RC-505 Version 2.0 Supplementary Manual

This manual explains the functions that have been added in RC-505. Read this manual in conjunction with the RC-505 Owner's Manual. The main changes in version 2.0 are as follows.

Improved looper functionality

We added looper operation options in order to optimize live performance.

➡ **"Phrase Memory Settings"**

Improved effect functionality

INPUT and TRACK FX each allow you to use up to three effects simultaneously.

➡ **"Using Effects A–C Simultaneously"**

Improved control functionality

Control functionality via external pedal or MIDI has been added.

➡ **"Assigning the Function of FX Knobs and External Controllers (Assign)"**

Phrase Memory Settings

The following parameters have been added to **"MEMORY"** (owner's manual p. 15).

Parameter	Value	Explanation
`Master:Input Fx Mode    SINGLE` `Master:Track Fx Mode     MULTI`		**Choosing Whether to Use Effects Individually or Together (Input Fx Mode/Track Fx Mode)**
		* If this is set to MULTI, the effects that can be selected for Fx A–C are limited. For details, refer to **"Using Effects A–C Simultaneously."**
	SINGLE, MULTI	Selects whether INPUT FX or TRACK FX will be used individually (SINGLE) or together (MULTI).
`Master:PhonesOut         MONITOR`		**Selecting the Sound That's Output from the PHONES Jack**
		Selects the sound that is output from the PHONES jack.
	MONITOR, MAIN	Selects whether the PHONES jack will output the LOOP TRACK monitor output (MONITOR) or the conventional output (MAIN). * If this is set to **"MONITOR,"** effects other than BEAT FX are not applied to the PHONES output.
`Master:PhonesOut Track   — o — o o`		**Selecting the Track That's Monitored from the PHONES Jack**
		* This parameter is shown only if Master: PhonesOut is set to **"MONITOR."** * The sound you're monitoring is affected by the pan and fader of the track, and by BEAT FX; however, the subsequent TRACK FX and MASTER FX do not affect the sound you're monitoring. **MEMO** Normally, the [◄] [►] buttons are used to select parameters, but in this screen they are used to move the cursor. When the cursor is located at the far right, pressing the [►] button once again will take you to the next parameter.
	— (Off), ○ (On)	Selects the track that is output from the PHONES jack.
`Play:All Stop       — o — o o`		**Selecting the Tracks That Are Stopped by ALL STOP**
		MEMO Normally, the [◄] [►] buttons are used to select parameters, but in this screen they are used to move the cursor. When the cursor is located at the far right, pressing the [►] button once again will take you to the next parameter.
	— (Off), ○ (On)	Selects the tracks that are stopped by ALL STOP.

Using Effects A–C Simultaneously

By setting the MEMORY parameter **"Master: Input/Track Fx Mode"** to **"MULTI,"** you can now use Fx A–C simultaneously.
In this case, however, there is a limitation on the effects that you can select for Fx A–C. The following effects can be selected.

Effect limitations

If Fx A is using GUITAR TO BASS, TRANSPOSE, ROBOT, DYNAMICS, OCTAVE, SLOW GEAR, or PITCH BEND, you cannot use TAPE ECHO or GRANULAR DELAY with Fx C.

Also, if Fx C is using TAPE ECHO or GRANULAR DELAY, you cannot use GUITAR TO BASS, TRANSPOSE, ROBOT, DYNAMICS, OCTAVE, SLOW GEAR, or PITCH BEND with Fx A.

BEAT FX (BEAT REPEAT, SCATTER, SHIFT, FLICK) can be selected only for Fx A.

Fx type	Fx A	Fx B	Fx C
FILTER	●	●	●
PHASER	●	●	●
FLANGER	–	●	●
SYNTH	●	–	–
LO-FI	●	●	●
RING MODULATOR	●	●	●

Fx type	Fx A	Fx B	Fx C
GUITAR TO BASS	●	–	–
SLOW GEAR	●	–	–
TRANSPOSE	●	–	–
PITCH BEND	●	–	–
ROBOT	●	–	–
VOCAL DIST	●	●	●

Fx type	Fx A	Fx B	Fx C
VOCODER	●	–	–
DYNAMICS	●	–	–
EQ	●	●	●
ISOLATOR	●	●	●
OCTAVE	●	–	–
PAN	●	●	●
TREMOLO	●	●	●
SLICER	●	●	●
DELAY	–	●	●
PANNING DELAY	–	●	●

Fx type	Fx A	Fx B	Fx C
TAPE ECHO	–	–	●
GRANULAR DELAY	–	–	●
ROLL	–	●	●
CHORUS	–	●	●
REVERB	–	–	●
BEAT REPEAT	●	–	–
BEAT SHIFT	●	–	–
BEAT SCATTER	●	–	–
VINYL FLICK	●	–	–

Input FX/ Track FX Settings

FX Parameters Added to the Effects

The following parameters have been added to **"INPUT FX A–C"** and **"TRACK FX A–C"** (owner's manual p. 21).

