FANTOM Version 1.10 Supplementary Manual

This manual explains the functions that were added in FANTOM version 1.10.

Read this in conjunction with the FANTOM owner's manual and reference manual (PDF).

Added Parameters

Scene

GENERAL

Parameter	Value	Explanation
Pad Zone Select	1–16, OFF	Specifies the pad zone (the zone that records performance data of the sample pads). The zone selected here can play the sample pads instead of the internal sound engine.

ZEN-Core Tone Parameters (Z-Core)

COMMON

Parameter	Value	Explanation
Portamento Curve Type	0, 1, 2	Specifies how the portamento effect changes. 

MATRIX CONTROL

Parameter	Value	Explanation
Destination 1–4 (MATRIX CONTROL 1–4) (ZOOM)	ATT	You can select OSC Attenuator as the Destination.
	RING-OSC1-LEV/ RING-OSC2-LEV	You can select the LEV of RING-OSC1/2 as the Destination (only valid for the RING slave (Partial 1 or 3)). In the case of Partial 3 or 4, this corresponds to RING OSC3 Level or RING OSC4 Level.
	XMOD-OSC1-LEV/ XMOD-OSC2-LEV	You can select the LEV of Cross MOD-OSC1/2 as the Destination (only valid for the XMOD slave (Partial 1 or 3)). In the case of Partial 3 or 4, this corresponds to Cross MOD OSC3 Level or Cross MOD OSC4 Level.

System Parameters

MIDI Settings (MIDI)

Parameter	Value	Explanation
Transmit Program Change	OFF, ON	Specifies whether a program change message is transmitted (ON) or is not transmitted (OFF) when you switch scenes or sounds.
Transmit Bank Select	OFF, ON	Specifies whether a bank select message is transmitted (ON) or is not transmitted (OFF) when you switch scenes or sounds.

System Effect Parameters (SYSTEM EFFECT)

<OUTPUT> tab

Parameter	Value	Explanation
NS (Noise suppressor)	OFF, ON	Suppresses noise from the analog filter during periods of silence.

MEMO

If NS is "ON," sound from the analog filter might become inaudible if the volume is low.

SAMPLE PAD Screen

Parameter	Value	Explanation
PAD SAMPLER LEV	0–127	Specifies the sample playback level common to all pads.

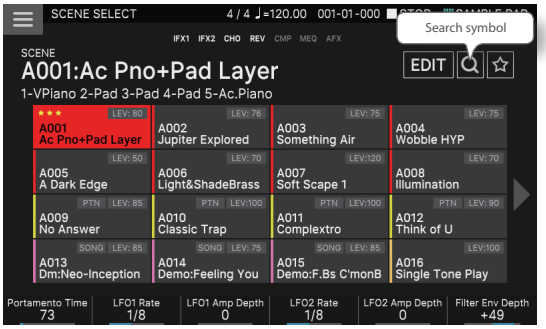
Added Scene Search Function

You can search for scenes.

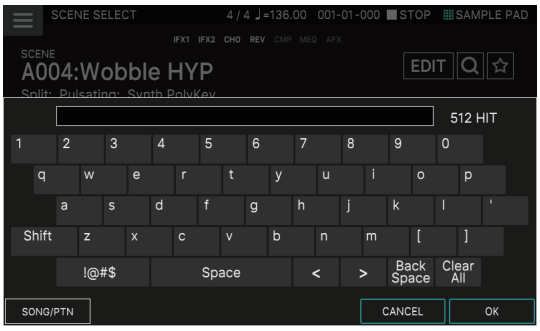
Searching by Text String

You can enter a text string to search for scenes.

1. In the SCENE SELECT screen, touch the search symbol.



The keyboard screen appears.



2. Enter text and select [E6] OK.

Only the scenes containing the text you entered are shown.



