Roland®

VP-9000

VARIPHRASE PROCESSOR

User Guide

From all of us at Roland, thank you for choosing the Roland VP-9000 Variphrase Processor.

> **In order to ensure safe operation, please read "IMPORTANT SAFETY INSTRUCTIONS" (Reference, p. 2), "USING THE UNIT SAFELY" (Reference, p. 3–4) and "IMPORTANT NOTES" (Reference, p. 5–6) carefully before using the VP-9000.** The VP-9000's two manuals, User Guide and Reference, will help you to become familiar with -- and master -- the VP-9000's amazing features. Keep the User Guide and Reference handy for easy reference.

This product uses a Zip disk drive. Be sure to follow the procedure described In "Turning the power off" (p. 21) before powering down your VP-9000. Turning off the VP-9000 incorrectly may lead to a loss of data, and can also cause damage to a Zip disk or the VP-9000's disk drive.

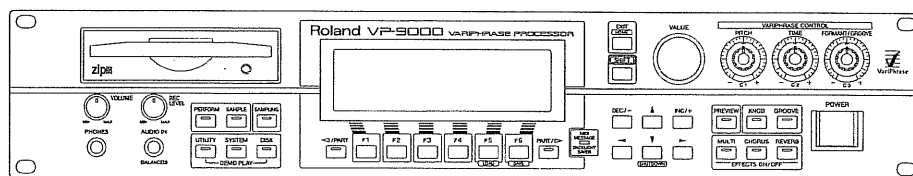## How to use the VP-9000 manuals

The VP-9000's documentation is composed of two volumes: User Guide and Reference.

User Guide uses specific examples to introduce the basic features of the VP-9000. Think of it as a quick guide to the VP-9000's basic operation.

Reference describes all the features of the VP-9000. It tells you how you can use specific settings, and provides detailed operation examples as well. The Table of Contents, Index and List of Features by Screen allow you to use the Reference as you would a dictionary: by looking things up as you need to learn about them.

Convention Used in This Manual

- Words enclosed in square brackets [ ] indicate panel buttons.

  Example: [PERFORM] indicates the PERFORM button.

- (p. **) indicates a reference page.

* Zip is a registered trademark of Iomega Corporation.

Contents

Expanding wave memory

The VP-9000 has eight megabytes, or "8 MB," of built-in wave memory. This memory holds the VP-9000's tones, or "samples" (see "Samples," p. 24). You can expand the VP-9000's memory by installing additional wave memory SIMM ("Single In-line Memory Module") boards – this will allow your VP-9000 to hold more, and larger, samples.

The VP-9000's memory can be expanded up to 136 MB, using as many as four 32 MB SIMMs, for a total of 128 additional megabytes of memory.

SIMMs are available in many varieties. The following type of SIMM can be used in the VP-9000:

Number of pins:	72
Access time:	60 ns
Access method:	FPM or EDO
Voltage:	5 V
Space:	32 MB or 16 MB
	(A combination of the two types is also acceptable.)

* Both parity and non-parity are supported.

NOTE

The VP-9000 will not accept a 64 MB SIMM.

Precautions for expanding wave memory

- To avoid the risk of damage to internal components that can be caused by static electricity, please carefully observe the following whenever you handle the board.

  ○ Before you touch the board, always first grasp a metal object (such as a water pipe), so you are sure that any static electricity you might have been carrying has been discharged.

  ○ When handling the board, grasp it only by its edges. Avoid touching any of the electronic components or connectors.

  ○ Save the bag in which the board was originally shipped, and put the board back into it whenever you need to store or transport it.

- Use a Philips screwdriver of the appropriate size to avoid damaging the screw heads.

- Turn the screwdriver counter-clockwise to loosen the screws – turn it clockwise to tighten them.

loosen (⊕) tighten

- Be careful not to cut your hand on the opening edge while removing the cover.

- Remove only the specified screws (p. 5).

- Be careful not to let the screws drop inside the VP-9000's body.

- Do not touch the circuitry or the connectors.

- Do not force a memory board into its slot. If it can't be inserted smoothly, take it out, check its orientation and try again.

- After insertion, verify that the SIMM is solidly installed.
- Do not leave the cover off. Be sure to replace it after additional wave memory has been successfully installed and verified.

1

Turn off the power to the VP-9000 and any connected equipment, and then disconnect all cables attached to the VP-9000.

2

Remove the top cover of the VP-9000.

Screws to be removed
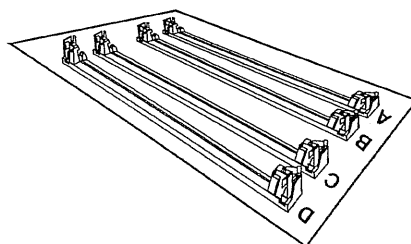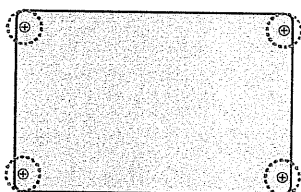
3

The slots to be used and the order in which SIMMs must be installed are determined by how many SIMMs you're going to add. Check the table below.

Number of Wave Memory	Boards Slots and Installation Order
4	D, C, B and A, in this order
3	C, B and A, in this order
2	B and A, in this order
1	A

4

Check the location and orientation of the notches on the first SIMM you'll be installing, and then insert the SIMM into its slot at a slant.
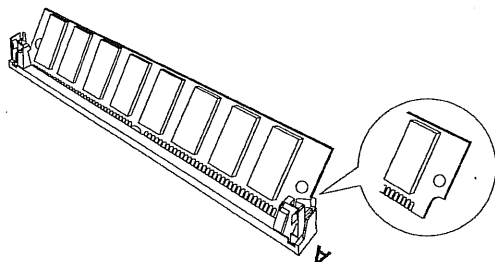
5 Bring the SIMM board upright with your finger.

The SIMM is held in place by the silver springs at both ends of the slot.
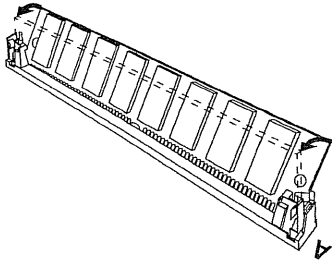
6 To add more than one SIMM, repeat Steps 4 and 5.

7 Replace the top cover of the VP-9000.

This completes the expansion of the VP-9000's wave memory.

Removing wave memory

Remove the wave memory boards from the slots in the opposite order to which they were installed.

1 Gently push out the silver springs at both ends of the slot at the same time.

This detaches the SIMM from the springs, so that it pops up, sitting in the slot at a slant.
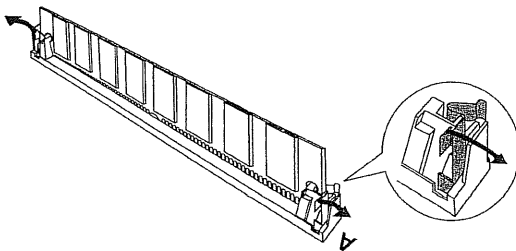
2 Lift the SIMM from the slot.

Verifying that the wave memory is recognized by the VP-9000

Before re-connecting the VP-9000 to any peripheral devices, check to verify that the added wave memory is being correctly recognized.

Verifying that SIMMs are correctly installed in their slots
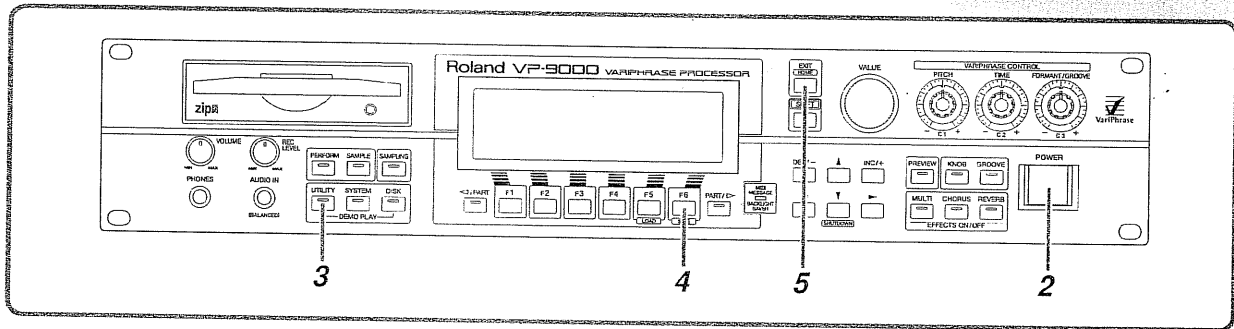
1

Connect the supplied power cord to the VP-9000, and plug its other end into a power outlet.

Power cord

to AC power outlet

2
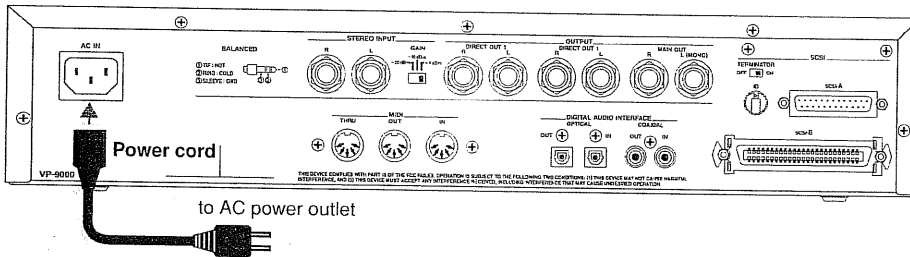
Press the VP-9000 power switch to turn on its power.

Following the welcome screen, the PERFORM Play screen appears.

3

Press [UTILITY] to turn on its indicator lamp.

The UTILITY Menu 1 screen is displayed.

4

Press [F6 (MEMORY)].

The UTILITY Memory Information screen is displayed.

The VP-9000's expanded wave memory capacity is shown at the screen's left-hand side. Any slots that don't hold a SIMM are marked "O MB."

```
UTILITY    Memory Information
 Wave Memory          Remain Time TOP5
 OnBoard:   8 MB    No.1:  55.0 sec
 Slot[A]:  32 MB    No.2:  55.0 sec
 Slot[B]:  32 MB    No.3:  55.0 sec
 Slot[C]:  32 MB    No.4:  55.0 sec
 Slot[D]:  32 MB    No.5:  55.0 sec
 USED   :  12 %              DEFRAG
```

5

Press [EXIT] twice to return to the PERFORM Play screen.

> ### If slots that do contain SIMMs are marked "0 MB":
>
> The corresponding SIMM is not being recognized by the VP-9000. Refer to
> "Turning the power off (p. 21)." to turn off the VP-9000's power and re-install
> the SIMM, following the instructions carefully.

Verifying that data written to the wave memory can be read
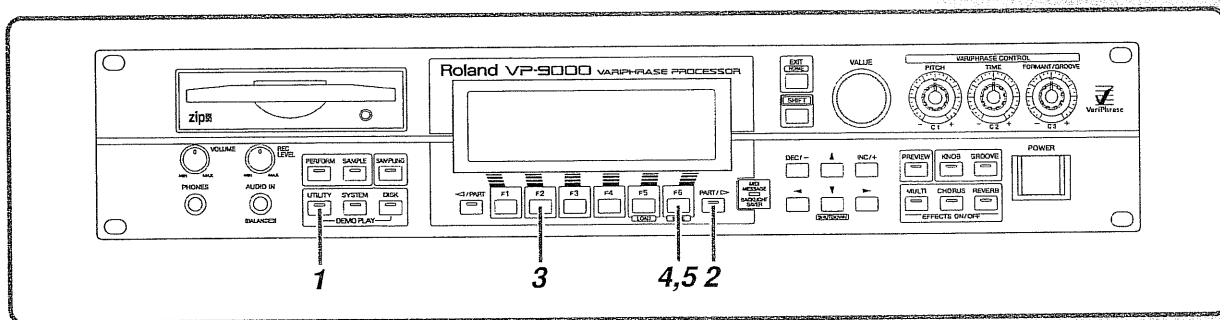
1

Press [UTILITY] to turn on its indicator lamp.

The UTILITY Menu 1 screen is displayed.

2

Press [PART/ ▷].

The UTILITY Menu 2 screen is displayed.

3

Press [F2 (DIAG)].

The UTILITY SIMM Diagnosis screen is displayed.

```
UTILITY      SIMM Diagnosis

□SIMM    This will Clear Entire
▒▒▒▒▒    Content of Sample Memory
▓▓▓▓▓    and Diagnose SIMM Condition.

         Press [F6] to Diagnose.
                             ■EXEC■
```
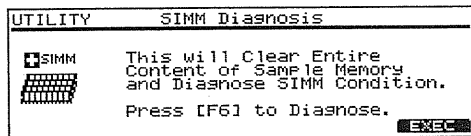
NOTE

This operation erases data
stored in the VP-9000's
main memory. If there's
anything currently in
memory that you want to
preserve, save it to disk
(p. 91) before proceeding.

4

Press [F6 (EXEC)].

When the test is complete, a screen appears showing its results.

Wave memory boards that have successfully passed the write/read test are marked "OK." Slots without SIMMs are marked "NG."

```
UTILITY     SIMM Diagnosis
            DIAGNOSTIC RESULT
 ⊞SIMM      Slot[A]  :  OK
            Slot[B]  :  OK
            Slot[C]  :  OK
            Slot[D]  :  OK
                            ACCEPT
```
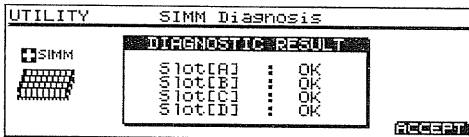
5

Press [F6 (ACCEPT)].

The display returns to the PERFORM Play screen.

If a slot with an added SIMM is marked "NG":

This means that the SIMM has failed the write/read test, and that the SIMM cannot be used in the VP-9000. Refer to "Turning the power off (p. 21)." to turn off the VP-9000's power, and then remove the SIMM according to the procedure described in "Removing wave memory (p. 6)."

Augmenter la mémoire Wave

La mémoire Wave standard du VP-9000 est de 8 Mo pour charger des timbres (voir "Échantillons," p. 24) dans le système. Cependant, une mémoire de 8 Mo peut ne pas suffire à vos besoins. C'est pourquoi il est possible d'augmenter la taille de la mémoire en ajoutant une carte mémoire optionnelle (SIMM).

Vous pouvez augmenter la mémoire jusqu'à 136 Mo en ajoutant 128 Mo de mémoire (4 cartes SIMM de 32 Mo).

Les spécifications de la mémoire Wave compatible sont les suivantes:

Nombre de broches: 72

Temps d'accès: 60 ns

Méthode d'accès: FPM ou EDO

Voltage: 5 V

Capacité: 32 Mo ou 16 Mo
                     (une combinaison de ces 2 types est aussi possible)

* *Les mémoires avec ou sans parité sont compatibles.*

NOTE

Une carte mémoire de 64 Mo n'est pas compatible.

Précautions à prendre lorsque vous augmentez la mémoire Wave

- Veuillez suivre attentivement les instructions suivantes quand vous manipulez la carte afin d'eviter tout risque d'endommagement des pieces internes par l'electricite statique.

  ○ Toujours toucher un objet metallique relie a la terre (comme un tuyau par exemple) avant de manipuler la carte pour vous decharger de l'electricite statique que vous auriez pu accumuler.

  ○ Lorsque vous manipulez la carte, la tenir par les cotes. Evitez de toucher aux composants ou aux connecteurs.

  ○ Conservez le sachet d'origine dans lequel etait la carte lors de l'envoi et remettez la carte dedans si vous devez la ranger ou la transporter.

- Choisir un tournevis cruciforme de taille appropriée. Utiliser un tournevis qui ne correspond pas à la bonne taille pourrait endommager la tête des vis.

- Faire tourner le tournevis dans le sens contraire des aiguilles d'une montre pour desserrer les vis. Faire tourner le tournevis dans les sens des aiguilles d'une montre pour resserrer.

desserrer (⊕) resserrer

- Attention de ne pas vous couper les mains sur les côtés de l'ouverture lorsque la plaque protectrice est enlevée.

- Enlevez seulement les vis indiquées (p. 11).

- Veiller à ne pas échapper les vis enlevées dans le VP-9000.

- Ne pas toucher aux circuits imprimes ou aux connecteurs.

- Ne jamais forcer lors de l'installation de la carte de circuits imprimes. Si la carte s'ajuste mal au premier essai, enlevez la carte et recommencez l'installation.
- Quand l'installation de la carte de circuits imprimes est terminee, reverifiez si tout est bien installe.
- Ne pas laisser l'appareil sans sa plaque protectrice. S'assurer de bien la remettre en place une fois la carte correctement installée.

1

Éteindre le VP-9000 et tout l'équipement qui y est relié. Ensuite, déconnecter tous les câbles qui sont reliés au VP-9000.

2

Enlever la plaque protectrice du dessus du VP-9000.

⊙ Vis à enlever
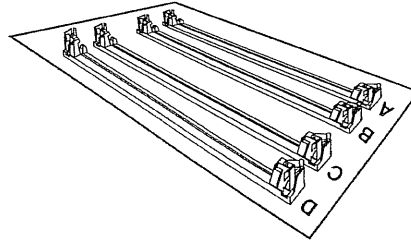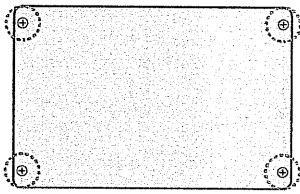
3

L'emplacement et l'ordre d'installation sont déterminés par le nombre de cartes que vous désirez ajouter. Se référer au tableau ci-dessous pour procéder à l'installation:

Nombre de cartes mémoire	WaveEmplacement et ordre d'installation
4	D, C, B et A dans cet ordre
3	C, B et A dans cet ordre
2	B et A dans cet ordre
1	A

4

Vérifier la position des encoches sur la carte mémoire et leur orientation puis, insérer la carte de biais.
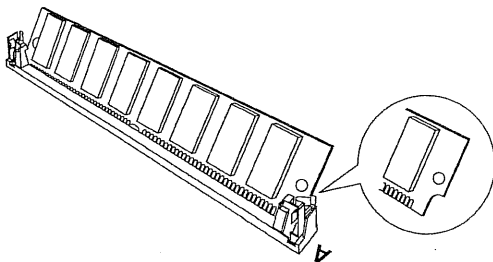
5   Orienter la carte en position verticale avec vos doigts.

La carte mémoire est fixée dans les ressorts argentés à chaque extrémité de l'emplacement.
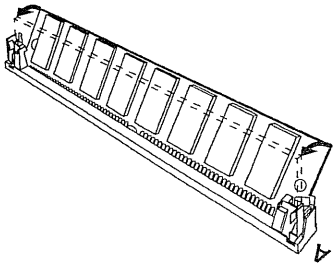
6   Pour ajouter plus d'une carte mémoire, répéter les étapes 4 et 5.

7   Replacer la plaque du dessus du VP-9000.

Ceci complète les procédures d'installation pour augmenter la mémoire.

Enlever une carte mémoire Wave

Enlever les cartes de mémoire des emplacements dans l'ordre inverse que celui effectué lors de l'installation.

1   Pousser simultanément vers l'extérieur les ressorts argentés aux deux extrémités des emplacements.

Cette manipulation détache la carte des ressorts et la laisse de biais dans l'emplacement.
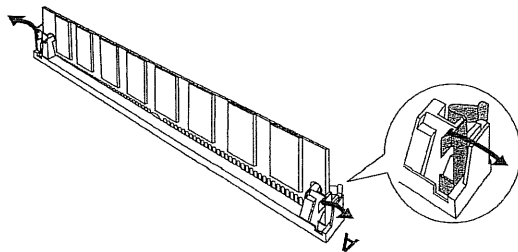
2   Retirer la carte de l'emplacement

Vérifier si la carte mémoire est correctement reconnue.

Vérifier que la ou les carte(s) mémoire rajoutée(s) (carte(s) SIMM) sont correctement reconnues avant de connecter le VP-9000 aux dispositifs périphériques.

Vérifier si la ou les carte(s) mémoire sont correctement installée(s) dans le ou les emplacement(s).
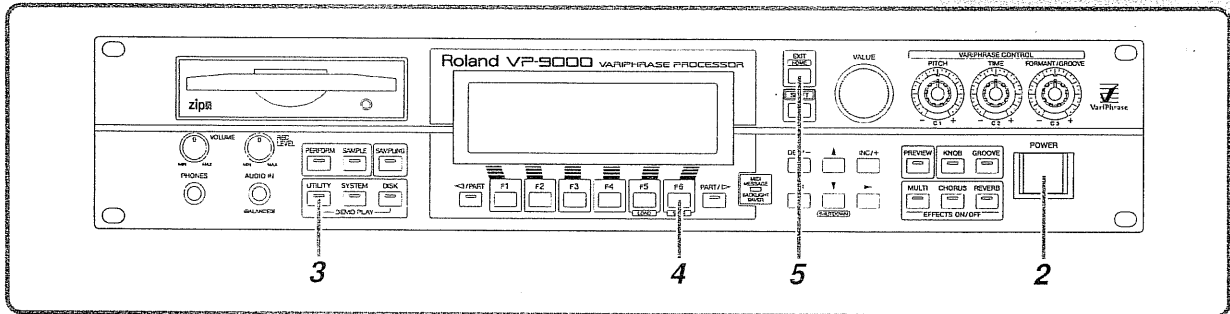
1 Brancher le câble électrique fourni au VP-9000 puis brancher le câble dans une prise électrique.

cordon de secteur

sur la prise électrique
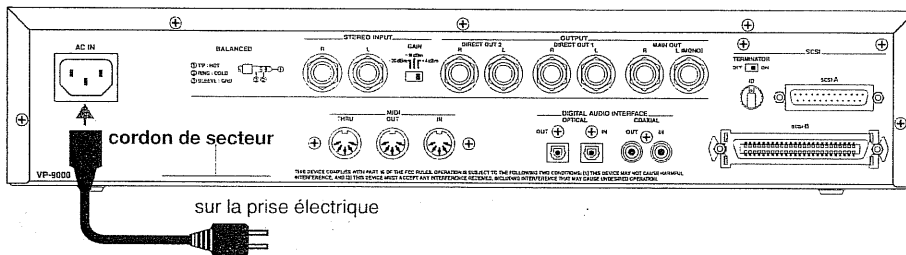
2 Allumer le VP-9000.

Après l'écran de bienvenue, l'écran "PERFORM Play" apparaît.

3 Appuyer sur [UTILITY] pour allumer la lampe indicatrice.

L'écran "UTILITY Menu 1" s'affiche.

4 Appuyer sur [F6 (MEMORY)].

L'écran "UTILITY Memory Information" s'affiche.

La capacité de la mémoire Wave rajoutée est indiquée dans la partie gauche de l'écran. Les emplacements sans carte mémoire rajoutée sont marqués par "0 MB."

```
UTILITY    Memory Information
   Wave Memory        Remain Time TOP5
OnBoard:   8 MB      No.1: 55.0 sec
Slot[A]:  32 MB      No.2: 55.0 sec
Slot[B]:  32 MB      No.3: 55.0 sec
Slot[C]:  32 MB      No.4: 55.0 sec
Slot[D]:  32 MB      No.5: 55.0 sec
USED   :  12 %                  DEFRAG
```

5 Appuyer sur [EXIT] deux fois pour retourner à l'écran "PERFORM Play."

> **Si les emplacements dans lesquels des cartes mémoires rajoutées sont marquées par "0 MB":**
>
> Cela signifie que la ou les carte(s) mémoire ne sont pas correctement reconnue(s). Éteindre le VP-9000 et réinstaller la ou les carte(s) mémoire additionnelle(s) correctement.

Vérifier si les données écrites dans la carte mémoire peuvent être correctement lues.
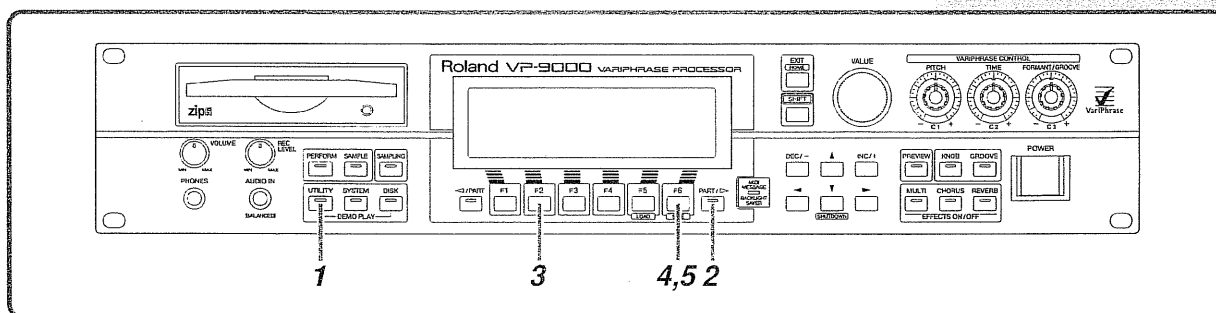
1 Appuyer sur [UTILITY] pour allumer la lampe indicatrice.

L'écran "UTILITY Menu 1" s'affiche.

2 Appuyer sur [PART/ ▷].

L'écran "UTILITY Menu 2" s'affiche.

3 Appuyer sur [F2 (DIAG)].

L'écran "UTILITY SIMM Diagnosis" s'affiche.

```
UTILITY      SIMM Diagnosis

[+]SIMM      This will Clear Entire
             Content of Sample Memory
             and Diagnose SIMM Condition.

             Press [F6] to Diagnose.
                              ■EXEC■
```
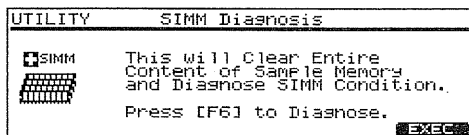
NOTE
Cette opération effacera toutes les données emmagasinées dans la mémoire principale du VP-9000. Pour conserver vos données en mémoire, sauvegardez-les sur une disquette optionnelle (p. 91).

4 Appuyer sur [F6 (EXEC)].

Lorsque la vérification est terminée, l'écran suivant affichant les résultats apparaît.

Les cartes mémoires Wave capables de lire et d'écrire correctement sont marquées par un "OK." Les emplacements sans carte sont marqués par "NG."

```
UTILITY      SIMM Diagnosis
              DIAGNOSTIC RESULT
 SIMM          Slot[A]  :  OK
               Slot[B]  :  OK
               Slot[C]  :  OK
               Slot[D]  :  OK
                                  ACCEPT
```
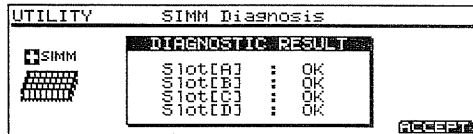
5 Appuyer sur [F6 (ACCEPT)].

L'écran revient à l'affichage "PERFORM Play."

Si les emplacements où ont été installées les cartes mémoires sont marqués par "NG":

Cela signifie que les données inscrites dans la carte mémoire ne peuvent être lues correctement et que par conséquent, cette mémoire Wave ne peut être utilisée par le VP-9000. Éteindre l'appareil, retirer les cartes mémoire en suivant les instructions décrites dans "Enlever une carte mémoire Wave (p. 12)."

Connecting the VP-9000 to external equipment

Since the VP-9000 does not have a built-in amplifier or speakers, you'll need to listen to it through powered monitors, a mixer and connected monitors, a stereo system, or through headphones.

Stereo headphones

Power cord

MIDI cable

MIDI IN

Audio cable

MIDI OUT

to AC power outlet   **MIDI keyboard**

Mixer etc.

Monitor speakers (powered)

Audio set etc.

