XPS-10
EXPANDABLE SYNTHESIZER

Owner's Manual

Roland

📖 **Owner's Manual** (this document)

Read this first. It explains the basic things you need to know in order to use the XPS-10.

📖 **PDF Manual** (download from the Web)

- **Parameter Guide**
  This explains the effect parameters of the XPS-10 and lists the built-in sounds.
- **MIDI Implementation**
  This is detailed information about MIDI messages.

📖 **To obtain the PDF manual**

1. Enter the following URL in your computer.
http://www.roland.com/manuals/
▼

2. Choose "XPS-10" as the product name.

"The XPS-10, a keyboard developed to meet diverse market needs"

Roland has developed and marketed numerous keyboard products over the course of its history.

Throughout repeated cycles of development, we have received numerous requests and opinions from our customers, and have always endeavored to produce the best possible products.

Although our aim is to create products that can be used by customers in any region across the world, the needs of customers can differ between countries and regions.

Thus, we began development focused particularly on the needs of countries in Asia and Central and South America.

This is the XPS-10.

In developing the XPS-10, we started by carefully researching the required functions and frequently-used sounds for customers in each country.

The first thing we learned was the favorable opinion held regarding the sounds of existing Roland products.

It became clear that the sounds of the Roland XP series and JUNO series are used in a variety of situations, and are considered indispensable standard sounds.

The XPS-10 contains many of these standard sounds.

We also received many requests for "the sounds of local instruments" specific to each country and region.

Although our previous keyboard products had provided a diverse array of sounds such as piano, strings, and synthesizer, it now came to our attention that the provision of ethic instruments and local instruments of each country and region had not been entirely satisfactory.

In order to meet the needs of each country, it would be ideal to provide all of the sounds of local instruments, but since local instruments are innumerable, it is impossible to build all of them into the unit.

Thus, we have provided a "Sample Import" function that allows the customer to import the necessary instruments into the XPS-10 and play them from the keyboard.

The "Sample Import" function lets every customer freely import their favorite sounds into the XPS-10 so that they can be played on the keyboard.

We also provided "AUDIO PAD" buttons that make it easy to play backing tracks or sound effects to support live performances with a small number of performers.

This is not simply performing on the keyboard while background music plays; rather, "AUDIO PAD" lets you play back sound effects just by tapping a pad, so that you can switch backing track phrases or loops just as if you were performing those phrases.

"AUDIO PAD" is designed to make backing performances easier and more effective than ever.

Another strong request was that the unit be light in weight.

We rethought the design of this keyboard to make it light and strong, with the result that the XPS-10 is the lightest of Roland's 61-note keyboards.

As we mentioned above, customer needs are varied.

It may be impossible to answer all requests.

However, we believe that we must continue to conduct market research and trial-and-error in order to respond to every request.

The XPS-10 is the fullest possible embodiment of currently-available technology, functionality, and sound.

The greatest encouragement we can receive is for you to use the XPS-10, and experience satisfaction and enjoyment that were not available from previously existing products.

The XPS-10 development team

Main Features

Numerous and varied professional-quality sounds

- More than 1,000 sounds are built in, centered mainly on sounds that are indispensable for any music scene, such as piano, organ, strings, brass, and synth.
- Ethnic instruments and local instruments from around the world are provided. We have also added sounds from previous Roland products that have been recognized around the world as having gained classic status, including numerous sought-after sounds.

Sample Import function lets you import your favorite sounds and play them from the keyboard

- Sounds imported from a USB flash drive into the XPS-10 can be assigned pitches and played from the keyboard.
- In addition to original sounds, you are also free to add the distinctive sounds of ethnic instruments and local instruments.

AUDIO PAD lets you play sound effects and audio phrases

- Audio data saved on a USB flash drive can be played using the AUDIO PAD.
- You can use this to play back sound effects or backing tracks during your live performances.

Easy-to-use, intuitive user interface

- You can use the sound buttons to directly select a variety of sounds.
- It's easy to make "split" settings, which, for example, let you play piano with your right hand and bass with your left; or "dual" settings, which allow you to layer sounds such as piano and strings.
- The Favorite function lets you register frequently-used sounds, and instantly switch between them during your live performances.

Lightweight body is convenient for portability

- The compact and lightweight design is highly mobile. Great sound that meets professional demands can easily be carried by one person from home to studio or stage.

Contents

Contents

GM

GM (General MIDI) is a set of recommendations that allows the MIDI capabilities of sound modules to be standardized across manufacturers. Sound modules or music data that meet the GM standard carry the GM logo (ᴹⁱᵈⁱ). Music data with the GM logo can be played back on any sound module carrying the GM logo, and will produce essentially the same musical performance.

GM2

GM2 (ᵐⁱᵈⁱ2) is a set of recommendations that is upwardly compatible with the original GM recommendations, and allows a higher level of musical expression and compatibility. It covers issues that were not covered by the original GM recommendations, such as ways in which sounds can be edited and how effects should be handled. It also expands the sounds that are available.

Sound modules that are compatible with GM2 will correctly play back music data that carries either the GM or GM2 logo. The original GM, which does not include the GM2 enhancements, is sometimes called "GM1" in order to distinguish it from the newer set of recommendations.

Before using this unit, carefully read the sections entitled "USING THE UNIT SAFELY" (p. 42) and "IMPORTANT NOTES" (p. 44). These sections provi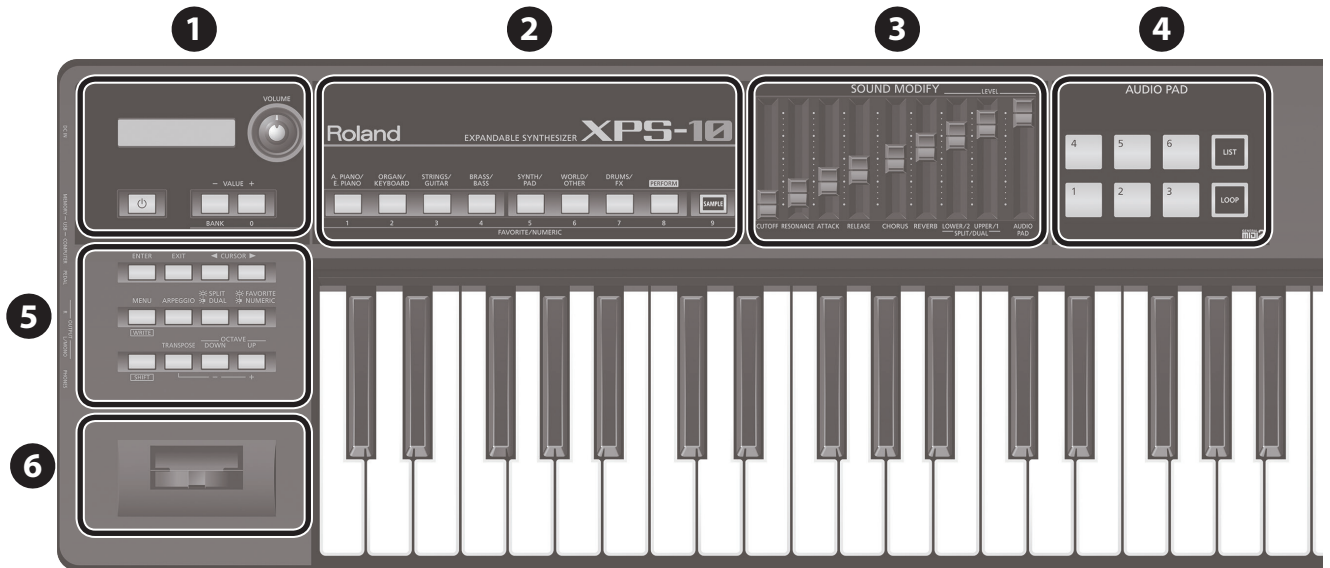de important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature of your new unit, read Owner's Manual in its entirety. This manual should be saved and kept on hand as a convenient reference.

Panel Descriptions

Front Panel

❶

Display

This shows information about the operation you're performing.

* The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.

[VOLUME] knob

Adjusts the volume that is output from the OUTPUT jacks and PHONES jack.

[⏻] button

This turns the power on/off (p. 9).

To turn the power off, hold down this button for several seconds.

VALUE [-] [+] buttons ([BANK] [0] buttons)

Use this to modify values.

When using the FAVORITE or NUMERIC functions, these operate as the [BANK] and [0] buttons.

> **MEMO**
>
> To make the change occur more rapidly, hold down one button and press the opposite button. You can also make the value change rapidly by holding down the [SHIFT] button and pressing one of these buttons.

❷ Tone Buttons

Tone category buttons ([1] – [7] buttons)

The sounds are organized into categories. Press a button to select sounds from the category of that button.

You can also use the VALUE [-] [+] buttons to select variations.

When using the FAVORITE or NUMERIC functions, these operate as the [1]–[7] buttons.

[PERFORM] button ([8] button)

Switches to Performance mode (p. 14).

When using the FAVORITE or NUMERIC functions, this operates as the [8] button.

[SAMPLE] button ([9] button)

Recalls samples assigned to the keyboard (p. 23).

When using the FAVORITE or NUMERIC functions, this operates as the [9] button.

❸ SOUND MODIFY

[CUTOFF] slider

Adjusts the frequency (cutoff frequency) at which the filter begins to be applied.

Increasing this value makes the sound bright; decreasing this value makes the sound more mellow.

[RESONANCE] slider

Boosts the sound in the vicinity of the cutoff frequency, adding a distinctive character to the sound.

Increasing this value gives the sound a more distinctive character; decreasing this value weakens the distinctive character.

[ATTACK] slider

Adjusts the time from when you press the key until the sound reaches the maximum level.

Increasing this value lengthens the time over which the sound attacks; decreasing this value shortens the time over which the sound attacks.

[RELEASE] slider

Adjusts the time from when you release the key until the sound is no longer heard.

Increasing this value lengthens the time over which the sound decays to silence; decreasing this value shortens the time over which the sound decays to silence.

[CHORUS] slider

Adds breadth and fullness to the sound.

Increasing this value strengthens the chorus effect; decreasing this value lessens the chorus effect.

[REVERB] slider

Adds reverberation to the sound.

Increasing this value makes the reverb deeper; decreasing this value lessens the reverb.

SPLIT/DUAL [LOWER/2] slider

Adjusts the volume of the lower part in Split mode, or the volume of part 2 in Dual mode.

SPLIT/DUAL [UPPER/1] slider

Adjusts the volume of the upper part in Split mode, or the volume of part 1 in Dual mode.

[AUDIO PAD] slider

Adjusts the volume of the AUDIO PAD section (Rhythm pattern).

4 **AUDIO PAD**   page 28

PAD [1]–[6]

You can assign an audio file to each pad, and play the files by tapping the pads.

[LIST] button

Displays a list of the audio files that can be assigned to the pads.

[LOOP] button

Makes the audio files play as a loop.

5 **Control Buttons**

[ENTER] button

Use this button to finalize a setting or to execute an operation.

[EXIT] button

This button returns you to the previous screen.

In some screens, this button is used to cancel the current operation.

CURSOR [◄] [►] buttons

These buttons move the cursor position.

[MENU] button

This button displays a menu screen (p. 12).

[ARPEGGIO] button

Turns the arpeggio on/off (p. 16).

[SPLIT/DUAL] button

Each time you press the button, the performance mode alternates between Split (lit), Dual (blinking), and Off (unlit).

[FAVORITE/NUMERIC] button

Each time you press the button, the function alternates between Favorite (lit), Numeric (blinking), and Off (unlit).

When using the Favorite function, you can assign a sound to each of the VALUE [+] (0)–[SAMPLE] (9) buttons and recall them with a single touch (p. 14).

The Numeric function lets you use the VALUE [+] (0)–[SAMPLE] (9) buttons to enter numbers (p. 12).

[SHIFT] button

This button is used in conjunction with other buttons to access the setting screens for various functions (p. 48).

[TRANSPOSE] button

By holding down the [TRANSPOSE] button and using the OCTAVE [DOWN] [UP] buttons, you can raise or lower the key range in semitone steps (p. 16).

OCTAVE [DOWN] [UP] buttons

These buttons raise or lower the key range in steps of an octave (p. 16).

6 **Pitch Bend/Modulation Lever**

Pitch Bend Effect
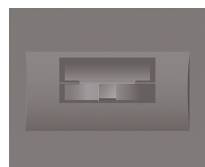
Modulation Effect

While you play the keyboard, you can tilt the lever to the left to lower the pitch, and to the right to raise the pitch (Pitch Bend Effect).

You can also tilt the lever forward to add a vibrato effect to the tone (Modulation Effect).
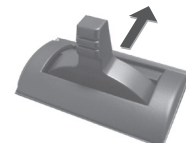
Side Panel Connections

To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.

Place the AC adaptor so the side with the indicator (see illustration) faces upwards and the side with textual information faces downwards.
The indicator will light when you plug the AC adaptor into an AC outlet.

To AC outlet

AC adaptor

USB flash drive

Computer

Pedal switch   Expression pedal

Amplified speaker

Headphones

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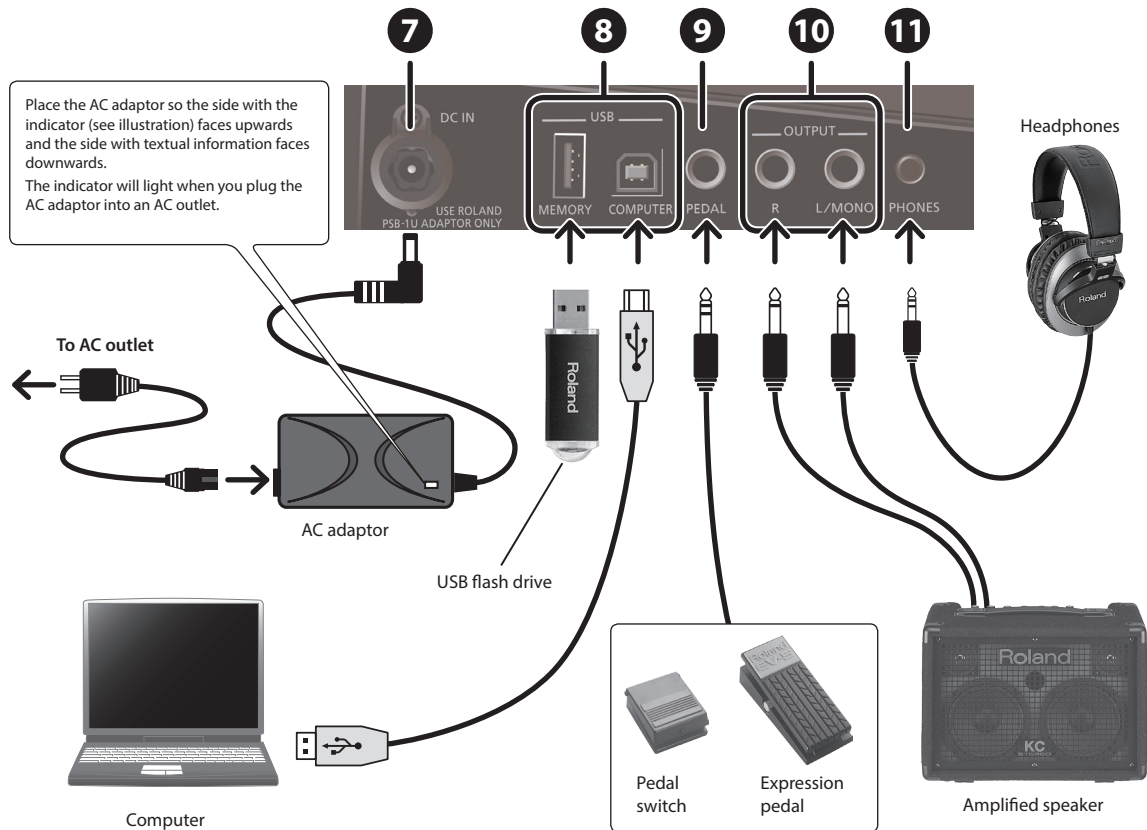
7 DC IN jack

Connect the included AC adaptor here.

8 USB

USB MEMORY port

Connect USB flash drive (sold separately) here.

Use USB Flash Memory sold by Roland. We cannot guarantee operation if other products are used.

* Never insert or remove a USB flash drive while this unit is turned on. Doing so may corrupt the unit's data or the data on the USB flash drives.

* Carefully insert the USB flash drives all the way in—until it is firmly in place.

USB COMPUTER port

If you use a commercially available USB cable to connect the XPS-10's USB COMPUTER port to a USB port of your computer, you'll be able to produce and edit music using MIDI-compatible software.

9 PEDAL jack

Here you can connect an expression pedal (EV-5; sold separately) or a pedal switch (such as one from the DP series; sold separately) and use it to control various parameters or functions (p. 32).

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

When operating an expression pedal, please take care not to pinch your fingers or toes between the moving part and the main unit.

10 OUTPUT (R, L/MONO) jacks

Connect your speakers here.
To employ monaural output, connect to the L/MONO jack.

11 PHONES jack

You can connect a set of headphones (sold separately) here.

Getting Ready

Placing the XPS-10 on a Stand

If you want to place the XPS-10 on a stand, use the Roland KS-18Z.
Be careful not to pinch your fingers when setting up the stand.
Place the instrument on the stand as follows.

