Roland®

GENERAL midi2

XV-88

128 VOICE EXPANDABLE SYNTHESIZER

4× EXPANSION** with **2× SRX

Quick Start

Thank you, and congratulations on your choice of the Roland XV-88 128-Voice Expandable Synthesizer.

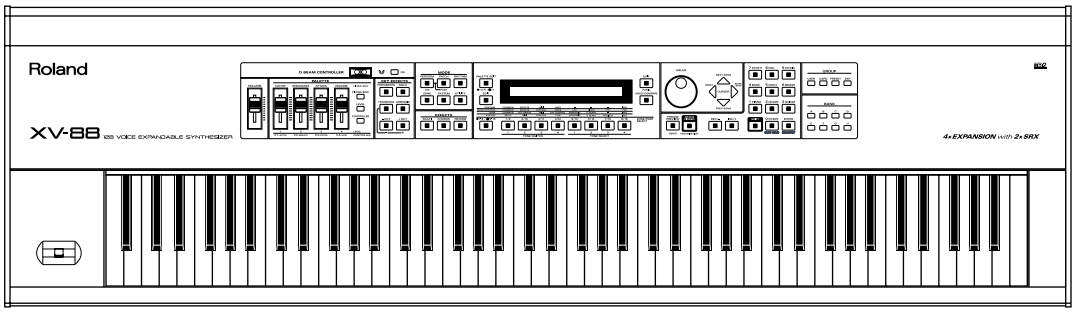
Before using this unit, carefully read the sections entitled: "IMPORTANT SAFETY INSTRUCTIONS" (Owner's manual p. 2), "USING THE UNIT SAFELY" (Owner's manual p. 3), and "IMPORTANT NOTES" (Owner's manual p. 5). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Quick start, Owner's manual, and Q & A should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

How to Use This Manual

The documentation for XV-88 consists of three manuals: **Quick Start**, **Owner's Manual**, and **Q & A**.

The **Quick Start** manual, created for those just starting out on the XV-88, provides simple, easy-to-understand explanations, allowing the beginner to quickly enjoy the XV-88's various functions. Please read the **Quick Start** and follow along by actually operating the XV-88. This will help you understand most of what you need to know for basic operations. More advanced ways of using the XV-88 or details of other operations are explained in the separate **Owner's Manual**. The separate volume **Q & A** contains frequently asked questions about the XV-88, along with answers to those questions. Please refer to this booklet as needed.

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Getting Ready

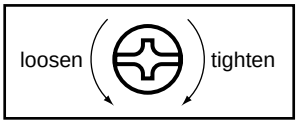
Installing the Wave Expansion Board

Up to four optional Wave Expansion Boards (two SR-JV80 Series, two SRX Series) can be installed in the XV-88.

Wave Expansion Boards store Wave data, Patches, and Rhythm Sets, and by equipping the XV-88 with these boards, you can greatly expand your sound palette.

Cautions When Installing an Wave Expansion Board

- To avoid the risk of damage to internal components that can be caused by static electricity, please carefully observe the following whenever you handle the board.
  - Before you touch the board, always first grasp a metal object (such as a water pipe), so you are sure that any static electricity you might have been carrying has been discharged.
  - When handling the board, grasp it only by its edges. Avoid touching any of the electronic components or connectors.
  - Save the bag in which the board was originally shipped, and put the board back into it whenever you need to store or transport it.
- Use a Philips screwdriver that is suitable for the size of the screw (a number 2 screwdriver). If an unsuitable screwdriver is used, the head of the screw may be stripped.
- To remove a screw, rotate the screwdriver counter-clockwise. To tighten a screw, rotate the screwdriver clockwise.



