Roland®

V-Synth

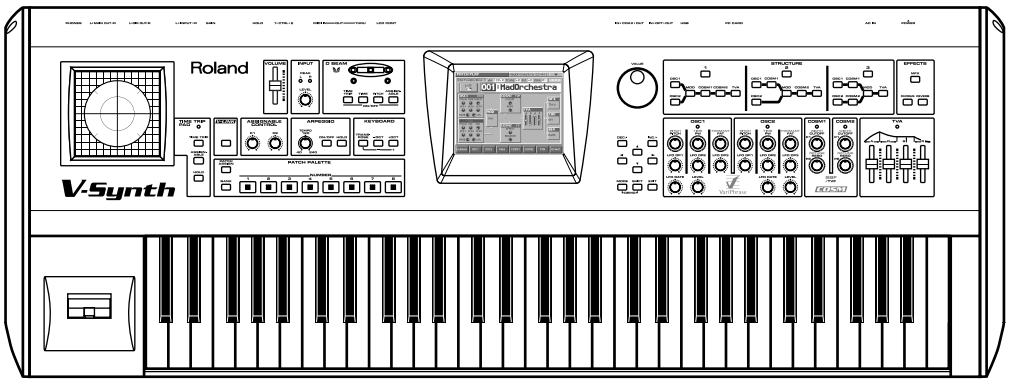
QUICK START

Thank you, and congratulations on your choice of the Roland V-Synth.

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

How to Read This Manual

The V-Synth comes with three manuals: Quick Start, Owner's Manual, and Sound List. The manual you're reading now, Quick Start, offers a basic introduction to the V-Synth, and provides simple, easy-to-understand explanations, allowing the beginner to quickly experience many of the V-Synth's exciting features. As you read the Quick Start, we recommend actually performing the described operations on your V-Synth. This'll help you understand most of what you need to know for basic operations. For feature details, and for explanations of advanced uses, read the separate Owner's Manual.



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Getting Ready

Connecting an Amp and Speaker System

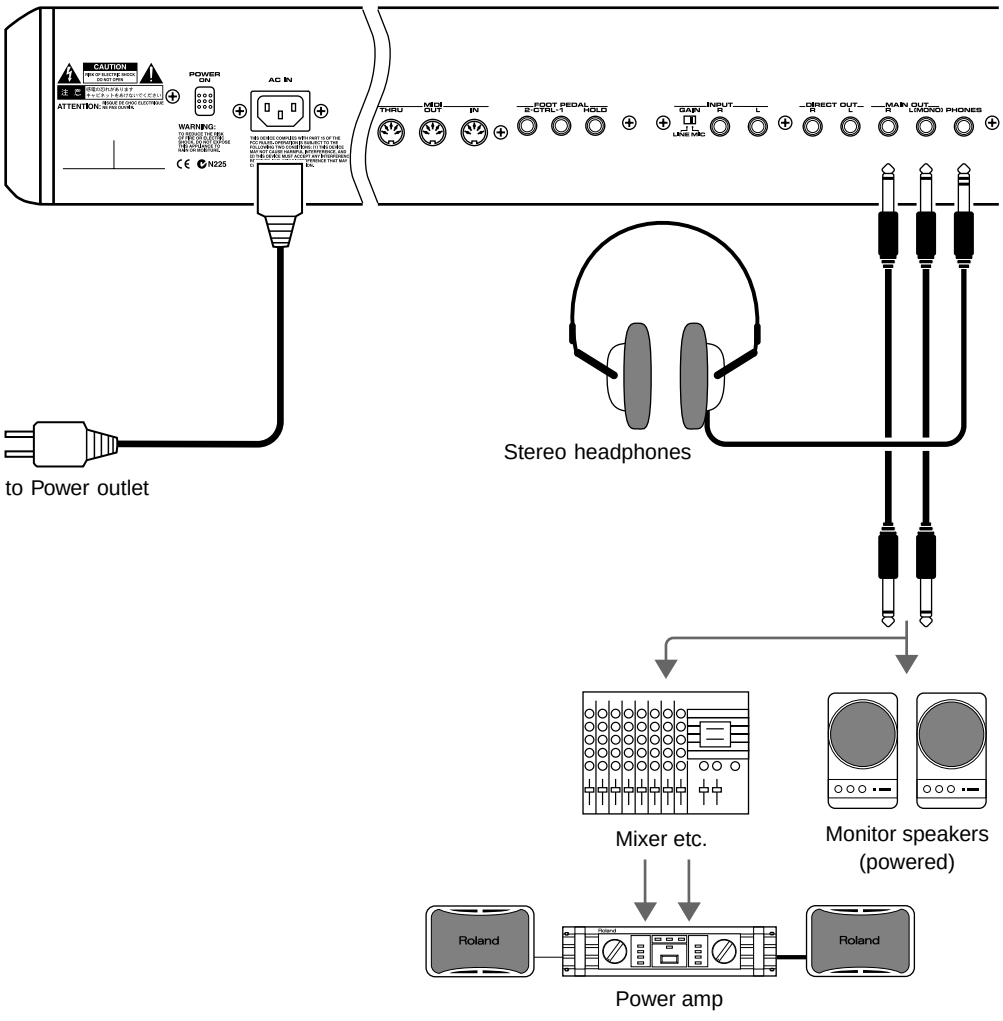
Since the V-Synth contains no amplifier or speakers, you'll need to connect it to audio equipment such as a keyboard amplifier, monitor speaker system or home stereo, or use headphones to hear its sound.

Here we will explain example connections that use mainly the MAIN OUT jacks.

1 **Before hooking anything up, make sure that the power on all of your gear is turned OFF.**

2 **Connect one end of the supplied power cable to the V-Synth, and the other end to a power outlet.**

3 **Connect the V-Synth to your amp/speaker system.**



Use audio cables to connect audio equipment such as an amp or speakers. If you're using headphones, plug them into the PHONES jack.

NOTE

To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

HINT

In order to fully experience the V-Synth's sound, we recommend using a stereo amp/speaker system. If you're using a mono system, however, make your connections to the V-Synth's MAIN OUT jack L (MONO).