Power amp

1 Before starting the connection procedure, make sure that the power to all devices has been turned off.
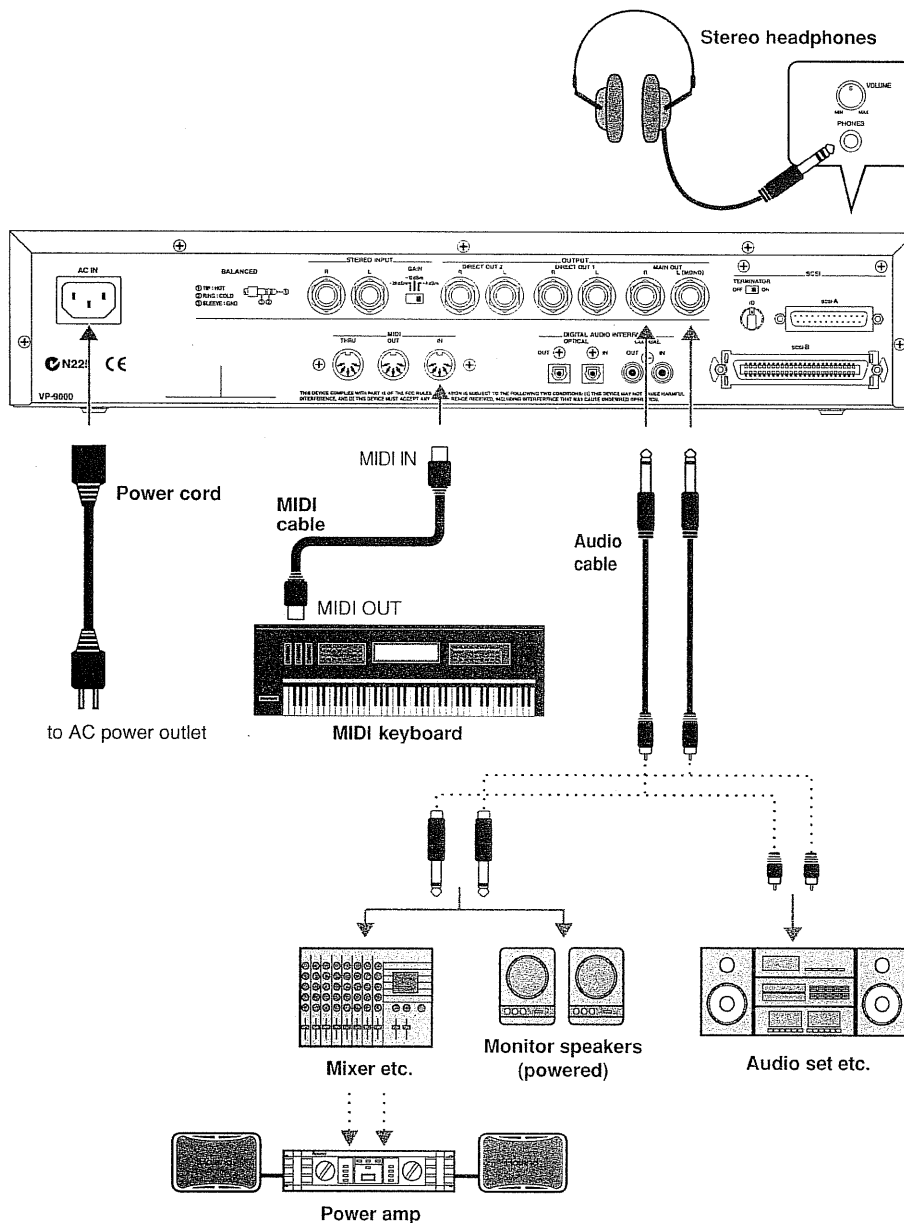
MEMO
Audio cables, MIDI cables and/or stereo headphones can be purchased separately from most music retailers. Please use headphones that have an impedance of 32–600 Ω.

MEMO
The connection diagram gives you an idea of one way in which the VP-9000 can be connected to external equipment. There are a number of such possibilities (*Reference*, p. 18–20).

NOTE
To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

2

Connect the supplied power cord to the VP-9000, and then plug its other end into a power outlet.

3

Refer to the following diagram to connect the VP-9000 to other audio devices, or to a MIDI keyboard.

Plug your headphones into the VP-9000's PHONES jack.

Output jacks (OUTPUT and DIGITAL AUDIO INTERFACE)

The VP-9000's OUTPUT jacks send audio signals from the VP-9000 to connected audio devices. The VP-9000 has six analog jacks for this purpose. When shipped from the factory, the VP-9000 is set up to send audio signals from its L (MONO) and R MAIN OUT jacks. To get the most from your VP-9000, we recommend using it in stereo.

To operate the VP-9000 in mono, use only the L (MONO) MAIN OUT jack.

The VP-9000 is also equipped with optical- and coaxial-type digital output connectors. Both are capable of handling 48, 44.1 and 32kHz sampling rates. You can use these OUTs to connect the VP-9000 to an external digital device, such as a digital mixer. When shipped, the VP-9000 is set to send digital audio from both of the digital OUT connectors at 44.1kHz.
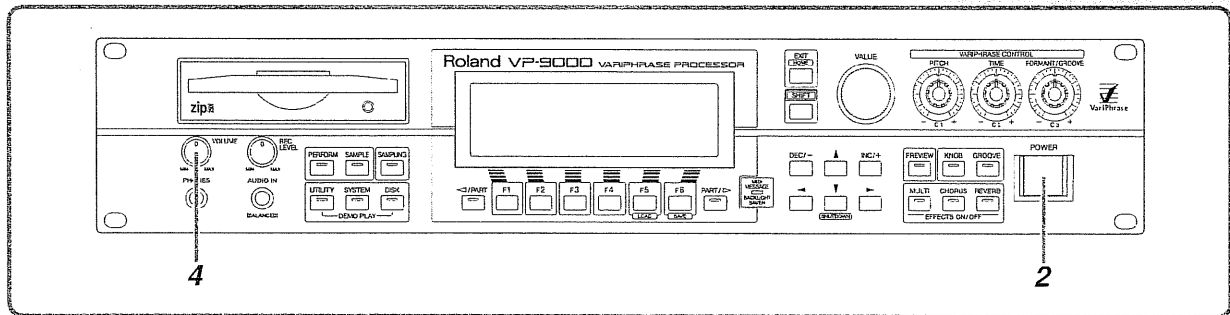
See "Setting up the effect configuration and output jacks" (p. 65) to learn how to set up the VP-9000's output jacks.

NOTE

If any VP-9000 OUTPUT jack is connected to equipment that can supply phantom power – a mixer channel, for example – DO NOT turn on the phantom power, since it can damage the VP-9000.

Turning the power on

1

Before turning on the VP-9000's power, make sure that:

- The VP-9000 is correctly connected to the desired peripheral devices.
- The volume levels of the VP-9000 and the connected peripheral devices are turned all the way down.
- The VP-9000's power cable is connected to the VP-9000 and an outlet.

2

Press the VP-9000 power switch to turn on its power.

3

Turn on the power of the connected audio devices.

4

Adjust the volume of the VP-9000 and the connected audio devices to appropriate levels.

NOTE

- Once the connections have been completed (p. 16), turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.

- This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally.

- Turn up the VP-9000's volume level carefully. Excessive volume can damage connected audio devices, your hearing, or annoy your neighbors.

Adjusting the display contrast

You may want to adjust the viewability of the VP-9000's display to suit your taste. You may also need to do this when the unit has been on for many hours, or when you're using it in unusual lighting conditions. Follow the steps below to adjust the display's contrast.
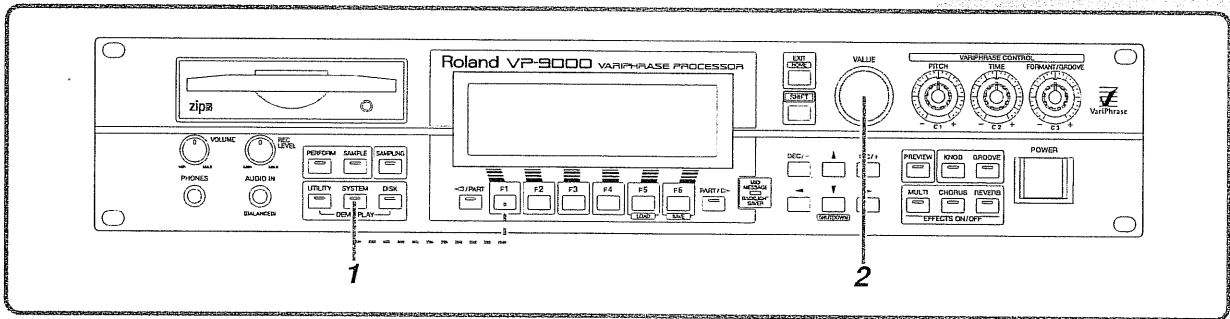
1

Press [SYSTEM] and then [F1 (LCD)].

The SYSTEM LCD screen is displayed.

2
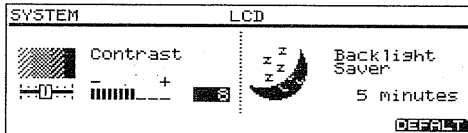
Turn the VALUE dial to change its setting.

Immediately after the SYSTEM LCD screen is accessed, the cursor will always be at Contrast.

Backlight saver

When shipped, the display's backlight is set to go out after five minutes of inactivity on the front panel or via MIDI. This backlight saver extends the backlight's operational life.

While the backlight is off, the display darkens, and the MIDI MESSAGE red indicator lamp blinks.

The backlight will turn on again:

- when any front-panel operation is performed.
- when the following MIDI messages are received

    Channel voice messages

    Channel mode messages

    Exclusive messages

You can change the setting of the backlight saver using the following steps:
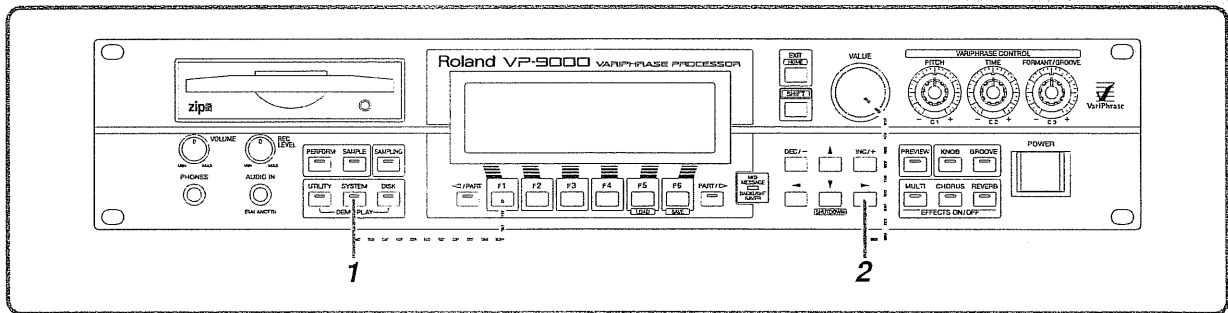
1

Press [SYSTEM] and then [F1 (LCD)].

The SYSTEM LCD screen is displayed.

2
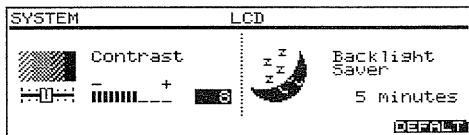
Press [►] to move the cursor to Backlight Saver, and then turn the VALUE dial to change its setting.

Setting Backlight Saver to OFF disables the backlight saver.

Turning the power off
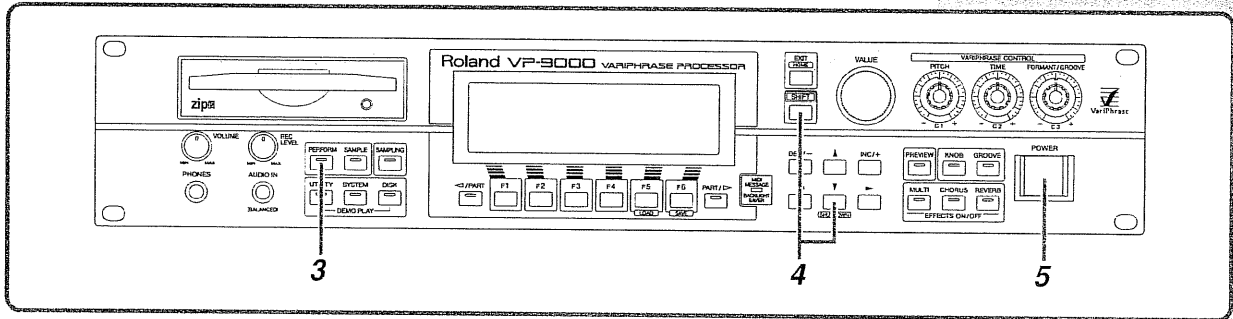
1

Before turning off the VP-9000's power, make sure that:

- The volume levels of the VP-9000 and the connected peripheral devices are turned all the way down.
- Any samples you've created have been saved (p. 91).

2

Turn off the power for all connected audio devices.

3

Press [PERFORM] to turn on its indicator lamp.

The PERFORM Play screen is displayed.

4

Press [▼] while holding down [SHIFT].

If there's a disk in the Zip drive, it's automatically ejected.

The SHUT DOWN screen is displayed. This screen indicates that you can safely turn off the power.
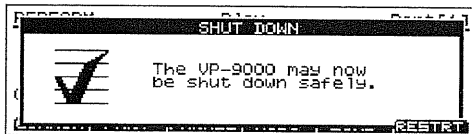
5

Turn off the VP-9000 power switch.

MEMO
Press [F6 (RESTRT)] to abort the shutdown.

Automatically loading data for a piece of music (performance) at power-up

You can set up the VP-9000 so that a performance's (p. 24) data stored on a Zip disk is automatically loaded when you turn on the VP-9000.

As an example, let's select a performance stored on the Zip disk shipped with the unit.
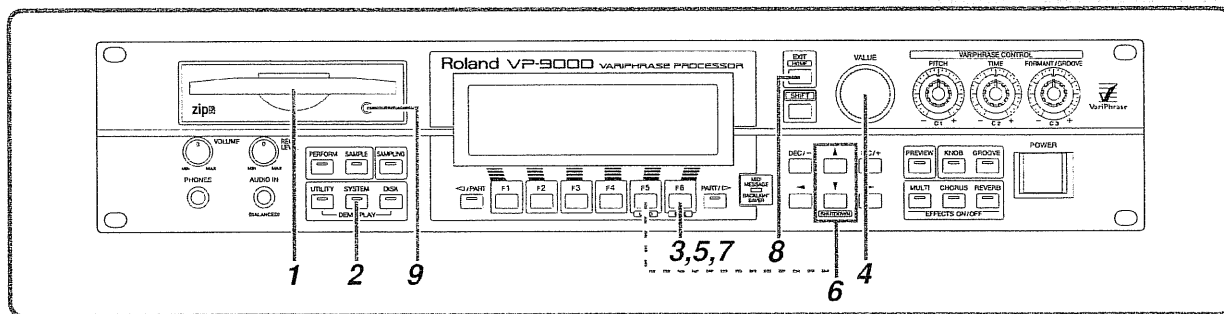
1

Insert the Zip disk into the Zip drive.

Eject button
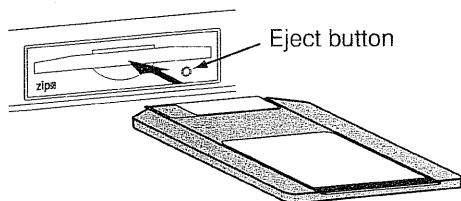
2

Press [SYSTEM] to turn on its indicator lamp.

The SYSTEM Menu screen is displayed.

3

Press [F6 (AUTO)].

The SYSTEM Auto Perform Load screen is displayed.

4
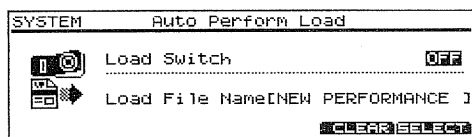
Turn the VALUE dial to turn Load Switch ON.

5

Press [F6 (SELECT)].

The performance selection screen is displayed.

```
SELECT TARGET PERFORM
┌─────────────────┐
│    VP-9000      │
┌─┴─────────────────┴──────────┐
│┌──┐  🔊 [Da Blues       ]│
││▦▦│  🔊 [Forever        ]│
│└──┘  🔊 [Phrase Mix     ]│
│ ZIP   🔊 [Somma         ]│
│ DRIVE  SORT  INFO    OPEN ▶│
└──────────────────────────────┘
```
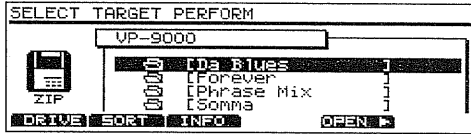
6

Press [▼] or [▲] to move the cursor to "User Guide," and
then press [F5 (OPEN ▶)].

Check to see if "User Guide" is selected.

7

Press [F6 (SELECT)].

The display returns to the SYSTEM Auto Perform Load screen showing the
name of the selected performance.

8

Press [EXIT] twice to return to the initial screen.

This completes the setup procedure.

When you next turn on the power – with the Zip disk inserted in the Zip
drive – the VP-9000 automatically loads the performance "User Guide."

9

Press the eject button to remove the Zip disk.

🔺**NOTE**

If you wish to disable the
auto-loading feature, you
can press [F5 (CLEAR)], to
switch Load File Name to
"NEW PERFORMANCE."
When "NEW
PERFORMANCE" is
selected, no performance
will be loaded at power-up,
even if Load Switch is set to
ON.

🔺**NOTE**

Follow the procedure on
p. 21 to turn off the
VP-9000's power.

VP-9000 Internal Configuration

"Samples" and "Performances"

The VP-9000 uses two units of sound data: **"samples" and "performances"**.

The sounds that you will normally play are called **"samples"**. A "sample" consists of a wave along with VP-9000 sample parameters.

A **"performance"** contains six parts. "Samples" are assigned to each part of a performance.

The VP-9000 can hold only one performance in its internal memory. It can hold up to 1,024 samples (128 x 8 banks (A–H)).

By assigning a sample to each part and sending different MIDI messages to each part, you can use multiple samples simultaneously. You can also use program change messages to switch samples in real time.

How to play sounds

Turning the power on is not all it takes to get the VP-9000 to produce sound. You must also load samples into internal memory. To do so, you can record samples, load them from disk, or load WAV or AIFF wave data.

After you've recorded a sample or loaded wave data, you will also need to perform a process called **"encoding"** to convert the wave data. Once you encode wave data, it will be possible to modify its pitch, time, formants, and groove in real time, and you will be able to play it from a MIDI keyboard.

Samples for which "NO WAVE DATA" is indicated contain no waves, and will produce no sound.

Maximum sampling time

The maximum sampling time for one sample is 25 seconds stereo or 50 seconds mono. As shipped from the factory (with 8 MB of wave memory), the VP-9000 can sample up to 25 seconds in stereo or 50 seconds in mono. By adding separately sold wave memory to a maximum of 128 MB (four SIMM's, each 32 MB), you can expand the VP-9000 to a total of 136 MB, allowing a total of approximately 7 minutes of stereo sampling or 14 minutes of monaural sampling.

Saving sounds

When you save a performance, you are saving not only the performance settings, but also all samples currently in internal memory (except for samples that have no wave, and samples with a name that is not valid for saving). In other words, a "performance" contains all the data you need to perform a song.

When you load a performance into internal memory, the samples that were saved with it will also be loaded into internal memory.

Individual samples can also be saved or loaded.

Polyphony

The VP-9000 can produce a maximum of six notes (voices) simultaneously. If data is received that attempts to play more than this number of voices, notes will be dropped out. When the number of requested voices exceeds six, the VP-9000 will give priority to the later-played notes, and will consecutively turn off the oldest sounding notes.

Stereo samples use two notes (voices) for each note.
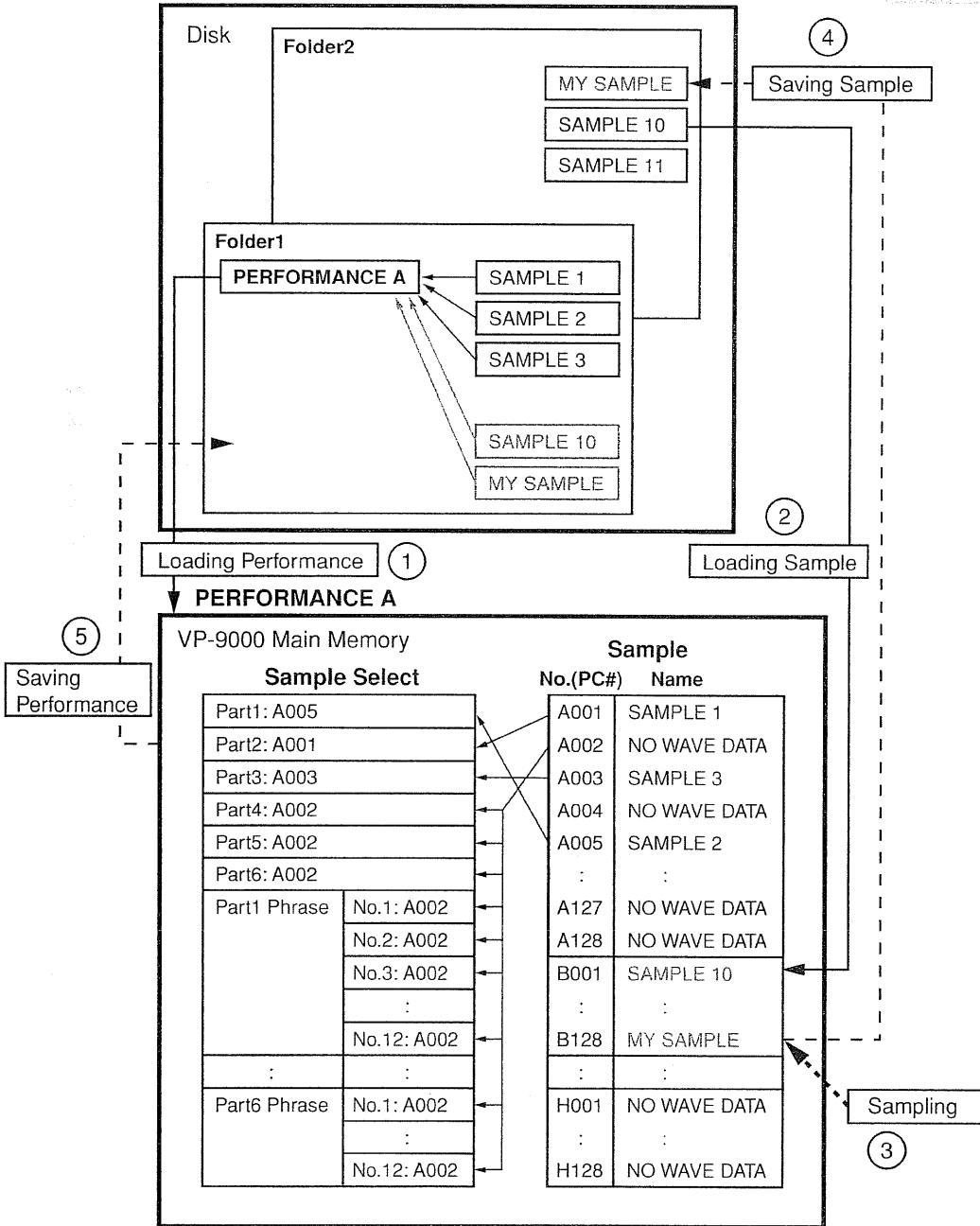
Listening to the VP-9000 demos

What is "Variphrase"?

Variphrase has the following advantages:

1 Capable of changing the pitch, rate of time expansion/compression, voice characteristics (formant) and rhythm (groove) of an audio phrase, on a real-time basis.

2 Allows easy synchronization to tempo and pitch.

3 A single sample covers an extended range of keys compared to conventional digital samplers.

4 Retains sound quality, while implementing the above three advantages.

Variphrase overcomes many problems that conventional samplers and digital recorders have with audio phrases.

Typical issues with Digital Samplers and Digital recorders

* Changing tempo affects Pitch.

* Changing the pitch of phrases affects tempo and formant of the sound.

* Limited control of audio phrases. You cannot adjust a partial section of a sound in real-time.

* Most samplers require multiple samples over limited key ranges for realistic playback of a sound.

* Samples of the same tempo must be available for performing chords, otherwise the notes of the chord will be out of sync.

* The feel or groove of audio material cannot be changed in real-time.

* Pitch or tempo changes on Digital samplers tends to degrade audio quality.

Variphrase solves all of these problems.

Check out the demo material on the VP-9000 to hear examples of it's sound quality and amazing capabilities.

△ **NOTE**
Use of the demonstration data supplied with this product for any purpose other than private, personal enjoyment without the permission of the copyright holder is prohibited by law. Additionally, this data must not be copied, nor used in a secondary copyrighted work without the permission of the copyright holder.

Trying out Variphrase sound effects

Demonstration ("demo") data is stored on the Zip disk shipped with the VP-9000.

Let's load the data and try out the Variphrase effects.

1
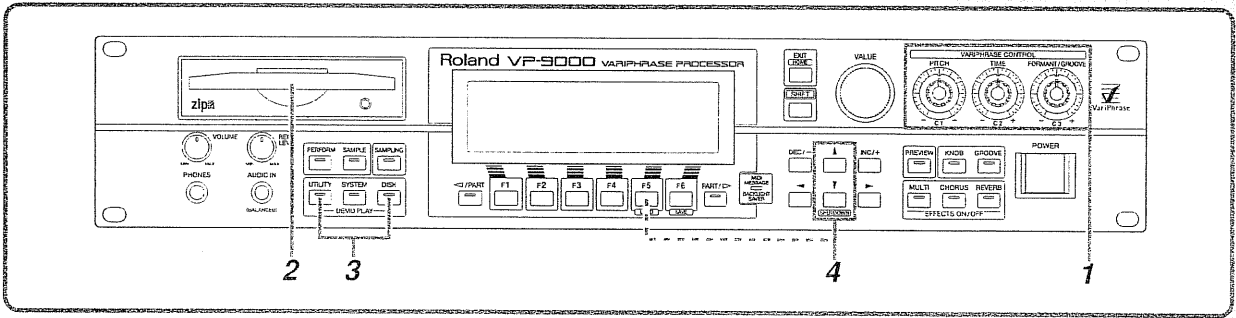
Set the PITCH, TIME, FORMANT/GROOVE knobs to their center positions.

2

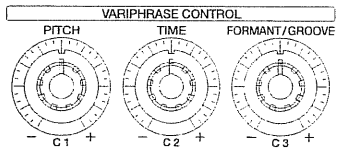Insert the supplied Zip disk into the Zip drive.
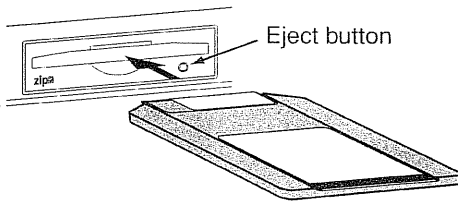
Eject button

MEMO
To remove the Zip disk, press the EJECT button.

3

Press [UTILITY] and [DISK] at the same time.

The DEMO PLAY selection screen is displayed.

4

Press [▼] or [▲] to move the cursor to "Da Blues," and then press [F5 (OPEN ▶)].

Check to see if "Demo Da Blues" is selected.

HINT
When selecting data on the disk, [◀]/[▶] functions just as [F4 (◀ CLOSE)]/ [F5 (OPEN ▶)] does.

12   **5,6,10**   **13**   **7**   **8**   **9,11**

5

Press [F6 (LOAD)].

The following message is displayed.

```
         WARNING
    LOAD DEMO
    Replace All Data.
    Are You Sure?
 CANCEL                    OK
```
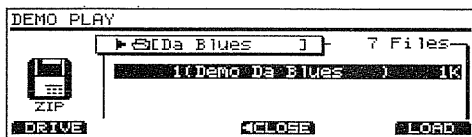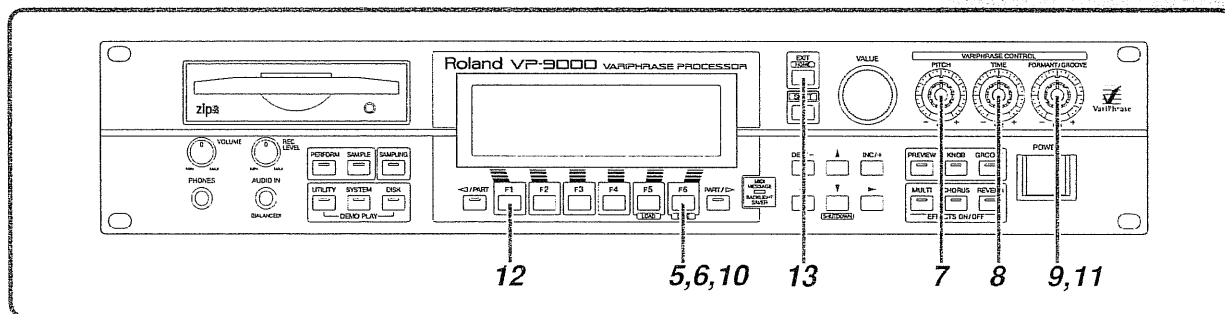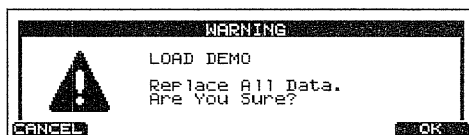
6

Press [F6 (OK)].

