



V-Combo VR-09 Workshop



The VR-09 EFX

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VR09WS02

About the VR-09 Workshop Booklets

Roland's V-Combo VR-09 is designed for today's performing musician, with everything he or she needs in a single, affordable instrument that weighs just a little more than 12 easy-to-carry pounds. All of the must-have sounds are here, from Roland's acclaimed piano, electric piano, and Virtual Tone Wheel organ to synths, horns, strings, drums, and anything you'd want to pull off a gig in style. There's no digging through menus while your audience waits, either—it's all right there at your fingertips. And with the six always-live effect knobs and D Beam, your audience won't believe what you can do with the V-Combo VR-09. There's also a free iPad app for serious sound programming. Of course, battery power also means you can take your musical magic anywhere.

About This Booklet

The VR-09 front panel includes a powerful realtime effects section you can use for making its effects a part of your performance. This booklet explains how these EFX controls work and get the most from 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.

When you see this URL button, click it to jump to a web page—of course, this requires a live internet connection. Right now it's a link to a great video about the VR-09 EFX.



The EFX Concept

What's an Effect?

In instruments and recording studios, digital effects play an important role in the way everything winds up sounding. An effect is an audio process that can change the character of any sound, whether that's through some subtle enhancement, or via some radical sonic surgery. There are many, many kinds of effects. "EFX" is short for "effects."

The VR-09 has seven effects selected and optimized specifically for live performance, and they're always ready and available for use.

One of the VR-09's effects is the rotary-speaker effect that's a vital element in any great organ sound. It has its own controls next to the Pitch Bend/Modulation Lever, and its own rich collection of settings.



As for the other six effects, that's what the EFX knobs are all about.

The EFX Knobs

If you'd like to get a feel for the EFX before we get into explaining what they are and how they work, select any VR-09 sound, and have some fun playing it as you turn the EFX knobs.

The idea of the EFX knobs is that they make controlling the VR-09's effect-processing power easy and intuitive, taking care of all the details under the hood and leaving you free to be creative.

It can seem as if turning an EFX knob simply gives you more or less of an effect, but, in fact, the knob is adjusting various key settings within its effect to control its behavior.



Understanding EFX

The EFX in the VR-09 are:

- **Overdrive**
- **Tone**
- **Compressor**
- **MFX**
- **Delay**
- **Reverb**

Here's what they do.

Effect	What It Does	Turn Its EFX Knob:
Overdrive	Overdrive can add distortion to a sound like the fuzzy edge it would have if you played it through a tube amplifier turned up just a bit too much.	<ul style="list-style-type: none"> • up for more overdrive. • down for none.
Tone	Tone can make the sound brighter by increasing its high-frequency—or treble—content, or warmer by increasing its low-end, or bass, content.	<ul style="list-style-type: none"> • up for a brighter sound. • down for a warmer sound. • to the middle for the original sound.
Compressor	A compressor makes a sound seem bigger by reducing its louder moments and raising the volume of everything else. It can help you cut through a mix when you're playing with a band, or simply add a tighter, more polished quality to a sound.	<ul style="list-style-type: none"> • up for more compression. • down for none.
MFX	"MFX" stands for "multi-effect," and can be any one of 20 onboard. An MFX typically changes a sound's personality. On page 4, we'll discuss how to switch MFX as you play.	<ul style="list-style-type: none"> • up to apply more of the selected MFX. • down to use none of the selected MFX.

Effect	What It Does	Turn Its EFX Knob:
Delay	A delay creates one or more copies of a sound and plays it/them back late, making the sound bigger or more complex. A delay can also add ambience. You can switch delay types as you play.	<ul style="list-style-type: none"> • up for more delay. • down for none.
Reverb	Reverb adds ambience to a sound, making it seem as if it's occurring in a physical space somewhere. You can select the space and the composition of its surfaces as you play.	<ul style="list-style-type: none"> • up for more reverb. • down for none.



We'll discuss the MFX, delay, and reverb more on page 4.

How a Sound Travels Through the EFX

The six EFX are arranged in a chain so that a sound, or "signal," passes through one after the other, with each one adding its effect to the ones before it. Here's the order in which a sound travels through the EFX:



When you're using an ORGAN sound and have the rotary effects turned on, it's added in just after the MFX processor and before the Tone effect.



Rocking the EFX

Changing MFX, Delay, and Reverbs On the Fly

Onstage as you play, you can take the current sound through all sorts of sonic changes. The VR-09 is set up to let you quickly change

- *MFX*
- *delay types*
- *reverb types*

Changing the MFX Onstage

We recommend performing with the basic ORGAN, PIANO, or SYNTH display visible—press the desired mode's button for this screen. The MFX for the current sound appears at the bottom of the display.



To change MFX:

- 1 If it's not already highlighted, highlight the current MFX using the CURSOR ▼ button.
- 2 Turn the VALUE knob to select the desired MFX.

