Roland

SYSTEM-8 Software Synthesizer

Owner's Manual

Introduction

When using the SYSTEM-8 Software Synthesizer for the first time, you must specify the MIDI Input/Output setting in the Setting window (p. 7).
You must specify the MIDI Input/Output in the Setting window (p. 7) for the first time.

For details on the settings for the DAW software that you're using, refer to the DAW's help or manuals.

Screen Structure

Main window

This area shows various knobs and sliders that you can use to edit the sound.

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Patch Memory name

This area shows the name of the selected patch memory.

Level meter

Displays output levels of the SYSTEM-8 Software Synthesizer.

[CONDITION] knob

Specifies the state (condition) of the analog sound engine circuit that is being modeled.

[TUNE] knob

Adjusts the overall pitch of the SYSTEM-8 Software Synthesizer.

[SEND] button

Sends the memory to the SYSTEM-8 Software Synthesizer.

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[GET] button

Loads the memory currently being edited in the SYSTEM-8(temporary) into the SYSTEM-8 SoftwareSynthesizer.

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* These operate only when the SYSTEM-8's MODEL setting is SYSTEM-8.

[OPTION] button

Here you can make settings such as MIDI control mapping.

These settings can be made separately for each instance of the SYSTEM-8 Software Synthesizer.

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[SETTING] button

Here you can edit the MIDI settings and the direction of mouse wheel scrolling (Only on Mac).

These settings are shared by all instances of the SYSTEM-8 Software Synthesizer that you are using.

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[HELP] button

Displays help.

[ABOUT] button

Here you can view information about the SYSTEM-8 Software Synthesizer.

Keyboard area

Click here to produce sound.

When a MIDI message is received, the corresponding key responds.

[KEYBOARD] button

Toggles the keyboard area between visible and hidden.

Main Window

LFO

Here you can create cyclic change (modulation) in the sound.

		Variation 1	Variation 2	Variation 3
VARIATION				
WAVE		Sine wave	Sine wave x 2	TYPE 1
		Triangle wave	Triangle wave x 2	TYPE 2
		Sawtooth wave	Sawtooth wave x 2	TYPE 3
		Square wave	Square wave x 2	TYPE 4
		Sample and Hold	Sample and Hold x 2	TYPE 5
	RND	Random wave	Random wave x 2	TYPE 6

PITCH	Allows the LFO to modulate the pitch of the sound, producing a vibrato effect.
FADE TIME	Specifies the time from when the tone sounds until the LFO reaches its maximum amplitude.
FILTER	Allows the LFO to modulate the FILTER CUTOFF (cutoff frequency).
KEY TRIG	Specifies whether the LFO waveform is synchronized to start the moment you press a key (on) or is not synchronized (off).
TRIG ENV	Causes the envelope to start repeatedly at the LFO cycle (on).
RATE	Determines the speed of the LFO modulation.
AMP	Allows the LFO to modulate the AMP LEVEL (volume), producing a tremolo effect.

OSC 1 / OSC 2

Here you can select the waveform that determines the character of the sound, and specify its pitch.

		Variation 1	Variation 2
VARIATION			
WAVE		Sawtooth wave	Noise Saw
		Square wave	Logic Operation
		Triangle wave	FM
		Sawtooth wave 2	FM+SYNC
		Square wave 2	Vowel
		Triangle wave 2	Cowbell

Octave	Specifies the octave of the oscillator.
COLOR	Adjusts the tone.
MOD	Selects the source that is modulated by the [COLOR] knob.
COARSE TUNE	Adjusts the pitch in semitone steps.
FINE TUNE	Allows fine pitch adjustments.
CROSS MOD (OSC 1 only)	Modifies the OSC 1 frequency according to the OSC 2 waveform.
RING (OSC 2 only)	This is a ring modulator. It generates a complex waveform by multiplying OSC 1 and OSC 2.
SYNC (OSC 2 only)	This is oscillator sync. It generates a complex waveform by forcibly resetting OSC 2 to the beginning of its cycle in synchronization with the OSC 1 frequency.

OSC 3 / SUB OSC

TYPE	Selects the waveform that is the basis of the sound.	
	-2Oct	Sine wave two octaves lower
	-1Oct	Sine wave one octave lower
		Sine wave
		Triangle wave
	-1Oct	Triangle wave one octave lower
	-2Oct	Triangle wave two octaves lower
COLOR	The result depends on the waveform.	
TUNE	Adjusts the pitch of the oscillator.	