This loads the demo data into the VP-9000's main memory.

The demo automatically starts playing when it's finished loading. Listen to demonstration play to the end.

Now we'll start turning the VP-9000 knobs to try out the Variphrase effects.

```
DEMO PLAY          VariPhrase Control

Demo Da Blues      PITCH TIME FORMANT
   Now Playing      ●    ●    ●
 STOP                    TEMPO GROOVE
```

MEMO
- To select other demos, press [F1 (CANCEL)].

- To abort the loading procedure, press [F1 (ABORT)].
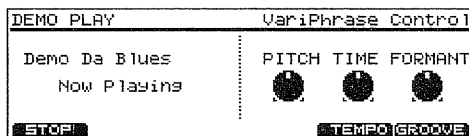
7

Turn the PITCH knob clockwise.

The pitch goes higher. Turn the knob counter-clockwise to lower it.

8

Turn the TIME knob clockwise.

The music speeds up.

Turn the knob counter-clockwise to slow it down.

MEMO
- The pitch of the drums stays the same even when the PITCH knob is turned.

- During demo play, the [TIME] knob is set so it also causes the tempo to change when it is turned.

9

Turn the FORMANT/GROOVE knob clockwise/counter-clockwise.

The FORMANT/GROOVE knob affects voice formants

10
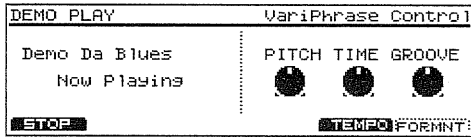
Press [F6 (GROOVE)].

The FORMANT/GROOVE knob now changes the music's groove.

```
DEMO PLAY              VariPhrase Control

 Demo Da Blues         PITCH TIME GROOVE
    Now Playing          ●    ●     ●

 STOP                        TEMPO FORMNT
```

11

Turn the FORMANT/GROOVE knob clockwise and counter-clockwise.

The groove changes.

12

Press [F1 (STOP)].

The demo stops.

13

Press [EXIT] twice to return to the PERFORM Play screen.

NOTE

Pressing the button to switch the function of the FORMANT/GROOVE knob is possible only in Demo mode. In actual use, you will specify for the knob how deeply each function will be applied, and switch each function on/off (*Reference*, p. 62–63).

☞

See the next section, "Switching tones (samples) while music is being played," to learn how to use [F5 (TEMPO)].

MEMO

• Press [F1 (START)] to listen to the demo again.

• Press [F2 (RELOAD)] to load another demo.

• The samples used in the demo remain in the VP-9000's memory even after you exit DEMO PLAY mode.

Switching tones (samples) while music is being played

With the next demo example, let's see how a tone (sample) can be switched during playback, and also how the tempos of samples can be synchronized.
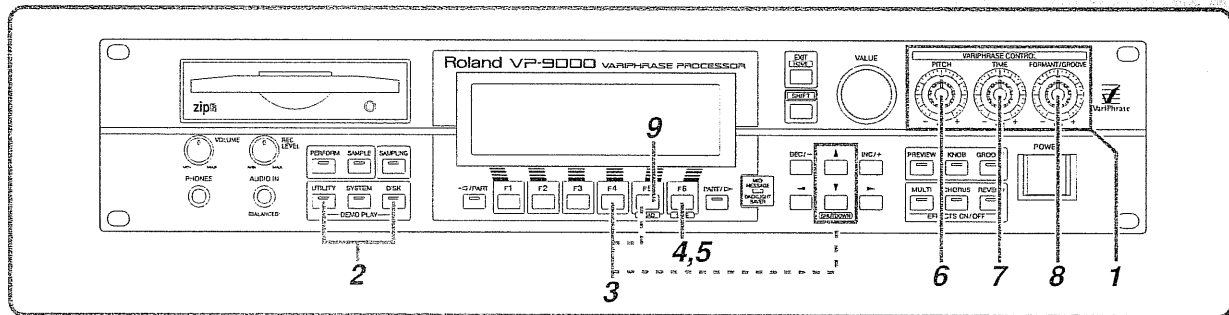
1 Set the PITCH, TIME, FORMANT/GROOVE knobs to their center positions.
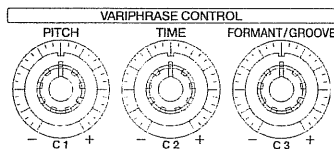
2 Check and make sure that the Zip disk shipped with the VP-9000 is inserted in the Zip drive, and then press [UTILITY] and [DISK] at the same time.

The DEMO PLAY selection screen is displayed. "Demo Da Blues" used in the previous section is selected.

3 After pressing [F4 (◄ CLOSE)], press [▼] or [▲] to move the cursor to "Phrase Mix," and then press [F5 (OPEN ►)].

Make sure that "Demo Phrase Mix" is selected.
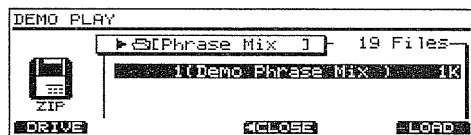
4 Press [F6 (LOAD)].

A "LOAD DEMO: Replace ALL Data. Are You Sure?" message is displayed.

5

Press [F6 (OK)].

This loads the newly selected demo's data.

Once it's finished loading, the demo automatically starts playing.

```
DEMO PLAY              Phrase Mix

Demo Phrase Mix      A002  A006  A010
   Now Playing
                     PART1 PART2 PART3
  STOP               TEMPO  MEDIAN
```
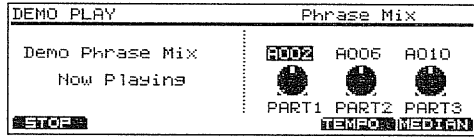
This demo performance contains three parts using the sample listed below:

Part 1: A002 (drum)

Part 2: A006 (bass)

Part 3: A010 (vocal)

6

Turn the PITCH knob to switch the Part 1 sample from A002 to A001.

7

Turn the TIME knob to switch the Part 2 sample from A006 to A007.

8

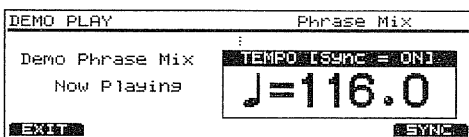Turn the FORMANT/GROOVE knob to switch the Part 3 sample from A010 to A017.

The following samples are available in this demo – turn the three knobs to select any of them.

A001 to A004:	Drums	A012:	Piano
A005 to A008:	Bass	A013 to A014:	Vocal
A009:	Guitar	A015:	Synthesizer
A010:	Background vocal	A016:	Saxophone
A011:	Organ	A017:	Vocal

9

Press [F5 (TEMPO)].

The tempo is displayed. "Sync = ON" appears on the display, indicating that all tones (samples) are played at a tempo of $\quad$ = 116.

```
DEMO PLAY              Phrase Mix

Demo Phrase Mix    TEMPO [Sync = ON]
   Now Playing
                   J=116.0
  EXIT                      SYNC
```

MEMO

• To select another demo, press [F1 (CANCEL)].

• To abort the loading process, press [F1 (ABORT)].

• All demo data loaded in the previous section is completely cleared from memory when the new demo's data is loaded.
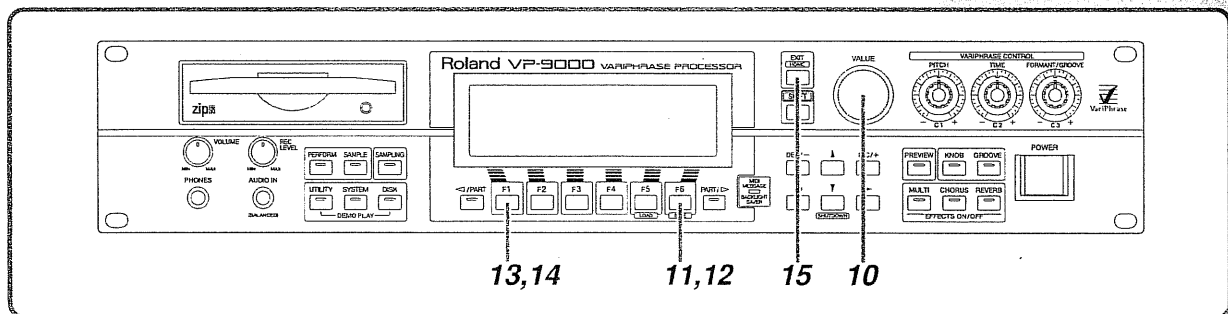
NOTE

When you turn the knob, it's as if the VP-9000 is receiving a MIDI Program Change command from an external device. Samples can also be switched using the VALUE dial and [DEC/-][INC/+]. You can only switch samples using the knobs in DEMO mode – you can't do this in standard play mode.

NOTE

A part produces sound only when sample A001 to A017 is selected.

13,14   11,12   15   10

10

Turn the VALUE dial to the right and left.

All samples are played at the currently selected tempo.

HINT

The tempo changes by one increment at a time if the VALUE dial is turned while being pressed down.

11

Press [F6 (SYNC)].

The Sync function is turned OFF.

The samples play at different tempos. These are the tempos that were selected when the samples were first created.

12

Press [F6 (SYNC)] again.

The Sync function is turned ON, and all the samples once again play at the same tempo.

See how the Sync function works for samples with different original tempos by selecting different samples for the three parts.

13

Press [F1 (EXIT)].

The tempo indicator disappears.

14

Press [F1 (STOP)].

Demo playback stops.

MEMO

• Press [F1 (START)] to listen to the demo again.

• Press [F2 (RELOAD)] to load another demo.

15

Press [EXIT] twice to return to the PERFORM Play screen.

• The samples used in the demo remain in the VP-9000's memory even after you exit DEMO PLAY mode.

> **[F6 (MEDIAN)]**
>
> This knob can select ten samples above or below the sample selected when it's in its center position. For example, if the center position selects A002, when you turn the PITCH knob all the way to the right, you'll select A012. If you press [F6 (MEDIAN)] while A012 is selected, the knob's center point will be reset to A012, so that the knob will allow you to select A002 – ten samples below A012 – to A017, the highest-numbered sample that there is.

List of Demos and Profile of Sample Composer

List of Demos

The VP-9000 comes with 4 demos.

1 Demo Da Blues

2 Demo Forever

3 Demo Phrase Mix

4 Demo Somma

Musical works produced by Bob Wilson

Copyright © 2000 Roland Corporation

Profile of Sample Composer

Bob Wilson

As a respected producer and arranger, a gifted songwriter and a much in-demand drummer, Bob's the kind of guy whose enthusiasm is always contagious.

In the Jazz world, he is well-known as the founder of the '70s band SEAWIND, a group that would go on to forge a groundbreaking synthesis of jazz and contemporary pop music.

As an L.A. studio musician and songwriter, as well as a producer and arranger, Bob has performed and recorded in virtually every area of the industry. He has appeared in concert and on many albums with such artists as Quincy Jones, Herbie Hancock, George Benson, Boz Scaggs, Henry Mancini, Lee Ritenour, The Crusaders, Andrae Crouch, Michel Colombier and many others. His arrangements and performances can be heard on numerous Hollywood Films & TV shows.

Bob is one of the few musicians who's not only a "Jack of all trades" but a Master of many.

MEMO

In addition to four demo songs, the included Zip disk also includes a "User Guide" performance that explains the functionality of the VP-9000 (p. 35), and a "User Hard Check" performance that can be used to check the hardware (*Reference*, p. 162).

Listening to the VP-9000 demos

Making sounds

Resetting the VP-9000 to its factory settings (Factory Reset)

When learning how to use the VP-9000, it's a good idea to reset it to its factory settings to ensure that its operation matches the behavior described in its manuals.
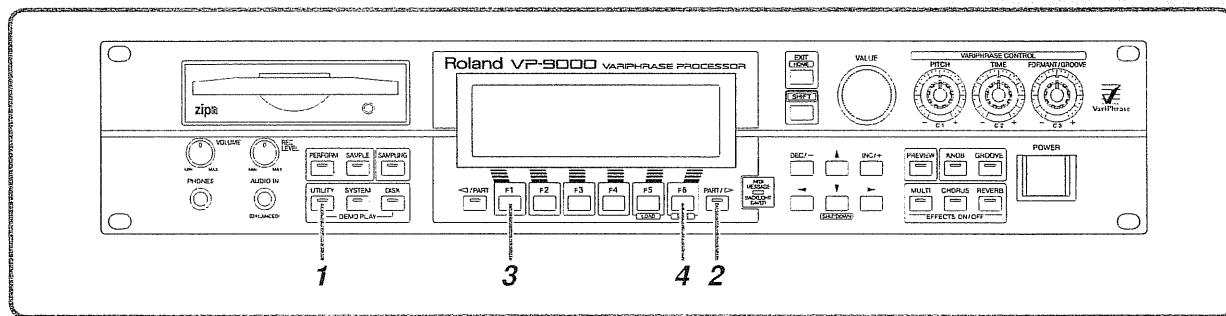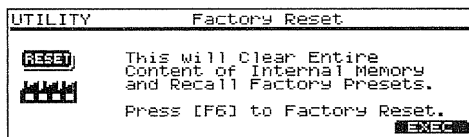

1

Press [UTILITY] to turn on its indicator lamp.

The UTILITY Menu 1 screen is displayed.

2

Press [PART/ ▷].

The UTILITY Menu 2 screen is displayed.

3

Press [F1 (FACTRY)].

The UTILITY Factory Reset screen is displayed.

4

Press [F6 (EXEC)] to execute the Factory Reset.

A "Completed!" message appears and the display returns to the PERFORM Play screen.

NOTE

When you reset the VP-9000, all data stored in its main memory is erased. If there's anything in memory you want to preserve, save it to disk (p. 91) before proceeding.

HINT

When screens at the same level are displayed next to each other, the top right corner of the display shows [◀] or [▶] and the [◁ /PART] or [PART/ ▷] indicator lamp comes on.

MEMO

• To exit the Factory Reset screen without performing a reset, press [EXIT].

• After performing a Factory Reset, you may need to re-adjust the display contrast (p. 19).

Loading data for one piece of music (performance) into the main memory (LOAD)

As described in "VP-9000 Internal Configuration (p. 24)," the data required for playing one piece of music is referred to as a "performance." Let's load a performance to play some music on the VP-9000.
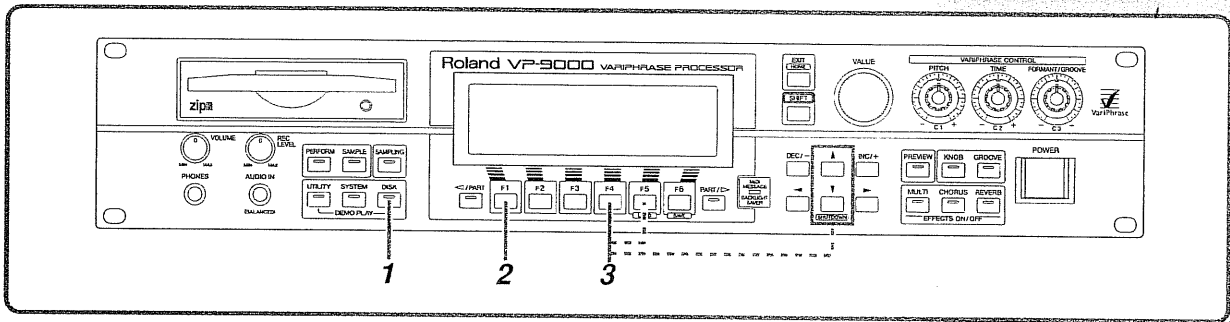
1

Make sure that the Zip disk shipped with the VP-9000 is inserted in the Zip drive, and then press [DISK] to turn on its indicator.

The DISK Menu 1 screen is displayed.

2

Press [F1 (LOAD)], and then [F1 (PERFRM)].

The LOAD/PERFORM screen is displayed. On this screen, you can select a performance to be loaded. In this example, "Demo Phrase Mix" – which we listened to in "Listening to the VP-9000 demos" (p. 26) – is selected.
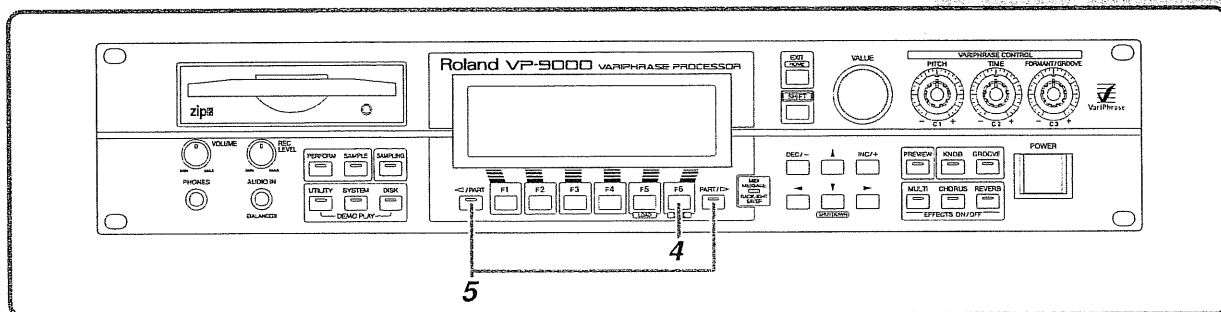
3

After pressing [F4 (◄ CLOSE)], press [▼] or [▲] to move the cursor to "User Guide", and then press [F5 (OPEN ►)].

Make sure that "User Guide" is selected.

HINT
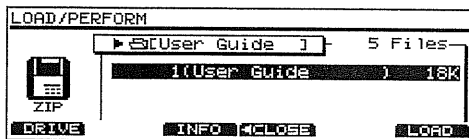
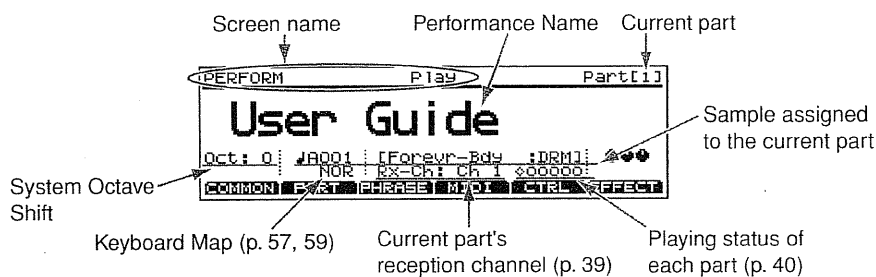When selecting data on the disk, [◄]/[►] functions in the same manner as [F4 (◄ CLOSE)]/ [F5 (OPEN ►)].

4

Press [F6 (LOAD)].

When loading is completed, the display returns to the PERFORM Play screen.

Screen name   Performance Name   Current part

MEMO
* To abort loading before it's finished, press [F1 (ABORT)].

* Information related to a Performance is shown in the PERFORM Play screen.

5

Switch the part by pressing [◁ /PART] or [PART/ ▷].

On the display, you can view the tones (samples) assigned to the parts.

For this performance, the following samples are assigned to the parts:

Part 1:   Drums (A001 Forevr-Bdy :DRM)

Part 2:   Bass (A002 Forevr-Bdys :BS)

Part 4:   Vocal (A004 Forevr-BdyA :VOX)

"NO WAVE DATA" for Parts 3, 5 and 6 indicates that no tone (sample) is assigned to those parts.

NOTE
As stipulated by the composers, samples on the Zip disk included with the VP-9000 have been specially compressed, and thus cannot be loaded by themselves. These samples, however, can be loaded simultaneously as you load your Performances.

Trying out tones/samples (PREVIEW)

On the VP-9000, tones are referred to as "samples."

The Preview feature allows you to try out samples without connecting a MIDI keyboard or a sequencer. Let's listen to the samples we loaded in the previous section.
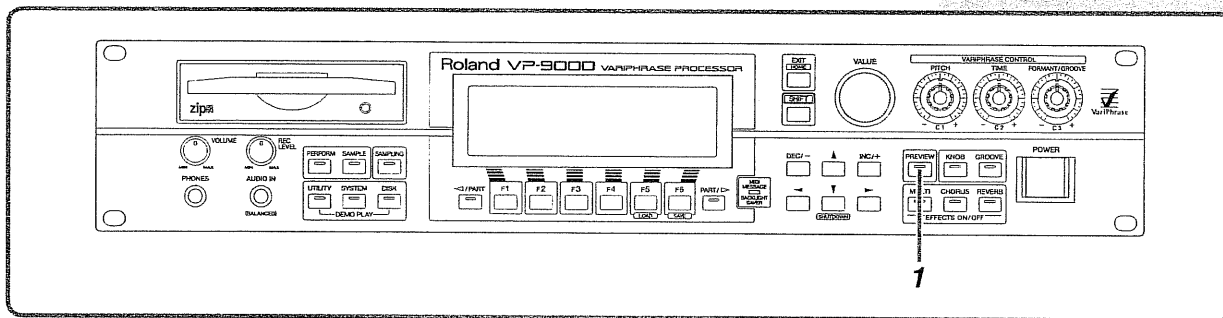
1 Press and hold down [PREVIEW].

The indicator blinks while [PREVIEW] is held down. The three samples for vocal, bass and drums play together.

While the samples are playing, " ○ " and " ◇ " for Parts 1 to 3 are turned into " ● " and " ◆ " on the PERFORM Play screen.

It's likely that each sample in a performance is of a different length.

The vocal and bass parts in this performance are set to stop after sounding once. For the drum part, Loop SW is set to ON so that the sample repeats.
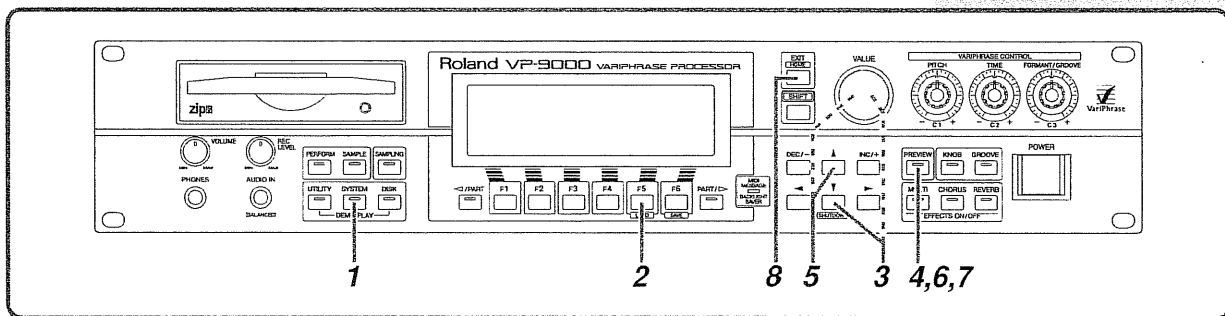
☞

See "Making a sample loop" (p. 55) to learn how to set up Loop Sw.

Setting up Preview mode

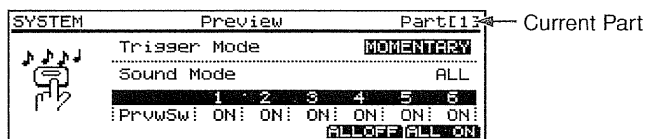You can change how the Preview feature behaves.

1

Press [SYSTEM] to turn on its indicator lamp.

The SYSTEM Menu1 screen is displayed.

2

Press [F5 (PREVIW)].

The SYSTEM Preview screen is displayed.

When Sound Mode is set to ALL, all parts whose Preview Part 1 - 6 switches are set to ON are previewed simultaneously.

In this performance, three parts' samples play simultaneously since they're assigned to Parts 1, 2 and 4 and the Preview Part 1, 2 and 4 switches are set to ON.

When Trigger Mode is set to MOMENTARY, samples only play while [PREVIEW] is held down.

3

Press [▼] to move the cursor to Sound Mode, and then turn the VALUE dial to select SINGLE.

4

Press and hold down [PREVIEW].

When Sound Mode is set to SINGLE, only samples assigned to the currently selected part are previewed.

Press [◁ /PART] or [PART/ ▷] to select the parts and individually preview the samples assigned to each part.

NOTE

If NO WAVE DATA is assigned to a part, nothing will be heard when the part is previewed.

5　Press [▲] to move the cursor to Trigger Mode, and then turn the VALUE dial to select LATCH.

6　Press [PREVIEW] once.

Now the sample assigned to the current part continues to play even after [PREVIEW] is released. While the sample plays in this mode, the indicator lamp blinks.

7　Press [PREVIEW] again.

The sample stops. The indicator lamp stops blinking and stays on.

When Trigger Mode is set to LATCH, sample replay/stop is switched on or off each time [PREVIEW] is pressed.

**8**　Press [EXIT] twice to return to the PERFORM Play screen.

Selecting a MIDI channel

You can play a part's samples from an external MIDI device such as a MIDI keyboard. To do this, the part's MIDI reception channel should be set so that it matches the MIDI transmission channel of the external MIDI device.

Let's set the transmission channel on the external device to Channel 4, and the VP-9000 reception channels for Parts 1 to 6 to Channels 1 to 6, respectively.
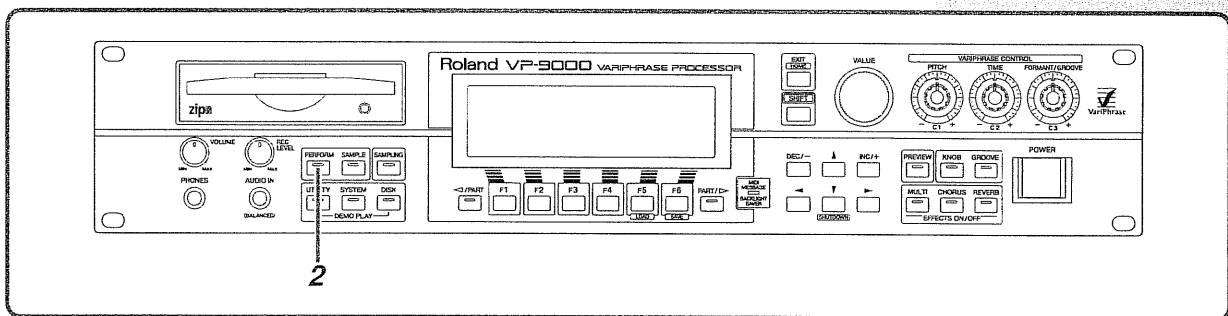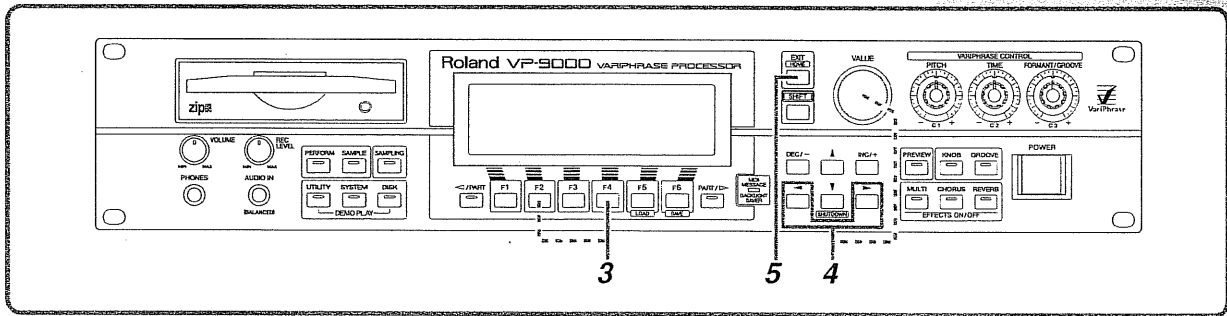

1　Set the data transmission channel on the external device to Channel 4.

Refer to device's operation manual to learn its MIDI setup procedure.

