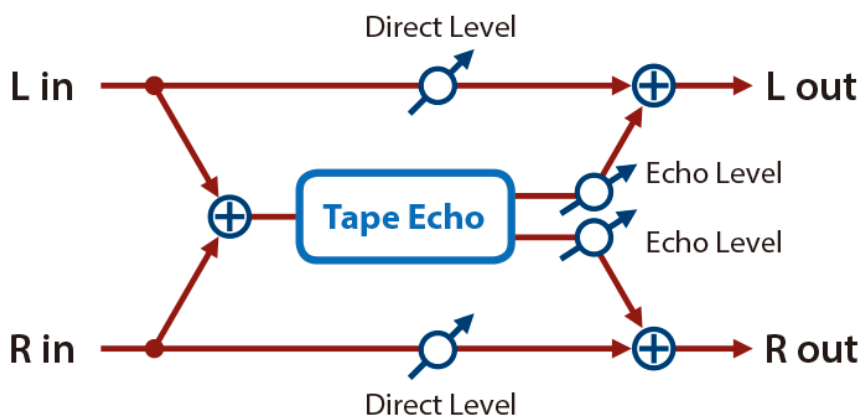
|                                        |                                                                                                                                                                                                                                                |
|----------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| → <b>"Delay effects (p. 193)"</b>      | → "Tape Echo (p. 193)"<br>→ "Delay (p. 194)"<br>→ "Time Ctrl Delay (p. 195)"<br>→ "Reverse Delay (p. 196)"<br>→ "2Tap Pan Delay (p. 197)"<br>→ "3Tap Pan Delay (p. 198)"<br>→ "Mid-Side Delay (p. 199)"                                        |
| → <b>"Reverb effects (p. 200)"</b>     | → "Reverb (p. 200)"<br>→ "Long Reverb (p. 201)"                                                                                                                                                                                                |
| → <b>"Filter effects (p. 202)"</b>     | → "Isolator (p. 202)"<br>→ "Low Boost (p. 203)"<br>→ "Super Filter (p. 203)"<br>→ "Multi Mode Filter (p. 204)"<br>→ "Enhancer (p. 205)"<br>→ "Auto Wah (p. 206)"<br>→ "Humanizer (p. 206)"<br>→ "Mid-Side EQ (p. 207)"                         |
| → <b>"Modulation effects (p. 209)"</b> | → "Phaser (p. 209)"<br>→ "Small Phaser (p. 209)"<br>→ "Script 100 (p. 210)"<br>→ "Step Phaser (p. 211)"<br>→ "Infinite Phaser (p. 212)"<br>→ "Ring Modulator (p. 212)"<br>→ "Tremolo (p. 213)"<br>→ "Auto Pan (p. 213)"<br>→ "Slicer (p. 214)" |
| → <b>"Chorus effects (p. 215)"</b>     | → "Flanger (p. 215)"<br>→ "SBF-325 (p. 216)"<br>→ "Step Flanger (p. 217)"<br>→ "Chorus (p. 218)"<br>→ "Space-D (p. 219)"<br>→ "CE-1 (p. 219)"<br>→ "SDD-320 (p. 220)"<br>→ "JUNO-106 Chorus (p. 220)"                                          |

|                               |                                                                                                                                                                                                                                                                                                                                                                                                          |
|-------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| → "Dynamics effects (p. 221)" | → "Overdrive (p. 221)"<br>→ "Distortion (p. 221)"<br>→ "T-Scream (p. 222)"<br>→ "Fuzz (p. 222)"<br>→ "Tone Fattener (p. 223)"<br>→ "HMS Distortion (p. 223)"<br>→ "Saturator (p. 224)"<br>→ "Warm Saturator (p. 224)"<br>→ "Speaker Simulator (p. 225)"<br>→ "Guitar Amp Simulator (p. 226)"<br>→ "Compressor (p. 228)"<br>→ "Mid-Side Compressor (p. 229)"<br>→ "Limiter (p. 230)"<br>→ "Gate (p. 230)" |
| → "Lo-fi effects (p. 231)"    | → "LOFI Compress (p. 231)"<br>→ "Bit Crusher (p. 232)"                                                                                                                                                                                                                                                                                                                                                   |
| → "Pitch effect (p. 232)"     | → "Pitch Shifter (p. 232)"                                                                                                                                                                                                                                                                                                                                                                               |
| → "Looper effects (p. 233)"   | → "DJFX Looper (p. 233)"<br>→ "BPM Looper (p. 233)"                                                                                                                                                                                                                                                                                                                                                      |

## Delay effects

### Tape Echo

A virtual tape echo that produces a realistic tape delay sound. This simulates the tape echo section of a Roland RE-201 Space Echo.



| Parameter   | Value                         | Explanation                                                                                                                               |
|-------------|-------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| Mode        | S, M, L, S+M, S+L, M+L, S+M+L | Combination of playback heads to use<br>Select from three different heads with different delay times.<br>S: Short<br>M: Middle<br>L: Long |
| Repeat Rate | 0–127                         | Tape speed<br>Increasing this value shortens the spacing of the delayed sound.                                                            |
| Intensity   | 0–127                         | Amount of delay repeats                                                                                                                   |

| Parameter       | Value         | Explanation                                                                                                                                                                            |
|-----------------|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bass            | -15--+15 [dB] | Boost/cut for the lower range of the echo sound                                                                                                                                        |
| Treble          | -15--+15 [dB] | Boost/cut for the upper range of the echo sound                                                                                                                                        |
| Head S Pan      | L64-63R       | Independent panning for the short, middle, and long playback heads                                                                                                                     |
| Head M Pan      | L64-63R       |                                                                                                                                                                                        |
| Head L Pan      | L64-63R       |                                                                                                                                                                                        |
| Tape Distortion | 0-5           | Amount of tape-dependent distortion to be added<br>This simulates the slight tonal changes that can be detected by signal-analysis equipment. Increase this value for more distortion. |
| W/F Rate        | 0-127         | Speed of wow/flutter (complex variation in pitch caused by tape wear and rotational irregularity)                                                                                      |
| W/F Depth       | 0-127         | Depth of wow/flutter                                                                                                                                                                   |
| Echo Level (*1) | 0-127         | Volume of the echo sound                                                                                                                                                               |
| Direct Level    | 0-127         | Volume of the original sound                                                                                                                                                           |
| Level           | 0-127         | Output Level                                                                                                                                                                           |

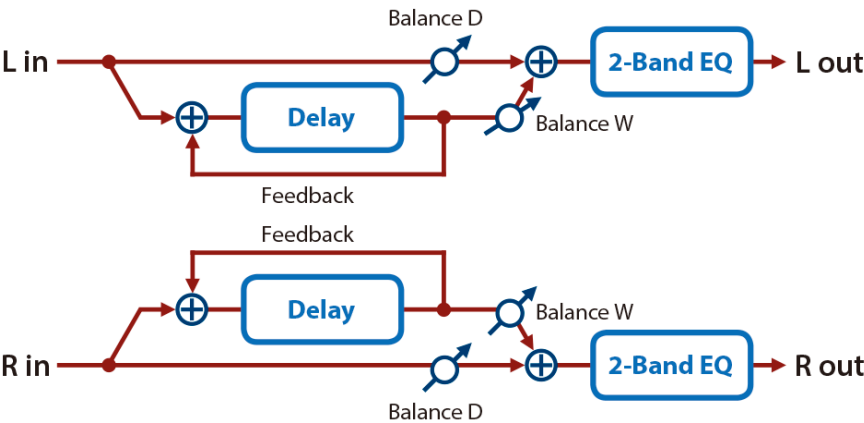
\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

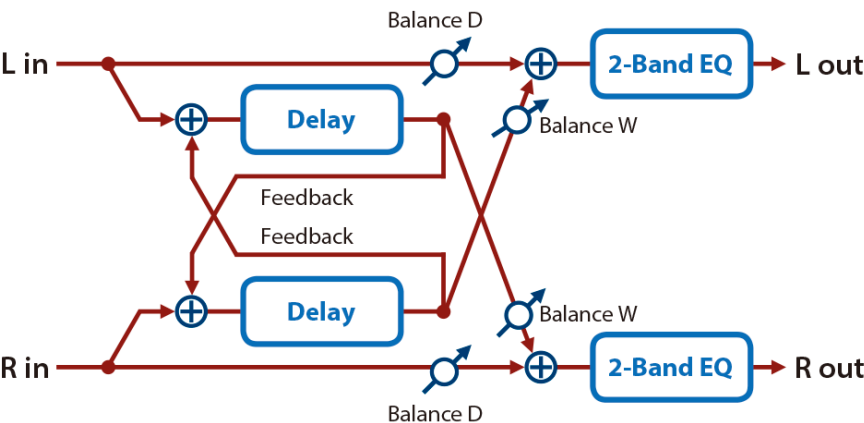
Delay

This is a stereo delay.

When Feedback Mode is NORMAL



When Feedback Mode is CROSS



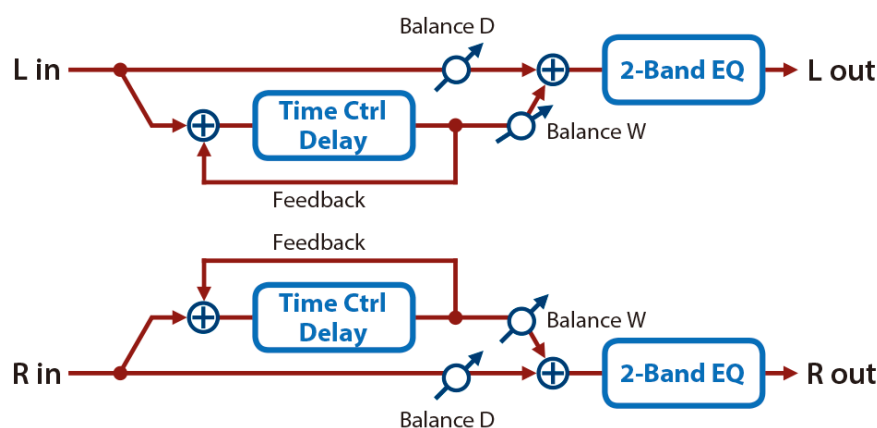
| Parameter               | Value                                                                                                      | Explanation                                                                                                              |
|-------------------------|------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|
| Tempo Sync Left         | OFF, ON                                                                                                    | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ “Setting the kit tempo (KIT TEMPO) (p. 57)”      |
| Delay Left Time (msec)  | 1–1300 [msec]                                                                                              | Adjusts the time until the left delay sound is heard.                                                                    |
| Delay Left Time (note)  | Note<br>→ “Note (p. 234)”                                                                                  |                                                                                                                          |
| Tempo Sync Right        | OFF, ON                                                                                                    | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ “Setting the kit tempo (KIT TEMPO) (p. 57)”      |
| Delay Right Time (msec) | 1–1300 [msec]                                                                                              | Adjusts the time until the right delay sound is heard.                                                                   |
| Delay Right Time (note) | Note<br>→ “Note (p. 234)”                                                                                  |                                                                                                                          |
| Phase Left              | NORMAL, INVERSE                                                                                            | Phase of left and right delay sound<br>NORMAL: Non-inverted<br>INVERT: Inverted                                          |
| Phase Right             |                                                                                                            |                                                                                                                          |
| Feedback Mode           | NORMAL, CROSS                                                                                              | Selects the way in which delay sound is fed back into the effect. (See the figures above.)                               |
| Feedback (*1)           | -98–+98 [%]                                                                                                | Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase. |
| HF Damp                 | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz] | Adjusts the frequency above which the delay sound fed back to the effect is filtered out (BYPASS: no cut).               |
| Low Gain                | -15–+15 [dB]                                                                                               | Gain of the low range                                                                                                    |
| High Gain               | -15–+15 [dB]                                                                                               | Gain of the high range                                                                                                   |
| Balance                 | D100:0W–D0:100W                                                                                            | Volume balance between the direct sound (D) and the delay sound (W)                                                      |
| Level                   | 0–127                                                                                                      | Output Level                                                                                                             |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

## Time Ctrl Delay

A stereo delay in which the delay time can be varied smoothly.



| Parameter  | Value   | Explanation                                                                                                         |
|------------|---------|---------------------------------------------------------------------------------------------------------------------|
| Tempo Sync | OFF, ON | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ “Setting the kit tempo (KIT TEMPO) (p. 57)” |

## Effect List

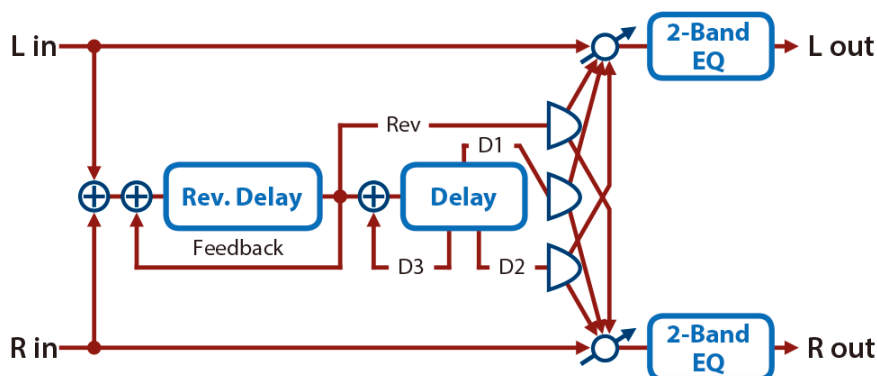
| Parameter                     | Value                                                                                                      | Explanation                                                                                                                                                                        |
|-------------------------------|------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Delay Time (msec) (*1)</b> | 1–1300 [msec]                                                                                              | Adjusts the time from the original sound until the delay sound is heard.                                                                                                           |
| <b>Delay Time (note) (*1)</b> | Note<br>⇒ “ <a href="#">Note (p. 234)</a> ”                                                                |                                                                                                                                                                                    |
| <b>Acceleration</b>           | 0–15                                                                                                       | Speed at which the current delay time changes to the specified delay time when you change the delay time.<br><br>This affects the speed of pitch change as well as the delay time. |
| <b>Feedback</b>               | -98→+98 [%]                                                                                                | Adjusts the proportion of the delay sound that is fed back into the effect.<br>Negative (-) settings will invert the phase.                                                        |
| <b>HF Damp</b>                | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz] | Adjusts the frequency above which the delay sound fed back to the effect is filtered out (BYPASS: no cut).                                                                         |
| <b>Low Gain</b>               | -15→+15 [dB]                                                                                               | Gain of the low range                                                                                                                                                              |
| <b>High Gain</b>              | -15→+15 [dB]                                                                                               | Gain of the high range                                                                                                                                                             |
| <b>Balance</b>                | D100:0W–D0:100W                                                                                            | Volume balance between the direct sound (D) and the delay sound (W)                                                                                                                |
| <b>Level</b>                  | 0–127                                                                                                      | Output Level                                                                                                                                                                       |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Reverse Delay

This is a reverse delay that adds a reversed and delayed sound to the input sound. A tap delay is connected immediately after the reverse delay.



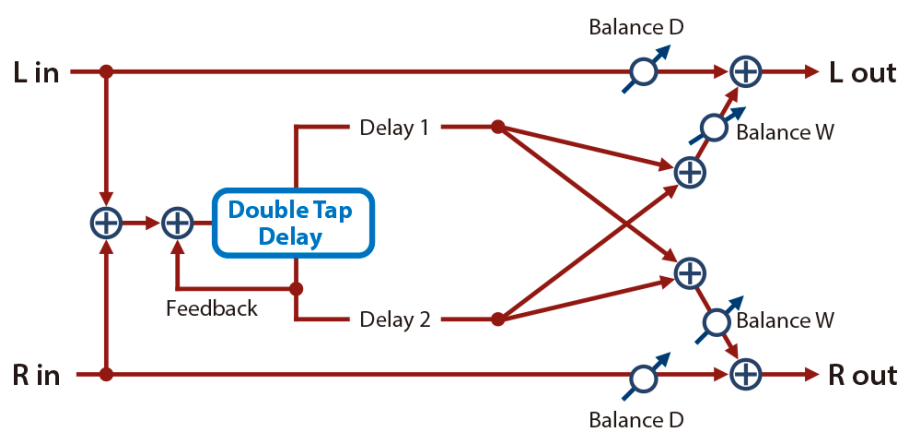
| Parameter                    | Value                                                                                                      | Explanation                                                                                                                           |
|------------------------------|------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------|
| <b>Threshold</b>             | 0–127                                                                                                      | Volume at which the reverse delay will begin to be applied                                                                            |
| <b>Tempo Sync Rev</b>        | OFF, ON                                                                                                    | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>⇒ “ <a href="#">Setting the kit tempo (KIT TEMPO) (p. 57)</a> ” |
| <b>Rev Delay Time (msec)</b> | 1–1300 [msec]                                                                                              | Delay time from when sound is input into the reverse delay until the delay sound is heard                                             |
| <b>Rev Delay Time (note)</b> | Note<br>⇒ “ <a href="#">Note (p. 234)</a> ”                                                                |                                                                                                                                       |
| <b>Rev Delay Feedback</b>    | -98→+98 [%]                                                                                                | Proportion of the delay sound that is to be returned to the input of the reverse delay (negative (-) values invert the phase)         |
| <b>Rev Delay HF Damp</b>     | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz] | Frequency at which the high-frequency content of the reverse-delay sound will be cut (BYPASS: no cut)                                 |
| <b>Rev Delay Pan</b>         | L64–63R                                                                                                    | Panning of the reverse delay sound                                                                                                    |
| <b>Rev Delay Level</b>       | 0–127                                                                                                      | Volume of the reverse delay sound                                                                                                     |

| Parameter          | Value                                                                                                      | Explanation                                                                                                                         |
|--------------------|------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|
| Tempo Sync Delay1  | OFF, ON                                                                                                    | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ <a href="#">“Setting the kit tempo (KIT TEMPO) (p. 57)”</a> |
| Delay1 Time (msec) | 1–1300 [msec]                                                                                              | Delay time from when sound is input into the tap delay until the delay sound is heard                                               |
| Delay1 Time (note) | Note<br>→ <a href="#">“Note (p. 234)”</a>                                                                  |                                                                                                                                     |
| Tempo Sync Delay2  | OFF, ON                                                                                                    | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ <a href="#">“Setting the kit tempo (KIT TEMPO) (p. 57)”</a> |
| Delay2 Time (msec) | 1–1300 [msec]                                                                                              | Delay time from when sound is input into the tap delay until the delay sound is heard                                               |
| Delay2 Time (note) | Note<br>→ <a href="#">“Note (p. 234)”</a>                                                                  |                                                                                                                                     |
| Tempo Sync Delay3  | OFF, ON                                                                                                    | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ <a href="#">“Setting the kit tempo (KIT TEMPO) (p. 57)”</a> |
| Delay3 Time (msec) | 1–1300 [msec]                                                                                              | Delay time from when sound is input into the tap delay until the delay sound is heard                                               |
| Delay3 Time (note) | Note<br>→ <a href="#">“Note (p. 234)”</a>                                                                  |                                                                                                                                     |
| Delay 3 Feedback   | -98–+98 [%]                                                                                                | Proportion of the delay sound that is to be returned to the input of the tap delay (negative (-) values invert the phase)           |
| Delay HF Damp      | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz] | Frequency at which the hi-frequency content of the tap delay sound will be cut (BYPASS: no cut)                                     |
| Delay 1 Pan        | L64–63R                                                                                                    | Panning of the tap delay sounds                                                                                                     |
| Delay 2 Pan        | L64–63R                                                                                                    |                                                                                                                                     |
| Delay 1 Level      | 0–127                                                                                                      | Volume of the tap delay sounds                                                                                                      |
| Delay 2 Level      | 0–127                                                                                                      |                                                                                                                                     |
| Low Gain           | -15–+15 [dB]                                                                                               | Gain of the low range                                                                                                               |
| High Gain          | -15–+15 [dB]                                                                                               | Gain of the high range                                                                                                              |
| Balance (*1)       | D100:0W–D0:100W                                                                                            | Volume balance between the direct sound (D) and the delay sound (W)                                                                 |
| Level              | 0–127                                                                                                      | Output Level                                                                                                                        |

\*1: This parameter corresponds to MFX CTRL. For details, refer to [“Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)”](#).