KS-18Z

Place the XPS-10 so that it is in the center of the stand

Adjust so that the height does not exceed 1 meter (Adjust the stand to a level no higher than the third level from the bottom)

Place the XPS-10 so that it is in the center of the stand

Adjust the outer width of the stand within the range shown below
800 mm–between the rubber feet of the XPS-10

Between the rubber feet
800 mm or more

Top view

Turning On/Off the Power

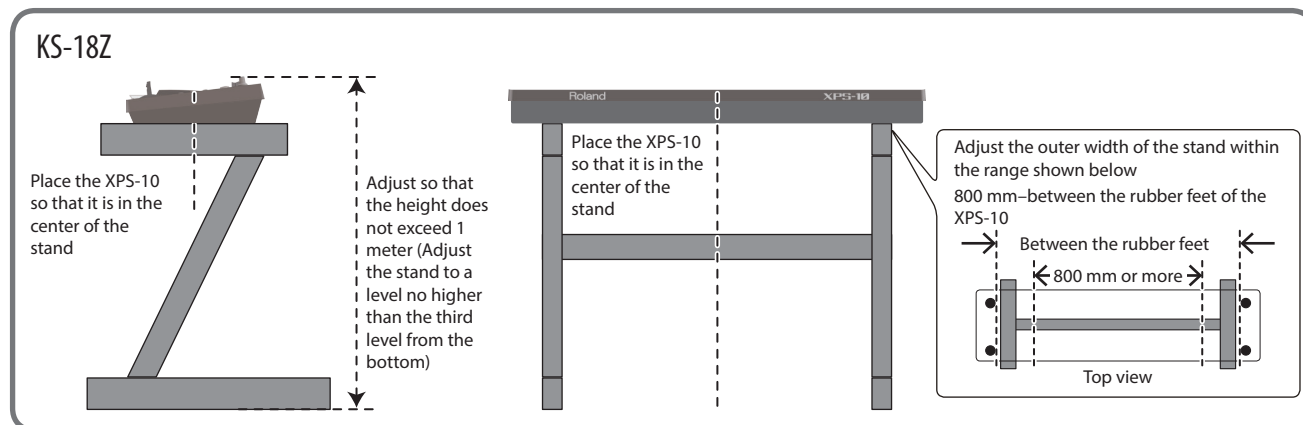* Once everything is properly connected, be sure to follow the procedure below to turn on their power. If you turn on equipment in the wrong order, you risk causing malfunction or equipment failure.

1. Before turning on the XPS-10's power, consider these two questions:
- Is the AC adaptor and any other equipment connected correctly?
- Have the volume controls of the XPS-10 and all connected audio devices been turned to their lowest settings?

2. On the XPS-10's front panel, press the [⏻] button to turn the power on.

* This unit is equipped with a protection circuit. A brief interval (a few seconds) after turning the unit on is required before it will operate normally.

* 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.

* To ensure proper operation of the pitch bend lever, make sure not to touch the lever when turning the XPS-10's power on.

3. Turn on the power for any connected audio devices.

4. While playing the keyboard and listening to the sound, slowly increase the volume of the XPS-10 and the volume of the connected equipment until you obtain the desired volume.

NOTE

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function).

If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 31).

* Any settings that you are in the process of editing will be lost when the power is turned off. If you have any settings that you want to keep, you should save them beforehand.

* To restore power, turn the power on again.

Turning Off the Power

1. Before turning off the power, consider these two questions:
- Have the volume controls of the XPS-10 and all connected audio devices been turned to their lowest settings?
- Have you saved your XPS-10 sounds or other data you've created?

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

3. Continue holding down the [⏻] button until the screen indicates "POWER OFF."

After a time, the [⏻] button goes dark.

Adjusting the Volume Level ([VOLUME] Knob)

1. Use the [VOLUME] knob to adjust the volume.

Turning the knob toward the left will decrease the volume, and turning it toward the right will increase the volume.
Also adjust the connected device to an appropriate volume.

Playing the Demo Songs (DEMO PLAY)

Here's how to listen to the demo songs that are built into the XPS-10.

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

```
<MENU>        [ENT]
SYSTEM          ▶
```
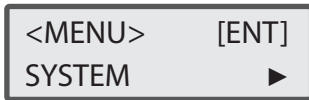
2. **Use the CURSOR [◀] [▶] buttons to select "DEMO PLAY,"
and press the [ENTER] button.**

```
DEMO MENU: [ENT]
      All Songs    ▶
```
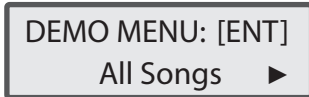
3. **Use the CURSOR [◀] [▶] buttons to select a song, and
press the [ENTER] button.**

The selected demo song will begin playing.

MEMO

If you choose "All Songs," all demo songs play repeatedly.

4. **To stop playback, press the [EXIT] button.**

5. **Press the [EXIT] button to leave the DEMO Menu screen.**

*   All rights reserved. Unauthorized use of this material for purposes other
     than private, personal enjoyment is a violation of applicable laws.

*   No data for the demo song that is played will be output from the USB
     COMPUTER port.

*   It is not possible to play the keyboard while the DEMO Menu screen is
     shown, nor while a demo song is playing.

Getting Acquainted with the XPS-10

How the XPS-10 Is Organized

Broadly speaking, the XPS-10 consists of a controller section, a sound generator section, and a AUDIO PAD section.

AUDIO PAD Section → Playback → Sound Generator Section

Performance

Controller Section
(controllers such as keyboard, pitch bend/modulation lever, etc.)
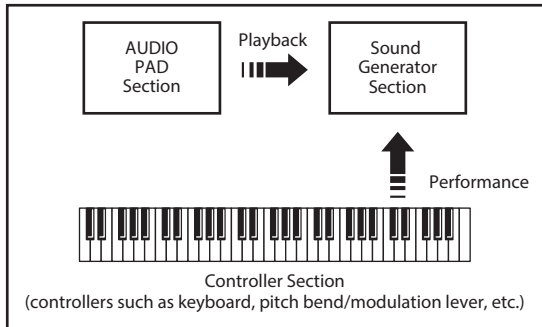
Controller Section

This section consists of a keyboard, pitch bend/modulation lever, the panel buttons and sliders, and pedals connected to the side panel. The performance information generated when you press/release a key or press a hold pedal are transmitted as MIDI messages to the sound generator section and/or a computer.

Sound Generator Section

This section produces the sound. It receives MIDI messages from the controller section, AUDIO PAD section, or a computer, generates musical sound according to the MIDI messages that were received, and outputs the sound from the OUTPUT jacks and PHONES jack.

AUDIO PAD Section

This section is used to play back audio files saved in USB flash drive.

It can also play rhythm patterns in a variety of styles.

You can play along on the keyboard accompanied by the audio file or rhythm pattern played by the AUDIO PAD Section.

Units of Sound

Patch

A "patch" is a unit of sound used when performing.

Drum kit

Drum kits are groups consisting of various percussion instrument sounds. Since percussion instruments generally do not play melodies, there is no need for a percussion instrument sound to be able to play a scale on the keyboard. It is, however, more important that as many percussion instruments as possible be available to you at the same time. Therefore, each key (note number) of a drum kit will produce a different percussion instrument.

Performance

A performance has a patch or drum kit assigned to each of the 16 parts, and can simultaneously handle 16 sounds.

Part

A "part" is something to which you assign a patch or drum kit. Each performance has sixteen parts, and you can assign a patch or drum kit to each part.

About the Effects

The XPS-10 has built-in effect units, and you can independently edit each unit's settings.

Multi effects

The multi-effects are multi-purpose effects that completely change the sound type by changing the sound itself. Contained are 78 different effects types; select and use the type that suits your aims. In addition to single effects such as distortion or flanger, a broad range of other effect types are provided. Some multi-effect types include chorus or reverb, but these are independent of the chorus and reverb effects described below.

In Performance mode, you can use three different multi-effects simultaneously. These are called MFX1, MFX2, and MFX3 respectively.

Chorus

Chorus adds depth and spaciousness to the sound. You can select whether to use this as a chorus effect or a delay effect.

Reverb

Reverb adds the reverberation characteristics of halls or auditoriums. Five different types are offered, so you can select and use the type that suits your purpose.

About the Audio Files

Audio files saved on a USB flash drive can be assigned to each audio pad and played by tapping the pads, or imported and played from the keyboard.

AUDIO PAD

Use these pads to play audio files saved on a USB flash drive.

Assigning audio files to the keyboard

Audio files (WAV format only) can be imported into the XPS-10 itself and assigned to the keyboard so that you can play them.

Basic Operation of the XPS-10

The [SHIFT] Button's Function

By holding down the [SHIFT] button and pressing another button, you can access the screen for making settings related to that button.

For example, if you hold down the [SHIFT] button and press the [MENU] button, the WRITE screen will appear.

For details, refer to "List of Shortcut Keys" (p. 48).
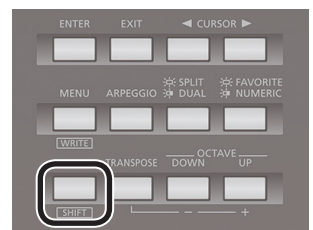
Saving Your Settings

Hold down the [SHIFT] button and press the [MENU](WRITE) button; the WRITE screen appears.

In the WRITE screen you can save the currently selected patch, performance, and effect settings.

Editing a Value

Moving the cursor

Each single screen displays multiple items.
To change the setting of an item, move the cursor to that item.
Also, to select an item, move the cursor to that item.

```
001:Temp Perform
L Bs085 U Pf001
```

Move the cursor with the cursor [◄] [►] buttons.

Changing a value

To change the value, use the VALUE [-] [+] buttons.

Pressing the VALUE [+] button increases the value; pressing the VALUE [-] button decreases the value.

MEMO

To make the change occur more rapidly, hold down one button and press the opposite button. You can also make the value change rapidly by holding down the [SHIFT] button and pressing one of these buttons.

Entering Numeric Values

Press the [FAVORITE/NUMERIC] button twice; the NUMERIC function turns on.
If you turn the [NUMERIC] button on, you'll be able to use the VALUE [+] (0)–[SAMPLE] (9) buttons to enter numeric values.

You can use this method to numerically specify patch numbers or performance numbers.

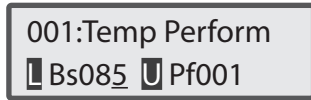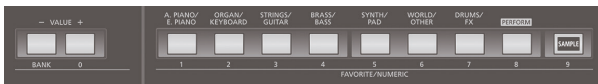**1.** **Use the CURSOR [◄] [►] buttons to move the cursor to the number that you want to change.**

2. **Press the [FAVORITE/NUMERIC] button twice to make the button blink.**

The [0]–[9] buttons blink.

3. **Use the [0]–[9] buttons to enter a numerical value, and then press the [ENTER] button.**

Your input will be finalized, and the illumination of the [0]–[9] buttons will return to their previous state.

TIP

If you've pressed the NUMERIC function button and are entering a numeric value, pressing the [EXIT] button will reset the value you were entering.

Accessing the Menu Screens

Setting parameters

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

```
<MENU>        [ENT]
SYSTEM          ►
```
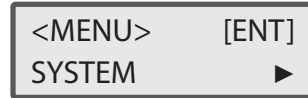
Pressing it again will return you to the previous screen.

2. **Use the CURSOR [◄] [►] buttons to select the item that you want to edit, and press the [ENTER] button.**

The corresponding edit screen appears.

3. **Select the parameter that you want to edit, and use the VALUE [-] [+] buttons to edit the value.**

Press the [EXIT] button to return to the previous screen.

Editable items

Item CURSOR [◄] [►]	Explanation	Page
SYSTEM	Make overall settings that specify how the entire XPS-10 will operate.	p. 31
PATCH EDIT	Access the Patch, Performance, or Effect edit screens. Use the [SHIFT] + [MENU] (WRITE) buttons to access the Write screen.	p. 25
PERFORM EDIT		
EFFECTS EDIT		
SAMPLE IMPORT	Import audio files from a USB flash drive into internal memory.	p. 22
SAMPLE DELETE	Delete an audio file that was imported into internal memory.	p. 24
SAMPLE EDIT	Edit an audio file that was imported into internal memory. For details, refer to "Parameter Guide" (PDF).	–
FAVORITE UTIL	Edit or save settings for the Favorite function.	p. 15
SCALE EDIT	Create a user scale.	p. 21
UTILITY	Execute backup or restore operations.	p. 33
DEMO PLAY	Listen to the demo songs.	p. 10
VERSION INFO	View version information for the XPS-10.	p. 34

Using a USB Flash Drive

Copy to a USB Flash Drive

MP3, WAV, AIFF

Insert USB Flash Drive
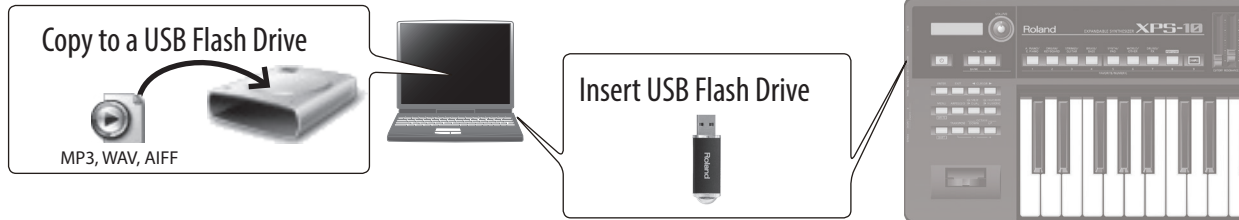
Audio files that you've copied from your computer to a USB flash drive can be played (p. 28) or imported (p. 22).

* Use USB Flash Memory sold by Roland. We cannot guarantee operation if other products are used.

* The USB flash drive may become warm, but this is not a malfunction.

About a USB flash drive

In order to use a USB flash drive with the XPS-10, format it on the XPS-10 to create the necessary folders (p. 34).

NOTE

When you execute this operation, all data saved on the USB flash drive will be lost. If the USB flash drive contains important data, back it up to your computer before initializing the USB flash drive.

Folders created after formatting

| ROLAND | Backup data is saved in this folder. |

| SONG LIST | Place audio files to be played using AUDIO PAD in this folder. |

| IMPORT | Place audio files for Sample Import in this folder. |
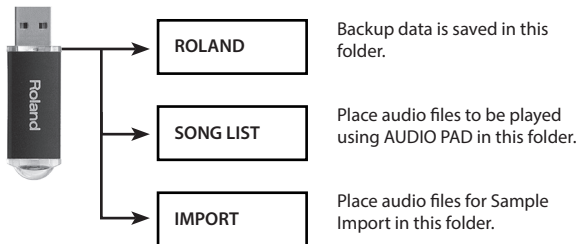
Audio files that can be played

MP3	
Format	MPEG-1 audio layer 3
Sampling Frequency	44.1 kHz
Bit Rate	32 k, 40 k, 48 k, 56 k, 64 k, 80 k, 96 k, 112 k, 128 k, 160 k, 192 k, 224 k, 256 k, 320 kbps, VBR (Variable Bit Rate)

WAV/AIFF	
Sampling Frequency	44.1 kHz
Bit	8, 16, 24-bit

Audio files that can be used for Sample Import (wav only)

WAV	
Sampling Frequency	44.1 kHz
Bit Rate	16-bit

MEMO

Use only single-byte alphanumeric characters in file names and folder names.

Data saved in USB flash drive

A USB flash drive can hold audio files and backup data of the XPS-10's internal memory.

Playing the XPS-10

Selecting Sounds

Playing a Single Tone (PATCH MODE)

> Pf001
> 88StageGrand

Use the [A. PIANO/E. PIANO]–[DRUMS/FX] tone buttons to select the sound you want to play.

You can use the [SAMPLE] button to select an imported sample, and then play it.

The sounds are assigned to the tone buttons by category, and there are further sub-categories beneath each tone button.

For example, the [A. PIANO/E. PIANO] button lets you select both piano sounds and electronic piano sounds, while the [BRASS/BASS] button lets you select brass sounds and bass sounds.

To select the sub-category, press the same tone button two or more times. If user sounds are saved, you can select them by pressing several times.

The [DRUMS/FX] button lets you select drum kits that allow you to play percussion instrument sounds from the keyboard.

You can edit the effect settings and other settings of a tone, and save your changes for each sound.

Tones you've edited can be saved as "user tones (user patches)" in memory numbers 501 through 756.

Drum kits that you've edited can be saved in numbers 801–808.

Playing More Than One Tone (PERFORMANCE MODE)

> 003:GrandStrings
> Part 1   St001

To select settings that allow you to play multiple tones, turn the [PERFORM] button on (lit).

Within the settings for playing multiple tones, the "Split" and "Dual" settings explained below can be turned on using the [SPLIT/DUAL] button.

Use the [PERFORM] button when you want to play multiple tones other than these.

If you've edited the settings or created new settings, you can save them as "user performances" in memory numbers 501 through 628.

If user performances are saved, you can press the [PERFORM] button several times to select a user performance.

Playing different tones with your right and left hands (Split)

> 001:Temp Perform
> L Bs085   U Pf001

The "Split" function can be used when you want to play different tones with your right and left hands.