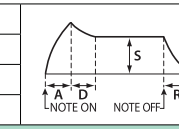
FILTER

These settings determine the brightness and thickness of the sound.

		Variation 1	Variation 2	Variation 3
VARIATION				
TYPE		LPF-24dB	SBF1	LPF-24dB
		LPF-18dB	SBF2	LPF-18dB
		LPF-12dB	SBF3	LPF-12dB
		HPF-12dB	SBF4	LPF-12dB
		HPF-18dB	SBF5	LPF-12dB
		HPF-24dB	SBF6	LPF-12dB

Low pass filter (LPF), High pass filter (HPF), Side band filter (SBF)

CUTOFF	Specifies the cutoff frequency of the filter.
RESO	Resonance boosts the sound in the region of the filter's cutoff frequency.
ENV	This knob specifies the depth and direction of the cutoff frequency change produced by the [A], [D], [S], and [R] sliders.
KEY	Allows the filter cutoff frequency to vary according to the key that you play.
VELOCITY SENS	Adjusts the sensitivity by which the key velocity (playing dynamics) varies the depth of the filter envelope.
HPF	Specifies the cutoff frequency of the high-pass filter. Frequency components below the cutoff frequency are cut.
A	Attack time
D	Decay time
S	Sustain level
R	Release time



MIXER

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

OSC 1	Adjust the OSC 1's volume.
OSC 2	Adjust the OSC 2's volume.
OSC 3/SUB OSC	Adjust the OSC 3/SUB OSC's volume.
NOISE	Adjust the noise's volume.
NOISE TYPE	Selects the type of the noise.

PITCH

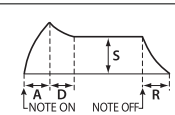
Here you can create time-varying change (envelope) for pitch.

ENV	If this knob is turned toward the right, the pitch initially becomes higher and then returns to the pitch of the key you pressed. If this knob is turned toward the left, the pitch initially becomes lower and then returns to the pitch of the key you pressed.
A	These sliders operate similarly to the [A] [D] sliders of the AMP section (they affect the pitch rather than the volume).
D	

AMP

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

VELOCITY SENS	Adjusts the sensitivity by which the key velocity (playing dynamics) varies the volume.
TONE	Adjusts the brightness of the sound.
LEVEL	Adjusts the volume.
A	Attack time
D	Decay time
S	Sustain level
R	Release time



EFFECTS, DELAY/CHORUS, REVERB

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

EFFECT TYPE	Selects the effect type.
TONE	Specifies the character of the effect.
DEPTH	Specifies the depth of the effect.
DELAY/CHO TYPE	Switches the delay/chorus type.
TIME	Adjusts the time by which the sound is delayed.
LEVEL	Adjusts the volume of delay/chorus.
REVERB TYPE	Switches the reverb type.
TIME	Specifies the reverb time.
LEVEL	Specifies the reverb volume.

PORTAMENTO / PITCH BEND / MODULATION

PORTAMENTO	Adjusts the time over which pitch change occurs when portamento is applied.
LEGATO	Applies portamento only when you play legato (i.e., when you press the next key before releasing the previous key).
BEND RANGE	Specifies the amount of pitch bend range.
BEND GAIN	Specifies a multiplier for the BEND RANGE, extending the range of change.
BEND SENS PITCH	Specifies the amount of the pitch change produced by pitch bend operations.
BEND SENS FILTER	Specifies the amount of the filter change produced by pitch bend operations.
MOD SENS PITCH	Specifies the amount of the pitch change produced by modulation operations.
MOD SENS FILTER	Specifies the amount of the filter change produced by modulation operations.

TEMPO / ASSIGN MODE

TEMPO SYNC	The modulation speed (RATE) of the LFO section and the delay time (TIME) of the EFFECTS section are synchronized to the tempo.	
KEY ASSIGN	UNISON	Multiple notes are sounded together as a single note (Unison).
	MONO	The instrument plays monophonically (Mono).
	POLY	The instrument plays polyphonically (Poly).