Fx type	Parameter	Value	Explanation
Filter, Phaser, Flanger, Isolator, Pan, Slicer, Chorus	Rate	0–100, note (rate)	Dotted notes and triplets have been added as note values.
Delay	Time	1ms–1000ms, note (delay)	Dotted notes and triplets have been added as note values.

Fx type	Parameter	Value	Explanation
Filter, Phaser, Flanger, Isolator, Pan	Step Rate	OFF, 0–100, note (rate)	Specifies the rate of the stepped change for the effect.
Reverb	D. Level	0–100	Specifies the volume of the original sound.

Note value list

Note (rate)	4MEAS (Four measures)
	2MEAS (Two measures)
	1MEAS (One measure)
	Half note
	Dotted quarter note
	Half-note triplet

Note (rate)	Quarter note
	Dotted eighth note
	Quarter-note triplet
	Eighth note
	Dotted sixteenth note
	Eighth-note triplet
	Sixteenth note
	Thirty-second note

Note (delay)	Thirty-second note
	Sixteenth note
	Eighth-note triplet
	Dotted sixteenth note
	Eighth note
	Quarter-note triplet
	Dotted eighth note
	Quarter note

Note (delay)	Half-note triplet
	Dotted quarter note
	Half note

Added Effects

The following effects have been added to **"INPUT FX A–C"** and **"TRACK FX A–C"** (owner's manual p. 20).

Parameter	Value	Explanation
`IFx C:Type RING MODULATOR`	**Selecting the FX Type** The following items have been added.	
	RING MODULATOR	Creates bell-like sounds by applying amplitude modulation (AM) to the input signal.
	SLOW GEAR	Creates a volume-swell sound (violin technique).
	PITCH BEND	Lets you raise or lower the pitch while you perform.
	TREMOLO	Cyclically changes the volume.
	PANNING DELAY	Moves the delay sound alternately between left and right.
	ROLL	Loops the sound in a short interval.

FX Parameters

* Parameters indicated by the "⬤" symbol can be controlled by the [INPUT FX]/[TRACK FX] knobs

Fx type	Parameter	Value	Explanation
Ring Modulator	Frequency ⬤	0–100	Specifies the frequency at which modulation is applied.
	Balance	100: 0–50: 50–0: 100	Specifies the volume balance between the unprocessed sound (D) and effect sound (W).
Slow Gear	Sens	0–100	Specifies the sensitivity at which the effect responds to the input sound.
	Rise Time ⬤	0–100	Specifies the time until the maximum volume is reached.
	Level	0–100	Specifies the output volume.
Pitch Bend	Pitch	-3OCT–+4OCT	Specifies the width of pitch change.
	Bend ⬤	0–100	The pitch changes from the original sound "0" to the value "100" specified for the Pitch parameter.

Fx type	Parameter	Value	Explanation
Tremolo	Rate	0–100, note (rate)	Specifies the rate at which tremolo is applied.
	Depth ⬤	0–100	Specifies the depth at which tremolo is applied.
	Level	0–100	Specifies the output volume.
Panning Dly	Time	1ms–1000ms, note (delay)	Specifies the delay time from the original sound until the delay sound is heard.
	Feedback	0–100	Specifies the proportion of delay sound that is returned to the input.
	E. Level ⬤	0–100	Specifies the volume of the effect.
Roll	Time	1ms–1000ms, note (delay)	Specifies the loop rate.
	Mode ⬤	OFF, 1/2, 1/4, 1/8, 1/16	Changes the loop rate (or the loop pattern). If this is "OFF," looping does not occur.
	Feedback	0–100	Specifies the proportion of effect sound that is returned to the input.
	E. Level	0–100	Specifies the volume of the effect.

Assigning the Function of FX Knobs and External Controllers (Assign)

The following parameters have been added to **"ASSIGN"** (owner's manual p. 17).