NOTE

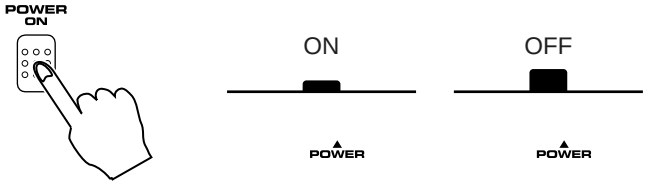
Audio cables are not included with the V-Synth. You'll need to provide them.

Turning On the Power

1 **Before turning on the V-Synth's power, consider these two questions:**

- Are all peripheral devices connected correctly?
- Have the volume controls of the V-Synth and all connected audio devices been turned to their lowest settings?

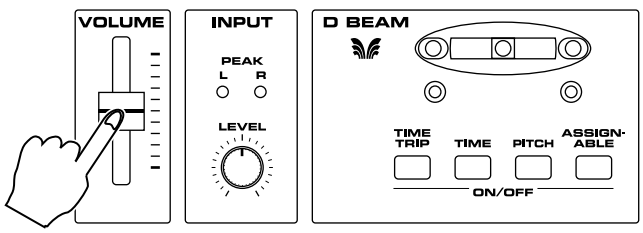
2 **Turn on the POWER switch located on the rear panel of the V-Synth.**



3 **Turn on the power for any connected amplifiers or speakers.**

4 **Wait for the V-Synth to start up. When it has started up normally, a screen like the following will appear.**

5 **Set the volume for your connected amplifier and speakers. While playing the V-Synth keyboard, gradually raise the V-Synth's volume slider to the desired listening level.**



NOTE
Once the connections have been completed (p. 3), turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunctions and / or damage to speakers and other devices.

NOTE
To ensure proper operation of the pitch bend lever, make sure not to touch the lever when turning the V-Synth's power on.

Do not touch!

NOTE
This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally.

MEMO
While the V-Synth is starting up, the display will indicate "Processing..."

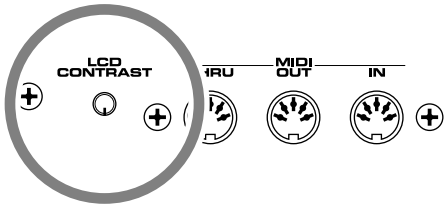
NOTE
Be careful not to set your listening volume too high to avoid damage to your amp / speaker system or your hearing.

HINT
In order to obtain the best audio quality from the V-Synth, we recommend that you set the V-Synth's volume to the maximum position, and adjust the volume appropriately on your amp or speaker system.

Adjusting the Display Contrast (LCD Contrast)

The characters in the display may be difficult to view immediately after turning on the V-Synth's power or after extended use. Your viewing angle or the current lighting conditions can also affect the appearance of the display. In such situations, you can turn the LCD CONTRAST knob (located on the rear panel) to adjust the contrast of the display.

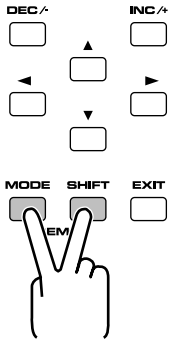
and



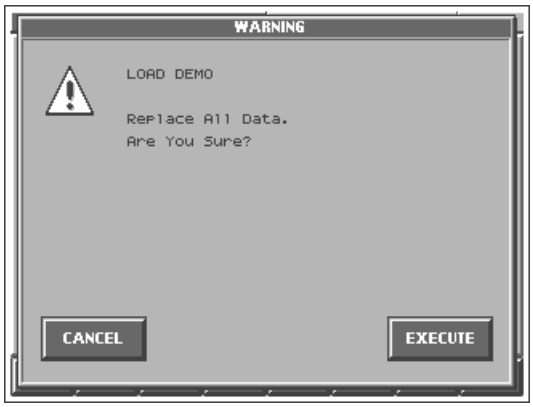
Listen to the Demo Song

The V-Synth contains demonstration ("demo") songs that you can listen to using the V-Synth's Demo Play feature. The demos will introduce you to the V-Synth's exceptional sounds and effects.

1 **Hold down [SHIFT] and press [MODE].**



A window like the following appears.



2 **Touch <EXECUTE> to load the demo song data.**

The DEMO Play screen will appear, and you will enter Demo Play mode.

3 **Touch the song that you wish to hear.**

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HINT
You can also enter Demo Play mode by pressing [MODE] and then touching <DEMO> in the V-SYNTH MODE MENU window that appears.

NOTE
If you enter Demo Play mode without saving any edited data you have remaining in the V-Synth's work area, all of this data will be lost. If you want to keep your data, you must save it to internal memory or on a PC card, or transmit it to an external MIDI device (Owner's Manual; p. 85, P.97).

HINT
If you touch <PLAY ALL SONGS >, the songs will playback successively, beginning from the first.

4 **Touch <PLAY> to start demo song playback.**

After a demo song has played all the way to the end, the unit automatically returns to the start of the song and playback is repeated. To interrupt playback, touch <STOP>.

5 **To exit Demo Play mode, touch <EXIT>.**

A window like the following appears.

6 **Touch <EXECUTE>, and you'll be returned to the PATCH PLAY screen.**

NOTE
When the demo plays, it sends out no MIDI data from the V-Synth's MIDI OUT connector.

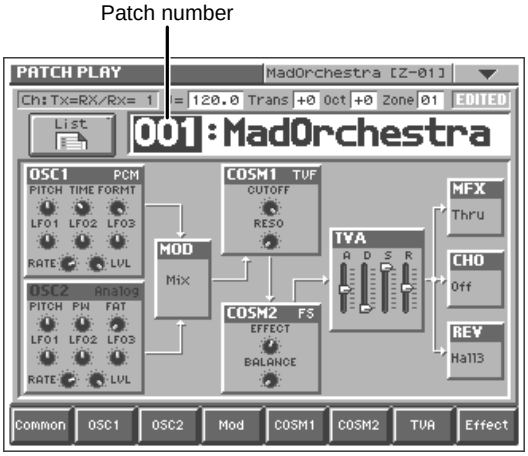
Try Out the Sounds

Selecting Patches and Playing Sounds

The V-Synth comes with a wide range of onboard sounds, including single tones called **patches**. Let's select a few patches to get an idea of the variety of sounds available with the V-Synth.

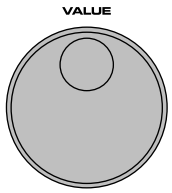
1 **Make sure the PATCH PLAY screen is displayed.**

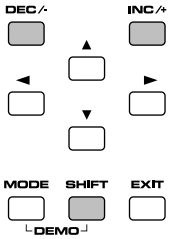
If the PATCH PLAY screen—shown below—is not displayed, press [EXIT] once or twice until the PATCH PLAY screen appears.