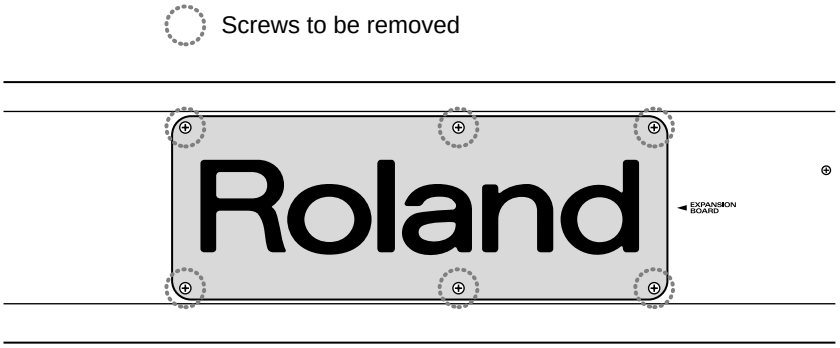
- Be careful that the screws you remove do not drop into the interior of the XV-88.
- Do not leave the rear panel cover removed. After installation of the Wave Expansion Boards is complete, be sure to replace the cover.
- Do not touch any of the printed circuit pathways or connection terminals.
- Be careful not to cut your hand on the edge of the installation bay.
- Never use excessive force when installing a circuit board. If it doesn't fit properly on the first attempt, remove the board and try again.
- When circuit board installation is complete, double-check your work.
- Always turn the unit off and unplug the power cord before attempting installation of the circuit board (SR-JV80 / SRX series; p. 19).
- Install only the specified circuit board(s) (SR-JV80 / SRX Series). Remove only the specified screws (p. 5, p. 7).

Install the Wave Expansion Boards after removing the rear panel cover. SR-JV80 Series boards are installed in the EXP A and EXP B slots; SRX Series boards are installed in the EXP C and EXP D slots. These slots correspond with the Wave Expansion Board groups (XP-A–XP-D) when the expansion Wave, Patches, and Rhythm Sets are used.

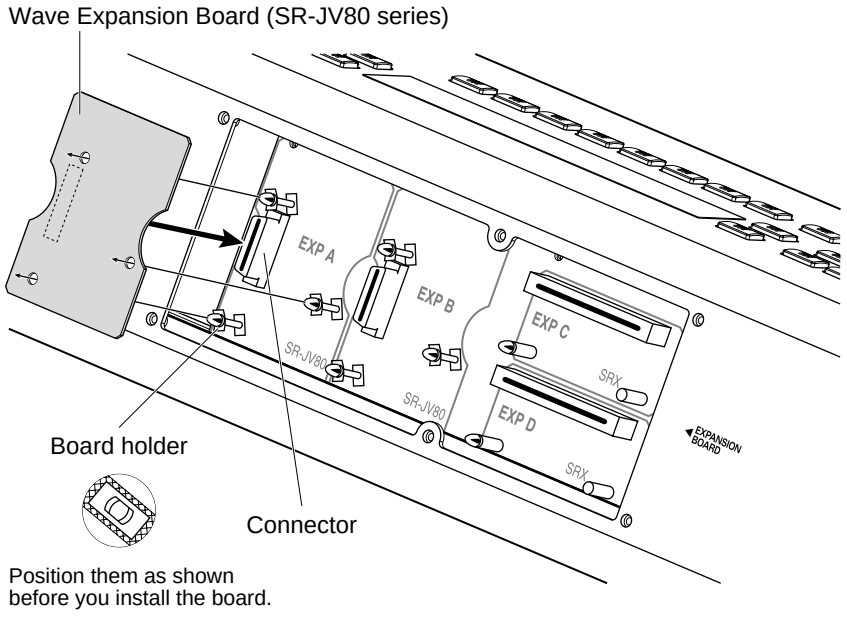
Installing SR-JV80 Series Boards

1 Before installing any Wave Expansion Board, turn off the power on the XV-88 and all devices connected to it.

2 Refer to the following illustration of the XV-88's rear panel, and remove the screws indicated. Then, remove the cover.