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to [“Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)”](#).

## 2Tap Pan Delay



Effect List

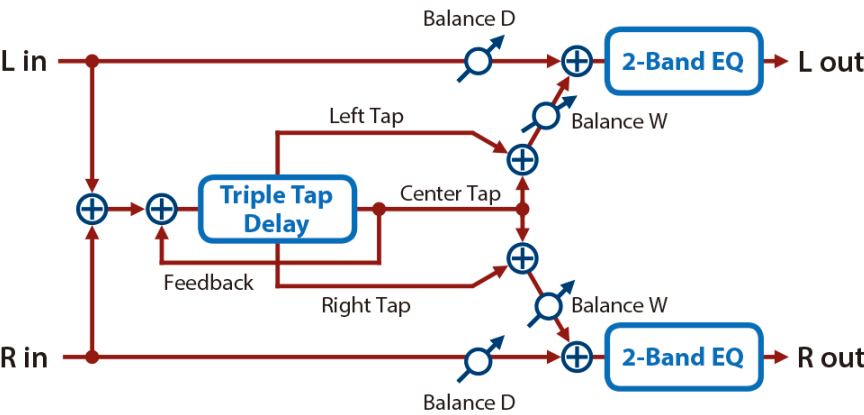
| Parameter           | Value                                                                                                      | Explanation                                                                                                                           |
|---------------------|------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------|
| Tempo Sync          | OFF, ON                                                                                                    | If this is ON, the delay synchronizes with the tempo.                                                                                 |
| Delay Time (msec)   | 1–2600 [msec]                                                                                              | Adjusts the delay time from the direct sound until the second delay sound is heard.                                                   |
| Delay Time (note)   | Note<br>⇒ “Note (p. 234)”                                                                                  |                                                                                                                                       |
| Delay Feedback (*1) | -98--+98 [%]                                                                                               | Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.              |
| Delay HF Damp       | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz] | Adjusts the frequency above which the delay sound fed back to the effect is filtered out (BYPASS: no cut).                            |
| Delay 1 Pan         | L64–63R                                                                                                    | Stereo location of Delay 1                                                                                                            |
| Delay 2 Pan         | L64–63R                                                                                                    | Stereo location of Delay 2                                                                                                            |
| Delay 1 Level       | 0–127                                                                                                      | Volume of delay 1                                                                                                                     |
| Delay 2 Level       | 0–127                                                                                                      | Volume of delay 2                                                                                                                     |
| Low Gain            | -15--+15 [dB]                                                                                              | Gain of the low range                                                                                                                 |
| High Gain           | -15--+15 [dB]                                                                                              | Gain of the high range                                                                                                                |
| Balance             | D100:0W–D0:100W                                                                                            | Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D). |
| Level               | 0–127                                                                                                      | Output Level                                                                                                                          |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

3Tap Pan Delay

Produces three delay sounds; center, left and right.



| Parameter              | Value                     | Explanation                                                                                                         |
|------------------------|---------------------------|---------------------------------------------------------------------------------------------------------------------|
| Tempo Sync Left        | OFF, ON                   | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>⇒ “Setting the kit tempo (KIT TEMPO) (p. 57)” |
| Delay Left Time (msec) | 1–2600 [msec]             | Adjusts the time until the left delay sound is heard.                                                               |
| Delay Left Time (note) | Note<br>⇒ “Note (p. 234)” |                                                                                                                     |
| Tempo Sync Right       | OFF, ON                   | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>⇒ “Setting the kit tempo (KIT TEMPO) (p. 57)” |

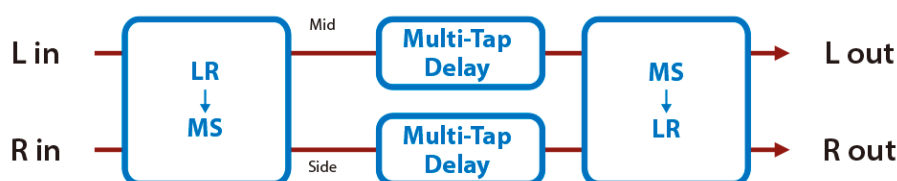
| Parameter                       | Value                                                                                                      | Explanation                                                                                                                           |
|---------------------------------|------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------|
| <b>Delay Right Time (msec)</b>  | 1–2600 [msec]                                                                                              | Adjusts the time until the right delay sound is heard.                                                                                |
| <b>Delay Right Time (note)</b>  | Note<br>→ “ <a href="#">Note (p. 234)</a> ”                                                                |                                                                                                                                       |
| <b>Tempo Sync Center</b>        | OFF, ON                                                                                                    | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ “ <a href="#">Setting the kit tempo (KIT TEMPO) (p. 57)</a> ” |
| <b>Delay Center Time (msec)</b> | 1–2600 [msec]                                                                                              | Adjusts the time until the center delay sound is heard.                                                                               |
| <b>Delay Center Time (note)</b> | Note<br>→ “ <a href="#">Note (p. 234)</a> ”                                                                |                                                                                                                                       |
| <b>Center Feedback</b>          | -98–+98 [%]                                                                                                | Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.              |
| <b>HF Damp</b>                  | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz] | Adjusts the frequency above which the delay sound fed back to the effect is filtered out (BYPASS: no cut).                            |
| <b>Left Level</b>               | 0–127                                                                                                      | Volume of each delay sound                                                                                                            |
| <b>Right Level</b>              | 0–127                                                                                                      |                                                                                                                                       |
| <b>Center Level</b>             | 0–127                                                                                                      |                                                                                                                                       |
| <b>Low Gain</b>                 | -15–+15 [dB]                                                                                               | Gain of the low range                                                                                                                 |
| <b>High Gain</b>                | -15–+15 [dB]                                                                                               | Gain of the high range                                                                                                                |
| <b>Balance (*1)</b>             | D100:0W–D0:100W                                                                                            | Volume balance between the direct sound (D) and the delay sound (W)                                                                   |
| <b>Level</b>                    | 0–127                                                                                                      | Output Level                                                                                                                          |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Mid-Side Delay

This effect applies different amounts of delay to left/right signals of similar phase and differing phase.



| Parameter                      | Value                                       | Explanation                                                                                                              |
|--------------------------------|---------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|
| <b>M Delay Level</b>           | 0–127                                       | Delay volume of left/right input signals that are nearly (or fully) in phase                                             |
| <b>M Delay Mode</b>            | 2Tap, 3Tap, 4Tap                            | Delay divisions for the input signals are considerably in phase                                                          |
| <b>M Delay Time (sync sw)</b>  | OFF, ON                                     | If this is ON, the delay synchronizes with the tempo.                                                                    |
| <b>M Delay Time (msec)</b>     | 1–1300 [msec]                               | Adjusts the time from the original sound until the delay sound is heard.                                                 |
| <b>M Delay Time (note)</b>     | Note<br>→ “ <a href="#">Note (p. 234)</a> ” |                                                                                                                          |
| <b>M Delay 1 Feedback (*1)</b> | -98–+98 [%]                                 | Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase. |

Effect List

| Parameter               | Value                                                                                                      | Explanation                                                                                                              |
|-------------------------|------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|
| M HF Damp               | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz] | Adjusts the frequency above which the delay sound fed back to the effect is filtered out (BYPASS: no cut).               |
| M Delay 1 Pan           | L64–63R                                                                                                    | Panning of the first delay sound                                                                                         |
| M Delay 2 Pan           |                                                                                                            | Panning of the second delay sound                                                                                        |
| M Delay 3 Pan           |                                                                                                            | Panning of the third delay sound                                                                                         |
| M Delay 4 Pan           |                                                                                                            | Panning of the fourth delay sound                                                                                        |
| S Delay Level           | 0–127                                                                                                      | Delay volume of left/right input signals whose signals are considerably out of phase                                     |
| S Delay Mode            | 2Tap, 3Tap, 4Tap                                                                                           | Delay divisions for the input signals whose left/right signals are considerably out of phase                             |
| S Delay Time (sync sw)  | OFF, ON                                                                                                    | If this is ON, the delay synchronizes with the tempo.                                                                    |
| S Delay Time (msec)     | 1–1300 [msec]                                                                                              | Adjusts the time from the original sound until the delay sound is heard.                                                 |
| S Delay Time (note)     | Note<br>→ “Note (p. 234)”                                                                                  |                                                                                                                          |
| S Delay 1 Feedback (*1) | -98–+98 [%]                                                                                                | Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase. |
| S HF Damp               | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz] | Adjusts the frequency above which the delay sound fed back to the effect is filtered out (BYPASS: no cut).               |
| S Delay 1 Pan           | L64–63R                                                                                                    | Panning of the first delay sound                                                                                         |
| S Delay 2 Pan           |                                                                                                            | Panning of the second delay sound                                                                                        |
| S Delay 3 Pan           |                                                                                                            | Panning of the third delay sound                                                                                         |
| S Delay 4 Pan           |                                                                                                            | Panning of the fourth delay sound                                                                                        |
| Level                   | 0–127                                                                                                      | Output Level                                                                                                             |

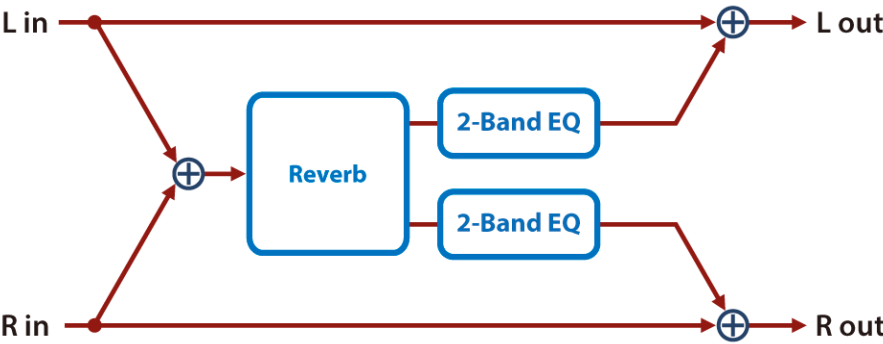
\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

Reverb effects

Reverb

Adds reverberation to the direct sound, simulating an acoustic space.



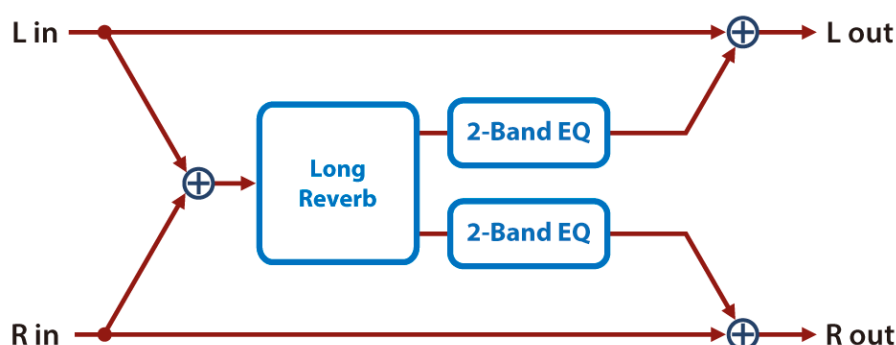
| Parameter | Value                                                                                                      | Explanation                                                                                      |
|-----------|------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|
| Type      | ROOM1, ROOM2, STAGE1, STAGE2, HALL1, HALL2                                                                 | Reverb type                                                                                      |
| Pre Delay | 0.0–100 [msec]                                                                                             | Adjusts the delay time from the direct sound until the reverb sound is heard.                    |
| Time (*1) | 0–127                                                                                                      | Time length of reverberation                                                                     |
| HF Damp   | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, BYPASS [Hz] | Frequency at which the high-frequency content of the resonant sound will be cut (BYPASS: no cut) |
| Low Gain  | -15–+15 [dB]                                                                                               | Gain of the low range                                                                            |
| High Gain | -15–+15 [dB]                                                                                               | Gain of the high range                                                                           |
| Balance   | D100:0W–D0:100W                                                                                            | Volume balance between the direct sound (D) and the reverb sound (W)                             |
| Level     | 0–127                                                                                                      | Output Level                                                                                     |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Long Reverb

This is a very rich sounding reverb with a choice of character.



| Parameter    | Value                                                                                                                                                                          | Explanation                                                                                      |
|--------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|
| Depth (*1)   | 0–127                                                                                                                                                                          | Depth of the effect                                                                              |
| Time         | 0–127                                                                                                                                                                          | Time length of reverberation                                                                     |
| Pre LPF      | 16, 20, 25, 32, 40, 50, 63, 80, 100, 125, 160, 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, 10000, 12500, 15000, BYPASS [Hz] | Frequency of the filter that cuts the high-frequency content of the input sound (BYPASS: no cut) |
| Pre HPF      | BYPASS, 16, 20, 25, 32, 40, 50, 63, 80, 100, 125, 160, 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, 10000, 12500, 15000 [Hz] | Frequency of the filter that cuts the low-frequency content of the input sound (BYPASS: no cut)  |
| Peaking Freq | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz]                                                                             | Frequency of the filter that boosts/cuts a specific frequency region of the input sound          |
| Peaking Gain | -15–+15 [dB]                                                                                                                                                                   | Amount of boost/cut produced by the filter at the specified frequency region of the input sound  |
| Peaking Q    | 0.5, 1.0, 2.0, 4.0, 8.0                                                                                                                                                        | Bandwidth of the filter that boosts or cuts the specified frequency region of the input sound    |

## Effect List

| Parameter           | Value                                                                                                                                                                          | Explanation                                                                                      |
|---------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|
| <b>HF Damp</b>      | 16, 20, 25, 32, 40, 50, 63, 80, 100, 125, 160, 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, 10000, 12500, 15000, BYPASS [Hz] | Frequency at which the high-frequency content of the resonant sound will be cut (BYPASS: no cut) |
| <b>LF Damp</b>      | BYPASS, 16, 20, 25, 32, 40, 50, 63, 80, 100, 125, 160, 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000, 10000, 12500, 15000 [Hz] | Frequency at which the low-frequency content of the resonant sound will be cut (BYPASS: no cut)  |
| <b>Character</b>    | 1–6                                                                                                                                                                            | Reverb type                                                                                      |
| <b>EQ Low Freq</b>  | 200, 400 [Hz]                                                                                                                                                                  | Frequency of the low range                                                                       |
| <b>EQ Low Gain</b>  | -15--+15 [dB]                                                                                                                                                                  | Gain of the low range                                                                            |
| <b>EQ High Freq</b> | 2000, 4000, 8000 [Hz]                                                                                                                                                          | Frequency of the high range                                                                      |
| <b>EQ High Gain</b> | -15--+15 [dB]                                                                                                                                                                  | Gain of the high range                                                                           |
| <b>Level</b>        | 0–127                                                                                                                                                                          | Output Level                                                                                     |