2　Press [PERFORM] to turn on its indicator lamp.

The PERFORM Play screen is displayed.

3

Press [F4 (MIDI)] and then [F2 (RX)].

The PERFORM/MIDI Rx screen is displayed.

4

Press [◄] or [►] to move the cursor to Rx Ch for the respective parts, then turn the VALUE dial to set up MIDI reception as follows:

Part 1 to Channel 1, Part 2 to Channel 2, and so on through Part 6.

5

Press [EXIT] to return to the PERFORM Play screen.

6

Play the MIDI keyboard.

Only the vocal sample assigned to Part 4 is played. This is the part whose reception channel matches the MIDI device's transmission channel.

When you play C4 (Middle C) the vocal sample plays at its original sampling pitch. Play other notes on the MIDI device to see how one sample covers a wide range of keys.

When you play keys (a part receives note-on messages), its " ○ " and " ◇ " on the PERFORM Play screen are turned into " ● " and " ◆ ". The MIDI MESSAGE indicator lamp also lights.

```
   MIDI
 MESSAGE
   ▭
 BACKLIGHT
   SAVER
```

MEMO

Pressing [F6 (► PART)] displays the screen for setting Rx Ch and reception switches (*Reference*, p. 56) for a part.
Press [F6 (► PLT)] to return to the initial screen.

MEMO

When the VP-9000 is initialized to its factory settings, Part 1 is set to Channel 1, Part 2 to Channel 2, and so on through Part 6.
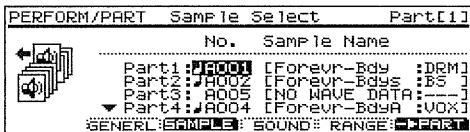
Selecting samples

You can assign different samples to each of the parts. Here we'll assign the A003 guitar sample to Part 3.
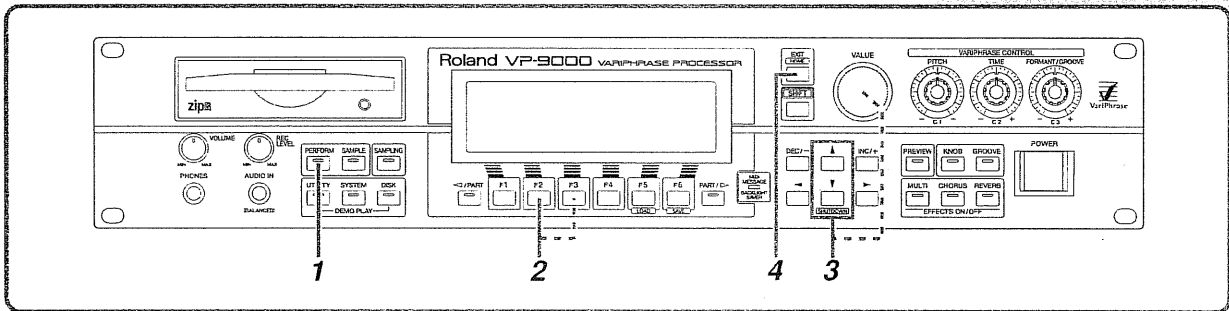

1

Press [PERFORM] to turn on its indicator lamp.

The PERFORM Play screen is displayed.

2

Press [F2 (PART)], and then [F3 (SAMPLE)].

The PERFORM/PART Sample Select screen is displayed.

3

Press [▼] or [▲] to move the cursor to the sample number for Part 3, then turn the VALUE dial to select A003.

Press [PREVIEW] to listen to the sample you've just selected.

4

Press [EXIT] twice to return to the PERFORM Play screen.

A "*" mark appears at the left of the performance name, indicating that its settings have been changed.
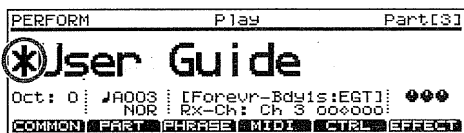
Changing values by large amounts

The VALUE dial – or a combination of [DEC/-] and [INC/+] – allow you to adjust settings, or "values." You can change values by large amounts using the methods described below.

VALUE dial

Changing in steps of 10:   Press the VALUE dial while you turn it.

Changing in steps of 100:   Hold down [SHIFT] while you turn the VALUE dial. In screens for selecting internal samples, the value will change in steps of 128.

Changing in steps of 1000: Hold down [SHIFT], and also press the VALUE dial while you turn it.

[DEC/-] and [INC/+]

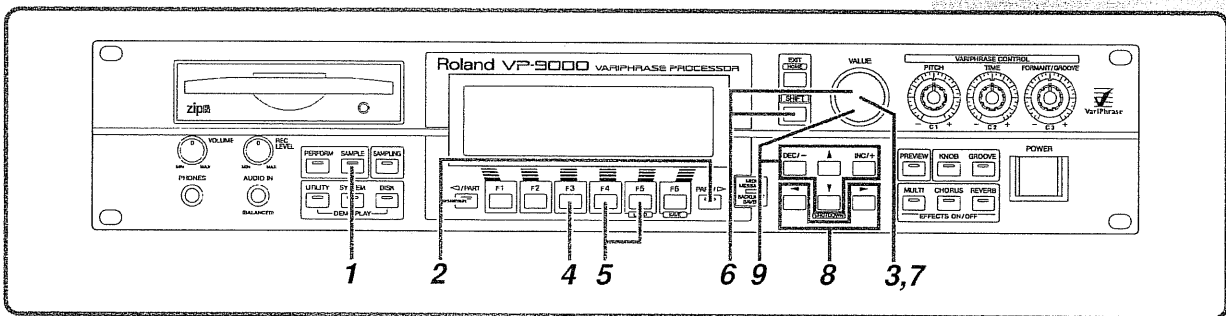To increase the value, press [DEC/-] while pressing down [INC/+].

To decrease the value, press [INC/+] while pressing down [DEC/-].

Selecting from the list

The SAMPLE Play screen's sample list provides a quick way to find a sample. This section describes how to select a sample using the sample list.
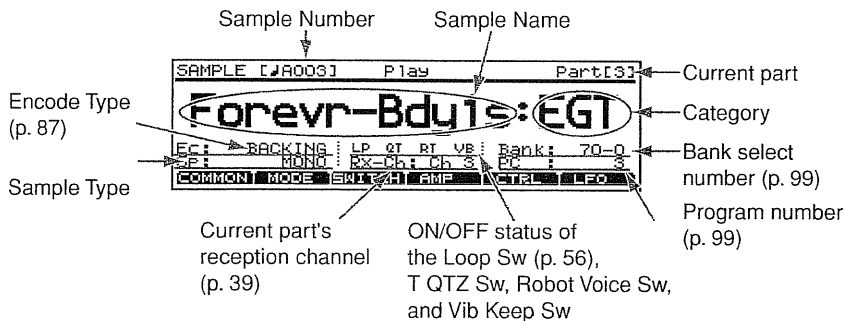

1

Press [SAMPLE] to turn on its indicator lamp.

The SAMPLE Play screen is displayed.

Each sample is represented by a 12-character name, followed by a 3-character category name such as VOX (vocal).
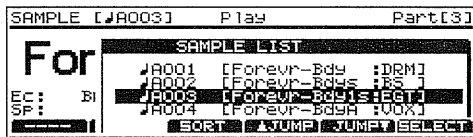
2

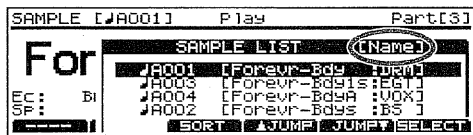Select the part to which you want to assign a sample by pressing [◁ /PART] or [PART/ ▷].

3

Press the VALUE dial.

Four samples are displayed in numerical order, including the currently selected sample.

```
SAMPLE [JA003]    Play          Part[3]
For      ▓▓▓▓▓SAMPLE LIST▓▓▓▓▓▓▓▓
         JA001  [Forevr-Bdy  :DRM]
         JA002  [Forevr-Bdys :BS ]
EC:   BI JA003  [Forevr-Bdy1s:EGT]
SP:      JA004  [Forevr-BdyA :VOX]
▓▓▓▓▓I    SORT  AJUMP  JUMP SELECT
```

4

Press [F3 (SORT)] to sort samples in the VP-9000's memory by name, category or number.

This feature can be very helpful when working with a large number of samples.

```
SAMPLE [JA001]    Play          Part[3]
For      ▓▓▓▓SAMPLE LIST▓(Name)▓
         JA001  [Forevr-Bdy  :DRM]
         JA003  [Forevr-Bdy1s:EGT]
EC:   BI JA004  [Forevr-BdyA :VOX]
SP:      JA002  [Forevr-Bdys :BS ]
▓▓▓▓▓I    SORT  AJUMP  JUMP SELECT
```

5

When samples are sorted by number, press [F4 (▲ JUMP)]/ [F5 (JUMP ▼)] to switch among sample banks A through H.

Number 001 will be selected. When samples are sorted by name or category name, the cursor jumps between samples whose names or category names begin with different characters.
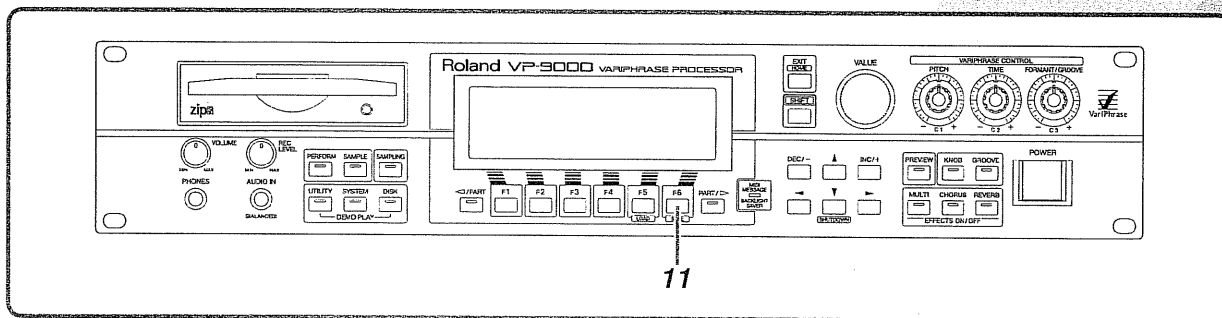
6

Hold down [SHIFT] while you turn the VALUE dial to change the number in steps of 128.

7

You can jump between groups of ten samples by turning the VALUE dial while pressing it down.

8

Press [◄]/[►] to jump samples in units of four.

9

Press [▲], [▼], [DEC/-] or [INC/+], or turn the VALUE dial to move between samples one by one.

11

10 Use any of the methods in Steps 4 to 9 above to move the cursor to the desired sample.

11 Press [F6 (SELECT)].

The sample is selected and the display returns to the SAMPLE Play screen.

HINT

The sample list can also be displayed – and the selection of samples enabled – by pressing the VALUE dial on the PERFORM/PART Sample Select screen.

Modifying samples in realtime (VARIPHRASE CONTROL)

In the previous sections, we've seen how the Variphrase effects work for the demos. Now let's explore them using individual samples. We'll use the data we've already got loaded.

Making sounds in varying pitches, times and voice characteristics (formant)

Try changing the pitch, rate of time expansion/compression, and voice characteristics (formant) for a vocal sample.
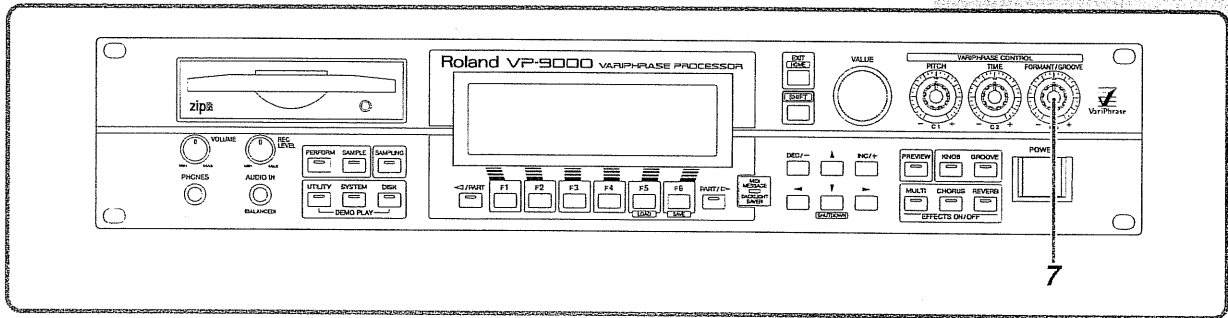

1
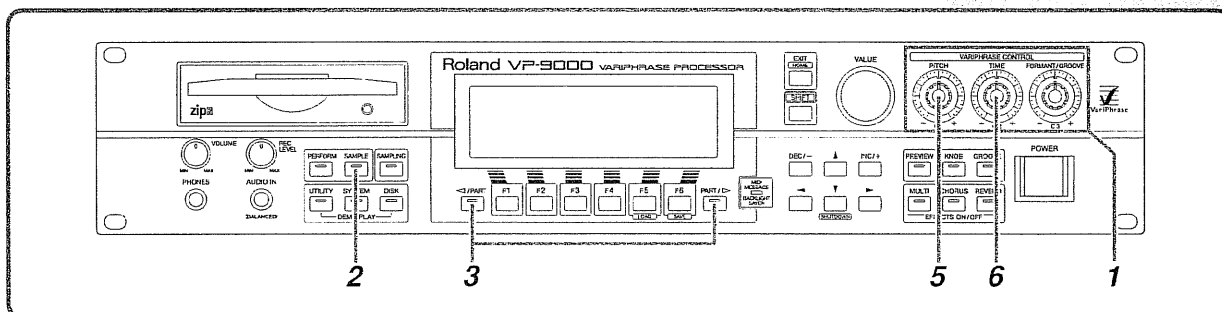
Set the PITCH, TIME, FORMANT/GROOVE knobs to their center positions.

2

Press [SAMPLE] to turn on its indicator lamp.

The SAMPLE Play screen is displayed.

3

Select Part 4 by pressing [◁ /PART] or [PART/ ▷].

4

Play the C4 key on the MIDI keyboard.

When you play C4, you hear Part 4's vocal sample.

5

Turn the PITCH knob while playing the sample.

The sample's pitch changes.

6

Turn the TIME knob while playing the sample.

The sample's speed changes.

MEMO

If no sample plays when you press a key on your MIDI keyboard, refer to "Selecting a MIDI channel" (p. 39) and set Part 4's MIDI reception channel so that it's the same as the keyboard's output MIDI channel.

7

Turn the FORMANT/GROOVE knob while playing the sample.

The voice characteristics (formant) of the sample changes.

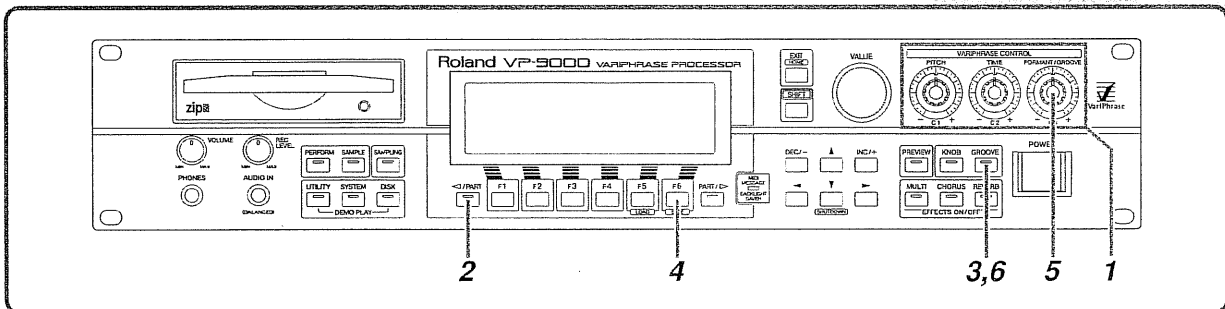Only samples whose encoding type (p. 87) is set to SOLO are subject to formant change.
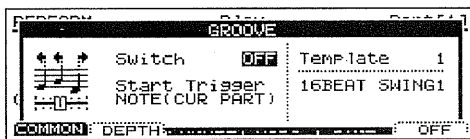
Creating groovy rhythms (GROOVE)

Now we'll add a groove to a rhythm using the drum sample.

1

Set the PITCH, TIME, FORMANT/GROOVE knobs to their central positions.

2

Make sure that the SAMPLE Play screen is displayed, and then press [◁ /PART] to select Part 1.

3

Press [GROOVE] to turn on its indicator lamp.

The GROOVE setup screen is displayed.

4

Press [F6 (OFF)].

This sets Switch to ON. Regardless of the current location of the cursor, you can turn Switch on or off by pressing [F6].

5

Turn the FORMANT/GROOVE knob.

The groove changes. Press [PREVIEW] to play the sample.

6

Press [GROOVE] to return to the SAMPLE Play screen.

Press [PREVIEW] again to stop the sample.

MEMO
If Preview doesn't perform as described, refer to "Setting up Preview mode" (p. 38) to set Sound Mode to SINGLE and Trigger Mode to LATCH.

HINT
Press [▶] to move the cursor to Template, and rotate the VALUE dial to change the template of the groove. When you change the template, the groove will also change.

See "Groove settings ([GROOVE])" (*Reference*, p. 62) for details.

Making changes with one knob

You can change the pitch, rate of time expansion/compression, and voice characteristics (formant) of the vocal part all at the same time by turning a single knob.
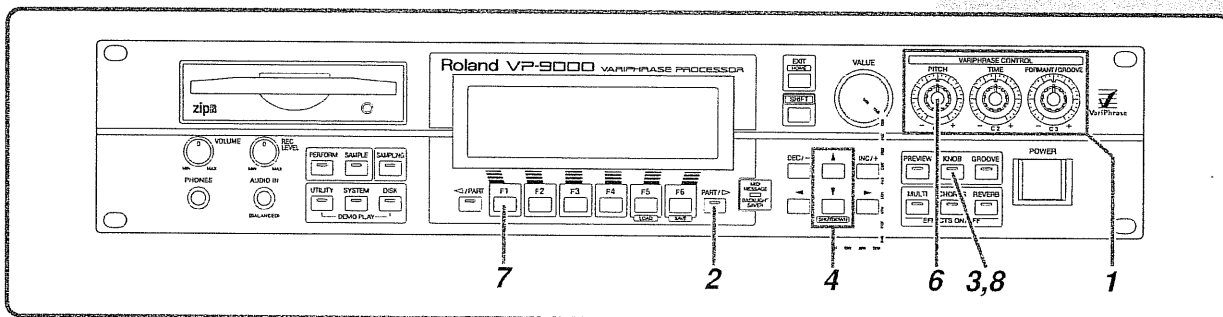
1 Set the PITCH, TIME, FORMANT/GROOVE knobs to their center positions.

2 Make sure that the SAMPLE Play screen is displayed, and then press [PART/ ▷] to select Part 4.

3 Press [KNOB] to turn on its indicator lamp.

The KNOB CONTROL setup screen for Part 4 is displayed.
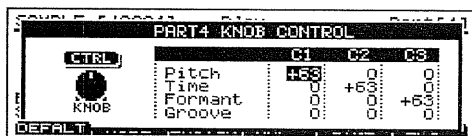
4 Press [▲] or [▼] to move the cursor to the relevant settings item, then turn the VALUE dial to select the following values:

	C1
Pitch Depth	+63
Time Depth	-64
Formant Depth	+63
Groove Depth	0

5

Try the C4 key on the MIDI keyboard.

When you play the key, you hear the vocal sample for Part 4.

6

Turn the PITCH knob while playing the sample.

The pitch, time and formant change simultaneously. Try different Depth
values for each item.

After confirmation, restore the initial state.

7

Press [F1 (DEFALT)].

When you press [F1 (DEFALT)] for a sample whose encoding type (p. 87) is
set to SOLO, the settings shown in the figure below are installed.

8

Press [KNOB] to return to the SAMPLE Play screen.

Getting acquainted with various playing techniques

This chapter describes various types of playing techniques, including playing chords and looping samples on the VP-9000.

We'll try these techniques using the data we've already loaded. To make things simpler, set the PITCH, TIME and FORMANT/GROOVE knobs back to their center positions.

* If there's no performance currently loaded, load one named "User Guide" by referring to "Loading data for one piece of music (performance) into the main memory (LOAD)" (p. 35).

* If no sample plays when you press a key on your MIDI keyboard, refer to "Selecting a MIDI channel" (p. 39) and set Part 4's MIDI reception channel so that it's the same as the keyboard's output MIDI channel.

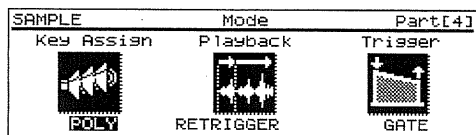## Playing chords in synchronization with the music

When you play two keys in a legato style – so that the second key is struck while the first key's sample is still being played – the sample played by the second key can be automatically synchronized with the sample played by the first key. We'll demonstrate this with the vocal sample.
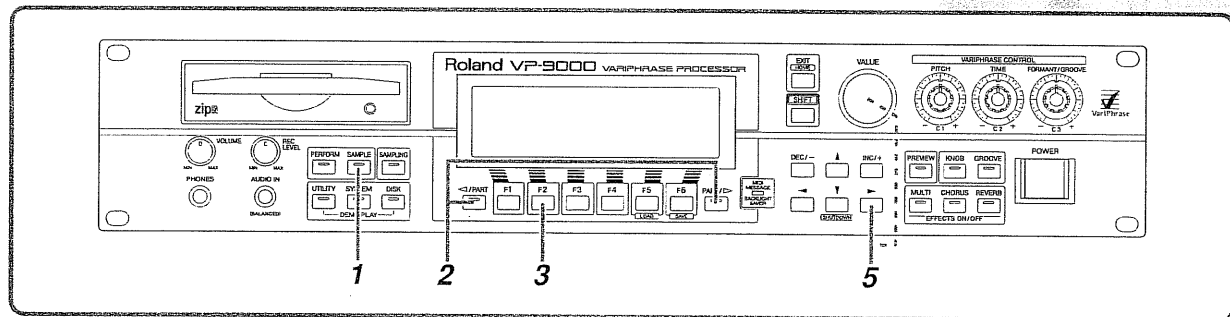
1

Press [SAMPLE] to turn on its indicator lamp.

The SAMPLE Play screen is displayed.

2

Select Part 4 by pressing [◁ /PART] or [PART/ ▷].

3

Press [F2 (MODE)].

The SAMPLE Mode screen for Part 4 is displayed.

4

Play the C4 key on the MIDI keyboard and, without letting go of the key, play E4.

When Playback is set to RETRIGGER, each key's sample starts from its beginning when the key is struck. Therefore, the samples from multiple keys

will only be synchronized if you strike them all at precisely the same instant.

5

Press [▶] to move the cursor to Playback, and then turn the
VALUE dial to select TIME SYNC.

```
SAMPLE              Mode           Part[4]
  Key Assign     Playback         Trigger
      [icon]        [icon]          [icon]
      POLY         RETRIGGER        GATE
```

6

Once again, play the C4 key on the MIDI keyboard and,
without letting go of the key, play E4.

When you play legato while Playback is set to TIME SYNC, the samples are
automatically synchronized with each other, allowing you to play chords in
which all of the samples line up together in time perfectly.

Playing a new melody using a sampled melodic phrase

Taking advantage of the TIME SYNC feature described in the previous
section, let's try playing a new melody using the vocal sample.
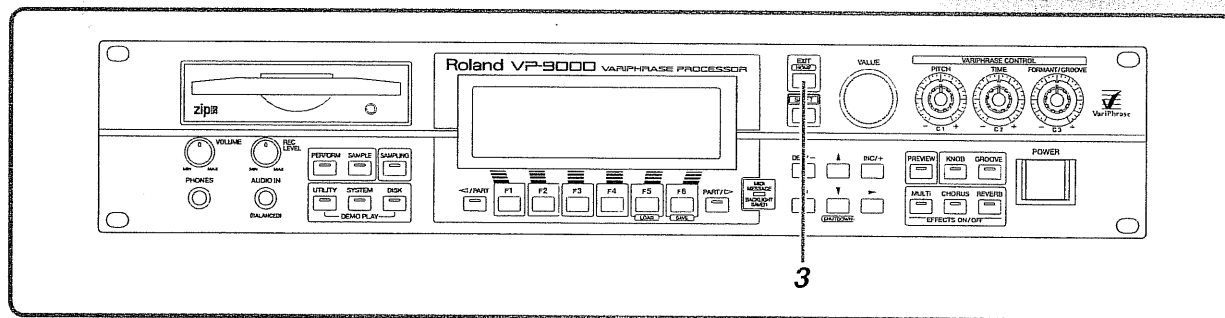
1

Make sure that Playback is set to TIME SYNC on the SAMPLE
Play screen for Part 4.

2

Try playing different keys in a legato style.

It might help to play the keys as if you're pronouncing a word: syllable by
syllable. While playing a melody with one hand, try adding chords with the
other. Be sure to play in a legato style.

NOTE

Hitting any key a second
time causes the sample to
be played from its
beginning.

3

Press [EXIT] to return to the SAMPLE Play screen.

Starting and stopping a sound by pressing a key

In the previous sections, a sample was only heard while its key was pressed down. Now let's try toggling a sound on and off each time a key is struck. As in the previous section, we'll use the vocal sample.
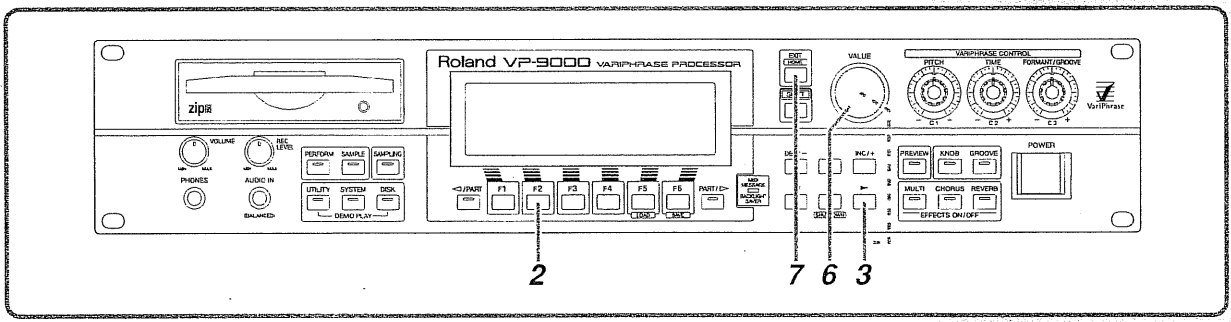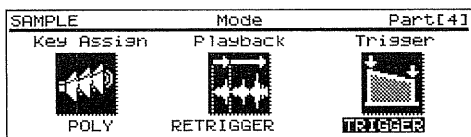

1

Check that the SAMPLE Play screen for Part 4 is displayed.

2

Press [F2 (MODE)].

The SAMPLE Mode screen for Part 4 is displayed.

Trigger is set to GATE. With this setting, the sample is heard only while a key is pressed down.

3

Press [▶] to move the cursor to Trigger, and then turn the VALUE dial to select TRIGGER.

4

Press the C4 key on the MIDI keyboard, and then release it.

When Trigger is set to TRIGGER, the sample is heard even after the key is released.

5

Press C4 again while the sample's still playing.

The sample stops.

MEMO

If you hit the key again after the sample has finished playing, it'll play again from the beginning.
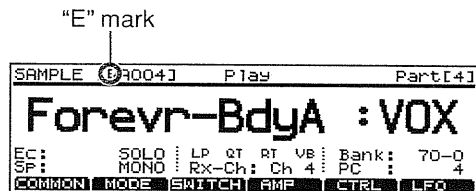
NOTE

The sample does not stop unless the same key is hit again.

6 Turn the VALUE dial to set Trigger back to GATE.

7 Press [EXIT] to return to the SAMPLE Play screen.

A small "E" appears to the left of the sample number.

This indicates that the sample's settings have been changed.