For example, you might use this to play a piano tone with your right hand while playing a bass tone with your left hand.

1. Press the [SPLIT/DUAL] button to make it light.
Split is turned on.

2. To turn Split off, press the [SPLIT/DUAL] button several times to make it go dark.
For more about using Split, refer to p. 15.

Playing two layered sounds (Dual)

> 001:Temp Perform
> 2 Bs085   1 Pf001

Use the "Dual" function when you want to play two tones layered.

For example, you might use this to play a piano tone layered with a strings tone.

1. Press the [SPLIT/DUAL] button several times to make it blink.
Dual is turned on.

2. To turn Dual off, press the [SPLIT/DUAL] button several times to make it go dark.

Registering Favorite Sounds or Performances to a Button (FAVORITE)

"Favorites" store settings for frequently used tones and performances, allowing you to recall them by simply pressing a button.

Favorites store the number of the patch or performance.

After editing a patch or performance, you can store it in user memory and then register it as a favorite.

Use the [0] to [9] buttons to register tones or switch to tones.
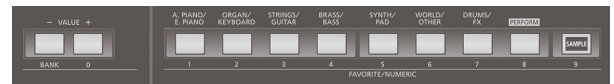
To switch to a tone in Favorites, the [FAVORITE/NUMERIC] button must be turned on.

When you register a tone in Favorites, the [FAVORITE/NUMERIC] button may be off.

MEMO
- The ten Favorites, 0 to 9 comprise a Set. You can assign up to ten Sets.
- A Set with Favorites 0 to 9 is registered to a "BANK."

NOTE
- To assign keyboard settings, such as tones or split to Favorites, you must first save them.
- For more information about saving, see "Saving Patch or Performance Settings (WRITE)" (p. 27).

Registering Frequently Used Tones

You can register frequently used tones or settings that have multiple tones, such as Split and Dual, to the ten buttons [0] to [9]. This enables you to switch to those tones or settings immediately, at the touch of a button.

1. Select a performance or a patch to register.

2. Hold down the [FAVORITE/NUMERIC] button and press the [1] button.

> Registered 0-1

The selected performance or patch is now registered to FAVORITE 0-1.

Invoking Registered Tones

1. Press the [FAVORITE/NUMERIC] button so it's lit.

Now you can press one of the buttons [0] to [9] to switch to a Favorite.

2. Use buttons [0] to [9] to select Favorites.

The registered tones or settings are selected.

Switching Favorite Banks

When you play live, it is useful to assign a different bank to each song and configure it with tones or other setting.

1. Press the [FAVORITE/NUMERIC] button so it's lit.

2. Press the VALUE [-] (BANK) button so it's lit.
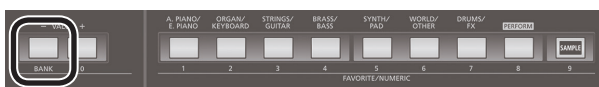
The button from [0] to [9] that corresponds to the currently selected Bank blinks.

3. Press one of the buttons [0] to [9].

The Bank corresponding to the button you pressed will be selected.

Viewing or Removing a Favorite

Here's how to view or remove the Favorites you've registered.

1. Press the [MENU] button.

The Menu screen appears.

2. Use the CURSOR [◄] [►] buttons to select "FAVORITE UTIL," and press the [ENTER] button.

> FAV:[ENT]:Remove
> 0-0:88StageGrand

MEMO

You can also access the FAVORITE UTILITY screen by holding down the [SHIFT] button and pressing the [FAVORITE/NUMERIC] button.

The currently selected Favorite will be displayed.
Indicates the Favorite number and the registered content.
You can perform the following operations in the FAVORITE UTILITY screen.

Operation	Explanation
CURSOR [◄] [►] buttons	Change the displayed Favorite number.
[SHIFT] + CURSOR [◄] [►] buttons	Change the displayed Favorite bank.
[ENTER] button	Removes the displayed Favorite. A confirmation screen will appear; when you press the [ENTER] button once again, the Favorite will be removed. If you decide not to remove it, press the [EXIT] button.

3. Press the [EXIT] button to exit the FAVORITE UTILITY screen.

Playing with a Different Tone for Each Hand (SPLIT)

The "Split" function enables you to play with a different tone for each hand. After selecting a tone for the right hand, press the [SPLIT/DUAL] button to divide the keyboard into two sections. Next, select a tone for the left hand.
If you press the [SPLIT/DUAL] button to make it light, Split turns on.
If you press the [SPLIT/DUAL] button several times to make the button go dark, Split turns off.

Changing the Point Where the Keyboard Is Divided (the Split Point)

When you are using the Split function, follow these steps to change the split point.

1. When the [SPLIT/DUAL] button is lit, hold down the [SPLIT/DUAL] button and press the key where you want to set the split point.

The pressed key becomes the split point.

> <SPLIT POINT>
> C 4

The UPPER section starts from the split point.

MEMO

When the screen of step 1 is displayed, you can use the VALUE [-] [+] buttons to change the split point.

Exchanging the Two Tones in Split/Dual Mode

When Split or Dual (p. 14) are on, here's how to exchange the two selected tones.

1. Hold down the [SHIFT] button and press the [SPLIT/DUAL] button.

The upper (part 1) and lower (part 2) sounds are exchanged.

Adjusting the Volume of the Parts in Split/Dual Mode

If Split or Dual (p. 14) are on, you can use the sliders to adjust the upper (part 1) and lower (part 2) volume.

Adjusting the upper (part 1) volume

Here's how to adjust the volume of the upper part in Split mode or of part 1 in Dual mode.

1. Move the SPLIT/DUAL [UPPER/1] slider.

Moving the slider up increases the volume; moving it down decreases the volume.

MEMO

This also adjusts the volume of part 1 when you're in 16-part mode.

NOTE

Changes you make are temporary, and are discarded if you turn off the power or select another sound. If you want to keep the changes that you made, save the performance (p. 27).

Adjusting the lower (part 2) volume

Here's how to adjust the volume of the lower part in Split mode or of part 2 in Dual mode.

1. Move the SPLIT/DUAL [LOWER/2] slider.

Moving the slider up increases the volume; moving it down decreases the volume.

MEMO

This also adjusts the volume of part 2 when you're in 16-part mode.

NOTE

Changes you make are temporary, and are discarded if you turn off the power or select another sound. If you want to keep the changes that you made, save the performance (p. 27).

Changing the Keyboard's Pitch in One-Octave Steps (OCTAVE SHIFT)

"Octave Shift" is a setting that lets you change the pitch of the keyboard in steps of an octave.

1. Press the OCTAVE [DOWN] or [UP] button.

Pressing the [DOWN] button will lower the pitch of the currently selected tone by one octave; pressing the [UP] button will raise it by one octave.

```
< OCTAVE        +1>
```

When you press this button, the value of the setting is displayed at the top of the screen. The screen is restored a short time after you release the button.

You can change the pitch in a range of 3 octaves down (-3) to 3 octaves up (+3).

If this setting is other than "0," OCTAVE [DOWN] or [UP] button will light.

You can reset this setting to "0" by pressing OCTAVE [DOWN] and [UP] buttons simultaneously.

What's affected by the Octave Shift setting will depend on the current settings.

When playing a single Tone

The octave of the selected tone will change. The setting cannot be saved.

When playing multiple Tones

The current settings will determine what is affected by Octave Shift.

For Dual

The octave of all parts will change.

You can save the Octave setting of each part by saving the performance settings (Performance).

For Split or 16-part mode

The octave of the currently selected patch (part) will change.

You can set this independently for each part.

You can save the Octave setting of each part by saving the performance settings (Performance).

Shifting the Key Range in Semitone Steps (TRANSPOSE)

The Transpose function allows you to shift the key range in semitone steps. This is also convenient when you're playing musical notation that's written for a transposing instrument such as a trumpet or clarinet, and want to play the notes as printed.

1. Hold down the [TRANSPOSE] button, and press the OCTAVE [DOWN] or [UP] buttons.

Set how far you want to transpose in semitone steps from G (-5 semitones) to F# (+6 semitones).

```
<TRANSPOSE      B>
```

When you press this button, the value of the setting is displayed at the top of the screen. The screen is restored a short time after you release the button.

If a value other than "C" is set, the [TRANSPOSE] button is lit.

To reset the value to "C," hold down the [TRANSPOSE] button and press the OCTAVE [DOWN] and [UP] buttons simultaneously.

Playing Arpeggios (ARPEGGIO)

When you press the [ARPEGGIO] button once, it is lit to show that Arpeggio is turned on.

"Arpeggio" is a playing style where you play the individual notes of a chord separately. If you use XPS-10's Arpeggio function, you just have to play the chords to play arpeggios according to their component notes.

NOTE

The arpeggio settings cannot be saved.

1. Press the [ARPEGGIO] button so it's lit.

```
<ARPEGGIO>    001
Basic 1 (a)
```

TIP

If you hold down the [SHIFT] button and press the [ARPEGGIO] button, the ARPEGGIO screen appears with Arpeggiator Hold turned on.

2. Use the CURSOR [◄] [►] buttons to move the cursor to the item that you want to edit.

3. Use the VALUE [-] [+] buttons to set the desired value.

Parameter CURSOR [◄] [►]	Value VALUE [-] [+]	Explanation
(Arpeggio Style)	001–128	This selects the arpeggio's basic performance style.
Part	Part1 (Upper), Part2 (Lower), Part3–16	If you're using settings that play more than one sound at a time (i.e., if the [PERFORM] button is lit), this selects the part (only one part) that will be played by the arpeggio. If a drum kit is assigned to a part, you can play a drum kit along with the arpeggios.
Arp Hold (Arpeggio Hold)	ON, OFF	You can produce arpeggios even without continuing to press the keyboard.
Grid	1/4, 1/8, 1/8L, 1/8H, 1/12, 1/16, 1/16L, 1/16H, 1/24	This sets the particular note division and resolution in a "single grid" used in creating the arpeggio in an Arpeggio Style, and how much of a "shuffle" syncopation is to be to applied (none/weak/strong) to it (grid type). **1/4:** Quarter note (one grid section = one beat) **1/8:** Eighth note (two grid sections = one beat) **1/8L:** Eighth note shuffle Light (two grid sections = one beat, with a light shuffle) **1/8H:** Eighth note shuffle Heavy (two grid sections = one beat, with a heavy shuffle) **1/12:** Eighth note triplet (three grid sections = one beat) **1/16:** Sixteenth note (four grid sections = one beat) **1/16L:** Sixteenth note shuffle Light (four grid sections = one beat, with a light shuffle) **1/16H:** Sixteenth note shuffle Heavy (four grid sections = one beat, with a heavy shuffle) **1/24:** Sixteenth note triplet (six grid sections = one beat) Grid settings are shared with the rhythm pattern.
Duration	30–120%, Full	This determines whether the sounds are played staccato (short and clipped), or tenuto (fully drawn out). **30–120:** For example, when set to "30," the length of the note in a grid (or when a series of grids is connected with ties, the final grid) is 30% of the full length of the note set in the grid type. **Full :** Even if the linked grid is not connected with a tie, the same note continues to sound until the point at which the next new sound is specified. Duration settings are shared with the rhythm pattern.
Motif	–	This specifies what will happen if the number of keys pressed exceeds the number of notes specified by the arpeggio style. Refer to "Selecting ascending/descending variations (Motif)."
Velocity	REAL, 1–127	Specifies the loudness of the notes that you play. **REAL:** The velocity will change according to how strongly you strike the key. **1–127:** The notes will be sounded with the velocity you specify here, regardless of how strongly you strike the key.
Oct Range	-3–+3	This adds an effect that shifts arpeggios one cycle at a time in octave units (octave range). You can set the shift range upwards or downwards (up to three octaves up or down).

Parameter CURSOR [◄] [►]	Value VALUE [-] [+]	Explanation
Accent	0–100	You can adjust the amount ("spread") of this dynamic variation. With a setting of "100," the arpeggiated notes will have the velocities that are programmed by the arpeggio style. With a setting of "0," all arpeggiated notes will be sounded at a fixed velocity.

4. When you have made the setting, press the [EXIT] button.

Selecting ascending/descending variations (Motif)

This selects the method used to play sounds (motif) when you have a greater number of notes than programmed for the Arpeggio Style.

* When the number of keys played is less than the number of notes in the Style, the highest-pitched of the pressed keys is played by default.

Value	Explanation
Up (L)	Only the lowest of the keys pressed is sounded each time, and the notes play in order from the lowest of the pressed keys.
Up (L&H)	Notes from both the lowest and highest pressed keys are sounded each time, and the notes play in order from the lowest of the pressed keys.
Up (_)	The notes play in order from the lowest of the pressed keys. No note is played every time.
Down (L)	Only the lowest of the keys pressed is sounded each time, and the notes play in order from the highest of the pressed keys.
Down (L&H)	Notes from both the lowest and highest pressed keys are sounded each time, and the notes play in order from the highest of the pressed keys.
Down (_)	The notes play in order from the highest of the pressed keys. No note is played every time.
U/D (L)	Notes will be sounded from the lowest to the highest key you press and then back down to the lowest key, with only the lowest key sounded each time.
U/D (L&H)	Notes from both the lowest and highest pressed keys are sounded each time, and the notes play in order from the lowest of the pressed keys and then back again in the reverse order.
U/D (_)	The notes play in order from the lowest of the pressed keys, and then back again in the reverse order. No note is played every time.
Rand (L)	Notes will be sounded randomly for the keys you press, with only the lowest key sounded each time.
Rand (_)	Only the lowest of the keys pressed is sounded each time, the notes you press will be sounded randomly. No note is played every time.
Phrase	Pressing just one key will play a phrase based on the pitch of that key. If you press more than one key, the key you press last will be used.

<Example>
Action of a Style starting from the lowest note, "1-2-3-2" when the keys "C-D-E-F-G" are played
- **When "UP (L)" is selected as the motif:**
 C-D-E-D → C-E-F-E → C-F-G-F (→ repeated)
- **When "UP (_)" is selected as the motif:**
 C-D-E-D → D-E-F-E → E-F-G-F (→ repeated)
- **When "U/D (L&H)" is selected as the motif:**
 C-D-G-D → C-E-G-E → C-F-G-F → C-E-G-E (→ repeated)

Playing Multiple Sounds Simultaneously (PERFORMANCE MODE)

The [PERFORM] button is lit if you turn on a function that lets you play multiple sounds simultaneously, such as Dual or Split (p. 14).

If you've edited the Dual or Split settings (such as the sounds that are used), you can save the edited settings in [PERFORM] button numbers 501 through 628 (p. 27).

The [PERFORM] button also provides preset settings that let you play multiple sounds (A setting that lets you play multiple sounds is called a "performance").

If you press the [PERFORM] button, the name of the performance appears in the upper line of the screen.

Selecting a Performance

1. **Press the [PERFORM] button to make it light; the XPS-10 is in Performance mode.**

```
001:Bass / Piano
L Bs085   U Pf001
```
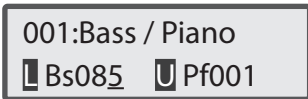
2. **Move the cursor to the performance number, and select a performance.**

Selecting the performance number

1. **Press the VALUE [-] [+] buttons.**

   The performance before or after the currently selected performance is selected.

   MEMO

   - You can also use the NUMERIC function to select a performance. For details, refer to "Entering Numeric Values" (p. 12).
   - User performances are shown after the preset performances. You can press the [PERFORM] button once again to switch between viewing user and preset performances.

Selecting a Part and Specifying Its Sound

A performance contains 16 parts which you can use to play different sounds simultaneously.

Here's how to switch between parts and assign a patch (or drum kit) to each part.
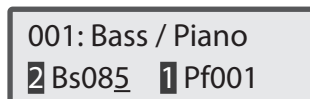
1. **Press the [PERFORM] button to make it light; the XPS-10 is in Performance mode.**

If split or dual are on

Split

```
001:Bass / Piano
L Bs085   U Pf001
```
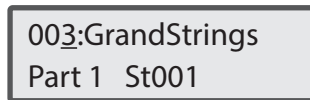
Dual

```
001: Bass / Piano
2 Bs085   1 Pf001
```
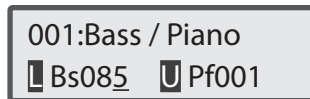
1. **Move the cursor to Lower (part 2) or Upper (part 1) and use the tone buttons or the VALUE [-] [+] buttons to switch sounds.**

If split and dual are off

16-part mode

```
003:GrandStrings
Part 1   St001
```

1. **Move the cursor to Part and use the VALUE [-] [+] buttons to select a part.**

2. **Move the cursor to the tone number, and use the VALUE [-] [+] buttons or tone buttons to select a patch (or drum kit) for that part.**

   You can also use the NUMERIC function to specify a patch numerically.

Using the Sliders to Modify the Sound (SOUND MODIFY)

You can use the SOUND MODIFY sliders to modify the sound in real time.

MEMO

- If you've selected a rhythm set when playing a single sound at a time (i.e., if the [PERFORM] button is unlit), the ENVELOPE [ATTACK] and [RELEASE] knobs and the [CUTOFF] and [RESONANCE] knobs will apply to each individual key. When you turn one of these knobs, the currently selected key will be indicated (e.g., C4).
- To change the key to which the effect is to be applied, press a key and specify a new key name.
- If you're using settings that play more than one tone at a time (i.e., if the [PERFORM] button is lit), the target affected by these modifications will depend on the current settings.
  For dual
  All parts
  For split, or 16-part mode
  The currently selected part

NOTE

For some sounds, the knobs may not have an effect.