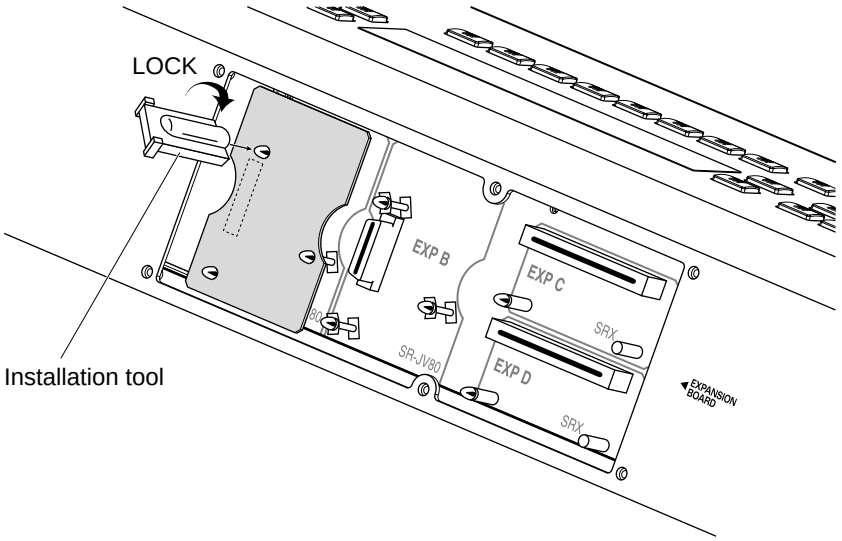
3 Inside are four connectors and eight board holders. Insert the Wave Expansion Board connector into a connector for an SR-JV80 Series slot (EXP A or EXP B), while simultaneously inserting the board holders into the holes in the Wave Expansion Board.



NOTE

If the same type of Wave Expansion Board is installed in the EXP A slot and the EXP B slot, it will only be possible to select data from the Wave Expansion Board that was installed in the EXP A slot.

4 Use the Installation Tool supplied with the Wave Expansion Board to turn the holders in the LOCK direction, so the board will be fastened in place.



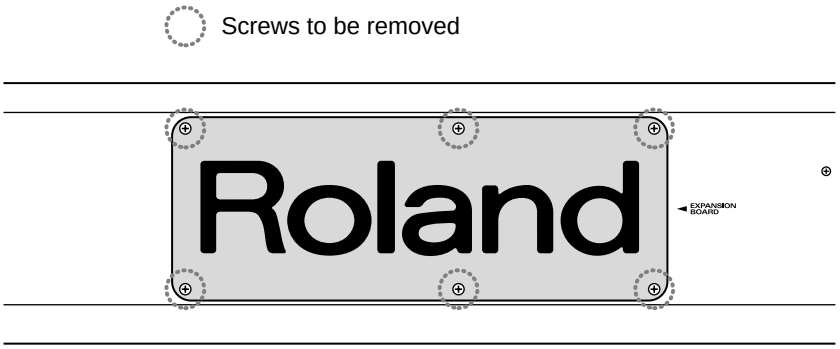
5 Use the screws that you removed in step 2 to fasten the cover back in place.

Should you wish to continue, and install an SRX Series Wave Expansion Board, refer to **"Installing SRX Series Boards"** (p. 7).