Parameter	Explanation
Assgn16 Switch ON	**Additional Assign Settings** The number of assign settings has been increased from 8 to 16.
Assgn1 Target ALL START/STOP	**Additional Assign Targets** The following items have been added.

TR1-5 REC/PLAY	Records/plays the specified track.
TR1-5 PLAY/STOP	Plays/stops the specified track.
TR1-5 CLEAR	Erases the contents of the specified track.
TR1-5 UNDO/REDO	Cancels (undo) or re-executes (redo) the operation of the specified track.
TR1-5 PLAY LEVEL	Adjusts the playback level of the specified track.
TR1-5 PAN	Adjusts the positioning (panning) of the specified track.
ALL CLEAR	Erases the contents of all tracks.
RHYTHM LEVEL	Adjusts the volume of the rhythm sound.
RHYTHM PATTERN	Selects the rhythm pattern.
MEMORY LEVEL	Adjusts the phrase memory volume.
MASTER COMP	Adjusts the depth of the compressor.
MASTER REVERB	Adjusts the depth of the reverb.
OVERDUB MODE	Sets the overdub method.
INPUT FX A-C CTL	Controls the parameter of the ⬤ symbol for input FX A–C.
TRACK FX A-C CTL	Controls the parameter of the ⬤ symbol for track FX A–C.
INPUT FX A-C INC/DEC	Switches the type of input FX A–C.
TRACK FX A-C INC/DEC	Switches the type of track FX A–C.
TARGET TRACK INC/DEC	Switches the target track.

English

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Creating a Blank Loop Track

If the loop length is already fixed (i.e., when MEASURE is other than FREE or AUTO), you can create a blank loop phrase.
Use this when you want to prepare a loop phrase ahead of time.

1. Hold down the [■] button and press the [▶/●] button.
A blank loop track is created.

System Settings (Settings for the Entire RC-505)

The following parameters have been added to **"SYSTEM"** (owner's manual p. 22).

Parameter	Value	Explanation

Sys:Indicator POSITION+STATUS		## Loop Indicator Setting (Indicator)

A function has been added to indicate whether a phrase exists when the looper is stopped.
Normally this indicates LOOP POSITION. When stopped, it changes to indicate whether data exists.

Value	Explanation	Stopped (No Phrase)	Stopped (Phrase Exists)	Recording	Overdub	Playback
STATUS	Status Indication (default)	Unlit	Lit	Blink (tempo)		Loop Position (one-measure)
LOOP POSITION	Loop Position		Unlit			Loop Position
LEVEL	Playback Level					Playback Level
POSITION + STATUS	Loop Position + Phrase Existence		Lit	Blink (tempo)		Loop Position

Sys:All Clear DISABLE		## Clearing All Tracks (All Clear)

By long-pressing the **[ALL START/STOP]** button you can clear all tracks.

DISABLE	Disabled
ENABLE	Enabled

Sys:Quick Clear DISABLE		## Clearing a Track Immediately (Quick Clear)

Enabling this setting allows a track to be cleared immediately (double-click the **[■]** button to clear).
* The operation of clearing by holding down the **[■]** button for two seconds is always available.

DISABLE	Disabled
ENABLE	Enabled

Sys:Knob Mode IMMEDIATE		## Changing How the Effect Sound Switches When You Operate FX Knobs (Knob Mode)

This setting lets you choose how parameters are controlled when FX knobs are operated.

IMMEDIATE, HOOK	Specifies whether the parameter is always controlled at the value corresponding to the position of the knob (IMMEDIATE) or controlled only after the knob position has matched the value of the parameter (HOOK).

Sys:NS Threshold 100		## Specifying the Level at Which the Noise Suppressor Starts Operating (NS Threshold)

This specifies the level at which the noise suppressor starts taking effect.
Setting this to **"0"** produces the minimum effect; setting it to **"100"** produces the maximum effect.

Sys:Input Source STEREO		## Specifying the Stereo/Mono Status of Each Input Jack (Input Source)

This setting lets you handle the input from each jack either as stereo or as mono.

STEREO, MONO	For example if this is set to **"MONO,"** you can connect separate guitars to the INPUT INST L/R jacks (all jacks will be mono, including the INPUT AUX jack).

Sys:Display FX		## Displaying FX That Can Be Operated by the Knobs in MULTI FX Mode

01 INIT MEMORY FX * - - * - -	FX	This screen shows which of FX A, B, and C can be operated by the knobs. The FX that can be operated is indicated by a **"*"** symbol.