BOSS

Version 1.2 and later

RC-505mkII
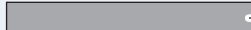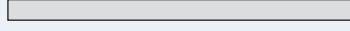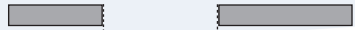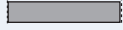## LOOP STATION

Parameter Guide

Parameter indications in this guide

Parameters that were added or changed in Ver. 1.2 are indicated with a
`Ver. 1.2` mark.

Memory Settings (LOOP)

TRACK 1–5

* You can press the [TRACK] buttons for tracks 1–5 to show the track settings screen for each track.

Parameter	Value (Bold: default)	Explanation
REVERSE	**OFF**, ON	Specifies conventional playback (OFF) or reverse playback (ON). * When REVERSE is set to "ON", you won't be able to switch to overdubbing after a recording has been completed.
1SHOT		Specifies whether the track playback will be one-shot (ON) or not one-shot (OFF; conventional loop playback). Track 1: OFF Track 2: ON If 1SHOT is ON, playback will stop when it reaches the end of the phrase.
	OFF	Conventional loop playback.
	ON	The phrase will play only once from the beginning to the end of the track, and then stop automatically (One-Shot Playback). If you press the [▶/●] button during playback, playback will begin again from the beginning of the track (Retrigger Playback). Overdubbing cannot be carried out. * If you don't want to use tempo synchronization, set TEMPO SYNC SW (p. 3) "OFF".
PAN	L50–**CENTER**–R50	Specifies the stereo position (pan) of the track.
PLAY LEVEL	0–**100**–200	Adjusts the playback level of the tracks.
START MODE		Specifies whether playback starts with a fade-in or immediately when the track plays.
	IMMEDIATE	Playback starts immediately.
	FADE	Playback starts while fading in. * You can use "FADE TIME" (p. 4) to specify the length of the fade-in.
STOP MODE		Specifies how the track will stop when you press the [■] button. • The [▶/●] button will blink until playback stops. • If you press the [■] button once again before playback stops, playback will stop immediately. * You can't overdubbing during the time until playback stops.
	IMMEDIATE	Playback will stop immediately.
	FADE	Playback will fade out and then stop. * You can use "FADE TIME" (p. 4) to specify the length of the fade-out.
	LOOP	Playback will continue to the end of the loop, and then stop.
DUB MODE		Specifies the overdubbing method.
	OVERDUB	The new performance is layered onto the prerecorded tracks. If overdubbing is repeated, the next performance is layered on top of the previous material, allowing you to create an ensemble in a single track.
	REPLACE1	Tracks with existing recordings are overwritten as new tracks are recorded over them. Overwriting takes places while the previously recorded tracks are played back, allowing you to achieve a kind of delay effect similar to that obtained from an effects processor.
	REPLACE2	Tracks with existing recordings are overwritten as new tracks are recorded over them. You can record over a track that has already been recorded, without playing that track.
FX	OFF, **ON**	Specifies whether to apply input/track FX (ON) or not (OFF).
PLAY MODE		Specifies whether tracks 1 and 2 play back simultaneously. MULTI: Track 1 Track 2 SINGLE: Track 1 Track 2 Stops when the other track starts playing.
	MULTI	Play back all tracks. * To ensure that playback always takes place from the beginning of the phrase, you need to set LOOP SYNC SW (p. 3) to "OFF".
	SINGLE	Play back only a single track. The currently-playing track stops when the other track starts playing. * If SINGL CHNGE is set to "LOOP END", the track will change at the end of the loop.

Parameter	Value (Bold: default)		Explanation
MEASURE	You can specify the number of measures for each track. When recording along with rhythm sounds or other tracks, it's convenient to specify the number of measures before you record, so that looping will occur at the specified measure length, even if you don't operate the switch when you've finished recording. * This parameter is available only if LOOP SYNC SW is "ON". Track 1: One measure ☐☐☐☐ ☐☐☐☐ Track 2: Four measures ☐☐☐☐ ☐☐☐☐		
	AUTO		Tracks that are set to AUTO will have the same number of measures. The number of measures is determined by the first-recorded track of the tracks that are set to AUTO. For example, if all tracks are set to AUTO, the value set as the number of measures for the second and subsequent tracks will be identical to the number of measures in the first track that was recorded.
	FREE		The number of measures will be set automatically, corresponding to the length of the recording.
	♪–1– Ver. 1.2		The number of measures will be set manually. If you select a note, you can make the length shorter than a single measure. * When LOOP SYNC MODE is set to "LOOP LENGTH" (p. 3), the number of measures is adjusted according to the length set in LOOP LENGTH.
LOOP SYNC	Ver. 1.2 SW		Sets whether to use loop sync (ON) or not (OFF). When loop sync is used, the memory's tempo or the tempo synchronized to another track whose LOOP SYNC SW is "ON" is used for recording and playback.
		OFF	Records or plays back when you press the buttons. This lets you play back a loop with an unspecified length, without syncing to the memory's tempo or to the tempo of another track.
		ON	The tempo that's used for recording or playback is either the memory's tempo or the tempo synchronized to another track whose LOOP SYNC SW is "ON".
	Ver. 1.2 MODE		Sets how the loop sync operates (how syncing is performed).
		IMMEDIATE	Recording or playback starts right when you press the buttons. The length of the track to be recorded is adjusted in units of one measure.
		MEASURE	Recording or playback starts at the beginning of a measure. The length of the track to be recorded is adjusted in units of one measure. Tracks that are played back start at the beginning of the phrase, in time with the beginning of other tracks and measures.
		LOOP LENGTH	Recording or playback starts at the beginning of a measure. The length of the track to be recorded is adjusted according to the length set in LOOP LENGTH (p. 4). The track to be played back starts in time with the beginning of other tracks, in units set by LOOP LENGTH.
TEMPO SYNC	SW		Specifies whether each track plays at its original tempo (the tempo during recording) or at the tempo that is specified in memory.
		OFF	The track will play at its own original tempo.
		ON	The track will play at the memory tempo. Tracks 1–5 play at the same tempo.
	MODE		When TEMPO SYNC SW is "ON", this sets whether to change the pitch according to the tempo, or to instead make the pitch stay the same.
		PITCH	The pitch changes according to the tempo.
		XFADE	Adjusts the playback speed to match the tempo without changing the pitch.
	SPEED		Sets the playback speed for each track. * You can change the timing at which the playback speed is switched from the LOOP/PLAY "SPEED CHANGE" (p. 4) setting.
		HALF	Plays back at half the speed of the original tempo.
		NORMAL	Plays back at the original tempo.
		DOUBLE	Plays back at twice the speed of the original tempo.
BOUNCE IN	**OFF**, ON		Sets whether to allow the playback sound from a different track as well to be recorded (ON) or not (OFF) during recording or overdubbing.
INPUT	MIC 1, 2	OFF, **ON**	Sets whether the sound from each input jack/connector and the rhythm should be inputted to the track (ON) or not (OFF) during recording. Turn the [1] knob to select the input jack/connector or RHYTHM, and press the [1] knob to switch between ON/OFF. * When STEREO LINK (p. 9) is "ON", the MIC 1, 2 and L/R channels are shown as a single connector.
	INST1 L, R		
	INST2 L, R		
	RHYTHM		

REC

Parameter	Value (Bold: default)		Explanation
REC ACTION	Specifies the order in which record/playback/overdubbing are switched when you press the [▶/●] button.		
	REC->DUB		Operation will switch in the order of Recording → Overdubbing → Playback.
	REC->PLAY		Operation will switch in the order of Recording → Playback → Overdubbing.
QUANTIZE	With tracks for which LOOP SYNC SW (p. 3) is "ON", under any of the conditions listed below, your timing will be corrected (Loop Quantize) based on the tempo and time signature of the rhythm, even if the timing at which you press a button is slightly inaccurate. • If the rhythm is on • If there is an already-recorded track whose LOOP SYNC SW is turned on • If the MIDI Sync is on * The QUANTIZE setting applies only during recording. It is ignored during overdubbing or playback. * When you stop recording, it is quantized to match the measure length of the previously-recorded track (LOOP SYNC SW: ON) or rhythm.		
	OFF		Recording begins the instant you perform the operation. When you stop recording, it is quantized to match the measure.
	MEASURE		Quantize to the measure start location for recording.
AUTO REC	"AUTO REC" (auto record) starts recording when there is audio input from the mic or your guitar performance.		
	SW	**OFF**	Recording will begin the instant you press the [▶/●] button.
		ON	When you press the [▶/●] button, the [▶/●] button will blink rapidly, and the RC-505mk2 will enter recording-standby mode. When you begin playing, the [▶/●] button will light and recording will start.
	SENS	1–**50**–100	Specifies the input sensitivity at which auto record starts. Recording will start when the input from the mic or guitar exceeds the specified sensitivity. * This is valid when AUTO REC SW is "ON".
BOUNCE SW	**OFF**, ON		Sets whether bounce recording is used (ON) or not (OFF).
BOUNCE TRACK	**1**–5	OFF, **ON**	Specifies the track used for input during bounce recording (the track used for bouncing).

PLAY

Parameter	Value (Bold: default)		Explanation
S.TRK CHANGE	Specifies how the tracks will be switched when PLAY MODE (p. 2) is "SINGLE".		
	IMMEDIATE Ver. 1.2		The change will occur immediately. * When LOOP SYNC MODE (p. 3) is set to "MEASURE", the track switches at the beginning of the next measure.
	LOOP END		The change will occur after playback has reached the end of the loop.
	MEASURE		The change will occur beginning of the next measure.
CURRENT TRACK	**TRACK1**–5		Sets the target track for operating and editing.
FADE TIME	IN	♪, ♪, ♩, ♩, 1MEAS–**2MEAS**–64MEAS	Specifies the fade-in time as a number of measures when START MODE (p. 2) is set to "FADE". If you select a note, you can make the length shorter than a single measure.
	OUT		Specifies the fade-out time as a number of measures when STOP MODE (p. 2) is set to "FADE". If you select a note, you can make the length shorter than a single measure.
ALL START TRK	1–5	OFF, **ON**	Set this to "ON" for tracks that should start playing when MIDI start data is received. Use the [1]–[2] knobs to select the track, and press the [1]–[2] knobs to turn the setting on/off.
ALL STOP TRK	1–5	OFF, **ON**	Set this to "ON" for tracks that should stop playing when MIDI stop data is received. Use the [3]–[4] knobs to select the track, and press the [3]–[4] knobs to turn the setting on/off.
LOOP LENGTH	Specifies the length to which LOOP SYNC (p. 3) aligns the beginnings of the material for loop sync.		
	AUTO		The length of the first-recorded phrase will be the LOOP LENGTH.
	1–25362		Manually specifies the number of measures that will be looped.
SPEED CHANGE	Specifies the timing at which the playback speed switches to the speed set in TEMPO SYNC SPEED (p. 3).		
	IMMEDIATE		The change will occur immediately.
	LOOP END		The change will occur after playback has reached the end of the loop.
SYNC ADJUST	When SPEED CHANGE is set to "IMMEDIATE", this sets the conditions for synchronizing the start of the tracks.		
	MEASURE		The starting points of the tracks are synchronized if they are out of alignment by one measure or less.
	BEAT		The starting points of the tracks are synchronized if they are out of alignment by one beat or less.

INPUT FX

BANK A–D

Parameter	Value (Bold: default)	Explanation
FX A–D	**OFF**, ON	Specifies the FX A–D on/off. * When MODE is set to "SINGLE", you can turn on only one effect from A–D.
BANK	**A**–D	Sets the target FX bank for operating and editing.
SW	**OFF**, ON	Specifies the FX bank on/off.
MODE	Sets how the [A]–[D] buttons operate.	
	SINGLE	The effect for only one button you push can be turned on.
	MULTI	The effects for all the buttons you push can be turned on.
FX TARGET	**A**–D	Sets which effect is controlled (FX A–D) when using the [INPUT FX] knob.

FX A–D

Parameter	Value (Bold: default)	Explanation
SW	**OFF**, ON	Specifies the effects on/off.
SW MODE	Sets how the [A]–[D] buttons operate.	
	TOGGLE	The effect toggles between on and off with each press of the button.
	MOMENT	The effect turns on only while the button is pressed.
INSERT	These parameters set the inputs for which effects are applied. * When STEREO LINK is "ON", the L/R channels of MIC 1, 2 are shown as a single connector.	
	ALL	Applies effects to all inputs. * Even when this is set to "ALL", the unit doesn't record inputs with effects if the LOOP/TRACK 1–5 INPUT (p. 3) for all the tracks hasn't been set to "ON". * Even when this is set to "ALL", the signal with effects is not output to the output jacks whose INPUT (p. 12) in MENU/OUTPUT/ROUTING are not all set to "ON".
	MIC1, MIC2	Applies effects to the input audio from the MIC 1, 2 connectors.
	INST1-L, INST1-R	Applies effects to the input audio from the INST 1 L/MONO, R jacks.
	INST2-L, INST2-R	Applies effects to the input audio from the INST 2 L/MONO, R jacks.
FX TYPE	Select the type of effect to assign to the [A]–[D] buttons, and set their FX parameters. * The FX parameters vary depending on the selected effect type. ➡ "Input FX/Track FX List" (p. 34)	

TRACK FX

BANK A–D

Parameter	Value (Bold: default)	Explanation
FX A–D	**OFF**, ON	Specifies the FX A–D on/off. * When MODE is set to "SINGLE", you can turn on only one effect from A–D.
BANK	**A**–D	Sets the target FX bank for operating and editing.
SW	**OFF**, ON	Specifies the FX bank on/off.
MODE	Sets how the [A]–[D] buttons operate.	
	SINGLE	The effect for only one button you push can be turned on.
	MULTI	The effects for all the buttons you push can be turned on.
FX TARGET	**A**–D	Sets which effect is controlled (FX A–D) when using the [INPUT FX] knob.

FX A–D

Parameter	Value (Bold: default)	Explanation
SW	**OFF**, ON	Specifies the effects on/off.
SW MODE	Sets how the [A]–[D] buttons operate.	
	TOGGLE	The effect toggles between on and off with each press of the button.
	MOMENT	The effect turns on only while the button is pressed.
INSERT	These parameters set the tracks for which effects are applied.	
	ALL	Applies effects to all tracks. * Even when this is set to "ALL", the signal with effects is not output to the output jacks whose TRACK (p. 11) in MENU/OUTPUT/ROUTING are not all set to "ON".
	TRACK1–5	Applies effects to specified tracks.
FX TYPE	Select the type of effect to assign to the [A]–[D] buttons, and set their FX parameters. * The FX parameters vary depending on the selected effect type. ➡ **"Input FX/Track FX List" (p. 34)**	

RHYTHM

* You can access the rhythm setting screen by pressing the RHYTHM [EDIT] button.

MEMO

By executing the Write operation while in the rhythm play-standby or rhythm play condition, you can save/recall the memory as a "rhythm: on" memory.

Parameter	Value (Bold: default)	Explanation
GENRE	Selects the genre of the rhythm pattern.	
	ACOUSTIC, BALLAD, BLUES, JAZZ, FUSION, R&B, SOUL, FUNK, POP, SOFT ROCK, ROCK, ALT ROCK, PUNK, HEAVY ROCK, METAL, TRAD, WORLD, BALLRM, ELCTRO, **GUIDE**, USER	
PATTERN	Selects the rhythm pattern. * The patterns you can select vary, depending on the genre. ➡ **"Rhythm Pattern List" (p. 44)**	
VARIATION	**A**–D	Selects the rhythm pattern variation.
KIT	Selects the drum kit that is used for rhythm playback.	
	STUDIO, LIVE, LIGHT, HEAVY, ROCK, METAL, JAZZ, BRUSH, CAJON, DRUM&BASS, R&B, DANCE, TECHNO, DANCE BEATS, HIPHOP, 808+909	
BEAT	2/4–**4/4**–7/4, 5/8–15/8	Selects the rhythm beat. * You cannot change the beat after the track is recorded. Be sure to set this before recording.
START TRIG	Specifies how rhythm playback starts.	
	LOOP START	The rhythm plays when loop recording or playback starts.
	REC END	The rhythm plays when loop recording ends and switches to playback. This is useful if you want to perform without specifying a tempo, then start recording, and then play the loop in time with the rhythm when playback starts.
	BEFORE LOOP	The rhythm plays before loop recording or playback. The rhythm starts playing when you press the button once, and recording/playback starts in time with the rhythm when you press the button once again.
STOP TRIG	Specifies how rhythm playback stops.	
	OFF	The rhythm always continues playing. If you are performing in synchronization with an external MIDI device, you can keep the rhythm playing continuously to allow synchronized playback.
	LOOP STOP	The rhythm stops when the loop stops.
	REC END	The rhythm stops when loop recording ends. This is useful when you want to use the rhythm as a guide during recording.
INTRO REC	**OFF**, ON	Sets whether to add an intro (ON) or not (OFF) when recording. * The intro does not play while a track or rhythm is being played back.
INTRO PLAY	**OFF**, ON	Specifies whether the rhythm plays with (ON) or without (OFF) an intro.
ENDING	**OFF**, ON	Specifies whether the rhythm plays with (ON) or without (OFF) an ending.
FILL	OFF, **ON**	Specifies whether the rhythm plays with a fill-in (ON) or without a fill-in (OFF).
VAR.CHANGE	Specifies the timing at which the rhythm pattern variation is switched.	
	MEASURE	Play to the end of the measure and then switch.
	LOOP END	Play to the end of the loop and then switch.