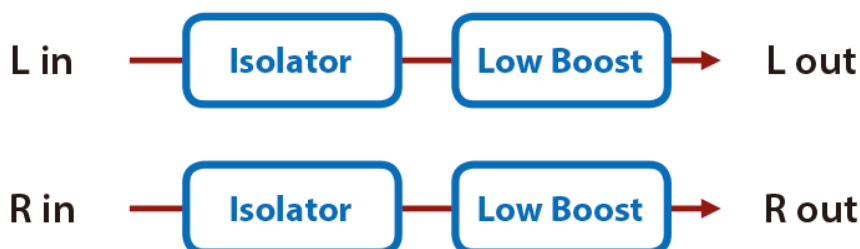
\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Filter effects

### Isolator

This is an equalizer which cuts the volume greatly, allowing you to add a special effect to the sound by cutting the volume in varying ranges.



| Parameter                   | Value        | Explanation                                                                                                                                                                                                    |
|-----------------------------|--------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Boost/Cut Low (*1)</b>   | -60--+4 [dB] | These boost and cut each of the High, Middle, and Low frequency ranges.<br>At -60 dB, the sound at that frequency band becomes inaudible. 0 dB is equivalent to the input level of the sound.                  |
| <b>Boost/Cut Mid</b>        | -60--+4 [dB] |                                                                                                                                                                                                                |
| <b>Boost/Cut High</b>       | -60--+4 [dB] |                                                                                                                                                                                                                |
| <b>Anti Phase Low Sw</b>    | OFF, ON      | Turns the Anti-Phase function on/off for the low frequency ranges.<br>When turned on, the counter-channel of stereo sound is inverted and added to the signal.                                                 |
| <b>Anti-Phase Low Level</b> | 0–127        | Adjusts the level settings for the anti-phase low frequency ranges.<br>Adjusting this level for certain frequencies allows you to lend emphasis to specific parts. (This is effective only for stereo source.) |
| <b>Anti Phase Mid Sw</b>    | OFF, ON      | Settings of the Anti-Phase function for the Middle frequency ranges.<br>The parameters are the same as for the Low frequency ranges.                                                                           |
| <b>Anti Phase Mid Level</b> | 0–127        |                                                                                                                                                                                                                |
| <b>Low Boost Sw</b>         | OFF, ON      | Turns Low Booster on/off.<br>This emphasizes the low-end to create a heavy bass sound.                                                                                                                         |

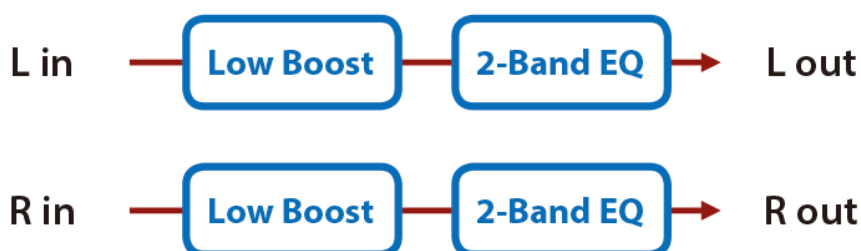
| Parameter              | Value | Explanation                                                                                                            |
|------------------------|-------|------------------------------------------------------------------------------------------------------------------------|
| <b>Low Boost Level</b> | 0–127 | Amount of low-end boost.<br><br>Depending on the Isolator and filter settings, this effect may be hard to distinguish. |
| <b>Level</b>           | 0–127 | Output Level                                                                                                           |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Low Boost

Boosts the volume of the lower range, creating powerful lows.



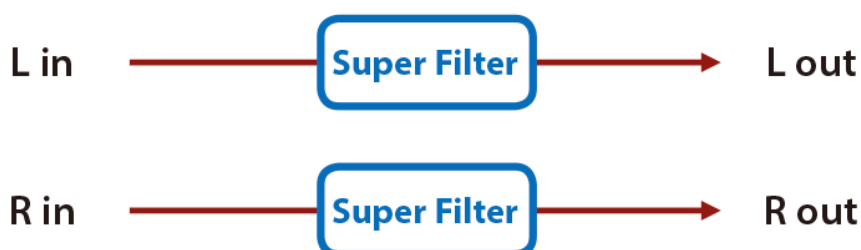
| Parameter              | Value                                      | Explanation                                               |
|------------------------|--------------------------------------------|-----------------------------------------------------------|
| <b>Boost Frequency</b> | 50, 56, 63, 71, 80, 90, 100, 112, 125 [Hz] | Center frequency at which the lower range will be boosted |
| <b>Boost Gain (*1)</b> | 0–+12 [dB]                                 | Gain of the lower range that will be boosted              |
| <b>Boost Width</b>     | WIDE, MID, NARROW                          | Width of the lower range that will be boosted             |
| <b>Low Gain</b>        | -15–+15 [dB]                               | Gain of the low range                                     |
| <b>High Gain</b>       | -15–+15 [dB]                               | Gain of the high range                                    |
| <b>Level</b>           | 0–127                                      | Output Level                                              |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Super Filter

This is a filter with an extremely sharp slope. The cutoff frequency can be varied cyclically.



## Effect List

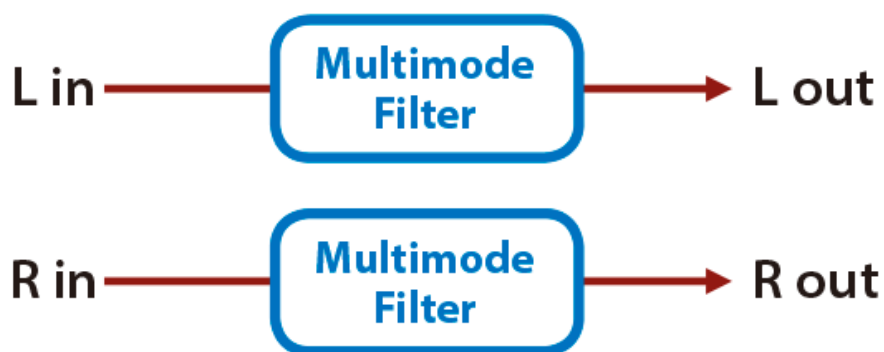
| Parameter                 | Value                                                                                                                                                                                                     | Explanation                                                                                                                                                                                                                                              |
|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Filter Type</b>        | LPF, BPF, HPF, NOTCH                                                                                                                                                                                      | Type of filter<br>Frequency range that will pass through each filter<br>LPF: frequencies below the cutoff<br>BPF: frequencies in the region of the cutoff<br>HPF: frequencies above the cutoff<br>NOTCH: frequencies other than the region of the cutoff |
| <b>Filter Slope</b>       | -12, -24, -36 [dB]                                                                                                                                                                                        | Amount of attenuation per octave<br>-12 dB: Gentle, -24 dB: Steep, -36 dB: Extremely steep                                                                                                                                                               |
| <b>Filter Cutoff (*1)</b> | 0–127                                                                                                                                                                                                     | Cutoff frequency of the filter<br>Increasing this value raises the cutoff frequency.                                                                                                                                                                     |
| <b>Filter Resonance</b>   | 0–100                                                                                                                                                                                                     | Filter resonance level<br>Increasing this value emphasizes the region near the cutoff frequency.                                                                                                                                                         |
| <b>Filter Gain</b>        | 0→+12 [dB]                                                                                                                                                                                                | Amount of boost for the filter output                                                                                                                                                                                                                    |
| <b>Modulation Sw</b>      | OFF, ON                                                                                                                                                                                                   | On/off switch for cyclic change                                                                                                                                                                                                                          |
| <b>Modulation Wave</b>    | TRI, SQR, SIN, SAW1, SAW2                                                                                                                                                                                 | How the cutoff frequency will be modulated<br>TRI: Triangle wave<br>SQR: Square wave<br>SIN: Sine wave<br>SAW1: Sawtooth wave (upward)<br>SAW2: Sawtooth wave (downward)                                                                                 |
|                           | <div>SAW 1</div>  <div>SAW 2</div>  |                                                                                                                                                                                                                                                          |
| <b>Tempo Sync</b>         | OFF, ON                                                                                                                                                                                                   | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>⇒ <a href="#">“Setting the kit tempo (KIT TEMPO) (p. 57)”</a>                                                                                                                      |
| <b>Rate (Hz)</b>          | 0.05–10.00 [Hz]                                                                                                                                                                                           | Frequency of modulation                                                                                                                                                                                                                                  |
| <b>Rate (note)</b>        | Note<br>⇒ <a href="#">“Note (p. 234)”</a>                                                                                                                                                                 |                                                                                                                                                                                                                                                          |
| <b>Depth</b>              | 0–127                                                                                                                                                                                                     | Depth of modulation                                                                                                                                                                                                                                      |
| <b>Attack</b>             | 0–127                                                                                                                                                                                                     | Speed at which the cutoff frequency will change<br>This is effective if Modulation Wave is SQR, SAW1, or SAW2.                                                                                                                                           |
| <b>Level</b>              | 0–127                                                                                                                                                                                                     | Output Level                                                                                                                                                                                                                                             |

\*1: This parameter corresponds to MFX CTRL. For details, refer to [“Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)”](#).

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to [“Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)”](#).

## Multi Mode Filter

This is a filter that is adjusted for effective use in a DJ performance.



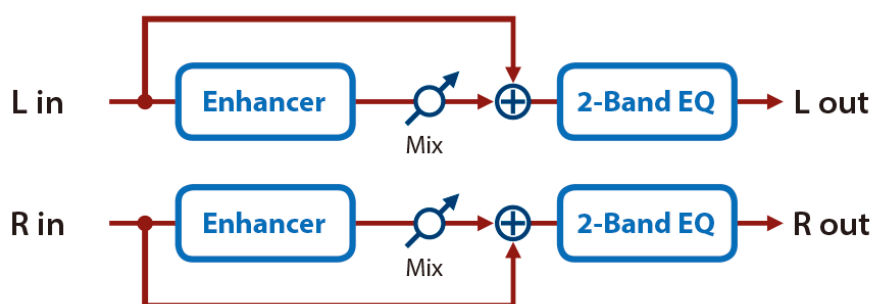
| Parameter               | Value                  | Explanation                                                                                                        |
|-------------------------|------------------------|--------------------------------------------------------------------------------------------------------------------|
| <b>Filter Type</b>      | LPF/HPF, LPF, HPF, BPF | Type of filter<br>LPF/HPF: The filter type is automatically switched according to the Filter Tone parameter value. |
| <b>Filter Tone (*1)</b> | 0–255                  | Frequency at which the filter operates                                                                             |
| <b>Filter Color</b>     | 0–255                  | Filter resonance level<br>Higher values more strongly emphasize the region of the operating frequency.             |
| <b>Filter Slope</b>     | -12, -24, -36 [dB]     | Amount of attenuation per octave<br>-12 dB: gentle<br>-24 dB: steep<br>-36 dB: extremely steep                     |
| <b>Filter Gain</b>      | 0–+12 [dB]             | Amount of boost for the filter output                                                                              |
| <b>Level</b>            | 0–127                  | Output Level                                                                                                       |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Enhancer

Controls the overtone structure of the high frequencies, adding sparkle and tightness to the sound.



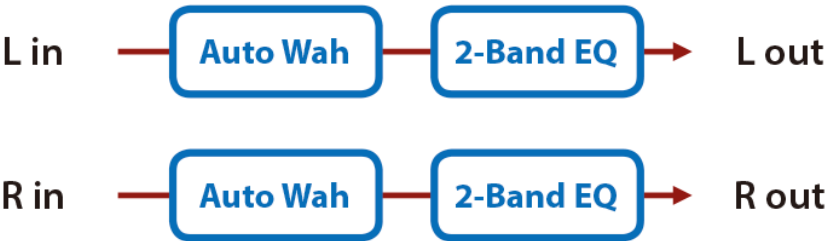
| Parameter        | Value        | Explanation                                      |
|------------------|--------------|--------------------------------------------------|
| <b>Sens (*1)</b> | 0–127        | Sensitivity of the enhancer                      |
| <b>Mix</b>       | 0–127        | Level of the overtones generated by the enhancer |
| <b>Low Gain</b>  | -15–+15 [dB] | Gain of the low range                            |
| <b>High Gain</b> | -15–+15 [dB] | Gain of the high range                           |
| <b>Level</b>     | 0–127        | Output Level                                     |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

Auto Wah

Cyclically controls a filter to create cyclic change in timbre.



| Parameter        | Value                     | Explanation                                                                                                                                                |
|------------------|---------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Filter Type      | LPF, BPF                  | Type of filter<br>LPF: Produces a wah effect in a broad frequency range.<br>BPF: Produces a wah effect in a narrow frequency range.                        |
| Manual           | 0–127                     | Center frequency that produces a wah effect                                                                                                                |
| Peak             | 0–127                     | The width of the frequency region over which the wah effect is applied.<br>Increasing this value makes the frequency region narrower.                      |
| Sens             | 0–127                     | Sensitivity with which the filter is modified                                                                                                              |
| Polarity         | UP, DOWN                  | Direction in which the filter will move<br>UP: The filter will change toward a higher frequency.<br>DOWN: The filter will change toward a lower frequency. |
| Tempo Sync       | OFF, ON                   | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ “Setting the kit tempo (KIT TEMPO) (p. 57)”                                        |
| Rate (Hz) (*1)   | 0.05–10.00 [Hz]           | Modulation frequency of the wah effect                                                                                                                     |
| Rate (note) (*1) | Note<br>→ “Note (p. 234)” |                                                                                                                                                            |
| Depth            | 0–127                     | Depth of modulation                                                                                                                                        |
| Phase            | 0–180 [deg]               | Adjusts the degree of phase shift of the left and right sounds when the wah effect is applied.                                                             |
| Low Gain         | -15–+15 [dB]              | Gain of the low range                                                                                                                                      |
| High Gain        | -15–+15 [dB]              | Gain of the high range                                                                                                                                     |
| Level            | 0–127                     | Output Level                                                                                                                                               |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

Humanizer

Adds a vowel character to the sound, making it similar to a human voice.



| Parameter                   | Value                                     | Explanation                                                                                                                                                                   |
|-----------------------------|-------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Drive Sw</b>             | OFF, ON                                   | Overdrive on/off                                                                                                                                                              |
| <b>Drive</b>                | 0–127                                     | Degree of distortion<br>Also changes the volume.                                                                                                                              |
| <b>Vowel1</b>               | a, e, i, o, u                             | Selects the vowel.                                                                                                                                                            |
| <b>Vowel2</b>               | a, e, i, o, u                             | Selects the vowel.                                                                                                                                                            |
| <b>Rate (sync sw)</b>       | OFF, ON                                   | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ <a href="#">“Setting the kit tempo (KIT TEMPO) (p. 57)”</a>                                           |
| <b>Rate (Hz)</b>            | 0.05–10.00 [Hz]                           | Frequency at which the two vowels switch                                                                                                                                      |
| <b>Rate (note)</b>          | Note<br>→ <a href="#">“Note (p. 234)”</a> |                                                                                                                                                                               |
| <b>Depth (*1)</b>           | 0–127                                     | Depth of the effect                                                                                                                                                           |
| <b>Input Sync Sw</b>        | OFF, ON                                   | LFO reset on/off<br>If this is ON, the LFO for switching the vowels is reset by the input signal.                                                                             |
| <b>Input Sync Threshold</b> | 0–127                                     | Volume level at which reset is applied                                                                                                                                        |
| <b>Manual</b>               | 0–100                                     | Point at which Vowel 1/2 switch<br>0–49: Vowel 1 will have a longer duration.<br>50: Vowel 1 and 2 will be of equal duration.<br>51–100: Vowel 2 will have a longer duration. |
| <b>Low Gain</b>             | –15–+15 [dB]                              | Gain of the low range                                                                                                                                                         |
| <b>High Gain</b>            | –15–+15 [dB]                              | Gain of the high range                                                                                                                                                        |
| <b>Pan</b>                  | L64–63R                                   | Stereo location of the output sound                                                                                                                                           |
| <b>Level</b>                | 0–127                                     | Output Level                                                                                                                                                                  |

\*1: This parameter corresponds to MFX CTRL. For details, refer to [“Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)”](#).

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to [“Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)”](#).

