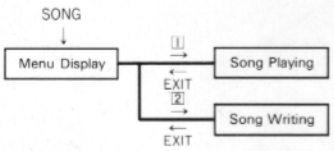
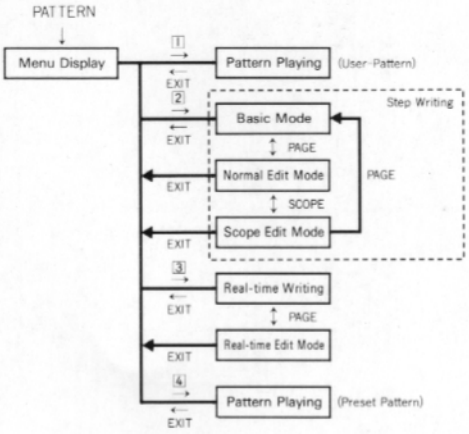
R-8 Quick Operation Mode Table

■Main Mode

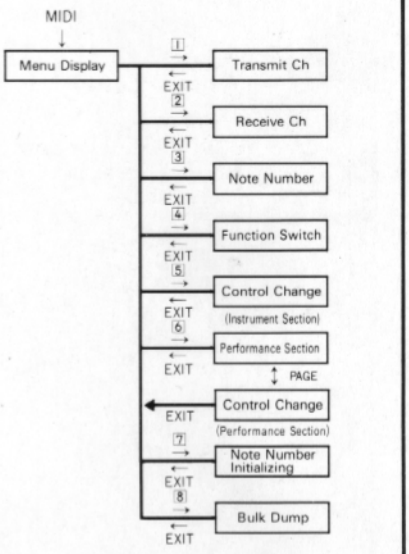
●SONG



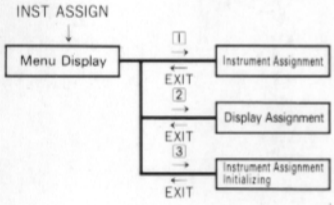
●PATTERN



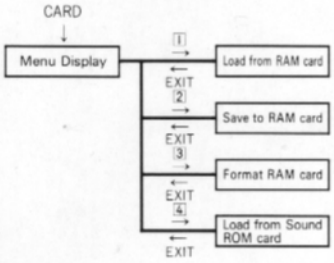
●MIDI



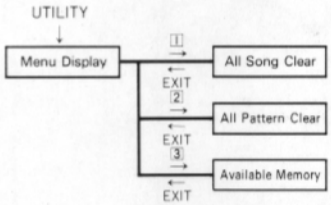
●Instrument Assignment



●Card

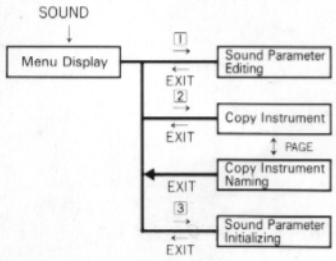


●Utility

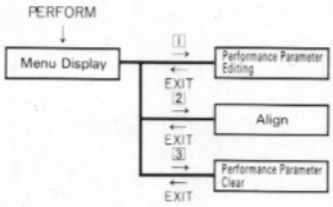


■Edit Mode

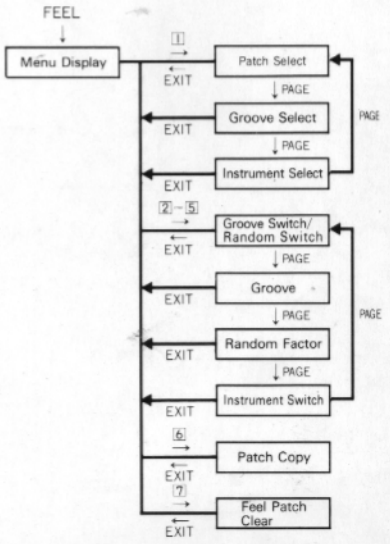
●Sound Editing



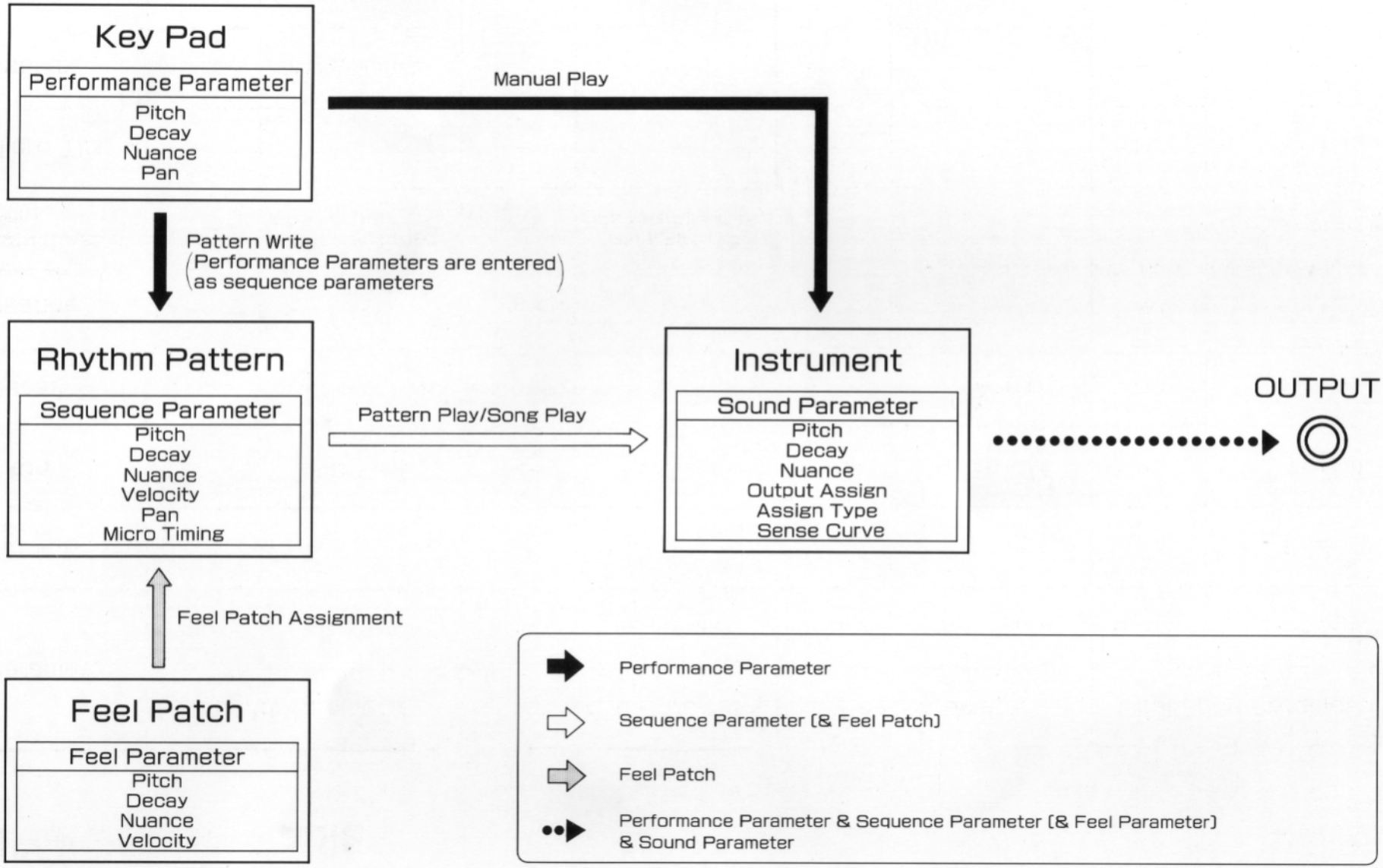
●Performance Editing



●Feel Editing



■Data Flow of each Parameters



■Parameter Table

Parameter	Sound Parameter		Performance Parameter		Feel Parameter		Sequence Parameter	
	Display	Value Range	Display	Value Range	Display	Value Range	Display	Value Range
Velocity	—	—	—	—	VELO	−99~+99	VL	1~127
Pitch	PITCH	−4800~+4800	PITCH	−4800~+4800	PITCH	−99~+99	PT	−4800~+4800
Decay	DECAY	0~127	DECAY	−63~+63	DECAY	−99~+99	DC	−63~+63
Nuance	NUANCE	0~15	NUANCE	−7~+7	NUANCE	−7~+7	NU	−7~+7
Output Assign (Pan)	OUTPUT	LEFT 1~3/CENTER/ RIGHT 1~3/MULTI 1~8	PAN	OFF/LEFT 1~3/ CENTER/RIGHT 1~3	—	—	PN	OFF/L 1~3/C/R 1~3
Micro Timing	—	—	—	—	—	—	MT	−2~+1
Assign Type	ASSIGN	POLY/MONO/EXC 1~8	—	—	—	—	—	—
Sense Curve	CURVE	1~8	—	—	—	—	—	—

