

VG-99 V-Guitar System



Working with Patches

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VG99WS05

About the Workshop Booklets

Roland's VG-99 V-Guitar System is, simply put, the most powerful guitar processor ever made. It's the third and latest generation V-Guitar system from Roland, and it offers an astounding set of creative sound-making tools for the guitarist. Featuring dual COSM guitar and amp modeling paths, two independent multi-effects processors, massive realtime control options, pitch-to-MIDI conversion, and USB, the VG-99 is a guitarist's dream machine, capable of producing sounds that are limited only by your imagination.

Each VG-99 Workshop booklet focuses on one VG-99 topic, and is intended as a companion to the *VG-99 Owner's Manual*.

About This Booklet

In the VG-99, a patch is a collection of settings that make up a sound that you play with your guitar. There are 200 patches that contain preset sounds, as well as 200 user patches where you can store your own sounds. This booklet discusses working with them.

Understanding the Symbols in This Booklet

Throughout this booklet, you'll come across information that deserves special attention—that's the reason it's labeled with one of the following symbols.



A note is something that adds information about the topic at hand.



A tip offers suggestions for using the feature being discussed.



Warnings contain important information that can help you avoid possible damage to your equipment, your data, or yourself.

About Patches

A VG-99 patch contains all the settings that make up a sound. These include parameters related to the following:

- *COSM instrument modeling (including alternate tunings and pitch shifting)*
- *Poly FX*
- *All effects processing in the FX section*
- *The effects chain*
- *COSM amps and speakers*
- *All MIXER settings*
- *The patch's overall level*

Additionally, a patch contains many settings related to controlling the sound:

- *Various control assignments (CONTROL ASSIGN, D BEAM, and RIBBON CONTROLLER, F Knobs and buttons, etc.)*
- *The GK Setting selection*
- *All settings in the NAME/KEY/BPM section*
- *Patch-related GUITAR TO MIDI settings*



Many of the sound control settings can be optionally set on a system-wide basis to override the settings stored in each individual patch. This is useful when you want to share a particular setting—such as a footswitch control assignment—with all patches. For more information, see the *VG-99 Owner's Manual*.

The VG-99 has a 400 patches total, 200 preset and 200 user. The currently selected patch's name and number are shown in the VG-99's Play screen.



The Play screen is the VG-99's "home" screen. It's the screen that's displayed after the VG-99 finishes its power-up sequence. You'll usually want to return to the Play screen when you're done editing any VG-99 functions.

Preset Patches

The 200 preset patches contain settings made at the factory that demonstrate many of the fantastic things that the VG-99 can do. Preset patches can't be overwritten, but the settings can be altered and then stored in a user patch. This allows you to use preset patches as starting points to create your own sounds.

The preset patches are in patch locations 201-400. To identify them, they have the label PRESET next to the patch number.

User Patches

Just like the preset patches, the 200 user patches contain factory settings that demonstrate things that the VG-99 can do. However, unlike the preset patches, user patches can be overwritten to store your own custom settings.

The user patches are in patch locations 001-200. They have the label USER next to the patch number.

Changing the Way Patches are Displayed in the Play Screen

There are four different Play screen variations. In addition to the patch name and number, each provides unique information about what's currently happening inside the VG-99.



This Play screen variation shows icons that represent the COSM instruments and amps that are used in the patch.



This screen shows the tempo, patch level, GK Setting, and COSM instruments.



This variation shows the effects chain used in the patch.



This variation displays the current input and output signal levels.

While the Play screen is displayed, use the PAGE buttons to select the desired variation. Choose whichever screen works best for you.



The currently selected Play screen variation is remembered when you power off the VG-99.

Patch Selection

There are many different ways to select VG-99 patches, both from the front panel and remotely via external switches.

Patch selections can only be made when the Play screen is displayed.

Selecting Patches from the Front Panel

Using the PATCH/VALUE Dial

The primary way to select patches from the VG-99's front panel is to scroll through them sequentially with the PATCH/VALUE dial. Simply turn the dial to select the desired patch.



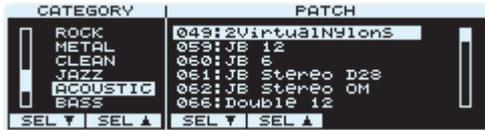
Selecting Patches by Category

Patches can be categorized into different groups to make them easier to find. There are a numerous preset categories, such as ROCK, JAZZ, CLEAN, etc., as well as 10 different user categories.



To select a patch by category:

- 1 Press the CATEGORY button.



- 2 Use the F1 and F2 knobs and/or buttons to choose the desired category.
- 3 Use the F3 and F4 knobs and/or buttons or PATCH/VALUE dial to highlight the desired patch in the selected category.
- 4 Press EXIT to return to the Play screen.