"E" mark

```
SAMPLE (E)0004]     Play              Part[4]

Forevr-BdyA  :VOX

EC:      SOLO : LP QT RT VB : Bank: 70-0
SP:      MONO : Rx-Ch: Ch 4 : PC  :     4
COMMON  MODE  SWITCH  AMP   CTRL  LFO
```

### If a sample continues sounding and will not stop

If you no longer know which key you played, and the sample is "stuck," hold down the [SHIFT] button and press the [PERFORM] button. All notes will stop sounding.

Alternatively, you can designate a key – perhaps the key at the end of the MIDI keyboard, for example – as a Panic Key. If a sample continues to play when you want it to stop, you can press this key to stop it.
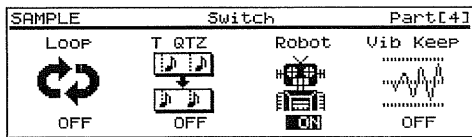
1. Press [SYSTEM].

2. Press [F3 (MIDI)].

3. Press [▲], [▼], [◄] or [►] to move the cursor to Panic Key.

4. Turn the VALUE dial to select a key.

5. Press [EXIT] twice to return to the initial screen.

Making sounds in a robotic voice

The robotic voice feature is available for any samples that use SOLO encoding (p. 87). Let's try it with the vocal sample.
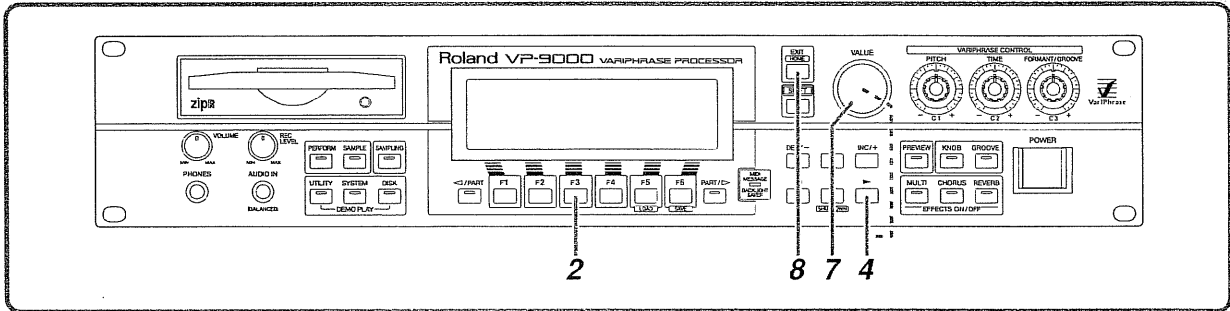
1
Make sure the SAMPLE Play screen for Part 4 is displayed.

2
Press [F3 (SWITCH)].

The SAMPLE Switch screen for Part 4 is displayed.

3
Play the C4 key on the MIDI keyboard.

When Robot is set to OFF, the sample's melody is played normally.

4
Press [►] to move the cursor to Robot, and then turn the VALUE dial to select ON.

```
SAMPLE          Switch          Part[4]
   LooP      T QTZ      Robot    Vib KeeP
    ⟳       [♪ ♪]       ⊞       ⋀⋀⋀
            [♪ ♪]       ⊞⊟
    OFF       OFF        ON        OFF
```

5
Play the C4 key on the MIDI keyboard again.

The robotic voice feature plays all of the notes in the sample's melody at C4.

6
Try playing different keys in a legato style.

All notes are played at the pitch of the key being used.

NOTE
Hitting any key a second time causes the sample to be played from the beginning. Be sure to play keys in legato style.

7

Turn the VALUE dial to set Robot back to OFF.

8

Press [EXIT] to return to the SAMPLE Play screen.

Making a sample loop

When you want to sample something in which a melody is repeated, you can save memory space by sampling the first occurrence of the melody and making it into a loop that plays twice. We'll do this with the guitar sample.
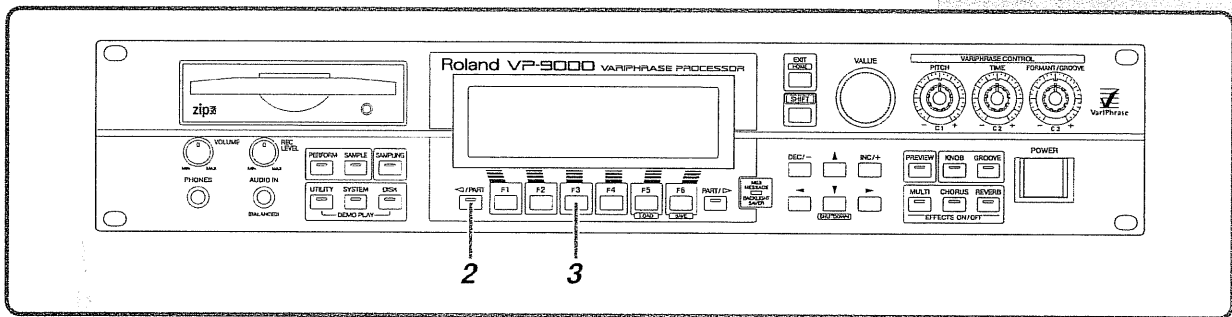
1

Verify that the SAMPLE Play screen is displayed.

2

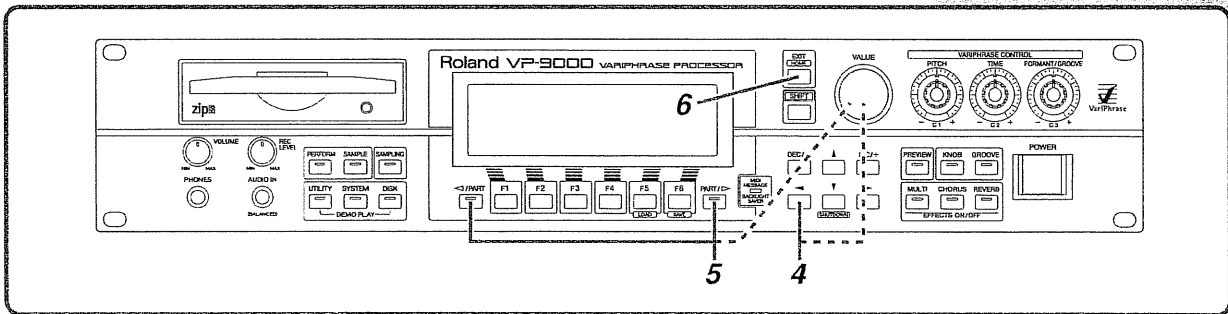Select Part 3 by pressing [◁ /PART].

3

Press [F3 (SWITCH)].

The SAMPLE Switch screen for Part 3 is displayed.

When Loop is set to OFF, the sample is played once and stops. Verify this by pressing [PREVIEW] to play the sample.
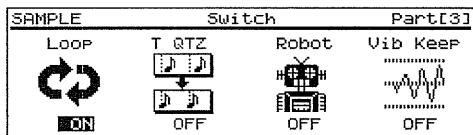
MEMO

If Preview doesn't perform as described, refer to "Setting up Preview mode" (p. 38) to set Sound Mode to SINGLE and Trigger Mode to LATCH.

4

Press [◄] to move the cursor to Loop, and then turn the
VALUE dial to select ON.

When Loop is set to ON, the sample plays back repeatedly in a "loop."
Verify this by pressing [PREVIEW] to play the sample. Press [PREVIEW] to
stop the sample.

Set Loop Sw to ON for Part 2 (bass) and Part 4 (vocal) as well – we'll use
these settings later.

5

Switch the part by pressing [◁ /PART] or [PART/ ▷], and
then turn the VALUE dial to select ON.

6

Press [EXIT] to return to the SAMPLE Play screen.

MEMO
You can also change the
loop switch setting in the
Sample Play screen by
pressing [▲] or [▼].

Dividing a sample and assigning its segments to different keys (Event Map)

You can play each portion of a sample separately by dividing the sample and assigning its segments to different keys. This also allows you to individually loop any segment by setting its Loop to On. Let's use the vocal sample to demonstrate how this works.
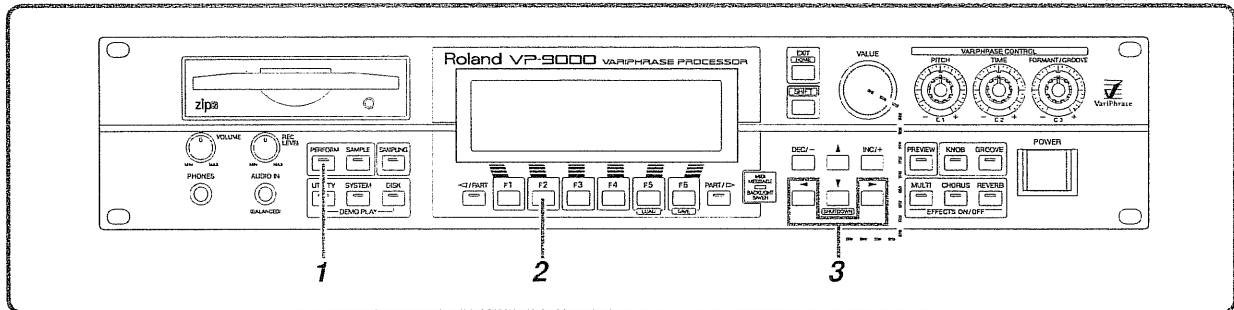
1

Press [PERFORM] to turn on its indicator lamp.

The PERFORM Play screen is displayed.

2

Press [F2 (PART)] and then [F2 (GENERL)].

The PERFORM/PART General screen is displayed.

When Kbd Map (Keyboard Map) is set to NOR (NORMAL), the sample plays at pitches corresponding to the keys you play on the MIDI keyboard.

3

Press [◄] or [►] to move the cursor to Kbd Map for Part 4, and then turn the VALUE dial to select EVT.

When Kbd Map (Keyboard Map) is set to EVT (EVENT), the sample is divided into several segments and assigned to different keys.

4

Beginning with C3, try the keys on the MIDI keyboard, one after another.

With the factory settings, the sample's segments should be assigned to C3 and then to the keys just above it.

MEMO
Pressing [F6 (─► PART)] displays the screen for setting up Keyboard Map, Voice Reserve (*Reference*, p. 51), Tempo Sync (p. 71), Pitch Sync (*Reference*, p. 51) and Octave Shift (p. 75). Press [F6 (─► PLT)] to return to the initial screen.
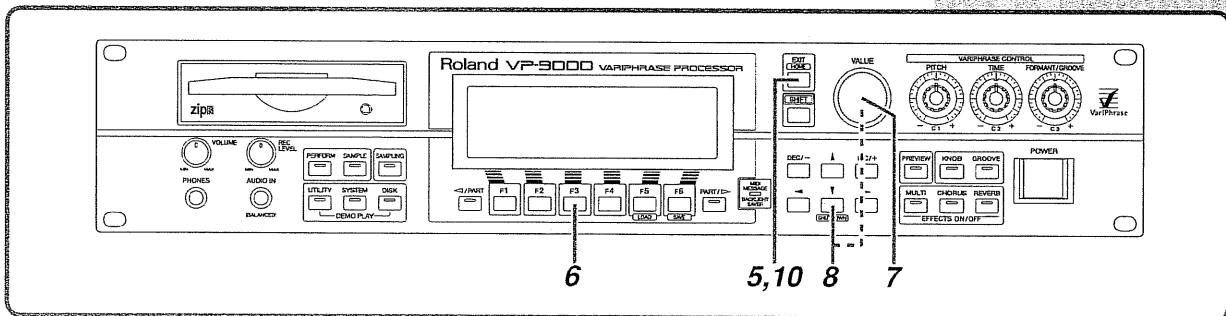
HINT
In any screen on which the cursor is used, you can press [EXIT] while holding down [SHIFT] to move the cursor to the screen's home position.

MEMO
You can freely specify the places at which a sample is divided (*Reference*, p. 131).
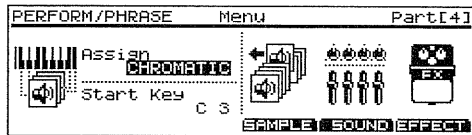
5

Press [EXIT] twice to return to the PERFORM Play screen.

6

Press [F3 (PHRASE)].

The PERFORM/PHRASE Menu screen is displayed.

When Assign is set to CHROMATIC, the divided samples will be assigned consecutively to both the white and black keys, starting at the key location specified by Start Key.

7

Make sure the cursor is on Assign, and then turn the VALUE dial to select WHITE.

When Assign is set to WHITE, the sample's segments are assigned sequentially to all of the white keys above the specified Start Key.

8

Press [▼] to move the cursor to Start Key, and then turn the VALUE dial to select C4.

This selects C4 as the key to which the first segment of the sample is assigned – the Start Key.

9

Try the white keys on the MIDI keyboard sequentially, starting with C4.

Now try playing keys starting with the one after C4.

10

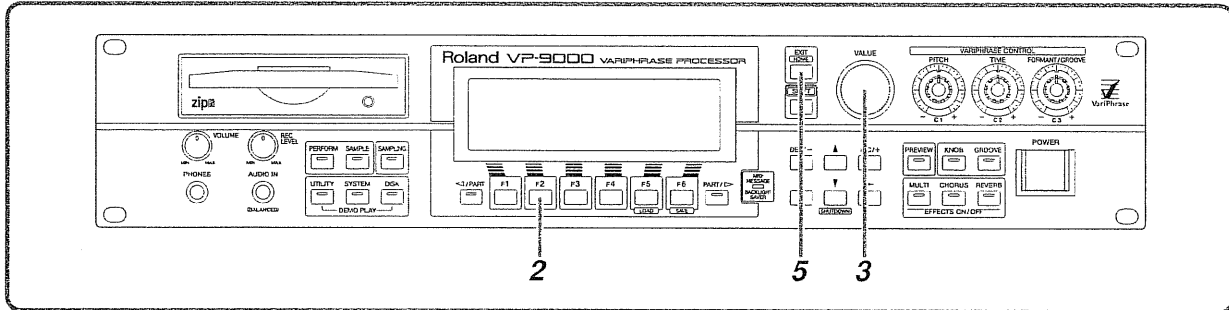Press [EXIT] to return to the PERFORM Play screen.

MEMO

When Assign is set to BLACK, the sample sections are only assigned to black keys.

Playing different samples on different keys (Phrase Map)

On the VP-9000, up to 12 samples can be assigned to different keys in a single part.

We'll set up a Phrase Map for Part 4 so that drums are heard at C4, bass at D4, guitar at E4 and vocal at F4.

1

Make sure the PERFORM Play screen is displayed.

2

Press [F2 (PART)] and then [F2 (GENERL)].

The PERFORM/PART General screen is displayed.

3

Make sure the cursor is on Kbd Map for Part 4, and then turn the VALUE dial to select MAP.

When Kbd Map (Keyboard Map) is set to MAP (PHRASE MAP), samples assigned to Phrase No. 1 to 12 – which we'll discuss later – are assigned to different keys.
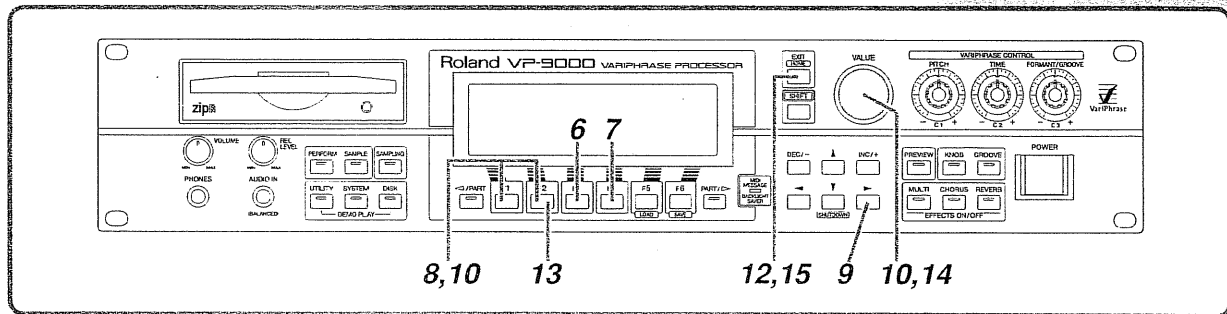

4

Try playing the C4, D4, E4 and F4 keys on the MIDI keyboard, one after the other.

F4 does not produce any sound because NO WAVE DATA is assigned to Phrase No.4.

5

Press [EXIT] twice to return to the PERFORM Play screen.

6

Press [F3 (PHRASE)].

The PERFORM/PHRASE Menu screen is displayed.

Assign and Start Key are enabled when Kbd Map is set to either "EVT" or "MAP." Since Assign was set to WHITE and Start Key to C4 in the previous section, samples assigned to Phrase No. 1 to 12 are assigned sequentially to C4 and the white keys above it.

7

Press [F4 (SAMPLE)].

The PERFORM/PHRASE Sample Select screen is displayed.

On this screen, you can assign samples to Phrases No. 1 to 12.

```
PERFORM/PHRASE  Sample Select    Part[4]
Phrase No ■1   No.     Sample Name
Note 60(C 4)   ♪A001  [Forevr-Bdy  :DRM]

┃┃┃┃┃┃┃┃┃┃┃┃   Tempo Sync              ON
▲C4            Pitch Sync              ON
               Octave Shift             0
               SAMPLE  SOUND EFFECT
```

8

By pressing [F1 (◄–)]/ [F2 (–►)], you can assign samples to Phrases No. 1 to 12.

Make sure that the samples are assigned as follows.

Phrase No.1:   A001 Forevr-Bdy :DRM

Phrase No.2:   A002 Forevr-Bdys :BS

Phrase No.3:   A003 Forevr-Bdy1s:EGT

Since NO WAVE DATA is assigned to Phrase No. 4 to 12, playing F4 or higher will not produce any sound.

Now assign the A004 vocal sample to Phrase No. 4.

9

Press [►] to move the cursor to the sample number.

Getting acquainted with various playing techniques

10   Press [F1 (◄–)]/[F2 (–►)] to switch to Phrase No. 4, and
then turn the VALUE dial to select A004.

Regardless of the cursor position, Phrase No. can be changed by pressing
[F1 (◄–)]/[F2 (–►)].

11   Try playing the F4 key on the MIDI keyboard.

The vocal sample is played.

After checking out the Phrase Map function, set Keyboard Map back to
NORMAL.

12   Press [EXIT] twice to return to the PERFORM Play screen.

13   Press [F2 (PART)] and then [F2 (GENERL)].

14   Turn the VALUE dial to set Kbd Map for Part 4 back to NOR.

15   Press [EXIT] twice to return to the PERFORM Play screen.

HINT

By holding down [SHIFT]
and pressing [F3 (SETALL)],
you can assign the same
sample to all phrase map
numbers. All phrase map
numbers will use the
sample that is assigned to
the currently selected
phrase map number.

See "Playing different samples
from each key (Phrase Map)
([F3 (PHRASE)]) "
(*Reference*, p. 52) for details.

The SAMPLE Play screen with Kbd Map set to MAP

The name of the sample assigned to the currently selected Phrase No. on the
PERFORM/PHRASE Sample Select screen is shown on the SAMPLE Play
screen.

Providing sound effects (MULTI, CHORUS and REVERB)

The VP-9000 provides three independent internal effect channels.

MULTI-EFFECT

This channel can provide 40 different effects, including distortion and rotary effects.

CHORUS

This channel adds depth and dimension to sounds.

REVERB

This channel creates an artificial ambience around the sound.

We'll try these effects using the data already loaded in the main memory. Let's start by setting the PITCH, TIME and FORMANT/GROOVE knobs to their center positions.

* *If no performance is currently loaded, load the performance named "User Guide" by referring to "Loading data for one piece of music (performance) into the main memory (LOAD)" (p. 35).*

* *If Preview does not perform as described in this chapter, refer to "Setting up Preview mode" (p. 38) to set Sound Mode to SINGLE and Trigger Mode to LATCH.*

* *If the samples don't form loops, refer to "Making a sample loop" (p. 55) to set Loop Sw to ON for the respective samples.*

Turning effects on and off

MULTI-EFFECT, CHORUS and REVERB are turned on and off using the SYSTEM settings.

Part 3 is set to use MULTI-EFFECT. Part 4 is set to use CHORUS and REVERB. Listen to these effects while playing the guitar (Part 3) and vocal (Part 4) samples.
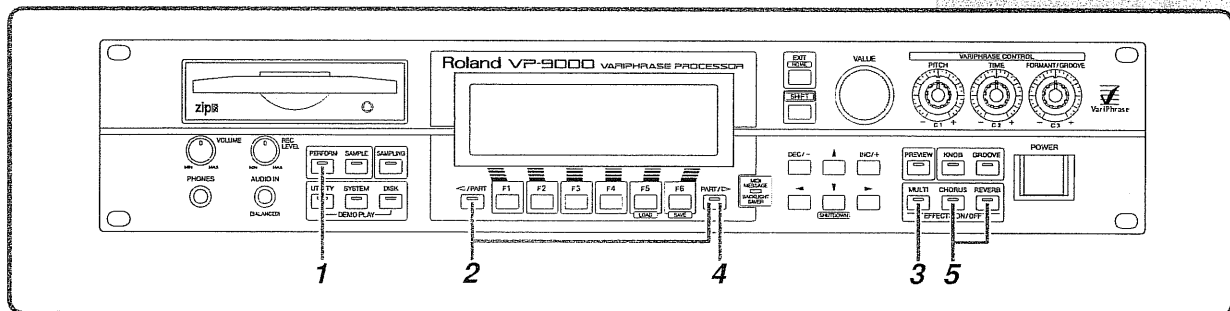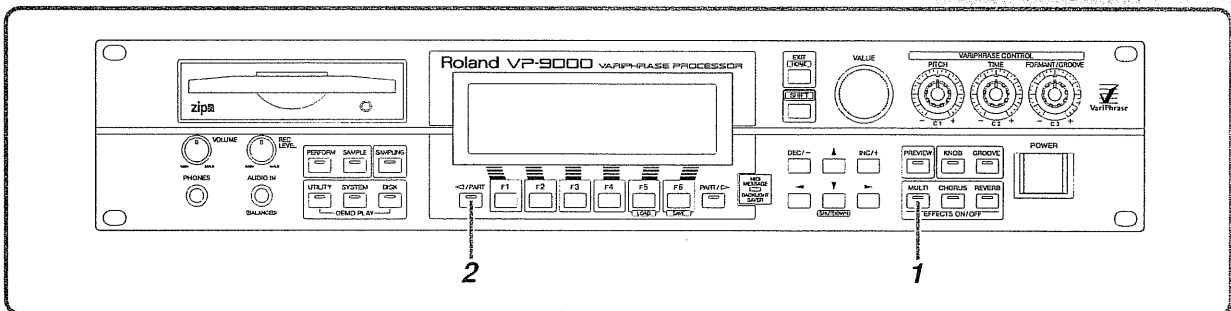

1

Press [PERFORM] to turn on its indicator lamp.

The PERFORM Play screen is displayed.

2

Select Part 3 by pressing [◁ /PART] or [PART/ ▷].

3

Press [MULTI] to turn it on – so that its indicator is on – or off.

Listen to the "STEREO DELAY" effect of MULTI-EFFECT by pressing [PREVIEW] to play the guitar sample.

4

Select Part 4 by pressing [PART/ ▷].

The vocal sample for Part 4 plays.

5

Press [CHORUS] and [REVERB] to turn them on – so that their indicators are on – or off.

You can hear the difference each effect makes by turning [CHORUS] and [REVERB] on and off in turn. Press [PREVIEW] again to stop the sample.
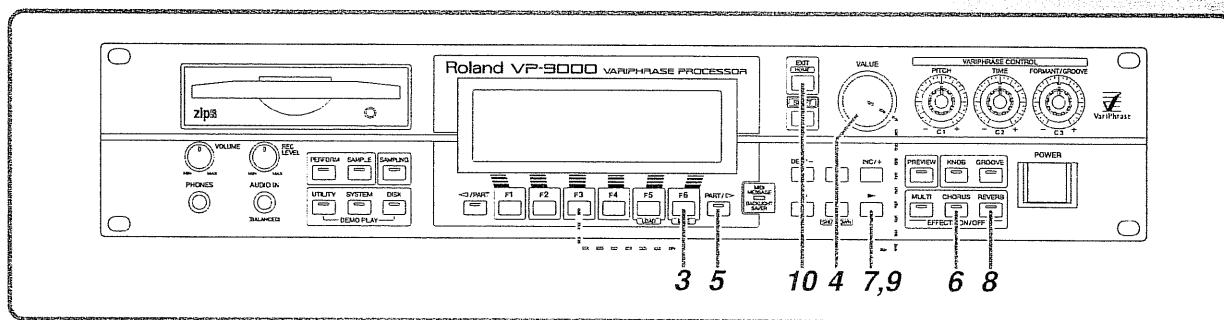
Setting the amount of an effect

You can set the amount of each part's effect. We'll change the amount of the effect while playing the samples used in the previous section.

1

Make sure that the PERFORM Play screen is displayed, and then press [MULTI] to turn on its indicator lamp.

2

Select Part 3 by pressing [◁ /PART].

3

Press [F6 (EFFECT)] and then [F3 (ROUTNG)].

The PERFORM/FX Routing screen for Part 3 is displayed.

4

Make sure the cursor is on MFX for Part, and then turn the
VALUE dial to select a value.

Setting the value to zero disables MULTI-EFFECT and silences the sample
that uses it. Verify this by pressing [PREVIEW] to play the guitar sample.

5

Select Part 4 by pressing [PART/ ▷].

The vocal sample for Part 4 is heard.

The PERFORM/FX Routing screen for Part 4 is displayed.

6

Press [CHORUS] to turn on its indicator lamp.

To make it easier to hear the CHORUS effect, turn off the [REVERB]
indicator.

7

Press [▶] to move the cursor to Cho for Part, and then turn
the VALUE dial to select a value.

8

Press [REVERB] to turn on its indicator.

To make it easier to hear the REVERB effect, turn off the [CHORUS] indicator.

9

Press [▶] to move the cursor to Rev for Part, and then turn the VALUE dial to select a value.

Press [PREVIEW] again to stop the sample.

10

Press [EXIT] twice to return to the PERFORM Play screen.

Setting up the effect configuration and output jacks

The setting of Output Assign on the PERFORM/FX screen allows you to both define the effect configuration for a performance's parts and set up the VP-9000 output jacks.

M-FX: Select this when MULTI-EFFECT is to be used. The original sound is sent to REVERB, CHORUS and MULTI-EFFECT. The REVERB and CHORUS outputs are also sent to the MAIN OUT OUTPUT jacks. You can direct MULTI-EFFECT to the desired output jack by setting up MULTI-EFFECT Output Assign.

MAIN: The original sound is sent to REVERB, CHORUS and the MAIN OUT OUTPUT jacks. The outputs of REVERB and CHORUS are also sent to the MAIN OUT OUTPUT jacks.

DIR1, DIR2: Sounds are sent to the DIRECT OUT 1 or DIRECT OUT 2 jacks. Use these when you wish to send VP-9000 sounds to an external effect processor instead of using the VP-9000's built-in effects.

Output Assign = M-FX
Multi-FX Output Assign = DIR1

Output Assign = DIR2

Sounds routed to the MAIN OUT OUTPUT jacks are also sent to the two digital output connectors.

Switching between effect types
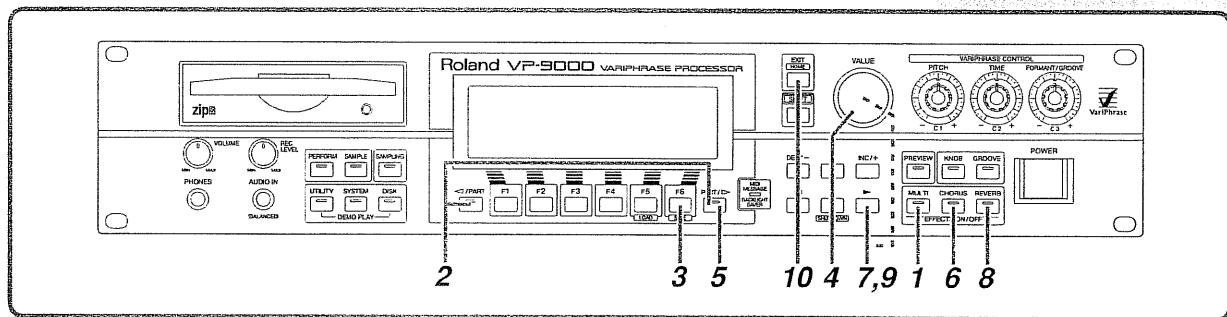
You can use one MULTI-EFFECT, CHORUS and REVERB in each performance.

