FR-8x Version 2.0 Changes & Improvements

This booklet describes the enhancements made to the Roland FR-8x with Version 2.0 of its software. The booklet is intended as a companion to the FR-8x Owner's Manual.

New "11. Drum Edit" Drum Setup Parameters Added

Version 2.0 adds new Drum Edit parameters. The numbers and order of the "Drum Edit" menu have been changed as follows:

11	Drum Edit
11.1	Drum Set Selection
11.2	Treble
11.3–5	Bass&Chord BASS Link 1–3
11.6–8	Bass&Chord CHORD Link 1–3
11.9	Free Bass
11.10–12	Free Bass BASS Link 1–3
11.13–15	Free Bass FBASS Link 1–3
11.16	Effects Send
11.17	Drum Touch Controllers
11.18	MIDI TX

New Drum Set Controls in Free Bass Mode

Seven new Drum Edit parameters were added for using the Free Bass Drum Link feature.

For the "ASSIGN" parameter of "11.9 Free Bass," you can choose one of the following two values.

Parameter	Value	Explanation
SHIFT	-36–0–36	Use the buttons of the left-hand Free Bass section to transpose the drum set.
ASSIGN	Full Drm Set	Each button in the left-hand Free Bass section plays the corresponding drum note.
	Links	You can add up to three drum sounds to each button's bass note in the left-hand Free Bass section. It works essentially the same way as Bass & Chord Drum linking.
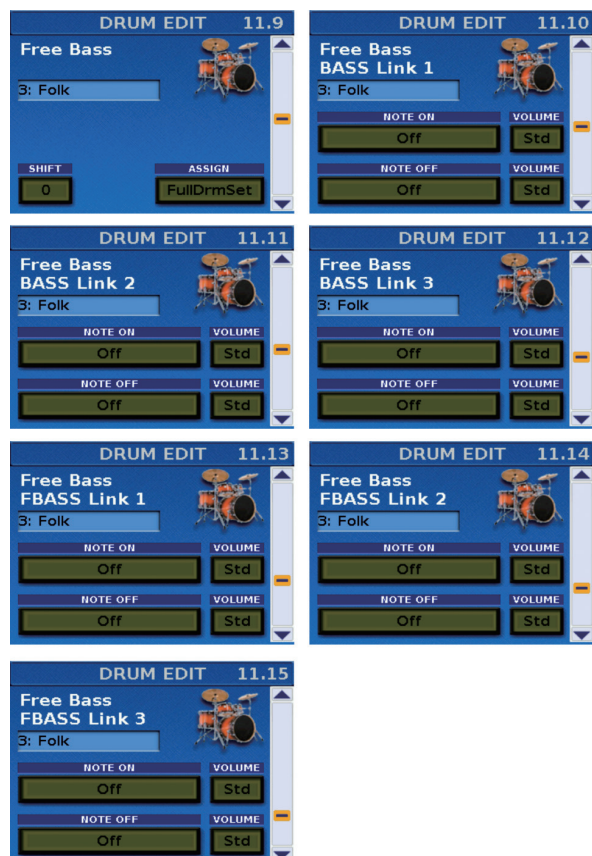
Controlling the Drum Part with the Bellows

The previous "11.10 Controllers" screen has been changed to "11.17 Drum Touch Controllers." The "BELLOWS" parameter offers the following settings.

| Value	Explanation
Off	The velocity of the drum part does not change even if you move the bellows.
	The velocity of the drum part notes will change according to the "BASS CHORD" parameter for the left hand and according to the "TREBLE" parameter (Dynamic, Fixed Low, Fixed Med, Fixed High) for the right hand.
Bellows	Bellows movement controls the velocity of the drum part.
	Even if you play the keyboard strongly, no sound is produced if the bellows are not moving.
Fixed L+Bel (Fixed M+Bel) (Fixed H+Bel)	The velocity of the drum part is set to "Fixed L" (Fixed M or Fixed H), but bellows movement can further increase the volume.
	If "Fixed L+Bel" is selected, the sound of the drum part is heard at the "Fixed L" value even if the bellows are not moving. It will not reach zero. The same is true for "Fixed M+Bel" and "Fixed H+Bel."

Save WAV/MP3 Volume in a User Program

The current setting of the "WAV/MP3 LEVEL" parameter (p. 106) is now saved in a User Program.