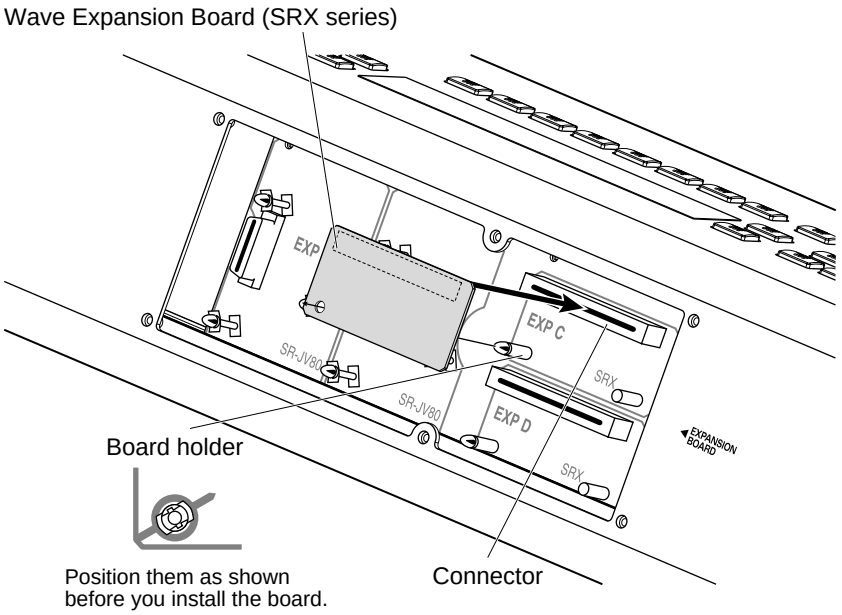
Installing SRX Series Boards

1 Before installing any Wave Expansion Board, turn off the power on the XV-88 and all devices connected to it.

2 Refer to the following illustration of the XV-88's rear panel, and remove the screws indicated. Then, remove the cover.



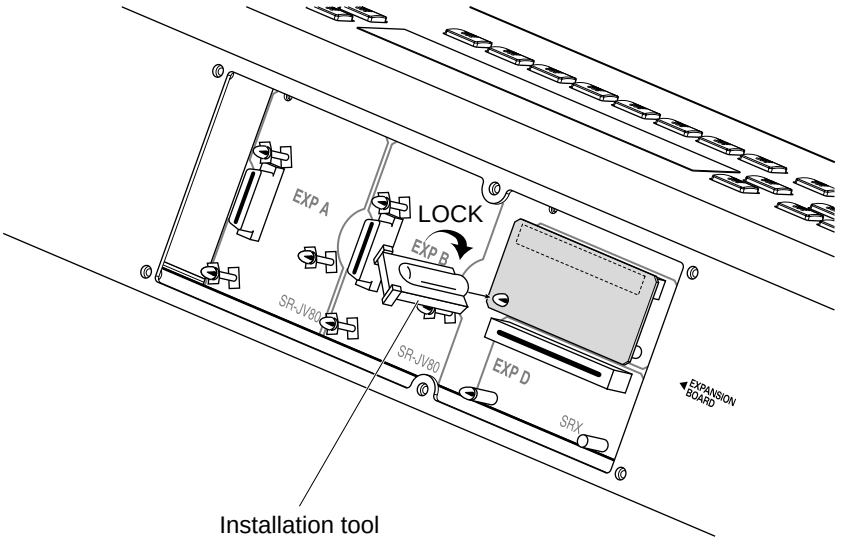
3 Inside are four connectors and eight board holders. Insert the Wave Expansion Board connector into a connector for an SRX Series slot (EXP C or EXP D), while simultaneously inserting the board holders into the holes in the Wave Expansion Board.



NOTE

If the same type of Wave Expansion Board is installed in the EXP C slot and the EXP D slot, it will only be possible to select data from the Wave Expansion Board that was installed in the EXP C slot.

4 Use the Installation Tool supplied with the Wave Expansion Board to turn the holders in the LOCK direction, so the board will be fastened in place.