Change the effects as follows:

MULTI-EFFECT: ST DLY   ->   AD ► CHO

CHORUS: CHO 3   ->   CHO 4

REVERB: ROOM1   ->   HALL1

1

Make sure that the PERFORM Play screen is displayed, and then press [MULTI] to turn on its indicator lamp.

2

Select Part 3 by pressing [◁ /PART] or [PART/ ▷].

3

Press [F6 (EFFECT)].

The PERFORM/FX Menu screen is displayed.

4

Make sure the cursor is on the MULTI-EFFECT type, and then turn the VALUE dial to select "AD ► CHO."

The MULTI-EFFECT type is changed to "ANALOG DELAY + CHORUS." Verify this by pressing [PREVIEW] to play the guitar sample.
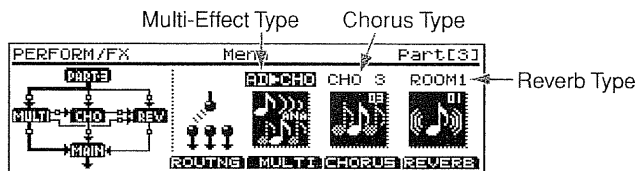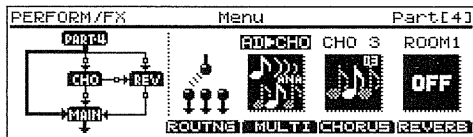
5 Select Part 4 by pressing [PART/ ▷].

The vocal sample for Part 4 plays.

6 Press [CHORUS] to turn on its indicator lamp.

To more easily hear the CHORUS effect, turn off the [REVERB] indicator.
When it's turned off, "OFF" appears on the display.

7 Press [▶] to move the cursor to the CHORUS type, and then
turn the VALUE dial to select "CHO4."

The CHORUS type is changed to "CHORUS4."

8 Press [REVERB] to turn on its indicator lamp.

To more easily hear the REVERB effect, turn off the [CHORUS] indicator.

9 Press [▶] to move the cursor to the REVERB type, and then
turn the VALUE dial to select "HALL1."

The REVERB type is changed to "HALL1." Press [PREVIEW] again to stop
the sample.

10 Press [EXIT] to return to the PERFORM Play screen.

Playing multiple samples at once

This chapter describes how to play two or more samples at the same time.

We'll use the data already loaded in the VP-9000. To make things easier, set the PITCH, TIME and FORMANT/GROOVE knobs to their center positions.

* *If no performance is loaded in the main memory, load the performance named "User Guide" by referring to "Loading data for one piece of music (performance) into the main memory (LOAD)" (p. 35).*

* *If the samples don't form loops, refer to "Making a sample loop" (p. 55) to set Loop Sw to ON for the respective samples.*

Matching the MIDI channels

We'll set the reception channels of Parts 1 to 4 to Channel 4 so that the vocal, bass, drums and guitar samples play at the same time when a key on the MIDI keyboard is struck.

MEMO

Set the transmission channel of the MIDI keyboard to Channel 4.

1
Press [PERFORM] to turn on its indicator lamp.
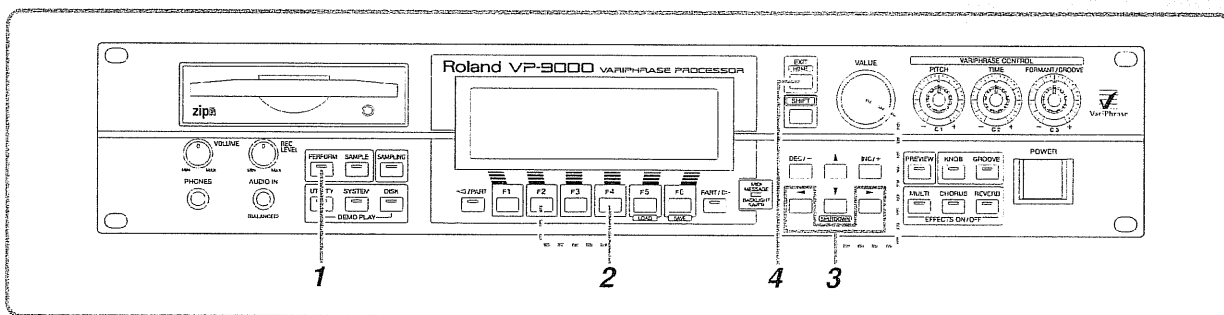
The PERFORM Play screen is displayed.

2
Press [F4 (MIDI)] and then [F2 (RX)].

The PERFORM/MIDI Rx screen is displayed.

3
Press [◀] or [▶] to move the cursor to Rx Ch for the respective parts, and then turn the VALUE dial to set Parts 1 to 4 to Channel 4.

4

Press [EXIT] to return to the PERFORM Play screen.

5

Try playing the C4 key on the MIDI keyboard.

The four samples play together.

Selecting a sample for each part

After setting all of the parts to the same MIDI channel, you can select the desired sample for each part. If you need to, refer to "Selecting samples" (p. 41) for a refresher on selecting samples.

Setting volume, panning and pitch

Let's set the volume level, panning and pitch for each part.
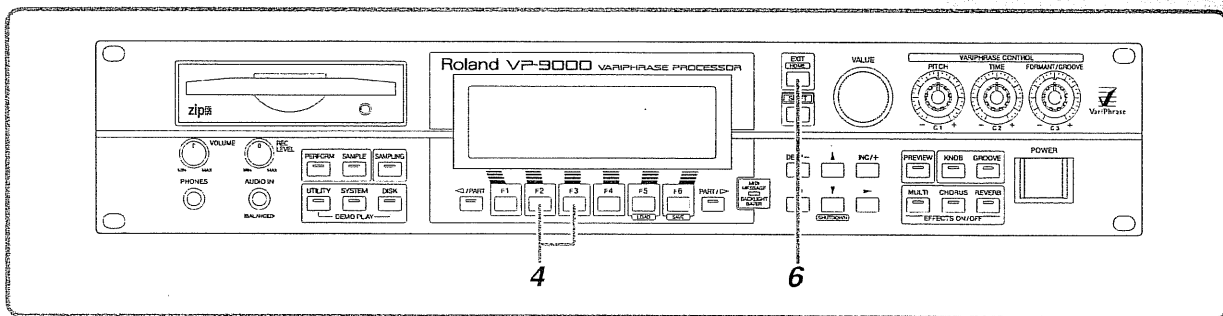

1

Make sure the PERFORM Play screen is displayed.

2
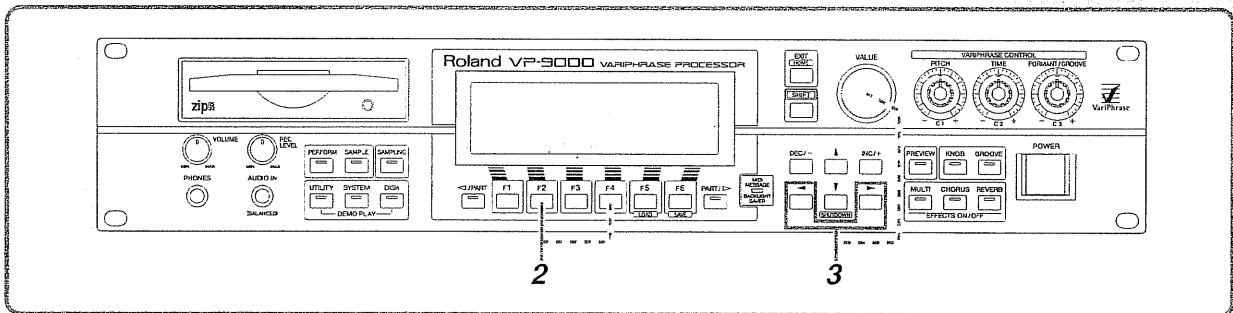
Press [F2 (PART)] and then [F4 (SOUND)].

The PERFORM/PART Level screen is displayed.

3
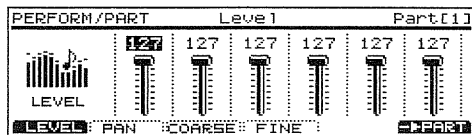
Press [◄] or [►] to move the cursor to Level for each part in turn, and then turn the VALUE dial to adjust the volume balance between the parts.

4

To set up the parts' stereo panning, press [F2 (PAN)]. To set up their pitches, press [F3 (COARSE)].

5

Repeat Steps 3 and 4 to set up the panning and the pitch for each part.

6

Press [EXIT] twice to return to the PERFORM Play screen.

MEMO

Pressing [F6 (─▶ PART)] displays the screen for setting Level, Pan, Coarse Tune and Fine Tune (*Reference*, p. 51) for a part. Press [F6 (─▶ PLT)] to return to the initial screen.

Synchronizing samples with different tempos (Tempo Sync)

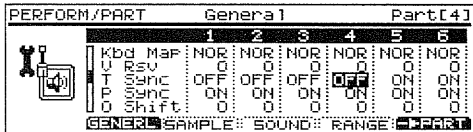This section describes how you can rhythmically synchronize samples that have different sampling tempos.
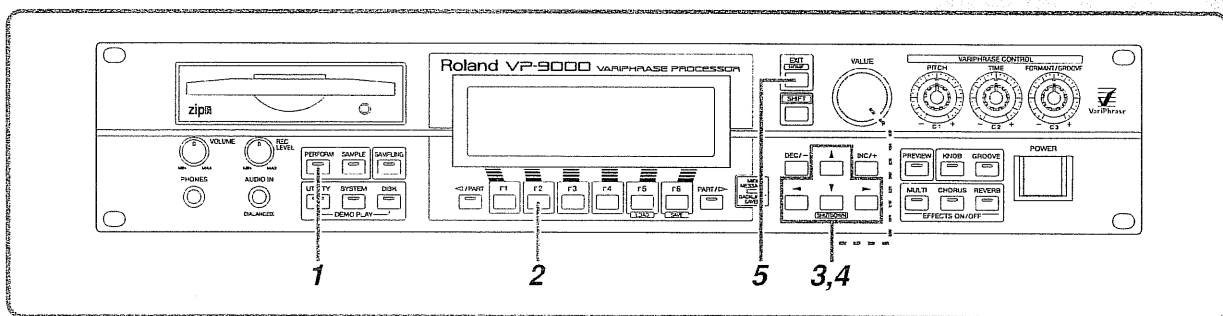
1

Press [PERFORM] to turn on its indicator lamp.

The PERFORM Play screen is displayed.

2

Press [F2 (PART)] and then [F2 (GENERL)].

The PERFORM/PART General screen is displayed.

3

Press [▲], [▼], [◄] or [►] to move the cursor to T Sync (Tempo Sync) for the respective parts, and then turn the VALUE dial to set Parts 1 to 4 to OFF.

Play C4 on the MIDI keyboard. The drum sample plays at a faster tempo than the other samples, and the performance fails to come together as a single, coherent piece of music since the samples have different tempos.

```
PERFORM/PART      General        Part[4]
                1   2   3   4   5   6
  ┃┃ Kbd Map  NOR NOR NOR NOR NOR NOR
  ┃┃ V Rsv      0   0   0   0   0   0
  ┃┃ T Sync   OFF OFF OFF OFF  ON  ON
  ┃┃ P Sync    ON  ON  ON  ON  ON  ON
  ┃┃ O Shift    0   0   0   0   0   0
    GENERAL SAMPLE SOUND RANGE  PART
```

4

Turn the VALUE dial to set Parts 1 to 4 to ON.

When a part's T Sync (Tempo Sync) is set to ON, the sample for that part is synchronized with the setting of the performance's master tempo – we'll describe how to set the performance's master tempo a little later on. Play C4 on the MIDI keyboard again to hear how all of the samples' rhythms are now in sync.

5
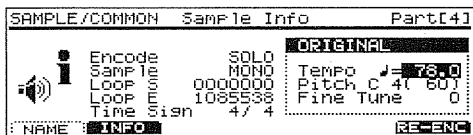
Press [EXIT] twice to return to the PERFORM Play screen.

Identifying the original tempo of a sample

1. Press [SAMPLE] to turn on its indicator lamp.

2. Press [F1 (COMMON)].

The SAMPLE/COMMON Sample Info screen is displayed.

This screen displays information about the sample, such as its encoding type (p. 87), sample type (*Reference*, p. 121), loop point position (*Reference*, p. 126), time signature (p. 86), original pitch (p. 78), and original fine tune (*Reference*, p. 41), as well as its original tempo.

Press [◁ /PART] or [PART/ ▷] to select a part and identify the original tempo of the sample currently assigned to it. Have a look at the samples we're using in the other three parts.

```
SAMPLE/COMMON   Sample Info      Part[4]
                             ORIGINAL
   ┃ i Encode        SOLO
  ◀)) I Sample       MONO    Tempo   ♩= 78.0
       Loop S     0000000    Pitch C 4( 60)
       Loop E     1085538    Fine Tune    0
       Time Sign     4/ 4
    NAME  INFO                      RE-ENC
```

3. Press [EXIT] to return to the SAMPLE Play screen.


MEMO

The original tempo is the reference tempo of the sample used when synchronizing it to the master tempo.
**Example:** A sample whose original tempo is 100
If you set the master tempo to 200 and synchronize the sample, the sample will play back at double the tempo at which it was sampled. If you set the master tempo to 50 and synchronize, the sample will play back at half the tempo at which it was sampled.

Changing the tempo

This section describes how to change a performance's master tempo.
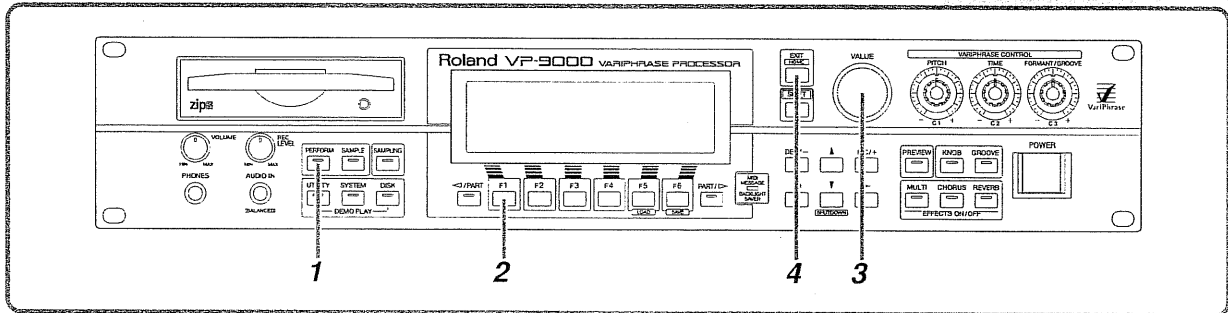
1

Press [PERFORM] to turn on its indicator lamp.

The PERFORM Play screen is displayed.

2

Press [F1 (COMMON)].

The PERFORM/COMMON Tempo & Metronome screen is displayed.

3

Make sure the cursor is on Master Tempo, and then turn the
VALUE dial to change the performance's master tempo.
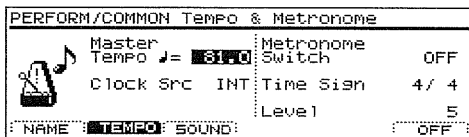
Since Tempo Sync is set to ON for all four parts, all of the samples are
synchronized to this master tempo. You can play C4 on the MIDI keyboard
to verify this.

4

Press [EXIT] to return to the PERFORM Play screen.

Dividing the keyboard and playing a different sample in each range

You can create a performance in which you can play different parts in different areas of the MIDI keyboard. This is accomplished by setting the MIDI reception channels for the parts to the same channel (p. 68) and then setting a specific key range for each part.
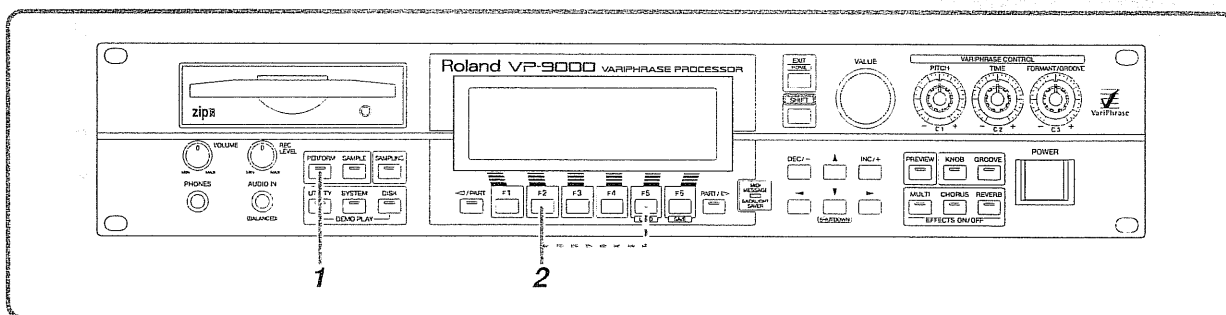
We'll demonstrate this by using the data already loaded in the main memory. To make things simpler, set the PITCH, TIME and FORMANT/GROOVE knobs to their center positions.

* If no performance is currently loaded, load the performance named "User Guide" by referring to "Loading data for one piece of music (performance) into the main memory (LOAD)" (p. 35).

* If the samples don't form loops, refer to "Making a sample loop" (p. 55) to set Loop Sw to ON for the respective samples.
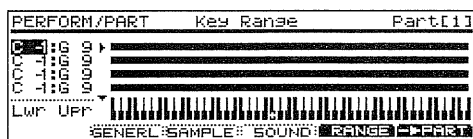
Changing the range of each part (Key Range)

Let's set up Parts 1 and 3 so that they play from C-1 to C4, and Parts 2 and 4 from C#4 to G9.
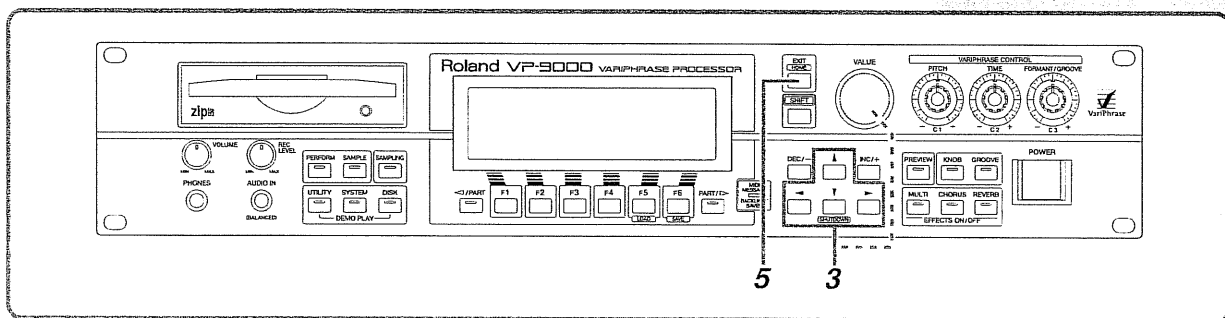

1 Press [PERFORM] to turn on its indicator lamp.

The PERFORM Play screen is displayed.

2 Press [F2 (PART)] and then [F5 (RANGE)].

The PERFORM/PART Key Range screen is displayed.

5   3

3

Press [▲], [▼], [◄] or [►] to move the cursor to the
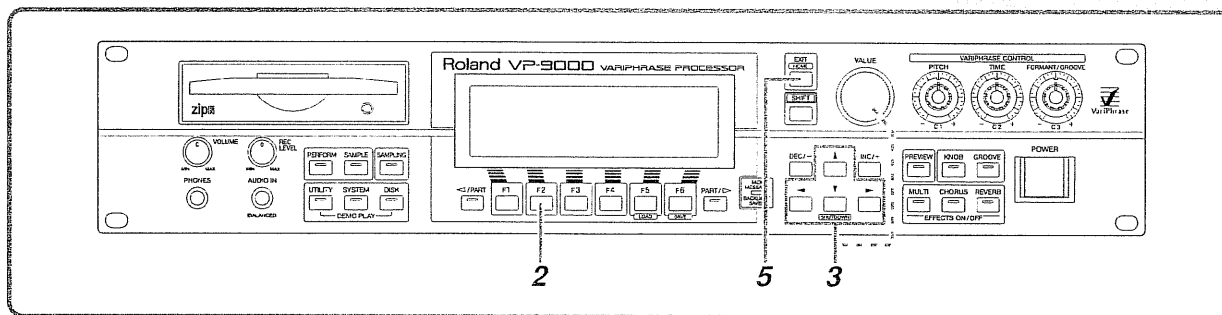relevant setting, and then turn the VALUE dial to set up the
parts as follows:

	Lwr (Lower)	Upr (Upper)
Part 1:	C-1	C4
Part 2:	C#4	G9
Part 3:	C-1	C4
Part 4:	C#4	G9

4

Play the MIDI keyboard to verify that each part plays only in
the key range you've selected.

Playing keys lower than C4 causes the drums and guitar samples to play at
the same time, since they share a common key range.

Playing keys higher than C#4 causes the bass and vocal samples to play at
same time, since they share a common key range.

5

Press [EXIT] twice to return to the PERFORM Play screen.

Changing a sample's pitch in octaves (Octave Shift)

In the previous section, we set Parts 2 and 4 so that they wouldn't play at C4. However, the parts' bass and vocal samples are programmed to play at their original sampling pitches only at C4. You can set Octave Shift for Parts 2 and 4 to "-1" so that playing them at C5 causes them to sound as if you've played C4.

1

Make sure the PERFORM Play screen is displayed.

2

Press [F2 (PART)] and then [F2 (GENERL)].

The PERFORM/PART General screen is displayed.

3

Press [▲], [▼], [◄] or [►] to move the cursor to O Shift (Octave Shift) for Parts 2 and 4, and then turn the VALUE dial to select "-1."

4

Try playing the C5 key on the MIDI keyboard.

The bass and vocals are played at their C4 pitch, one octave lower than they would otherwise sound when played from C5.

5

Press [EXIT] twice to return to the PERFORM Play screen.

75

Trying sampling (SAMPLING)

This chapter describes sampling, editing samples, and preparing samples for use with the VP-9000's Variphrase effects. It also explains how to store samples on a Zip disk.

If there's not enough remaining memory space in your VP-9000, you won't be able to successfully complete the sampling operations described in this chapter. To make sure this isn't the case, refer to "Turning the power off" (p. 21) to turn off the VP-9000's power. When you turn the power on again – following the instructions in "Turning the power on" (p. 18) – the four samples used in the previous sections will have been cleared from the main memory, freeing up the necessary space.

If there's valuable data currently in the main memory, save it to a Zip disk (p. 91) before turning the power off.

MEMO

The maximum sampling time for one sample is 25 seconds stereo or 50 seconds mono. As shipped from the factory (with 8 MB of wave memory), the VP-9000 can sample up to 25 seconds in stereo or 50 seconds in mono. By adding separately sold wave memory to a maximum of 128 MB (four SIMM's, each 32 MB), you can expand the VP-9000 to a total of 136 MB, allowing approximately 7 minutes of stereo sampling or 14 minutes of monaural sampling.

Sampling

The following sections describe sampling from a microphone and from an audio CD.
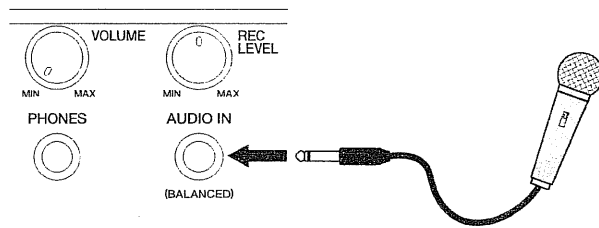
Sampling a voice from a microphone

First, you'll sing a song and sample it.
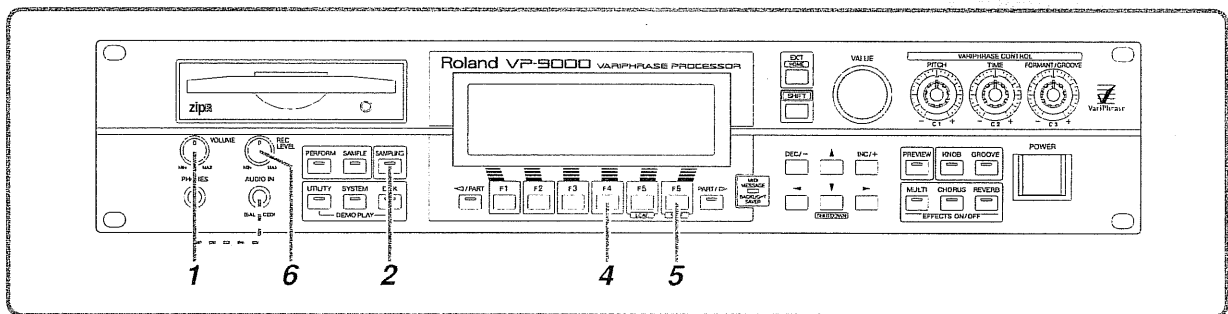
1

Turn down the volume level of any equipment connected to the VP-9000's outputs, and then connect a microphone to the AUDIO IN jack.

After connecting the microphone, re-adjust the volume levels of the VP-9000 and any connected equipment.

NOTE

You'll need a microphone, which you can purchase separately. We recommend using a dynamic-type microphone. The AUDIO IN jack has the following specifications.
Standard input level: -10 dBm (REC LEVEL MIN) – -50 dBm (REC LEVEL MAX);
Maximum input level: +6 dBm (REC LEVEL MIN) – -34 dBm (REC LEVEL MAX);
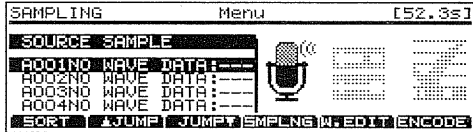Input impedance: 10 kΩ

* *The microphone is active only when the SAMPLING button's indicator is lit and the level meter is displayed to the right of the display (see the screen for Step 6).*

2

Press [SAMPLING].

The SAMPLING Menu screen is displayed.

You can select a sampling location – a sample number – from this screen.

```
SAMPLING          Menu          [52.3s]
SOURCE SAMPLE
A001NO WAVE DATA:---
A002NO WAVE DATA:---
A003NO WAVE DATA:---
A004NO WAVE DATA:---
SORT  ↓JUMP  ↑JUMP SMPLNG W.EDIT ENCODE
```
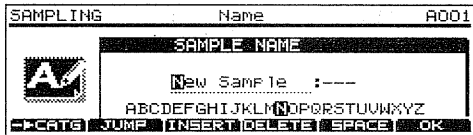
3

Make sure that "A001NO WAVE DATA:—" is selected.

4

Press [F4 (SMPLNG)].

The SAMPLING Name screen is displayed. A sample name and category name, "New Sample :—," are automatically assigned to the sample.
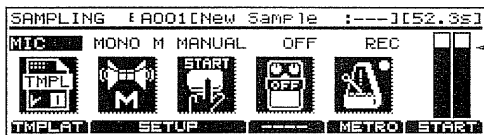
```
SAMPLING          Name          A001
SAMPLE NAME
New Sample :---
ABCDEFGHIJKLMNOPQRSTUVWXYZ
←:CATG JUMP INSERT DELETE SPACE  OK
```

5

Press [F6 (OK)].

The SAMPLING screen is displayed.