■Instrument Table

INST #	DISPLAY	INSTRUMENT NAME
1	*DRY-K1	DRY KICK 1
2	*DRY-K2	DRY KICK 2
3	*WOOD-K1	WOOD KICK 1
4	*DBLH-K1	DOUBLE HEAD KICK 1
5	*DBLH-K2	DOUBLE HEAD KICK 2
6	*SOLID-K	SOLID KICK
7	*ROOM-K1	ROOM AMBIENT KICK 1
8	*ROOM-K2	ROOM AMBIENT KICK 2
9	*MONDO-K	MONDO KICK
10	*WOOD-S1	WOOD SNARE 1
11	*OPEN-S1	OPEN SNARE 1
12	*TIGHT-S	TIGHT SNARE
13	*NICE-S1	NICE SNARE 1
14	*FAT-S1	FAT SNARE
15	*IMPCT-S	IMPACT SNARE
16	*SNAP-S1	SNAP SNARE
17	*OUCH-S	OUCH SNARE
18	*RVB-S1	REVERB SNARE
19	*PICL-S1	PICCOLO SNARE 1
20	*RIMSHT 1	RIMSHOT SNARE 1
21	*RIMSHT 2	RIMSHOT SNARE 2
22	SIDSTK 1	SIDE STICK 1
23	SIDSTK 2	SIDE STICK 2
24	*DRY-T1	DRY TOM 1
25	*DRY-T2	DRY TOM 2
26	*DRY-T3	DRY TOM 3
27	*DRY-T4	DRY TOM 4
28	*ROOM-T1	ROOM AMBIENT TOM 1
29	*ROOM-T2	ROOM AMBIENT TOM 2
30	*ROOM-T3	ROOM AMBIENT TOM 3
31	*ROOM-T4	ROOM AMBIENT TOM 4
32	*POWR-T1	POWER TOM 1
33	*POWR-T2	POWER TOM 2
34	*POWR-T3	POWER TOM 3
35	*POWR-T4	POWER TOM 4
36	DOOM-T1	DOOM TOM 1
37	**CLSD-H1	CLOSED HIHAT 1
38	**OPEN-H1	OPEN HIHAT 1
39	PDAL-H1	PEDAL CLOSED HIHAT
40	CRSH-C1	CRASH CYMBAL 1
41	**MLLT-C1	MALLET CRASH CYMBAL 1
42	**RIDE-C1	RIDE CYMBAL 1
43	**ROBL-C1	RIDE BELL CYMBAL 1
44	BELL-C1	RIDE CYMBAL BELL
45	808CLAP	808 HAND CLAP
46	*OPEN-D1	OPEN DRUM 1
47	*TAIKO 1	TAIKO 1
48	CLAVE 1	CLAVE 1
49	CABASA 1	CABASA 1
50	COWBEL 1	COWBELL 1
51	TAMBRN 1	TAMBOURINE 1
52	SHAKER 1	SHAKER 1
53	MUTE-CG	MUTE HIGH CONGA
54	SLAP-CG	SLAP HIGH CONGA
55	LOW-CG	OPEN LOW CONGA
56	**SLID-CG	SLIDE LOW CONGA
57	AGOGO 1	AGOGO 1
58	**OCT-AGG	OCTAVE AGOGO
59	WHISTL 1	WHISTLE 1
60	WHISTL 2	WHISTLE 2
61	**CAN 1	CAN 1
62	**BACK-S1	BACK SNARE 1
63	BACK-T1	BACK TOM 1
64	BACK-C1	BACK CYMBAL 1
65	**SPARK 1	SPARK 1
66	**SURF	SURF
67	**WHEEL 1	WHEEL 1
68	REST	REST

COPY INST #	SOURCE INST #	DISPLAY	INSTRUMENT NAME
1	4	*DBLH-K3	DOUBLE HEAD KICK 3
2	20	*RIMSHT 3	RIMSHOT SNARE 3
3	36	DOOM-T2	DOOM TOM 2
4	36	DOOM-T3	DOOM TOM 3
5	37	**CLSD-H2	CLOSED HIHAT 2
6	37	**CLSD-H3	CLOSED HIHAT 3
7	38	**OPEN-H2	OPEN HIHAT 2
8	38	**OPEN-H3	OPEN HIHAT 3
9	40	CRSH-C2	CRASH CYMBAL 2
10	40	CHOK-C1	CHOKED CRASH CYMBAL 1
11	40	SPLA-C1	SPLASH CYMBAL 1
12	40	SPLA-C2	SPLASH CYMBAL 2
13	45	DRYCLAP	DRY HAND CLAP
14	46	*OPEN-D2	OPEN DRUM 2
15	49	CABASA 2	CABASA 2
16	50	COWBEL 2	COWBELL 2
17	55	HIGH-CG	OPEN HIGH CONGA
18	57	AGOGO 2	AGOGO 2
19	38	**PLATE 1	PLATE 1
20	57	RING 1	RING 1
21	59	PIPE 1	PIPE 1
22	48	WBLOCK 1	WOOD BLOCK 1
23	48	WBLOCK 2	WOOD BLOCK 2
24	65	**THRILLR	THRILLER
25	45	GUNSHT 1	GUN SHOT 1
26	52	SHADOW	SHADOW

* The sound changes by changing the strength of Key Pad hitting or the setting of Nuance.
** The sound changes by changing the setting of Nuance.

Roland

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