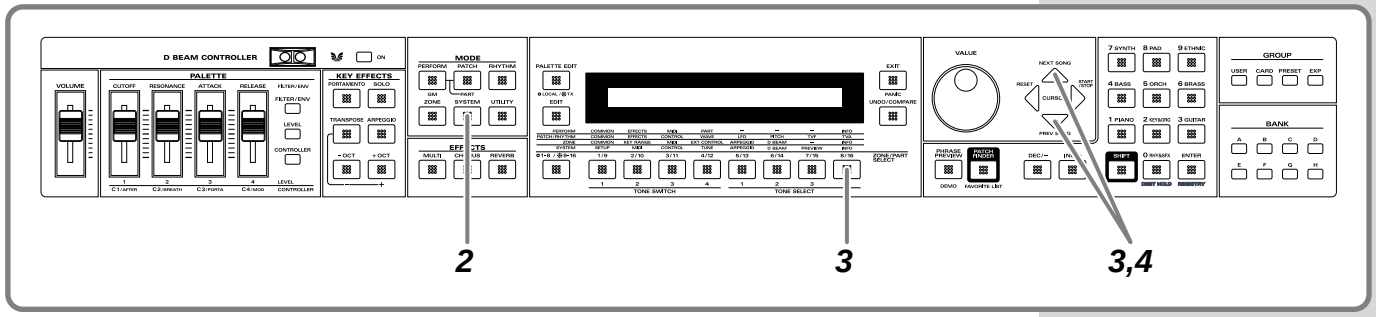


5 Use the screws that you removed in step 2 to fasten the cover back in place.

Should you wish to continue, and install an SR-JV80 Series Wave Expansion Board, refer to **"Installing SR-JV80 Series Boards"** (p. 5).

Checking the Installed Wave Expansion Boards

After installation of the Wave Expansion Boards has been completed, check to confirm that the installed boards are being recognized correctly.

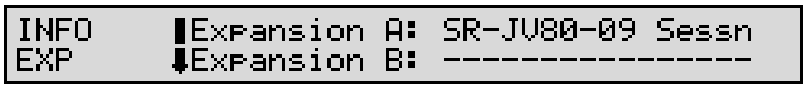


1 Turn on the power, as described in **"Turning On the Power"** (p. 18).

2 Press [SYSTEM], getting the indicator to light.

You are now in System mode.

3 Press the [INFO] function button, then ▲ or ▼ to call up the INFO EXP page.



* *The example here depicts what you would see if the SR-JV80-09 "Session" Wave Expansion Board were installed in the EXP A slot.*

4 Press ▲ or ▼ , and verify that the name of the Wave Expansion Board is displayed next to the name of the slot in which the board is installed.

NOTE

If "----------" appears next to the installed slot name, it's possible that the installed Wave Expansion Board is not being recognized correctly. Turn off the power as described in **"Turning Off the Power"** (p. 19), and re-install the Wave Expansion Board correctly.

French language
for Canadian Safety Standard

Installation de la carte d'extension Wave

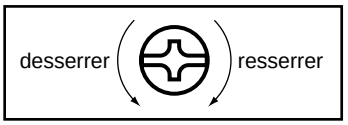
(French language for Canadian Safety Standard)

Vous pouvez installer jusqu'à 4 cartes d'extension optionnelles dans le XV-88 (2 de la série SR-JV80 et 2 de la série SRX).

Ces cartes d'extension mémorisant des données Wave, des morceaux et des ensembles rythmiques, elles vous permettront d'augmenter considérablement le timbre.

Precautions lors de l'installation de la carte d'extension Wave

- Veuillez suivre attentivement les instructions suivantes quand vous manipulez la carte afin d'éviter tout risque d'endommagement des pièces internes par l'électricité statique.
  - Toujours toucher un objet métallique relié à la terre (comme un tuyau par exemple) avant de manipuler la carte pour vous décharger de l'électricité statique que vous auriez pu accumuler.
  - Lorsque vous manipulez la carte, la tenir par les côtés. Évitez de toucher aux composants ou aux connecteurs.
  - Conservez le sachet d'origine dans lequel était la carte lors de l'envoi et remettez la carte dedans si vous devez la ranger ou la transporter.
- Utiliser un tournevis cruciforme correspondant à la taille de la vis (un tournevis numéro 2). En cas d'utilisation d'un tournevis inapproprié, la tête de la vis pourrait être endommagée.
- Pour enlever les vis, tourner le tournevis dans le sens contraire des aiguilles d'une montre. Pour resserrer, tourner dans le sens des aiguilles d'une montre.