NAME

Parameter	Value (Bold: default)		Explanation
NAME	Specifies the memory name.		
	1. **Turn the [4] knob to move the cursor to the position at which you want to enter a character.**		
	2. **Turn the [3] knob to select a character.**		
	[1] knob	Turn	Jumps to the beginning of uppercase/lowercase characters, numbers or symbols
		Press	Deletes the character at the cursor position
	[2] knob	Turn	Toggles between uppercase/lowercase
		Press	Inserts a space at the cursor position

System Settings (MENU)

INPUT

SETUP

Parameter	Value (Bold: default)		Explanation
PHANTOM	MIC1	**OFF**, ON	Turns phantom power on/off. * Always turn the phantom power off when connecting any device other than condenser microphones that require phantom power.
	MIC2		
INST1 GAIN INST2 GAIN	These parameters set the gain for INST 1 and 2 to match that of the connected devices.		
	INST		Instruments such as guitars/bass guitars, keyboards, etc.
	LINE		Line-level equipment such as audio players
STEREO LINK	MIC	**OFF**, ON	Turns the stereo link function on/off. • When MIC is set to "ON", this collectively uses the same settings for the MIC 1 and 2 connectors. • When INST 1, 2 is set to "ON", this collectively uses the same settings for the L and R jacks.
	INST1	OFF, **ON**	
	INST2		
PREFERENCE	MIC	**SYSTEM**, MEMORY	Selects whether to switch the MIC 1, 2 and INST 1, 2 settings to either the settings for each memory or to the system settings. * When switching to the settings for each memory, use the write operation to save the settings to memory.
	INST1		
	INST2		

EQ

■ MIC1, MIC2, INST1 L, INST1 R, INST2 L, INST2 R

* When STEREO LINK (p. 9) is "ON", MIC, INST 1 and INST 2 are shown.

Parameter		Value (Bold: default)	Explanation
SW		**OFF**, ON	Turns equalizer on/off.
LO GAIN		-20–**0**–+20 dB	Adjusts the gain for the low frequency range.
HIGH GAIN		-20–**0**–+20 dB	Adjusts the gain for the high frequency range.
LO MID	FREQ	20.0–**250 HZ**–10.0 kHz	Specifies the center of the frequency range that will be adjusted by the LO MID GAIN.
	Q	**0.5**–16	Adjusts the width of the area affected by the EQ centered at the LO MID FREQ. Higher values will narrow the area.
	GAIN	-20–**0**–+20 dB	Adjusts the gain for the low-middle frequency range.
HI MID	FREQ	20.0–**800 HZ**–10.0 kHz	Specifies the center of the frequency range that will be adjusted by the HI MID GAIN.
	Q	**0.5**–16	Adjusts the width of the area affected by the EQ centered at the HI MID FREQ. Higher values will narrow the area.
	GAIN	-20–**0**–+20 dB	Adjusts the gain for the high-middle frequency range.
LEVEL		-20–**0**–+20 dB	Adjusts the overall volume level of the equalizer.
LO CUT		**FLAT**, 20–800 Hz	Specifies the frequency at which the low cut filter begins to take effect. When "FLAT" is selected, the low cut filter will have no effect.
HI CUT		630 Hz–12.5 kHz, **FLAT**	Specifies the frequency at which the high cut filter begins to take effect. When "FLAT" is selected, the high cut filter will have no effect.

DYNAMICS

Parameter		Value (Bold: default)	Explanation
MIC1 (*1)	COMP	**OFF**, 1–100	Specifies the depth of the compressor that is applied to the audio input from the MIC 1 during loop recording. When this is "OFF", no compressor effect is applied.
	NS	0–**40**–100	Specifies the depth of the noise suppressor that is applied to the audio input from the MIC 1 during loop recording.
MIC2 (*1)	COMP	**OFF**, 1–100	Specifies the depth of the compressor that is applied to the audio input from the MIC 2 during loop recording. When this is "OFF", no compressor effect is applied.
	NS	0–**40**–100	Specifies the depth of the noise suppressor that is applied to the audio input from the MIC 2 during loop recording.
INST 1 NS		0–**40**–100	Specifies the depth of the noise suppressor that is applied to the audio input from the INST 1 during loop recording.
INST 2 NS		0–**40**–100	Specifies the depth of the noise suppressor that is applied to the audio input from the INST 2 during loop recording.

(*1)   When STEREO LINK (p. 9) is "ON", MIC is shown.

OUTPUT

SETUP

Parameter	Value (Bold: default)		Explanation
OUTPUT KNOB	These parameters select which output levels are adjusted using the [OUTPUT LEVEL] knob.		
	ALL		Adjusts the MASTER OUT and PHONES OUT.
	MASTER		Adjusts the general output level (MASTER OUT) for MAIN/SUB 1/SUB 2.
	PHONES		Adjusts the PHONES output level (PHONES OUT).
	OFF		This can't be adjusted with the [OUTPUT LEVEL] knob. The output level used is the level adjusted in the MIXER screen (p. 13) for each output jack.
STEREO LINK	**MAIN**	OFF, **ON**	Turns the stereo link function on/off. When set to "ON", this collectively uses the same settings for the L and R jacks.
	SUB1		
	SUB2		
PREFERENCE	**MAIN**	**SYSTEM**, MEMORY	Select whether to make the settings for each output jack, for the rhythm sounds (RHYTHM) and for the MASTER FX settings (MFX) apply to each memory individually or to the system. * When switching to the settings for each memory, use the write operation to save the settings to memory.
	SUB1		
	SUB2		
	PHONES		
	RHYTHM		
	MFX		

ROUTING

■ **TRACK**

* If these are set individually to ON/OFF for the tracks to be output from each jack, the effect sounds for which TRACK FX's INSERT (p. 6) is set to "ALL" are not output.

Parameter	Value (Bold: default)		Explanation
MAIN-L, R (*2)	1–5	OFF, **ON**	Sets the track to output to MAIN. Turn the [1] or [2] knob to select the track, and press the [1] or [2] knob to switch between ON/OFF.
SUB1-L, R (*2)	1–5	OFF, **ON**	Sets the track to output to SUB 1. Turn the [3] or [4] knob to select the track, and press the [3] or [4] knob to switch between ON/OFF.
SUB2-L, R (*2)	1–5	OFF, **ON**	Sets the track to output to SUB 2. Turn the [1] or [2] knob to select the track, and press the [1] or [2] knob to switch between ON/OFF.
PHONES (*3)	1–5	OFF, **ON**	Sets the track to output to PHONES. Turn the [3] or [4] knob to select the track, and press the [3] or [4] knob to switch between ON/OFF.

(*2)　When STEREO LINK is "ON", MAIN, SUB 1 and SUB 2 are shown.

(*3)　This is shown when the SW parameter of ROUTING/PHONES OUT (p. 12) is set to "INDIVIDUAL".

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System Settings (MENU)

■ INPUT/RHYTHM

Parameter	Value (Bold: default)		Explanation
MAIN (*4)	MIC 1, 2 INST 1 L, R INST 2 L, R RHYTHM	OFF, **ON**	Sets whether to output the input and rhythm sounds from MIC 1, 2/INST 1, 2 to MAIN (ON) or not (OFF). Use the [1]–[4] knobs to move the cursor, and press the [1]–[4] knobs to switch between ON/OFF.
SUB1 (*4)	MIC 1, 2 INST 1 L, R INST 2 L, R RHYTHM	OFF, **ON**	Sets whether to output the input and rhythm sounds from MIC 1, 2/INST 1, 2 to SUB 1 (ON) or not (OFF). Use the [1]–[4] knobs to move the cursor, and press the [1]–[4] knobs to switch between ON/OFF.
SUB2 (*4)	MIC 1, 2 INST 1 L, R INST 2 L, R RHYTHM	OFF, **ON**	Sets whether to output the input and rhythm sounds from MIC 1, 2/INST 1, 2 to SUB 2 (ON) or not (OFF). Use the [1]–[4] knobs to move the cursor, and press the [1]–[4] knobs to switch between ON/OFF.
PHONES (*4)	* This is shown when the SW parameter of ROUTING/PHONES OUT is set to "INDIVIDUAL".		
	MIC 1, 2 INST 1 L, R INST 2 L, R RHYTHM	OFF, **ON**	Sets whether to output the input and rhythm sounds from MIC 1, 2/INST 1, 2 to PHONES (ON) or not (OFF). Use the [1]–[4] knobs to move the cursor, and press the [1]–[4] knobs to switch between ON/OFF.
PHONES RHYTHM	* This is shown when the SW parameter of ROUTING/PHONES OUT is set to a value aside from "INDIVIDUAL".		
	OFF, ON		Sets whether to output the input and rhythm sounds from MIC 1, 2/INST 1, 2 to PHONES (ON) or not (OFF).
RHYTHM OUT	This sets the output destination of the rhythm sound.		
	OUTPUT		Outputs from the output jack that's set to "ON" in RHYTHM.
	LOOP		Lets you record rhythm sounds in a loop, or perform loops while using the note messages from an external MIDI device to trigger the rhythm.
INPUT THRU	OFF, **ON**		When this is set to "OFF", the input sound from the MIC 1/2 and INST 1/2 jacks is muted and is not output to all OUTPUT jacks.

(*4)   When STEREO LINK (p. 9) is "ON", the MIC 1, 2 and L/R channels are shown as a single connector.

■ PHONES OUT

*   If these are set individually to ON/OFF for the tracks to be output from each jack in the ROUTING/TRACK (p. 11) settings, the effect sounds for which INPUT FX's INSERT (p. 5) is set to "ALL" are not output.

Parameter	Value (Bold: default)	Explanation
SW	These parameters specify the track to output from the PHONES jack. * When STEREO LINK (p. 11) is "ON", MAIN, SUB 1 and SUB 2 are shown.	
	MAIN-L, R	The track set in "MAIN-L, R" (p. 11) of ROUTING/TRACK is output.
	SUB1-L, R	The track set in "SUB1-L, R" of ROUTING/TRACK is output.
	SUB2-L, R	The track set in "SUB2-L, R" of ROUTING/TRACK is output.
	INDIVIDUAL	The track set in "PHONES" of ROUTING/TRACK is output.

■ PHONES MONITOR

*   This is shown when the SW parameter of ROUTING/PHONES OUT is set to "INDIVIDUAL".

Parameter	Value (Bold: default)	Explanation
PHONES MONITOR	OFF, **ON**	When this is set to "ON", the track's sound always plays back through the PHONES jack, regardless of the track slider position.

EQ

■ **MAIN L, MAIN R, SUB1 L, SUB1 R, SUB2 L, SUB2 R**

* When STEREO LINK (p. 11) is "ON", MAIN, SUB1 and SUB2 are shown.

Parameter		Value (Bold: default)	Explanation
SW		**OFF**, ON	Turns equalizer on/off.
LO GAIN		-20–**0**–+20 dB	Adjusts the gain for the low frequency range.
HIGH GAIN		-20–**0**–+20 dB	Adjusts the gain for the high frequency range.
LO MID	FREQ	20.0–**250 Hz**–10.0 kHz	Specifies the center of the frequency range that will be adjusted by the LO MID GAIN.
	Q	**0.5**–16	Adjusts the width of the area affected by the EQ centered at the LO MID FREQ. Higher values will narrow the area.
	GAIN	-20–**0**–+20 dB	Adjusts the gain for the low-middle frequency range.
HI MID	FREQ	20.0–**800 Hz**–10.0 kHz	Specifies the center of the frequency range that will be adjusted by the HI MID GAIN.
	Q	**0.5**–16	Adjusts the width of the area affected by the EQ centered at the HI MID FREQ. Higher values will narrow the area.
	GAIN	-20–**0**–+20 dB	Adjusts the gain for the high-middle frequency range.
LEVEL		-20–**0**–+20 dB	Adjusts the overall volume level of the equalizer.
LO CUT		**FLAT**, 20–800 Hz	Specifies the frequency at which the low cut filter begins to take effect. When "FLAT" is selected, the low cut filter will have no effect.
HI CUT		630 Hz–12.5 kHz, **FLAT**	Specifies the frequency at which the high cut filter begins to take effect. When "FLAT" is selected, the high cut filter will have no effect.

MASTER FX

Parameter	Value (Bold: default)	Explanation
COMP	**OFF**, 1–40	Sets the depth of the compressor effect that's applied to the output sound. When this is "OFF", no compressor effect is applied.
REVERB	**0**–40	Sets the depth of the reverb effect that's applied to the output sound.
INSERT	**MAIN**-L, MAIN-R, SUB1-L, SUB1-R, SUB2-L, SUB2-R, OFF	Sets the output jacks to which the compressor and reverb effects are applied. When this is "OFF", no compressor or reverb effects are applied. * When STEREO LINK (p. 11) is "ON", MAIN, SUB1 and SUB2 are shown.

MIXER

Parameter	Value (Bold: default)	Explanation
MIC 1, 2 IN		Adjusts the input level from each input jack. Push the [1]–[4] knobs to mute the sound. * When STEREO LINK (p. 9) is "ON", MIC, INST1 and INST2 are shown.
INST1-L, R IN	0–**100**–200	
INST2-L, R IN		
MAIN-L, R OUT		Adjusts the output level for MAIN/SUB 1/SUB 2. * When STEREO LINK (p. 11) is "ON", MAIN, SUB1 and SUB2 are shown.
SUB1-L, R OUT	0–**100**–200	
SUB2-L, R OUT		
LOOP OUT	0–**100**–200	Adjusts the loop playback output level.
RHYTHM OUT	0–**100**–200	Adjusts the rhythm sound output level.
PHONES OUT	0–**100**–200	Adjusts the PHONES output level.
MASTER OUT	0–**100**–200	Adjusts the general output level for MAIN-L, R OUT/SUB1-L, R OUT/SUB2-L, R OUT.

CTL FUNC

PANEL PLAY

■ **TRACK/TRK1–5**	Specify the functions of the [TRACK] buttons (tracks 1–5).
■ **FX/TRK1–5**	Specify the functions of the [FX] buttons (tracks 1–5).

PANEL UNDO

■ **TRACK/TRK1–5**	Specify the functions of the [TRACK] buttons (tracks 1–5) during undo/redo.
■ **FX/TRK1–5**	Specify the functions of the [FX] buttons (tracks 1–5) during undo/redo.

PUSH:	Functions when the button is pressed
HOLD:	Functions when the button is held down
CLICK:	Functions when the button is double-clicked

Value		Explanation
● **OFF**		
- - -		No function is assigned.
● **TRK1–5 CLEAR**		
PUSH	CLEAR	Clear the specified track.
● **TRK1–5 REVERSE**		
PUSH	REVERSE	Turn reverse play on/off for the specified track.
● **TRK1–5 UNDO/REDO**		
PUSH	UNDO/REDO	Undo/redo recording or the most recent overdubbing for the specified track.
● **TRK1–5 MARK BACK1**		
PUSH	MARK BACK	Switches to the recording state set by the mark for the specified track. If a mark has not been set, the track switches to the post-recording state.
● **TRK1–5 MARK BACK2**		
PUSH	MARK BACK	Switches to the recording state set by the mark for the specified track. If a mark has not been set, the track switches to the post-recording state.
HOLD	REC BACK	Restores the specified track to how it was right after recording.
● **TRK1–5 REC BACK**		
PUSH	REC BACK	Restores the specified track to how it was right after recording.
● **TRK1–5 MARK SET1**		
PUSH	MARK SET	Sets a mark at the overdubbing state for the specified track.
● **TRK1–5 MARK SET2**		
PUSH	MARK SET	Sets a mark at the overdubbing state for the specified track.
HOLD	MARK CLEAR	Deletes the mark that was set for the specified track.
● **TRK1–5 MARK CLEAR**		
PUSH	MARK CLEAR	Deletes the mark that was set for the specified track.
● **TRK1–5 HALF SPEED**		
PUSH	HALF SPEED	Sets the playback speed to 1/2 for the specified track.
● **TRK1–5 HALF SPEED (MOMENT)**		
PUSH	HALF SPEED	The specified track plays back at half speed while you press the button.