If you don't initiate any activity for a few seconds while the Category screen is shown, the display automatically reverts back to the Play screen.

Assigning a Patch to a Category

- 1 Select the patch.
- 2 Press NAME/KEY/BPM.
- 3 Press F1 (NAME).
- 4 Press F6 (CATGRY).



- 5 Use the F6 knob to select the desired category.

- 6 Press EXIT three times to return to the Play screen.



To save the category setting you've just made, you'll need to save the patch to a user patch location. We'll discuss this procedure in a little bit.

Naming a User Patch Category

With the factory settings, the 10 user patch categories are named "USER 1," "USER 2," and so on. However, you can give each category a unique name if you like. Here's how:

- 1 Press SYSTEM.
- 2 Use the PAGE buttons to select Page 2 in the display. (The current page number is shown in the upper right hand corner of the display.)
- 3 Press F4 (CATGRY).
- 4 Use the F6 knob or button to select the user category you want to name. The currently selected category is shown in the left side of the display.



- 5 Enter the desired name for the category:
 - To select a character—use the PATCH/VALUE dial.
 - To change to a different character position—use the PAGE buttons.
 - To insert or delete a character, or enter a blank space—use the F1-F3 buttons.
 - To change the selected character's type—use the F4 button.
 - To change the selected character's case—use the F5 button.
- 6 Repeat Steps 5 and 6 to name other user categories.
- 7 Press EXIT twice to return to the Play screen.

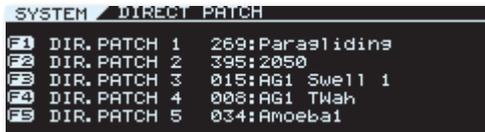
Selecting Patches with the DIRECT PATCH Buttons



Another way to select patches from the front panel is with the five DIRECT PATCH buttons. Just assign your five most-used patches to the buttons and they're at the ready for quick one-press access.

Assigning Patches to the DIRECT PATCH Buttons

- 1 Press SYSTEM.
- 2 Use the PAGE buttons to select Page 1 in the display, and then press F4 (CTL).
- 3 Press F2 (DIRECT).



- 4 Use the F1-F5 knobs to choose the patches assigned to the five DIRECT PATCH buttons.
- 5 Press EXIT twice to return to the Play screen.

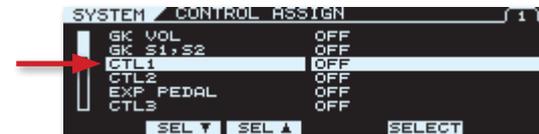
Selecting Patches with the CONTROL 1 and 2 Buttons

Various functions can be assigned to the CONTROL 1 and 2 buttons on the VG-99's front panel. Two of the many available are scrolling upward through patch numbers (patch increment) and scrolling downward through patch numbers (patch decrement).



Here's how to assign patch decrement to CONTROL 1 and patch increment to CONTROL 2:

- 1 Press SYSTEM.
- 2 Use the PAGE buttons to select Page 1 in the display, and then press F4 (CTL).
- 3 Again, use the PAGE buttons to select Page 1 in the display. This takes you to the CONTROL ASSIGN screen.
- 4 Use the F2 and F3 knobs/buttons or button to highlight CTL1 in the left column.



- 5 Use the F5 knob/button to select PATCH SELECT DEC in the right column.



- 6 Use the F2 and F3 knobs/buttons or button to highlight CTL2 in the left column.



- 7 Use the F5 knob/button to select PATCH SELECT INC in the right column.



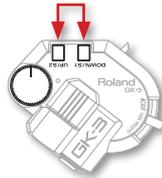
- 8 Press EXIT twice to return to the Play screen.

Selecting Patches Remotely

Using the S1 and S2 Switches on a GK-compatible Guitar

If you're using a guitar equipped with a divided pickup that's connected to the VG-99's GK IN jack via a 13-pin cable, you can most likely select patches directly from your instrument.

Roland's GK-3, GK-KIT-GT3, GK-2A, and GK-2 pickups—as well as most Roland-ready guitars and third-party divided pickup systems—have two onboard switches that allow you to control various VG-99 functions directly from your guitar. These are called “S1” and “S2” switches. One of the functions you can assign is patch decrement and increment.



Here's how to set the S1 and S2 switches to scroll through patches. This procedure is similar to the CONTROL 1 and 2 assignments we just discussed.

- 1 Press SYSTEM.
- 2 Use the PAGE buttons to select Page 1 in the display, and then press F4 (CTL).
- 3 Again, use the PAGE buttons to select Page 1 in the display.
- 4 Use the F2 and F3 knobs/buttons to highlight GK S1,S2 in the left column.



- 5 Use the F5 knob/button to select PATCH SEL DEC/INC in the right column.



- 6 Press EXIT twice to return to the Play screen.