Modifying the tonal character

[CUTOFF] slider

Adjusts the frequency (cutoff frequency) at which the filter begins to be applied.

Increasing the value brightens the sound; decreasing the value darkens the sound.

| What is affected by the change (XPS-10 setting)	Explanation	Value
Performance mode	The part's Cutoff	-64–+63
Patch mode	The patch's Cutoff	-63–+63
Drum kit	The Cutoff for each key of the drum kit	0–127

[RESONANCE] slider

Boosts the sound in the vicinity of the cutoff frequency, adding a distinctive character to the sound.

Increasing the value gives the sound a more distinctive character; decreasing the value makes the sound less distinctive.

What is affected by the change (XPS-10 setting)	Explanation	Value
Performance mode	The part's Resonance	-64–+63
Patch mode	The patch's Resonance	-63–+63
Drum kit	The Resonance for each key of the drum kit	0–127

Modifying how the volume changes

The "envelope" is the shape of the volume changes from when an instrument begins sounding until it decays to silence. On a keyboard instrument, the envelope specifies the way that the volume changes, starting when you press a key, and how it decays after you release the key.
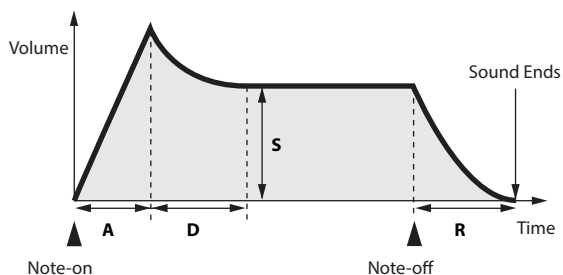
A: Attack time: Time from when you press the key until the sound reaches its maximum level

D: Decay time: Time over which the level decays from the maximum to the sustain level.

S: Sustain level: Volume at which the sound will be sustained while you hold down the key

R: Release time: Time over which the sound decays after you release the key

On the XPS-10, you can use the two ENVELOPE sliders to adjust the A (Attack) and R (Release) times of the currently selected tone.

[ATTACK] slider

Adjusts the time from when you press the key until the sound reaches the maximum level.

Increasing the value slows down the attack of the sound; decreasing the value speeds up the attack of the sound.

What is affected by the change (XPS-10 setting)	Explanation	Value
Performance mode	The part's Attack time	-64–+63
Patch mode	The patch's Attack time	-63–+63
Drum kit	The Attack time for each key of the drum kit	0–127

[RELEASE] slider

Adjusts the time from when you release the key until the sound is no longer heard.

Increasing the value lengthens the time over which the sound decays to silence; decreasing the value shortens this time.

What is affected by the change (XPS-10 setting)	Explanation	Value
Performance mode	The part's Release time	-64–+63
Patch mode	The patch's Release time	-63–+63
Drum kit	The Release time for each key of the drum kit	0–127

Adding spaciousness and reverberation

[CHORUS] slider

This adds spaciousness and depth to the sound.
Increasing the value deepens the chorus; decreasing the value decreases the chorus depth.

Parameter	Value
Chorus Level	0–127

MEMO

The effect is applied if the "Chorus switch" is turned "ON" in the effect editing screen.
For details, refer to "SWITCH (Chorus switch)" (p. 27).

[REVERB] slider

You can add reverb (reverberation) to the sounds that you play from the keyboard. By adding reverb, you can recreate the pleasant acoustics that are typical of a performance in a concert hall or similar space.
Increasing the value deepens the reverb; decreasing the value decreases the reverb depth.

Parameter	Value
Reverb Level	0–127

MEMO

The effect is applied if the "Reverb switch" is turned "ON" in the effect editing screen.
For details, refer to "SWITCH (Reverb switch)" (p. 27).

Adjusting the upper (part 1) and lower (part 2) volume

SPLIT/DUAL [LOWER/2] slider

Adjusts the volume of the lower part in Split mode, or the volume of part 2 in Dual mode.

Parameter	Value
Level (Part2)	0–127

MEMO

This also adjusts the volume of part 2 in 16-part mode.

NOTE

Changes you make are temporary, and are discarded if you turn off the power or select another sound. If you want to keep the changes that you made, save the performance (p. 27).

SPLIT/DUAL [UPPER/1] slider

Adjusts the volume of the upper part in Split mode, or the volume of part 1 in Dual mode.

Parameter	Value
Level (Part1)	0–127

MEMO

This also adjusts the volume of part 1 in 16-part mode.

NOTE

Changes you make are temporary, and are discarded if you turn off the power or select another sound. If you want to keep the changes that you made, save the performance (p. 27).

Adjusting the AUDIO PAD volume

[AUDIO PAD] slider

Adjusts the volume of the AUDIO PAD section (rhythm pattern).

When playing an audio file from USB flash drive

Parameter	Value
Audio Level	0–127

MEMO

The "Audio Level" value you adjusted is lost when you turn off the power. If you want this value to be remembered even after the power is turned off, edit the System Setting "Audio Level" (p. 31).

When playing a rhythm pattern

Parameter	Value
Rhythm Level	0–127

MEMO

The rhythm pattern volume (Rhythm Level) cannot be saved.

Creating an Original Scale

You can adjust the pitch of each note from C through B in units of one cent. The pitch you specify for each note is applied to that note for all octaves. You can store and recall a scale that you've created.

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

The Menu screen appears.

2. **Use the CURSOR [◄] [►] buttons to select "SCALE EDIT," and press the [ENTER] button.**

```
SCALE EDIT:
◄        E : -20        ►
```
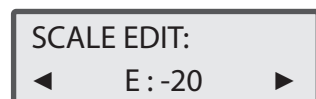
3. **Use the CURSOR [◄] [►] buttons to successively select each of the 12 notes from C to B, and use the VALUE [-] [+] buttons to edit their pitch.**

You can also use the keyboard to select a note to edit.

Value: -64–+63

Quarter Tone settings

1. **In the SCALE EDIT screen, hold down the OCTAVE [DOWN] button and play a note on the keyboard.**

The pitch of the note you played is flattened by 1/4 semitone (-50 cents).

Once again hold down the OCTAVE [DOWN] button and play the same note to restore it to its original pitch.

2. **In the SCALE EDIT screen, hold down the OCTAVE [UP] button and play a note on the keyboard.**

The pitch of the note you played is sharpened by 1/4 semitone (+50 cents).

Once again hold down the OCTAVE [UP] button and play the same note to restore it to its original pitch.

---

4. **When you've finished making settings, hold down the [SHIFT] button and press the [MENU] (WRITE) button.**

5. **Use the VALUE [-] [+] buttons to select the save-destination number, and press the [ENTER] button.**
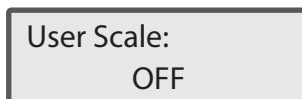
You can save your settings in buttons [1]–[9].

```
To: USER 1
[ENT]:Y        [EXIT]:N
```
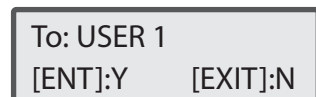
Recalling a User Scale

Here's how to recall a user scale.

1. **Hold down the [SHIFT] button and press the [TRANSPOSE] button.**

```
User Scale:
            OFF
```

The currently selected scale is shown. In the normal state, this indicates OFF.

2. **Press a button [1]–[9].**

The scale switches to the user scale that was stored.

To return to the normal state (OFF), press the button that's lit when the User Scale screen is shown.

MEMO

- If a user scale is selected, the user scale does not change even if you switch patches or performances.
- User Scale returns to OFF when you turn off the power.
- If no user scale is registered to the button that you press, equal temperament is selected.

Importing a Sound and Playing it on the Keyboard (SAMPLE IMPORT)

Here's how to import an audio file (44.1 kHz, 16 bit, WAV format only) into the XPS-10. The imported audio data is called a "sample."
You can assign a sample to the keyboard and play it. In Performance mode, you can assign up to 16 audio files (16 parts).

Copy to a USB Flash Drive

WAV

Insert USB Flash Drive
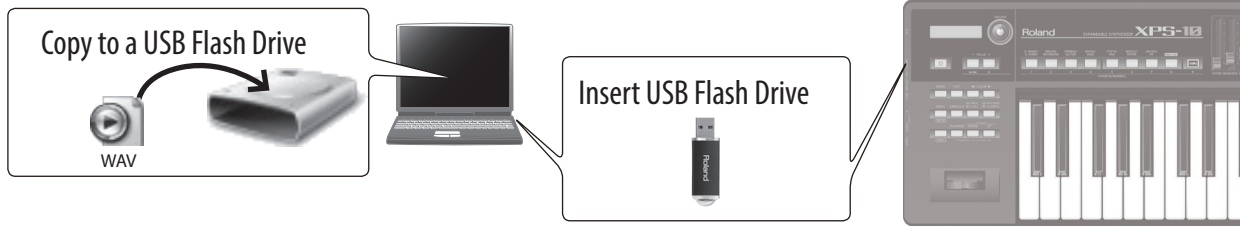
Importing Audio Files from a USB Flash Drive

Here's how audio files (WAV format only) can be imported from a USB flash drive into the XPS-10's internal memory.

* For an audio file to be imported, it must be a WAV format, 44.1 kHz, 16 bit file. If any other file is selected, the display indicates "Incorrect File!" and the file cannot be imported.

1. Put the audio files on your USB flash drive in the folder shown below.

Use a USB flash drive that you formatted using the XPS-10 (p. 34).

```
(Root)
└── IMPORT
    ├── TEST1.wav
    ├── TEST2.wav
    ├── TEST3.wav
    ├── TEST4.wav
    └── TEST5.wav
```

1. Use the XPS-10 to format the USB flash drive (p. 34).

An IMPORT folder and other folders are created.
Power-off the XPS-10, and then remove the USB flash drive.

2. Using your computer, copy the desired audio files into the IMPORT folder.

MEMO

Use only single-byte alphanumeric characters in the folder names and file names.

2. Insert the USB flash drive into the XPS-10, and turn on the power.

3. Press the [MENU] button.

The Menu screen appears.

4. Use the CURSOR [◄] [►] buttons to select "SAMPLE IMPORT," and press the [ENTER] button.

5. Use the VALUE [-] [+] buttons to select the file that you want to import.

```
IMPORT:        [ENT]
TEST1.wav
```

* If the file is not found, the display indicates "Not Found !"

6. Press the [ENTER] button.

```
To:501
[          ]
```

Imported files are saved in the XPS-10's internal user memory, and are assigned a number starting with 501.

7. Use the VALUE [-] [+] buttons to select the save-destination.

MEMO

If you specify a number in which data is already saved, the patch name is shown in the lower line.

8. Specify the save-destination number and press the [ENTER] button.

9. Use the VALUE [-] [+] buttons and the CURSOR [◄] [►] buttons to specify the Original Key and turn the Loop setting on/off.

```
Original Key:     C4
Loop Switch :    OFF
```

MEMO

- The sound is automatically assigned to the keyboard with the appropriate pitches, starting from two octaves above the Original Key and extending downward to the lowest note of the keyboard.
- If Loop Switch is ON, the sample continues playing repeatedly as long as you hold down the note. Use this setting if you import the sound of a sustaining instrument such as an organ.
- If you like, you can change the loop point and original key of the sample later. For details, refer to "Editing a Sample" (p. 23).

10. Press the [ENTER] button.

The audio file is imported.
If user memory is full, the following screen appears and you can't import the audio file. In this case, you'll need to delete unnecessary samples (p. 24).

```
UserMemory Full!
```

11. Repeat steps 5–10 to import the desired files into the XPS-10.

MEMO

- An imported audio file can be used as a single patch by pressing the [SAMPLE] button.
- If the file size is large, the import may require several minutes (maximum 32 MB).

NOTE

Never turn off the power while the screen indicates "Keep Power ON!"

Recalling a Sample

A sample that you imported can be recalled as a patch.

1. Press the [SAMPLE] button.

2. Use the VALUE [-] [+] buttons to select a patch.

MEMO

> The pitch cannot be changed if the pitch is more than two octaves above the specified Original Key.

Editing a Sample

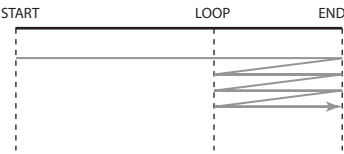Here's how to edit the settings of a sample that you imported.

1. Select a patch that uses the sample that you want to edit.

2. Press the [MENU] button.

The Menu screen appears.

3. Use the CURSOR [◄] [►] buttons to select "SAMPLE EDIT," and press the [ENTER] button.

```
SAMPLE EDIT:
Original Key      C4
```

MEMO

> If you select a patch that does not use an imported sample, the screen indicates "Can not Edit!" and you are returned to the Menu screen.

4. Use the CURSOR [◄] [►] buttons to select the parameter that you want to edit.

5. Use the VALUE [-] [+] buttons to edit the value.

Parameter CURSOR [◄] [►]	Value VALUE [-] [+]	Explanation
ORIGINAL KEY	C-1–G9	Specifies the note number that plays the sample at the pitch at which it was imported.
LOOP SWITCH	OFF, ON	Turns loop playback on/off.
START	*1	Playback start point (Start Point) This lets you skip an unwanted portion of the waveform at the beginning of the sample so that the sample plays with the desired timing.
LOOP	*1	Point at which the repeated portion starts on the second and subsequent plays (Loop Point) Specify this if you want to loop from a location other than START. After the Sample played back from START to END, it will then be repeatedly played back in the forward direction, from the LOOP to END.
END	*1	Playback end point (End Point) This lets you omit an unwanted portion of the waveform at the end of the sample.
LEVEL	0–127	Adjusts the volume of the sample.

*1 The length of the imported sample is calculated, and the position of each point is shown as a time (units: milliseconds).
Use the VALUE [-] [+] buttons to adjust the value in steps of one millisecond.
You can use the [SHIFT] + VALUE [-] [+] buttons to adjust the value in steps of 100 milliseconds.
The displayed value (time) is the value when the sample is played at the key specified by Original Key. The playback time is shorter than displayed if you play a key that is higher than the Original Key, and longer than displayed if you play a key that is lower.

TIPS

When reproducing the sound of a sustained instrument (such as organ or flute), turn the LOOP switch ON, and adjust the LOOP and END points. You can play the keyboard to audition the adjusted sound.
Depending on the position of the LOOP and END points, you might hear a "pop" noise when looping. In some cases you can reduce this noise by making fine adjustments to the LOOP and END points in one-millisecond steps.

6. Press the [EXIT] button.

MEMO

> When you press the [EXIT] button after editing a value, the save confirmation screen appears.
> - Press the [ENTER] button to overwrite-save and exit the sample edit screen.
> - Press the [EXIT] button to discard your changes and exit the sample edit screen.

Using an Imported Sample to Create a Performance

1. Press the [PERFORM] button; then select 016:Init Perform.

2. Press the [MENU] button; in the Menu screen, choose "PERFORM EDIT" and then press the [ENTER] button.

```
PERF EDIT:      PART1
PATCH NO      Pf001
```

- The upper line shows the part you're editing.
  Use [SHIFT]+CURSOR [◄] [►] buttons to switch between parts.
- The parameter to edit is shown in the lower line. Use the CURSOR [◄] [►] buttons to switch between items, and use the VALUE [-] [+] buttons to edit the value.

3. Use the VALUE [-] [+] buttons to change the patch number that's assigned to PART 1.

```
PERF EDIT:      PART1
PATCH NO      Sp501
```

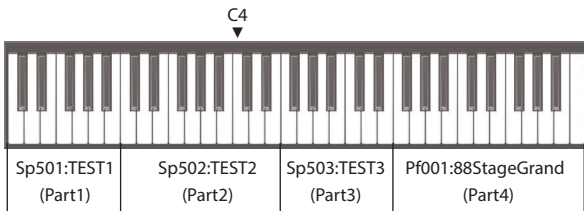**4.** Use the CURSOR [◄] [►] buttons to select a parameter, and edit the value for part 1.

Part [SHIFT] + CURSOR [◄] [►]	Parameter CURSOR [◄] [►]	Value VALUE [-] [+]	Explanation
1–16	PATCH NO (Patch No)	—	Number of the PATCH that's assigned to each part
	LEVEL	0–127	Volume of each part This is used mainly to adjust the volume balance between parts.
	KBD SWITCH (Keyboard switch)	OFF,ON	Turns on/off each part's connection between the controller section and the internal sound engine
	RANGE LOWER (Keyboard Range Lower)	C-1–(UPPER)	Lowest key of the range sounded by each part
	RANGE UPPER (Keyboard Range Upper)	(LOWER)–G9	Highest key of the range sounded by each part
	OCTAVE SHIFT	-3–3	Shifts the keyboard pitch range of each part in one-octave units.

For this example, turn the KBD SW setting ON.

MEMO

For more about performance parameters, refer to p. 25

You can make settings for other parts in the same way, and create the following assignments. Hold down the [SHIFT] button and use the CURSOR [◄] [►] buttons to switch parts; then repeat steps 1–4.