6

Turn the REC LEVEL knob on the front panel to adjust the sampling level.
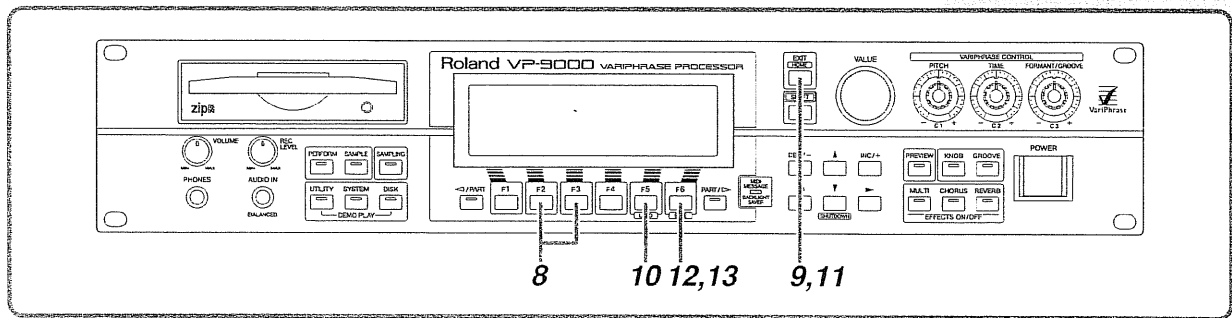
Sing into the microphone.

```
SAMPLING  :A001[New Sample  :---][52.3s]
MIC   MONO M MANUAL   OFF   REC     ◄——— Rec Level Meter
TMPL
M
START
OFF
TMPLAT  SETUP  ----  METRO START
```
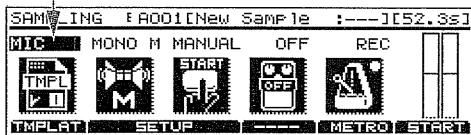
Next, select a sampling template.

7

Make sure "MIC" is selected at the top left corner of the display.

Sampling settings are stored in sampling templates. The VP-9000's memory holds 16 of these templates. The templates allow you to quickly set up the VP-9000 when sampling.

Here we'll use the factory-installed template named "MIC."
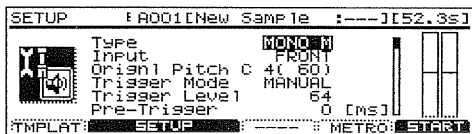
Sampling Template

Now we'll check the settings for sampling with a microphone.

8

Press [F2 (SETUP)] or [F3 (SETUP)].

Pressing either button displays the same SETUP screen. Make sure the settings are as shown on the screen below.

This is a setup for monaural sampling using the AUDIO IN jack on the VP-9000 front panel. Trigger Mode is set to MANUAL, indicating that pressing the [F6 (START)] button starts sampling.

Original Pitch = C4 means that when you play C4, the sample will sound the pitch at which it was sampled.

MEMO

Sampling templates are SYSTEM settings that remain in the VP-9000's memory even after the power is turned off. You can perform a Factory Reset (p. 34) to initialize all of the 16 templates to their original factory settings.
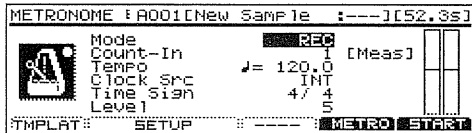
NOTE

Stereophonic sampling cannot be performed using the AUDIO IN jack.

9 Press [EXIT] to return to the SAMPLING screen.

We'll sample with Pre-effect set to OFF.

Next, check the Metronome setting.

10 Press [F5 (METRO)].

The METRONOME screen is displayed. Make sure the setting is as shown on the screen below.

```
METRONOME :A001[New Sample   :---][52.3s]
      Mode             REC
      Count-In           1  [Meas]
      Tempo        ♩= 120.0
      Clock Src          INT
      Time Sign         4/ 4
      Level              5
TMPLAT    SETUP      ----  METRO START
```

The Metronome is set so that it activates only while sampling. Count-In is set to 1 [Meas], which means that sampling starts after the Metronome counts one full bar.

11 Press [EXIT] to return to the SAMPLING screen.

The VP-9000 is now ready to sample.

Let's sample four bars of a medium-tempo song in 4/4 time.

12 Press [F6 (START)].

After the one-bar countoff, start singing into the microphone in time with the Metronome.

The amount of time available for sampling is indicated in seconds in the top right-hand corner of the display.

13 Press [F6 (STOP)] when you've finished singing the four bars.

A "Completed!" message is displayed. You've just sampled audio through a microphone.

Press [PREVIEW] to listen to your just-sampled voice.

Next, try sampling from an audio CD. Proceed to the next section.

MEMO
By using a pre-effect, you can adjust the level of the sound being sampled. There are three pre-effects: compressor, limiter, and noise suppressor (*Reference*, p. 122).

NOTE
Tempo, Clock Src, Time Sign, and Level are Performance parameters. These parameters can also be set in the PERFORM/COMMON Tempo & Metronome screen (p. 72).

MEMO
The SAMPLING screen allows you to adjust some of the settings in a sampling template, including SETUP Type, Input, Pre-effect Type and Metronome Mode.

NOTE
Wave data cannot be played via MIDI immediately after sampling. It must first be encoded (p. 87).

MEMO
If you need to re-do your sample, press [F2 (RETRY)]. What was just sampled is discarded, allowing you to try again.

☞ See "Sampling" (*Reference*, p. 117) for details.

Trying sampling (SAMPLING)

Selecting a sampling location (sample number)

1. Press [F1 (SORT)] to sort the samples in the main memory by name, category or number.

2. When samples are sorted by number, press [F2 (▲ JUMP)]/
[F3 (JUMP ▼)] to switch among sample banks A through H.

Number 001 will be selected. When samples are sorted by name or category name, the cursor jumps between samples whose names or category names begin with different characters.

3. Hold down [SHIFT] while you turn the VALUE dial to change the number in steps of 128.

4. You can jump between groups of ten samples by turning the VALUE dial while pressing it down.

5. Press [◄◄]/[►►] to jump samples in units of four.

6. Press [▲], [▼], [DEC/-] or [INC/+], or turn the VALUE dial to move between sample numbers one-by-one.

**7.** Use any of the methods described above to move the cursor to the desired sampling location.

Sampling from an audio CD

Next we'll try sampling from an audio CD. Locate a CD player, as well as an audio CD you'd like to sample.

The following steps pick up where we left off, just after the "Completed!" message appears in Step 13 above.

NOTE
The law stipulates that you cannot use the contents of audio CDs for any purpose other than personal entertainment without permission.
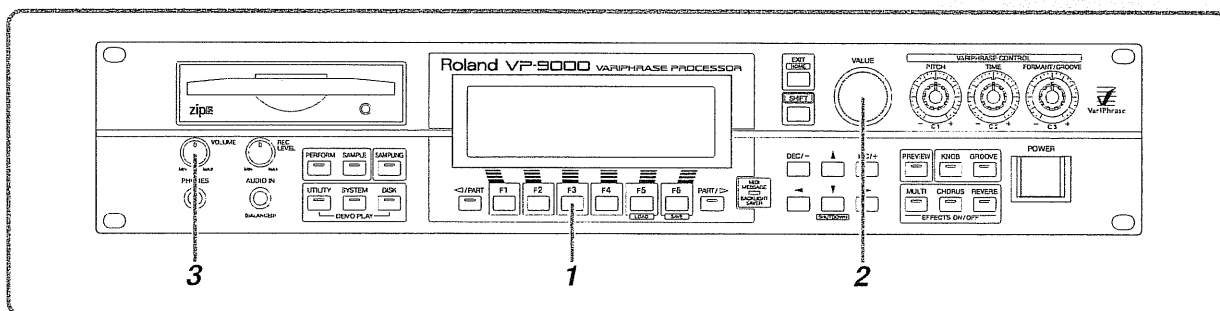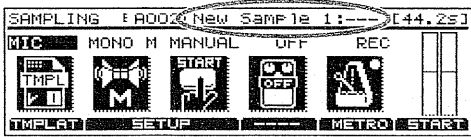

1

Press [F3 (NEXT)].

To continue sampling, press [F3 (NEXT)]. The next unused sample number is automatically selected and a sample name and category name, "New Sample 1:—," assigned to it.

```
SAMPLING  :A002(New Sample 1:---][44.2s]
MIC   MONO M MANUAL   OFF   REC
[TMPL] [M] [START] [OFF] [metro]
[TMPLAT]       [SETUP]    [----] [METRO] [START]
```

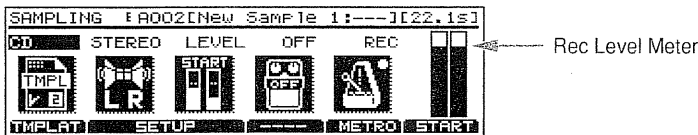Next, we'll select a sampling template, the pre-installed template named "CD."

2

Make sure the cursor is on the sampling template, and then turn the VALUE dial to select "CD."

3

Set the level of any equipment connected to the VP-9000's outputs to a minimum, and then connect the CD player to the VP-9000's STEREO INPUT jacks.

After connecting the CD player, reset the volume levels of the VP-9000 and any connected equipment.

Audio cable

CD Player

4
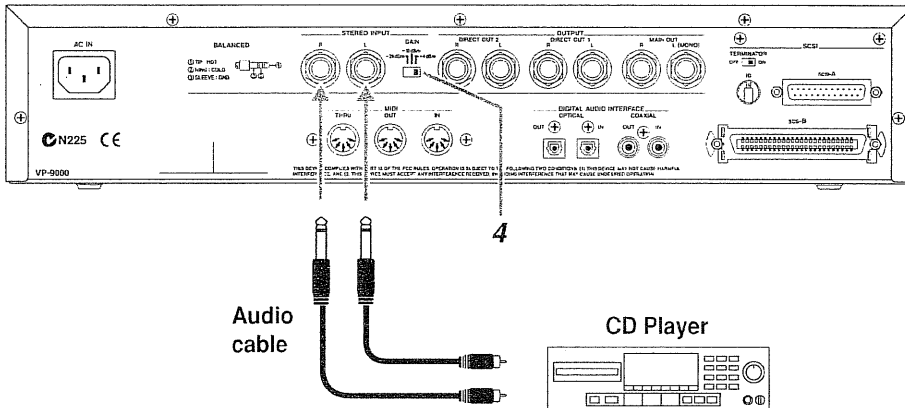
4

Set the GAIN switch on the rear panel to "-10 dB."

Play an audio CD on the CD player.

```
SAMPLING  :A002[New Sample 1:---][22.1s]
CD    STEREO  LEVEL   OFF   REC          Rec Level Meter
[TMPL] [R] [START] [OFF] [metro]
[TMPLAT]       [SETUP]    [----] [METRO] [START]
```

* *The STEREO INPUT jacks are only activated when the SAMPLING button's indicator is on and the level meter is visible to the right of the VP-9000's display.*

MEMO
If the display has returned to the SAMPLING Menu screen, press [▲]/[▼] to select A002, then press [F4 (SMPLNG)]. On the screen for assigning names, re-name the sample to anything other than "New Sample :—."
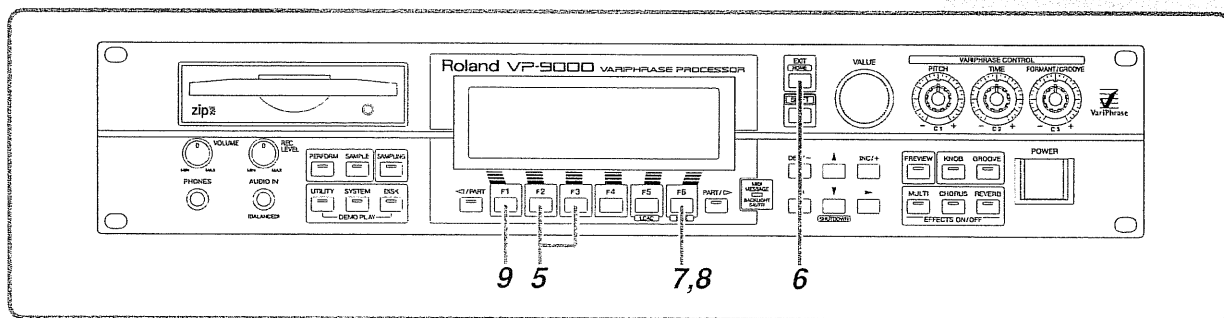
MEMO
If the level is too low, set the VP-9000 GAIN switch to "-20 dB" – if it's too high, set the GAIN switch to "+4 dB."

NOTE
The REC LEVEL knob on the front panel only works with the front AUDIO IN jack. This control has no effect on the STEREO INPUT on the rear panel.

Trying sampling (SAMPLING)

Let's check the settings for sampling via the STEREO INPUT jacks.

5

Press [F2 (SETUP)] or [F3 (SETUP)].

Pressing either button displays the same SETUP screen. Make sure the settings are as shown on the screen below.

This setup allows stereophonic sampling using the STEREO INPUT jacks on the VP-9000 rear panel. Trigger Mode is set to LEVEL, indicating that sampling will start when the level of the input signal exceeds the Trigger Level threshold.

Original Pitch = C4 means that when you play C4, the sample will sound the pitch at which it was sampled.

6

Press [EXIT] to return to the SAMPLING screen.
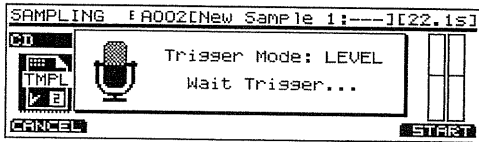
We'll perform sampling with Pre-effect set to OFF.

Now let's try sampling the audio CD. Before sampling, find a section of the audio CD you'd like to sample and pause the CD player at the start of the section.

MEMO

• The SAMPLING screen allows you to adjust some of the settings in a sampling template, including SETUP Type, Input, Pre-effect Type and Metronome Mode.

• Sampling in stereo requires twice as much memory space as in mono, so the available stereo sampling time is half the time available for mono sampling.

7

Press [F6 (START)] so that the VP-9000 begins waiting for input signal.

```
SAMPLING  F A002[New Sample 1:---][22.1s]
CD
┌──┐         Trigger Mode: LEVEL
│TMPL│  🎤        Wait Trigger...
│ 2│
CANCEL                            START
```

When you press Play on the CD player, the audio it produces causes the VP-9000 to begin sampling.

The amount of time available for sampling is indicated in seconds at the top right corner of the display.

8

Press [F6 (STOP)].

A "Completed!" message is displayed. You've just sampled the audio CD. Press [PREVIEW] to listen to what you've sampled.

9

Press [F1 (EXIT)] to return to the SAMPLING Menu screen.

NOTE
Wave data cannot be played via MIDI immediately after sampling. It must first be encoded (p. 89).

MEMO
• If you want to redo your sampling, press [F2 (RETRY)]. The last attempt is discarded, allowing you to try again.

• If the beginning portion of a sample is lost or deleted, set the value for Pre-Trigger in the SETUP screen to something other than 0, then try sampling again. For more information about the Pre-Trigger function, refer to "Setup settings" (*Reference*, p. 121).

Trying sampling (SAMPLING)

Editing wave data

The VP-9000 allows you to edit sampled wave data. You can copy it, divide it and more.

This section describes how to discard unwanted portions of wave data to preserve memory space, and how to set up a sample's tempo and pitch.

Deleting an unwanted portion of a sample

Now let's edit the wave that contains the voice you sampled earlier. Let's cut the unwanted portion from the point where you stopped singing until you pressed [F6 (STOP)].
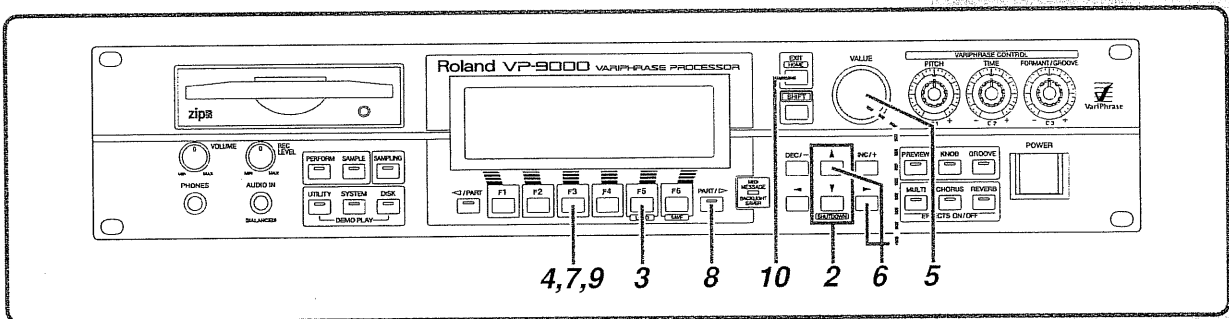
1   Make sure the SAMPLING Menu screen is displayed.

2   Press [▲]/[▼] to move the cursor to "A001New Sample :—."

3   Press [F5 (W.EDIT)].

The WAVE EDIT screen is displayed.
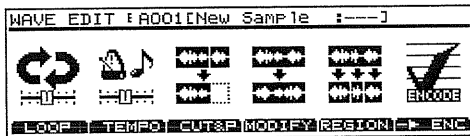
4   Press [F3 (CUT&P)].

The CUT&PASTE screen is displayed.

Press [PREVIEW] to listen to the sampled voice. The sampled wave data plays from the beginning to its end.

> **MEMO**
> When a sample number without wave data is selected, the [F5 (W.EDIT)] icon is displayed in broken lines, indicating that there's no wave data to be edited.

```
CUT&PASTE :A001[New Sample :---]    [►]
Edit Start
     0000000
Edit End
     0358888
Current
     0000000
CURSOR ----- ZERO X ◄ADJST ADJST► UNLOCK
```

Next, we'll select the portion of the sample we want to throw away – this will be any data located between the Edit Start and Edit End points. Currently, Edit Start is positioned at the beginning of the wave data, and Edit End at the end. Data between Edit Start and Edit End is displayed in reverse on the display.

5
Make sure that the cursor is on Edit Start, and then turn the VALUE dial to the right to move Edit Start close to the end of the wave data.

6
After pressing [▲] or [►] to magnify the wave display, rotate the VALUE dial to set Edit Start to the location at which you finished singing.

7
Press [F3 (ZERO X)].

Press [PREVIEW] again. Make sure that your vocal does not extend into the region that will be cut.

8
Press [PART/ ▷].

The next page of the CUT&PASTE screen is displayed.

```
CUT&PASTE ♪A001[New Sample :---] [◄][►]
Edit Start
     0356292
Edit End
     0358888
Current
     0356292
CURSOR ----- CUT TRUNC! COPY CL
```
— Zoom Bar
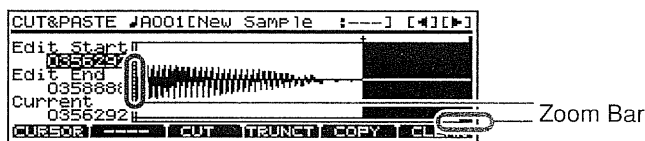
9
Press [F3 (CUT)].

This discards the data between Edit Start and Edit End. Press [PREVIEW] to verify that the unwanted region at the end has been cut.

10
Press [EXIT] to return to the WAVE EDIT screen.

HINT
Pressing [▲], [▼], [◄] or [►] on the wave data display screen lets you scale the displayed height of wave data up or down so that you can view the data with the amount of detail you require.

MEMO
By pressing [F3 (ZERO X)] you can move Edit Start to a location where the wave value is 0. Noise will remain if you cut the wave at a location where the value is other than 0.

☞ See "About the Preview function" (*Reference*, p. 38) for details on previewing samples.

MEMO
The vertical zoom bar indicates the magnification of the wave in the vertical axis. The horizontal zoom bar indicates the horizontal magnification and the Click the location. As the display is magnified, the zoom bar will become narrower.

☞ See "Editing a wave" (*Reference*, p. 124) for details.

Trying sampling (SAMPLING)

Setting a sample's tempo

When you finish editing the wave, set the time signature and the number of measures. These settings will determine the correct tempo.

By setting the time signature and number of measures in this way you can set Original Tempo to the correct tempo, so that it can be played as a loop simultaneously with other samples in synchronization.
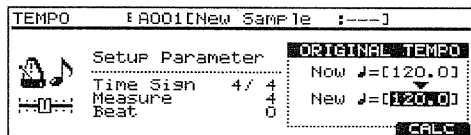
Here's how all this is done.
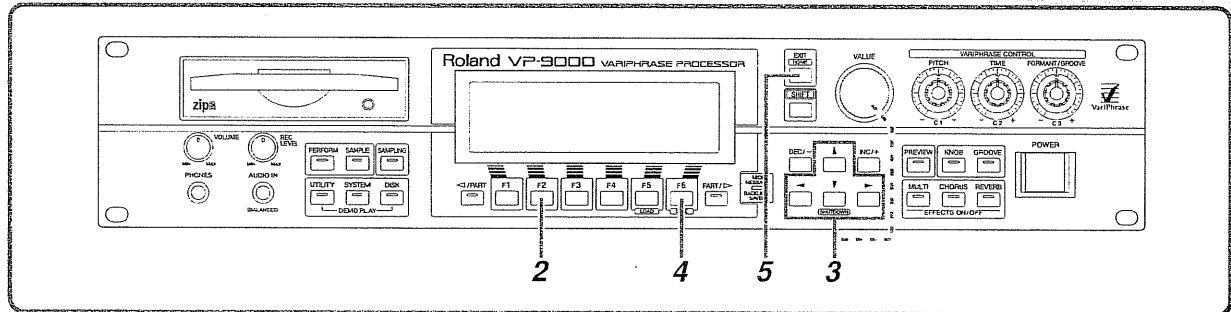
1 Make sure the WAVE EDIT screen for A001 is displayed.

2 Press [F2 (TEMPO)].

The TEMPO screen is displayed.

```
TEMPO      [ A001[New Sample  :---]

       Setup Parameter   ORIGINAL TEMPO
       ...............   Now ♩=[120.0]
       Time Sign    4/ 4
       Measure        4  New ♩=[120.0]
       Beat           0
                            CALC
```

3 Press [▲], [▼], [◄] or [►] to move the cursor to each setting, and then turn the VALUE knob to dial in the following settings:

Time Sign   4/4

Meas   4

Beat   0

4 Press [F6 (CALC)].

The precise tempo will be calculated from the length of the sampled data and from the time signature, number of measures, and number of beats you specified in step 3. This tempo will be displayed at the right of the "New" indication. This sets the precise tempo as the Original Tempo.

5 Press [EXIT] to return to the WAVE EDIT screen.

HINT

In step 3, set the length that you sampled. Since you sampled four measures of singing from a song with a 4/4 time signature, make these settings.

MEMO

The original tempo and pitch that you set up here can be seen on the SAMPLE/COMMON Sample Info screen (p. 71).

# Encoding wave data for use with Variphrase effects and MIDI

Wave data must be "encoded" before you can use realtime Variphrase effects to change its pitch, time, formant and groove. Encoding also allows you to play samples from a MIDI keyboard.

Three types of encoding are available. In this section, we'll encode the wave data of the sampled voice using SOLO encoding, and ENSEMBLE-encode the wave data from the audio CD.
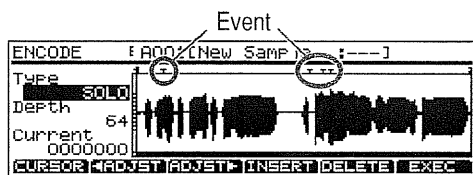
Encoding the voice wave data

Once we've SOLO-encoded the voice wave data, the VP-9000 can change its formant (p. 46). SOLO encoding also allows you to apply the robotic voice feature (p. 54) to the sample.

To SOLO-encode a sample, follow these steps.
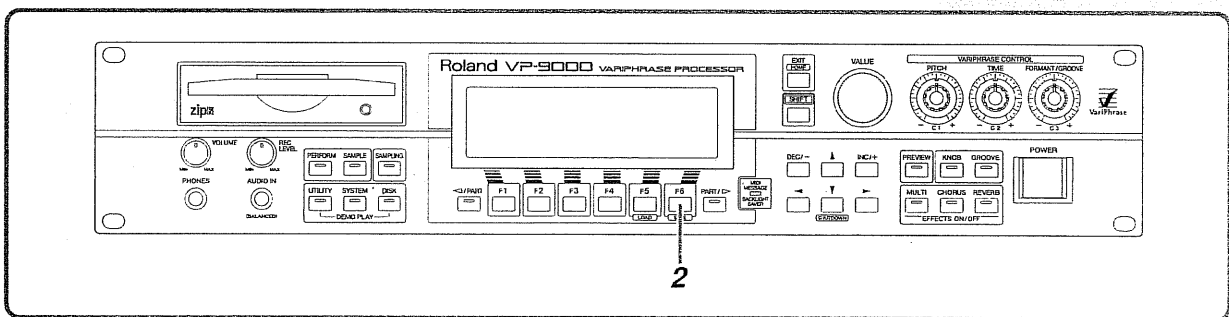
1 Make sure the WAVE EDIT screen for A001 is displayed.

2 Press [F6 (─► ENC)].

The ENCODE screen is displayed.

3 Make sure SOLO is selected for Type.

Encoding is performed with Depth set to 64 without being changed.
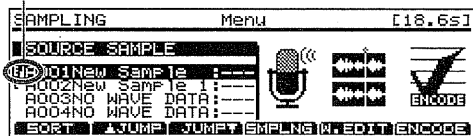
Trying sampling (SAMPLING)

4

4 Press [F6 (EXEC)].

After encoding is completed, the display returns to the SAMPLING Menu
screen.

Encoded wave data is marked " ♩ ."

" ♩ " mark

* *Encoding can take a little while.*

* *To abort the encoding of wave data before it's finished, press [F1 (ABORT)].*

The characteristic of encode types

SOLO: This is suitable for monophonic vocals or monophonic wind
instruments (such as sax, trumpet, or flute). If you encode the
wave using this type, you will be able to control the formant
(p. 46) and use the robot voice function (p. 54). Even if you
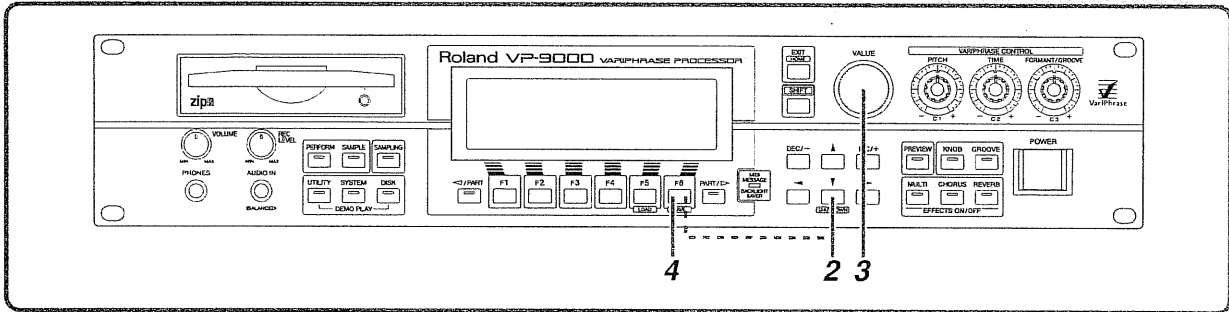encode using SOLO, you can still play the sample
polyphonically.

BACKING: This is suitable for decay-type instruments. It is particularly
suitable for phrases that include instruments with a clear
attack (such as drums, percussion, and guitar chords).

ENSEMBLE: This is suitable for sustain-type instruments. It is particularly
suitable when there are smooth changes in tone (such as choir
or strings). Of the three encode types, this is the type that is
suitable for the widest variety of sounds.

* *If the data is encoded using BACKING or ENSEMBLE, it will not be possible to
use the formant control or robot voice functions.*

NOTE
Encoding information is
destroyed if waves are
edited after encoding, and
the " ♩ " symbol
disappears. In such
instances, re-encode the
data.

☞
See "Converting the wave
to VP-9000 data (Encode)"
(*Reference*, p. 130) for
details.

Encoding the audio CD wave data.

Now we'll encode the audio CD sample using ENSEMBLE encoding.

1

Make sure the SAMPLING Menu screen is displayed.

2

Press [▼] to move the cursor to "A002New Sample 1:—," and then press [F6 (ENCODE)].

The ENCODE screen is displayed.

3

Make sure the cursor is on Type, and then turn the VALUE dial to select ENSEMBLE.

Encoding is performed with Depth set to 64 without being changed.

4

Press [F6 (EXEC)].

After encoding is completed, the display returns to the SAMPLING Menu screen.

Encoded wave data is marked " ♩."

" ♩" mark
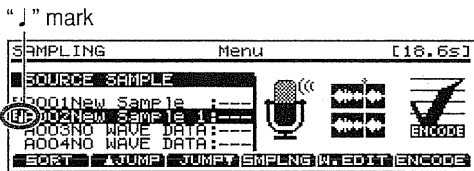
* Encoding can take a little while.