2 **Play the keyboard to hear what the selected patch sounds like.**

3 **To change to a different patch, touch the patch number to highlight it, and then turn the VALUE dial or press [INC/+] [DEC/-]. At this time you can switch more rapidly by holding down [SHIFT] while you perform these operations.**





HINT

Alternately, you can touch the patch number and drag your finger up and down—or right and left—to change patches.

For details on the factory-set patches in the V-Synth's memory, refer to "Sound List" (separate booklet).

Selecting Patches from the List

You can easily find the desired patch by selecting it from the patch list.

1 **Make sure the PATCH PLAY screen is displayed.**

If the PATCH PLAY screen—shown below—is not displayed, press [EXIT] once or twice until the PATCH PLAY screen appears.

2 **Touch <List> in the upper left area of the display.**

The PATCH List window appears.

3 **Select a patch from the list.**

Either turn the VALUE dial or use [INC/+] [DEC/-] to select a patch. You can also select a patch by touching it on the display.

4 **To view other patches, touch <017-032>–<241-256>, located at either side of the screen. To view higher-numbered patches, touch <257-512>, located at the bottom of the screen.**

5 **Touch <OK>.**

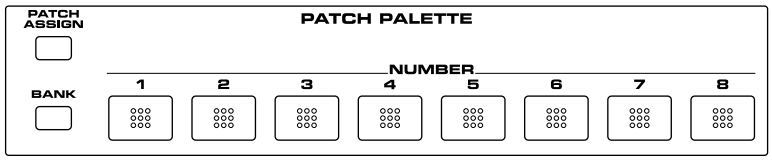
The patch is selected and the PATCH List window closes.

HINT

If you select a patch in the list and play the keyboard, the selected patch will sound. This is a useful way to audition the sound of a patch.

Selecting Favorite Patches (Patch Palette)

If your favorite, frequently used patches are registered in the Patch Palette, you can select them instantly by simply pressing NUMBER [1]–[8].



1 **Make sure the PATCH PLAY screen is displayed.**

2 **Press NUMBER [1]–[8] to select a patch.**

3 **To switch between patch palette banks, hold down [BANK] and press NUMBER [1]–[8].**

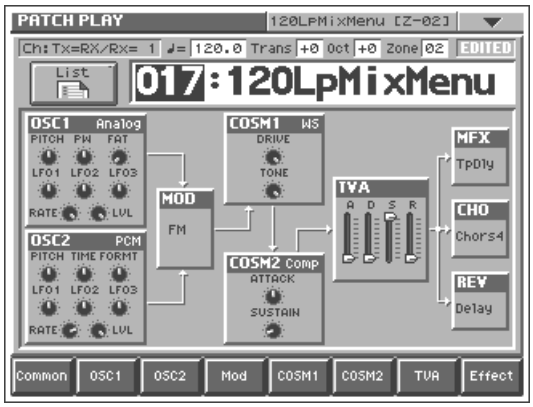
For instructions on how to register a favorite sound in the patch palette, refer to **"Registering a Favorite Patch (Patch Palette)"** (Owner's Manual; p. 35).

Playing Different Sounds in Separate Areas of the Keyboard (Split Patch)

Patches in which different sounds play in different zones of the keyboard are called **split patches**.

Let's select Patch "017 120LpMixMenu," a split patch.

1 **Select Split Patch "017 120LpMixMenu" (p. 8).**



In this patch, the key range settings are:

Zone 1	C-1–C4	Zone 4	F4
Zone 2	C#4–D4	Zone 5	F#4–G4
Zone 3	D#4–E4	Zone 6	G#4–G9

2 **Play the keyboard and listen to the sound.**

You can hear that different sounds are played in each zone (keyboard area).

For details on creating a split patch, refer to **"Splitting the Keyboard to Play Different Sounds (Split)"** (Owner's Manual; p. 52).

Try Out the Various Performance Features

The V-Synth is equipped with a variety of powerful performance features that can raise your musical expressiveness to new levels. These include the Time Trip Pad, the D Beam controller, and the Arpeggiator. Take a moment to try out some of the V-Synth's performance features.

Manipulating Sounds with the Time Trip Pad

You can apply a variety of effects to the sound simply by touching your fingertip to the Time Trip Pad located at the left side of the front panel.

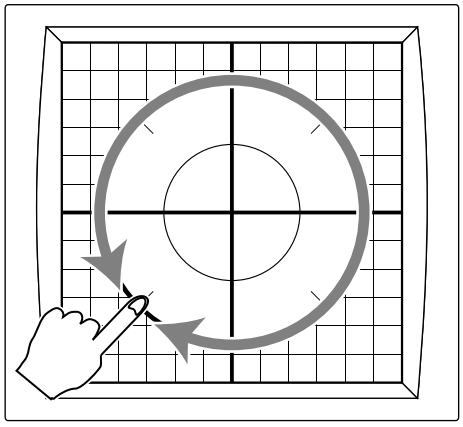
Let's select Patch "023 TimeTripRun," a patch that makes use of the Time Trip Pad, and try it out.

1 **Select Patch "023 TimeTripRun" (p. 8).**

This patch lets you hear how the Time Trip effect can change the sound.

2 **While playing the keyboard, move your finger in a circle on the Time Trip pad.**

The playback speed of the sound will speed up if you move your finger rapidly in a clockwise direction, and will slow down if you move your finger more slowly. If you move your finger in a counter-clockwise direction, the sound will play backward. If you stop moving your finger, the sound will stop at that location.



MEMO

What is the Time Trip function?