## Mid-Side EQ

This effect allows the left/right signals that have similar phase to be tonally adjusted in a different way than the left/right signals that have different phase.



| Parameter               | Value                                                                                              | Explanation                                                                                                 |
|-------------------------|----------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|
| <b>M EQ Switch (*1)</b> | OFF, ON                                                                                            | Switches whether to apply tonal adjustment to left/right input signals that are nearly (or fully) in phase. |
| <b>M Input Gain</b>     | –12.00–+12.00 [dB]                                                                                 | Volume of left/right input signals that are nearly (or fully) in phase                                      |
| <b>M Low Frequency</b>  | 20, 25, 31, 40, 50, 63, 80, 100, 125, 160, 200, 250, 315, 400 [Hz]                                 | Frequency of the low range                                                                                  |
| <b>M Low Gain</b>       | –12.00–+12.00 [dB]                                                                                 | Gain of the low range                                                                                       |
| <b>M Mid1 Frequency</b> | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz] | Frequency of the middle range 1                                                                             |

## Effect List

| Parameter               | Value                                                                                              | Explanation                                                                                                         |
|-------------------------|----------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|
| <b>M Mid1 Gain</b>      | -12.00→+12.00 [dB]                                                                                 | Gain of the middle range 1                                                                                          |
| <b>M Mid1 Q</b>         | 0.5, 1.0, 2.0, 4.0, 8.0                                                                            | Width of the middle range 1<br>Set a higher value to narrow the range to be affected.                               |
| <b>M Mid2 Frequency</b> | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz] | Frequency of the middle range 2                                                                                     |
| <b>M Mid2 Gain</b>      | -12.00→+12.00 [dB]                                                                                 | Gain of the middle range 2                                                                                          |
| <b>M Mid2 Q</b>         | 0.5, 1.0, 2.0, 4.0, 8.0                                                                            | Width of the middle range 2<br>Set a higher value to narrow the range to be affected.                               |
| <b>M Mid3 Frequency</b> | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz] | Frequency of the middle range 3                                                                                     |
| <b>M Mid3 Gain</b>      | -12.00→+12.00 [dB]                                                                                 | Gain of the middle range 3                                                                                          |
| <b>M Mid3 Q</b>         | 0.5, 1.0, 2.0, 4.0, 8.0                                                                            | Width of the middle range 3<br>Set a higher value to narrow the range to be affected.                               |
| <b>M High Frequency</b> | 2000, 2500, 3150, 4000, 5000, 6300, 8000, 10000, 12500, 16000 [Hz]                                 | Frequency of the high range                                                                                         |
| <b>M High Gain</b>      | -12.00→+12.00 [dB]                                                                                 | Gain of the high range                                                                                              |
| <b>S EQ Switch</b>      | OFF, ON                                                                                            | Switches whether to apply tonal adjustment to left/right input signals whose signals are considerably out of phase. |
| <b>S Input Gain</b>     | -12.00→+12.00 [dB]                                                                                 | Volume of left/right signals whose signals are considerably out of phase                                            |
| <b>S Low Frequency</b>  | 20, 25, 31, 40, 50, 63, 80, 100, 125, 160, 200, 250, 315, 400 [Hz]                                 | Frequency of the low range                                                                                          |
| <b>S Low Gain</b>       | -12.00→+12.00 [dB]                                                                                 | Gain of the low range                                                                                               |
| <b>S Mid1 Frequency</b> | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz] | Frequency of the middle range 1                                                                                     |
| <b>S Mid1 Gain</b>      | -12.00→+12.00 [dB]                                                                                 | Gain of the middle range 1                                                                                          |
| <b>S Mid1 Q</b>         | 0.5, 1.0, 2.0, 4.0, 8.0                                                                            | Width of the middle range 1<br>Set a higher value to narrow the range to be affected.                               |
| <b>S Mid2 Frequency</b> | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz] | Frequency of the middle range 2                                                                                     |
| <b>S Mid2 Gain</b>      | -12.00→+12.00 [dB]                                                                                 | Gain of the middle range 2                                                                                          |
| <b>S Mid2 Q</b>         | 0.5, 1.0, 2.0, 4.0, 8.0                                                                            | Width of the middle range 2<br>Set a higher value to narrow the range to be affected.                               |
| <b>S Mid3 Frequency</b> | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz] | Frequency of the middle range 3                                                                                     |
| <b>S Mid3 Gain</b>      | -12.00→+12.00 [dB]                                                                                 | Gain of the middle range 3                                                                                          |
| <b>S Mid3 Q</b>         | 0.5, 1.0, 2.0, 4.0, 8.0                                                                            | Width of the middle range 3<br>Set a higher value to narrow the range to be affected.                               |
| <b>S High Frequency</b> | 2000, 2500, 3150, 4000, 5000, 6300, 8000, 10000, 12500, 16000 [Hz]                                 | Frequency of the high range                                                                                         |
| <b>S High Gain</b>      | -12.00→+12.00 [dB]                                                                                 | Gain of the high range                                                                                              |
| <b>Level</b>            | 0–127                                                                                              | Output Level                                                                                                        |

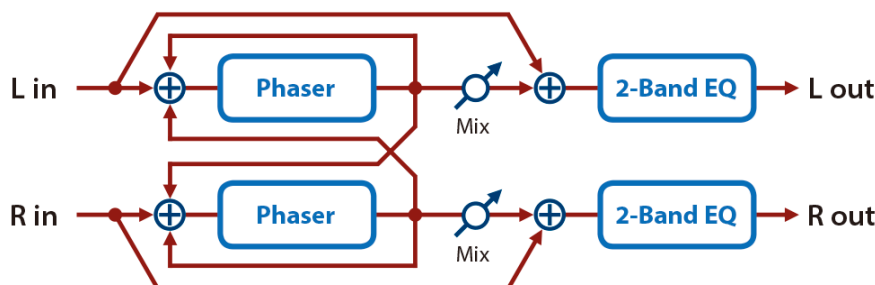
\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

## Modulation effects

### Phaser

This is a stereo phaser. A phase-shifted sound is added to the original sound and modulated.



| Parameter      | Value                      | Explanation                                                                                                                                                                                                                                                                                                                    |
|----------------|----------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Mode           | 4-STAGE, 8-STAGE, 12-STAGE | Number of stages in the phaser                                                                                                                                                                                                                                                                                                 |
| Manual         | 0–127                      | Adjusts the basic frequency from which the sound will be modulated.                                                                                                                                                                                                                                                            |
| Tempo Sync     | OFF, ON                    | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ “Setting the kit tempo (KIT TEMPO) (p. 57)”                                                                                                                                                                                                            |
| Rate (Hz)      | 0.05–10.00 [Hz]            | Modulation rate                                                                                                                                                                                                                                                                                                                |
| Rate (note)    | Note<br>→ “Note (p. 234)”  |                                                                                                                                                                                                                                                                                                                                |
| Depth          | 0–127                      | Depth of modulation                                                                                                                                                                                                                                                                                                            |
| Polarity       | INVERSE, SYNCHRO           | Selects whether the left and right phase of the modulation will be the same or the opposite.<br><br>INVERSE: The left and right phase will be opposite.<br><br>When using a mono source, this spreads the sound.<br><br>SYNCHRO: The left and right phase will be the same.<br><br>Select this when inputting a stereo source. |
| Resonance      | 0–127                      | Amount of feedback                                                                                                                                                                                                                                                                                                             |
| Cross Feedback | -98–+98 [%]                | Adjusts the proportion of the phaser sound that is fed back into the effect. Negative (-) settings will invert the phase.                                                                                                                                                                                                      |
| Mix (*1)       | 0–127                      | Level of the phase-shifted sound                                                                                                                                                                                                                                                                                               |
| Low Gain       | -15–+15 [dB]               | Gain of the low range                                                                                                                                                                                                                                                                                                          |
| High Gain      | -15–+15 [dB]               | Gain of the high range                                                                                                                                                                                                                                                                                                         |
| Level          | 0–127                      | Output Level                                                                                                                                                                                                                                                                                                                   |

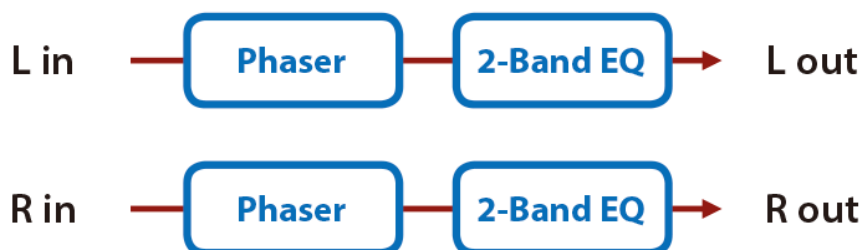
\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

### Small Phaser

This simulates an analog phaser of the past.

It is particularly suitable for electric piano.



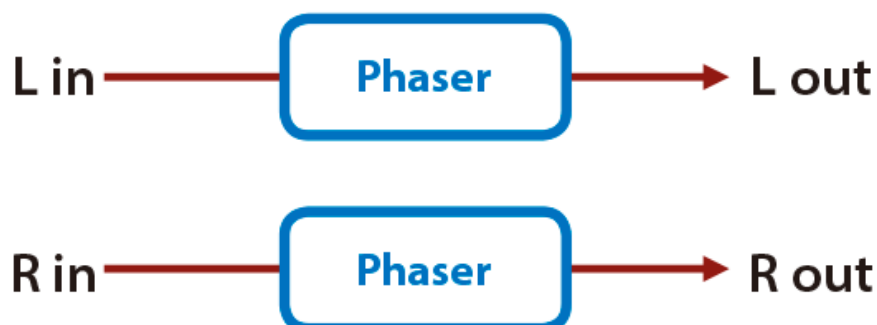
| Parameter | Value        | Explanation            |
|-----------|--------------|------------------------|
| Rate (*1) | 0–100        | Modulation rate        |
| Color     | 1, 2         | Modulation character   |
| Low Gain  | -15–+15 [dB] | Gain of the low range  |
| High Gain | -15–+15 [dB] | Gain of the high range |
| Level     | 0–127        | Output Level           |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Script 100

This simulates an analog phaser of the past.



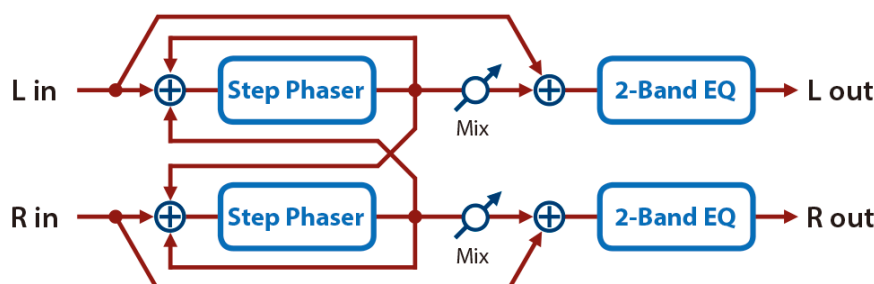
| Parameter        | Value                                       | Explanation                                                                                                                           |
|------------------|---------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------|
| Rate (sync sw)   | OFF, ON                                     | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>⇒ “ <a href="#">Setting the kit tempo (KIT TEMPO) (p. 57)</a> ” |
| Rate (Hz) (*1)   | 0.05–10.00 [Hz]                             | Modulation rate                                                                                                                       |
| Rate (note) (*1) | Note<br>⇒ “ <a href="#">Note (p. 234)</a> ” |                                                                                                                                       |
| Duty             | -50–50                                      | Adjusts the ratio of speeds at which the modulation rises or falls.                                                                   |
| Min              | 0–100                                       | Lower limit reached by modulation                                                                                                     |
| Max              | 0–100                                       | Upper limit reached by modulation                                                                                                     |
| Manual Sw        | OFF, ON                                     | Applies modulation according to the value of the Manual parameter, rather than modulating automatically.                              |
| Manual           | 0–100                                       | Adjusts the basic frequency from which the sound will be modulated.                                                                   |
| Resonance        | 0–66                                        | Amount of feedback                                                                                                                    |
| Mix              | 0–127                                       | Level of the phase-shifted sound                                                                                                      |
| Level            | 0–127                                       | Output Level                                                                                                                          |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

## Step Phaser

This is a stereo phaser. The phaser effect will be varied gradually.



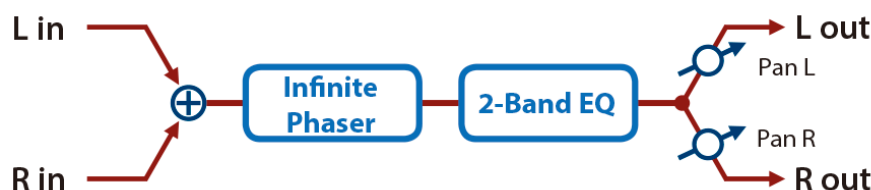
| Parameter                     | Value                      | Explanation                                                                                                                                                                                                                                                                                                                    |
|-------------------------------|----------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Mode</b>                   | 4-STAGE, 8-STAGE, 12-STAGE | Number of stages in the phaser                                                                                                                                                                                                                                                                                                 |
| <b>Manual</b>                 | 0–127                      | Adjusts the basic frequency from which the sound will be modulated.                                                                                                                                                                                                                                                            |
| <b>Tempo Sync (Rate)</b>      | OFF, ON                    | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>⇒ “Setting the kit tempo (KIT TEMPO) (p. 57)”                                                                                                                                                                                                            |
| <b>Rate (Hz)</b>              | 0.05–10.00 [Hz]            | Modulation rate                                                                                                                                                                                                                                                                                                                |
| <b>Rate (note)</b>            | Note<br>⇒ “Note (p. 234)”  |                                                                                                                                                                                                                                                                                                                                |
| <b>Depth (*1)</b>             | 0–127                      | Depth of modulation                                                                                                                                                                                                                                                                                                            |
| <b>Polarity</b>               | INVERSE, SYNCHRO           | Selects whether the left and right phase of the modulation will be the same or the opposite.<br><br>INVERSE: The left and right phase will be opposite.<br><br>When using a mono source, this spreads the sound.<br><br>SYNCHRO: The left and right phase will be the same.<br><br>Select this when inputting a stereo source. |
| <b>Resonance</b>              | 0–127                      | Amount of feedback                                                                                                                                                                                                                                                                                                             |
| <b>Cross Feedback</b>         | –98–+98 [%]                | Adjusts the proportion of the phaser sound that is fed back into the effect. Negative (-) settings will invert the phase.                                                                                                                                                                                                      |
| <b>Tempo Sync (Step Rate)</b> | OFF, ON                    | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>⇒ “Setting the kit tempo (KIT TEMPO) (p. 57)”                                                                                                                                                                                                            |
| <b>Step Rate (Hz)</b>         | 0.10–20.00 [Hz]            | Rate of the step-wise change in the phaser effect                                                                                                                                                                                                                                                                              |
| <b>Step Rate (note)</b>       | Note<br>⇒ “Note (p. 234)”  |                                                                                                                                                                                                                                                                                                                                |
| <b>Mix</b>                    | 0–127                      | Level of the phase-shifted sound                                                                                                                                                                                                                                                                                               |
| <b>Low Gain</b>               | –15–+15 [dB]               | Gain of the low range                                                                                                                                                                                                                                                                                                          |
| <b>High Gain</b>              | –15–+15 [dB]               | Gain of the high range                                                                                                                                                                                                                                                                                                         |
| <b>Level</b>                  | 0–127                      | Output Level                                                                                                                                                                                                                                                                                                                   |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

## Infinite Phaser

A phaser that continues raising/lowering the frequency at which the sound is modulated.



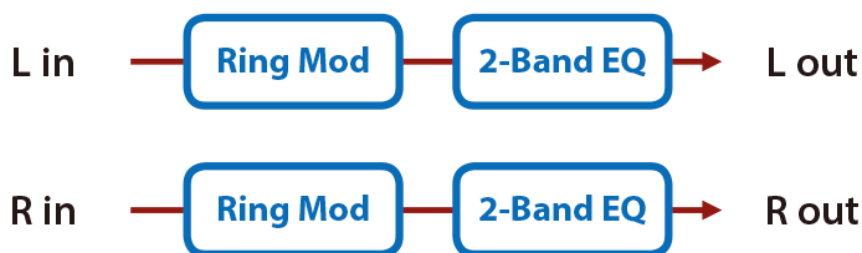
| Parameter | Value        | Explanation                                                                                              |
|-----------|--------------|----------------------------------------------------------------------------------------------------------|
| Mode      | 1, 2, 3, 4   | Higher values will produce a deeper phaser effect.                                                       |
| Speed     | -100–100     | Speed at which to raise or lower the frequency at which the sound is modulated (+: upward / -: downward) |
| Resonance | 0–127        | Amount of feedback                                                                                       |
| Mix (*1)  | 0–127        | Level of the phase-shifted sound                                                                         |
| Pan       | L64–63R      | Stereo location of the output sound                                                                      |
| Low Gain  | -15–+15 [dB] | Gain of the low range                                                                                    |
| High Gain | -15–+15 [dB] | Gain of the high range                                                                                   |
| Level     | 0–127        | Output Level                                                                                             |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Ring Modulator

This is an effect that applies amplitude modulation (AM) to the input signal, producing bell-like sounds. You can also change the modulation frequency in response to changes in the volume of the sound sent into the effect.



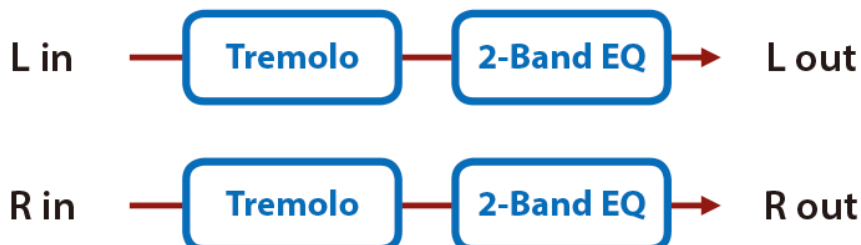
| Parameter      | Value           | Explanation                                                                                                                                                                                                           |
|----------------|-----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Frequency (*1) | 0–127           | Adjusts the frequency at which modulation is applied.                                                                                                                                                                 |
| Sens           | 0–127           | Adjusts the amount of frequency modulation applied.                                                                                                                                                                   |
| Polarity       | UP, DOWN        | Determines whether the frequency modulation moves towards higher frequencies or lower frequencies.<br>UP: The filter will change toward a higher frequency.<br>DOWN: The filter will change toward a lower frequency. |
| Low Gain       | -15–+15 [dB]    | Gain of the low range                                                                                                                                                                                                 |
| High Gain      | -15–+15 [dB]    | Gain of the high range                                                                                                                                                                                                |
| Balance        | D100:0W–D0:100W | Volume balance between the direct sound (D) and the effect sound (W)                                                                                                                                                  |
| Level          | 0–127           | Output Level                                                                                                                                                                                                          |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

## Tremolo

Cyclically changes the volume.