CURSOR



Changing Delays and Reverbs Onstage

When you turn the DELAY or REVERB knob, the display temporarily opens a window that shows the effect's currently selected type.



DELAY window

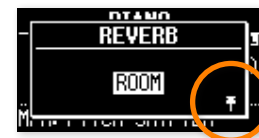


REVERB window

Each of these windows lets you change its effect. Here's what to do to when you want to change the delay or reverb type on the fly.

- 1 While viewing the basic ORGAN, PIANO, or SYNTH screen, turn the DELAY or REVERB EFX knob—its window opens.

- 2 Press the TRANSPOSE button. When you press TRANSPOSE, a pushpin icon appears to show you've pinned the window in place.



- 3 Turn the VALUE dial to change it as desired.
- 4 To un-pin the window and return the display to normal operation, press the EXIT button.

More About MFX

MFX are effects that typically change the fundamental nature of a sound they process. Here are the 20 MFX types in the VR-09.

- | | |
|----------------------------|-------------------------|
| • <i>TWIN ROTARY</i> | • <i>TREMOLO 1</i> |
| • <i>SMALL PHASER 1</i> | • <i>TREMOLO 2</i> |
| • <i>SMALL PHASER 2</i> | • <i>T. WAH 1</i> |
| • <i>PHASER</i> | • <i>T. WAH 2</i> |
| • <i>STEP PHASER</i> | • <i>RING MODULATOR</i> |
| • <i>TEMPO STEP PHASER</i> | • <i>BIT CRASH</i> |
| • <i>CHORUS</i> | • <i>DISTORTION</i> |
| • <i>HEXA-CHORUS</i> | • <i>SLICER</i> |
| • <i>FLANGER</i> | • <i>TEMPO SLICER</i> |
| • <i>MODULATION D</i> | • <i>PITCH SHIFTER</i> |

More About Delay

A delay can pan its copies of a sound to different locations in the left/right stereo field, making it seem bigger, especially in headphones and earbuds. Delays can also be synchronized to the VR-09 TEMPO-button setting. Here are the types of delays the VR-09 provides:

- *DELAY*
- *TAPE ECHO*
- *REVERSE DELAY*
- *3TAP PAN DELAY*
- *TEMPO DELAY*
- *TEMPO REVERSE DLY*

More About Reverb

Reverb creates an ambience around a sound. By selecting a type of reverb, you're choosing the ambience you want. You can select:

- *ROOM*—for the sound of an average room.
- *STAGE*—for the sound of a club stage.
- *HALL*—for the sound of a concert hall.
- *CATHEDRAL*—for the huge sound of a stone church.
- *PLATE*—for a bright sound similar to the one provided by the vibrating metal sheet of a vintage plate-type reverb.
- *SPRING*—for the boingy sound created by the vibrating springs of an old spring reverb.

Hitting the Wall

Reverb is created by reproducing the sound of audio reflecting off a surface. Different surfaces produce different-sounding reflections, and the VR-09 lets you choose the surface you want. You can bounce your sound of virtual surfaces of:

- *DRAPERY*
- *CARPET*
- *ACOUSTIC TILE*
- *WOOD*
- *BRICK*
- *PLASTER*
- *CONCRETE BLOCK*
- *MARBLE*



When you're using a plate or spring reverb, you're emulating an electronic device that has no surfaces to adjust, so this setting has no effect.

To select the wall material of the reverb's imaginary room:

- 1 Press the MENU button.
- 2 Use the ▲ or ▼ CURSOR buttons to select EFX.



- 3 Press ENTER.
- 4 Use the ▲ or ▼ CURSOR buttons to highlight the EFX Wall value.



- 5 Turn the VALUE dial to select the desired wall material.

Using EFX with Layers and Splits

As you fully master your VR-09, you'll want to understand how the EFX work in Dual and split modes, when you're layering sounds or splitting the VR-09 keyboard, respectively.



To learn more about layering sounds and mapping different sounds to different areas of the VR-09 keyboard, see the VR-09 Workshop booklet *The Performer's Solution*.

Here's how the EFX work for Dual and Split modes:

- *In Dual mode*—both layered sounds share the EFX.
- *In Split mode*—it depends on the sounds you've mapped to the keyboard.
 - *Generally*—the EFX apply to the Upper sound.
 - *Unless*—the Lower sound is an ORGAN sound, in which case the EFX apply to both Upper and Lower sounds.

Saving EFX Tweaks



Remember, if you've created something great using the EFX knobs, you can save it as a registration. See the VR-09 Workshop booklet *Using Registrations* to learn more about registrations—you can download it from [here](#).

The End

We hope you've found this Workshop booklet helpful. If you're interested in learning more, we've got some great VR-09 video articles in our *Knowledge Base*. And be sure to keep an eye out for other VR-09 downloads at www.RolandUS.com.