MEMO

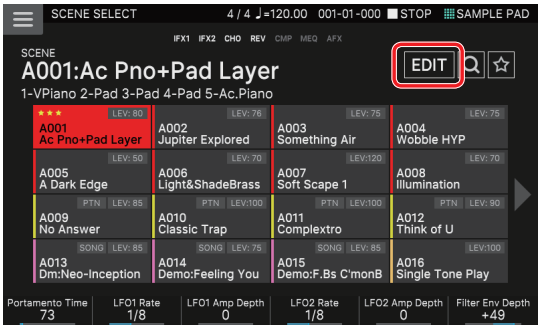
- **Touch the search symbol to clear the search results.**
- **If you select [E1] SONG/PTN before searching, only the scenes that include a song or pattern are shown.**

Searching by Rating

You can assign a rating to scenes that you like, and find them quickly.

Adding a rating

1. In the SCENE SELECT screen, select the scene to which you want to add a rating, and then touch <EDIT>.



2. Turn the [E4] Scene Rating knob to assign a rating.

You can assign a rating in three levels (★–★★★).

3. When you are finished making the setting, touch <WRITE>.

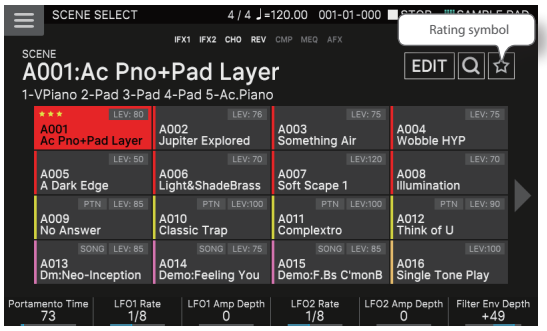
The setting is overwritten onto the current scene, and you return to the SCENE SELECT screen.

MEMO

If you decide not to save the rating, press the [EXIT] button.

Searching for a rated scene

1. In the SCENE SELECT screen, touch the rating symbol.



Only the scenes to which a rating is assigned are shown.



MEMO

Touch the rating symbol to clear the search results.

About the tone list display

The FANTOM lets you access a list by double-tapping a tone name or other parameter in the screen.

For version 1.10 and later, in the SCENE SELECT screen you can press one of the tone category [1]–[16] buttons twice in rapid succession to see a list of tones for the selected zone.

Added Sample Edit Settings

WAVE EDIT

Function	Explanation
Preview near the end point	You can use [SHIFT] button + [E6] END or [E2] END POINT + [E6] END to preview the waveform region near the end point. If LOOP is on, this lets you check whether the loop smoothly connects from the end point to the start point.
Show the region near the start/end points	In the WAVE EDIT screen, you can select [E1] START POINT to show the waveform region near the start point. You can select [E2] END POINT to show the waveform region near the end point.

SAMPLE UTILITY

Function	Explanation
NORMALIZE	Boosts the level of the entire sample as high as possible without exceeding the maximum level.

Added TR-REC Settings

Function	Explanation
Extend the pattern length while copying the last measure	This is convenient when (for example) you want to create one measure of a drum pattern and then extend that same measure to four measures. In the TR-REC screen, hold down the [SHIFT] button and turn the [E2] Length knob to change the length. * **Pattern copy is valid only when extending the length.**

Added Pattern Functions

Added Pattern Switching Functions

You can specify the timing at which the pattern changes.

SYSTEM screen SEQUENCER tab

This is a setting for the entire FANTOM (system setting).

Parameter	Value	Explanation
Pattern Change Timing	MEASURE	The pattern changes at the beginning of the next measure.
	PATTERN END	The pattern changes at the pattern end (the last measure of the pattern including the loop region).

LOOP SETTING screen

This setting is individually specified for each pattern.

Parameter	Value	Explanation
Change Timing	SYSTEM	The system setting Pattern Change Timing is used.
	MEASURE	The pattern changes at the beginning of the next measure.
	PTN END	The pattern changes at the pattern end (the last measure of the pattern including the loop region).