Link WAV/MP3 to a User Program

The new "SONG" parameter allows you to link the desired WAV/MP3 to a User Program (p. 57).

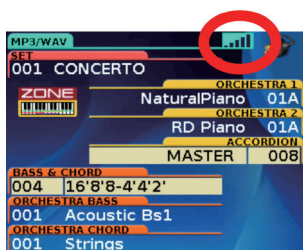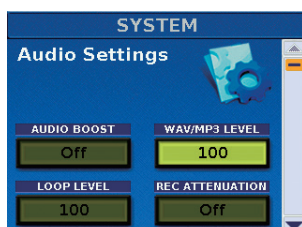| Value	Explanation
On	The WAV/MP3 is linked to the User Program.
Off	No WAV/MP3 is linked to the User Program.
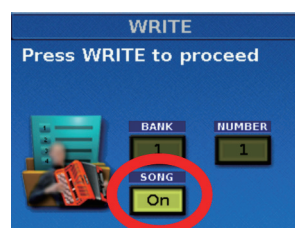
NOTE

The "SONG" parameter is available only when an WAV/MP3 is loaded.

The WAV/MP3 Volume Level Now Displayed on the Main Page

Press [DOWN] on the Main Page for New "WAV/MP3 LEVEL" Control Shortcut

Saves Scale Tuning in the User Program

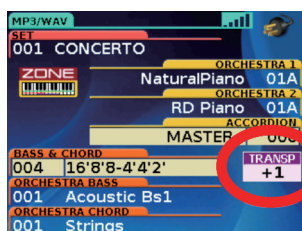The current setting of the "Scale Tune Edit" parameter (p. 71) is now saved within a User Program.

The SCALE TUNE ON Status Now Displayed on the Main Page

NOTE

The Scale Tune icon appears only when the "Scale Tune" value is set to something other than "Equal (Off)."

## The TRANSPOSE ON Status Now Displayed on the Main Page

NOTE

The Transpose icon appears only when the "Transpose" value is set to a value other than "0."

2

New Sordina Mode Using a Chin Button, Function Switch, and MIDI Foot Controller

A "Sordina Switch" parameter has been added to the "13.4 Chin Function" (p. 98), "14.5 Function Switch" (p. 106), and "14.8 MIDI Foot Controller" (p. 107) screens.

On an acoustic accordion, the wooden resonance chamber inside the instrument can be used to attenuate the sound. You can obtain a similar effect by turning the "Sordina Switch" parameter "On."

The SORDINA ON Status Displayed on the Main Page
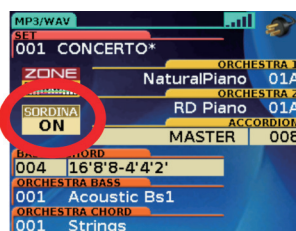
NOTE

This indicator appears only when Sordina mode is turned on.

## Turn On "Zone," "High," and "Low" Settings with a Chin Button, Function Switch, and MIDI Foot Controller

The "Zone," "High," and "Low" parameters can now be turned on or off on the "13.4 Chin Function" (p. 98), "14.5 Function Switch" (p. 106), and "14.8 MIDI Foot Controller" (p. 107) screens.

New "LOWEST NOTE" Parameter Values Added in "8.2 Tone Control"

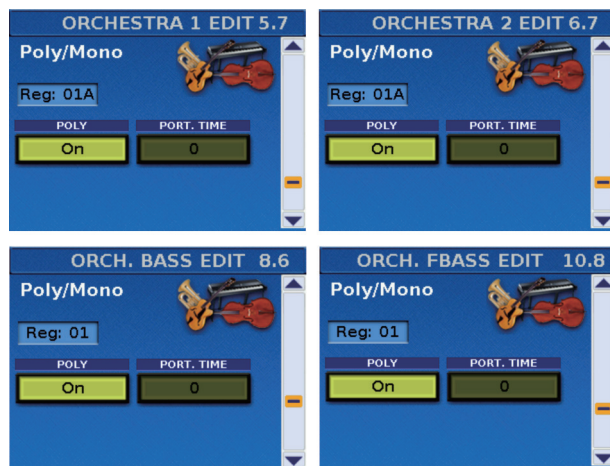Additional values are available for the "LOWEST NOTE" parameter (p. 84), as follows:

Parameter	Value
LOWEST NOTE	E, F, F#, G, Ab, A, Bb, B, C, C#, D, Eb Default: E

Filter the MIDI Sustain Message
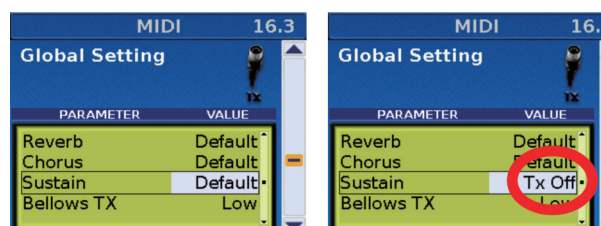
The new "Sustain" parameter has been added to the "16.3 Global Setting" screen (p. 113).

"POLY/MONO" and "PORT. TIME" Parameters Added for Orchestra Sounds

New windows have been added to "Orchestra 1 Edit," "Orchestra 2 Edit," "Orch Bass Edit," and "Orch Free Bass Edit."

| Parameter	Value	Explanation
POLY	On	You can play chords using the selected part.
	Off (Mono)	You can play only one note at a time. You might select this mode to play a trumpet or woodwind sound in a natural style.
PORT. TIME	0–127	Instead of changing in semitone steps, the pitch glides from one note to the next whenever "PORT. TIME" is higher than "0." The higher the value, the slower the glide. This effect is particularly useful for synthesizer sounds.

NOTE

- In "8. Orch Bass Edit" and "10. Orch Free Bass Edit," the "POLY" and "PORT. TIME" parameters are not available (---) if the Tone is a TW preset.
- The numbering for the "MIDI TX" screens (p. 81, p. 87, and p. 93) has been changed to accommodate these new features.

"MIN BEL" Parameter Added in "14.1 Dynamic Bellows Behaviour"

This "MIN BEL" parameter allows you to choose a minimum threshold for the bellows curve types. This parameter affects the "X-Light," "Light," "Standard," "Heavy," and "X-Heavy" settings.

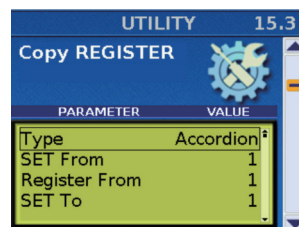| Value	Explanation
Off	No effect
1–50	Amount of sensitivity
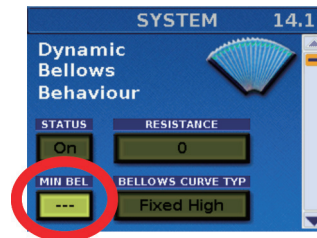
This parameter has no effect with the "Fixed Low," "Fixed Med," or "Fixed High" bellows curves.

NOTE

This setting is saved as a "System" parameter.

New Copy REGISTER Feature

You can copy a register to another location using the new UTILITY "15.3 Copy REGISTER" feature.

Parameter	Value	Explanation
Type	Accordion, Bass/Chord, Free Bass, Orch 1, Orch 2, Organ, Orch Bass, Orch Chord, Orch F Bass	Select the type of data you want copy.
SET From	1–100, W.A.Set	Select the source Set.
Register From	1–14 (Accordion) 1–7 (Bass/Chord) 1–7 (Free Bass) 1–7 (Orch Bass) 1–7 (Orch Chord) 1–7 (Orch FBass) 1A/B–14A/B (Orch 1, Orch 2, Organ)	Select the source Register.
SET To	1–100, W.A.Set	Select the destination Set.
Register To	1–14 (Accordion) 1–7 (Bass/Chord) 1–7 (Free Bass) 1–7 (Orch Bass) 1–7 (Orch Chord) 1–7 (Orch FBass) 1A/B–14A/B (Orch 1, Orch 2, Organ)	Select the destination Register.

NOTE

The numbering for the "Utility" screens (p. 107–p. 112) has been changed to accommodate these new features.

Transpose Status Now Saved in a User Program

The current setting for the "Transpose" parameter is now saved in a User Program. Refer to "Saving a User Program" (p. 57) to learn how to save parameter sets within a User Program.