Value		Explanation
● **TRK1–5 DOUBLE SPEED**		
PUSH	DOUBLE SPEED	Sets the playback speed to 2x for the specified track.
● **TRK1–5 DOUBLE SPEED (MOMENT)**		
PUSH	DOUBLE SPEED	The specified track plays back at double speed while you press the button.
● **TRK1–5 TRACK EDIT**		
PUSH	TRACK EDIT	Shows the TRACK screen for the specified track.
● **TRK1–5 TRACK FX**		
PUSH	FX ON/OFF	Turn the track FX on/off for the specified track.
● **CUR.TRK CLEAR**		
PUSH	CLEAR	Clear the currently selected track.
● **CUR.TRK REVERSE**		
PUSH	CLEAR	Turn reverse play on/off for the currently selected track.
● **CUR.TRK UNDO/REDO**		
PUSH	UNDO	Undo/redo recording or the most recent overdubbing for the currently selected track.
● **CUR.TRK MARK BACK1**		
PUSH	MARK BACK	Switches to the recording state set by the mark for the currently selected track. If a mark has not been set, the track switches to the post-recording state.
● **CUR.TRK MARK BACK2**		
PUSH	MARK BACK	Switches to the recording state set by the mark for the currently selected track. If a mark has not been set, the track switches to the post-recording state.
HOLD	REC BACK	Restores the currently selected track to how it was right after recording.
● **CUR.TRK REC BACK**		
PUSH	REC BACK	Restores the currently selected track to how it was right after recording.
● **CUR.TRK MARK SET1**		
PUSH	MARK SET	Sets a mark at the overdubbing state for the currently selected track.
● **CUR.TRK MARK SET2**		
PUSH	MARK SET	Sets a mark at the overdubbing state for the currently selected track.
HOLD	MARK CLEAR	Deletes the mark that was set for the currently selected track.
● **CUR.TRK MARK CLEAR**		
PUSH	MARK CLEAR	Deletes the mark that was set for the currently selected track.
● **CUR.TRK HALF SPEED**		
PUSH	HALF SPEED	Sets the playback speed to 1/2 for the currently selected track.
● **CUR.TRK HALF SPEED (MOMENT)**		
PUSH	HALF SPEED	The currently selected track plays back at half speed while you press the button.
● **CUR.TRK DOUBLE SPEED**		
PUSH	DOUBLE SPEED	Sets the playback speed to 2x for currently selected track.
● **CUR.TRK DOUBLE SPEED (MOMENT)**		
PUSH	DOUBLE SPEED	The currently selected track plays back at double speed while you press the button.
● **CUR.TRK TRACK EDIT**		
PUSH	TRACK EDIT	Shows the TRACK screen for the currently selected track.
● **CUR.TRK TRACK FX**		
PUSH	FX ON/OFF	Turn the track FX on/off for the currently selected track.
● **CUR.TRK INC**		
PUSH	INC	Switch the current track in the order of 1 ➔ 2 ➔ ...5 ➔ ....
HOLD		
● **CUR.TRK DEC**		
PUSH	DEC	Switch the current track in the order of 5 ➔ 4 ➔ ...1 ➔ ....
HOLD	INC	Switch the current track in the order of 1 ➔ 2 ➔ ...5 ➔ ....
● **TEMPO UP**		
PUSH	TEMPO DOUBLE	Doubles the tempo.

System Settings (MENU)

Value		Explanation
● **TEMPO DOWN**		
PUSH	TEMPO HALF	Slows the tempo down to 1/2.
● **INPUT FX ON/OFF**		
PUSH	FX ON/OFF	Turn the input FX on/off.
● **TRACK FX ON/OFF**		
PUSH	FX ON/OFF	Turn the track FX on/off.
● **MIC IN MUTE**		
PUSH	MUTE ON/OFF	Mutes the audio from the MIC 1, 2 connectors.
● **MIC1 IN MUTE**		
PUSH	MUTE ON/OFF	Mutes the audio from the MIC 1 connector.
● **MIC2 IN MUTE**		
PUSH	MUTE ON/OFF	Mutes the audio from the MIC 2 connector.
● **LED**		
PUSH	TOGGLE COLOR	Switches the button's color (when lit) to the color that was set.

CTL/EXP

■ CTL1–4	Specify the functions of the footswitch connected to the CTL 1, 2/EXP 1 jack or the CTL 3, 4/EXP 2 jack. **PUSH**: Functions when the switch is pressed **HOLD**: Functions when the switch is held down **CLICK**: Functions when the switch is double-clicked

Value		Explanation
● **OFF**		
- - -		No function is assigned.
● **TRK1–5 REC/PLAY1**		
PUSH	REC/PLAY	Switch between record/play/overdubbing for the specified track.
● **TRK1–5 REC/PLAY2**		
PUSH	REC/PLAY	Switch between record/play/overdubbing for the specified track.
HOLD	UNDO (PLAY)	The specified track, long press the switch during playback or overdubbing to Undo, and long press the switch once again to Redo.
● **TRK1–5 REC/PLAY3**		
PUSH	REC/PLAY	Switch between record/play/overdubbing for the specified track.
HOLD	UNDO (PLAY)	The specified track, long press the switch during playback or overdubbing to Undo, and long press the switch once again to Redo.
CLICK	STOP	Stop record/play for the specified track.
● **TRK1–5 REC/PLAY4**		
PUSH	REC/PLAY	Switch between record/play/overdubbing for the specified track.
HOLD	UNDO, CLEAR	The specified track, long press the switch during recording or playback to Undo, and long press the switch once again to Redo. Long press the switch during stopped, the track is cleared.
CLICK	STOP	Stop record/play for the specified track.
● **TRK1–5 MOMENT PLAY**		
PUSH	PLAY	The currently selected track plays back as long as you hold down the switch.
● **TRK1–5 PLAY/STOP1** Ver. 1.2		
PUSH	PLAY/STOP	Switch between play/stop for the specified track.
● **TRK1–5 PLAY/STOP2** Ver. 1.2		
PUSH	PLAY/STOP	Switch between play/stop for the specified track.
HOLD	UNDO (PLAY)	The specified track, long press the switch during playback or overdubbing to Undo, and long press the switch once again to Redo.
● **TRK1–5 PLAY/STOP3** Ver. 1.2		
PUSH	PLAY/STOP	Switch between play/stop for the specified track.
HOLD	UNDO, CLEAR	The specified track, long press the switch during recording or playback to Undo, and long press the switch once again to Redo. Long press the switch during stopped, the track is cleared.
● **TRK1–5 STOP1**		
PUSH	STOP	Stop record/play for the specified track.
● **TRK1–5 STOP2**		
PUSH	STOP	Stop record/play for the specified track.
CLICK	TAP TEMPO	Sets the tempo using tap tempo. Long-press the switch to return to the previous tempo.
● **TRK1–5 STOP3**		
PUSH	STOP	Stop record/play for the specified track.
HOLD	CLEAR	Clear the specified track.
CLICK	TAP TEMPO	Sets the tempo using tap tempo. Long-press the switch to return to the previous tempo.
● **TRK1–5 STOP4**		
PUSH	STOP	Stop record/play for the specified track.
HOLD	CLEAR	Clear the specified track.

System Settings (MENU)

Value			Explanation
● **TRK1–5 STOP5**			
PUSH	STOP		Stop record/play for the specified track.
CLICK	CLEAR		Clear the specified track.
● **TRK1–5 CLEAR**			
PUSH	CLEAR		Clear the specified track.
● **TRK1–5 REVERSE**			
PUSH	REVERSE		Turn reverse play on/off for the specified track.
● **TRK1–5 UNDO/REDO**			
PUSH	UNDO		Undo/redo recording or the most recent overdubbing for the specified track.
● **TRK1–5 MARK BACK1**			
PUSH	MARK BACK		Switches to the recording state set by the mark for the specified track. If a mark has not been set, the track switches to the post-recording state.
● **TRK1–5 MARK BACK2**			
PUSH	MARK BACK		Switches to the recording state set by the mark for the specified track. If a mark has not been set, the track switches to the post-recording state.
HOLD	REC BACK		Restores the specified track to how it was right after recording.
● **TRK1–5 REC BACK**			
PUSH	REC BACK		Restores the specified track to how it was right after recording.
● **TRK1–5 MARK SET1**			
PUSH	MARK SET		Sets a mark at the overdubbing state for the specified track.
● **TRK1–5 MARK SET2**			
PUSH	MARK SET		Sets a mark at the overdubbing state for the specified track.
HOLD	MARK CLEAR		Deletes the mark that was set for the specified track.
● **TRK1–5 MARK CLEAR**			
PUSH	MARK CLEAR		Deletes the mark that was set for the specified track.
● **TRK1–5 HALF SPEED**			
PUSH	HALF SPEED		Sets the playback speed to 1/2 for the specified track.
● **TRK1–5 HALF SPEED (MOMENT)**			
PUSH	HALF SPEED		The specified track plays back at half speed while you press the button.
● **TRK1–5 DOUBLE SPEED**			
PUSH	DOUBLE SPEED		Sets the playback speed to 2x for the specified track.
● **TRK1–5 DOUBLE SPEED (MOMENT)**			
PUSH	DOUBLE SPEED		The specified track plays back at double speed while you press the button.
● **TRK1–5 TRACK EDIT**			
PUSH	TRACK EDIT		Shows the TRACK screen for the specified track.
● **TRK1–5 TRACK FX**			
PUSH	FX ON/OFF		Turn the track FX on/off for the specified track.
● **CUR.TRK REC/PLAY1**			
PUSH	REC/PLAY		Switch between record/play/overdubbing for the currently selected track.
● **CUR.TRK REC/PLAY2**			
PUSH	REC/PLAY		Switch between record/play/overdubbing for the currently selected track.
HOLD	UNDO (PLAY)		The specified track, long press the switch during playback or overdubbing to Undo, and long press the switch once again to Redo.
● **CUR.TRK REC/PLAY3**			
PUSH	REC/PLAY		Switch between record/play/overdubbing for the currently selected track.
HOLD	UNDO (PLAY)		The specified track, long press the switch during playback or overdubbing to Undo, and long press the switch once again to Redo.
CLICK	STOP		Stop record/play for the currently selected track.

Value		Explanation
● **CUR.TRK REC/PLAY4**		
PUSH	REC/PLAY	Switch between record/play/overdubbing for the currently selected track.
HOLD	UNDO, CLEAR	The specified track, long press the switch during recording or playback to Undo, and long press the switch once again to Redo. Long press the switch during stopped, the track is cleared.
CLICK	STOP	Stop record/play for the currently selected track.
● **CUR.TRK MOMENT PLAY**		
PUSH	PLAY	The currently selected track plays back as long as you hold down the switch.
● **CUR.TRK PLAY/STOP1** Ver. 1.2		
PUSH	PLAY/STOP	Switch between play/stop for the currently selected track.
● **CUR.TRK PLAY/STOP2** Ver. 1.2		
PUSH	PLAY/STOP	Switch between play/stop for the currently selected track.
HOLD	UNDO (PLAY)	The specified track, long press the switch during playback or overdubbing to Undo, and long press the switch once again to Redo.
● **CUR.TRK PLAY/STOP3** Ver. 1.2		
PUSH	PLAY/STOP	Switch between play/stop for the currently selected track.
HOLD	UNDO, CLEAR	The currently selected track, long press the switch during recording or playback to Undo, and long press the switch once again to Redo. Long press the switch during stopped, the track is cleared.
● **CUR.TRK STOP1**		
PUSH	STOP	Stop record/play for the currently selected track.
● **CUR.TRK STOP2**		
PUSH	STOP	Stop record/play for the currently selected track.
CLICK	TAP TEMPO	Sets the tempo using tap tempo. Long-press the switch to return to the previous tempo.
● **CUR.TRK STOP3**		
PUSH	STOP	Stop record/play for the currently selected track.
HOLD	CLEAR	Clear the currently selected track.
CLICK	TAP TEMPO	Sets the tempo using tap tempo. Long-press the switch to return to the previous tempo.
● **CUR.TRK STOP4**		
PUSH	STOP	Stop record/play for the currently selected track.
HOLD	CLEAR	Clear the specified track.
● **CUR.TRK STOP5**		
PUSH	STOP	Stop record/play for the currently selected track.
CLICK	CLEAR	Clear the currently selected track.
● **CUR.TRK CLEAR**		
PUSH	CLEAR	Clear the currently selected track.
● **CUR.TRK REVERSE**		
PUSH	REVERSE	Turn reverse play on/off for the currently selected track.
● **CUR.TRK UNDO/REDO**		
PUSH	UNDO	Undo/redo recording or the most recent overdubbing for the currently selected track.
● **CUR.TRK MARK BACK1**		
PUSH	MARK BACK	Switches to the recording state set by the mark for the currently selected track. If a mark has not been set, the track switches to the post-recording state.
● **CUR.TRK MARK BACK2**		
PUSH	MARK BACK	Switches to the recording state set by the mark for the currently selected track. If a mark has not been set, the track switches to the post-recording state.
HOLD	REC BACK	Restores the currently selected track to how it was right after recording.
● **CUR.TRK REC BACK**		
PUSH	REC BACK	Restores the currently selected track to how it was right after recording.

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Value		Explanation
● CUR.TRK MARK SET1		
PUSH	MARK SET	Sets a mark at the overdubbing state for the currently selected track.
● CUR.TRK MARK SET2		
PUSH	MARK SET	Sets a mark at the overdubbing state for the currently selected track.
HOLD	MARK CLEAR	Deletes the mark that was set for the currently selected track.
● CUR.TRK MARK CLEAR		
PUSH	MARK CLEAR	Deletes the mark that was set for the currently selected track.
● CUR.TRK HALF SPEED		
PUSH	HALF SPEED	Sets the playback speed to 1/2 for the currently selected track.
● CUR.TRK HALF SPEED (MOMENT)		
PUSH	HALF SPEED	The currently selected track plays back at half speed while you press the button.
● CUR.TRK DOUBLE SPEED		
PUSH	DOUBLE SPEED	Sets the playback speed to 2x for currently selected track.
● CUR.TRK DOUBLE SPEED (MOMENT)		
PUSH	DOUBLE SPEED	The currently selected track plays back at double speed while you press the button.
● CUR.TRK TRACK EDIT		
PUSH	TRACK EDIT	Shows the TRACK screen for the currently selected track.
● CUR.TRK TRACK FX		
PUSH	FX ON/OFF	Turn the track FX on/off for the currently selected track.
● CUR.TRK INC1		
PUSH	INC	Switch the current track in the order of 1 → 2 → ...5 → ....
HOLD		
● CUR.TRK INC2		
PUSH	INC	Switch the current track in the order of 1 → 2 → ...5 → ....
HOLD	DEC	Switch the current track in the order of 5 → 4 → ...1 → ....
● CUR.TRK DEC1		
PUSH	DEC	Switch the current track in the order of 5 → 4 → ...1 → ....
HOLD		
● CUR.TRK DEC2		
PUSH	DEC	Switch the current track in the order of 5 → 4 → ...1 → ....
HOLD	INC	Switch the current track in the order of 1 → 2 → ...5 → ....
● CUR.TRK NUM		
PUSH	- - -	Sets the current track.
● ALL START/STOP1		
PUSH	ALL START/STOP	Makes all tracks start (play back) at the same time. If you press the switch when the tracks are currently playing back or recording, all tracks stop. * If START MODE/STOP MODE (p. 2) is set to "FADE", playback starts or stops after the fade-in or fade-out.
● ALL START/STOP2		
PUSH	ALL START/STOP	Makes all tracks start (play back) at the same time. If you press the switch when the tracks are currently playing back or recording, all tracks stop. * If START MODE/STOP MODE (p. 2) is set to "FADE", playback starts or stops after the fade-in or fade-out.
HOLD	ALL CLEAR	Clears all tracks.
● ALL START/STOP3		
PUSH	ALL START/STP	Makes all tracks start (play back) at the same time. If you press the switch when the tracks are currently playing back or recording, all tracks stop. * If START MODE/STOP MODE (p. 2) is set to "FADE", playback starts or stops after the fade-in or fade-out.
CLICK	ALL CLEAR	Clears all tracks.