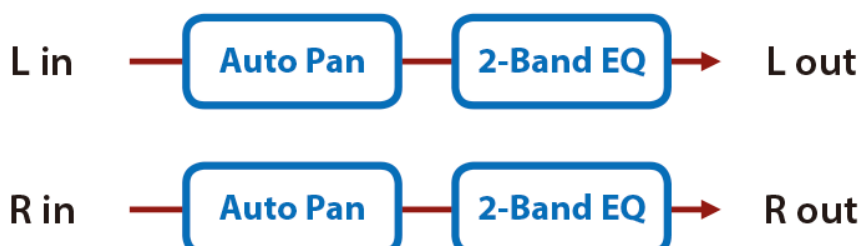
| Parameter      | Value                                                                                                                                                                                               | Explanation                                                                                                                   |
|----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| Mod Wave       | TRI, SQR, SIN, SAW1, SAW2, TRP                                                                                                                                                                      | Modulation wave<br>TRI: Triangle wave<br>SQR: Square wave<br>SIN: Sine wave<br>SAW1/2: Sawtooth wave<br>TRP: Trapezoidal wave |
|                | <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>SAW 1</p> </div> <div style="text-align: center;"> <p>SAW 2</p> </div> </div> |                                                                                                                               |
| Rate (sync sw) | OFF, ON                                                                                                                                                                                             | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ “Setting the kit tempo (KIT TEMPO) (p. 57)”           |
| Rate (Hz)      | 0.05–10.00 [Hz]                                                                                                                                                                                     | Frequency of the change                                                                                                       |
| Rate (note)    | Note<br>→ “Note (p. 234)”                                                                                                                                                                           |                                                                                                                               |
| Depth (*1)     | 0–127                                                                                                                                                                                               | Depth to which the effect is applied                                                                                          |
| Low Gain       | -15–+15 [dB]                                                                                                                                                                                        | Gain of the low range                                                                                                         |
| High Gain      | -15–+15 [dB]                                                                                                                                                                                        | Gain of the high range                                                                                                        |
| Level          | 0–127                                                                                                                                                                                               | Output Level                                                                                                                  |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

## Auto Pan

Cyclically modulates the stereo location of the sound.



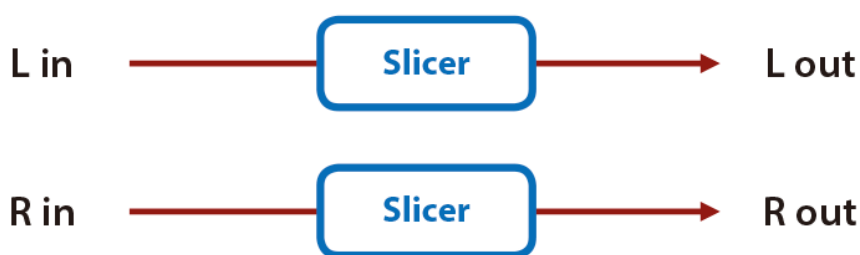
| Parameter   | Value                                                                                                                                                                                                                           | Explanation                                                                                                                         |
|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|
| Mod Wave    | TRI, SQR, SIN, SAW1, SAW2, TRP                                                                                                                                                                                                  | How the pan changes<br>TRI: Triangle wave<br>SQR: Square wave<br>SIN: Sine wave<br>SAW1/2: Sawtooth wave<br>TRP: Trapezoidal wave   |
|             | <div> <div>SAW 1</div>  </div> <div> <div>SAW 2</div>  </div> |                                                                                                                                     |
| Tempo Sync  | OFF, ON                                                                                                                                                                                                                         | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ <a href="#">“Setting the kit tempo (KIT TEMPO) (p. 57)”</a> |
| Rate (Hz)   | 0.05–10.00 [Hz]                                                                                                                                                                                                                 | Frequency of the change                                                                                                             |
| Rate (note) | Note<br>→ <a href="#">“Note (p. 234)”</a>                                                                                                                                                                                       |                                                                                                                                     |
| Depth (*1)  | 0–127                                                                                                                                                                                                                           | Depth to which the effect is applied                                                                                                |
| Low Gain    | -15–+15 [dB]                                                                                                                                                                                                                    | Gain of the low range                                                                                                               |
| High Gain   | -15–+15 [dB]                                                                                                                                                                                                                    | Gain of the high range                                                                                                              |
| Level       | 0–127                                                                                                                                                                                                                           | Output Level                                                                                                                        |

\*1: This parameter corresponds to MFX CTRL. For details, refer to [“Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)”](#).

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to [“Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)”](#).

## Slicer

By applying successive cuts to the sound, this effect turns a conventional sound into a sound that appears to be played as a backing phrase. This is especially effective when applied to sustain-type sounds.



| Parameter        | Value                                     | Explanation                                                                                                                         |
|------------------|-------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|
| Step 01–16       | 0–127                                     | Level at each step                                                                                                                  |
| Rate (sync sw)   | OFF, ON                                   | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ <a href="#">“Setting the kit tempo (KIT TEMPO) (p. 57)”</a> |
| Rate (Hz) (*1)   | 0.05–10.00 [Hz]                           | Rate at which the 16-step sequence will cycle                                                                                       |
| Rate (note) (*1) | Note<br>→ <a href="#">“Note (p. 234)”</a> |                                                                                                                                     |
| Attack           | 0–127                                     | Speed at which the level changes between steps                                                                                      |
| Input Sync Sw    | OFF, ON                                   | Specifies whether an input note will cause the sequence to resume from the first step of the sequence (ON) or not (OFF).            |

| Parameter                   | Value         | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|-----------------------------|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Input Sync Threshold</b> | 0–127         | Volume at which an input note will be detected                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Mode</b>                 | LEGATO, SLASH | <p>Sets the manner in which the volume changes as one step progresses to the next.</p> <p>LEGATO: The change in volume from one step's level to the next remains unaltered.</p> <p>If the level of a following step is the same as the one preceding it, there is no change in volume.</p> <p>SLASH: The level is momentarily set to 0 before progressing to the level of the next step.</p> <p>This change in volume occurs even if the level of the following step is the same as the preceding step.</p> |
| <b>Shuffle</b>              | 0–127         | <p>Timing of volume changes in levels for even-numbered steps (step 2, step 4, step 6...).</p> <p>The higher the value, the later the beat progresses.</p>                                                                                                                                                                                                                                                                                                                                                  |
| <b>Level</b>                | 0–127         | Output Level                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

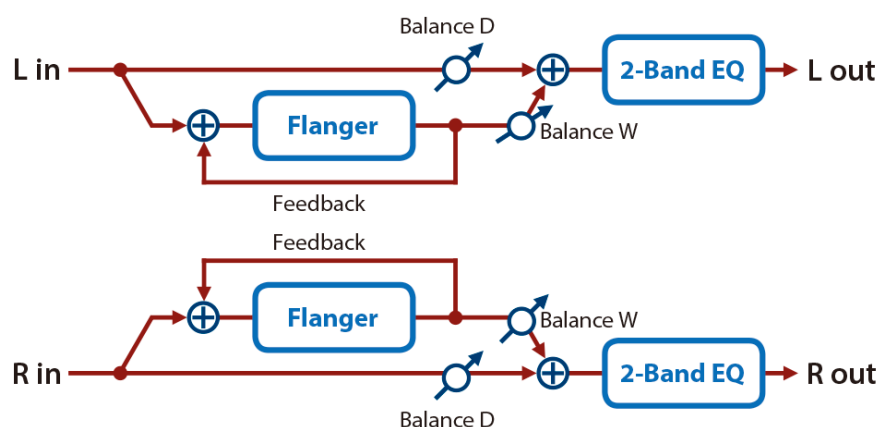
## Chorus effects

### Flanger

This is a stereo flanger (The LFO has the same phase for left and right.).

The effect produces a metallic resonance that rises and falls like a jet airplane taking off or landing.

A filter is provided so that you can adjust the timbre of the flanged sound.



| Parameter          | Value                                                                                              | Explanation                                                                                                                                                                |
|--------------------|----------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Filter Type</b> | OFF, LPF, HPF                                                                                      | <p>Type of filter</p> <p>OFF: No filter is used.</p> <p>LPF: Cuts the frequency range above the Cutoff Freq</p> <p>HPF: Cuts the frequency range below the Cutoff Freq</p> |
| <b>Cutoff Freq</b> | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz] | Basic frequency of the filter                                                                                                                                              |
| <b>Pre Delay</b>   | 0.0–100 [msec]                                                                                     | Adjusts the delay time from the direct sound until the flanger sound is heard.                                                                                             |

## Effect List

| Parameter          | Value                                     | Explanation                                                                                                                         |
|--------------------|-------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|
| <b>Tempo Sync</b>  | OFF, ON                                   | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ <a href="#">“Setting the kit tempo (KIT TEMPO) (p. 57)”</a> |
| <b>Rate (Hz)</b>   | 0.05–10.00 [Hz]                           | Frequency of modulation                                                                                                             |
| <b>Rate (note)</b> | Note<br>→ <a href="#">“Note (p. 234)”</a> |                                                                                                                                     |
| <b>Depth (*1)</b>  | 0–127                                     | Depth of modulation                                                                                                                 |
| <b>Phase</b>       | 0–180 [deg]                               | Spatial spread of the sound                                                                                                         |
| <b>Feedback</b>    | -98–+98 [%]                               | Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.          |
| <b>Low Gain</b>    | -15–+15 [dB]                              | Gain of the low range                                                                                                               |
| <b>High Gain</b>   | -15–+15 [dB]                              | Gain of the high range                                                                                                              |
| <b>Balance</b>     | D100:0W–D0:100W                           | Volume balance between the direct sound (D) and the flanger sound (W)                                                               |
| <b>Level</b>       | 0–127                                     | Output Level                                                                                                                        |

\*1: This parameter corresponds to MFX CTRL. For details, refer to [“Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)”](#).

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to [“Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)”](#).

### SBF-325

This effect reproduces Roland’s SBF-325 analog flanger.

It provides three types of flanging effect (which adds a metallic resonance to the original sound) and a chorus-type effect.



| Parameter          | Value                                     | Explanation                                                                                                                         |
|--------------------|-------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|
| <b>Mode</b>        |                                           | Types of flanging effect                                                                                                            |
|                    | FL1                                       | A typical mono flanger                                                                                                              |
|                    | FL2                                       | A stereo flanger that preserves the stereo positioning of the original sound                                                        |
|                    | FL3                                       | A cross-mix flanger that produces a more intense effect                                                                             |
|                    | CHO                                       | A chorus effect                                                                                                                     |
| <b>Tempo Sync</b>  | OFF, ON                                   | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ <a href="#">“Setting the kit tempo (KIT TEMPO) (p. 57)”</a> |
| <b>Rate (Hz)</b>   | 0.02–5.00 [Hz]                            | Modulation frequency of the flanger effect                                                                                          |
| <b>Rate (note)</b> | Note<br>→ <a href="#">“Note (p. 234)”</a> |                                                                                                                                     |
| <b>Depth (*1)</b>  | 0–127                                     | Modulation depth of the flanger effect                                                                                              |
| <b>Manual</b>      | 0–127                                     | Center frequency at which the flanger effect is applied                                                                             |
| <b>Feedback</b>    | 0–127                                     | Amount by which the flanging effect is boosted<br>If Mode is CHO, this setting is ignored.                                          |

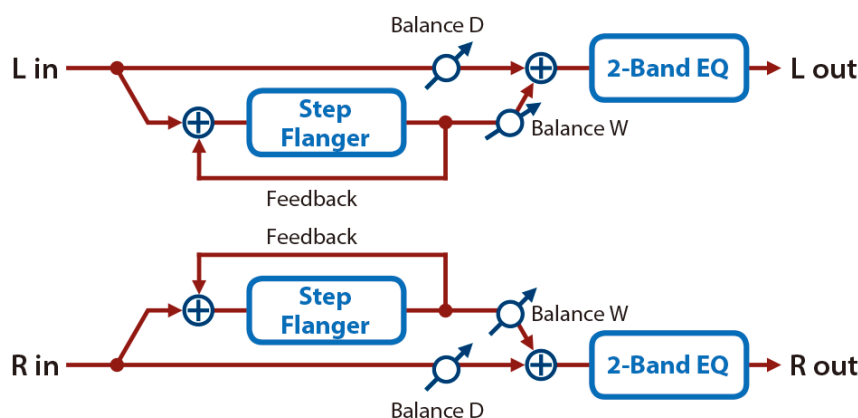
| Parameter      | Value     | Explanation                                                                                                                                                                                             |
|----------------|-----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CH-R Mod Phase | NORM, INV | Phase of the right channel modulation:<br>Normally, you will leave this at Normal (NORM).<br>If you specify Inverted (INV), the modulation (upward/downward movement) of the right channel is inverted. |
| CH-L Phase     |           | Phase when mixing the flanging sound with the original sound                                                                                                                                            |
| CH-R Phase     |           | NORM: normal phase<br>INV: inverse phase                                                                                                                                                                |
| Level          | 0–127     | Output Level                                                                                                                                                                                            |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Step Flanger

This is a flanger in which the flanger pitch changes in steps. The speed at which the pitch changes can also be specified in terms of a note-value of a specified tempo.



| Parameter      | Value                                                                                              | Explanation                                                                                                                                             |
|----------------|----------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| Filter Type    | OFF, LPF, HPF                                                                                      | Type of filter<br>OFF: No filter is used.<br>LPF: Cuts the frequency range above the Cutoff Freq<br>HPF: Cuts the frequency range below the Cutoff Freq |
| Cutoff Freq    | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz] | Basic frequency of the filter                                                                                                                           |
| Pre Delay      | 0.0–100.0 [msec]                                                                                   | Adjusts the delay time from the direct sound until the flanger sound is heard.                                                                          |
| Rate (sync sw) | OFF, ON                                                                                            | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ “ <a href="#">Setting the kit tempo (KIT TEMPO) (p. 57)</a> ”                   |
| Rate (Hz)      | 0.05–10.00 [Hz]                                                                                    | Frequency of modulation                                                                                                                                 |
| Rate (note)    | Note<br>→ “ <a href="#">Note (p. 234)</a> ”                                                        |                                                                                                                                                         |
| Depth (*1)     | 0–127                                                                                              | Depth of modulation                                                                                                                                     |
| Phase          | 0–180 [deg]                                                                                        | Spatial spread of the sound                                                                                                                             |
| Feedback       | -98–+98 [%]                                                                                        | Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.                              |

## Effect List

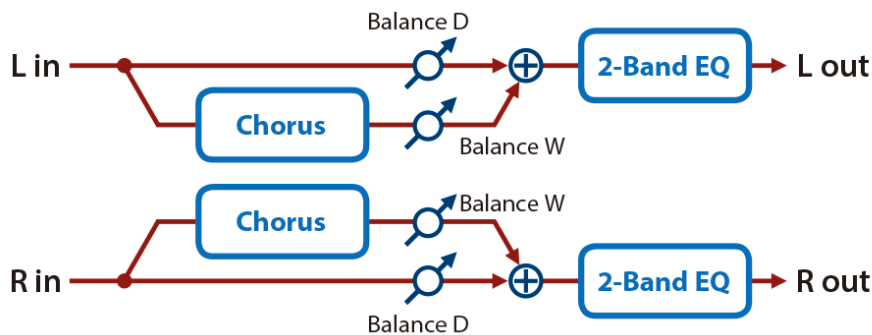
| Parameter           | Value                     | Explanation                                                                                                         |
|---------------------|---------------------------|---------------------------------------------------------------------------------------------------------------------|
| Step Rate (sync sw) | OFF, ON                   | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ “Setting the kit tempo (KIT TEMPO) (p. 57)” |
| Step Rate (Hz)      | 0.10–20.00 [Hz]           | Rate (period) of pitch change                                                                                       |
| Step Rate (note)    | Note<br>→ “Note (p. 234)” |                                                                                                                     |
| Low Gain            | -15--+15 [dB]             | Gain of the low range                                                                                               |
| High Gain           | -15--+15 [dB]             | Gain of the high range                                                                                              |
| Balance             | D100:0W–D0:100W           | Volume balance between the direct sound (D) and the flanger sound (W)                                               |
| Level               | 0–127                     | Output Level                                                                                                        |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

## Chorus

This is a stereo chorus. A filter is provided so that you can adjust the timbre of the chorus sound.



| Parameter   | Value                                                                                              | Explanation                                                                                                                                             |
|-------------|----------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| Filter Type | OFF, LPF, HPF                                                                                      | Type of filter<br>OFF: No filter is used.<br>LPF: Cuts the frequency range above the Cutoff Freq<br>HPF: Cuts the frequency range below the Cutoff Freq |
| Cutoff Freq | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz] | Basic frequency of the filter                                                                                                                           |
| Pre Delay   | 0.0–100 [msec]                                                                                     | Adjusts the delay time from the direct sound until the chorus sound is heard.                                                                           |
| Tempo Sync  | OFF, ON                                                                                            | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ “Setting the kit tempo (KIT TEMPO) (p. 57)”                                     |
| Rate (Hz)   | 0.05–10.00 [Hz]                                                                                    | Frequency of modulation                                                                                                                                 |
| Rate (note) | Note<br>→ “Note (p. 234)”                                                                          |                                                                                                                                                         |
| Depth (*1)  | 0–127                                                                                              | Depth of modulation                                                                                                                                     |
| Phase       | 0–180 [deg]                                                                                        | Spatial spread of the sound                                                                                                                             |
| Low Gain    | -15--+15 [dB]                                                                                      | Gain of the low range                                                                                                                                   |
| High Gain   | -15--+15 [dB]                                                                                      | Gain of the high range                                                                                                                                  |
| Balance     | D100:0W–D0:100W                                                                                    | Volume balance between the direct sound (D) and the chorus sound (W)                                                                                    |

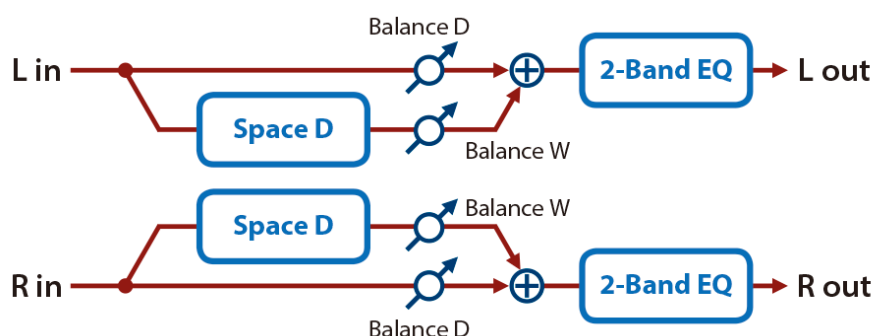
| Parameter | Value | Explanation  |
|-----------|-------|--------------|
| Level     | 0–127 | Output Level |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

## Space-D

This is a multiple chorus that applies two-phase modulation in stereo. It gives no impression of modulation, but produces a transparent chorus effect.



| Parameter   | Value                     | Explanation                                                                                                         |
|-------------|---------------------------|---------------------------------------------------------------------------------------------------------------------|
| Pre Delay   | 0.0–100 [msec]            | Adjusts the delay time from the direct sound until the chorus sound is heard.                                       |
| Tempo Sync  | OFF, ON                   | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ “Setting the kit tempo (KIT TEMPO) (p. 57)” |
| Rate (Hz)   | 0.05–10.00 [Hz]           | Frequency of modulation                                                                                             |
| Rate (note) | Note<br>→ “Note (p. 234)” |                                                                                                                     |
| Depth (*1)  | 0–127                     | Depth of modulation                                                                                                 |
| Phase       | 0–180 [deg]               | Spatial spread of the sound                                                                                         |
| Low Gain    | –15–+15 [dB]              | Gain of the low range                                                                                               |
| High Gain   | –15–+15 [dB]              | Gain of the high range                                                                                              |
| Balance     | D100:0W–D0:100W           | Volume balance between the direct sound (D) and the chorus sound (W)                                                |
| Level       | 0–127                     | Output Level                                                                                                        |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

## CE-1

This models the classic BOSS CE-1 chorus effect unit.