3

"VOICING" Added in Orchestra Chord Sections

There's a new "VOICING" parameter in the Orchestra Chord sections in "9.2 Tone Control" (p. 88) that lets you select chord inversions. You can choose six different ways to play an Orchestra chord:


| Parameter	Value	Explanation
VOICING	Mode 1, 2, 3 Default: Mode 1	You can play a root position chord (Mode 1), a 1st inversion chord (Mode 2), and a 2nd inversion chord (Mode 3). * The example in the figure is a C Major chord, but the concept is the same for min, 7th, and Dim chords.
	Cycle 1, 2, 3	You can alternate modes in Cycle mode. This means that each time you play the same button in the left-hand chord section, the chord plays the next mode in the repeating series shown below.

NOTE

When you're playing Orchestra chords, the FR-8x always transmits the root position chord form via MIDI to avoid any problems with the control of an external MIDI arranger.

Can Now Save Recorded Loops for Later Use

How to Load A Recorded Loop
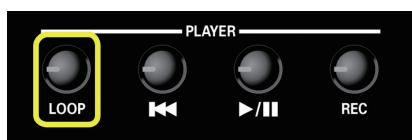
1. Insert the optional USB memory that contains the loop recording into the FR-8x's USB MEMORY port.

2. Press and hold down the [LOOP] button.

The display shows:
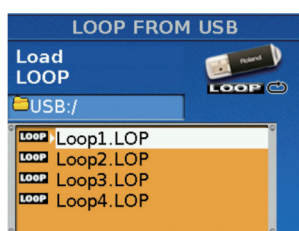
3. Turn the [DATA/ENTER] knob to select the loop you want to load, and then press the knob.

The [LOOP] button lights.

4. Press the [▶/II] button to start loop playback.

NOTE

During loop playback, the [▶/II] button flashes each time the loop reaches the end. This lets you easily see when the loop starts over.

Control the Volume of Loop Playback

A "LOOP LEVEL" parameter has been added to the "14.4 Audio Settings" screen (p. 106) so you can control the volume of loop playback and save the volume setting in a User Program.
Refer to "13. Real-Time Audio Looper (Loop)" (p. 56) to learn more about the Audio Looper.

Parameter	Value
LOOP Level	0~127 (Default: 100)

"LOOP LEVEL" Control and Indicator

NOTE

The "LOOP LEVEL" control works only in Loop PLAY mode. When you use the OVERDUB or REC modes, the loop volume remains fixed at a value of 100.

When you return to PLAY mode, the current volume setting is shown in the Loop Volume indicator.

How to Save a Recorded Loop

1. Insert an optional USB memory into the FR-8x's USB MEMORY port.

2. Record the loop (p. 56).

3. **Press and hold down the [I◄◄] button.**

The display shows the following page:

4. **Use the [DATA/ENTER] knob to enter the desired name.**

See "How to type a name in FR-8x" (p. 31).

5. **Press the [WRITE] button to save the loop.**

In a few moments, the display confirms the loop has been saved.

> **NOTE**
>
> • You can also create loops on your computer for the FR-8x using audio software. The loop files must be in WAV-format PCM, 16-bit, 44100 Hz, and stereo. Each file must have an extension of ".LOP" at the end of its name.
> A loop can be a maximum of 59 seconds in length.
>
> • 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.

Link a Loop to a User Program

A new "LOOP" parameter allows you to link a saved Loop to a User Program when you save the User Program.

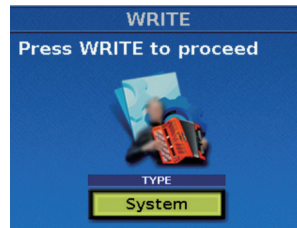| Parameter	Value	Explanation
LOOP	On	The LOOP is linked to the User Program.
	Off	No LOOP is linked to the User Program.
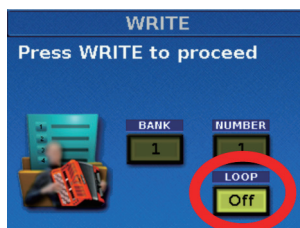
> **NOTE**
>
> "LOOP" does not appear if the loop is not saved into a file.