Added Pattern Play/Stop Function

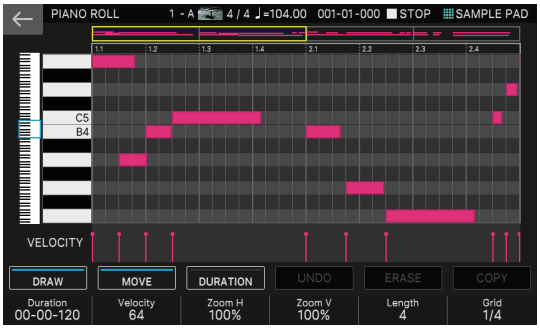
Function	Explanation
Play the target pattern	You can use a button to play/stop the target pattern (the pattern where the cursor is located). Play: [SHIFT] button + [PLAY] button Stop: [SHIFT] button + [STOP] button The cursor turns blue while you hold down the [SHIFT] button. * **This is valid only in the PATTERN screen, PATTERN UTILITY screen, TR-REC screen, STEP REC screen, and PIANO ROLL screen.**

Using the Piano Roll to Edit a Pattern

You can use a piano roll to edit individual items of recorded data in a pattern.

1. In the PTN UTILITY screen, select the pattern that you want to edit, and then press <EDIT>.

The PIANO ROLL screen appears.



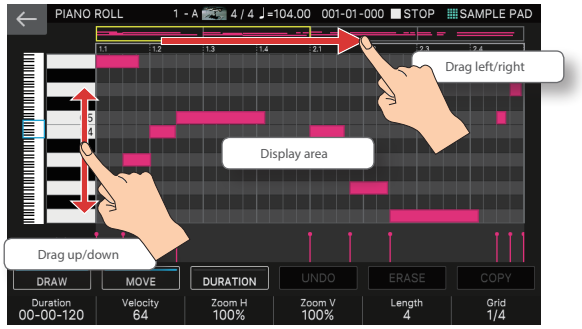
2. Edit the pattern.

Menu	Explanation
Selecting a note	Press a note that is input. When selected, the note turns red.
<VELOCITY>	Adjusts the velocity (keyboard playing strength). In the VELOCITY screen (popup), you can stroke the velocity sideways to adjust it accordingly.
<DRAW>	Enters a note. In the display area at the top of the screen, touch the location where you want to enter a note.
<MOVE>	Moves the currently selected note. Use the cursor [▲] [▼] [◄] [►] buttons to move the note. Alternatively, you can touch a note in the screen and simply drag it.
<DURATION>	Specifies the duration (length) of the selected note. Use the cursor [◄] [►] buttons to adjust the duration. Alternatively, you can touch a note in the screen and simply drag it.
<UNDO>/<REDO>	Cancels the previous operation.
<ERASE>	Erases the currently selected note.
<COPY>	Copies the settings (duration and velocity) of the currently selected note. Notes are entered with the settings that you copy here.
[E1] Duration knob	Specifies the duration of the notes that are entered. Even if you specify the duration, pressing <COPY> overwrites the copied duration setting.
[E2] Velocity knob	Specifies the velocity of the notes that are entered. Even if you specify the velocity, pressing <COPY> overwrites the copied velocity setting.
[E3] Zoom H knob	Changes the display zoom in the horizontal direction. Depending on the Zoom H and Grid settings, the grid spacing might become so narrow that operating the knob might not change the display.

Menu	Explanation
[E4] Zoom V knob	Changes the display zoom in the vertical direction.
[E6] Grid knob	Changes the granularity of each beat in the display area. Example) 16th note equivalent: 1/4
[E5] Length knob	Increases the measures in the pattern. By holding down the [SHIFT] button and turning the [E6] Length knob, you can increase the Length while copying the last measure. This is convenient when (for example) you want to create one measure of a drum pattern and then extend that same measure to four measures. * Pattern copy is valid only when increasing the length.

MEMO

- **You can move the display area by pressing a key.**
- **You can move the display area up/down by scrolling the keyboard (instrument) area at the left side of the screen.**
- **You can move the display area in the direction of the measures by using the scroll bar in the upper part of the screen.**



3. Save the pattern.

If you want to keep the edited pattern, save the scene.

For details, refer to "Reference Manual" (PDF).

Support for Recording High Resolution Velocity

You can record patterns that include high-resolution velocity data.

Turn the system parameter Hi-Res Velocity Out "ON," and record the pattern.

* **Version 1.10 and later do not support high-resolution velocity data (CC#88) recorded by versions earlier than 1.10.**

Support for Additional Tones (EXPANSION)

A diverse variety of tones from the Axial sound library site can be added to the FANTOM as expansion sounds (maximum 16 sounds).