C4
▼

Sp501:TEST1	Sp502:TEST2	Sp503:TEST3	Pf001:88StageGrand
(Part1)	(Part2)	(Part3)	(Part4)

If the key range overlaps between parts, those keys will play both sounds. You can recall a saved performance by using the XPS-10's [PERFORM] button.

Saving a Performance

A performance you've edited is temporary; it disappears if you turn off the power or select another performance. If you want to keep a performance that you've edited, you must save that performance (p. 27).

Deleting Imported Samples

1. Press the [MENU] button; in the Menu screen, choose "SAMPLE DELETE" and press the [ENTER] button.

2. Use the VALUE [-] [+] buttons to select the sample (patch) that you want to delete, and press the [ENTER] button.

A confirmation message appears.

3. Press the [ENTER] button once again.

The sample is deleted.

NOTE

- Some or all notes of performances that use the deleted sample (patch) will no longer sound.
- It's a good idea to back up important data to a USB flash drive or to your computer (p. 33).

Editing Sounds

Editing Patch Settings (PATCH EDIT)

1. Use the tone buttons to select the patch that you want to edit.

2. Press the [MENU] button.

The Menu screen appears.

3. Use the CURSOR [◄] [►] buttons to select "PATCH EDIT," and press the [ENTER] button.

```
PATCH EDIT:
Level :    127
```

- Use the CURSOR [◄] [►] buttons to switch between parameters, and use the VALUE [-] [+] buttons to edit the value.
- For a Drum Kit, only the level can be edited.

MEMO

If you're playing a single sound, you can press [SHIFT] + CURSOR [►] button to access the Patch Edit screen.

Patch parameter

Parameter CURSOR [◄] [►]	Value VALUE [-] [+]	Explanation
LEVEL	0–127	Specifies the volume of the patch.
OCTAVE SHIFT	-3–3	Changes the pitch in steps of one octave.
PORTA SWITCH (PORTAMENTO SWITCH)	OFF, ON	Specifies whether the portamento effect will be applied (ON) or not (OFF). * Portamento is an effect which smoothly changes the pitch from the first-played key to the next-played key. By applying portamento when the MONO/POLY is "MONO," you can simulate slide performance techniques on a violin or similar instrument.
PORTA TIME (PORTAMENTO TIME)	0–127	When portamento is used, this specifies the time over which the pitch will change. Higher settings will cause the pitch change to the next note to take more time.
MONO/POLY	MONO, POLY	Specifies whether the patch will play polyphonically (POLY) or monophonically (MONO). The "MONO" setting is effective when playing a solo instrument patch such as sax or flute. **MONO :** Only the last-played note will sound. **POLY :** Two or more notes can be played simultaneously.
BEND RNG UP (BEND RANGE UP)	0–+48	Specifies the degree of pitch change in semitones when the pitch bend lever is all the way right. For example if this is set to "+12" and you move the pitch bend lever all the way to the right, the pitch will rise one octave.
BEND RNG DN (BEND RANGE DOWN)	0–-48	Specifies the degree of pitch change in semitones when the pitch bend lever is all the way left. For example if this is set to "-48" and you move the pitch bend lever all the way to the left, the pitch will fall 4 octaves.

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

NOTE

Changes you make are temporary, and are discarded if you turn off the power or select another sound.
If you want to keep the changes you made, save the settings (p. 27).

Editing Performance Settings (PERFORMANCE EDIT)

1. Press the [PERFORM] button, and select the performance that you want to edit or select 016: Init Perform.

2. Press the [MENU] button.

The Menu screen appears.

3. Use the CURSOR [◄] [►] buttons to select "PERFORM EDIT," and press the [ENTER] button.

```
PERF EDIT:      PART1
PATCH NO :      Pf001
```

- The upper line shows the part that you're editing.
  Use the [SHIFT] + CURSOR [◄] [►] buttons to switch between parts.
- The lower line shows the parameter that you're editing. Use the CURSOR [◄] [►] buttons to switch between parameters, and use the VALUE [-] [+] buttons to edit the value.

MEMO

You can use [SHIFT] + CURSOR [►] button to access the edit screen. This takes you to the Perform Edit screen if the cursor is located at the Perform number in the screen, or to the Patch Edit screen if the cursor is located at the Patch number.

Performance parameter (In the case of SPLIT/DUAL, only parts 1 and 2)

Part [SHIFT] + CURSOR [◄] [►]	Parameter CURSOR [◄] [►]	Value VALUE [-] [+]	Explanation
1–16	PATCH NO (Patch No)	—	Number of the patch that's assigned to each part
	LEVEL	0–127	Volume of each part You'll mainly use this to adjust the volume balance between parts.
	KBD SWITCH (Keyboard switch) (*1)	OFF, ON	Turns on/off each part's connection between the controller section and the internal sound engine
	RANGE LOWER (Keyboard Range Lower) (*1)	C-1– (UPPER)	Lowest key of the range sounded by each part
	RANGE UPPER (Keyboard Range Upper) (*1)	(LOWER)– G9	Highest key of the range sounded by each part
	OCTAVE SHIFT	-3–3	Shifts the keyboard pitch range of each part in one-octave units.
	OUTPUT ASGN (PART OUTPUT ASSIGN) (*1)	MFX1–3, L+R	Output destination for each part's original sound **MFX1–3:** Choose form MFX1–3 as the output destination **L+R:** Output via OUTPUT without passing through MFX1
	VIB RATE (VIBRATO RATE)	-64–+63	Vibrato rate of each part
	VIB DEPTH (VIBRATO DEPTH)	-64–+63	Vibrato depth of each part
	VIB DELAY (VIBRATO DELAY)	-64–+63	Time until vibrato is applied to each part

Part [SHIFT] + CURSOR [◄] [►]	Parameter CURSOR [◄] [►]	Value VALUE [-] [+]	Explanation
1–16	SCALE SWITCH (Part Scale Tune Switch) (*2)	OFF, ON	Turn this on if you want to perform with a scale other than equal temperament.
	SCALE C–B (Part Scale Tune) (*2)	-64–+63	Scale tune setting for each part

*1 Not shown for SPLIT/DUAL.

*2 You can't change this parameter if you're performing with a user scale selected.

4. **Press the [EXIT] button to exit the edit screen.**

> **NOTE**
>
> Changes you make are temporary, and are discarded if you turn off the power or select another sound.
>
> If you want to keep the changes you made, save the settings (p. 27).

Equal Temperament

This tuning divides the octave into 12 equal steps, and is the most widely used method of temperament used in Western music. The XPS-10 employs equal temperament when the Scale Tune Switch is set to "OFF."

Just Intonation (Tonic of C)

Compared with equal temperament, the principle triads sound pure in this tuning. However, this effect is achieved only in one key, and the triads will become ambiguous if you transpose.

Arabian Scale

In this scale, E and B are a quarter tone lower and C#, F# and G# are a quarter tone higher compared to equal temperament. The intervals between G and B, C and E, F and G#, Bb and C#, and Eb and F# have a neutral third-the interval between a major third and a minor third. On the XPS-10, you can use Arabian temperament in the three keys of G, C and F.

<Example>

Note name	Equal temperament	Just intonation (Tonic of C)	Arabian scale
C	0	0	-6
C#	0	-8	+45
D	0	+4	-2
Eb	0	+16	-12
E	0	-14	-51
F	0	-2	-8
F#	0	-10	+43
G	0	+2	-4
G#	0	+14	+47
A	0	-16	0
Bb	0	+14	-10
B	0	-12	-49

Editing Effect Settings (EFFECTS EDIT)

You can use different effect settings in Patch mode and in Performance mode ([PERFORM] button lit).

In Patch mode

You can use multi-effect (MFX), chorus, and reverb for each tone.

In Performance mode

For each setting, you can use a maximum of three multi-effects (MFX1, MFX2, MFX3), one chorus, and one reverb. For Split or Dual, you can use two multi-effects (MFX1, MFX2).

When in 16-part mode, you can use three multi-effects (MFX1, MFX2, MFX3).

The details are as follows.

For Split

MFX1 applied to upper, MFX2 applied to lower.

For Dual

MFX1 applied to part 1, MFX2 applied to part 2.

When in 16-part mode

For each part, you can choose which MFX is used (PART OUTPUT ASSIGN parameter).

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

The Menu screen appears.

2. **Use the CURSOR [◄] [►] buttons to select "EFFECTS EDIT," and press the [ENTER] button.**

```
MFX
SWITCH          ON
```

- The upper line shows the effect that you're editing. Use the [SHIFT] + CURSOR [◄] [►] buttons to switch between effects.
- The lower line shows the parameters. Use the CURSOR [◄] [►] buttons to switch between items, and use the VALUE [-] [+] buttons to edit the value.

The available effects will depend on the current selection.

When in Patch mode

"MFX," "CHORUS," "REVERB"

For Split or Dual

"MFX1," "MFX2," "CHORUS," "REVERB"

When in 16-part mode

"MFX1," "MFX2," "MFX3," "CHORUS," "REVERB"

Effect parameter

Effect [SHIFT] + CURSOR [◄] [►]	Parameter CURSOR [◄] [►]	Value VALUE [-] [+]	Explanation
MFX1, MFX2, MFX3	SWITCH (MFX 1–3 switch)	OFF, ON	Specifies whether MFX 1–3 will be used (ON) or not used (OFF). * This setting is common to the entire XPS-10. * This setting cannot be saved.
	00: THRU–78: (MFX Type)	00–78	Selects the types of multi-effects that MFX1–3 will use. Choose "00: THRU" if you don't want to apply a multi-effect.
	Items for each MFX type		The editable items for the selected MFX type will be displayed. Refer to p. 39 for a list of multi-effect types. Refer to "Parameter Guide" (PDF) for details on the parameters.
	MFX CHO LVL	0–127	Adjusts the amount of chorus for the sound that passes through multi-effects. If you don't want to add the chorus effect, set it to "0."
	MFX REV LVL	0–127	Adjusts the amount of reverb for the sound that passes through multi-effects. If you don't want to add the reverb effect, set it to "0."
CHORUS	SWITCH (Chorus switch)	OFF, ON	Specifies whether chorus will be used (ON) or not used (OFF). * This setting is common to the entire XPS-10. * This setting cannot be saved.
	00: OFF–03: GM2 CHORUS (Chorus Type)	00–03	Selects the types of chorus. Choose "00: OFF" if you don't want to apply a chorus.
	Items for each chorus type		Edit the parameters for the selected chorus type. Refer to "Parameter Guide" (PDF).
REVERB	SWITCH (Reverb switch)	OFF, ON	Specifies whether reverb will be used (ON) or not used (OFF). * This setting is common to the entire XPS-10. * This setting cannot be saved.
	00: OFF–05: GM2 REVERB (Reverb Type)	00–05	Selects the types of reverb. Choose "00: OFF" if you don't want to apply a reverb.
	Items for each reverb type		Edit the parameters for the selected reverb type. Refer to "Parameter Guide" (PDF).

3. **Press the [EXIT] button to exit the edit screen.**

NOTE

The changes you make are temporary; they will be discarded when you turn off the power or select a different tone. If you want to keep the changes you make, you must write them into memory.

MEMO

- MFX1 uses the settings of the patch used by part 1.
- MFX2 uses the settings of the patch used by part 2.
- MFX3, chorus, and reverb settings are saved within each individual performance.

Saving Patch or Performance Settings (WRITE)

1. **Hold down the [SHIFT] button and press the [MENU] (WRITE) button.**

The WRITE screen appears.

MEMO

This screen is not shown in Patch mode.

2. **Use the CURSOR [◄] [►] buttons to select "PATCH (Part 1–16)" or "PERFORM."**

```
<WRITE>        [ENT]
PERFORM *         ►
```

If the selected performance has been edited, an "*" symbol is shown. This symbol disappears when you save the settings.

NOTE

If an "*" symbol is shown for both PATCH (Part 1–16) and PERFORM, first save the patch and then save the performance.
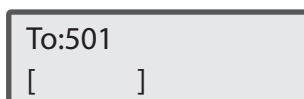Be aware that if you save the performance first, the edited patch data is lost.

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

The name input screen appears.

```
Name:          [ENT]
Init Perform
```
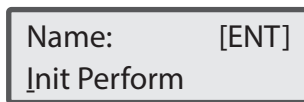
4. **Use the CURSOR [◄] [►] buttons to move the cursor, and use the VALUE [-] [+] buttons to select characters.**

5. **When you've specified the name, press the [ENTER] button.**

```
To:501
[          ]
```

6. **Use the VALUE [-] [+] buttons to select the save-destination.**

Settings you save are stored in user memory, starting with number 501.
Drum kits are numbered starting with 801.

MEMO

If you specify a number in which data is already saved, the patch name (performance name) is shown in the lower line.

NOTE

When you save settings, the data that was previously in that location will be overwritten.

7. **Specify the save-destination number and press the [ENTER] button.**

A confirmation message appears.

8. **Press the [ENTER] button.**

A screen indicating Complete ! appears, and the data is saved.
If you decide to cancel, press the [EXIT] button.

NOTE

NEVER turn the power off while you are saving settings.

Using AUDIO PAD

The XPS-10's "AUDIO PAD" has the following two functions.

Audio player

This plays back audio files saved on USB flash drive.
You can play back sound effects or backing tracks.

Rhythm pattern

This plays back rhythm patterns for a wide variety of musical styles.

MEMO

You can't use the audio player and rhythm patterns at the same time.

Playing Rhythm Patterns

Rhythm pattern:
A rhythm pattern is a fixed phrase played by rhythm instruments such as drums or percussion.
The XPS-10 contains rhythm patterns for a wide range of styles. It's easy to play back these rhythm patterns while you play along on the keyboard.

Changing the Style or Drum Kit of the Rhythm Pattern

If you want to select a rhythm pattern of a different style, change the rhythm pattern.
When you change the rhythm pattern, the variations assigned to the PAD [1]–[6] will also change.
The drum kit used to play a rhythm pattern is determined by the rhythm pattern, but you are free to change the drum kit if desired.

NOTE

The rhythm pattern settings cannot be saved.

1. **Press the [LIST] button.**

```
RHYTHM              ▶
001 : POP 1
```
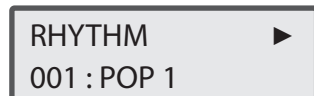
MEMO

If you created a folder inside the SONG LIST folder of the USB flash drive, the folder name appears when you press the [LIST] button.
To see the rhythm patterns, hold down the [SHIFT] button and use the CURSOR [◀] [▶] buttons.

2. **Use the VALUE [-] [+] buttons to select a rhythm pattern.**
Value: 001–024
When you select a rhythm pattern, the most suitable drum kit will be selected.

3. **Use the CURSOR [▶] button to move between screens, and use the VALUE [-] [+] buttons to select a drum kit.**

4. **Press one of the PAD [1]–[6].**
A rhythm pattern is heard.

5. **To stop the rhythm pattern, press the currently-playing pad once again.**

MEMO

PAD [1]–[6] contain various patterns of the genre that's selected by the rhythm pattern.

Adjusting the Volume of the Rhythm Pattern

MEMO

The volume setting of the rhythm pattern cannot be saved.

1. **Use the [AUDIO PAD] slider to adjust the volume.**

```
<RHYTHM LEVEL>
      127
```
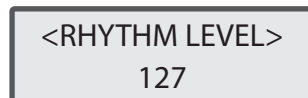
Value: 1–127

2. **Press the [EXIT] button to return to the previous screen.**

Playing Audio Files

Audio files assigned to the pads can be played as sound effects, or as backing tracks to accompany your live performance.
For details on the audio formats that can be played, refer to "Audio files that can be played" (p. 13).

NOTE

Two or more audio files can't be played simultaneously.

Assigning Audio Files to Pads

MEMO

If there are audio files in the root level of the USB flash drive when you turn on the power, they will automatically be assigned to the pads.
If you want to assign other files to the pads, perform steps 1–6.
To select a rhythm pattern, press the [LIST] button, then hold down the [SHIFT] button and press the CURSOR [▶] button.

1. **Place your audio files on the USB flash drive in a folder structure like the one shown below.**
Use a USB flash drive that was formatted on the XPS-10 (p. 34).

Example
```
(Root)
└── SONG LIST
     ├── SONG1
     │    ├── 01.wav
     │    ├── 02.wav
     │    ├── 03.mp3
     │    ├── 04.wav
     │    ├── 05.aif
     │    └── 06.mp3
     ├── SONG2
     │    ├── A.wav
     │    ├── B.wav
     │    ├── C.mp3
     │    └── D.wav
     └── SONG3
          └── AA.mp3
```

1. **Format your USB flash drive on the XPS-10 (p. 34).**
A SONG LIST folder is created.
Power-off the XPS-10, and disconnect the USB flash drive.

2. **Using your computer, create a folder inside the SONG LIST folder.**
Use only single-byte alphanumeric characters in folder names.

3. **Copy the desired audio files into the folder that you created.**
For details on the types of file that can be played, refer to "Audio files that can be played" (p. 13).

2. **Connect the USB flash drive to the XPS-10, and turn on the power.**

3. **Press the [LIST] button.**

The folders inside the USB flash drive's SONG LIST folder are shown.
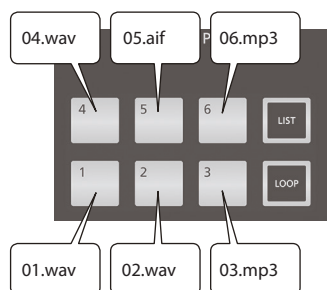
```
SONG LIST :
SONG1
```

4. **Use the VALUE [-] [+] buttons to select the folder that you want to play.**

In this example, you can choose from SONG1, SONG2, and SONG3.