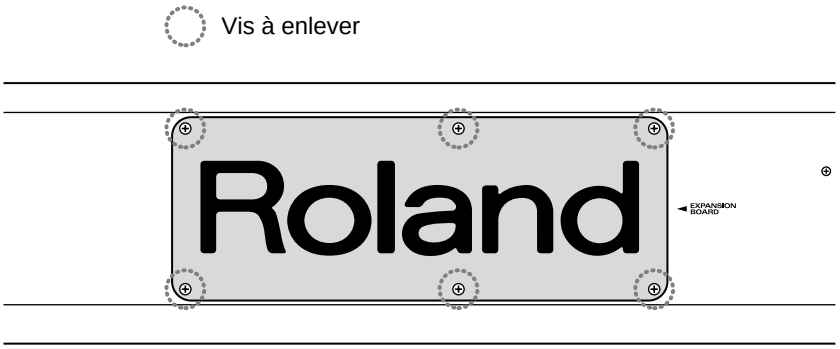
- Veillez à ne pas laisser tomber de vis dans le châssis du XV-88.
- Ne pas laisser la plaque arrière détachée. Après avoir installé la ou les carte(s) d'extension, bien remettre la plaque en place.
- Ne pas toucher aux circuits imprimés ou aux connecteurs.
- Veillez à ne pas vous couper les doitgs sur le bord de l'ouverture d'installation.
- Ne jamais forcer lors de l'installation de la carte de circuits imprimés. Si la carte s'ajuste mal au premier essai, enlevez la carte et recommencez l'installation.
- Quand l'installation de la carte de circuits imprimés est terminée, revérifiez si tout est bien installé.
- Toujours éteindre et débrancher l'appareil avant de commencer l'installation de la carte. (SR-JV80 / SRX Series; p. 19).
- N'installez que les cartes de circuits imprimes spécifiées (SR-JV80 / SRX Series). Enlevez seulement les vis indiquées (p. 11, p. 13).

Installer les cartes d'extension après avoir enlevé la plaque arrière. Les cartes de série SR-JV80 s'installent dans les créneaux EXP A et EXP B alors que les cartes de série SRX s'installent dans les créneaux EXP C et EXP D. Ces créneaux indiquent les groupes de cartes d'extension (XP-A–XP-D) lorsque les données Wave, les morceaux et les ensembles rythmiques sont utilisés.