For details, refer to the Axial site.

➡ **http://axial.roland.com/**

Axial

Adding Tones

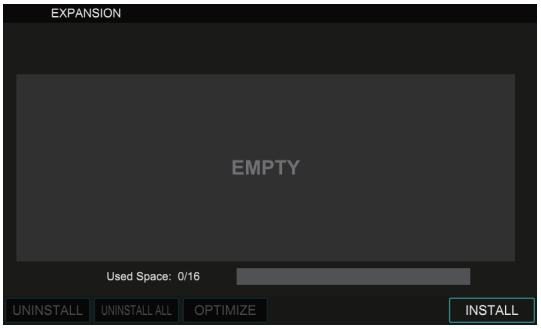
Here's how to add a tone.

1. In the root directory of your USB flash drive, save the sound data that you downloaded.

2. Connect your USB flash drive to the USB MEMORY port.

3. While holding down the [TEMPO] button, turn the power on.

The EXPANSION screen appears.



4. Select [E6] INSTALL.

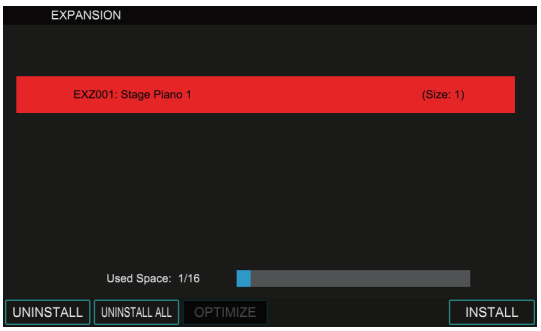
5. Use the [E1] knob to select the tone that you want to add, and then select [E6] INSTALL.

A confirmation message appears.

If you decide to cancel, choose [E6] CANCEL.

6. Select [E5] OK.

The tone is added.



NOTE

Never turn off the power or remove the USB flash drives while the screen indicates "working."

Removing a Tone

Here's how to remove a tone that you added.

1. In the EXPANSION screen, use the cursor [▲] [▼] buttons to select the tone that you want to remove.

If you want to remove all tones, select [E2] UNINSTALL ALL, and then proceed to step 3.

2. Select [E1] UNINSTALL.

A confirmation message appears.

If you decide to cancel, choose [E6] CANCEL.

3. Select [E5] OK.

The tone is removed.

NOTE

Never turn off the power or remove the USB flash drives while the screen indicates "working."

Optimizing the Tone Storage Area

As you add and remove tones, the free area of memory might become fragmented so that tones can no longer be added.

By optimizing the memory, you can improve the condition of the tone storage area.

1. In the EXPANSION screen, select [E3] OPTIMIZE.

A confirmation message appears.

If you decide to cancel, choose [E6] CANCEL.

2. Select [E5] OK.

The tone storage area is optimized.

NOTE

Never turn off the power or remove the USB flash drives while the screen indicates "working."

Selecting an Expansion Tone

Here's how to select a tone that you added as an expansion tone.

1. After adding a tone, turn off the power of the FANTOM.

2. Press the [⏻] switch to turn on the power of the FANTOM.

3. Select an expansion tone that you added.

Selecting a tone

Tone	Explanation
EXP TONE	• In the TONE LIST screen, you can select expansion tones following the end of the category of the added tone. • In the ZONE VIEW screen bank, select "EXZ***."
EXP TONE WAVE	1. In the TONE EDIT screen, select OSC, and set Wave Group to "EXP." 2. Select "EXZ***" for Wave No. L/R.
EXP RHYTHM INST	1. Select a tone whose TONE TYPE is "Drum." 2. In the TONE EDIT screen, select KEY PARAM, and select "EXZ***" as the INST GRP ID. 3. Select a drum sound (instrument).
EXP RHYTHM WAVE	1. Select a tone whose TONE TYPE is "Drum." 2. In the TONE EDIT screen, select INST WAVE, and set Wave Group to "EXP." 3. Select "EXZ***" for Wave No. L/R.

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