ARPEGGIO

ARPEGGIO	Turns the arpeggio function on/off.
ARP TYPE	Selects the arpeggio type.
ARP STEP	Selects the note value for each step of the arpeggio.
KEY HOLD	Turns the key hold function on/off.
OCTAVE	Shifts the pitch range of the keyboard in one-octave units.

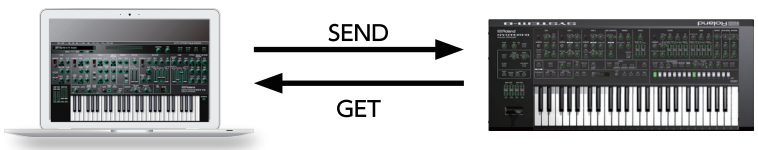
Playing with the SYSTEM-8

Memories that you edit using the SYSTEM-8 Software Synthesizer can be sent (SEND) to the SYSTEM-8 and played.

You can also receive (GET) memories from the unit into the SYSTEM-8 Software Synthesizer and edit them.

The "SYSTEM-8 CTRL" shown as a MIDI port is the port used by the SYSTEM-8 Software Synthesizer.

Do not use this port from your DAW.



Send Memories

Sending One Memory

Here's how to send the memory in the SYSTEM-8 Software Synthesizer to the SYSTEM-8.

1. **On the SYSTEM-8, turn the MODEL [SYSTEM-8] button on.**

   The SYSTEM-8 is in SYSTEM-8 mode.

2. **Click the [SEND] button.**

   The memory is sent.

Get Memories

Here's how to receive memories from the SYSTEM-8 into the SYSTEM-8 Software Synthesizer.

Receiving One Memory

Here's how the memory that's recalled (being edited) on the SYSTEM-8 can be received into the SYSTEM-8 Software Synthesizer.

1. **On the SYSTEM-8, press the MODEL [SYSTEM-8] button.**

   The SYSTEM-8 is in SYSTEM-8 mode.

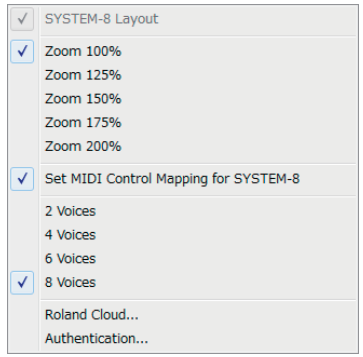
2. **Click the [GET] button.**

   The memory is received.

Settings

Option

1. Click the [OPTION] button.



2. Select items.

A ✓ is shown for the selected item.

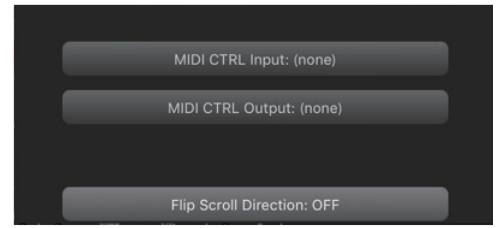
Item	Explanation
Zoom	Changes the size of the main window.
Set MIDI Control Mapping for SYSTEM-8	Check this item if you want to use the SYSTEM-8 as a control surface for the SYSTEM-8 Software Synthesizer. Here you can make MIDI mapping settings for the buttons and sliders.
2–8 Voices	Specifies the maximum simultaneous polyphony. You can reduce the load on the CPU by lowering the polyphony.
Roland Cloud...	Displays the Roland Cloud site.
Authentication...	Performs user authentication for the SYSTEM-8 Software Synthesizer.

Setting

1. Click the [SETTING] button.

The Setting window opens.

* Flip Scroll Direction is only on Mac.



2. Edit the parameters.

Parameter	Explanation
MIDI CTRL Input	Choose "SYSTEM-8 CTRL".
MIDI CTRL Output	
Flip Scroll Direction (Only on Mac)	Inverts the direction of rotation when using the mouse wheel to edit a value.

* If multiple instances of the SYSTEM-8 Software Synthesizer are running, these settings apply to all instances.

Others

If you want to use the SYSTEM-8 to play the SYSTEM-8 Software Synthesizer (plug-in) in your DAW, set the SYSTEM-8's menu item "SYSTEM" → "SOUND" → "Local Sw" to "SURFACE."

The internal sound engine of the SYSTEM-8 no longer produces sound; only the SYSTEM-8 Software Synthesizer can produce sound.

For detailes, refer to SYSTEM-8 Reference Manual.