Roland®

SX-700

STUDIO EFFECTS PROCESSOR

TURBOSTART

••• ROLAND SX-700 TURBO FACTS •••

The SX-700 Studio Signal Processor offers high quality spatial effects like reverb, delay and chorus along with revolutionary new effects like the Harmonist intelligent pitch shifter, and Roland Sound Space (RSS), a signal processing technology that uses phase cancellation and EQ to create the illusion of 3D sound using a 2D stereo field. The SX-700 is ideal for project and pro studios, as well as the concert stage.

• Auditioning Patches

The SX-700 has 128 user programmable Patches in memory locations 1 to 128, and 128 preset patches from 129 to 256. To scroll through patches one at a time, simply rotate the NUMBER knob. Pressing the NUMBER know in while rotating it will change patches in increments of 10. To load the selected patch, press the NUMBER knob in.

• Effects On/Off & Editing Parameters

1) Press one of the five dedicated effects buttons of your choice to access the parameters.
2) Pressing the button again toggles effect on/off.
3) the PARAMETER buttons scroll through the parameters in the selected effect.
4) The VALUE knob changes the selected effects setting in single increments. Press and rotate VALUE knob to change in increment of 10.

• Selecting Algorithms

There are a series of 19 algorithms that determine the configuration (not order) of the five effects. Type A algorithms have extra Delay effects and one extra RSS effect. Type B algorithms have several powerful modulation effets. Algorithm C combines a powerful pitch shifter with delay.

1) Press COMMON
2) Use the VALUE dial to select an algorithm.

• The Order of Effects

The effects can be set in a user programmable order.

1) Press COMMON.
2) PARAMETER Right once and use VALUE to select the effect for the first unit.
3) Repeat this procedure to select the effect for each of the five units.

• Dry/Wet Balance Level

A wet/dry mix is programmed per effect per pitch.

1) Press LEVEL
2) PARAMETER right to access the balance parameters for each effect type.

• The Harmonist

1) Select one of the B algorithms.
2) Press MOD until the effect is on.
3) PARAMETER right one time to [Type] and VALUE to [Duck].
4) PARAMETER to [Scale] & [Key] and select one.
5) PARAMETER to [Interval 1], VALUE to [3rd]. Play a scales in your selected key. The pitch shifted interval wll follow the key.

• The Ducking Delay

1) Select one of the A algorithms.
2) Press DELAY until the effect is on.
3) PARAMETER right many times ducking mode [DckMd] and VALUE it On.
4) The delay will duck out of the way while you play.
5) PARAMETER to ducking sensitivity and ducking rise time and experiment.
6) REVERB Room 1 also features ducking & gate.

• RSS - Roland Sound Space

The 3D Panner is a very obvious effect. Try it:

1) RSS is available in all algorithms.
2) Press RSS until the effect is on.
3) PARAMETER right one time to [RsType] and VALUE to [Paner].
4) PARAMETER through the remaining options and experiment.

• Real Time Control Assign

With an FC-200 MIDI Foot Controller, and/or an expression pedal and foot switch plugged into back, it's possible to control up to three parameters In real time. (The FC-200's Expression and Controller foot switch transmit MIDI CTL#7 and 80).

1) Press COMMON and PARAMETER right to C1 Trigger and select a parameter to control.
2) PARAMETER right to [MIN] and [MAX] and change them if you want.
3) PARAMETER right to [C1 Source] and VALUE through the options. Select on and try it.

• Naming The Patch

1) Press NAME
2) Use Value to select letters and PARAMETER to move the cursor left and right. Press VALUE to toggle between CAPITOL and small letters.

• Writing The Patch

Once you have edited a sound you an write it into any of the 128 user memory locations.

1) Press WRITE, The PATCH number will flash.
2) VALUE to select a different location (optional).
3) Press WRITE again.

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