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

The audio files in the selected folder are automatically assigned to the pads in descending order. For example if you choose the SONG1 folder, the files are assigned as shown in the illustration.

MEMO

The files inside the folder are shown in alpha-numeric order, and the first six files are assigned.

6. **Press one of the PAD [1]–[6].**

The assigned audio plays.

* Up to six audio files can be assigned.

* If you want to use seven or more audio files, divide them into groups of six in separate folders, and assign each group as needed.

* The XPS-10 itself does not provide a way for you to change how audio files are assigned to the pads.

* You can use your computer to edit the names of the audio files.

Using the Pads

NOTE

Loop settings can't be made for an MP3 file.

If you want to make loop settings, use your computer to convert the file to a WAV or AIFF file before you import it.

Operation	Explanation
Play back	Press one of the PAD [1]–[6].
Stop	Press a currently-playing pad. To resume playback from the location at which you stopped, hold down the [LIST] button and press the same pad.
Move to the beginning [SHIFT] + PAD [1]	Hold down the [SHIFT] button and press PAD [1].
Rewind [SHIFT] + PAD [2]	Hold down the [SHIFT] button and hold down PAD [2].
Fast-forward [SHIFT] + PAD [3]	Hold down the [SHIFT] button and hold down PAD [3].
Loop settings (*1) (repeat playback) [LOOP] + PAD [1]–[6]	Press the [LOOP] button. Looping is enabled for the currently selected pad. The [LOOP] button lights.

Operation	Explanation
Loop settings (*1) (loop a region of the file) 1. [SHIFT]+[LOOP] (start point) 2. [SHIFT]+[LOOP] (end point)	**Setting the Start point:** While the file plays, hold down the [SHIFT] button and press the [LOOP] button. **Setting the End point:** Once again, hold down the [SHIFT] button and press the [LOOP] button. When the End Point is set, playback repeats over the Start–End region that you specified. If a file with a specified loop region is played from the beginning, it will play until the End point and then start looping over the loop region. * If, after specifying the loop region, you want to change the setting so that the entire file loops, hold down the [LOOP] button and press the pad whose setting you want to change.
Adjusting the Start Point (*1) [SHIFT]+[LOWER/2] slider	Hold down the [SHIFT] button and move the [LOWER/2] slider. This applies a +/- adjustment, with the center of the slider corresponding to the value that you initially specified.
Adjusting the End Point (*1) [SHIFT]+[UPPER/1] slider	Hold down the [SHIFT] button and move the [UPPER/1] slider. This applies a +/- adjustment, with the center of the slider corresponding to the value that you initially specified.
Playing the next pad	**To switch immediately:** Press one of the PAD [1]–[6]. **To switch after playback has ended:** Hold down the currently-playing pad, and press the pad that you want to play next.
Center Cancel [SHIFT] + PAD [4]	Hold down the [SHIFT] button and press PAD [4]. Sounds that are heard from the center (vocals or melodic instrument sounds) will be minimized. * For some songs, the vocals might not be reduced very much.
Adjusting the tempo [SHIFT] + PAD [5]	Hold down the [SHIFT] button and press PAD [5] to access the TEMPO screen. Use the VALUE [-] [+] buttons to adjust the value. * Even if an audio file is selected, the tempo setting appears and you can change the value, but the tempo will not change. The tempo can be changed only for an internal rhythm pattern.
Adjusting the volume (volume of all pads)	Move the [AUDIO PAD] slider.

*1 Loop settings for each audio file are automatically saved in the SONG LIST folder. If you move an audio file to a different folder, the loop settings will be preserved if you move the settings file as well.

Adjusting the Audio Play Volume

1. Use the [AUDIO PAD] slider to adjust the volume.

```
<AUDIO LEVEL>
        127
```
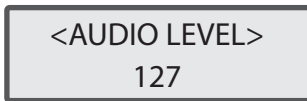
Value: 1–127

2. Press the [EXIT] button to return to the previous screen.

The "AUDIO LEVEL" value shown when you make the adjustment described above is lost when you turn off the power. If you want this value to be remembered even after the power is turned off, edit the System Setting "Audio Level" (p. 31).

Other Settings

Making Settings That Are Common to the Entire XPS-10 (SYSTEM)

"System settings" refers to settings that apply to the entire XPS-10, such as keyboard touch settings and MIDI settings.

Procedure for Making System Settings

1. Press the [MENU] button.

The Menu screen appears.

2. Use the CURSOR [◄] [►] buttons to select "SYSTEM," and press the [ENTER] button.

The setting screen appears.

3. Hold down the [SHIFT] button and use the CURSOR [◄] [►] buttons to select the desired menu.

4. Use the CURSOR [◄] [►] buttons to move the cursor to the parameter that you want to set.

5. Use the VALUE [-] [+] buttons to set the value.

6. Press the [EXIT] button to leave the setting screen.

Parameters you edit are saved when you exit the system setting screen.

System Parameters

Menu [SHIFT] + CURSOR [◄] [►]	Parameter CURSOR [◄] [►]	Value VALUE [-] [+]	Explanation
GENERAL	LCD Contrast	1–10	Adjusts the contrast of the display.
	Auto Off	OFF, 30, 240 [min]	Specifies the time from when you stop operating the XPS-10 until the power turns off automatically.
	Ord (Order)	BRAZIL, CHINA, INDIA, INDONESIA, ISRAEL, KOREA, PHILIPPINES, SOUTH AFRICA, THAILAND, TURKEY, VIET NAM, LATINAMERICA	Specifies the sound that is selected first when you press the [WORLD/OTHER] button immediately after turning the power on.
	Illumination	ON, OFF	Specifies whether the buttons illuminate when they are waiting for an operation.
KEY TOUCH (KEYBOARD TOUCH)	Velo Curv (Velocity Curve)	LIGHT, MEDIUM, HEAVY	Sets the keyboard's touch. **LIGHT:** This sets the keyboard to a light touch. You can achieve fortissimo (ff) play with a less forceful touch than MEDIUM setting, so the keyboard feels lighter. This setting makes it easier for children, whose hands have less strength. **MEDIUM:** This sets the keyboard to the standard touch. **HEAVY:** This sets the keyboard to a heavy touch. You have to play the keyboard more forcefully than MEDIUM setting in order to play fortissimo (ff), so the keyboard touch feels heavier. This setting allows you to add more expression when playing dynamically.
	Curve Offset (Velocity Curve Offset)	-10–+9	Adjusts the keyboard velocity curve. Lower values make the keyboard feel lighter. Higher values make the keyboard feel heavier.
	Velocity	REAL, 1–127	Adjusts the velocity value that will be transmitted when you play the keyboard. **REAL:** Actual keyboard velocity will be transmitted. **1–127:** A fixed velocity value will be transmitted regardless of how you play.
SOUND	Master Tune	415.3–466.2 [Hz]	Adjusts the overall tuning of the XPS-10. The display shows the frequency of the A4 note (center A).
	Output Gain	-12–+12 [dB]	Adjusts the output gain from the XPS-10's output. When, for example, there are relatively few voices being sounded, boosting the output gain can let you attain the most suitable output level for recording and other purposes.
	System Tempo	5–300	Specifies the XPS-10's tempo.
	Audio Level	0–127	Specifies the volume when playing audio data from the AUDIO PAD buttons.

Other Settings

Menu [SHIFT] + CURSOR [◄] [►]	Parameter CURSOR [◄] [►]	Value VALUE [-] [+]	Explanation
PEDAL	Asgn (Assign)	MODULATION, PORTA-TIME, VOLUME, PAN, EXPRESSION, HOLD, PORTAMENTO, SOSTENUTO, RESONANCE, RELEAS-TIME, ATTACK-TIME, CUTOFF, DECAY-TIME, VIB-RATE, VIB-DEPTH, VIB-DELAY, CHORUS-SEND, REVERB-SEND, AFTERTOUCH, START/STOP, TAP-TEMPO, PROG-UP, PROG-DOWN, FAV-UP, FAV-DOWN	The pedal connected to the PEDAL jack can control the following functions. The number in parentheses ( ) is the controller number of the control change message produced by the pedal when the corresponding function is assigned. * Regarding the following functions, the effect will apply to the currently selected sound if you're playing a single sound. If you're using settings that play multiple tones (i.e., if the [PERFORM] button is lit), this will apply to the tone (part) you're playing. **MODULATION:** (CC01) Vibrato **PORTA-TIME:** (CC05) Portamento time **VOLUME:** (CC07) Level **PAN:** (CC10) Pan (left/right position of the tone) **EXPRESSION:** (CC11) Level **HOLD:** (CC64) The sound will be sustained for keys that are played or were already held down while holding down the pedal. **PORTAMENTO:** (CC65) Portamento switch **SOSTENUTO:** (CC66) The sound will be sustained only for keys that were already pressed when you pressed the pedal. **RESONANCE:** (CC71) Resonance (p. 19) **RELEASE-TIME:** (CC72) Release time (p. 19) **ATTACK-TIME:** (CC73) Attack time (p. 19) **CUTOFF:** (CC74) Cutoff (p. 19) **DECAY-TIME:** (CC75) Decay time **VIB-RATE:** (CC76) Vibrato speed **VIB-DEPTH:** (CC77) Vibrato depth **VIB-DELAY:** (CC78) Vibrato delay time **CHORUS-SEND:** (CC93) The amount of the chorus **REVERB-SEND:** (CC91) The amount of the reverb **AFTERTOUCH:** Channel aftertouch **START/STOP:** Pressing the pedal will start/stop the Song Player or Rhythm Pattern (p. 28). **TAP-TEMPO:** The tempo will be set to the interval at which you press the pedal (Tap Tempo). **PROG-UP:** If you're playing a single sound, this selects the next sound. If you're playing multiple sounds (i.e., when the [PERFORM] button is lit), this selects the next-numbered performance. **PROG-DOWN:** If you're playing a single sound, this selects the previous sound. If you're playing multiple sounds (i.e., when the [PERFORM] button is lit), this selects the previous-numbered performance. **FAV-UP:** The favorite of the next number or bank will be selected. **FAV-DOWN:** The favorite of the previous number or bank will be selected.
	Cont Hold (Continuous Hold)	OFF, ON	If "Assign" is set to "HOLD," turning this "ON" allows the PEDAL jack to support half-pedaling. When this is set to support use of half-pedaling techniques, you can then connect an optional damper pedal (DP series, etc.), and employ pedal work to achieve even finer control in performances in which piano tones are used.
	Polarity	STD (STANDARD), RVS (REVERSE)	Selects the polarity of the pedal connected to the PEDAL jack. On some pedals, the electrical signal output by the pedal when it is pressed or released is the opposite of other pedals. If your pedal has an effect opposite of what you expect, set this parameter to "REVERSE." If you are using a Roland pedal (that has no polarity switch), set this parameter to "STANDARD."
MIDI	Local Switch	OFF, ON	Determines whether the internal sound generator is disconnected (OFF) from the controller section (keyboard, pitch bend/modulation lever, buttons, sliders, pedal, and so on); or not disconnected (ON). Normally you'll leave this "ON." Choose the "OFF" setting if you want operations on the XPS-10 to only control DAW software on your computer.
	Patch Rx/Tx Ch	1–16	In patch mode, specifies the MIDI message transmit/receive channel for the keyboard part.
	Tx Edit Data	OFF, ON	Specifies whether changes you make in the settings of a tone, performance will be transmitted as system exclusive messages (ON), or will not be transmitted (OFF).
	Sync Mode	MASTER, SLAVE	Specifies the synchronization message that the XPS-10 will use for operation. **MASTER:** The XPS-10 will be the master. Choose this setting when using the XPS-10 by itself without synchronizing to another device. **SLAVE:** The XPS-10 will be the slave. Choose this setting when you want the XPS-10 to synchronize to MIDI Clock messages received from another MIDI device.
	USB Drv (USB Driver)	GENERIC, VENDER	Sets the USB driver. * This setting will take effect when you turn the power off, then on again.

Backing Up or Initializing Data (UTILITY)

Utility functions let you save user data to USB flash drive or restore data from USB flash drive back to the XPS-10. You'll also use these utility functions when you want to return the XPS-10 to its factory settings, or initialize USB flash drive.

MEMO

Use USB flash drive sold by Roland. We cannot guarantee correct operation if other products are used.

Types of data that can be saved

When you save settings from the XPS-10 to USB flash drive, the following settings are saved.

- User data for tones and performances
- Favorites
- System settings
- Imported WAV files
- User scale

Saving Data to USB Flash Drive (BACKUP)

Here's how to save user data to USB flash drive (backup).

1. Press the [MENU] button.
The Menu screen appears.

2. Use the CURSOR [◄] [►] buttons to select "UTILITY," and press the [ENTER] button.
The UTILITY screen appears.

```
UTILITY:        [ENT]
        Backup      ►
```
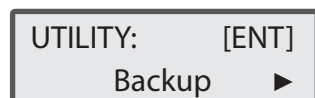
3. Use the CURSOR [◄] [►] buttons to select "BACKUP," and press the [ENTER] button.
The name input screen appears.

```
Name:           [ENT]
_
```
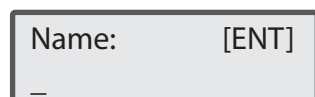
4. Use the CURSOR [◄] [►] buttons to move the cursor to, and use the VALUE [-] [+] buttons to change characters.

5. When you've finished specifying the name, press the [ENTER] button.
The following screen appears.

```
Backup ?
[ENT]:Y        [EXIT]:N
```

6. Press the [ENTER] button.
If you decide to cancel, press the [EXIT] button.
When the backup has been completed, you will return to the "UTILITY" screen.

Restoring Saved Data from USB Flash Drive Back into the XPS-10 (RESTORE)

Here's how to restore backed-up user data from USB flash drive into the XPS-10 (Restore.)

NOTE

All user data will be rewritten when you execute the Restore operation. If the XPS-10 contains important data that you want to keep, you must save it to a separate USB flash drive before you execute Restore.

1. Press the [MENU] button.
The Menu screen appears.

2. Use the CURSOR [◄] [►] buttons to select "UTILITY," and press the [ENTER] button.
The UTILITY screen appears.

```
UTILITY:        [ENT]
◄       Restore      ►
```
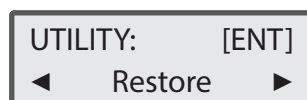
3. Use the CURSOR [◄] [►] buttons to select "RESTORE," and press the [ENTER] button.

4. Use the VALUE [-] [+] buttons to select the file that you want to restore, and then press the [ENTER] button.
The following screen appears.

```
Restore ?
[ENT]:Y        [EXIT]:N
```
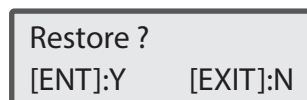
5. Press the [ENTER] button.
If you decide to cancel, press the [EXIT] button.
When the restore has been completed, you will return to the "UTILITY" screen.

```
        Completed.
        Turn off power.
```
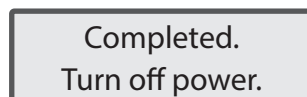
6. Turn the power of the XPS-10 off, then on again.

Returning to the Factory Settings (FACTORY RESET)

You can return all of the XPS-10's settings to the state they were in when the instrument was shipped from the factory (Factory Reset.)

NOTE

If the XPS-10's internal memory contains important data that you've created, be aware that all of this user data will be lost when you execute the factory reset operation. If you want to keep this data, save it to USB flash drive before you continue.

1. Press the [MENU] button.
The Menu screen appears.

2. Use the CURSOR [◄] [►] buttons to select "UTILITY," and press the [ENTER] button.

```
UTILITY:        [ENT]
◄   Factory Reset  ►
```
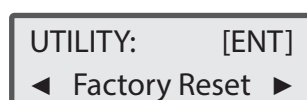
3. Use the CURSOR [◀] [▶] buttons to select "FACTORY RESET," and press the [ENTER] button.

The following screen appears.

```
Factory Reset ?
[ENT]:Y        [EXIT]:N
```

4. Press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.
When the factory reset has been completed, the following screen appears.

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

5. Turn the power of the XPS-10 off, then on again.

Initializing USB Flash Drive (USB MEM FORMAT)

You can initialize (format) USB flash drive.

NOTE

If the USB Flash drive contains important data that you've created, be aware that all of this data will be lost when you execute this operation.

1. Press the [MENU] button.

The Menu screen appears.

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

```
UTILITY:         [ENT]
◀USB Mem Format
```

3. Use the CURSOR [◀] [▶] buttons to select "USB MEM FORMAT," and press the [ENTER] button.

The following screen appears.

```
USB Mem Format ?
[ENT]:Y        [EXIT]:N
```

4. Press the [ENTER] button.

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

Viewing the Version (VERSION INFO)

Here's how to view the version of the XPS-10's software.

1. Press the [MENU] button.

The Menu screen will appear.

2. Use the CURSOR [◀] [▶] buttons to select "VERSION INFO," and press the [ENTER] button.

The "Version Info" screen will appear, displaying the software version.