Value		Explanation
● **ALL START/STOP4** `Ver. 1.2`		
PUSH	IMM ALL ST/STOP	Makes all tracks start (play back) at the same time. If you press the switch when the tracks are currently playing back or recording, all tracks stop. * Even if START MODE/STOP MODE (p. 2) is set to "FADE", playback starts/stops immediately.
● **ALL START/STOP5** `Ver. 1.2`		
PUSH	IMM ALL ST/STOP	Makes all tracks start (play back) at the same time. If you press the switch when the tracks are currently playing back or recording, all tracks stop. * Even if START MODE/STOP MODE (p. 2) is set to "FADE", playback starts/stops immediately.
HOLD	ALL CLEAR	Clears all tracks.
● **ALL START/STOP6** `Ver. 1.2`		
PUSH	IMM ALL ST/STOP	Makes all tracks start (play back) at the same time. If you press the switch when the tracks are currently playing back or recording, all tracks stop. * Even if START MODE/STOP MODE (p. 2) is set to "FADE", playback starts/stops immediately.
CLICK	ALL CLEAR	Clears all tracks.
● **ALL CLEAR1** `Ver. 1.2`		
PUSH	ALL CLEAR	Clears all tracks.
● **ALL CLEAR2** `Ver. 1.2`		
HOLD	ALL CLEAR	Clears all tracks.
● **TAP TEMPO**		
PUSH	TAP TEMPO	Sets the tempo using tap tempo. Long-press the switch to return to the previous tempo.
HOLD	TEMPO REVERT	Returns the tempo to its previous value before editing.
● **TEMPO UP**		
PUSH	TEMPO DOUBLE	Doubles the tempo.
● **TEMPO DOWN**		
PUSH	TEMPO HALF	Slows the tempo down to 1/2.
● **INPUT FX**		
PUSH	FX ON/OFF	Turn the input FX on/off.
● **INPUT FX A–D**		
PUSH	FX ON/OFF	Turn the input FX A–D on/off for the currently selected FX bank.
● **INPUT FX CUR**		
PUSH	FX ON/OFF	Turn the input FX on/off for the currently selected.
● **TRACK FX**		
PUSH	FX ON/OFF	Turn the track FX on/off.
● **TRACK FX A–D**		
PUSH	FX ON/OFF	Turn the track FX A–D on/off for the currently selected FX bank.
● **TRACK FX CUR**		
PUSH	FX ON/OFF	Turn the track FX on/off for the currently selected.
● **RHYTHM START/STOP**		
PUSH	RHY START/STOP	Switch the rhythm between start/stop.
● **RHYTHM START**		
PUSH	RHYTHM START	Start playing the rhythm.
● **RHYTHM STOP**		
PUSH	RHYTHM STOP	Stop playing the rhythm.
● **MEMORY INC1**		
PUSH	INC	Switch the memory in the order of 01 ➜ 02 ➜ ...99 ➜ ....
HOLD		
● **MEMORY INC2** `Ver. 1.2`		
PUSH	INC	Switch the memory in the order of 01 ➜ 02 ➜ ...99 ➜ ....
HOLD	DEC	Switch the memory in the order of 99 ➜ 98 ➜ ...01 ➜ ....

Value		Explanation
● **MEMORY DEC1**		
PUSH	DEC	Switch the memory in the order of 99 → 98 → ...01 → ....
HOLD		
● **MEMORY DEC2** Ver. 1.2		
PUSH	DEC	Switch the memory in the order of 99 → 98 → ...01 → ....
HOLD	INC	Switch the memory in the order of 01 → 02 → ...99 → ....
● **MEMORY WRITE**		
PUSH	WRITE	Writes the settings in the currently selected memory.
● **MIC IN MUTE**		
PUSH	MUTE ON/OFF	Mute the audio from the MIC 1, 2 connectors.
● **MIC1 IN MUTE**		
PUSH	MUTE ON/OFF	Mute the audio from the MIC 1 connector.
● **MIC2 IN MUTE**		
PUSH	MUTE ON/OFF	Mute the audio from the MIC 2 connector.

■ **EXP1, 2**   Specify the functions of an expression pedal connected to the CTL 1, 2/EXP 1 jack or the CTL 3, 4/EXP 2 jack.

Parameter	Value (Bold: default)	Explanation
FUNC	OFF	No function is assigned.
	TRK1–5 LEVEL1	Control the "PLAY LEVEL" (p. 2) of the specified track in the range of 0–200.
	TRK1–5 LEVEL2	Control the level of the specified track in the range of 0–"maximum value", with the "PLAY LEVEL" setting of the currently selected track as the maximum value.
	CUR.TRK LEVEL1	Control the "PLAY LEVEL" of the currently selected track in the range of 0–200.
	CUR.TRK LEVEL2	Control the level of the currently selected track in the range of 0–"maximum value", with the "PLAY LEVEL" setting of the currently selected track as the maximum value.
	TEMPO UP	Press the pedal to make the tempo faster.
	TEMPO DOWN	Press the pedal to make the tempo slower.
	IN FX A–D CTL	Controls the intensity of input FX A–D in the currently selected FX bank.
	IN FX CUR CTL (EXP1)	Controls the intensity of the currently selected input FX.
	TR FX A–D CTL	Controls the intensity of track FX A–D in the currently selected FX bank.
	TR FX CUR CTL (EXP2)	Controls the intensity of the currently selected track FX.
	RHYTHM LEVEL1	Control the "RHYTHM OUT" (p. 13) of MIXER in the range of 0–200.
	RHYTHM LEVEL2	Control the level in the range of 0–"maximum value", with the "RHYTHM OUT" setting of MIXER as the maximum value.
MIN	0–255	Specifies the variable range of the function that is specified. The value (MIN: minimum value, MAX: maximum value) depends on the function that is specified.
MAX		

PREFERENCE

Parameter	Value (Bold: default)	Explanation
MODE PLAY	**SYSTEM**, MEMORY	Selects whether to switch the "PANEL PLAY" (p. 14) settings to either the settings for each memory (*5) or to the system settings.
MODE UNDO	**SYSTEM**, MEMORY	Selects whether to switch the "PANEL UNDO" (p. 14) settings to either the settings for each memory (*5) or to the system settings.
QUICK CLEAR	**OFF**, ON	Turns the QUICK CLEAR function on/off. The QUICK CLEAR function clears all track when you double-click the [■] button.
ALL CLEAR	**OFF**, ON	Turns the ALL CLEAR function on/off. The ALL CLEAR function clears all tracks when you long-press the [ALL START/STOP] button.
CTL1–4	**SYSTEM**, MEMORY	Selects whether to switch the CTL/EXP "CTL1"–"CTL4" (p. 17) settings to either the settings for each memory (*5) or to the system settings.
EXP1, 2	**SYSTEM**, MEMORY	Selects whether to switch the CTL/EXP "EXP1"–"EXP2" (p. 23) settings to either the settings for each memory (*5) or to the system settings.

(*5)   When switching to the settings for each memory, use the write operation to save the settings to memory.

ASSIGN

NOTE	The ASSIGN settings are stored in memory. Execute the write operation to save these settings to each memory.

ASSIGN1−16

Parameter	Value (Bold: default)	Explanation
SW	**OFF**, ON	Specifies whether assignments will be used (ON/OFF).
SOURCE	Specify the controller (source) that will control the target.	
	TRK1−5 REC/DB	When the specified track switches from playback/stop to recording/overdubbing
	TRK1−5 PLY/STP	When the specified track switches from recording/overdubbing to playback/stop
	SYNC ST/STP	All Start/Stop message from an external MIDI device
	TRK1−5 FX (PLY)	The [FX] button for the specified track
	TRK1−5 TR (PLY)	The [TRACK] button for the specified track
	TRK1−5 FX (UND)	The [FX] button for the specified track during undo/redo
	TRK1−5 TR (UND)	The [TRACK] button for the specified track during undo/redo
	IN FX KNOB	[INPUT FX] knob
	TR FX KNOB	[TRACK FX] knob
	CTL1, 2	A footswitch (CTL1, CTL2) connected to the CTL 1, 2/EXP jack
	CTL3, 4	A footswitch (CTL3, CTL4) connected to the CTL 3, 4/EXP jack
	EXP1	An Expression pedal (EXP1) connected to the CTL 1, 2/EXP jack
	EXP2	An Expression pedal (EXP2) connected to the CTL 3, 4/EXP jack
	MIDI CC#01−31	Control Change message (1−31, 64−95) from an external MIDI device
	MIDI CC#64−95	
SOURCE MODE	If a momentary-type footswitch (such as the separately sold FS-5U) is connected as the source, you can specify how footswitch operations will affect the value.	
	MOMENT	The setting will normally be off (minimum value); it will be on (maximum value) only while you continue holding down the footswitch.
	TOGGLE	The setting will alternate between off (minimum value) and on (maximum value) each time you press the footswitch.
SOURCE ACT. LO	0−127	Specifies the controllable range for target parameters within the source's operational range. Target parameters are controlled within the range set with ACT LOW and ACT HIGH. You should normally set ACT LOW to "0" and ACT HIGH to "127".
SOURCE ACT. HI		
TARGET	Specifies the function that is controlled. * Depending on the specified function, control might not be possible while playing a track or the rhythm.	
	TRK1−5 REC/PLY	Switch between record/play/overdubbing for the specified track.
	TRK1−5 PLY/STP	Switch between play/stop for the specified track.
	TRK1−5 STOP	Stop record/play for the specified track.
	TRK1−5 CLEAR	Clear the specified track.
	TRK1−5 REVERSE	Turn reverse play on/off for the specified track.
	TRK1−5 UN/RED	Undo/redo recording or the most recent overdubbing for the specified track.
	TRK1−5 M.BACK	Switches to the recording state set by the mark for the specified track. If a mark has not been set, the track switches to the post-recording state.
	TRK1−5 R.BACK	Restores the specified track to how it was right after recording.
	TRK1−5 M.SET	Sets a mark at the overdubbing state for the specified track.
	TRK1−5 M.CLEAR	Deletes the mark that was set for the specified track.
	TRK1−5 LEVEL	Control the "PLAY LEVEL" (p. 2) of the specified track in the range of 0−200.
	CUR.TRK REC/PLY	Switch between record/play/overdubbing for the currently selected track.
	CUR.TRK PLY/STP	Switch between play/stop for the currently selected track.
	CUR.TRK STOP	Stop record/play for the currently selected track.
	CUR.TRK CLEAR	Clear the currently selected track.

Parameter	Value (Bold: default)	Explanation
TARGET	CUR.TRK REVERSE	Turn reverse play on/off for the currently selected track.
	CUR.TRK UN/RED	Undo/redo recording or the most recent overdubbing for the currently selected track.
	CUR.TRK M.BACK	Switches to the recording state set by the mark for the currently selected track. If a mark has not been set, the track switches to the post-recording state.
	CUR.TRK R.BACK	Restores the currently selected track to how it was right after recording.
	CUR.TRK M.SET	Sets a mark at the overdubbing state for the currently selected track.
	CUR.TRK M.CLEAR	Deletes the mark that was set for the currently selected track.
	CUR.TRK LEVEL	Control the "PLAY LEVEL" (p. 2) of the currently selected track in the range of 0–200.
	CUR.TRK INC	Switch the current track in the order of 1 → 2 → ...5 → ....
	CUR.TRK DEC	Switch the current track in the order of 5 → 4 → ...1 → ....
	CUR.TRK NUM	Sets the current track.
	ALL ST/STP	Makes all tracks start (play back) at the same time. If you press the switch when the tracks are currently playing back or recording, all tracks stop.
	TAP TEMPO	Sets the tempo using tap tempo. Long-press the switch to return to the previous tempo.
	TEMPO	Controls the tempo.
	INPUT FX	Turn the input FX on/off.
	IN FX TGT INC	Use the [INPUT FX] knob to switch the input FX in order from A → D for the currently selected FX bank.
	IN FX TGT DEC	Use the [INPUT FX] knob to switch the input FX in order from D → A for the currently selected FX bank.
	IN FX BNK INC	Switches the FX bank of the input FX in order from A → D.
	IN FX BNK DEC	Switches the FX bank of the input FX in order from D → A.
	IN FX SW MODE	Switches the INPUT FX [A]–[D] button operations (TOGGLE/MOMENT: p. 5) all at once for the currently selected FX bank.
	IN FX A–D	Turn the input FX A–D on/off for the currently selected FX bank.
	IN FX A–D CTL	Controls the parameters according to the input FX A–D type for the currently selected FX bank.
	IN FX A–D TYPE	Switches the input FX A–D type for the currently selected FX bank.
	IN FX A–D TYP INC	Switches the input FX A–D type in order from "LPF" → "REVERSE REVERB" for the currently selected FX bank.
	IN FX A–D TYP DEC	Switches the input FX A–D type in order from "REVERSE REVERB" → "LPF" for the currently selected FX bank.
	IN FX A–D SW MODE	Switches the input FX [A]–[D] button operations (TOGGLE/MOMENT) for the currently selected FX bank.
	IN FX A–D PRM1–4	Controls the input FX A–D parameters 1–4 for the currently selected FX bank.
	IN FX A–D SEQ	Turns the input FX A–D FX sequence function (p. 34) on/off for the currently selected FX bank.
	IN FX A–D S.SYNC	Controls the input FX A–D "SYNC" for the currently selected FX bank.
	IN FX A–D S.RTRIG	Controls the input FX A–D "RTRIG" for the currently selected FX bank.
	IN FX A–D S.RATE	Controls the input FX A–D "STEP RATE" for the currently selected FX bank.
	IN FX A–D S.MAX	Controls the input FX A–D "STEP MAX" for the currently selected FX bank.
	IN FX AA–DD	Turn the input FX A-A through D-D on/off.
	IN FX AA–DD CTL	Controls the parameters according to the input FX A-A through D-D type.
	IN FX AA–DD TYPE	Switches the input FX A-A through D-D type.
	IN FX AA–DD TYP INC	Switches the input FX A-A through D-D type in order from "LPF" → "REVERSE REVERB".
	IN FX AA–DD TYP DEC	Switches the input FX A-A through D-D type in order from "REVERSE REVERB" → "LPF".
	IN FX AA–DD SW MODE	Switches the INPUT FX [A]–[D] button operations (TOGGLE/MOMENT) for input FX A-A through D-D.
	IN FX AA–DD PRM1–4	Controls the input FX A-A through D-D parameters 1–4.
	IN FX AA–DD SEQ	Turns the input FX A-A through D-D FX sequence function (p. 34) on/off.
	IN FX AA–DD S.SYNC	Controls the input FX A-A through D-D "SYNC".
	IN FX AA–DD S.RTRIG	Controls the input FX A-A through D-D "RTRIG".