* To cancel the encoding procedure before it finishes, press [F1 (ABORT)].

MEMO
When a sample number without wave data is selected, the [F6 (ENCODE)] icon is displayed in broken lines, indicating that there's no wave data to be encoded.

NOTE
Encoding information is destroyed if waves are edited after encoding, and the " ♩ " symbol disappears. In such instances, re-encode the data.

See "Converting the wave to VP-9000 data (Encode)" (Reference, p. 130) for details.

Trying sampling (SAMPLING)

Playing sampled sounds

After the samples have been encoded, you can play the MIDI keyboard to try them out.

1
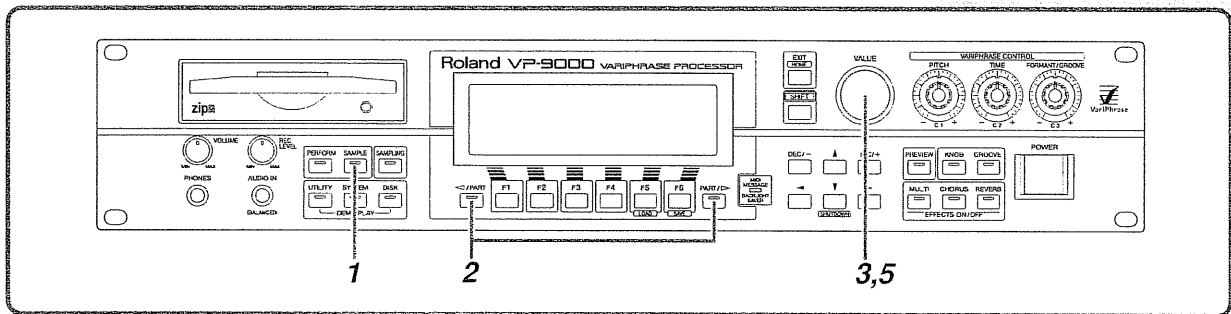
Press [SAMPLE].

The SAMPLE Play screen is displayed.

2

Select Part 1 by pressing [◁ /PART] or [PART/ ▷].

3

Turn the VALUE dial to select "A001New Sample :—."

4

Try playing the C4 key on the MIDI keyboard.

Try other pitches as well. Verify that the sample's pitch, time and formant can be changed by turning the three VARIPHRASE CONTROL knobs.

5

Turn the VALUE dial to select "A002New Sample 1:—."

6

Try playing the C4 key on the MIDI keyboard.

Now you can experiment with playing the audio CD sample.

NOTE

Set the transmission channel of the MIDI keyboard to Channel 1.

NOTE

The FORMANT/GROOVE knob won't change the formant of the audio CD sample, since its wave data has been encoded using ENSEMBLE instead of

Saving samples on a Zip disk

When you turn off the VP-9000, all samples and performances stored in its main memory are erased. To preserve your samples, save them on a Zip disk before powering down the VP-9000.

A performance that has not been saved is marked "*" and an un-saved sample is marked "E." These marks disappear once the performance or sample has been safely stored on a Zip disk.
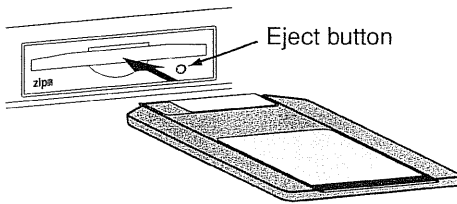
Formatting a Zip disk

You'll need to re-format a newly purchased Zip disk or a Zip disk that's been used with other equipment before you can save VP-9000 performance or wave data.

NOTE
- In order to avoid erasing the factory demo data, do not format the Zip disk shipped with the VP-9000.
- Formatting causes all the contents of a disk to be erased. Make sure you're ready to erase any disk before proceeding with formatting.
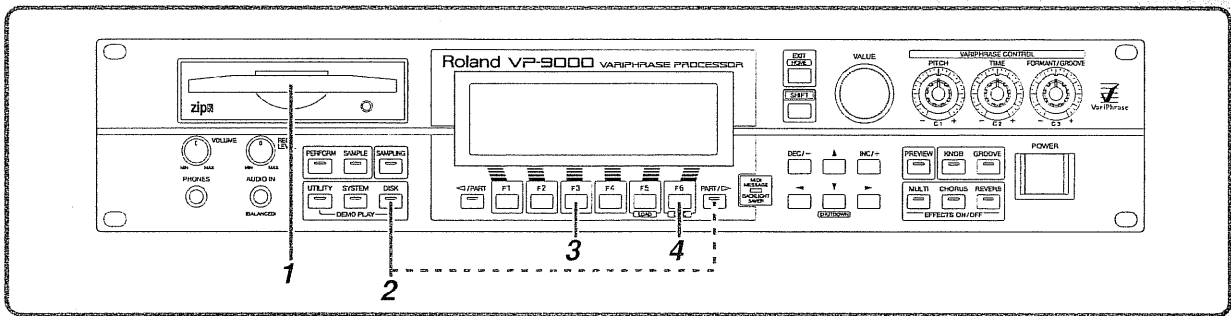
1

Insert a Zip disk into the Zip drive.

Eject button

MEMO
Both 100 MB and 250 MB Zip disks can be used. 100 MB Zip disks take approximately twice as long to save data as a 250 MB disk, so we recommend that you use 250 MB Zip disks.

2

Press [DISK] and then [PART/ ▷].

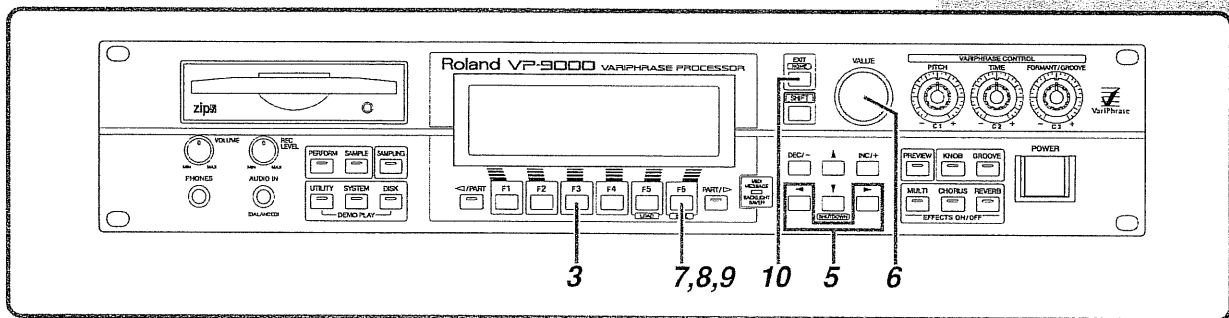The DISK Menu 2 screen is displayed.

3

Press [F3 (FORMAT)].

The FORMAT screen is displayed.

4

Press [F6 (QUICK)].

The screen for assigning a name or label to the disk is displayed.

5

Press [◄]/[►] to move the cursor to the first character position of the disk name you want to use.

6

Turn the VALUE dial to select the desired character.

You can use up to 11 characters to assign any name to the disk.

[F2] to [F4] make name-creation easy:

[F2 (JUMP)]:   Pressing the knob displays characters A, 0 and $, in that order.

[F3 (INSERT)]:   Inserts a space at the current cursor position.

[F4 (DELETE)]:   Deletes a character at the cursor position and moves the following characters to the left.

7

When you've finished entering the disk's name, press [F6 (FORMAT)].

The "Are you sure you want to format the disk?" confirmation message appears.
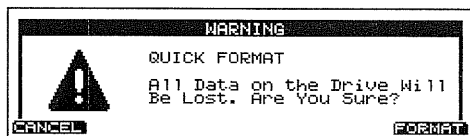
If you want to abort formatting, press [F1 (CANCEL)].

8

Press [F6 (FORMAT)] to execute the formatting procedure.

After formatting is completed, a "DISK Format Completed!" message appears.

9

Press [F6 (ACCEPT)] to return to the FORMAT screen.

HINT

When you press the VALUE dial, the cursor will move one step to the right. This is convenient when you wish to assign the name using only the VALUE dial.
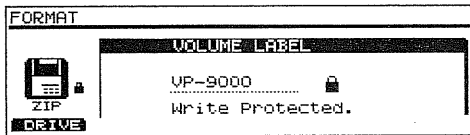
10

Press [EXIT] twice to return to the initial screen.

If a "Write Protected." message is displayed on the FORMAT screen

This message indicates that the disk is write-protected. Use the following procedure to turn Protect OFF before formatting.

```
FORMAT
              VOLUME LABEL
   ┌──┐
   │  │ 🔒   VP-9000       🔒
   └──┘      Write Protected.
   ZIP
  DRIVE
```

1. Press [EXIT] to return to the DISK Menu 2 screen.

2. Press [F5 (PRTECT)].

3. Press [F6 (PRTECT)].

   Protect is now set to OFF.

4. Press [EXIT] and then [F3 (FORMAT)] to return to the FORMAT screen.

Saving (Save)

Saving samples

You can save the sample assigned to the currently selected part. Let's change the name and category of the voice sample and save it as "My Vocal :VOX" on a Zip disk.

1
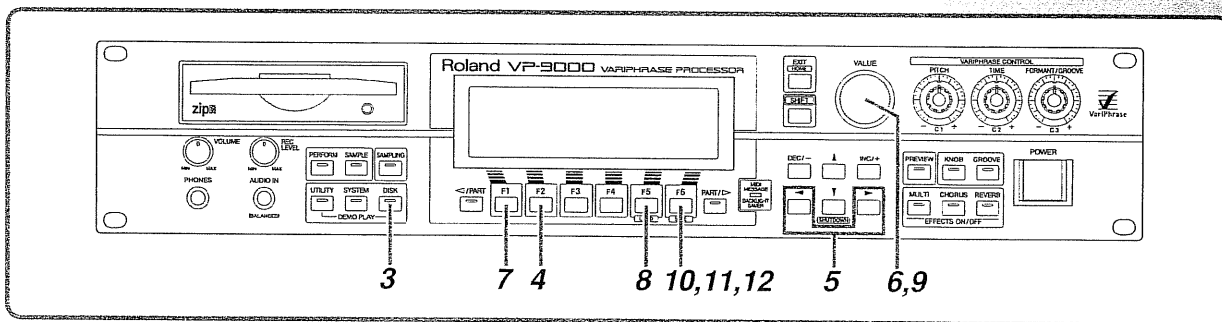
Press [SAMPLE].

The SAMPLE Play screen is displayed.

2
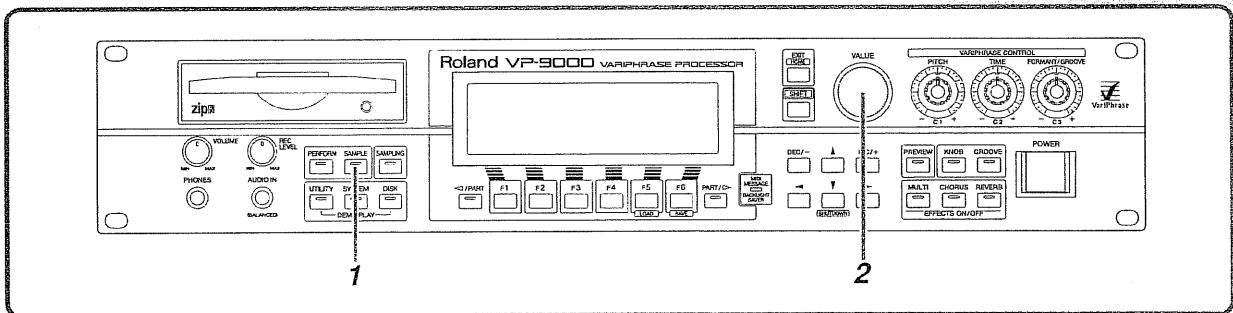
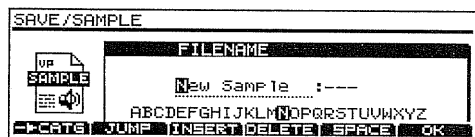Turn the VALUE dial to select "A001New Sample :—."

3

Make sure there's a formatted Zip disk in the drive, and then press [DISK].

The DISK Menu 1 screen is displayed.

If the DISK Menu 2 screen is displayed, press [◁ /PART].

4

Press [F2 (SAVE)] and then [F2 (SAMPLE)].

The screen for assigning names is displayed.

5

Press [◄]/[►] to move the cursor to the name's first character position.

6

Turn the VALUE dial to select the desired character.

Up to 12 characters can be used for a name.

[F2] to [F5] combined with [▲] and [▼] make name-creation easy:

[F2 (JUMP)]: Pressing the knob displays characters A, a, O and !, in that order.

[F3 (INSERT)]: Inserts a space at the current cursor position.

[F4 (DELETE)]: Deletes a character at the cursor position and moves the following characters to the left.

[F5 (SPACE)]: Inserts a space at the cursor position.

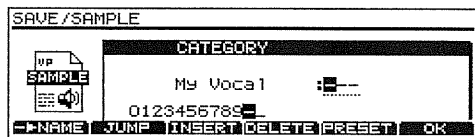[▲]: Converts lower case characters to upper case.

[▼]: Converts upper case characters to lower case.

HINT

When you press the VALUE dial, the cursor will move one step to the right. This is convenient when you wish to assign the name using only the VALUE dial.

7 When you've finished entering "My Vocal," press
[F1 (➤ CATG)].

The screen for assigning a category is displayed.

```
SAVE/SAMPLE
          CATEGORY
  VP
 SAMPLE    My Vocal    :■--
           0123456789■
 ➤NAME JUMP INSERT DELETE PRESET OK
```

8 Press [F5 (PRESET)].

A pre-installed list of categories is displayed.

9 Turn the VALUE dial to select VOX.

10 Press [F6 (OK)].

The category list closes.

11 Press [F6 (OK)].

You've finished assigning a name and category to the sample.

The screen for selecting a location where the sample is to be stored is
displayed. If you wish to abort the saving operation, press [EXIT].

```
SAVE/SAMPLE        (My Vocal    :VOX)
    VP-9000ZIP
 ▣  ----- No Available File ------
 ZIP
 DRIVE                          SAVE
```
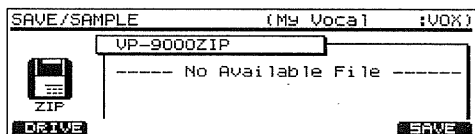
12 Press [F6 (SAVE)] to execute the storing of the sample onto the
Zip disk.

After saving is completed, the display returns to the SAMPLE Play screen.

MEMO
You can also create a new
three-letter category using
the same method you used
for naming the sample.

☞
See "Assigning a sample
name and category"
(*Reference*, p. 27) for
category details.

☞
See "Saving performance /
samples / system settings"
(*Reference*, p. 141) for
details.

Trying sampling (SAMPLING)

Changing a sample name

When a performance is saved, all of the samples currently stored in the main memory are saved – except for samples that have no wave, and samples with a name that is not valid for saving. However, a sample cannot be re-named during the saving of a performance. To save a sample under a different name and a different category, you must change its name and category prior to saving the performance.

Let's change the name and category of the audio CD sample to "Audio CD :—."

> **NOTE**
> It is not possible to save a sample with the following names.
> • "NO WAVE DATA:—" (Uppercase and lowercase characters are not distinguished)
> • A name consisting of twelve spaces (any category)
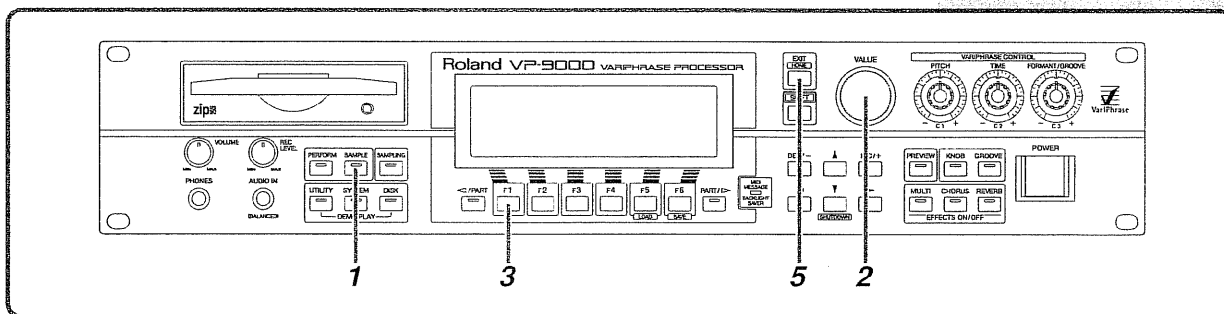
1

Press [SAMPLE].

The SAMPLE Play screen is displayed.

2

Turn the VALUE dial to select "A002New Sample 1:—."

3

Press [F1 (COMMON)] and then [F1 (NAME)].

The SAMPLE COMMON Name screen is displayed.
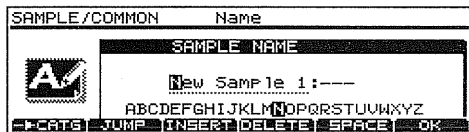
4

Follow Steps 5 to 11 in the previous section to designate "Audio CD   :—." as the sample's name and category.

5

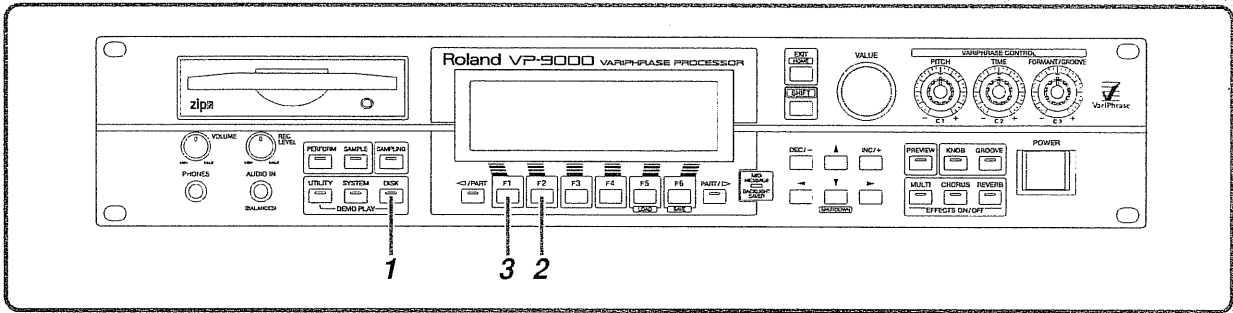Press [EXIT] to return to the SAMPLE Play screen.

Saving a performance

Now we'll save a performance, pretending that the voice and CD samples are data belonging to a single piece of music. We'll use "MY PERFORMANCE" as the performance name.

1

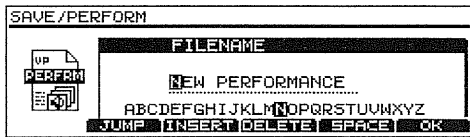Make sure there's a Zip disk in the Zip drive, and then press [DISK].

The DISK Menu 1 screen is displayed.

2

Press [F2 (SAVE)].

The DISK Save Menu screen is displayed.

3

Press [F1 (PERFRM)].

The screen for assigning names is displayed.

```
SAVE/PERFORM
┌─────────────────────────────┐
│        FILENAME             │
│  VP                         │
│ PERFRM  NEW PERFORMANCE     │
│         ABCDEFGHIJKLMNOPQRSTUVWXYZ │
│  JUMP  INSERT DELETE SPACE  OK │
└─────────────────────────────┘
```

4

Following Steps 5 and 6 in "Saving samples" (p. 94), name the performance "MY PERFORMANCE."

Trying sampling (SAMPLING)

7 5,6
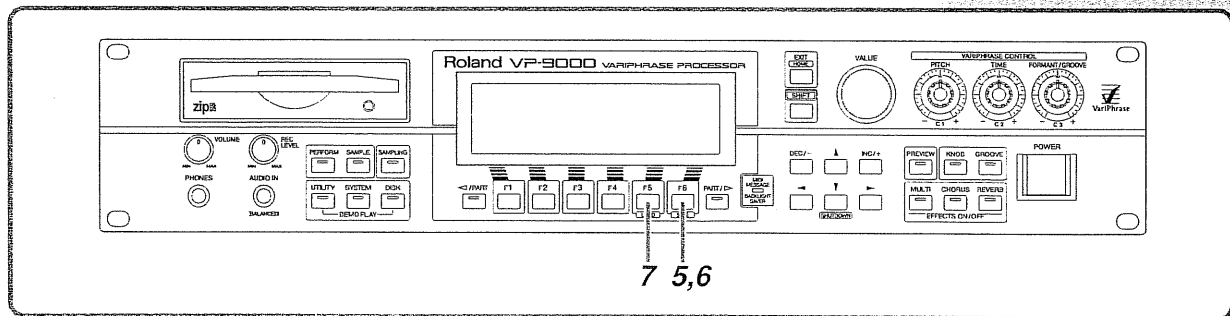
5

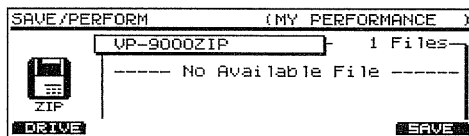When you've completed entering "MY PERFORMANCE,"
press [F6 (OK)].

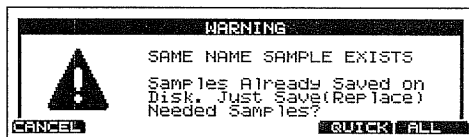This completes the naming of the performance.

The screen for selecting a location where the performance is to be stored is
displayed. To abort saving, press [EXIT].

```
SAVE/PERFORM          (MY PERFORMANCE  )
      ┌──────────────┐
      │ VP-9000ZIP   ├─  1 Files─┐
  ┌─┐ │──── No Available File ──────│
  │▤│ │                            │
  └─┘ └────────────────────────────┘
  ZIP
  ▐DRIVE▌                    ▐SAVE▌
```

6

Press [F6 (SAVE)].

The following screen is displayed.

```
        ▐▐▐▐ WARNING ▐▐▐▐
        SAME NAME SAMPLE EXISTS
   ⚠    Samples Already Saved on
        Disk. Just Save(Replace)
        Needed Samples?
   ▐CANCEL▌              ▐QUICK▌▐ALL▌
```

This indicates that the performance contains a sample that has the same
name as one that already exists on the Zip disk – remember, we've already
saved the voice sample.

Pressing [F5 (QUICK)] saves only those samples that haven't already been
saved, such as the audio CD sample. This saves time, since it skips over
samples that are already safely stored on the disk.

Pressing [F6 (ALL)] saves all of the samples in the VP-9000's main memory.
If a sample has already been saved on the Zip disk, the sample on the disk
is overwritten with the one currently in memory.

Here, save the sample using [F5 (QUICK)].

7

Press [F5 (QUICK)] to execute saving.

After saving is completed, the display returns to the PERFORM Play screen.

Switching samples from an external MIDI device

You can switch a part's samples from an external MIDI device using MIDI Bank Select (Controller Nos. 0 and 32) and Program Change messages.

This chapter describes how to switch to the A003 sample as an example.

1

Set the transmission channel of an external MIDI device – such as a MIDI keyboard – and the reception channel of the desired VP-9000 part to the same MIDI channel (p. 39).

2

Send Bank Select MSB (Controller No. 0) "70" to the VP-9000.

3

Send Bank Select LSB (Controller No. 32) "00" to the VP-9000.

4

Send Program Change "3" to the VP-9000.

Each of the VP-9000's samples is associated with a Bank Select number and a Program Change number, as shown below.

Sample number	Bank Select number		Program Change number
	MSB	LSB	
A001 to A128	70	00	001 - 128
B001 to B128	70	01	001 - 128
C001 to C128	70	02	001 - 128
D001 to D128	70	03	001 - 128
E001 to E128	70	04	001 - 128
F001 to F128	70	05	001 - 128
G001 to G128	70	06	001 - 128
H001 to H128	70	07	001 - 128

To use a MIDI device from which Bank Select messages can't be sent

Bank Select messages choose one of the VP-9000's eight groups of samples (A-H). If the VP-9000 receives a Program Change without a Bank Select, it will select the corresponding sample from within the currently selected group. Therefore, you can switch samples within the same group by sending only a Program Change, as long as you select the group first.

See the following sections for storing samples in the main memory:

"Loading samples / various waves" (*Reference*, p. 31)

"Sampling" (p. 76)

"Chapter 8. Organizing Internal Samples" (*Reference*, p. 133)

NOTE

If the MIDI reception channel of a part is the same as the VP-9000's control channel (set on the SYSTEM/MIDI General screen), the control channel will take precedence, causing all Program Change-enabled parts to switch to the same sample (*Reference*, p. 136).

Index

MEMO

Cautions for handling Zip drives and Zip disks

Avoid condensation on the internal Zip drive

"Condensation" refers to the tiny water droplets which can develop on the head of the Zip drive or the magnetic surface of the Zip disk when the unit is rapidly moved from a cold location to a warm location. If the unit is used when condensation is present, the following serious problems can occur.

- **Damage to the Zip drive**
- **Damage to the magnetic surface of the Zip disk**
- **Unrecoverable damage or loss of the data on the disk**

If you suspect that condensation has occurred, leave the unit several hours without turning on the power or inserting a disk. When you finish using the unit, be sure to remove the disk.

Do not simply turn the power off

If the power is turned off while the unit is operating, the following serious problems can occur.
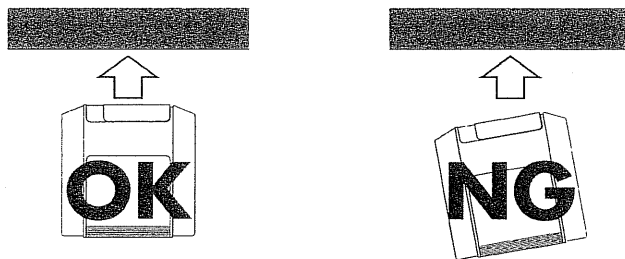
- **Damage to the Zip drive**
- **Damage to the magnetic surface of the Zip disk**
- **Unrecoverable damage or loss of the data on the disk**

When you wish to turn off the power, perform the shut-down procedure, and remove the disk before turning off the power. For details on operation, refer to "Turning the power off" (Reference, p. 21).

Do not insert a Zip disk by force

Zip disks must be inserted into a Zip drive horizontally and without using excessive force.

If a disk is forced in, the heads or panel of the Zip drive may be damaged.

When a disk is inserted, do not transport the unit or apply shock or vibration to it

In particular while disk access is being performed, shock or vibration applied to the unit can cause the following problems.

- **Damage to the Zip drive**
- **Damage to the magnetic surface of the Zip disk**
- **Unrecoverable damage or loss of the data on the disk**
- **Read/write errors of the data on the disk**

Before transporting the unit, be sure to perform the disk eject operation.

Place this device on a level surface

Place this device on a firm and level surface where it will not receive vibration from an external source. If the unit is significantly tilted, the operation of the Zip drive may be adversely affected.

Operating environment

If smoke from a smoke machine or cigarette, dust, sand etc. enters the drive, the disk or drive may be damaged, causing the following problems.

- **Damage to the Zip drive**

- **Damage to the magnetic surface of the Zip disk**

- **Unrecoverable damage or loss of the data on the disk**

- **Read/write errors of the data on the disk**

In order to minimize loss of data which might occur as a result of the above situations, be sure to back up your data. The manufacturer will accept no responsibility for the recovery of any recorded data which is lost due to such problems.

Backlight saver

When shipped, the display's backlight is set to go out after five minutes of inactivity on the front panel or via MIDI. This backlight saver extends the backlight's operational life.

While the backlight is off, the display darkens, and the MIDI MESSAGE red indicator lamp blinks.

```
|  MIDI    |
| MESSAGE  |
|   ▭      |
| BACKLIGHT|
|  SAVER   |
```

The backlight will turn on again:

- **when any front-panel operation is performed**

- **when the following MIDI messages are received**

    Channel voice messages

    Channel mode messages

    Exclusive messages

For details on setting the backlight saver, refer to "LCD contrast / backlight saver setting ([F1 (LCD)])" (Reference, p. 135).

Roland®

11468

Roland Corporation