It provides a chorus sound with a distinctively analog warmth.



| Parameter      | Value        | Explanation            |
|----------------|--------------|------------------------|
| Intensity (*1) | 0–127        | Chorus depth           |
| Low Gain       | -15→+15 [dB] | Gain of the low range  |
| High Gain      | -15→+15 [dB] | Gain of the high range |
| Level          | 0–127        | Output Level           |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

SDD-320

This models Roland’s DIMENSION D (SDD-320). It provides a clear chorus sound.



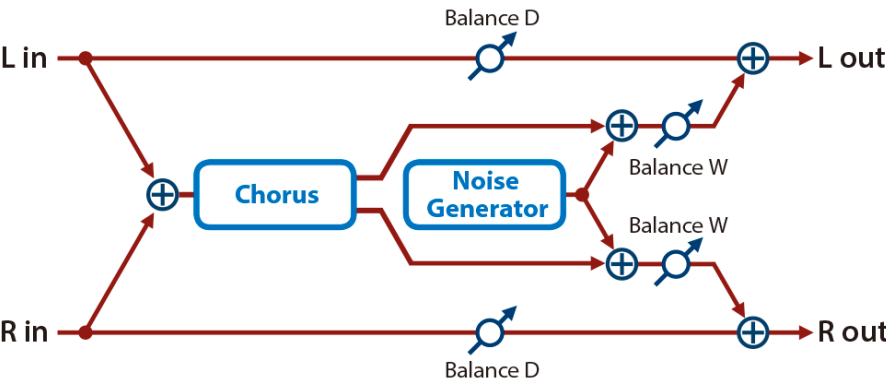
| Parameter | Value                     | Explanation            |
|-----------|---------------------------|------------------------|
| Mode (*1) | 1, 2, 3, 4, 1+4, 2+4, 3+4 | Switches the mode.     |
| Low Gain  | -15→+15 [dB]              | Gain of the low range  |
| High Gain | -15→+15 [dB]              | Gain of the high range |
| Level     | 0–127                     | Output Level           |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

JUNO-106 Chorus

This models the chorus effects of the Roland JUNO-106.



| Parameter    | Value                    | Explanation                                                                        |
|--------------|--------------------------|------------------------------------------------------------------------------------|
| Mode         | I, II, I+II, JX I, JX II | Type of Chorus<br>I+II: The state in which two buttons are pressed simultaneously. |
| Noise Level  | 0–127                    | Volume of the noise produced by chorus                                             |
| Balance (*1) | D100:0W–D0:100W          | Volume balance between the dry sound (D) and effect sound (W)                      |

| Parameter | Value | Explanation  |
|-----------|-------|--------------|
| Level     | 0–127 | Output Level |

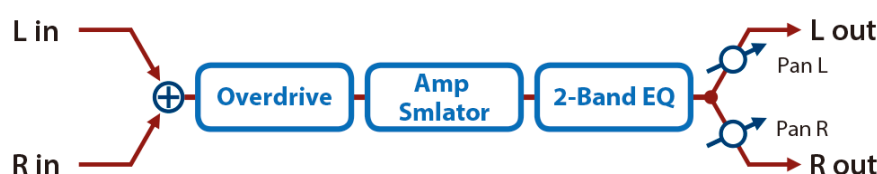
\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

## Dynamics effects

### Overdrive

This is an overdrive that provides heavy distortion.



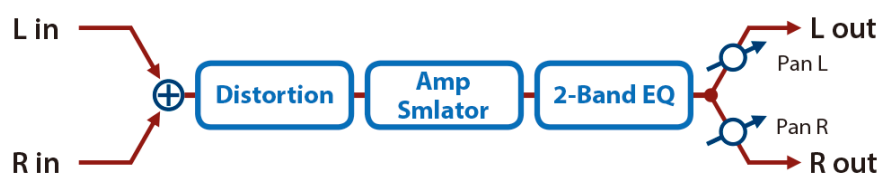
| Parameter  | Value                             | Explanation                                                                                                                                    |
|------------|-----------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------|
| Drive (*1) | 0–127                             | Degree of distortion<br>Also changes the volume.                                                                                               |
| Tone       | 0–127                             | Sound quality of the Fuzz effect                                                                                                               |
| Amp Sw     | OFF, ON                           | Turns the Amp Simulator on/off.                                                                                                                |
| Amp Type   | SMALL, BUILT-IN, 2-STACK, 3-STACK | Type of guitar amp<br>SMALL: Small amp<br>BUILT-IN: Single-unit type amp<br>2-STACK: Large double stack amp<br>3-STACK: Large triple stack amp |
| Low Gain   | -15–+15 [dB]                      | Gain of the low range                                                                                                                          |
| High Gain  | -15–+15 [dB]                      | Gain of the high range                                                                                                                         |
| Pan        | L64–63R                           | Stereo location of the output sound                                                                                                            |
| Level      | 0–127                             | Output Level                                                                                                                                   |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

### Distortion

This is a distortion effect that provides heavy distortion.



| Parameter  | Value | Explanation                                      |
|------------|-------|--------------------------------------------------|
| Drive (*1) | 0–127 | Degree of distortion<br>Also changes the volume. |
| Tone       | 0–127 | Sound quality of the Fuzz effect                 |

## Effect List

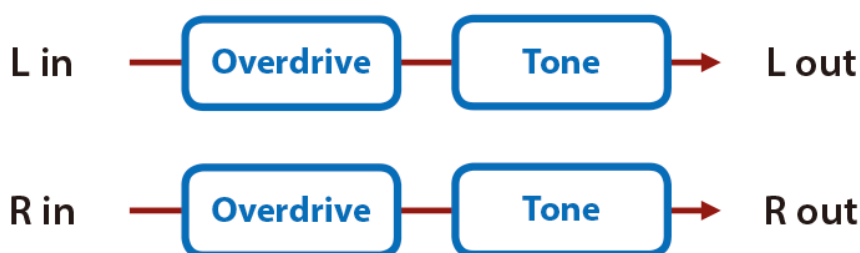
| Parameter        | Value                             | Explanation                                                                                                                                    |
|------------------|-----------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Amp Sw</b>    | OFF, ON                           | Turns the Amp Simulator on/off.                                                                                                                |
| <b>Amp Type</b>  | SMALL, BUILT-IN, 2-STACK, 3-STACK | Type of guitar amp<br>SMALL: Small amp<br>BUILT-IN: Single-unit type amp<br>2-STACK: Large double stack amp<br>3-STACK: Large triple stack amp |
| <b>Low Gain</b>  | -15--+15 [dB]                     | Gain of the low range                                                                                                                          |
| <b>High Gain</b> | -15--+15 [dB]                     | Gain of the high range                                                                                                                         |
| <b>Pan</b>       | L64–63R                           | Stereo location of the output sound                                                                                                            |
| <b>Level</b>     | 0–127                             | Output Level                                                                                                                                   |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## T-Scream

This models a classic analog overdrive. It is distinctive in adding an appropriate amount of overtones without muddying the sound.



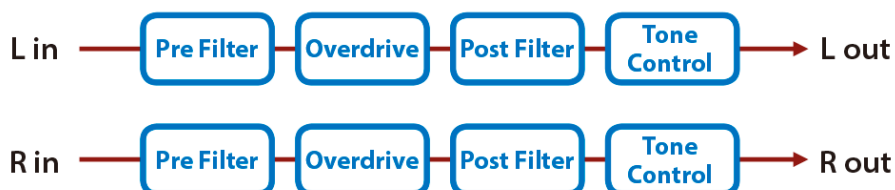
| Parameter              | Value | Explanation                                      |
|------------------------|-------|--------------------------------------------------|
| <b>Distortion (*1)</b> | 0–127 | Degree of distortion<br>Also changes the volume. |
| <b>Tone</b>            | 0–127 | Sound quality of the overdrive effect            |
| <b>Level</b>           | 0–127 | Output Level                                     |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Fuzz

Adds overtones and intensely distorts the sound.



| Parameter    | Value | Explanation                                           |
|--------------|-------|-------------------------------------------------------|
| <b>Drive</b> | 0–127 | Degree of distortion<br>This also changes the volume. |

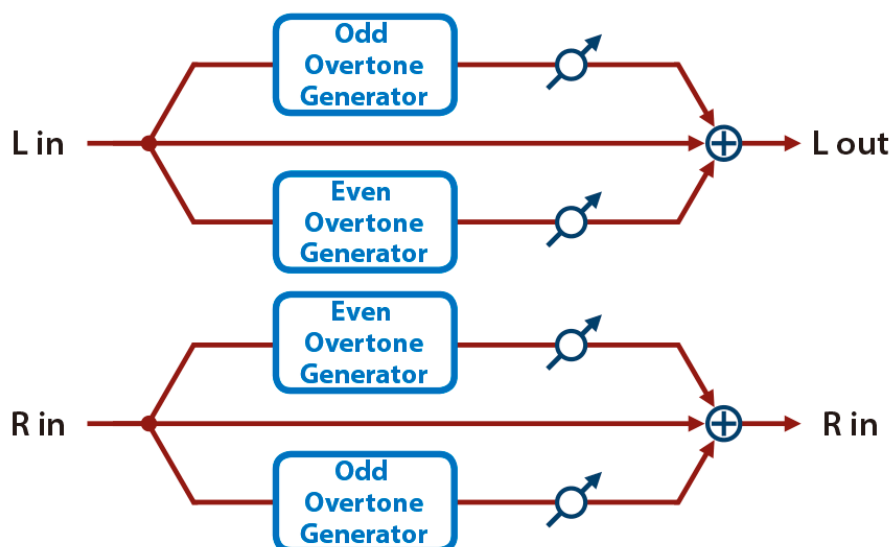
| Parameter        | Value | Explanation                      |
|------------------|-------|----------------------------------|
| <b>Tone (*1)</b> | 0–100 | Sound quality of the Fuzz effect |
| <b>Level</b>     | 0–127 | Output Level                     |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Tone Fattener

This effect applies distinctive distortion, adding overtones to give more depth to the sound.



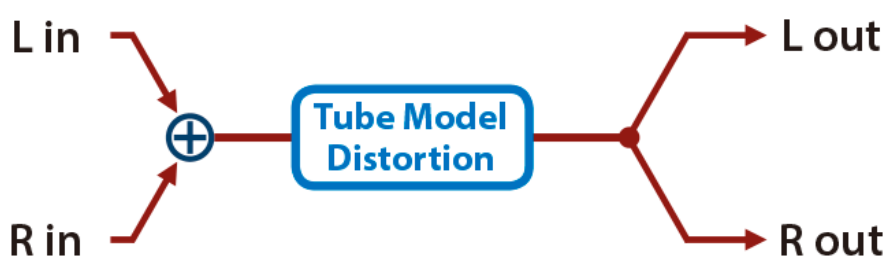
| Parameter             | Value     | Explanation                                  |
|-----------------------|-----------|----------------------------------------------|
| <b>Odd Level (*1)</b> | 0–400 [%] | Raising the value adds odd-order overtones.  |
| <b>Even Level</b>     | 0–400 [%] | Raising the value adds even-order overtones. |
| <b>Level</b>          | 0–127     | Output Level                                 |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## HMS Distortion

This is a distortion-type effect that models the vacuum tube amp section of a rotary speaker of the past.



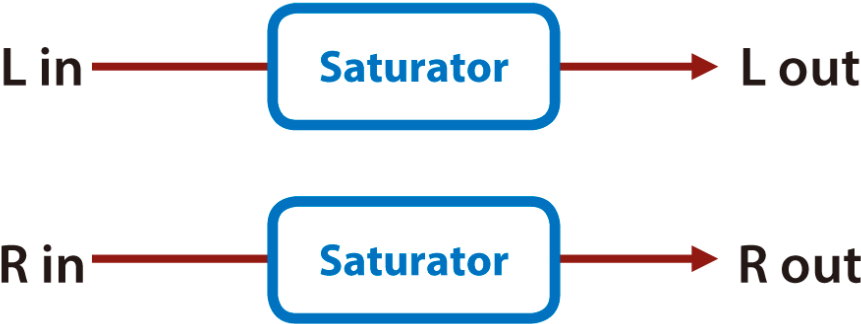
| Parameter              | Value | Explanation            |
|------------------------|-------|------------------------|
| <b>Distortion (*1)</b> | 0–127 | Strength of distortion |
| <b>Level</b>           | 0–127 | Output Level           |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

Saturator

A saturator which distorts the sound is connected in parallel with a compressor, producing a rougher tonal character and boosting the loudness. This also cuts the low-frequency region of the input audio.



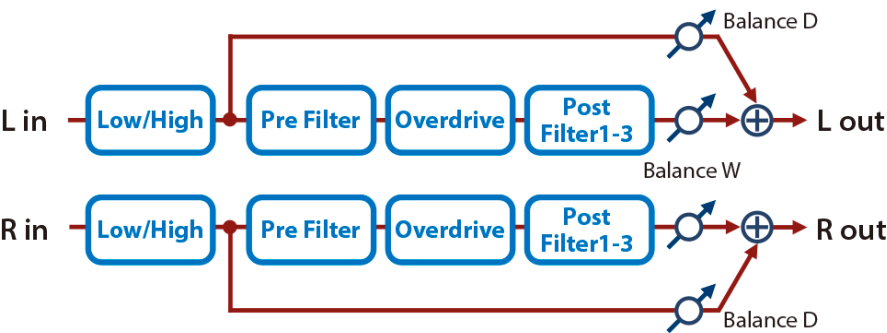
| Parameter            | Value        | Explanation                     |
|----------------------|--------------|---------------------------------|
| Saturator Gain       | 0–127        | Input volume to the saturator   |
| Saturator Drive      | 0–127        | Degree of distortion            |
| Saturator Level (*1) | 0–127        | Output volume of the saturator  |
| Comp Depth           | 0–127        | Amount of compression           |
| Comp Level           | 0–127        | Output volume of the compressor |
| Hi Gain              | -12--+6 [dB] | Gain of the high range          |
| Level                | 0–127        | Output Level                    |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

Warm Saturator

This is a variety of saturator, and is distinctive for its warmer sound.



| Parameter        | Value         | Explanation                                                                      |
|------------------|---------------|----------------------------------------------------------------------------------|
| EQ Low Frequency | 20–16000 [Hz] | Input filter (low range)<br>Boosts/cuts the sound below the specified frequency. |
| EQ Low Gain      | -24--+24 [dB] | Amount of boost/cut                                                              |