Parameter	Value (Bold: default)	Explanation
TARGET	IN FX AA–DD S.RATE	Controls the input FX A-A through D-D "STEP RATE".
	IN FX AA–DD S.MAX	Controls the input FX A-A through D-D "STEP MAX".
	IN FX CR	Turn the input FX on/off for the currently selected.
	IN FX CR CTL	Controls the parameters according to the currently selected input FX type.
	IN FX CR TYPE	Switches the type of the currently selected input FX.
	IN FX CR TYP INC	Switches the type of the currently selected input FX in order from "LPF" → "REVERSE REVERB".
	IN FX CR TYP DEC	Switches the type of the currently selected input FX in order from "REVERSE REVERB" → "LPF".
	IN FX CR SW MODE	Switches the operations (TOGGLE/MOMENT: p. 5) of the currently selected button for the INPUT FX [A]–[D] buttons.
	IN FX CUR PRM1–4	Controls parameters 1–4 of the currently selected input FX.
	IN FX CUR SEQ	Turns the FX sequence function (p. 34) on/off for the currently selected input FX A–D.
	IN FX CUR S.SYNC	Controls the "SYNC" for the currently selected input FX A–D.
	IN FX CUR S.RTRIG	Controls the "RTRIG" for the currently selected input FX A–D.
	IN FX CUR S.RATE	Controls the "STEP RATE" for the currently selected input FX A–D.
	IN FX CUR S.MAX	Controls the "STEP MAX" for the currently selected input FX A–D.
	TRK FX	Turn the track FX on/off.
	TRK FX TGT INC	Use the [TRACK FX] knob to switch the track FX in order from A → D for the currently selected FX bank.
	TRK FX TGT DEC	Use the [TRACK FX] knob to switch the track FX in order from D → A for the currently selected FX bank.
	TRK FX BNK INC	Switches the FX bank of the track FX in order from A → D.
	TRK FX BNK DEC	Switches the FX bank of the track FX in order from D → A.
	TRK FX SW MODE	Switches the TRACK FX [A]–[D] button operations (TOGGLE/MOMENT: p. 6) all at once for the currently selected FX bank.
	T FX A–D	Turn the track FX A–D on/off for the currently selected FX bank.
	T FX A–D CTL	Controls the parameters according to the track FX A–D type for the currently selected FX bank.
	T FX A–D TYPE	Switches the track FX A–D type for the currently selected FX bank.
	T FX A–D TYP INC	Switches the track FX A–D type in order from "LPF" → "VINYL FLICK" for the currently selected FX bank.
	T FX A–D TYP DEC	Switches the track FX A–D type in order from "VINYL FLICK" → "LPF" for the currently selected FX bank.
	T FX A–D SW MODE	Switches the track FX [A]–[D] button operations (TOGGLE/MOMENT) for the currently selected FX bank.
	T FX A–D PRM1–4	Controls the track FX A–D parameters 1–4 for the currently selected FX bank.
	T FX A–D SEQ	Turns the track FX A–D FX sequence function (p. 34) on/off for the currently selected FX bank.
	T FX A–D S.SYNC	Controls the track FX A–D "SYNC" for the currently selected FX bank.
	T FX A–D S.RTRIG	Controls the track FX A–D "RTRIG" for the currently selected FX bank.
	T FX A–D S.RATE	Controls the track FX A–D "STEP RATE" for the currently selected FX bank.
	T FX A–D S.MAX	Controls the track FX A–D "STEP MAX" for the currently selected FX bank.
	T FX AA–DD	Turn the track FX A-A through D-D on/off.
	T FX AA–DD CTL	Controls the parameters according to the track FX A-A through D-D type.
	T FX AA–DD TYPE	Switches the track FX A-A through D-D type.
	T FX AA–DD TYP INC	Switches the track FX A-A through D-D type in order from "LPF" → "VINYL FLICK".
	T FX AA–DD TYP DEC	Switches the track FX A-A through D-D type in order from "VINYL FLICK" → "LPF".
	T FX AA–DD SW MODE	Switches the TRACK FX [A]–[D] button operations (TOGGLE/MOMENT) for track FX A-A through D-D.
	T FX AA–DD PRM1–4	Controls the track FX A-A through D-D parameters 1–4.
	T FX AA–DD SEQ	Turns the track FX A-A through D-D FX sequence function (p. 34) on/off.
	T FX AA–DD S.SYNC	Controls the track FX A-A through D-D "SYNC".
	T FX AA–DD S.RTRIG	Controls the track FX A-A through D-D "RTRIG".

Parameter	Value (Bold: default)	Explanation
TARGET	T FX AA–DD S.RATE	Controls the track FX A-A through D-D "STEP RATE".
	T FX AA–DD S.MAX	Controls the track FX A-A through D-D "STEP MAX".
	T FX CR	Turn the track FX on/off for the currently selected.
	T FX CR CTL	Controls the parameters according to the currently selected track FX type.
	T FX CR TYPE	Switches the type of the currently selected track FX.
	T FX CR TYP INC	Switches the type of the currently selected track FX in order from "LPF" → "VINYL FLICK".
	T FX CR TYP DEC	Switches the type of the currently selected track FX in order from "VINYL FLICK" → "LPF".
	T FX CR SW MODE	Switches the operations (TOGGLE/MOMENT: p. 6) of the currently selected button for the TRACK FX [A]–[D] buttons.
	T FX CUR PRM1–4	Controls parameters 1–4 of the currently selected track FX.
	T FX CUR SEQ	Turns the FX sequence function (p. 34) on/off for the currently selected track FX A–D.
	T FX CUR S.SYNC	Controls the "SYNC" for the currently selected track FX A–D.
	T FX CUR S.RTRIG	Controls the "RTRIG" for the currently selected track FX A–D.
	T FX CUR S.RATE	Controls the "STEP RATE" for the currently selected track FX A–D.
	T FX CUR S.MAX	Controls the "STEP MAX" for the currently selected track FX A–D.
	RHYTHM ST/STP	Switch the rhythm between start/stop.
	RHYTHM START	Start playing the rhythm.
	RHYTHM STOP	Stop playing the rhythm.
	RHYTHM LEVEL	Control "RHYTHM OUT" (p. 13) of MIXER in the range of 0–200.
	MIC IN MUTE	Mute the audio from the MIC 1, 2 connectors.
	MIC1 IN MUTE	Mute the audio from the MIC 1 connector.
	MIC2 IN MUTE	Mute the audio from the MIC 2 connectors.
	TRK 1–5 FADER	Control the volume of the currently selected track.
	TRK 1–5 1SHOT	Control "1SHOT" for the currently selected track.
	TRK 1–5 PAN	Control "PAN" for the currently selected track.
	TRK 1–5 FX	Control the effects (input FX/track FX) of the currently selected track.
	TRK 1–5 SPEED	Control the SYNC "SPEED" (p. 3) for the currently selected track.
	TRK 1–5 BNC IN	Turns bounce recording on/off for the specified track.
	DUB MODE	Control "DUB MODE" (p. 2).
	AUTO REC	Turns auto recording on/off.
	BOUNCE	Turns bounce recording on/off.
	RHYTHM VARI	Switch the rhythm pattern variation.
	RHYTHM KIT	Switch the drum kit.
	MIC 1, 2 LEVEL	Controls the MIC 1, 2 input level.
	INST1-L, R LEVE (*6)	Controls the INST 1 input level.
	INST1-L, R MUTE (*6)	Mutes the INST 1 input.
	INST2-L, R LEVEL (*6)	Controls the INST 2 input level.
	INST2-L, R MUTE (*6)	Mutes the INST 2 input.
	LOOP LEVEL	Adjusts the loop playback output level.
	MAIN-L, R LEVEL (*6)	Controls the MAIN output level.
	SUB1-L, R LEVEL (*6)	Controls the SUB 1 output level.
	SUB2-L, R LEVEL (*6)	Controls the SUB 2 output level.
	PHONES LEVEL	Controls the PHONES output level.
	MASTER LEVEL	Used for overall control of the output levels for MAIN-L, R OUT, SUB 1-L, R OUT and SUB 2-L, R OUT.
	INST1, 2 GAIN	Controls "INST 1 GAIN" and "INST 2 GAIN" (p. 9).
	EQ MIC1, 2	Turns the equalizer on/off for MIC 1, 2.
	EQ INST-1L, R (*6)	Turns the equalizer on/off for INST 1.
	EQ INST-2L, R (*6)	Turns the equalizer on/off for INST 2.
	INPUT THRU	Controls the "INPUT THRU" (p. 12) for INPUT/RHYTHM in OUTPUT/ROUTING.

Parameter	Value (Bold: default)	Explanation
TARGET	EQ MAIN-L, R (*6)	Turns the equalizer on/off for MAIN.
	EQ SUB1-L, R (*6)	Turns the equalizer on/off for SUB 1.
	EQ SUB2-L, R (*6)	Turns the equalizer on/off for SUB 2.
	PANEL MODE	Switches between "PANEL PLAY" and "PANEL UNDO" (p. 14) for CTL FUNC.
	MIDI CC#01–31	Transmit a control change message of the specified controller number from the MIDI OUT connector.
	MIDI CC#64–127	
TARGET MIN	Specifies the variable range of the function (parameter) that is specified as the target.	
TARGET MAX	The value (MIN: minimum value, MAX: maximum value) depends on the parameter that is specified as the target.	

(*6) When STEREO LINK (p. 9, p. 11) is "ON", the function set for the L side is enabled.

USB

Parameter		Value (Bold: default)	Explanation
STORAGE		OFF, CONNECT	Change this from the OFF setting when connecting the RC-505mk2 via USB to your computer. When a connection with the computer is established, the message "CONNECTING..." appears.
AUDIO	MODE		These are the settings for the USB driver when USB audio is used.
		GENERIC	Choose this if you want to use the generic USB driver provided by your computer's operating system.
		VENDOR	Choose this if you want to use a USB driver downloaded from the BOSS website. In order to use the RC-505mk2 with the "VENDOR" setting, you must download the driver from the following URL and install it on your computer. For details on installation, refer to the following URL. ➡ https://www.boss.info/support/
	ROUTING		These parameters set the output destination for the audio signal that's inputted to the USB port of the RC-505mk2 from your computer.
		LINE OUT	Outputs the audio signal from the MAIN jacks (L/MONO, R) and PHONES jack (*7).
		SUB MIX	Outputs the audio signal from the MAIN jacks (L/MONO, R) and PHONES jack (*7), as well as the signal from the USB port of the RC-505mk2 to your computer.
		LOOP IN	The audio signal is input to each track. You can also record this audio.
INPUT LEVEL		0–100–200	Sets the output level of the audio signal inputted to the USB port of the RC-505mk2 from your computer.
OUTPUT LEVEL		0–100–200	Sets the output level of the audio signal outputted from the RC-505mk2's USB port to your computer.

(*7) Audio is not output from the PHONES jack when PHONES OUT (p. 12) is set to "INDIVIDUAL".

MIDI

Parameter		Value (Bold: default)	Explanation
RX CH	**CTL**	**1**–16	Specifies the receive channel for messages (control changes) that switch memories or control the RC-505mk2.
	RHYTHM	1–**10**–16	Specifies the receive channel for note messages that play the rhythm.
	VOICE	**1**–16	Sets the channel for receiving note messages used by the HARMONIST and VOCODER effects.
TX CH		1–16, **RX CTL**	Specifies the MIDI transmit channel. If this is "RX CTL", the channel will be the same as the RX CTL CH.
SYNC	**CLOCK**	Specifies the input to which the tempo clock is synchronized.	
		AUTO	The RC-505mk2 will normally operate using its internal tempo, but will synchronize the tempo to MIDI clock if MIDI clock data is being input via the MIDI IN connector or the USB port. Choose the "AUTO" setting if using the RC-505mk2 as a remote device. The priority order is MIDI>USB>internal clock.
		INTERNAL	The clock uses the tempo specified by the memory. Choose the "INTERNAL" setting if you don't want to synchronize the RC-505mk2 to an external device.
		MIDI	Synchronize to the tempo from the MIDI IN connector.
		USB (AUTO)	Synchronize to the tempo from the USB port.
	OUT	OFF, **ON**	Specifies whether MIDI clock is transmitted (ON) or not transmitted (OFF).
	START	Specifies what starts in synchronization when a MIDI start message is received.	
		OFF	Synchronized start does not occur.
		ALL	Track + rhythm
		RHYTHM	Rhythm
PC OUT		OFF, **ON**	Specifies whether program change messages are transmitted (ON) or not transmitted (OFF).
THRU	**MIDI IN USB IN**	Specifies the connector(s) from which MIDI messages received at the MIDI IN connector or the USB port are output.	
		OFF	MIDI messages are not output.
		MIDI OUT	Output from the MIDI OUT connector.
		USB OUT	Output from the USB port.
		USB & MIDI	Output from the USB port and the MIDI OUT connector.

SETUP

Parameter		Value (Bold: default)	Explanation
CONTRAST		1–**5**–10	Adjusts the display contrast.
DISPLAY MODE		Specifies the play screen that will be immediately after start-up.	
		MEMORY NUMBER　　TRACK STATUS　　　LOOP TRACKS　　　LOOP STATUS LOOP LEVEL　　　　　INPUT FX　　　　　TRACK FX	

Specifies how the loop indicators will be shown.

		Stopped (No phrase)	Stopped (Phrase exists)	Recording	Overdubbing	Playback
STATUS	Status indication	Unlit	lit	Blink (tempo)		Loop position (one-measure)
LOOP POSITION	Loop position		Unlit			Loop position
LEVEL	Playback level					Playback level

(The above table belongs to the **INDICATOR** parameter.)

Parameter		Value (Bold: default)	Explanation
FX KNOB MODE		**IMMEDIATE**, HOOK	When you move a [INPUT FX] knob or [TRACK FX] knob, this setting specifies whether control data for that knob position is always output (IMMEDIATE) or is output only after the knob position has passed through the current value of the parameter (HOOK).
AUTO OFF		OFF, **ON**	Turns the Auto Off function on/off. If this is "ON", the power will turn off automatically when 10 hours have passed since you last played or operated the unit.
MEMORY EXT	MIN	**01**–99	Specify the extent in which memories can be switched (lower limit: MIN / upper limit: MAX).
	MAX	01–**99**	
KNOB FUNC	1–4	These parameters set the functions of the [1]–[4] knobs when the play screen is shown.	
		OFF (2, 3)	No function is assigned.
		MEMORY (1)	Switch the memories.
		TRK 1–5 REVERSE	Control "REVERSE" (p. 2) for the specified track.
		TRK 1–5 1SHOT	Control "1SHOT" for the specified track.
		TRK 1–5 PAN	Control "PAN" for the specified track.
		TRK 1–5 LEVEL	Control "PLAY LEVEL" for the specified track.
		TRK 1–5 DUB	Control "DUB MODE" for the specified track.
		TRK 1–5 FX	Control the effects (input FX/track FX) of the specified track.
		TRK 1–5 BNC IN	Turns bounce recording on/off the specified track.
		DUB MODE	Control "DUB MODE".
		AUTO REC	Turns auto recording on/off.
		BOUNCE	Turns bounce recording on/off.
		CURRENT TRACK	Switch the current track.
		FD TIME IN	Control the FADE TIME "IN".
		FD TIME OUT	Control the FADE TIME "OUT".
		IN FX A–D SW	Turn the input FX A–D on/off for the currently selected FX bank.
		IN FX A–D TYPE	Switches the input FX A–D type for the currently selected FX bank.
		IN FX A–D PRM1–4	Controls the input FX A–D parameters 1–4 for the currently selected FX bank.
		IN FX A–D SW MODE	Switches the INPUT FX [A]–[D] button operations (TOGGLE/MOMENT: p. 5) for the currently selected FX bank.
		IN FX BANK	Switches the FX bank of the input FX
		IN FX MODE	Control "MODE" (p. 5) of input FX.
		IN FX SW	Turn the input FX on/off.
		IN FX TARGET	Switches the input FX controlled by the [INPUT FX] knob for the currently selected FX bank.
		IN FX SW MODE	Switches the INPUT FX [A]–[D] button operations (TOGGLE/MOMENT: p. 5) all at once for the currently selected FX bank.
		TR FX A–D SW	Turn the track FX A–D on/off for the currently selected FX bank.
		TR FX A–D TYPE	Switches the track FX A–D type for the currently selected FX bank.
		TR FX A–D PRM1–4	Controls the track FX A–D parameters 1–4 for the currently selected FX bank.

Parameter		Value (Bold: default)	Explanation
KNOB FUNC	1–4	TR FX A–D SW MODE	Switches the TRACK FX [A]–[D] button operations (TOGGLE/MOMENT: p. 6) for the currently selected FX bank.
		TR FX BANK	Switches the FX bank of the track FX
		TR FX MODE	Control "MODE" (p. 6) of track FX.
		TR FX SW	Turn the track FX on/off.
		TR FX TARGET	Switches the track FX controlled by the [TRACK FX] knob for the currently selected FX bank.
		TR FX SW MODE	Switches the TRACK FX [A]–[D] button operations (TOGGLE/MOMENT) all at once for the currently selected FX bank.
		RHYTHM LEVEL	Adjusts the volume of the rhythm.
		RHYTHM VARI	Switch the rhythm pattern variation.
		RHYTHM KIT	Switch the drum kit.
		RHYTHM R.INTRO	Control "INTRO REC" (p. 7) of rhythm.
		RHYTHM P.INTRO	Control "INTRO PLAY" of rhythm.
		RHYTHM ENDING	Control "ENDING" of rhythm.
		MIC1, 2 LEVEL	Controls the MIC 1, 2 input level.
		MIC1, 2 MUTE	Turn the mute on/off of the MIC 1, 2.
		INST1, 2 LEVEL	Controls the INST 1, 2 input level.
		INST1, 2 MUTE	Turn the mute on/off of the INST 1, 2.
		INST1(R), 2(R) LEVEL	Controls the INST 1 R, 2 R input level.
		INST1(R), 2(R) MUTE	Turn the mute on/off of the INST 1 R, 2 R.
		LOOP LEVEL	Controls the loop playback output level.
		RHYTHM LEVEL	Controls the rhythm sound output level.
		MAIN LEVEL	Controls the MAIN output level.
		MAIN(R) LEVEL	Controls the MAIN R output level.
		SUB1, 2 LEVEL	Controls the SUB 1, 2 output level.
		SUB1(R), 2(R) LEVEL	Controls the SUB 1 R, 2 R output level.
		PHONES LEVEL	Controls the PHONES output level.
		MASTER LEVEL	Controls the general output level for MAIN-L, R OUT/SUB1-L, R OUT/SUB2-L, R OUT.
		INST 1, 2 GAIN	Control "INST 1 GAIN" and "INST 2 GAIN" (p. 9).
		MIC1, 2 EQ SW	Turn the equalizer on/off of MIC 1, 2.
		MIC1, 2 EQ LO G	Controls the respective parameters for INPUT, EQ and MIC 1, 2.
		MIC1, 2 EQ HI G	
		MIC1, 2 EQ LM F	
		MIC1, 2 EQ LM Q	
		MIC1, 2 EQ LM G	
		MIC1, 2 EQ HM F	
		MIC1, 2 EQ HM Q	
		MIC1, 2 EQ HM G	
		MIC1, 2 EQ LVL	
		MIC1, 2 EQ LO C	
		MIC1, 2 EQ HI C	
		INST1-L, R EQ SW	Turn the equalizer on/off of INST 1.