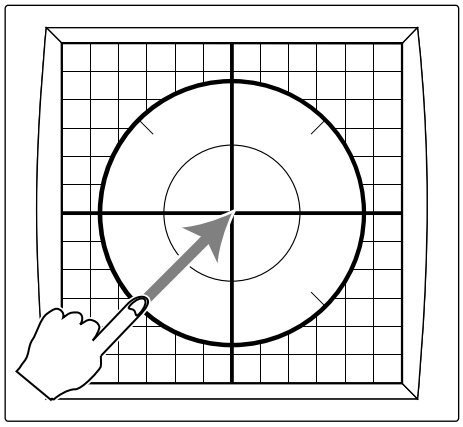
One of the advantages of variphrase is that the playback location and speed of the wave can be changed in real time. The Time Trip function takes advantage of this ability to manually control the playback location and speed of the wave. In patches that use variphrase, switch the Time Trip Pad function to "TIME TRIP" to use this function. While playing the keyboard, touch the Time Trip pad and the currently sounding wave will stop at the current playback location. Then as you move your finger from that point in a circle, the wave playback will advance in the direction of conventional playback (clockwise), or the reverse (counterclockwise). Unlike "scratching" on a turntable, this lets you control the playback without affecting the pitch, so you can play the sound at the pitch you specify from the keyboard.

You can use the D Beam controller to produce similar results.

For details regarding VariPhrase, refer to **"What is VariPhrase?"** (Owner's Manual; p. 11).

3 **While playing the keyboard, lightly touch your fingertip at the circumference of the Time Trip Pad, and move your finger toward the center.**

Notice how the sound changes.



HINT

Time Trip Pad settings are saved with each patch. This means that you can create the best Time Trip Pad settings for each patch.

For details on using the Time Trip Pad, refer to **"Applying an Effect by Touching Your Finger to the Pad (Time Trip Pad)"** (Owner's Manual; p. 28).

Moving Your Hand Above the D Beam Controller to Apply Effects

You can apply various effects to the currently selected patch by simply moving your hand over the pair of D Beam controllers at the left side of the display.

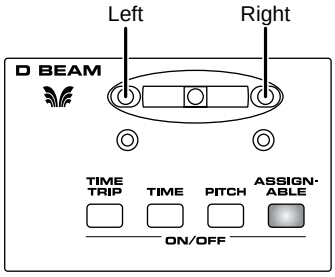
Let's select Patch "007 VoixBulgares," a patch that makes use of the D Beam controllers, and try it out.

MEMO

The D Beam controller can be used simply by waving your hand over it. It can be used to apply various effects, depending on the function that is assigned to it.

1 **Select Patch "007 VoixBulgares" (p. 8).**

The D BEAM [ASSIGNABLE] indicator lights, and the D Beam controllers turn on.

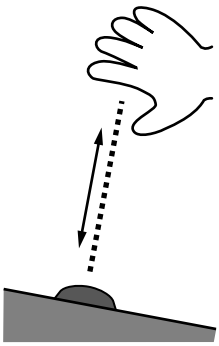


In this patch, the D Beam controllers are assigned to control the following parameters.

Left: Vocal pitch

Right: Vocal character (formant)

2 **Move your hand up and down slowly over each D Beam controller as you play the keyboard.**



Bring your hand down above the left D Beam controller, and the pitch (vocal pitch) of the oscillator 1 goes down. Bring your hand down above the right D Beam controller, and the formant (vocal character) of the oscillator 2 changes. Moving your hand over both the left and right D Beam controllers affects the pitch and formant simultaneously.

3 **To turn off the D Beam controllers, press the button whose indicator is lit—[ASSIGNABLE] in this case—so its indicator turns off.**

4 **To change the behavior of the D Beam controllers, press the button whose indicator isn't lit—in this case, a button other than [ASSIGNABLE]—so the indicator of that button lights.**

In addition to ASSIGNABLE (an effect that can be specified for each patch), the D Beam can operate in any of the following modes.

[TIME TRIP]: Time Trip mode

[TIME]: Time Control mode

[PITCH]: Pitch Control mode

MEMO

The D BEAM indicator lights when the D Beam controller is responding. The D BEAM indicator doesn't light if you're outside the valid range of the D Beam controller.

HINT

D Beam controller settings are saved with each patch. This means that you can create the best D Beam settings for each patch.

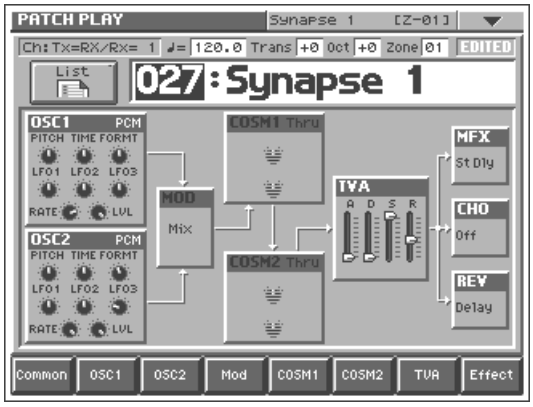
For details on using the D Beam controller, refer to **"Applying an Effect by Passing Your Hand Over the D Beam (D Beam Controller)"** (Owner's Manual; p. 29).

Using Knobs to Modify the Sound in Realtime (Assignable Controller)

By turning the ASSIGNABLE CONTROL knobs while you play, you can control the various functions that've been assigned to them.

Let's select Patch "027 Synapse 1" and try out the assignable controllers.

1 **Select Patch "027 Synapse 1" (p. 8).**

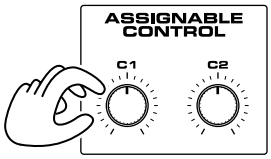


In this patch, the assignable controllers affect the following parameters.

[C1]: Formant / Pitch

[C2]: Time

2 **While playing the keyboard, play with the ASSIGNABLE CONTROL knobs. For example, try turning [C1].**



Turn [C1] toward the right, and hear how the tone changes and the pitch rises.

HINT

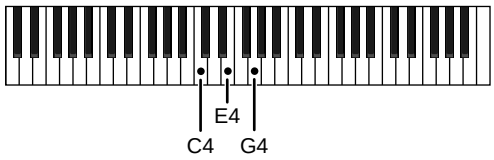
The assignable controller settings are saved with each patch. This means that you can create the best assignable controller settings for each patch.

For details on using the assignable controllers, refer to **"Applying an Effect by Turning a Knob (Assignable Controller)"** (Owner's Manual; p. 30).

Playing Arpeggios (Arpeggiator)

The V-Synth provides an automatic arpeggio function (Arpeggiator). When you turn on the arpeggiator and play the keyboard, arpeggios are produced automatically.

For example, if you press the keys of a C major chord, the V-Synth arpeggiates the chord as C → E → G → C → E → G...



Let's select Patch "002 Harp Trek," a patch that makes effective use of the Arpeggiator, and try the feature out.