Connecting to Your Computer via USB

Using Your Computer for Music Production

If you use a commercially available USB cable to connect the XPS-10's side panel USB COMPUTER port to a USB connector on your computer, you'll be able to do the following things.

- SMF played back by MIDI-compatible software can be sounded by the XPS-10. The XPS-10 supports GM2; when it receives the MIDI message "GM2 System On," it will be ready to play back GM2- compatible SMF.
- Alternatively, you can press the [PERFORM] button and select "14: GM2 Template" to use the XPS-10 as a GM2 sound module.
- MIDI messages can be exchanged between the XPS-10 and your sequencer software, allowing you to carry out sophisticated music production and editing. If you want to use the XPS-10 as a sound module to play multiple parts, press the [PERFORM] button and select "15:Seq:Template."
- If "14: GM2 Template" or "15: Seq: Template" are selected, the receive channels are set to channel 1 for part 1, channel 2 for part 2, ... channel 16 for part 16.
- When in Dual or Split mode, the receive channels are set to channel 1 for part 1 (upper) and channel 2 for part 2 (lower).

MEMO

For details on the operating requirements, refer to the Roland website.
http://www.roland.com/support/

NOTE

Depending on the type of your computer, this may not work correctly. For details on the operating systems that are supported, refer to the Roland website.
You can download the original driver from the Roland website.
First specify the USB driver that you want to use, and then install the driver. For details, refer to "Specifying the USB Driver."

About MIDI

MIDI (Musical Instrument Digital Interface) is a standard specification that allows musical data to be transferred between electronic musical instruments and computers.

Note

- Before making connections to other equipment, you must minimize the volume on all your equipment and turn off the power in order to avoid malfunction and/or damage to your speakers or other devices.
- Only MIDI data can be transmitted or received via USB.
- No USB cable is included. Please consult the dealer from whom you purchased the XPS-10.
- Power up the XPS-10 before you start up the MIDI application on your computer. Do not turn the XPS-10's power on or off while the MIDI application is running.

Specifying the USB Driver

Here's how to specify the USB driver that will be used when the XPS-10 is connected to your computer via the USB COMPUTER connector.

NOTE

If you want to change this setting, disconnect the USB cable before doing so.

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

The Menu screen appears.

2. **Use the CURSOR [◄] [►] buttons to select "SYSTEM," and press the [ENTER] button.**

The setting screen appears.

3. **Hold down the [SHIFT] button and use the CURSOR [◄] [►] buttons to select "MIDI."**

4. **Use the CURSOR [◄] [►] buttons to select "USB Drv."**

5. **Use the VALUE [-] [+] buttons to specify the driver.**

Value	Explanation
GENERIC	Choose this if you want to use the generic USB driver provided by your computer's operating system.
VENDER	Choose this if you want to use a USB driver downloaded from the Roland website.

6. **Press the [EXIT] button to leave the setting screen.**

This saves the setting.

7. **Turn the power off, then on again.**

NOTE

After changing the "USB Drv" setting and saving it, you must turn the power off, then on again in order to get the system to operate correctly.

Troubleshooting

If the XPS-10 does not function in the way you expect, first check the following points. If this does not resolve the problem, consult your dealer or a nearby Roland Service Station.

If any sort of message is being displayed on the screen during an operation, refer to "Error Messages" (p. 38).

Problems Concerning the Entire XPS-10

Problem	Cause/Action
The power does not turn on	Make sure that the XPS-10's AC adaptor is correctly connected to an AC outlet and to the rear panel power connector, and that the adaptor itself and AC power cord are connected correctly (p. 8).
	If a USB flash drive is connected, it may be that the USB flash drive is malfunctioning.
	Disconnect the USB flash drive and turn on the power.

Issues Related to Sound

Problem	Cause/Action
There is no sound	Is the power for connected amps and speakers turned on?
	Could you have lowered the volume of your connected equipment?
	Is the [VOLUME] knob turned all the way down?
	Have connections been made correctly?
	Can you hear sound through headphones?
	If there is sound in the headphones, it is possible that the connection cables are broken, or that your amp/mixer has malfunctioned. Check your cables and amp/mixer system once again.
	If you do not hear sound when you play the keyboard, check whether the Local Switch is turned OFF.
	Make sure that the Local Switch setting is turned on (p. 32).
	Could the level of the patch be too low?
	Check the level setting.
	The Part level settings may be too low.
	Check the level of each part (p. 25).
	Are the Effect settings correct?
	Check the Effect settings ON or OFF (p. 26).
	Could the volume have been lowered by a MIDI message (volume message or expression message) received from the computer or by operating the pedal?
	Could the LEVEL sliders of the SOUND MODIFY section be lowered?
A specific Part does not sound	Has the volume level of the part been lowered?
	Check the level of each part (p. 25).
	Could the LEVEL sliders of the SOUND MODIFY section be lowered?
	Could the keyboard switch be off?
	Turn the keyboard switch on.
Specific pitch ranges do not sound	Has a restricted range of notes been set?
	If a specific range of notes does not sound, check the Key Range settings for the Performance Part.
	Refer to p. 25, and check the key range of the part.
Pitch does not change in specific key regions	For an imported sample, all notes more than two octaves above the original key are sounded at the pitch two octaves above. The sample cannot sound at pitches higher than this.
The sound is distorted	Is an effect which distorts the sound being applied?
	If the sound for a specific patch or part is distorted, lower the volume level on that part.
	If all sounds are distorted, use the [VOLUME] knob to lower the volume level.
	Could the Output Gain be excessively high?
	Check the system setting "SOUND" (p. 31).
Pitch is incorrect	Is the tuning of the XPS-10 incorrect?
	Check the "Master Tune" setting (p. 31).
	Has the pitch been changed by pedal operations or by Pitch Bend messages received from a computer?
The sound is interrupted	Sounds will be interrupted if more than 128 voices are used simultaneously.
	Reduce the number of Patches that you are using.
When I play the keyboard, notes do not stop	Is the pedal polarity of the Hold Pedal reversed?
	Check the "PEDAL" "Polarity" parameter setting (p. 32).
The sound cuts off when I switch patch	Although you can apply a wide variety of multi-effects with the XPS-10's multi-effects, switching the patch also switches the type of multi-effects used.
	In this case, an inconsistency occurs between the current sound and the type of multi-effect, causing unexpected sound, or making it appear that the sound is no longer sounding.
Even when I set the Pan for a patch completely to one side, sound still comes from the other channel	The XPS-10's internal effects are in stereo, so if you have effects applied to a tone, even if the Pan is set all the way to one side, you will still be able to hear sounds of the effect component from the other channel.
The notes sound strange in the upper registers of the keyboard	Sometimes when playing the keys in the upper part of the XPS-10's keyboard, the sound may stop, or the pitch may stop rising; or with certain keys, there may be intermittent noise. This occurs mainly when the XPS-10's upper pitch limit is exceeded, so this issue doesn't arise in the ranges normally used. But, in any case, it does not indicate a malfunction.
Although the same tone is selected, it sounds different when I listen to it in the Performance	In Performance mode, the parameters of each part of the performance can apply further modification to parameters such as pan, octave, and filter, relative to the settings specified by the patch.
	Thus, patches in a Performance may sound different than they do when heard in patch mode.
	Additionally, although a patch may comprise sounds created with the use of the multi-effects, the multi-effects used in the Performance may differ from the multi-effects selected by the patch. Check the multi-effect settings of the performance. Also do the same for the Chorus and Reverb settings.

Problem	Cause/Action
I can't play arpeggios. The rhythm pattern won't play	Could the system setting "Sync Mode" (p. 32) be set to "SLAVE"? If "Sync Mode" is set to "SLAVE," the XPS-10 needs to receive MIDI clock messages from an external device. You should leave "Sync Mode" set to "MASTER" unless you're synchronizing the XPS-10 to an external device.

Issues Related to Effects

Problem	Cause/Action
Effects not applied	Could the effect switch be off? Check the on/off status of each effect (p. 26).
	Are the various effect settings correct? (p. 26).
	In Performance mode, is the Output Assign setting of each part set to "MFX"?
	If the send level of each effect is set to 0, the effect will not be applied. Check the settings.
	Even with send levels to each effect set at a value other than 0, effects are not applied if the Multi-effects Output Level, the Chorus Level, or the Reverb Level is set to 0. Check each setting.
Multi-effect 43: DELAY or other delay time value is set to the note, and then the tempo is slowed down, does the delay time not change beyond a fixed length?	Such Delay time settings have an upper limit, so if the upper limit of a value set to the note is exceeded when the tempo is retarded, that upper value cannot rise any further. The upper time limit for each is the maximum value that can be set other than the numerical value for the beat.

Issues Related to Saving Data

Problem	Cause/Action
The Performance sounds different than when it was written	If you have modified the settings of a patch used by a performance, or if the temporary patch of the performance has been modified by an external MIDI device, these patches must also be saved. If patches used by a performance have been edited when you write that performance, the XPS-10 will display a message asking whether you want to discard these patches. In such cases, first save the patch or drum kit, and then save the performance again (p. 27).
Patches sound different than when written	The write operation cannot be used to save tones as changed in Single mode using Control Change messages from an external MIDI device.

Issues Related to AUDIO PAD

Problem	Cause/Action
Audio files are not shown	For some reason, the USB flash drive is not recognized.
	It may be that the USB flash drive was not formatted correctly. If it was formatted in something than FAT, format it as FAT.
Folders are not shown	Is the folder you want to see located below the "SONG LIST" folder?
	It may be that the USB flash drive was not formatted correctly. If it was formatted in something than FAT, format it as FAT.
Audio files do not play	Audio files with a sample rate other than 44.1 kHz cannot be played by the XPS-10.
	It may be that the type of the audio file is different than the file types that can be played by the XPS-10.
	It may be that the audio file is damaged.
Can't hear the playback	Check the setting of the [VOLUME] knob.
	Check the [LEVEL] slider (p. 30).

Issues Related to MIDI or External Devices

Problem	Cause/Action
No sound from a connected MIDI device	Are MIDI messages being transmitted and received?
	MIDI messages are not transmitted from parts whose keyboard switch is off.
Exclusive messages are not received	Does the Device ID number of the transmitting device match the Device ID number of the XPS-10?
	The device ID number is fixed at "17."
When using sequencing software, operating the knobs or other controls does not affect the sound	For some sequencing programs, System Exclusive messages are not transmitted by the Thru function. If you are using such sequencer software and want to record system exclusive messages, turn on the following parameters. • "Local Switch" setting (p. 32). • In Performance Mode "Keyboard switch" setting.
When the Bend Range for a tone (patch) is increased (48), the pitch does not rise sufficiently, even when a MIDI Pitch Bend message is received	While Patch Bend Ranges can be set anywhere between 0 and 48, when certain Waves in which the pitch is raised (in the + direction) are used, the pitch may stop rising at a fixed point, rather than continuing to go up. Although a value of 12 is ensured for the upper limit of raised pitches, use caution when setting the Bend Range above this figure.

Issues Related to USB Flash Drive

Problem	Cause/Action
USB memory is not detected **The files are not shown**	Check the format of your USB flash drive. The XPS-10 can use USB flash drive that has been formatted as FAT. If your USB flash drive was formatted using any other method, please re-format it using FAT.
Can't back up to USB flash drive	Could the USB memory be write protected?
	Is there sufficient free space on the USB memory?

Issues Related to Sample Import

Problem	Cause/Action
Can't import an audio file	There is insufficient free space in user memory. Delete unneeded samples (p. 24).
	The file is in a format that the XPS-10 cannot import. The XPS-10 can import the following files. 44.1 kHz, 16-bit, WAV format
	Is the file located in the IMPORT folder of the USB flash drive?

Error Messages

If an incorrect operation is performed, or if processing could not be performed as you specified, an error message will appear.
Refer to the explanation for the error message that appears, and take the appropriate action.

Message	Meaning	Action
USBMem NotReady!	USB flash drive is not connected.	Connect USB flash drive.
Read Error!	Failed to load data from USB flash drive.	Make sure that USB flash drive is correctly connected.
	It may be that the file is damaged.	Do not use this file.
	This file cannot be loaded since its format is incorrect.	Do not use this file.
Not Found!	The file was not found on the USB flash drive.	Make sure that the file exists on the USB flash drive.
Write Error!	Failed to write data to USB flash drive.	Make sure that USB flash drive is correctly connected.
	Data cannot be written because the USB flash drive has no more free space.	Delete unneeded files from the USB flash drive. Alternatively, use a different USB flash drive device, one that has more free space available.
	The file or the USB flash drive itself is write protected.	Make sure that the file or the USB flash drive is not write protected.
Incorrect File!	The file cannot be played or imported by the XPS-10.	Do not use this file.
Sys Mem Damaged!	It is possible that the contents of system memory have been damaged.	Please execute a Factory Reset. If this does not resolve the problem, contact your dealer or a nearby Roland service center.
MIDI Buff Full!	An unusually large amount of MIDI data was received, and could not be processed.	Reduce the amount of MIDI messages that are being transmitted.
No More Fav!	No more favorites have been registered.	Check the currently selected favorite number and the direction ("FAV-UP" or "FAV-DOWN") that's assigned to the pedal (p. 32).
UserMemory Full!	Import is not possible because user memory is full.	Delete unneeded samples (patches) (p. 24).
Can not Edit!	Sample editing is not possible.	Select a sound that uses an imported sample, and then enter the sample edit screen.

Effects List

Multi-Effects (MFX1–3, MFX)

The multi-effects feature 78 different kinds of effects. Some of the effects consist of two or more different effects connected in series.
For details on the parameters of each effect, refer to "Parameter Guide PDF."

FILTER (10 types)	
01	Equalizer (EQUALIZER)
02	Spectrum (SPECTRUM)
03	Isolator (ISOLATOR)
04	Low Boost (LOW BOOST)
05	Super Flt (SUPER FILTER)
06	Step Flt (STEP FILTER)
07	Enhancer (ENHANCER)
08	AutoWah (AUTO WAH)
09	Humanizer (HUMANIZER)
10	Sp Sim (SPEAKER SIMULATOR)

MODULATION (12 types)	
11	Phaser (PHASER)
12	Step Ph (STEP PHASER)
13	MltPhaser (MULTI STAGE PHASER)
14	InfPhaser (INFINITE PHASER)
15	Ring Mod (RING MODULATOR)
16	Step Ring (STEP RING MODULATOR)
17	Tremolo (TREMOLO)
18	Auto Pan (AUTO PAN)
19	Step Pan (STEP PAN)
20	Slicer (SLICER)
21	Rotary (ROTARY)
22	VK Rotary (VK ROTARY)

CHORUS (12 types)	
23	Chorus (CHORUS)
24	Flanger (FLANGER)
25	Step Flg (STEP FLANGER)
26	Hexa-Cho (HEXA-CHORUS)
27	Tre Cho (TREMOLO CHORUS)
28	Space-D (SPACE-D)
29	3D Chorus (3D CHORUS)
30	3DFlanger (3D FLANGER)
31	3DStepFlg (3D STEP FLANGER)
32	Band Cho (2BAND CHORUS)
33	Band Flg (2BAND FLANGER)
34	BndStpFlg (2BAND STEP FLANGER)

DYNAMICS (8 types)	
35	Overdrive (OVERDRIVE)
36	Dist (DISTORTION)
37	VS OD (VS OVERDRIVE)
38	VS Dist (VS DISTORTION)
39	GtrAmpSim (GUITAR AMP SIMULATOR)
40	Comp (COMPRESSOR)
41	Limiter (LIMITER)
42	Gate (GATE)

DELAY (13 types)	
43	Delay (DELAY)
44	Long Dly (LONG DELAY)
45	SerialDly (SERIAL DELAY)
46	Mod Delay (MODULATION DELAY)
47	3TapDelay (3TAP PAN DELAY)
48	4TapDelay (4TAP PAN DELAY)
49	MltTapDly (MULTI TAP DELAY)
50	Revse Dly (REVERSE DELAY)
51	Sfl Delay (SHUFFLE DELAY)
52	3D Delay (3D DELAY)
53	AnalogDly (ANALOG DELAY)
54	AnaLngDly (ANALOG LONG DELAY)
55	Tape Echo (TAPE ECHO)

LO-FI (5 types)	
56	LoFiNoise (LOFI NOISE)
57	LoFiComp (LOFI COMPRESS)
58	LoFiRadio (LOFI RADIO)
59	Telephone (TELEPHONE)
60	Phono (PHONOGRAPH)

PITCH (3 types)	
61	Pitch Sft (PITCH SHIFTER)
62	2Voice PS (2VOICE PITCH SHIFTER)
63	Step PS (STEP PITCH SHIFTER)

REVERB (2 types)	
64	Reverb (REVERB)
65	Gated Rev (GATED REVERB)

COMBINATION (12 types)	
66	OD->Cho (OVERDRIVE → CHORUS)
67	OD->Flg (OVERDRIVE → FLANGER)
68	OD->Dly (OVERDRIVE → DELAY)
69	Dist->Cho (DISTORTION → CHORUS)
70	Dist->Flg (DISTORTION → FLANGER)
71	Dist->Dly (DISTORTION → DELAY)
72	Eh->Cho (ENHANCER → CHORUS)
73	Eh->Flg (ENHANCER → FLANGER)
74	Eh->Dly (ENHANCER → DELAY)
75	Cho->Dly (CHORUS → DELAY)
76	Flg->Dly (FLANGER → DELAY)
77	Cho->Flg (CHORUS → FLANGER)

PIANO (1 type)	
78	SymReso (SYMPATHETIC RESONANCE)

Specifications

Roland XPS-10: Synthesizer Keyboard (Conforms to General MIDI 2 System)

[Keyboard]	
	61 keys (with velocity)
[Sound Generator Section]	
Maximum Polyphony	128 voices (varies according to the sound generator load)
Parts	16 parts
Preset Memory	Patches: 1,273 + 256 (GM2) Drum Kits: 19 + 9 (GM2) Performances: 16
User Memory	Patches: 256 Drum Kits: 8 Performances: 128 Favorites: 100
Effects	Multi-Effects: 3 systems, 78 types Chorus: 3 types Reverb: 5 types
[Sample Import Function]	
File Format	Audio File: WAV (44.1 kHz, 16 bits)
[AUDIO PAD Section]	
File Format	Audio File: WAV, AIFF, MP3
External Memory	USB Flash Memory (supports USB 2.0 Hi-Speed Flash Memory: Sold Separately)
[Other]	
Rhythm Pattern	Preset: 24 groups x 6
Arpeggio	Preset: 128
Controllers	Pitch Bend/Modulation lever Sound Modify slider x 9
Display	16 characters 2 line LCD
Connectors	PHONES jack: Stereo miniature phone type OUTPUT (L/MONO, R) jacks: 1/4-inch phone type PEDAL jack USB COMPUTER port (MIDI) USB MEMORY port DC IN jack
Power Supply	AC adaptor
Current draw	1.3 A
Dimensions	1,002 (W) x 251 (D) x 93 (H) mm 39-1/2 (W) x 9-15/16 (D) x 3-11/16 (H) inches
Weight (excluding AC adaptor)	4.0 kg 8 lbs 14 oz
Accessories	Owner's manual AC adaptor Power cord
Options (sold separately)	Keyboard stand: KS-18Z (Use a stand that causes the height of the unit to be one meter or lower.) Pedal switch: DP series Expression pedal: EV-5 USB Flash Memory * Use USB Flash Memory sold by Roland. We cannot guarantee operation if other products are used.