Parameter		Value (Bold: default)	Explanation
32		INST1-L, R EQ LO G	Controls the respective parameters for INPUT, EQ and INST 1 L, R.
		INST1-L, R EQ HI G	
		INST1-L, R EQ LM F	
		INST1-L, R EQ LM Q	
		INST1-L, R EQ LM G	
		INST1-L, R EQ HM F	
		INST1-L, R EQ HM Q	
		INST1-L, R EQ HM G	
		INST1-L, R EQ LVL	
		INST1-L, R EQ LO C	
		INST1-L, R EQ HI C	
		INST2-L, R EQ SW	Turn the equalizer on/off of INST 2.
		INST2-L, R EQ LO G	Controls the respective parameters for INPUT, EQ and INST 2 L, R.
		INST2-L, R EQ HI G	
		INST2-L, R EQ LM F	
		INST2-L, R EQ LM Q	
		INST2-L, R EQ LM G	
		INST2-L, R EQ HM F	
		INST2-L, R EQ HM Q	
		INST2-L, R EQ HM G	
KNOB FUNC	**1–4**	INST2-L, R EQ LVL	
		INST2-L, R EQ LO C	
		INST2-L, R EQ HI C	
		MIC1, 2 COMP	Controls the respective parameters for INPUT and DYNAMICS.
		MIC1, 2 NS	
		INST 1, 2 NS	
		RHYTHM OUT	Control "RHYTHM OUT" (p. 13) of MIXER.
		INPUT THRU	Controls the "INPUT THRU" (p. 12) for INPUT/RHYTHM in OUTPUT/ROUTING.
		PHONES MONITOR	Controls the "PHONES MONITOR" (p. 12) for OUTPUT/ROUTING.
		PHONES OUT	Control "PHONES OUT" (p. 13) of MIXER.
		MAIN-L, R EQ SW	Turn the equalizer on/off of MAIN.
		MAIN-L, R EQ LO G	Controls the respective parameters for OUTPUT, EQ and MAIN L, R.
		MAIN-L, R EQ HI G	
		MAIN-L, R EQ LM F	
		MAIN-L, R EQ LM Q	
		MAIN-L, R EQ LM G	
		MAIN-L, R EQ HM F	
		MAIN-L, R EQ HM Q	
		MAIN-L, R EQ HM G	
		MAIN-L, R EQ LVL	
		MAIN-L, R EQ LO C	
		MAIN-L, R EQ HI C	
		SUB1-L, R EQ SW	Turn the equalizer on/off of SUB 2.

Parameter		Value (Bold: default)	Explanation
KNOB FUNC	1–4	SUB1-L, R EQ LO G	Controls the respective parameters for OUTPUT, EQ and SUB 1 L, R.
		SUB1-L, R EQ HI G	
		SUB1-L, R EQ LM F	
		SUB1-L, R EQ LM Q	
		SUB1-L, R EQ LM G	
		SUB1-L, R EQ HM F	
		SUB1-L, R EQ HM Q	
		SUB1-L, R EQ HM G	
		SUB1-L, R EQ LVL	
		SUB1-L, R EQ LO C	
		SUB1-L, R EQ HI C	
		SUB2-L, R EQ SW	Turn the equalizer on/off of SUB 2.
		SUB2-L, R EQ LO G	Controls the respective parameters for OUTPUT, EQ and SUB 2 L, R.
		SUB2-L, R EQ HI G	
		SUB2-L, R EQ LM F	
		SUB2-L, R EQ LM Q	
		SUB2-L, R EQ LM G	
		SUB2-L, R EQ HM F	
		SUB2-L, R EQ HM Q	
		SUB2-L, R EQ HM G	
		SUB2-L, R EQ LVL	
		SUB2-L, R EQ LO C	
		SUB2-L, R EQ HI C	
		MFX COMP	Control "COMP" (p. 13) of OUTPUT/MASTER FX.
		MFX REVERB (4)	Control "REVERB" of OUTPUT/MASTER FX.
		PANEL MODE	Switches between "PANEL PLAY" and "PANEL UNDO" (p. 14) for CTL FUNC.
		DISPLAY MODE	Switches the play screen.
		INDICATOR	Control "INDICATOR" (p. 30) of SETUP.

FACTORY RESET

Parameter	Value (Bold: default)	Explanation
FACTORY RESET		Specifies the settings that will be returned to their factory-set state.
	MEMORY	Memory 01–99
	SYSTEM	System settings
	MEM+SYS	Memory 01–99 and system settings

Input FX/Track FX List

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

About FX sequences

This function changes the effects according to the settings of each step (maximum of 16 steps). You can also change effects in sync with loop performance.

• Effects that can use the FX sequence function are indicated by the **SEQ** mark.

• The FX sequence parameters are shown below. Set the parameters for each effect.

Parameter	Value (Bold: default)	Explanation
SW	**OFF**, ON	Sets the FX sequence function on/off.
SYNC	**OFF**, ON	Sets whether to synchronize loop playback with the FX sequence (ON) or not (OFF). When this is "ON", the beginning of the FX sequence (step 1) is cued up.
RETRIG	**OFF**, ON	When this is "ON" and you press the [A]–[D] buttons to turn the effects on for which FX sequences have been set, the beginning of the phrase used for loop playback is lined up with the beginning of the FX sequence (step 1).
TARGET	Sets the parameter that the FX sequence changes. * The value (parameter) changes depending on the effect. Parameters that can be set as a TARGET are marked with a ★ (★; blue stars indicate initial values).	
RATE	0–100, 4MEAS, 2MEAS, 1MEAS, ♩–♩–♪	Sets the step's cycle.
MAX	1–**16**	Sets the maximum number of steps.
VAL1–16	1–16	Sets how much the effect for each step changes.

Types available for both Input FX and Track FX

LPF　　　　　　　　　　　　　　　　　　　**SEQ**

Low pass filter. This reduces the volume of all frequencies above the cutoff frequency.

| Parameter		Value (Bold: default)	Explanation
RATE		4MEAS, 2MEAS, 1MEAS, ♩–♩–♪, 0–100	Sets the rate of modulation.
DEPTH	★	0–**50**–100	Sets the depth of modulation.
RESONANCE		0–**50**–100	Sets the intensity of the effect.
CUTOFF	⊙ ★	0–**50**–100	Sets the cutoff frequency of the filter.
STEP RATE		OFF, 4MEAS, 2MEAS, 1MEAS, ♩–♩–♪, 0–100	Sets the rate of the stepped change for the effect.

HPF　　　　　　　　　　　　　　　　　　　**SEQ**

High pass filter. This cuts the frequencies in the region below the cutoff frequency.

| Parameter		Value (Bold: default)	Explanation
RATE		4MEAS, 2MEAS, 1MEAS, ♩–♩–♪, 0–100	Sets the rate of modulation.
DEPTH	★	0–**50**–100	Sets the depth of modulation.
RESONANCE		0–**50**–100	Sets the intensity of the effect.
CUTOFF	⊙ ★	0–**50**–100	Sets the cutoff frequency of the filter.
STEP RATE		OFF, 4MEAS, 2MEAS, 1MEAS, ♩–♩–♪, 0–100	Sets the rate of the stepped change for the effect.

BPF　　　　　　　　　　　　　　　　　　　**SEQ**

Band pass filter. This leaves only the frequencies in the region of the cutoff frequency, and cuts the rest.

Parameter		Value (Bold: default)	Explanation
RATE		4MEAS, 2MEAS, 1MEAS, ♩–♩–♪, 0–100	Sets the rate of modulation.
DEPTH	★	0–**50**–100	Sets the depth of modulation.
RESONANCE		0–**50**–100	Sets the intensity of the effect.
CUTOFF	⊙ ★	0–**50**–100	Sets the cutoff frequency of the filter.
STEP RATE		OFF, 4MEAS, 2MEAS, 1MEAS, ♩–♩–♪, 0–100	Sets the rate of the stepped change for the effect.

PHASER　　　　　　　　　　　　　　　　　**SEQ**

Gives the sound a swishing quality by adding a phase-shifted sound.

Parameter		Value (Bold: default)	Explanation
RATE		4MEAS, 2MEAS, 1MEAS, ♩–♩–♪, 0–100	Sets the speed of the effect.
DEPTH	★	0–**50**–100	Sets the richness of the effect.
RESONANCE	★	0–**50**–100	Sets the intensity of the effect.
MANUAL	★	0–**50**–100	Sets the center frequency of the phaser effect.
STEP RATE		OFF, 4MEAS, 2MEAS, 1MEAS, ♩–♩–♪, 0–100	Sets the rate of the stepped change for the effect.
D.LEVEL	★	0–**100**	Sets the volume of the direct sound.
E.LEVEL	⊙ ★	0–**50**–100	Sets the volume level of the effect sound.
STAGE		4, **8**, 12, BI-PHASE	Selects the number of stages that the phaser effect will use.

FLANGER `SEQ`

Produces a metallic resonance reminiscent of a jet airplane taking off and landing.

Parameter		Value (Bold: default)	Explanation
RATE		4MEAS, 2MEAS, 1MEAS, ♩–♩–♪, 0–100	Sets the speed of the effect.
DEPTH	★	0–**50**–100	Sets the richness of the effect.
RESONANCE	★	0–**50**–100	Sets the intensity of the effect.
MANUAL	★	0–**50**–100	Sets the center frequency of the flanger effect.
STEP RATE		OFF, 4MEAS, 2MEAS, 1MEAS, ♩–♩–♪, 0–100	Sets the rate of the stepped change for the effect.
D.LEVEL	★	0–**100**	Sets the volume of the direct sound.
E.LEVEL	★	0–**50**–100	Sets the volume of the effect sound.
SEPARATION	★	**0**–100	Sets the amount of separation (how wide the sound seems).

SYNTH `SEQ`

Generates a synthesizer sound.

Parameter		Value (Bold: default)	Explanation
FREQUENCY	★	0–**50**–100	Sets the frequency of the filter.
RESONANCE	★	0–**50**–100	Sets the intensity of the effect.
DECAY	★	0–**50**–100	Sets the time over which the filter frequency will change.
BALANCE		0–**50**–100	Adjusts the volume balance between the direct sound and the synth sound.

LO-FI

This effect intentionally degrades the sound to create a distinctive character.

Parameter		Value (Bold: default)	Explanation
BITDEPTH		OFF, 31–**8**–1	Sets the bit depth. When this is "OFF", the sound quality is not degraded.
SAMPLERATE		OFF, 1/2–**1/4**–1/32	Sets the sampling rate.
BALANCE		0–**50**–100	Adjusts the volume balance between the direct sound and the effect sound.

RADIO

Produces a radio voice.

Parameter		Value (Bold: default)	Explanation
LO-FI		1–**5**–10	Sets the amount of blurring.
LEVEL		0–**50**–100	Sets the volume of the effect sound.

RING.MOD `SEQ`

Gives a metallic character to the sound, creating the impression that the sound is going out of focus.

Parameter		Value (Bold: default)	Explanation
FREQUENCY	★	0–**50**–100	Sets the frequency of the internal oscillator.
BALANCE		0–**50**–100	Adjusts the volume balance between the direct sound and the effect sound.
MODE		Specifies the operating mode for the effect.	
		1	Operates using the algorithm from the previous RC series.
		2	Operates using a new algorithm.

G2B

Transforms a guitar sound into a bass sound.

Parameter		Value (Bold: default)	Explanation
BALANCE		0–**50**–100	Adjusts the volume balance between the direct sound and the effect sound.
MODE		Specifies the operating mode for the effect.	
		1	Operates using the algorithm from the previous RC series.
		2	Operates using a new algorithm.

SUSTAINER

This effect brings down loud input sound and makes quiet input sound louder, giving the original sound a long sustaining quality without adding distortion.

Parameter		Value (Bold: default)	Explanation
ATTACK		0–**50**–100	Sets the strength of the attack when picking.
RELEASE		0–**50**–100	Sets the range (time) over which signals are adjusted to a certain volume. Larger values result in longer sustain.
LEVEL		0–**50**–100	Sets the volume of the effect sound.
LOW GAIN		-20–**0**–20 dB	Sets the gain for the low frequency range.
HI GAIN		-20–**0**–20 dB	Sets the gain for the high frequency range.
SUSTAIN		0–**50**–100	Sets the sustain time.

AUTO RIFF

Automatically creates phrases based on the input sound.

* Because of the need to analyze the pitch, chords (two or more sounds played simultaneously) cannot be played.

Parameter	Value (Bold: default)	Explanation
PHRASE	**P1**–30	Selects the phrase for creating the auto riff.
TEMPO	4MEAS, 2MEAS, 1MEAS, ♩–♩–♪, 0–100	Sets the speed of the phrase.
HOLD	**OFF**, ON	If you turn hold "ON" after you pick a note, the effect sound will continue even after there is no input signal.
ATTACK	0–**50**–100	Sets the loudness of the attack sound added to each phrase.
LOOP	**OFF**, ON	If LOOP is turned "ON", the phrase will be played back continuously.
KEY	**C (Am)**–B (G#m)	Sets the key of the phrase.
BALANCE	0–**50**–100	Adjusts the volume balance between the direct sound and the effect sound.

SLOW GEAR

This produces a volume-swell effect ("violin-like" sound).

Parameter	Value (Bold: default)	Explanation
SENS	0–**50**–100	Sets the effect's sensitivity when you're picking.
RISE TIME	0–**50**–100	Sets the time needed for the volume to reach its maximum from the moment you begin picking.
LEVEL	0–**50**–100	Sets the volume of the effect sound.
MODE	Specifies the operating mode for the effect.	
	1	Operates using the algorithm from the previous RC series.
	2	Operates using a new algorithm.

TRANSPOSE `SEQ`

Transposes the sound when you turn the FX on.

Parameter	Value (Bold: default)	Explanation
TRANS	-12–**0**–+12	Sets the amount of transposition in semitone units that will occur when the FX is on.
MODE	Specifies the operating mode for the effect.	
	1	Operates using the algorithm from the previous RC series.
	2	Operates using a new algorithm.

PITCH BEND `SEQ`

Creates a pitch bend effect.

Parameter	Value (Bold: default)	Explanation
PITCH	-3–**+4OCT**	Sets the amount of pitch shift in octave steps.
BEND	0–**50**–100	Sets the amount of bend within the range specified by the PITCH value.
MODE	Specifies the operating mode for the effect.	
	1	Operates using the algorithm from the previous RC series.
	2	Operates using a new algorithm.

ROBOT

Cyber-robot voice.

Parameter	Value (Bold: default)	Explanation
NOTE	**C**–B	Sets the pitch (fixed) for the robot voice.
FORMANT	-50–**0**–+50	Negative (–) settings give the voice a more masculine character, while positive (+) settings make the voice more feminine.
MODE	Specifies the operating mode for the effect.	
	1	Operates using the algorithm from the previous RC series.
	2	Operates using a new algorithm.

ELECTRIC

Adjusts the pitch in steps to make the sound more mechanical.

Parameter	Value (Bold: default)	Explanation
SHIFT	-12–**0**–+12	Sets how much the pitch changes.
FORMANT	-50–**0**–+50	Negative (–) settings give the voice a more masculine character, while positive (+) settings make the voice more feminine.
SPEED	0–**5**–10	Sets how quickly the pitch changes.
STABILITY	-10–**0**–+10	Adjusts how easily the pitch changes. Larger values make the pitch more stable.
SCALE	This sets how the pitch is adjusted.	
	CHROMATIC	The pitch is adjusted in semitones.
	C (Am)–B (G#m)	The pitch is adjusted to match the key.

HRM MANUAL

Adds a harmony to match the value set for the "KEY".