1 **Select Patch "002 Harp Trek" (p. 8).**

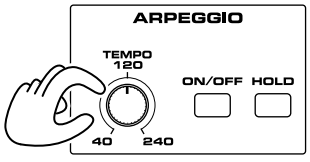
The arpeggiator will turn on, and the ARPEGGIO [ON / OFF] indicator will light. Since this patch is set to Arpeggiator Hold, the [HOLD] indicator will also light.

2 **Play the keyboard.**

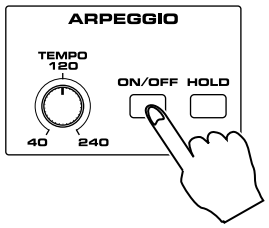
The V-Synth arpeggiates what you've played. The arpeggio continues sounding even after you take your hand off the keyboard—this demonstrates the Arpeggiator's Hold feature.

3 **To change the playback tempo of the arpeggiator, turn ARPEGGIO [TEMPO].**

Turning the knob toward the right makes the tempo faster, and turning it toward the left makes the tempo slower.



4 **To finish listening to the arpeggio, press ARPEGGIO [ON/OFF] again so its indicator turns off.**



HINT

Arpeggiator settings can be saved with each patch. This means that you can create the best arpeggio settings for each patch.

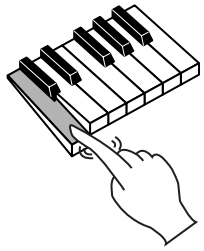
For details on using the Arpeggiator, refer to **"Playing Arpeggios (Arpeggiator)"** (Owner's Manual; p. 24).

Other Performance Features

Other performance functions include the following. Select various patches, and try out these functions.

Velocity / Aftertouch

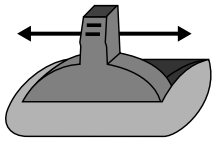
The force with which you play the keyboard, or the "velocity" with which you play, can affect the volume or timbre of a sound. Aftertouch—downward pressure you apply to a key after playing a note—can also affect the sound.



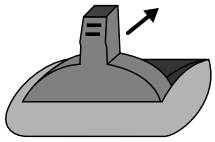
Pitch Bend / Modulation Lever

While playing the keyboard, move the lever to the left to lower the pitch of the currently selected patch, or to the right to raise its pitch. This is known as **pitch bend**. You can also apply vibrato and so on by gently pushing the lever away from you. This is known as **modulation**.

If you push the lever away from you and at the same time move it to the right or left, you can apply both effects at once.



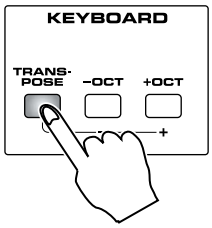
Pitch Bend



Modulation

Transpose

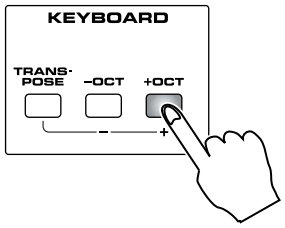
To modify the pitch range of the keyboard in semitone steps (-5– +6 semitones), press [TRANSPOSE] so its indicator lights. Set the desired amount of transposition by holding down [TRANSPOSE] and pressing [+OCT] or [-OCT].



For details, refer to **"Transposing the Keyboard in Semitone Steps (Transpose)"** (Owner's Manual; p. 22).

Octave Shift

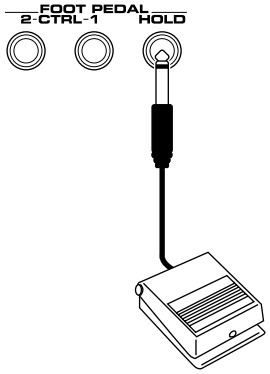
Pressing [+OCT] or [-OCT] transposes the pitch of the keyboard in 1 octave units (-3– +3 octaves).



For details, refer to **"Transposing the Keyboard in Octave Units (Octave Shift)"** (Owner's Manual; p. 23).

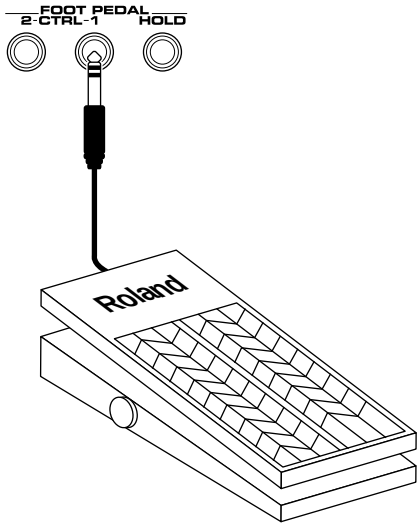
Hold Pedal

If an optional pedal switch (DP series) is connected to the rear panel HOLD PEDAL jack, you can press the pedal switch to cause notes to sustain or "hold" even after their keys have been released.



Control Pedal

If an optional expression pedal (EV-5, etc.) is connected to the rear panel CTRL 1 or the CTRL 2 PEDAL jack, you can use the pedal to control the volume or timbre of sounds you play.



NOTE
Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunctions and / or damage to the unit.

You can set how the sound of each patch changes when you press an expression pedal. For details, refer to **"Pedal 1, 2 Assign"** (Owner's Manual; p. 79).

Creating a Patch

This chapter explains the steps for creating a patch on the V-Synth. To create sounds, you will mainly use the buttons and knobs that are in the right half of the panel.

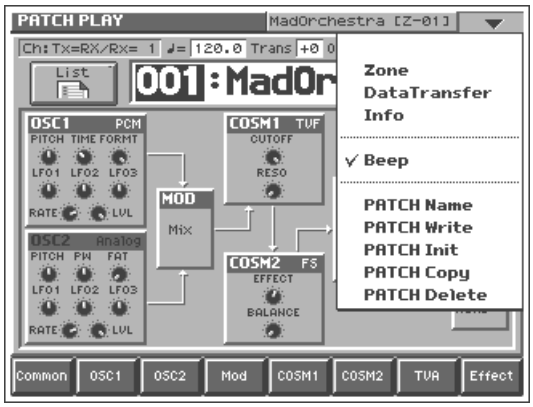
Initializing Patch Settings

First we will return the settings of the currently selected patch to a standard set of values.

1 **Make sure that the PATCH PLAY screen is displayed.**

2 **Touch <▼> in the upper right of the screen.**

A pulldown menu appears.