*   In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.

Index

USING THE UNIT SAFELY

INSTRUCTIONS FOR THE PREVENTION OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

About ⚠ WARNING and ⚠ CAUTION Notices

⚠ **WARNING**	Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
⚠ **CAUTION**	Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly. * Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets.

About the Symbols

⚠	The △ symbol alerts the user to important instructions or warnings. The specific meaning of the symbol is determined by the design contained within the triangle. In the case of the symbol at left, it is used for general cautions, warnings, or alerts to danger.
🚫	The ◯ symbol alerts the user to items that must never be carried out (are forbidden). The specific thing that must not be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the unit must never be disassembled.
🔌	The ● symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the power-cord plug must be unplugged from the outlet.

ALWAYS OBSERVE THE FOLLOWING

⚠ WARNING

To completely turn off power to the unit, pull out the plug from the outlet

Even with the power switch turned off, this unit is not completely separated from its main source of power. When the power needs to be completely turned off, turn off the power switch on the unit, then pull out the plug from the outlet. For this reason, the outlet into which you choose to connect the power cord's plug should be one that is within easy reach and readily accessible.

Concerning the Auto Off function

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 31).

Do not disassemble or modify by yourself

Do not carry out anything unless you are instructed to do so in the owner's manual. Otherwise, you risk causing malfunction.

Do not repair or replace parts by yourself

Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information."

Do not use or store in the following types of locations

• Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
• Damp (e.g., baths, washrooms, on wet floors); or are
• Exposed to steam or smoke; or are
• Subject to salt exposure; or are
• Exposed to rain; or are
• Dusty or sandy; or are
• Subject to high levels of vibration and shakiness.

⚠ WARNING

Use only the stand that is recommended

This unit should be used only with a stand that is recommended by Roland.

Do not place in a location that is unstable

When using the unit with a stand recommended by Roland, the stand must be carefully placed so it is level and sure to remain stable. If not using a stand, you still need to make sure that any location you choose for placing the unit provides a level surface that will properly support the unit, and keep it from wobbling.

Precautions regarding placement of this unit on a stand

Be sure to follow the instructions in the Owner's Manual carefully when placing this unit on a stand (p. 9).

If it is not set up properly, you risk creating an unstable situation which could lead to the unit falling or the stand toppling, and may result in injury.

Use only the supplied AC adaptor and the correct voltage

Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.

Use only the supplied power cord

Use only the attached power cord. Also, the supplied power cord must not be used with any other device.

Do not bend the power cord or place heavy objects on it

Otherwise, fire or electric shock may result.

⚠ WARNING

Avoid extended use at high volume

Use of the unit at high volume for extended periods of time may cause hearing loss. If you ever experience any hearing loss or ringing in the ears, you should immediately stop using the unit and consult a specialized physician.

Do not allow foreign objects or liquids to enter unit; never place containers with liquid on unit

Do not place containers containing liquid (e.g., flower vases) on this product. Never allow foreign objects (e.g., flammable objects, coins, wires) or liquids (e.g., water or juice) to enter this product. Doing so may cause short circuits, faulty operation, or other malfunctions.

Turn off the unit if an abnormality or malfunction occurs

Immediately turn the unit off, remove the AC adaptor from the outlet, and request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" when:

• The AC adaptor or the power cord has been damaged; or
• If smoke or unusual odor occurs; or
• Objects have fallen into, or liquid has been spilled onto the unit; or
• The unit has been exposed to rain (or otherwise has become wet); or
• The unit does not appear to operate normally or exhibits a marked change in performance.

Be cautious to protect children from injury

Always make sure that an adult is on hand to provide supervision and guidance when using the unit in places where children are present, or when a child will be using the unit.

Do not drop or subject to strong impact

Otherwise, you risk causing damage or malfunction.

⚠ WARNING

Do not share an outlet with an unreasonable number of other devices

Otherwise, you risk overheating or fire.

Do not use overseas

Before using the unit in overseas, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information."

⚠ CAUTION

Place in a well ventilated location

The unit and the AC adaptor should be located so their location or position does not interfere with their proper ventilation.

Use only the specified stand(s)

This unit is designed to be used in combination with specific stands (KS-18Z) manufactured by Roland. If used in combination with other stands, you risk sustaining injuries as the result of this product dropping down or toppling over due to a lack of stability.

Evaluate safety issues before using stands

Even if you observe the cautions given in the owner's manual, certain types of handling may allow this product to fall from the stand, or cause the stand to overturn. Please be mindful of any safety issues before using this product.

When disconnecting the power cord, grasp it by the plug

To prevent conductor damage, always grasp the power cord by its plug when disconnecting it from this unit or from a power outlet.

Periodically clean the power plug

An accumulation of dust or foreign objects between the power plug and the power outlet can lead to fire or electric shock.

At regular intervals, be sure to pull out the power plug, and using a dry cloth, wipe away any dust or foreign objects that may have accumulated.

Disconnect the power plug whenever the unit will not be used for an extended period of time

Fire may result in the unlikely event that a breakdown occurs.

Route all power cords and cables in such a way as to prevent them from getting entangled

Injury could result if someone were to trip on a cable and cause the unit to fall or topple.

Avoid climbing on top of the unit, or placing heavy objects on it

Otherwise, you risk injury as the result of the unit toppling over or dropping down.

Never connect/disconnect a power plug if your hands are wet

Otherwise, you could receive an electric shock.

Disconnect all cords/cables before moving the unit

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

⚠ CAUTION

Before cleaning the unit, disconnect the power plug from the outlet

If the power plug is not removed from the outlet, you risk receiving an electric shock.

Whenever there is a threat of lightning, disconnect the power plug from the outlet

If the power plug is not removed from the outlet, you risk receiving an electric shock.

IMPORTANT NOTES

Power Supply

- Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter or a motor (such as a refrigerator, washing machine, microwave oven, or air conditioner). Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.

- The AC adaptor will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern.

Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.

- This unit may interfere with radio and television reception. Do not use this unit in the vicinity of such receivers.

- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.

- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the unit.

- When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.

- Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.

- Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface.
  You can place a piece of felt or cloth under the rubber feet to prevent this from happening. If you do so, please make sure that the unit will not slip or move accidentally.

- Do not place containers or anything else containing liquid on top of this unit. Also, whenever any liquid has been spilled on the surface of this unit, be sure to promptly wipe it away using a soft, dry cloth.

Maintenance

- For everyday cleaning wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.

- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Repairs and Data

- Before sending the unit away for repairs, be sure to make a backup of the data stored within it; or you may prefer to write down the needed information. Although we will do our utmost to preserve the data stored in your unit when we carry out repairs, in some cases, such as when the memory section is physically damaged, restoration of the stored content may be impossible. Roland assumes no liability concerning the restoration of any stored content that has been lost.

Additional Precautions

- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, try to make a habit of creating regular backups of the data you've stored in the unit.

- Roland assumes no liability concerning the restoration of any stored content that has been lost.

- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.

- Never strike or apply strong pressure to the display.

- When disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.

- To avoid disturbing others nearby, try to keep the unit's volume at reasonable levels.

- The sound of keys being struck and vibrations produced by playing an instrument can be transmitted through a floor or wall to an unexpected extent. Please take care not to cause annoyance to others nearby.

- When you need to transport the unit, pack it in shock-absorbent material. Transporting the unit without doing so can cause it to become scratched or damaged, and could lead to malfunction.

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

Using External Memories

- Please observe the following precautions when handling external memory devices. Also, make sure to carefully observe all the precautions that were supplied with the external memory device.
  - Do not remove the device while reading/writing is in progress.
  - To prevent damage from static electricity, discharge all static electricity from your person before handling the device.

Intellectual Property Right

- It is forbidden by law to make an audio recording, video recording, copy or revision of a third party's copyrighted work (musical work, video work, broadcast, live performance, or other work), whether in whole or in part, and distribute, sell, lease, perform, or broadcast it without the permission of the copyright owner.

- Do not use this product for purposes that could infringe on a copyright held by a third party. We assume no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this product.

- The copyright of content in this product (the sound waveform data, style data, accompaniment patterns, phrase data, audio loops and image data) is reserved by Roland Corporation.

- Purchasers of this product are permitted to utilize said content (except song data such as Demo Songs) for the creating, performing, recording and distributing original musical works.

- Purchasers of this product are NOT permitted to extract said content in original or modified form, for the purpose of distributing recorded medium of said content or making them available on a computer network.

- MMP (Moore Microprocessor Portfolio) refers to a patent portfolio concerned with microprocessor architecture, which was developed by Technology Properties Limited (TPL). Roland has licensed this technology from the TPL Group.

- MPEG Layer-3 audio compression technology is licensed from Fraunhofer IIS Corporation and THOMSON Multimedia Corporation.

- Roland is an either registered trademark or trademark of Roland Corporation in the United States and/or other countries.

- Company names and product names appearing in this document are registered trademarks or trademarks of their respective owners.

Information

When you need repair service, call your nearest Roland Service Center or authorized Roland distributor in your country as shown below.

AFRICA

REUNION
MARCEL FO-YAM Sarl
25 Rue Jules Hermann,
Chaudron - BP79 97 491
Ste Clotilde Cedex,
REUNION ISLAND
TEL: (0262) 218-429

SOUTH AFRICA
Paul Bothner(PTY)Ltd.
Royal Cape Park, Unit 24
Londonderry Road, Ottery 7800
Cape Town, SOUTH AFRICA
TEL: (021) 799 4900

ASIA

CHINA
Roland Shanghai Electronics
Co.,Ltd.
5F. No.1500 Pingliang Road,
Yangpu Shanghai 200090, CHINA
TEL: (021) 5580-0800
Toll Free: 4007-888-010

Roland Shanghai Electronics
Co.,Ltd. (BEIJING OFFICE)
3F, Soluxe Fortune Building
63 West Dawang Road,
Chaoyang Beijing, CHINA
TEL: (010) 5960-2565/0777
Toll Free: 4007-888-010

HONG KONG
Tom Lee Music
11/F Silvercord Tower 1
30 Canton Rd
Tsimshatsui, Kowloon,
HONG KONG
TEL: 852-2737-7688

Parsons Music Ltd.
8th Floor, Railway Plaza, 39
Chatham Road South, T.S.T,
Kowloon, HONG KONG
TEL: 852-2333-1863

INDIA
Rivera Digitec (India) Pvt. Ltd.
411, Nirman Kendra Mahalaxmi
Flats Compound Off. Dr. Edwin
Moses Road, Mumbai-400011,
INDIA
TEL: (022) 2493 9051

INDONESIA
PT. Citra Intirama
Ruko Garden Shopping Arcade
Unit 8 CR, Podomoro City
Jl.Letjend. S.Parman Kav.28
Jakarta Barat 11470, INDONESIA
TEL: (021) 5698-5519/5520

KAZAKHSTAN
Alatau Dybystary
141 Abylai-Khan ave, 1st floor,
050000 Almaty, KAZAKHSTAN
TEL: (727) 2725477
FAX: (727) 2720730

KOREA
Cosmos Corporation
27, Banpo-daero, Seocho-gu,
Seoul, KOREA
TEL: (02) 3486-8855

MALAYSIA/SINGAPORE
Roland Asia Pacific Sdn. Bhd.
45-1, Block C2, Jalan PJU 1/39,
Dataran Prima, 47301 Petaling
Jaya, Selangor, MALAYSIA
TEL: (03) 7805-3263

PHILIPPINES
G.A. Yupangco & Co. Inc.
339 Gil J. Puyat Avenue
Makati, Metro Manila 1200,
PHILIPPINES
TEL: (02) 899 9801

TAIWAN
ROLAND TAIWAN ENTERPRISE
CO., LTD.
9F-5, No. 112 Chung Shan
North Road Sec. 2 Taipei 104,
TAIWAN R.O.C.
TEL: (02) 2561 3339

THAILAND
Theera Music Co. , Ltd.
100-108 Soi Verng
Nakornkasem, New Road,
Sumpantawong, Bangkok
10100, THAILAND
TEL: (02) 224-8821

VIET NAM
VIET THUONG CORPORATION
386 CACH MANG THANG TAM ST.
DIST.3, HO CHI MINH CITY,
VIET NAM
TEL: (08) 9316540

OCEANIA

**AUSTRALIA/
NEW ZEALAND**
Roland Corporation
Australia Pty.,Ltd.
38 Campbell Avenue, Dee Why
West. NSW 2099, AUSTRALIA

For Australia
TEL: (02) 9982 8266

For New Zealand
TEL: (09) 3098 715

CENTRAL/LATIN AMERICA

ARGENTINA
Instrumentos Musicales S.A.
Av.Santa Fe 2055
(1123) Buenos Aires, ARGENTINA
TEL: (011) 4508-2700

BARBADOS
A&B Music Supplies LTD
12 Webster Industrial Park
Wildey, St.Michael, BARBADOS
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List of Shortcut Keys

"[A]+[B]" indicates the operation of "holding down the [A] button and pressing the [B] button."

Shortcut	Explanation				Page
General shortcuts					
[SHIFT] + VALUE [-] [+]	Makes the value change more greatly.				p. 12
[SHIFT] + CURSOR [▶] [SHIFT] + CURSOR [◀]	This takes you to the Perform Edit screen if the cursor is located at the Perform number in the screen, or to the Tone Edit screen if the cursor is located at the Tone number. When making settings such as in the System or Edit screens, this moves between major categories.				p. 25, p. 31
[SHIFT] + [MENU]	Jumps to the WRITE screen.				p. 27
[SHIFT] + [ARPEGGIO]	Jumps to the ARPEGGIO screen with Arpeggiator Hold turned on.				p. 16
[SHIFT] + [SPLIT/DUAL]	When in Split or Dual mode, exchanges the Upper and Lower sounds (or the Part 1 and Part 2 sounds).				p. 15
[SHIFT] + [FAVORITE/NUMERIC]	Jumps to the FAVORITE UTILITY screen.				p. 15
[SHIFT] + [TRANSPOSE]	Selects User Scale mode.				p. 21
AUDIO PAD shortcuts					
[SHIFT] + AUDIO PAD [1]	Jumps to the beginning of the audio file or rhythm pattern that's selected by the audio pad.				p. 29
[SHIFT] + AUDIO PAD [2]	Rewinds the audio file or rhythm pattern that's selected by the audio pad.				
[SHIFT] + AUDIO PAD [3]	Fast-forwards the audio file or rhythm pattern that's selected by the audio pad.				
[SHIFT] + AUDIO PAD [4]	Turns the Center Cancel function on/off for the audio file that's selected by the audio pad.				
[SHIFT] + AUDIO PAD [5]	Changes the tempo of the internal rhythm pattern.				
[SHIFT] + [LOOP]	Specifies the loop points (Start Point and End Point) of the audio file that's playing.				
[SHIFT] + [LOWER/2] Slider	Adjusts the Start Point of the audio file's loop settings.				
[SHIFT] + [UPPER/1] Slider	Adjusts the End Point of the audio file's loop settings.				
[SHIFT] + CURSOR [▶]	From the Song List screen, jumps to the internal rhythm pattern screen.				p. 28