Parameter	Value (Bold: default)	Explanation
VOICE	These parameters select the type of harmony.	
	OCT-, OCT+	Adds sound an octave lower or higher.
	-6–4TH, -3RD, **+3RD**, +4–6TH	Adds harmony at the specified pitch interval of the diatonic scale.
	UNISON	Produces the impression that another person is singing the same melody along with you.
FORMANT	-50–**0**–+50	Adjusts the vocal character of the harmony part.
PAN	L50–**CENTER**–R50	Sets the panning of the harmony part.
KEY	**C (Am)**–B (G#m)	Sets the key used when adding harmony.
D.LEVEL	0–**100**	Sets the volume of the direct sound.
HRM LEVEL	0–**80**–100	Sets the volume of the harmony sound.

HRM AUTO (M)

Adds harmony based on the MIDI note messages received (chords and chord progressions).

Parameter	Value (Bold: default)	Explanation
VOICE	These parameters select the type of harmony.	
	OCT-, OCT+	Adds sound an octave lower or higher.
	LOWER, LOW, **HIGH**, HIGHER	Adds harmony at the specified pitch interval of the diatonic scale.
	UNISON	Produces the impression that another person is singing the same melody along with you.
FORMANT	-50–**0**–+50	Adjusts the vocal character of the harmony part.
PAN	L50–**CENTER**–R50	Adjusts the panning of the harmony part.
HRM MODE	This selects the data used when creating harmonies.	
	HYBRID	A harmony is added based on the key that was set and the MIDI note messages (chords) received.
	AUTO	A harmony is added based on the inputted chords and chord progressions.
KEY	**C (Am)**–B (G#m)	Sets the key used when adding harmony.
D.LEVEL	0–**100**	Sets the volume of the direct sound.
HRM LEVEL	0–**80**–100	Sets the volume of the harmony sound.

VOCODER

Vocoder sound that uses the audio input to modulate the sound of the track you specify.

Parameter	Value (Bold: default)	Explanation
CARRIER	MIC1, MIC2, INST1-L, INST1-R, INST2-L, INST2-R, **TRACK1**–5	Sets the input or track (TRACK 1–5) that will be used as the basis (carrier) of the vocoder sound. * If the specified track is empty, you won't hear the vocoder.
TONE	-50–**0**–+50	Adjusts the tonal character of the vocoder part.
ATTACK	0–**50**–100	Sets the attack of the sound.
MOD SENS	-50–**0**–+50	Sets the sensitivity by which the audio input will control the modulation.
BALANCE	0–**50**–100	Adjusts the volume balance between the direct sound and the vocoder sound.
CARRIER THRU	OFF, **ON**	When this is "OFF", the carrier output is muted while the effect is on. * Available if CARRIER is set to input (MIC1–INST2-R).

OSC VOC (M)

Creates a vocoder sound based on the MIDI note messages received.

Parameter	Value (Bold: default)	Explanation
CARRIER	**SAW**, VINTAGE SAW, DETUNE SAW, SQUARE, RECT	Selects the carrier waveform (the basic sound).
TONE	-50–**0**–+50	Adjusts the tonal character of the vocoder part.
ATTACK	0–**50**–100	Sets the attack of the sound.
OCTAVE	-2OCT, -1OCT, **0**, +1OCT	Sets the pitch of the sound.
MOD SENS	-50–**0**–+50	Adjusts the sensitivity by which the audio input will control the modulation.
RELEASE	0–**50**–100	Sets the decay time (release time) for sound initiated by a note message.
BALANCE	0–**50**–100	Adjusts the volume balance between the direct sound and the vocoder sound.

OSC BOT   `SEQ`

Plays the oscillator to match the value in the "NOTE" parameter. This plays melodies and other phrases in combination with the sequencer.

Parameter	Value (Bold: default)	Explanation
OSC	**SAW**, VINTAGE SAW, DETUNE SAW, SQUARE, RECT	Selects the oscillator waveform.
TONE	-50–**0**–+50	Adjusts the tonal character of the oscillator.
ATTACK	0–**50**–100	Sets the attack of the sound.
NOTE ★	C1–**C2**–G9	Sets the note used to make the oscillator sound.
MOD SENS	-50–**0**–+50	Sets the sensitivity by which the audio input will control the modulation.
BALANCE ◉	0–**50**–100	Adjusts the volume balance between the direct sound and the effect sound.

PREAMP

Simulates the characteristics of a guitar amplifier.

Parameter	Value (Bold: default)	Explanation
AMP TYPE	JC-120, NATURAL CLEAN, FULL RANGE, **COMBO CRUNCH**, STACK CRUNCH, HIGAIN STACK, POWER DRIVE, EXTREM LEAD, CORE METAL	Selects the preamp type.
SPK TYPE	OFF, **ORIGINAL**, 1x8", 1x10", 1x12", 2x12", 4x10", 4x12", 8x12"	Selects the speaker type.
GAIN	0–**50**–120	Sets the distortion of the amp.
T-COMP	-10–**0**–+10	Adjusts the sense of compression of the amp.
BASS	0–**50**–100	Adjusts the tone for the low frequency range.
MIDDLE	0–**50**–100	Adjusts the tone for the middle frequency range.
TREBLE	0–**50**–100	Adjusts the tone for the high frequency range.
PRESENCE	0–**50**–100	Adjusts the tone for the ultra high frequency range.
MIC TYPE	**DYN57**, DYN421, CND451, CND87, FLAT	Selects the mic type.
MIC DIS	**OFF MIC**, ON MIC	Sets the distance between the mic and speaker.
MIC POS	**CENTER**, 1–10 cm	Sets the mic position.
E.LEVEL ◉	0–**50**–100	Sets the volume of the effect sound.

DIST

This effects that distort the sound.

Parameter	Value (Bold: default)	Explanation
TYPE	VOCAL, BOOST, OD, DS, METAL, FUZZ	Selects the distortion type.
TONE	-50–**0**–+50	Sets the tonal character.
DIST ◉	0–**50**–100	Sets the degree of distortion.
D.LEVEL	**0**–100	Sets the volume of the direct sound.
E.LEVEL	0–50–**100**	Sets the volume of the effect sound.

DYNAMICS

Makes the volume more consistent, and produces a more evenly balanced low-frequency range.

Parameter	Value (Bold: default)	Explanation
TYPE	NATURALCOMP, MIXER COMP, LIVE COMP, NATURAL LIM, HARD LIM, JINGL COMP, HARD COMP, SOFT COMP, CLEAN COMP, DANCE COMP, ORCH COMP, VOCAL COMP, ACOUSTIC, ROCK BAND, ORCHESTRA, LOW BOOST, BRIGHTEN, DJs VOICE, PHONE VOX	Selects the type of the DYNAMICS effect.
DYNAMICS ◉	-20–**0**–+20	Adjusts the amount of difference between soft and loud.

EQ

Adjusts the tone as a equalizer.

Parameter	Value (Bold: default)	Explanation
LO	-20–**0**–+20 dB	Adjusts the low frequency range tone.
LO-MID	-20–**0**–+20 dB	Adjusts the low-middle frequency range tone.
LO-MID FREQ	20.0–**800** Hz–10.0 kHz	Specifies the center of the frequency range that will be adjusted by the LO-MID.
LO-MID Q	0.5, **1**, 2, 4, 8, 16	Adjusts the width of the area affected by the equalizer centered at the LO-MID FREQ. Higher values will narrow the area.
HI-MID	-20–**0**–+20 dB	Adjusts the high-middle frequency range tone.
HI-MID FREQ	20.0 Hz–**3.15** kHz–10.0 kHz	Specifies the center of the frequency range that will be adjusted by the HI-MID.
HI-MID Q	0.5, **1**, 2, 4, 8, 16	Adjusts the width of the area affected by the equalizer centered at the HI-MID FREQ. Higher values will narrow the area.
HIGH	-20–**0**–+20 dB	Adjusts the high frequency range tone.
LEVEL ◉	0–**50**–100	Sets the overall volume of the equalizer.

ISOLATOR `SEQ`

Divides the audio input into three ranges (LO, MID, HI) and cuts the specified region. You can cut in synchronization with the tempo.

Parameter	Value (Bold: default)	Explanation
BAND	LOW, MIDDLE, HIGH	Selects the range (LOW, MID, HIGH) that will be cut.
RATE	4MEAS, 2MEAS, 1MEAS, ♩–♪–♫, 0–100	Sets the rate of modulation.
BAND LEVEL	0–50–100	Sets the amount of cut.
DEPTH ★	0–50–100	Sets the depth of modulation.
STEP RATE	OFF, 4MEAS, 2MEAS, 1MEAS, ♩–♪–♫, 0–100	Sets the rate of the stepped change for the effect.
WAVEFORM	TRI, SQR	Sets how the volume level changes (the curve).

OCTAVE `SEQ`

Adds a note one (or two) octave lower, creating a richer sound.

Parameter	Value (Bold: default)	Explanation
OCTAVE	-1OCT, -2OCT, -1OCT&-2OCT	Selects the octave that will be sounded.
MODE	Specifies the operating mode for the effect.	
	1	Operates using the algorithm from the previous RC series.
	2	Operates using a new algorithm.
OCT.LEVEL ★	0–50–100	Sets the volume level of the octave sound.

AUTO PAN

Cyclically varies the stereo position (panning) of the sound.

Parameter	Value (Bold: default)	Explanation
RATE	4MEAS, 2MEAS, 1MEAS, ♩–♩–♪, 0–100	Sets the rate of change in the pan position.
WAVEFORM	0–50–100	Adjusts how the volume level changes (the curve). Higher values create more abrupt change.
DEPTH	0–50–100	Sets the depth by which pan will change.
INIT PHASE	0–180	Sets the PAN position. Specifies the rotational angle of the phase from the default (when the effect is turned on) of 0 (center).
STEP RATE	OFF, 4MEAS, 2MEAS, 1MEAS, ♩–♩–♪, 0–100	Sets the rate of the stepped change for the effect.

MANUAL PAN `SEQ`

This effect lets you use the [INPUT FX] and [TRACK FX] knobs to change the stereo position (panning).

Parameter	Value (Bold: default)	Explanation
POSITION ★	L50–CENTER–R50	Sets the pan.

STEREO ENHANCE

Gives a stereo feeling to a mono signal.

Parameter	Value (Bold: default)	Explanation
LOW CUT	FLAT, 20.0 Hz–12.5 kHz	Specifies the frequency at which the low cut filter begins to take effect. When "FLAT" is selected, the low cut filter will have no effect.
HIGH CUT	20.0 Hz–12.5 kHz, FLAT	Specifies the frequency at which the high cut filter begins to take effect. When "FLAT" is selected, the high cut filter will have no effect.
ENHANCE	0–50–100	Adjusts the depth of enhance.

TREMOLO `SEQ`

Tremolo is an effect that creates a cyclic change in volume.

Parameter	Value (Bold: default)	Explanation
RATE ★	4MEAS, 2MEAS, 1MEAS, ♩–♪, 0–85–100	Sets the frequency (speed) of the change.
DEPTH ★	0–50–100	Sets the depth of the effect.
WAVEFORM	0–50–100	Adjusts how the volume level changes (the curve). Higher values create more abrupt change.

VIBRATO `SEQ`

This effect creates vibrato by slightly modulating the pitch.

Parameter	Value (Bold: default)	Explanation
RATE	4MEAS, 2MEAS, 1MEAS, ♩–♪, 0–50–100	Sets the rate of the vibrato.
DEPTH ★	0–50–100	Sets the depth of the vibrato.
COLOR	0–50–100	Higher settings produce more complex modulation.
D.LEVEL ★	0–50–100	Sets the volume of the direct sound.
E.LEVEL ★	0–50–100	Sets the volume of the effect sound.

PATTERN SLICER

This consecutively interrupts the sound to create the impression that a rhythm backing phrase is being played.

Parameter	Value (Bold: default)	Explanation
RATE	4MEAS, 2MEAS, 1MEAS, ♩–♪–♪, 0–100	Sets the rate at which the sound will be cut.
DUTY	1–**50**–99	Adjusts the length of the sound for the slice pattern.
ATTACK	0–**35**–100	Sets the attack volume of the slice pattern.
PATTERN	**P01**–20	Selects the slice pattern that will be used to cut the sound.
DEPTH	0–**100**	Adjusts the depth to which the slice pattern is applied.
Ver. 1.2 COMP THRESHOLD	**-30**–0 dB	Adjust this as appropriate for the inputsignal. When the input signal level exceedsthis threshold level, compression will beapplied.
Ver. 1.2 COMP GAIN	0–+**2**–+20 dB	Sets the volume of the sound.

STEP SLICER

This continuously "slices" the sound according to the step settings.

Parameter	Value (Bold: default)	Explanation
RATE	4MEAS, 2MEAS, 1MEAS, ♩–♪–♪, 0–100	Sets the rate at which the sound will be cut.
STEP MAX	1–**16**	Sets the maximum number of steps.
STEP LENGTH	1–**50**–100	Sets the length of one step.
STEP LEVEL	0–**100**	Sets the volume of one step.
DEPTH	0–**100**	Adjusts the depth to which the slice pattern is applied.
Ver. 1.2 COMP THRESHOLD	**-30**–0 dB	Adjust this as appropriate for the inputsignal. When the input signal level exceedsthis threshold level, compression will beapplied.
Ver. 1.2 COMP GAIN	0–+**6**–+20 dB	Sets the volume of the sound.

DELAY

Adds a delayed sound to the direct sound, giving the sound greater depth or creating special effects.

Parameter	Value (Bold: default)	Explanation
TIME	1–**200**–2000 ms, ♩–♪	Sets the delay time.
FEEDBACK	1–**16**	Sets the number of delay repeats.
D.LEVEL	0–**100**	Sets the volume of the direct sound.
LOW CUT	**FLAT**, 20.0 Hz–12.5 kHz	Sets the frequency at which the low cut filter begins to take effect. When "FLAT" is selected, the low cut filter will have no effect.
HIGH CUT	20.0 Hz–12.5 kHz, **FLAT**	Sets the frequency at which the high cut filter begins to take effect. When "FLAT" is selected, the high cut filter will have no effect.
E.LEVEL	0–**50**–120	Sets the volume of the delay sound.

PANNING DELAY

This delay is specifically for stereo output. This allows you to obtain the tap delay effect that divides the delay time, then deliver them to L and R channels.

Parameter	Value (Bold: default)	Explanation
TIME	1–**200**–2000 ms, ♩–♪	Sets the delay time.
FEEDBACK	1–**16**	Sets the number of delay repeats.
D.LEVEL	0–**100**	Sets the volume of the direct sound.
LOW CUT	**FLAT**, 20.0 Hz–12.5 kHz	Sets the frequency at which the low cut filter begins to take effect. When "FLAT" is selected, the low cut filter will have no effect.
HIGH CUT	20.0 Hz–12.5 kHz, **FLAT**	Sets the frequency at which the high cut filter begins to take effect. When "FLAT" is selected, the high cut filter will have no effect.
E.LEVEL	0–**50**–120	Sets the volume of the delay sound.

REVERSE DELAY

This produces an effect where the sound is played back in reverse.

Parameter	Value (Bold: default)	Explanation
TIME	1–**200**–2000 ms, ♩–♪	Sets the delay time.
FEEDBACK	1–**16**	Sets the number of delay repeats.
D.LEVEL	0–**100**	Sets the volume of the direct sound.
LOW CUT	**FLAT**, 20.0 Hz–12.5 kHz	Sets the frequency at which the low cut filter begins to take effect. When "FLAT" is selected, the low cut filter will have no effect.
HIGH CUT	20.0 Hz–12.5 kHz, **FLAT**	Sets the frequency at which the high cut filter begins to take effect. When "FLAT" is selected, the high cut filter will have no effect.
E.LEVEL	0–**50**–120	Sets the volume of the delay sound.

MOD DELAY

This is a delay with a pleasant chorus-type effect added to the delay repeats.

Parameter	Value (Bold: default)	Explanation
TIME	1–**200**–2000 ms, ♩–♪	Sets the delay time.
FEEDBACK	1–**16**	Sets the number of delay repeats.
MOD DEPTH	0–**50**–100	Sets the modulation depth of the delay sound.
D.LEVEL	0–**100**	Sets the volume of the direct sound.
LOW CUT	**FLAT**, 20.0 Hz–12.5 kHz	Sets the frequency at which the low cut filter begins to take effect. When "FLAT" is selected, the low cut filter will have no effect.
HIGH CUT	20.0 Hz–12.5 kHz, **FLAT**	Sets the frequency at which the high cut filter begins to take effect. When "FLAT" is selected, the high cut filter will have no effect.
E.LEVEL	0–**50**–120	Sets the volume of the delay sound.

TAPE ECHO1, 2

A virtual tape echo that produces a realistic tape delay sound.