3 **Touch <PATCH Name> in the pulldown menu.**

A window like the following appears.

4 **Touch <EXECUTE>.**

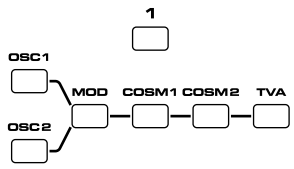
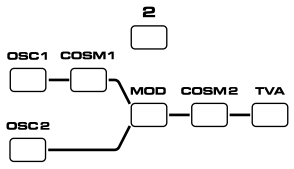
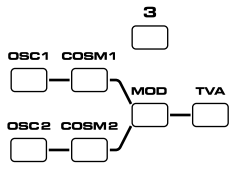
The initialization will be carried out, and you'll be returned to the PATCH PLAY screen.

Selecting a Structure Type

The sounds of the V-Synth are produced by six elements (sections). Here's how to select the Structure Type, which determines how these elements are combined.

Section name	Function
OSC1, OSC2	This section generates the sound on which a patch is based. The sound is produced either by built-in preset waves or sampled waves, or by calculating an analog modeling waveform. An external audio input source can also be used.
MOD	This section mixes and modulates the two audio signals.
COSM1, COSM2	This section applies a wide variety of processing including filtering. This differs from the effects in that effects are applied to the final mix of the sound, COSM is applied to each individual note.
TVA	This section creates time-variant changes in volume, and sets the pan position.

1 **Press STRUCTURE [1]–[3] to select a structure type.**

Structure Type	Description
	This is the most conventional structure on the V-Synth. The sounds from OSC1 and OSC2 are mixed by MOD, processed by COSM1 to shape their tonal character (e.g., using SBF), and then sent through COSM2 for additional tonal refinement (e.g., using TVF).
	This structure connects OSC1 and OSC2 asymmetrically. This is effective when using a modulation that has the modulator set to anything other than "MIX." Typically, you will use OSC1 and COSM1 to create the basic sound, then select the OSC2 sound and MOD settings to add variation, and finally select TVF in COSM2 to adjust the tone.
	In this structure, OSC1 is paired with COSM1, and OSC2 is paired with COSM2. You can use a controller such as the Time Trip Pad to morph between the sound created by OSC1 and COSM1 and the sound created by OSC2 and COSM2.

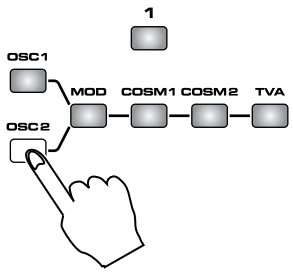
HINT

When you select a structure type, its buttons light on the V-Synth's front panel.

Switching Each Section On/Off

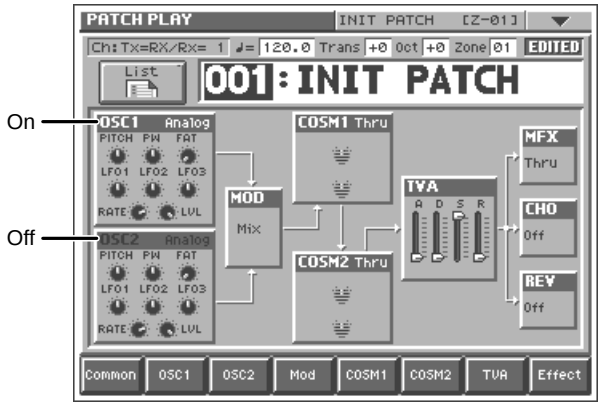
After deciding on the structure type to use, you can switch each section within that structure on or off as desired.

1 **Within the currently selected structure, turn the buttons of each section on (indicator lit) or off (indicator not lit), depending on whether or not you want to use that section.**



For example if “OSC1” and “OSC2” are both off, there will be no sound-producing section, and no sound will be output.

The on / off setting of each section is also shown in the PATCH PLAY screen. Section names shown in white characters are on, and those displayed in black characters are off.



Setting Up the Oscillators (OSC1/2)

The oscillator sections produce the original sound, either by playing back an internal PCM wave or a sampled wave, or by generating an analog modeling wave.

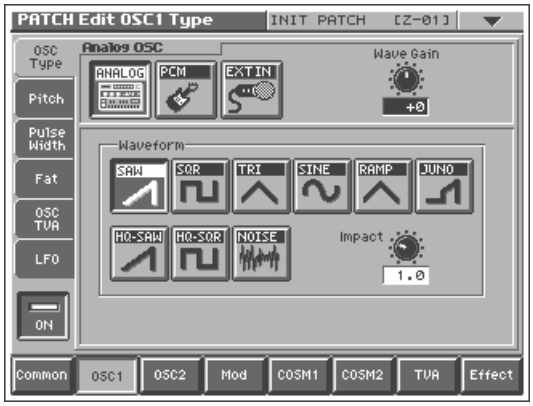
Selecting a Wave

1 **Make sure that the PATCH PLAY screen is displayed.**

2 **In the lower part of the screen, touch <OSC1> (or <OSC2>).**

A screen like the following appears. If a different screen appears, touch the <OSC Type> tab at the left side of the screen.

Analog oscillator



PCM oscillator

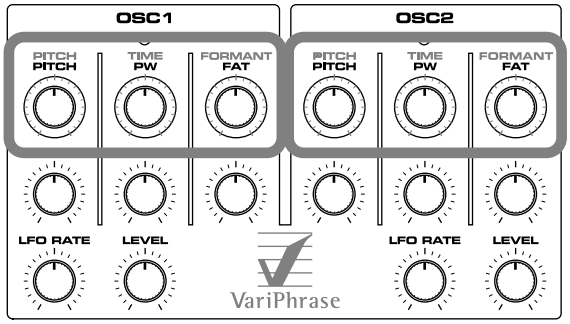
3 **Touch either <ANALOG> or <PCM> to select the type of oscillator.**

4 **In the Waveform area, select the wave you wish to use.**

Make your selection while playing the keyboard to hear the sounds.