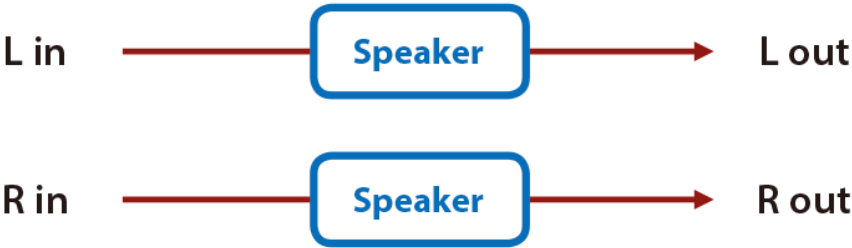
| Parameter                 | Value                    | Explanation                                                                                                                                                                                                                                                                                                                                                                                                      |
|---------------------------|--------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>EQ High Slope</b>      | THRU, -12dB, -24dB       | Input filter (high range)<br>Amount of attenuation per octave<br>THRU: No attenuation<br>-12 dB: gentle<br>-24 dB: steep                                                                                                                                                                                                                                                                                         |
| <b>EQ High Frequency</b>  | 20–16000 [Hz]            | Input filter (high range)<br>Attenuates frequencies that are higher than the specified frequency.                                                                                                                                                                                                                                                                                                                |
| <b>DrvPre Type</b>        | THRU, LPF, HPF, LSV, HSV | Types of filter that precedes the distortion processing<br>THRU: No filter is applied<br>LPF: a filter that allows sound lower than the specified frequency to pass<br>HPF: a filter that allows sound higher than the specified frequency to pass<br>LSV: a filter that amplifies/attenuates sound lower than the specified frequency<br>HSV: A filter that boosts/cuts the sound above the specified frequency |
| <b>DrvPre Frequency</b>   | 20–16000 [Hz]            | Frequency at which the pre-distortion filter operates                                                                                                                                                                                                                                                                                                                                                            |
| <b>DrvPre Gain</b>        | -24.0–+24.0 [dB]         | For the LSV/HSV types, the amount of boost/cut                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Drive</b>              | 0.0–+48.0 [dB]           | Strength of distortion                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>DrvPost1 Type</b>      | THRU, LPF, HPF, LSV, HSV | Type of filter 1 which follows the distortion processing                                                                                                                                                                                                                                                                                                                                                         |
| <b>DrvPost1 Frequency</b> | 20–16000 [Hz]            | Frequency at which post-distortion filter 1 operates                                                                                                                                                                                                                                                                                                                                                             |
| <b>DrvPost1 Gain</b>      | -24.0–+24.0 [dB]         | For the LSV/HSV types, the amount of boost/cut                                                                                                                                                                                                                                                                                                                                                                   |
| <b>DrvPost2 Type</b>      | THRU, LPF, HPF, LSV, HSV | Type of filter 2 which follows the distortion processing                                                                                                                                                                                                                                                                                                                                                         |
| <b>DrvPost2 Frequency</b> | 20–16000 [Hz]            | Frequency at which post-distortion filter 2 operates                                                                                                                                                                                                                                                                                                                                                             |
| <b>DrvPost2 Gain</b>      | -24.0–+24.0 [dB]         | For the LSV/HSV types, the amount of boost/cut                                                                                                                                                                                                                                                                                                                                                                   |
| <b>DrvPost3 Type</b>      | THRU, LPF, HPF, BPF, PKG | Type of filter 3 which follows the distortion processing<br>THRU: No filter is applied<br>LPF: a filter that allows sound lower than the specified frequency to pass<br>HPF: a filter that allows sound higher than the specified frequency to pass<br>BPF: a filter that allows only a specified frequency band to pass<br>PKG: A filter that boosts/cuts the specified frequency                               |
| <b>DrvPost3 Frequency</b> | 20–16000 [Hz]            | Frequency at which post-distortion filter 3 operates                                                                                                                                                                                                                                                                                                                                                             |
| <b>DrvPost3 Gain</b>      | -24.0–+24.0 [dB]         | For the PKG type, the amount of boost/cut                                                                                                                                                                                                                                                                                                                                                                        |
| <b>DrvPost3 Q</b>         | 0.5–16.0                 | Width of the frequency range affected by the filter                                                                                                                                                                                                                                                                                                                                                              |
| <b>Makeup Sense</b>       | -60.0–0.0 [dB]           | Adjust this value so that the sound is not made louder when distortion is applied.                                                                                                                                                                                                                                                                                                                               |
| <b>DrvPost Gain</b>       | -48.0–+12.0 [dB]         | Gain following distortion processing                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Drive Balance (*1)</b> | D100:0W–D0:100W          | Volume balance between the dry sound (D) and effect sound (W)                                                                                                                                                                                                                                                                                                                                                    |
| <b>Level</b>              | 0–127                    | Output Level                                                                                                                                                                                                                                                                                                                                                                                                     |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Speaker Simulator

Simulates the speaker type and microphone settings used to record the speaker sound.

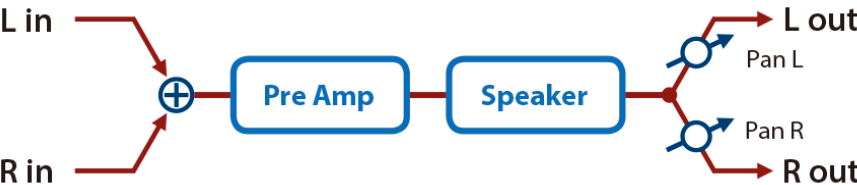


| Parameter         | Value      | Explanation                                                                                                                                                                                    |                                                |            |
|-------------------|------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------|------------|
| Speaker Type      |            | Cabinet                                                                                                                                                                                        | Diameter (in inches) and number of the speaker | Microphone |
|                   | SMALL 1    | Small open-back enclosure                                                                                                                                                                      | 10                                             | Dynamic    |
|                   | SMALL 2    | Small open-back enclosure                                                                                                                                                                      | 10                                             | Dynamic    |
|                   | MIDDLE     | Open back enclosure                                                                                                                                                                            | 12 x 1                                         | Dynamic    |
|                   | JC-120     | Open back enclosure                                                                                                                                                                            | 12 x 2                                         | Dynamic    |
|                   | BUILT-IN 1 | Open back enclosure                                                                                                                                                                            | 12 x 2                                         | Dynamic    |
|                   | BUILT-IN 2 | Open back enclosure                                                                                                                                                                            | 12 x 2                                         | Condenser  |
|                   | BUILT-IN 3 | Open back enclosure                                                                                                                                                                            | 12 x 2                                         | Condenser  |
|                   | BUILT-IN 4 | Open back enclosure                                                                                                                                                                            | 12 x 2                                         | Condenser  |
|                   | BUILT-IN 5 | Open back enclosure                                                                                                                                                                            | 12 x 2                                         | Condenser  |
|                   | BG STACK 1 | Sealed enclosure                                                                                                                                                                               | 12 x 2                                         | Condenser  |
|                   | BG STACK 2 | Large sealed enclosure                                                                                                                                                                         | 12 x 2                                         | Condenser  |
|                   | MS STACK 1 | Large sealed enclosure                                                                                                                                                                         | 12 x 4                                         | Condenser  |
|                   | MS STACK 2 | Large sealed enclosure                                                                                                                                                                         | 12 x 4                                         | Condenser  |
|                   | MTL STACK  | Large double stack                                                                                                                                                                             | 12 x 4                                         | Condenser  |
|                   | 2-STACK    | Large double stack                                                                                                                                                                             | 12 x 4                                         | Condenser  |
|                   | 3-STACK    | Large triple stack                                                                                                                                                                             | 12 x 4                                         | Condenser  |
| Mic Setting       | 1, 2, 3    | Adjusts the location of the microphone that is recording the sound of the speaker. This can be adjusted in three steps, with the microphone becoming more distant in the order of 1, 2, and 3. |                                                |            |
| Mic Level         | 0–127      | Mic volume                                                                                                                                                                                     |                                                |            |
| Direct Level (*1) | 0–127      | Volume of the direct sound                                                                                                                                                                     |                                                |            |
| Level             | 0–127      | Output Level                                                                                                                                                                                   |                                                |            |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.  
\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

Guitar Amp Simulator

This is an effect that simulates the sound of a guitar amplifier.



| Parameter              | Value             | Explanation                                                                                                                                                        |
|------------------------|-------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Amp Sw</b>          | OFF, ON           | Turns the amp switch on/off.                                                                                                                                       |
| <b>Amp Type</b>        |                   | Type of guitar amp                                                                                                                                                 |
|                        | JC-120            | This models the sound of the Roland JC-120.                                                                                                                        |
|                        | CLEAN TWIN        | This models a Fender Twin Reverb.                                                                                                                                  |
|                        | MATCH DRIVE       | This models the sound input to left input on a Matchless D/C-30.<br>This gives you the sound of a tube amp that's widely used in genres from blues rock to fusion. |
|                        | BG LEAD           | This models the lead sound of the MESA/Boogie combo amp.<br>This is the sound of a vacuum tube amp typical of the late 1970s through the 1980s.                    |
|                        | MS1959I           | A model of the Marshall 1959 sound, with the sound connected to input I.<br>This gives a sound that's heavy on the treble, suitable for hard rock.                 |
|                        | MS1959II          | A model of the Marshall 1959 sound, with the sound connected to input II.                                                                                          |
|                        | MS1959I+II        | This models the sound of connecting inputs I and II on a Marshall 1959 in parallel.<br>It creates a sound with a stronger low end than MS1959I.                    |
|                        | SLDN LEAD         | Models a Soldano SLO-100. This is a typical sound of the 80's.                                                                                                     |
|                        | METAL 5150        | This models the lead channel of a Peavey EVH5150.                                                                                                                  |
|                        | METAL LEAD        | This is distortion sound that is ideal for performances of heavy riffs.                                                                                            |
|                        | OD-1              | This models the sound of the BOSS OD-1.<br>This produces sweet, mild distortion.                                                                                   |
|                        | OD-2 TURBO        | This is the high-gain overdrive sound of the BOSS OD-2.                                                                                                            |
|                        | DISTORTION        | This gives a basic, traditional distortion sound.                                                                                                                  |
|                        | FUZZ              | A fuzz sound with rich harmonic content.                                                                                                                           |
| <b>Amp Volume (*1)</b> | 0–127             | Volume and amount of distortion of the amp                                                                                                                         |
| <b>Amp Master</b>      | 0–127             | Volume of the entire pre-amp                                                                                                                                       |
| <b>Amp Gain</b>        | LOW, MIDDLE, HIGH | Amount of pre-amp distortion                                                                                                                                       |
| <b>Amp Bass</b>        | 0–127             | Tone of the bass/mid/treble frequency range                                                                                                                        |
| <b>Amp Middle</b>      |                   |                                                                                                                                                                    |
| <b>Amp Treble</b>      |                   |                                                                                                                                                                    |
| <b>Amp Presence</b>    | 0–127             | Tone for the ultra-high frequency range                                                                                                                            |
| <b>Amp Bright</b>      | OFF, ON           | Turning this "On" produces a sharper and brighter sound.<br>* This parameter applies to the "JC-120", "CLEAN TWIN", "MATCH DRIVE", and "BG LEAD" Pre Amp Types.    |
| <b>Speaker Sw</b>      | OFF, ON           | Determines whether the signal passes through the speaker (ON), or not (OFF).                                                                                       |

## Effect List

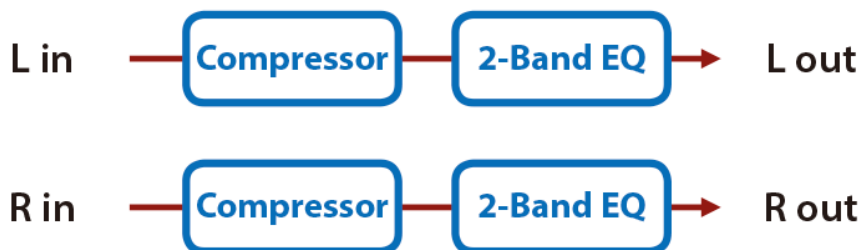
| Parameter           | Value      | Explanation                                                                                                                                                                                           |                                                |            |
|---------------------|------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------|------------|
| <b>Speaker Type</b> |            | Cabinet                                                                                                                                                                                               | Diameter (in inches) and number of the speaker | Microphone |
|                     | SMALL 1    | Small open-back enclosure                                                                                                                                                                             | 10                                             | Dynamic    |
|                     | SMALL 2    | Small open-back enclosure                                                                                                                                                                             | 10                                             | Dynamic    |
|                     | MIDDLE     | Open back enclosure                                                                                                                                                                                   | 12 x 1                                         | Dynamic    |
|                     | JC-120     | Open back enclosure                                                                                                                                                                                   | 12 x 2                                         | Dynamic    |
|                     | BUILT-IN 1 | Open back enclosure                                                                                                                                                                                   | 12 x 2                                         | Dynamic    |
|                     | BUILT-IN 2 | Open back enclosure                                                                                                                                                                                   | 12 x 2                                         | Condenser  |
|                     | BUILT-IN 3 | Open back enclosure                                                                                                                                                                                   | 12 x 2                                         | Condenser  |
|                     | BUILT-IN 4 | Open back enclosure                                                                                                                                                                                   | 12 x 2                                         | Condenser  |
|                     | BUILT-IN 5 | Open back enclosure                                                                                                                                                                                   | 12 x 2                                         | Condenser  |
|                     | BG STACK1  | Sealed enclosure                                                                                                                                                                                      | 12 x 2                                         | Condenser  |
|                     | BG STACK2  | Large sealed enclosure                                                                                                                                                                                | 12 x 2                                         | Condenser  |
|                     | MS STACK1  | Large sealed enclosure                                                                                                                                                                                | 12 x 4                                         | Condenser  |
|                     | MS STACK2  | Large sealed enclosure                                                                                                                                                                                | 12 x 4                                         | Condenser  |
|                     | MTL STACK  | Large double stack                                                                                                                                                                                    | 12 x 4                                         | Condenser  |
|                     | 2-STACK    | Large double stack                                                                                                                                                                                    | 12 x 4                                         | Condenser  |
|                     | 3-STACK    | Large triple stack                                                                                                                                                                                    | 12 x 4                                         | Condenser  |
| <b>Mic Setting</b>  | 1, 2, 3    | Adjusts the location of the microphone that is recording the sound of the speaker.<br><br>This can be adjusted in three steps, with the microphone becoming more distant in the order of 1, 2, and 3. |                                                |            |
| <b>Mic Level</b>    | 0–127      | Mic volume                                                                                                                                                                                            |                                                |            |
| <b>Direct Level</b> | 0–127      | Volume of the direct sound                                                                                                                                                                            |                                                |            |
| <b>Pan</b>          | L64–63R    | Stereo location of the output sound                                                                                                                                                                   |                                                |            |
| <b>Level</b>        | 0–127      | Output Level                                                                                                                                                                                          |                                                |            |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Compressor

Flattens out high levels and boosts low levels, smoothing out fluctuations in volume.



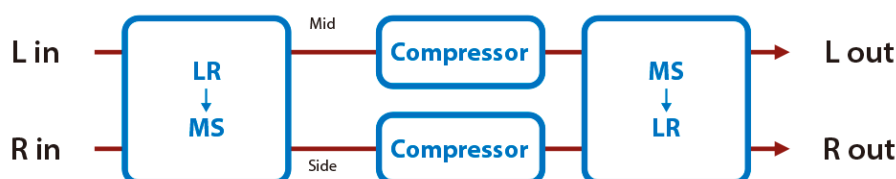
| Parameter             | Value                             | Explanation                                                                                                                                                                                                |
|-----------------------|-----------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Attack</b>         | 0–124                             | Sets the time from when the input exceeds the Threshold until the volume starts being compressed                                                                                                           |
| <b>Release</b>        | 0–124                             | Adjusts the time after the signal volume falls below the Threshold Level until compression is no longer applied.                                                                                           |
| <b>Threshold (*1)</b> | -60–0 [dB]                        | Adjusts the volume at which compression begins.                                                                                                                                                            |
| <b>Knee</b>           | 0–30 [dB]                         | This is a function that smooths the onset of compression from the uncompressed state.<br>It gradually applies compression starting earlier than Threshold.<br>Higher values produce a smoother transition. |
| <b>Ratio</b>          | 1:1, 1.5:1, 2:1, 4:1, 16:1, INF:1 | Compression ratio                                                                                                                                                                                          |
| <b>Post Gain</b>      | 0–+18 [dB]                        | Adjusts the output gain.                                                                                                                                                                                   |
| <b>Level</b>          | 0–127                             | Output Level                                                                                                                                                                                               |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Mid-Side Compressor

This effect allows the left/right signals that have similar phase to be adjusted to a different sense of volume than the left/right signals that have different phase.



| Parameter               | Value                             | Explanation                                                                                                                                                                                             |
|-------------------------|-----------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>M Comp Switch</b>    | OFF, ON                           | Switches whether to adjust the sense of volume for left/right input signals that are nearly (or fully) in phase.                                                                                        |
| <b>M Attack</b>         | 0–124                             | Sets the time from when the input exceeds the Threshold until the volume starts being compressed                                                                                                        |
| <b>M Release</b>        | 0–124                             | Adjusts the time after the signal volume falls below the Threshold Level until compression is no longer applied.                                                                                        |
| <b>M Threshold (*1)</b> | -60–0 [dB]                        | Adjusts the volume at which compression begins.                                                                                                                                                         |
| <b>M Knee</b>           | 0–30 [dB]                         | This is a function that smooths the onset of compression from the uncompressed state.<br>It gradually applies compression starting earlier than Threshold. Higher values produce a smoother transition. |
| <b>M Ratio</b>          | 1:1, 1.5:1, 2:1, 4:1, 16:1, INF:1 | Compression ratio                                                                                                                                                                                       |
| <b>M Post Gain</b>      | 0–+18 [dB]                        | Adjusts the output gain.                                                                                                                                                                                |
| <b>S Comp Switch</b>    | OFF, ON                           | Switches whether to adjust the sense of volume for left/right input signals whose signals are considerably out of phase                                                                                 |
| <b>S Attack</b>         | 0–124                             | Sets the time from when the input exceeds the Threshold until the volume starts being compressed                                                                                                        |
| <b>S Release</b>        | 0–124                             | Adjusts the time after the signal volume falls below the Threshold Level until compression is no longer applied.                                                                                        |
| <b>S Threshold</b>      | -60–0 [dB]                        | Adjusts the volume at which compression begins.                                                                                                                                                         |

Effect List

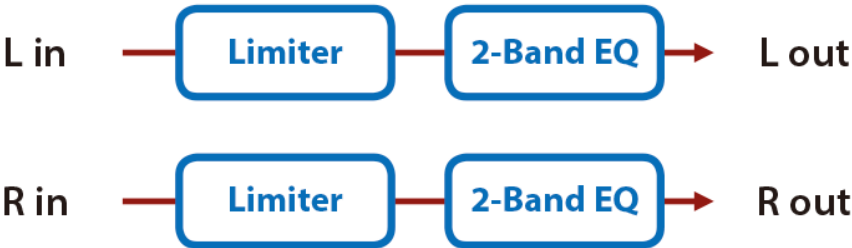
| Parameter   | Value                             | Explanation                                                                                                                                                                                                 |
|-------------|-----------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| S Knee      | 0–30 [dB]                         | This is a function that smooths the onset of compression from the uncompressed state.<br><br>It gradually applies compression starting earlier than Threshold. Higher values produce a smoother transition. |
| S Ratio     | 1:1, 1.5:1, 2:1, 4:1, 16:1, INF:1 | Compression ratio                                                                                                                                                                                           |
| S Post Gain | 0–+18 [dB]                        | Adjusts the output gain.                                                                                                                                                                                    |
| Level       | 0–127                             | Output Level                                                                                                                                                                                                |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

Limiter

Compresses signals that exceed a specified volume level, preventing distortion from occurring.