Using Footswitches Connected to the CTL 3/4 Jack

The CTL 3/4 jack on the rear panel of the VG-99 allows you to connect a footswitch (or footswitches) to control various functions. Just like the CONTROL 1 and 2 assignments we discussed previously, two of the available control functions are patch increment and patch decrement. When making assignments to these footswitches in the VG-99, they're called “CTL3” and “CTL4.”



We recommend using the optional BOSS FS-5U or FS-6 footswitches with the VG-99.

The FS-5U is a single-button footswitch that you connect to the CTL 3/4 jack with a standard guitar cable. You can connect two FS-5Us to the CTL 3/4 jack with a special “Y” cable (such as the Roland PCS-10IC).



The FS-6 is a dual-button footswitch that you connect to the CTL 3/4 jack with a single 1/4-inch TRS cable.



To learn more about connecting footswitches to the VG-99 and assigning functions to them, see the *VG-99 Owner's Manual*.

Assigning Patch Selection to CTL3 and CTL4

Here's how to assign patch decrement to one footswitch (CTL3), and patch increment to the other (CTL4). This procedure is very similar to that described in “Selecting Patches with the CONTROL 1 and 2 Buttons.”

- 1 Press SYSTEM.
- 2 Use the PAGE buttons to select Page 1 in the display, and then press F4 (CTL).

- 3 Again, use the PAGE buttons to select Page 1 in the display. This takes you to the CONTROL ASSIGN screen.
- 4 Use the F2 and F3 knobs/buttons or button to highlight CTL3 in the left column.
- 5 Use the F5 knob/button to select PATCH DEC in the right column.
- 6 Use the F2 and F3 knobs/buttons or button to highlight CTL4 in the left column.
- 7 Use the F5 knob/button to select PATCH INC in the right column.
- 8 Press EXIT twice to return to the Play screen.



When a single FS-5U is connected to the CTL 3/4 jack using a standard guitar cable, it controls the assignment made to CTL 3.

Using the FC-300 to Select Patches



The optional FC-300 MIDI Foot Controller is the perfected integrated foot controller for the VG-99. When it's set to communicate with the VG-99, you can use the FC-300's number and bank buttons to directly select any patch. Additionally, the currently selected patch's name and number is shown in the FC-300's display.



The FC-300 wasn't designed only for patch selection; it also provides hands-free control for a multitude of other VG-99 functions. To learn more about using the FC-300 with the VG-99, see the *VG-99 Owner's Manual*.

Using MIDI to Select Patches

VG-99 patches can be selected from an external MIDI device that's able to send Program Change and Bank Select information. For more information about using MIDI devices with the VG-99, see "Using MIDI" in the *VG-99 Owner's Manual*.

Other Patch Selection Functions

Patch Extent

A very handy VG-99 performance feature is called "Patch Extent." It defines a lower and upper limit of patch numbers that can be selected.

For example, say that all the patches you plan to use for a particular performance are located within the range of Patches 010-022. Using Patch Extent, you can have the VG-99 limit patch selection to only this range. This eliminates the need to increment or decrement through unnecessary patches, which is especially convenient when you're using some of the two-switch patch selection options we discussed earlier.

Use the following procedure to set the patch selection range with Patch Extent:

- 1 Press SYSTEM.
- 2 Use the PAGE buttons to select Page 2 in the display, and then press F6 (MISC).
- 3 Press F3, and then use the PATCH/VALUE dial to choose the low limit of the patch selection range.
- 4 Press F4, and then use the PATCH/VALUE dial to select the high limit of the patch selection range.



In this example, we've set the Patch Extent range from Patch 010 to Patch 022.

- 5 When you're finished, press EXIT twice to return to the Play screen.

Assign Hold

You can control many different sound parameters in the VG-99 with the front panel controllers, such as the D Beam, ribbon controller, CONTROL 1 and 2 switches, etc. You can also control many sound parameters with external switches and expression pedals.

If controller assignments are the same in two or more patches, the VG-99 lets you choose whether or not the current values of those assignments carry over when a new patch is selected. This is accomplished with the “Assign Hold” function.

Here’s a practical example of how you might use Assign Hold: Say you have an optional expression pedal connected to the VG-99’s rear-panel EXP PEDAL jack, and you have it assigned to control foot volume in all your patches. When Assign Hold is on, the value set by the pedal’s current position—which dictates the foot volume level in the patch—will carry over when a new patch is selected, eliminating a potentially drastic change in volume when the patches are switched.

When Assign Hold is off and a new patch is selected, the pedal’s current position is ignored, and the foot volume level is set according to the value stored in the patch.

Here’s how to adjust the Assign Hold setting:

- 1 Press SYSTEM.
- 2 Use the PAGE buttons to select Page 1 in the display, and then press F4 (CTL).
- 3 Use the Page buttons to select Page 2 in the display.