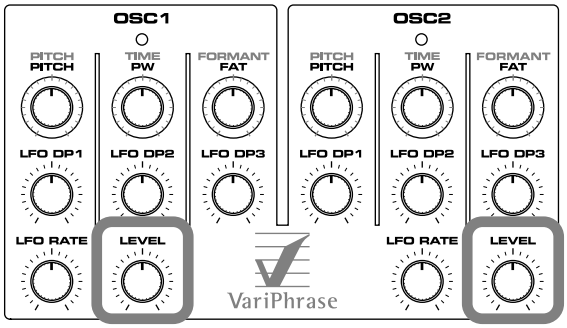
Modifying the Volume and Sound

1 **While playing the keyboard, turn the following knobs to adjust the character of the sound.**



Knob	PITCH PITCH	TIME PW	FORMANT FAT
Functions when using the PCM oscillator	Modifies the pitch.	**TIME:** Modifies the playback speed.	**FORMANT:** Modifies the formant (vocal character).
Functions when using the analog oscillator		**PW:** Modifies the pulse width.	**FAT:** Modifies the richness of the sound.

2 **Turn [LEVEL] to adjust the volume.**



NOTE
Depending on the encoding type of the PCM wave, Formant may have no effect. For details, refer to **"Selecting the Encoding Type"** (Owner's Manual; p. 70).

NOTE
Depending on the type of the analog wave, PW or FAT may have no effect. For details, refer to **"Modifying Waveforms (OSC1/OSC2)"** (Owner's Manual; p. 42).

For more about the oscillator settings, refer to **"Modifying Waveforms (OSC1/OSC2)"** (Owner's Manual; p. 42).

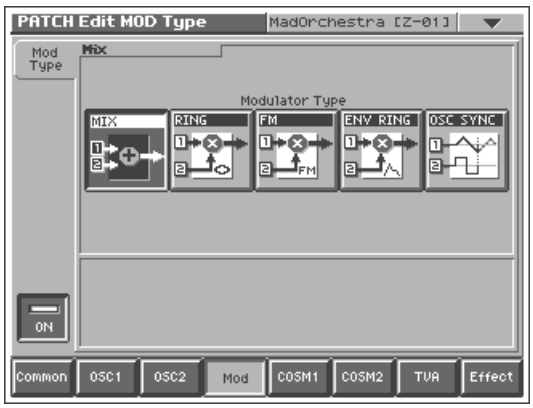
Mixing/Modulating Two Sounds (Mod)

The Modulator mixes and modulates the two audio signals.

Selecting a Modulator Type

1 **In the lower part of the screen, touch <Mod>.**

A screen like the following appears.



2 **In the Modulator Type area, select the modulator type you wish to use.**

Modulator Type	Description
MIX	Add OSC1 and OSC2.
RING	Use OSC2 to apply ring modulation to OSC1.
FM	Use OSC2 to apply FM (frequency modulation) to OSC1.
ENV RING	Use the envelope of OSC2 to control the volume of OSC1.
OSC SYNC	Synchronize the output waveform of OSC1 to the output waveform of OSC2.

NOTE
OSC SYNC is valid only when OSC2 is an analog oscillator.

For more about the modulator settings, refer to **"Mixing/ Modulating Two Sounds (Mod)"** (Owner's Manual; p. 46).

Applying COSM Modeling to Oscillators (COSM1/2)

The COSM sections modify the sound in various ways, including filtering the sound. COSM differs from the Effects section in that while Effects are applied to the final mix of the sound, COSM is applied individually to each note.

Selecting a COSM Type

1 **In the lower part of the screen, touch <COSM1> (or <COSM2>).**

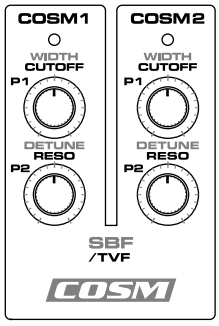
A screen like the following appears.

2 **Press the desired COSM type button to select the form of COSM.**

Make your selection while playing the keyboard to hear the sounds.

Modifying the Sound

1 **While playing the keyboard, turn the following knobs to modify the sound.**



Knob	SBF	TVF	others
WIDTH CUTOFF P1	**WIDTH:** If the SBF (Side Band Filter) is selected, this knob adjusts the width of the filter.	**CUTOFF:** If TVF is selected, this knob adjusts the cutoff frequency.	**P1:** This knob offers realtime control of selected parameters in other COSM types.
DETUNE RESO P2	**DETUNE:** If the SBF (Side Band Filter) is selected, this knob adjusts the detuning.	**RESO:** If TVF is selected, this knob adjusts the resonance.	**P2:** This knob offers realtime control of selected parameters in other COSM types.

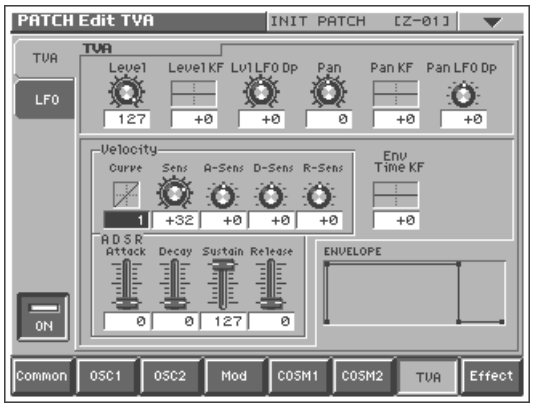
For more about COSM settings, refer to **"Applying Various Effects to Each Note You Play (COSM1/COSM2)"** (Owner's Manual; p. 46).

Shaping a Sound's Volume Over Time (TVA)

You can adjust the way in which the patch's volume changes over time, or modify the attack or decay of the sound.

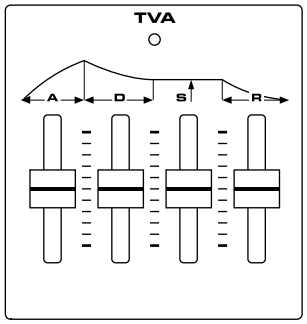
1 **In the lower part of the screen, touch <TVA>.**

A screen like the following appears.



2 **Use the TVA sliders located in the lower right of the panel to adjust the shape of each note's volume.**

"ENVELOPE" in the lower right of the screen shows a graphical representation of the envelope produced by the current settings.



Slider	Function
[A]	**Attack Time** Sets the time required for the volume of each note to reach its peak. This time increases as you raise the slider.
[D]	**Decay Time** Determines the time it takes for the note's volume to drop from its peak to its sustain level. If the sustain level is at its maximum, this has no effect.
[S]	**Sustain Level** Determines the level at which the volume is maintained after the peak has been reached. As long as you continue to press a key on the keyboard, its note keeps sounding at this level.
[R]	**Release Time** Sets the time it takes for a note's volume to reach zero after you release your finger from a key on a keyboard.