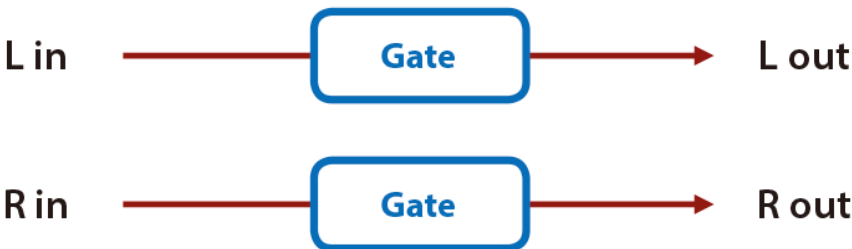
| Parameter      | Value                  | Explanation                                                                                                      |
|----------------|------------------------|------------------------------------------------------------------------------------------------------------------|
| Release        | 0–127                  | Adjusts the time after the signal volume falls below the Threshold Level until compression is no longer applied. |
| Threshold (*1) | 0–127                  | Adjusts the volume at which compression begins.                                                                  |
| Ratio          | 1.5:1, 2:1, 4:1, 100:1 | Compression ratio                                                                                                |
| Post Gain      | 0–+18 [dB]             | Adjusts the output gain.                                                                                         |
| Low Gain       | -15–+15 [dB]           | Gain of the low range                                                                                            |
| High Gain      | -15–+15 [dB]           | Gain of the high range                                                                                           |
| Level          | 0–127                  | Output Level                                                                                                     |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

Gate

Cuts the reverb’s delay according to the volume of the sound sent into the effect. Use this when you want to create an artificial-sounding decrease in the reverb’s decay.



| Parameter             | Value           | Explanation                                                                                                                                                                                                                               |
|-----------------------|-----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Threshold (*1)</b> | 0–127           | Volume level at which the gate begins to close                                                                                                                                                                                            |
| <b>Mode</b>           | GATE, DUCK      | Type of gate<br>GATE: The gate will close when the volume of the original sound decreases, cutting the original sound.<br>DUCK (Duking): The gate will close when the volume of the original sound increases, cutting the original sound. |
| <b>Attack</b>         | 0–127           | Adjusts the time it takes for the gate to fully open after being triggered.                                                                                                                                                               |
| <b>Hold</b>           | 0–127           | Adjusts the time it takes for the gate to start closing after the source sound falls beneath the Threshold.                                                                                                                               |
| <b>Release</b>        | 0–127           | Adjusts the time it takes the gate to fully close after the hold time.                                                                                                                                                                    |
| <b>Balance</b>        | D100:0W–D0:100W | Volume balance between the direct sound (D) and the effect sound (W)                                                                                                                                                                      |
| <b>Level</b>          | 0–127           | Output Level                                                                                                                                                                                                                              |

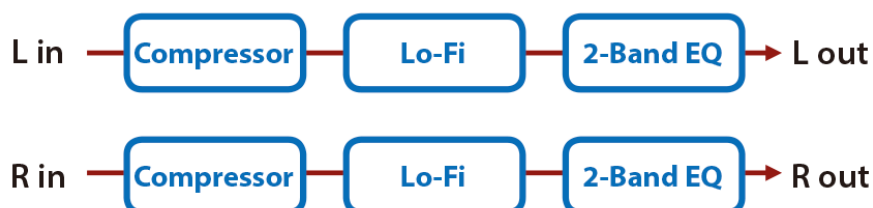
\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Lo-fi effects

### LOFI Compress

Degrades the sound quality.



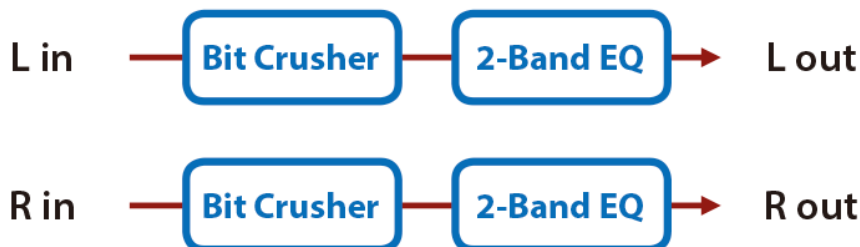
| Parameter                 | Value                                                                                              | Explanation                                                                                                                                                                                                                        |
|---------------------------|----------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Pre Filter Type</b>    | 1, 2, 3, 4, 5, 6                                                                                   | Selects the type of filter applied to the sound before it passes through the Lo-Fi effect.<br>1: Compressor off<br>2–6: Compressor on                                                                                              |
| <b>LoFi Type</b>          | 1, 2, 3, 4, 5, 6, 7, 8, 9                                                                          | Degrades the sound quality. The tone character grows poorer as this value is increased.                                                                                                                                            |
| <b>Post Filter Type</b>   | OFF, LPF, HPF                                                                                      | Selects the type of filter applied to the sound after it passes through the Lo-Fi effect.<br>OFF: No filter is used.<br>LPF: Cuts the frequency range above the Cutoff Freq<br>HPF: Cuts the frequency range below the Cutoff Freq |
| <b>Post Filter Cutoff</b> | 200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 [Hz] | Basic frequency of the Post Filter                                                                                                                                                                                                 |
| <b>Low Gain</b>           | -15–+15 [dB]                                                                                       | Gain of the low range                                                                                                                                                                                                              |
| <b>High Gain</b>          | -15–+15 [dB]                                                                                       | Gain of the high range                                                                                                                                                                                                             |
| <b>Balance (*1)</b>       | D100:0W–D0:100W                                                                                    | Volume balance between the direct sound (D) and the effect sound (W)                                                                                                                                                               |
| <b>Level</b>              | 0–127                                                                                              | Output Level                                                                                                                                                                                                                       |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

### Bit Crusher

This creates a lo-fi sound.



| Parameter        | Value        | Explanation               |
|------------------|--------------|---------------------------|
| Sample Rate (*1) | 0–127        | Sampling frequency        |
| Bit Down         | 0–20         | Adjusts the bit depth.    |
| Filter           | 0–127        | Adjusts the filter depth. |
| Low Gain         | -15→+15 [dB] | Gain of the low range     |
| High Gain        | -15→+15 [dB] | Gain of the high range    |
| Level            | 0–127        | Output Level              |

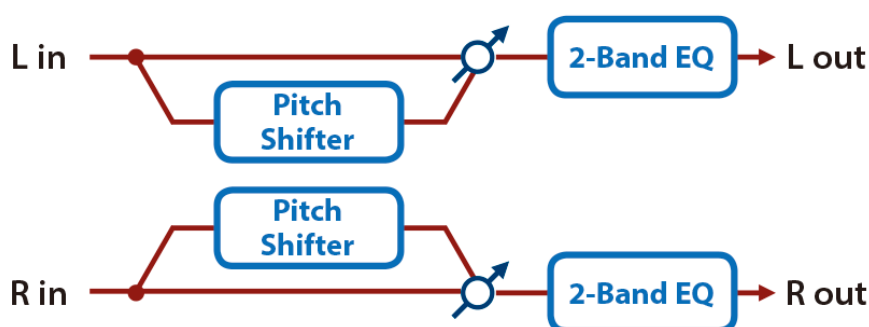
\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Pitch effect

### Pitch Shifter

A stereo pitch shifter.



| Parameter         | Value                                       | Explanation                                                                                                                           |
|-------------------|---------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------|
| Coarse            | -24→+12 [semi]                              | Adjusts the pitch of the pitch shifted sound in semitone steps.                                                                       |
| Fine              | -100→+100 [cent]                            | Adjusts the pitch of the pitch shifted sound in 2-cent steps.                                                                         |
| Tempo Sync        | OFF, ON                                     | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>→ “ <a href="#">Setting the kit tempo (KIT TEMPO) (p. 57)</a> ” |
| Delay Time (msec) | 1–1300 [msec]                               | Adjusts the delay time from the direct sound until the pitch shifted sound is heard.                                                  |
| Delay Time (note) | Note<br>→ “ <a href="#">Note (p. 234)</a> ” |                                                                                                                                       |

| Parameter           | Value           | Explanation                                                                                                                      |
|---------------------|-----------------|----------------------------------------------------------------------------------------------------------------------------------|
| <b>Feedback</b>     | -98--+98 [%]    | Adjusts the proportion of the pitch shifted sound that is fed back into the effect. Negative (-) settings will invert the phase. |
| <b>Low Gain</b>     | -15--+15 [dB]   | Gain of the low range                                                                                                            |
| <b>High Gain</b>    | -15--+15 [dB]   | Gain of the high range                                                                                                           |
| <b>Balance (*1)</b> | D100:0W-D0:100W | Volume balance between the direct sound (D) and the pitch shifted sound (W)                                                      |
| <b>Level</b>        | 0-127           | Output Level                                                                                                                     |

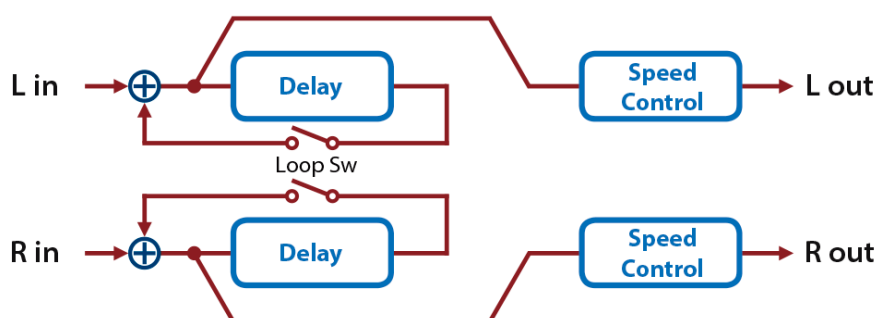
\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

## Looper effects

### DJFX Looper

Loops a short portion of the input sound. You can vary the playback direction and playback speed of the input sound to add turntable-type effects.



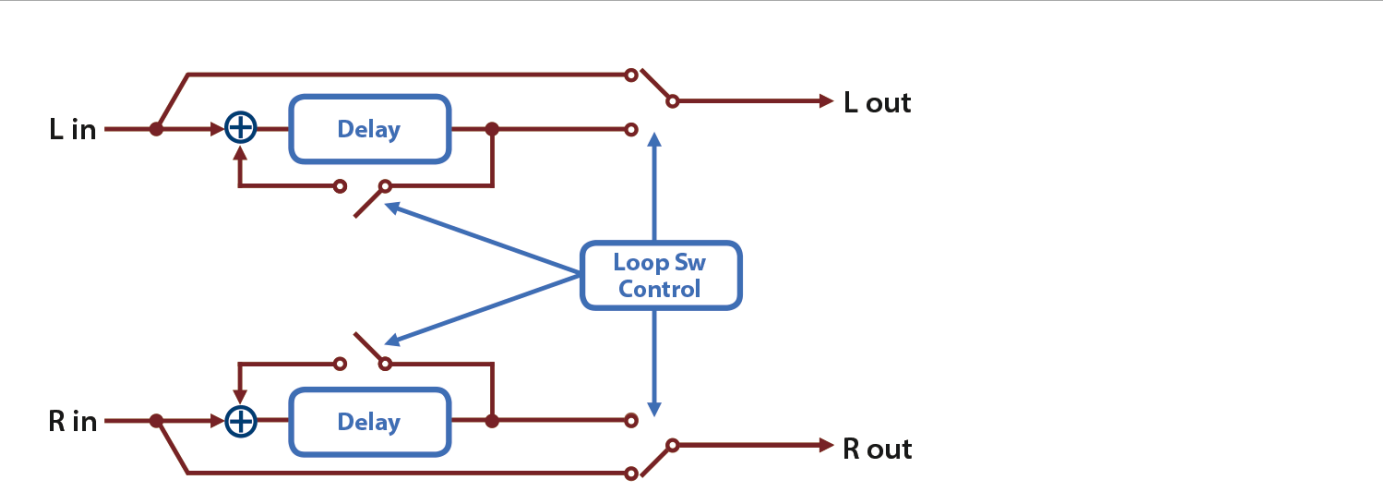
| Parameter           | Value        | Explanation                                                                                                                                                                                                                                                            |
|---------------------|--------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Length (*1)</b>  | 0-127        | Specifies the length of the loop.                                                                                                                                                                                                                                      |
| <b>Speed</b>        | -1.00--+1.00 | Specifies the playback direction and playback speed.<br>- direction: Reverse playback<br>+ direction: Normal playback<br>0: Stop playback<br>As the value moves away from 0, the playback speed becomes faster.                                                        |
| <b>Loop Sw (*1)</b> | OFF, ON      | If you turn this on while the sound is heard, the sound at that point will be looped. Turn this off to cancel the loop.<br><br>* If the effect is recalled with this ON, this parameter must be turned OFF and then turned ON again in order to make the loop operate. |
| <b>Level</b>        | 0-127        | Output Level                                                                                                                                                                                                                                                           |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “[Controlling the MFX with the PAD EDIT \[1\] \[2\] Knobs \(MFX Ctrl\) \(p. 235\)](#)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “[Controlling the MASTER EFFECT with the MASTER EFFECT Knob \(MASTER EFFECT CTRL\) \(p. 235\)](#)”.

### BPM Looper

Loops a short portion of the input sound. This can automatically turn the loop on/off in synchronization with the rhythm.



| Parameter      | Value                     | Explanation                                                                                                                                                                                                                          |
|----------------|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Length         | 0–127                     | Specifies the length of the loop.                                                                                                                                                                                                    |
| Rate (sync sw) | OFF, ON                   | If this is ON, the rate synchronizes with the tempo of the rhythm.<br>⇒ “Setting the kit tempo (KIT TEMPO) (p. 57)”<br>* This is valid only when Loop Mode is “AUTO”.                                                                |
| Rate (Hz)      | 0.05–10.00 [Hz]           | Cycle at which the loop automatically turns on/off                                                                                                                                                                                   |
| Rate (note)    | Note<br>⇒ “Note (p. 234)” |                                                                                                                                                                                                                                      |
| On Timing      | 1–8                       | Specifies the timing within the cycle at which the loop automatically starts (which step of the eight timing divisions at which the sound is heard).<br>* This is valid only when Loop Mode is “AUTO”.                               |
| On Length      | 1–8                       | Specifies the length at which the loop automatically ends within the cycle (the number of times that the 1/8-length of sound is heard).<br>* This is valid only when Loop Mode is “AUTO”.                                            |
| Loop Mode (*1) | OFF, AUTO, ON             | If this is AUTO, the loop automatically turns on/off in synchronization with the rhythm.<br>* If the effect is recalled with this ON, this parameter must first be set to something other than ON in order to make the loop operate. |
| Level          | 0–127                     | Output Level                                                                                                                                                                                                                         |

\*1: This parameter corresponds to MFX CTRL. For details, refer to “Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl) (p. 235)”.

\*1: This parameter corresponds to MASTER EFFECT CTRL. For details, refer to “Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL) (p. 235)”.

Note

|  |                           |  |                           |  |                            |  |                     |
|--|---------------------------|--|---------------------------|--|----------------------------|--|---------------------|
|  | Sixty-fourth-note triplet |  | Sixty-fourth note         |  | Thirty-second-note triplet |  | Thirty-second note  |
|  | Sixteenth-note triplet    |  | Dotted thirty-second note |  | Sixteenth note             |  | Eighth-note triplet |
|  | Dotted sixteenth note     |  | Eighth note               |  | Quarter-note triplet       |  | Dotted eighth note  |
|  | Quarter note              |  | Half-note triplet         |  | Dotted quarter note        |  | Half note           |
|  | Whole-note triplet        |  | Dotted half note          |  | Whole note                 |  | Double-note triplet |
|  | Dotted whole note         |  | Double note               |  |                            |  |                     |

## Controlling the MFX with the PAD EDIT [1] [2] Knobs (MFX Ctrl)

When "Group" is set to "MFX1–4" and "Param" is set to "MFX1–4 Ctrl" in the PAD EDIT knob settings, you can control the MFX parameters using the two PAD EDIT knobs.

The parameters that can be controlled are preset.

➔ ["Effect List \(p. 192\)"](#)

Refer to ["Configuring the PAD EDIT \[1\] \[2\] knobs \(PAD EDIT KNOB\) \(p. 104\)"](#) for details on how to configure the settings.

## Controlling the MASTER EFFECT with the MASTER EFFECT Knob (MASTER EFFECT CTRL)

You can use the MASTER EFFECT knob to control the MASTER EFFECT parameters.

The parameters that can be controlled are preset.

➔ ["Effect List \(p. 192\)"](#)

**SPD-SX PRO**  
**Reference Manual**  
**04**  
**Roland Corporation**

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