- 4 Use the F1 knob or button to choose the desired setting: ON or OFF.
- 5 Press EXIT twice to return to the Play screen.



Assign Hold doesn’t have any effect when a controller assignment is set as an on/off—or “latching”—control. For example, say you have the CONTROL 1 button assigned to turn a delay effect on and off in two or more patches. Regardless of the Assign Hold setting, the stored on/off status of that delay effect will always be called up when the patch is selected (though, of course, you can use the switch to toggle the on/off status once the patch is selected).

Managing Patches

Naming a Patch

Here’s how to give a user patch its own unique name:

- 1 Select the patch you wish to name.
- 2 Press NAME/KEY/BPM.
- 3 Press F1 (NAME).



- 4 Enter the desired patch name:
 - To select a character—use the PATCH/VALUE dial.
 - To change to a different character position—use the PAGE buttons.
 - To insert or delete a character, or enter a blank space—use the F1-F3 buttons.
 - To change the selected character’s type—use the F4 button.
 - To change the selected character’s case—use the F5 button.
- 5 If you wish, use the F6 button and knob to assign the patch to a category.
- 6 When you’re finished, press EXIT two or three times to return to the Play screen. If you’re ready to save the patch along with its newly changed name, skip ahead to the next procedure.

Saving a User Patch



Saving a patch overwrites the data in the selected destination patch. If the destination patch contains data you want to keep, select a different patch, or back up its data to a computer via USB before proceeding. To learn more, see the *VG-99 Owner's Manual*.

If you've changed any settings in the current patch, you'll need to save them to a user patch before selecting another patch or powering off the VG-99. If you don't, all your changes will be lost.

To save the VG-99's current settings in a user patch, use the following procedure:

- 1 Press WRITE.
- 2 Use the PATCH/VALUE dial to select the desired user patch.



- 3 To save the patch to the selected location, press WRITE. To exit without saving, press EXIT.



After Step 1 above, you can press the F1 button to display the PATCH NAME screen and name the patch before saving it. After you're done naming the patch, press EXIT to return to the PATCH WRITE screen, and then continue on to Step 2. You can use this as an alternate naming method to that described in "Naming a Patch."

Copying a Patch

To copy a preset or user patch, simply select it and use the above procedure to write it to the desired user patch location.

Exchanging Patches

You can swap the locations of two different user patches. Here's how:

- 1 Select one of the user patches you wish to exchange.
- 2 Press WRITE.
- 3 Use the PAGE buttons to select Page 2 in the display.
- 4 Use the PATCH/VALUE dial to select the patch you wish to swap locations with.



- 5 Press WRITE to exchange patch locations. To exit without making the exchange, press EXIT.

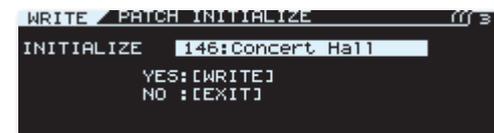
Initializing a Patch



Initializing a patch overwrites the data in the selected destination patch. If the destination patch contains data you want to keep, select a different patch, or back up its data to a computer via USB before proceeding. To learn more, see the *VG-99 Owner's Manual*.

If you like, you can reset all of a patch's parameters to their default settings. This is called "initializing" a patch. This is useful when you want a blank slate from which to create a custom patch.

- 1 Select any user patch, and then press WRITE.
- 2 Use the PAGE buttons to select Page 3 in the display.
- 3 Use the PATCH/VALUE dial to select the user patch you want to initialize.



- 4 Press WRITE to initialize the patch. To exit without initializing, press EXIT instead.



In addition to copying, exchanging, and initializing entire patches, the VG-99 also allows you to perform some of these same operations on groups of settings *within* patches. For example, you can exchange all the settings of Channel A with Channel B, or copy all the settings of a COSM amp in the current patch to another patch. This can greatly speed up patch creation and editing, as it saves you from entering duplicate settings manually. For more information, see the *VG-99 Owner's Manual*.

About the VG-99 Editor and Librarian

Using its rear panel USB jack, you can connect the VG-99 to a compatible Windows-based or Mac-based computer. Among other things, this lets you use the computer to manage and back up patches via the VG-99 Editor and Librarian software.

With the VG-99 Editor, you can edit, save, and load VG-99 patches using an intuitive full-color graphic display. The VG-99 Librarian provides a way to organize patches in groups.



The VG-99 Editor's main screen.

The VG-99 Editor and Librarian software installers are on the CD-ROM included with the VG-99. They can also be downloaded free of charge at www.RolandUS.com.

To learn more about using USB with the VG-99, see the *VG-99 Owner's Manual*.

The End

We hope you've found this workshop helpful. Keep an eye out for other VG-99 Workshop booklets available for downloading at www.RolandUS.com.