TAPE ECHO1:	Operates using the algorithm from the previous RC series.
TAPE ECHO2:	Operates using a new algorithm.

TAPE ECHO1

Parameter	Value (Bold: default)	Explanation
REPEAT RATE	0–**50**–100	Sets the tape speed.
INTENSITY	0–**50**–100	Sets the amount of delay repeats.
D.LEVEL	0–**100**	Sets the volume of the direct sound.
BASS	-50–**0**–+50	Adjusts the tone for the low frequency range.
TREBLE	-50–**0**–+50	Adjusts the tone for the high frequency range.
E.LEVEL	0–**50**–120	Sets the volume of the effect sound.

TAPE ECHO2

Parameter	Value (Bold: default)	Explanation
REPEAT RATE	1–**200**–2000 ms, ♩–♪	Sets the tape speed.
INTENSITY	0–**50**–100	Sets the amount of delay repeats.
D.LEVEL	0–**100**	Sets the volume of the direct sound.
LOW CUT	**FLAT**, 20.0 Hz–12.5 kHz	Sets the frequency at which the low cut filter begins to take effect. When "FLAT" is selected, the low cut filter will have no effect.
HIGH CUT	20.0 Hz–12.5 kHz, **FLAT**	Sets the frequency at which the high cut filter begins to take effect. When "FLAT" is selected, the high cut filter will have no effect.
E.LEVEL	0–**50**–120	Sets the volume of the effect sound.

GRANULAR DELAY

Repeats a short portion of the input sound, giving it a buzzy character or producing the effect of playing a roll.

Parameter	Value (Bold: default)	Explanation
TIME	0–**50**–100	Sets the spacing of the repeats.
FEEDBACK	0–**70**–100	Sets the length that will be repeated.
E.LEVEL	0–**50**–100	Sets the volume of the effect sound.

WARP

Produces a dream-like sound.

Parameter	Value (Bold: default)	Explanation
LEVEL	0–**50**–100	Adjusts the volume of the effect sound.

TWIST

Produces an aggressive sense of rotation.

Parameter	Value (Bold: default)	Explanation
RELEASE	Selects how the rotation should stop when the effect is turned off.	
	FALL	Rotation stops when you switch to off.
	FADE	When you switch to off, fadeout occurs while continuing the rotation.
RISE	0–**50**–100	Sets the amount of time it is to take for the effect to transition to the maximum.
FALL	0–**50**–100	Sets the time to fade-out when RELEASE is set to "FADE".
LEVEL	0–**50**–100	Sets the volume of the effect sound.

ROLL1, 2

This loops the input sound over a short cycle, splitting the length.

ROLL1:	Operates using the algorithm from the previous RC series.
ROLL2:	Operates using a new algorithm.

ROLL1

Parameter	Value (Bold: default)	Explanation
TIME	1–1000 ms, ♩–♩–♪	Sets the loop rate.
FEEDBACK	1–**50**–100	Sets the number of repetitions for ROLL when ROLL is "OFF".
ROLL	OFF, 1/2, 1/4, 1/8, 1/16	Splits and changes the loop cycle set in the TIME parameter.
BALANCE	0–**50**–100	Adjusts the volume balance between the direct sound and the effect sound.

ROLL2

Parameter	Value (Bold: default)	Explanation
TIME	1–1000 ms, ♩–♩–♪	Sets the loop rate.
REPEAT	1–**50**–100, INF	Sets the number of repetitions for ROLL when ROLL is "OFF".
ROLL	OFF, 1/2, 1/4, 1/8, 1/16	Splits and changes the loop cycle set in the TIME parameter.
BALANCE	0–**50**–100	Adjusts the volume balance between the direct sound and the effect sound.

FREEZE

This "freeze function" gives the effect of making sounds sustain indefinitely.

Parameter	Value (Bold: default)	Explanation
ATTACK	0–**30**–100	Sets the fade time until the effect sound is output.
RELEASE	0–**30**–100	Sets the fade time over which the effect sound disappears.
DECAY	0–**30**–100	Adjusts the decay of the effect sound.
SUSTAIN	0–**30**–100	Adjusts the sustain of the effect sound.
BALANCE	0–**50**–100	Adjusts the volume balance between the direct sound and the effect sound.

CHORUS

In this effect, a slightly detuned sound is added to the original sound to add depth and breadth.

Parameter	Value (Bold: default)	Explanation
RATE	0–**50**–100, ♩♪	Sets the rate of the chorus effect.
DEPTH	0–**50**–100	Sets the depth of the chorus effect.
D.LEVEL	0–**100**	Sets the volume of the direct sound.
LOW CUT	**FLAT**, 20.0 Hz–12.5 kHz	Sets the frequency at which the low cut filter begins to take effect. When "FLAT" is selected, the low cut filter will have no effect.
HIGH CUT	20.0 Hz–12.5 kHz, **FLAT**	Sets the frequency at which the high cut filter begins to take effect. When "FLAT" is selected, the high cut filter will have no effect.
E.LEVEL	0–**50**–100	Sets the volume of the chorus sound.

REVERB

Adds reverberation to the sound.

Parameter	Value (Bold: default)	Explanation
TIME	0.1–**3**–10s	Sets the length (time) of reverberation.
PRE DELAY	0–**500** ms	Sets the time until the reverb sound appears.
DENSITY	1–**5**–10	Sets the density of the reverb sound.
D.LEVEL	0–**100**	Sets the volume of the direct sound.
LOW CUT	**FLAT**, 20.0 Hz–12.5 kHz	Sets the frequency at which the low cut filter begins to take effect. When "FLAT" is selected, the low cut filter will have no effect.
HIGH CUT	20.0 Hz–12.5 kHz, **FLAT**	Sets the frequency at which the high cut filter begins to take effect. When "FLAT" is selected, the high cut filter will have no effect.
E.LEVEL	0–**50**–100	Sets the volume of the reverb sound.

GATE REVERB

This is a special type of reverb in which the reverberant sound is cut off before its natural length.

Parameter	Value (Bold: default)	Explanation
TIME	0.1–**3**–10s	Sets the length (time) of reverberation.
PRE DELAY	0–**500** ms	Sets the time until the reverb sound appears.
THRESHOLD	0–**50**–100	Sets the level at which the reverberation is cut. The reverberation is cut once its level falls below this setting.
D.LEVEL	0–**100**	Sets the volume of the direct sound.
LOW CUT	**FLAT**, 20.0 Hz–12.5 kHz	Sets the frequency at which the low cut filter begins to take effect. When "FLAT" is selected, the low cut filter will have no effect.
HIGH CUT	20.0 Hz–12.5 kHz, **FLAT**	Sets the frequency at which the high cut filter begins to take effect. When "FLAT" is selected, the high cut filter will have no effect.
E.LEVEL	0–**50**–100	Sets the volume of the reverb sound.

REVERSE REVERB

A gate reverb whose reverberations gradually get louder (fading in), rather than decaying (fading out).

Parameter	Value (Bold: default)	Explanation
TIME	0.1–**3**–10s	Sets the length (time) of reverberation.
PRE DELAY	0–**500** ms	Sets the time until the reverb sound appears.
GATE TIME	0.1–**0.5**–1s	Sets the time at which the reverberations start getting louder.
D.LEVEL	0–**100**	Sets the volume of the direct sound.
LOW CUT	**FLAT**, 20.0 Hz–12.5 kHz	Sets the frequency at which the low cut filter begins to take effect. When "FLAT" is selected, the low cut filter will have no effect.
HIGH CUT	20.0 Hz–12.5 kHz, **FLAT**	Sets the frequency at which the high cut filter begins to take effect. When "FLAT" is selected, the high cut filter will have no effect.
E.LEVEL	0–**50**–100	Sets the volume of the reverb sound.

Types available only for Track FX

> **NOTE**
> The effects shown below can only be used with FX A when the TRACK FX MODE (p. 6) is set to "MULTI".

BEAT SCATTER

The track will be scrubbed in time with the beat.

Parameter	Value (Bold: default)	Explanation
TYPE	**P1**–4	Sets the type of scrub playback.
LENGTH	THRU, 𝅝–♩–♪	Sets the length of scrub playback.

BEAT REPEAT

Plays the track repeatedly in time with the beat.

Parameter	Value (Bold: default)	Explanation
TYPE	Sets the direction in which repeat playback will occur.	
	FORWARD	Plays back forward.
	REWIND	Plays back in reverse.
	MIX	Alternates between playing back forward and in reverse.
LENGTH	THRU, ♩–♩–♪	Sets the repeat length.

BEAT SHIFT

The track will play shifted by the length of the beat.

Parameter	Value (Bold: default)	Explanation
TYPE	**FUTURE**, PAST	Sets the direction in which the playback position will be shifted.
SHIFT	THRU, ♪–♩–𝅝	Sets the amount by which the playback position will be shifted.

VINYL FLICK

The track will sound as though you are touching the turntable.

Parameter	Value (Bold: default)	Explanation
FLICK	0–**50**–100	Sets the playback speed of the turntable.

Rhythm Pattern List

GENRE	PATTERN	BEAT
ACOUSTIC	SIDE STICK	4/4
	BOSSA	4/4
	BRUSH1	4/4
	BRUSH2	4/4
	CONGA 8BEAT	4/4
	CONGA 16BEAT	4/4
	CONGA 4BEAT	4/4
	CONGA SWING	4/4
	CONGA BOSSA	4/4
	CAJON1	4/4
	CAJON2	4/4
BALLAD	SHUFFLE2	3/4
	SIDE STICK1	4/4
	SIDE STICK2	4/4
	SIDE STICK3	4/4
	SIDE STICK4	4/4
	SHUFFLE1	4/4
	8BEAT	4/4
	16BEAT1	4/4
	16BEAT2	4/4
	SWING	4/4
	6/8 BEAT	6/8
BLUES	3BEAT	3/4
	12BARS	4/4
	SHUFFLE1	4/4
	SHUFFLE2	4/4
	SWING	4/4
	6/8 BEAT	6/8
JAZZ	JAZZ BLUES	4/4
	FAST 4BEAT	4/4
	HARD BOP	4/4
	BRUSH BOP	4/4
	BRUSH SWING	4/4
	FAST SWNG	4/4
	MED SWING	4/4
	SLOW LEGATO	4/4
	JAZZ SAMBA	4/4
	6/8 BEAT	6/8
FUSION	16BEAT1	4/4
	16BEAT2	4/4
	16BEAT3	4/4
	16BEAT4	4/4
	16BEAT5	4/4
	16BEAT6	4/4
	16BEAT7	4/4
	SWING	4/4
	7/8 BEAT	7/8

GENRE	PATTERN	BEAT
R&B	SWING1	4/4
	SWING2	4/4
	SWING3	4/4
	SIDE STICK1	4/4
	SIDE STICK2	4/4
	SIDE STICK3	4/4
	SHUFFLE1	4/4
	SHUFFLE2	4/4
	8BEAT1	4/4
	16BEAT	4/4
	7/8 BEAT	7/8
SOUL	SWING1	4/4
	SWING2	4/4
	SWING3	4/4
	SWING4	4/4
	16BEAT1	4/4
	16BEAT2	4/4
	16BEAT3	4/4
	SIDESTK1	4/4
	SIDESTK2	4/4
	MOTOWN	4/4
	PERCUS	4/4
FUNK	8BEAT1	4/4
	8BEAT2	4/4
	8BEAT3	4/4
	8BEAT4	4/4
	16BEAT1	4/4
	16BEAT2	4/4
	16BEAT3	4/4
	16BEAT4	4/4
	SWING1	4/4
	SWING2	4/4
	SWING3	4/4
POP	8BEAT1	4/4
	8BEAT2	4/4
	16BEAT1	4/4
	16BEAT2	4/4
	PERCUS1	4/4
	SHUFFLE1	4/4
	SHUFFLE2	4/4
	SIDE STICK1	4/4
	SIDE STICK2	4/4
	SWING1	4/4
	SWING2	4/4
	PERCUS2	6/8

GENRE	PATTERN	BEAT
SOFT ROCK	16BEAT1	4/4
	16BEAT2	4/4
	16BEAT3	4/4
	16BEAT4	4/4
	8BEAT	4/4
	SWING1	4/4
	SWING2	4/4
	SWING3	4/4
	SWING4	4/4
	SIDE STICK1	4/4
	SIDE STICK2	4/4
	PERCUS1	4/4
	PERCUS2	4/4
ROCK	8BEAT1	4/4
	8BEAT2	4/4
	8BEAT3	4/4
	8BEAT4	4/4
	8BEAT5	4/4
	8BEAT6	4/4
	16BEAT1	4/4
	16BEAT2	4/4
	16BEAT3	4/4
	16BEAT4	4/4
	SHUFFLE1	4/4
	SHUFFLE2	4/4
	SWING1	4/4
	SWING2	4/4
	SWING3	4/4
	SWING4	4/4
ALT ROCK	RIDEBEAT	4/4
	8BEAT1	4/4
	8BEAT2	4/4
	8BEAT3	4/4
	8BEAT4	4/4
	16BEAT1	4/4
	16BEAT2	4/4
	16BEAT3	4/4
	16BEAT4	4/4
	SWING	4/4
	5/4 BEAT	5/4

GENRE	PATTERN	BEAT
PUNK	8BEAT1	4/4
	8BEAT2	4/4
	8BEAT3	4/4
	8BEAT4	4/4
	8BEAT5	4/4
	8BEAT6	4/4
	16BEAT1	4/4
	16BEAT2	4/4
	16BEAT3	4/4
	SIDE STICK	4/4
	8BEAT6	4/4
HEAVY ROCK	8BEAT1	4/4
	8BEAT2	4/4
	8BEAT3	4/4
	16BEAT1	4/4
	16BEAT2	4/4
	16BEAT3	4/4
	SHUFFLE1	4/4
	SHUFFLE2	4/4
	SWING1	4/4
	SWING2	4/4
	SWING3	4/4
METAL	8BEAT1	4/4
	8BEAT2	4/4
	8BEAT3	4/4
	8BEAT4	4/4
	8BEAT5	4/4
	8BEAT6	4/4
	2XBD1	4/4
	2XBD2	4/4
	2XBD3	4/4
	2XBD4	4/4
	2XBD5	4/4
TRAD	TRAIN2	2/4
	ROCKN ROLL	4/4
	TRAIN1	4/4
	COUNTRY1	4/4
	COUNTRY2	4/4
	COUNTRY3	4/4
	FOXTROT	4/4
	TRAD1	4/4
	TRAD2	4/4

GENRE	PATTERN	BEAT
WORLD	BOSSA1	4/4
	BOSSA2	4/4
	SAMBA1	4/4
	SAMBA2	4/4
	BOOGALOO	4/4
	MERENGUE	4/4
	REGGAE	4/4
	LATIN ROCK1	4/4
	LATIN ROCK2	4/4
	LATIN PERC	4/4
	SURDO	4/4
	LATIN1	4/4
	LATIN2	4/4
BALLAM	CUMBIA	2/4
	WALTZ1	3/4
	WALTZ2	3/4
	CHACHA	4/4
	BEGUINE	4/4
	RHUMBA	4/4
	TANGO1	4/4
	TANGO2	4/4
	JIVE	4/4
	CHARLSTON	4/4
ELCTRO	ELCTRO01	4/4
	ELCTRO02	4/4
	ELCTRO03	4/4
	ELCTRO04	4/4
	ELCTRO05	4/4
	ELCTRO06	4/4
	ELCTRO07	4/4
	ELCTRO08	4/4
	5/4 BEAT	5/4

GENRE	PATTERN	BEAT
GUIDE	2/4 TRIPLE	2/4
	3/4	3/4
	3/4 TRIPLE	3/4
	4/4	4/4
	4/4 TRIPLE	4/4
	BD 8BEAT	4/4
	BD 16BEAT	4/4
	BD SHUFFLE	4/4
	HH 8BEAT	4/4
	HH 16BEAT	4/4
	HH SWING1	4/4
	HH SWING2	4/4
	8BEAT1	4/4
	8BEAT2	4/4
	8BEAT3	4/4
	8BEAT4	4/4
	5/4	5/4
	5/4 TRIPLE	5/4
	6/4	6/4
	6/4 TRIPLE	6/4
	7/4	7/4
	7/4 TRIPLE	7/4
	5/8	5/8
	6/8	6/8
	7/8	7/8
	8/8	8/8
	9/8	9/8
	10/8	10/8
	11/8	11/8
	12/8	12/8
	13/8	13/8
	14/8	14/8
	15/8	15/8
USER	SIMPLE BEAT (*1)	4/4

(*1) By using RC-505mk2 Rhythm Converter you can import rhythm patterns from your own SMF data.

BOSS