1. **Select all settings you would like to save, including the loop.**

2. **Press and hold the [MENU/WRITE] button to jump to the "WRITE" page.**

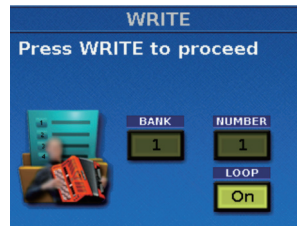The display shows:

3. **Turn the [DATA/ENTER] knob to select "User Program."**

4. **Press the [WRITE] button to proceed.**

The following page appears:

5. **Press the [DATA/ENTER] knob to select the parameter you want to set.**

6. **Turn the [DATA/ENTER] knob to select the "BANK" in which you want to save your User Program. Press the [DATA/ENTER] knob to confirm your selection.**

7. **Turn the [DATA/ENTER] knob to select the User Program "NUMBER" in which you want to save your User Program. Press the [DATA/ENTER] knob to confirm your choice.**

8. **Turn the [DATA/ENTER] knob to select "On" if you want to link the loop link to your User Program. Press the [DATA/ENTER] knob to confirm your choice.**

9. **Press the [WRITE] button to save your User Program.**

The following page appears:

The FR-8x suggests a name.

10. **Use the [DATA/ENTER] knob to enter the desired name.**
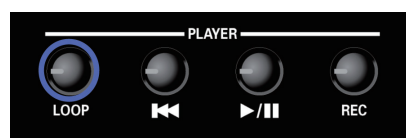
See "How to type a name in FR-8x" (p. 31).

11. **Press the [WRITE] button to save the User Program.**

In a few moments, the display confirms the User Program has been saved.

> **NOTE**
>
> When you select a User Program that's linked to a phrase loop, the [LOOP] button flashes as it loads the saved loop.

5

Control Cutoff and Resonance with the [Effect] Knob

The new "13.4 Effect Pot. Control" parameter has been added to the "13. Set Common" screens (p. 97). This lets you assign MFX or TVF (Cutoff & Reso) to the [EFFECT] knob.

NOTE

The [EFFECT] knob changes the settings in real time.

This parameter can be saved in a Set or User Program.

Parameter	Value	Explanation
Type	MFX MFX+TVF TVF	Select the type of Effect you want to assign to the [EFFECT] knob.
Orch 1	Off, On (Default Off)	This setting affects TVF and MFX+TVF. "**On**": You can control Cutoff&Resonance for Orch1 using the [EFFECT] knob.
Orch 2	Off, On (Default Off)	This setting affects TVF and MFX+TVF. "**On**": You can control Cutoff&Resonance for Orch2 using the [EFFECT] knob.
Orch Bass	Off, On (Default Off)	This setting affects TVF and MFX+TVF. "**On**": You can control Cutoff&Resonance for OrchBass using the [EFFECT] knob.
Orch Chord	Off, On (Default Off)	This setting affects TVF and MFX+TVF. "**On**": You can control Cutoff&Resonance for OrchChord using the [EFFECT] knob.
Orch FreeBass	Off, On (Default Off)	This setting affects TVF and MFX+TVF. "**On**": You can control Cutoff&Resonance for OrchFBass using the [EFFECT] knob.

NOTE

The numbering for the "Set Common" screens (p. 97–p. 100) has been changed to accommodate these new features.

New Copy Drum Link Feature

The additional "Drum" value is available for the "Type" parameter (p. 108) so that you can copy a drum link to SET using the new UTILITY "15.2 Copy EFFECT" feature.

Parameter	Value
TYPE	All, Reverb, Chorus, Delay, Drum

New Audio Level Attenuation Feature

New parameters are added to the SYSTEM "14.4 Audio Settings" (p. 106) to attenuate the audio level during REC audio function.
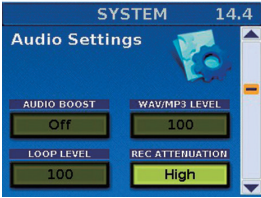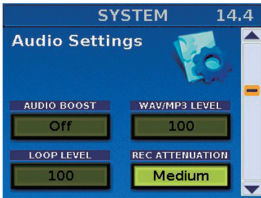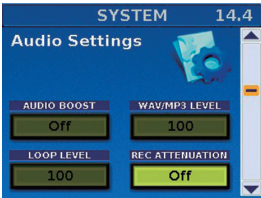
Parameter	Value
REC ATTENUATION	Off, Medium, High (Default: Off)

Filter the Aftertouch Message of an Organ Part

The new "Organ ATouch TX" parameter has been added to the "16.3 Global Setting" screen (p. 113).