For example, if you shorten a note's attack time and lengthen its release time, the note's volume may be shaped like a note on a piano. If the sustain level is at maximum, it may sound like an organ, and if the attack time is long, it may sound like a string section.

☞ For details about volume settings, refer to **"Adjusting the Volume and Pan (TVA)"** (Owner's Manual; p. 47).

Adding the V-Synth Effects

Since the V-Synth effects have such a profound impact on its sounds, turn them on to listen to the sound itself so you can better evaluate the changes you're making. Actually, sometimes just changing effects settings can give you the sound you want.

Three separate effects are always available in the V-Synth. You can independently edit each effect's settings.

MFX (Multi-Effects)	The V-Synth contains 41 different multi-effects, including distortion and a rotary-speaker simulation.
Chorus	Chorus adds a sense of depth and spaciousness to patches.
Reverb	Reverb adds ambience that emulates the sound of various physical spaces, such as concert halls or auditoriums.

☞ For details about effect settings, refer to **"Setting Effects for a Patch (Effect)"** (Owner's Manual; p. 50).

Saving Patches You've Created

When you edit the settings of a patch, the PATCH PLAY screen displays <EDITED> to remind you that the patch's settings have been modified. If <EDITED> is displayed, you will lose your edited patch settings if you switch to another patch or turn off the power. If you want to keep a patch whose settings you have edited, assign a name to the patch and then perform the **Save** operation.

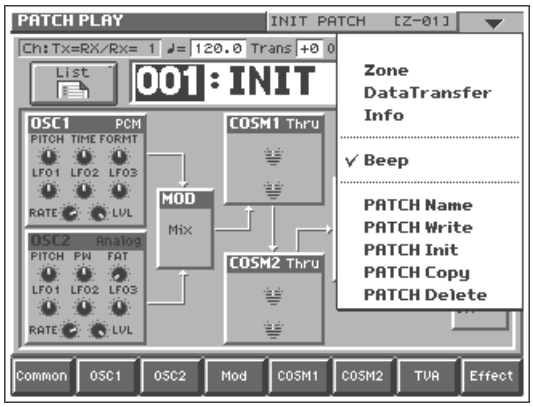
Naming Patches (PATCH Name)

Before you save your patch, give it a new name as follows.

1 **Make sure that the patch you want to name is selected.**

2 **Touch <▼> in the upper right of the screen.**

A pulldown menu appears.



3 **Touch <PATCH Name> in the pulldown menu.**

The PATCH Name window appears.

4 **Enter a name into the text box by touching the desired characters. For this example, let's enter "My Patch1" as the currently selected patch's name.**

4-1. Touch <Clear> to erase all characters from the text box.

4-2. Touch <SHIFT> to turn it on, and then touch <M> to enter a capital "M."

4-3. Touch <SHIFT> to turn it off, and then touch <y> to enter a lower-case "y."

4-4. Touch <→> to move the cursor one character to the right.

4-5. Touch <SHIFT> to turn it on, and then touch <P> to enter "P."

4-6. Touch <SHIFT> to turn it off, and then successively touch <a><t><c><h><1>.

7 **When you've finished entering the name, touch <OK> to close the PATCH Name window.**

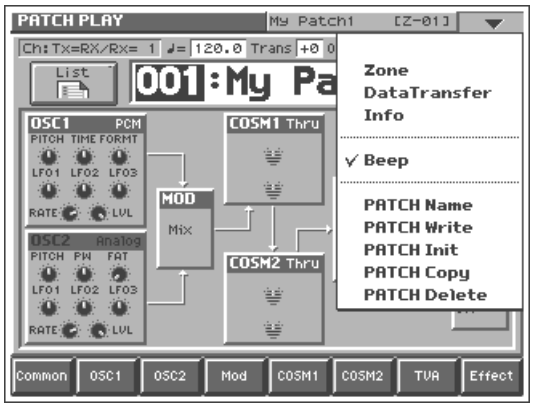
Saving Patches (PATCH Write)

After you have assigned a name to the patch, save it in patch number **512**.

1 **Make sure that the patch you want to save is selected.**

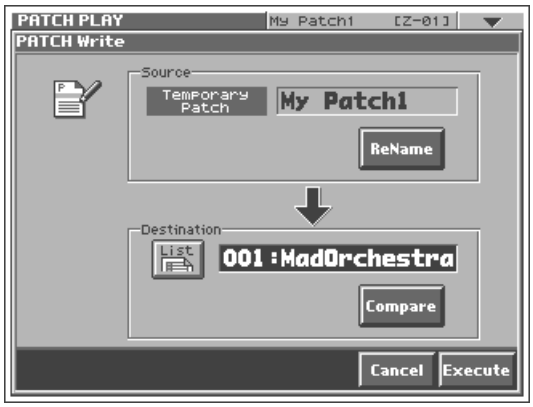
2 **Touch <▼> in the upper left area of the display.**

A pulldown menu appears.



3 **Touch <PATCH Write> in the pulldown menu.**

The PATCH Write window appears.



4 **To select the memory location in which the patch is to be saved, turn the VALUE dial to select 512.**

5 **Touch <Execute>.**

NOTE

When shipped from the factory, the V-Synth already contains a collection of patches. When you save your own patches, you replace the factory patches. If you wish to restore the original patches, use the Factory Reset operation (Owner's Manual; p. 98).

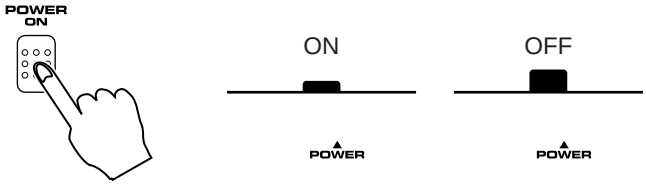
Turning Off the Power

1 **Before you turn off the power, consider these two questions:**

- Have the volume controls for the V-Synth and all connected audio devices been turned to their lowest settings?
- Have you saved your V-Synth sounds or other data you've created? (p. 30)

2 **Turn off the power for all connected audio devices.**

3 **Turn off the POWER switch located on the rear panel of the V-Synth.**



Roland Corporation

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