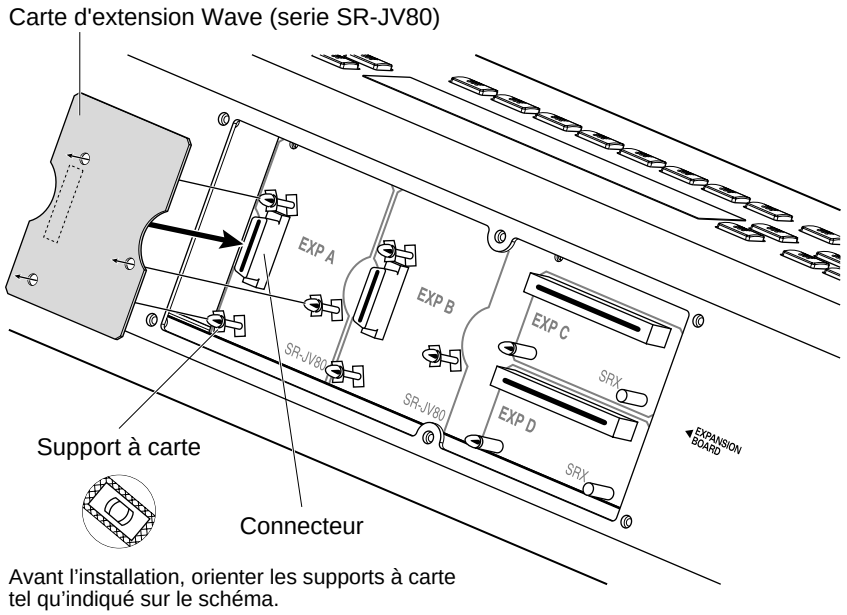
Installer les cartes de série SR-JV80

1 Avant d'installer une carte d'extension Wave, éteindre tous les appareils reliés au XV-88.

2 Détacher la plaque arrière en enlevant les vis indiquées sur le schéma suivant.



3 Il y a 4 connecteurs et 8 supports à carte à l'intérieur de l'appareil. Insérer le connecteur de la carte dans un des créneaux pour la série SR-JV80 (EXP A, EXP B) tout en enfonçant les supports à carte dans les trous de celle-ci.



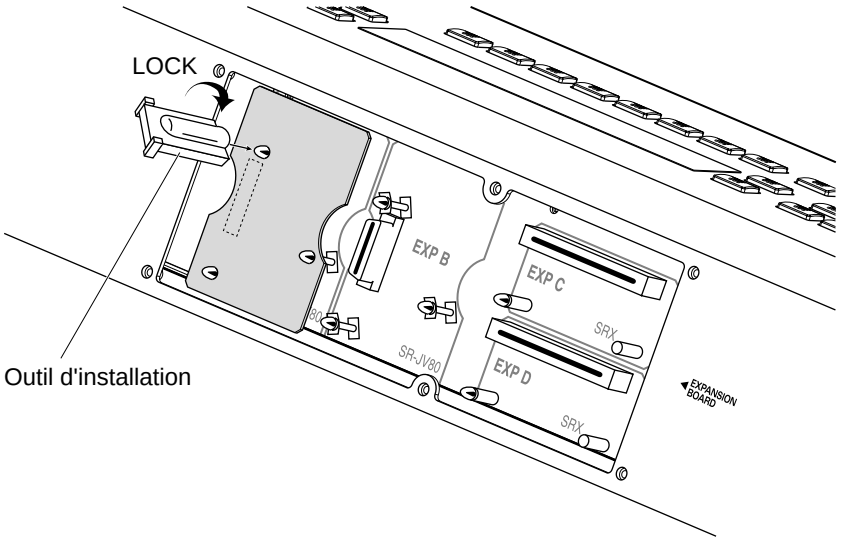
Avant l'installation, orienter les supports à carte tel qu'indiqué sur le schéma.

NOTE

Si la même sorte de carte d'extension Wave est installée dans les créneaux EXP A et EXP B, il ne sera possible de sélectionner que les données de la carte d'extension Wave installée dans le créneau EXP A.

French language
for Canadian Safety Standard

4 Pour tourner les supports en position LOCK (verrouillé), utilisez l'outil d'installation de la carte d'extension fournie à cet effet. De cette façon, la carte sera bien fixée à sa place.



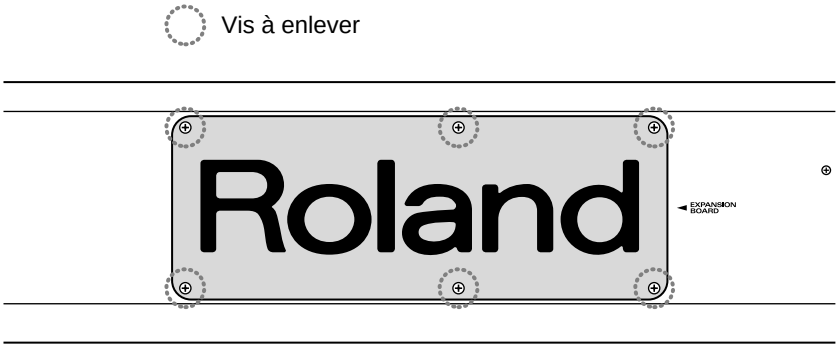
5 Reposez le couvercle en remettant les vis enlevées (comme spécifié) à l'étape 2.

Si vous installez des cartes d'extension de série SRX, veuillez lire **"Installer les cartes de série SRX"** (p. 13).

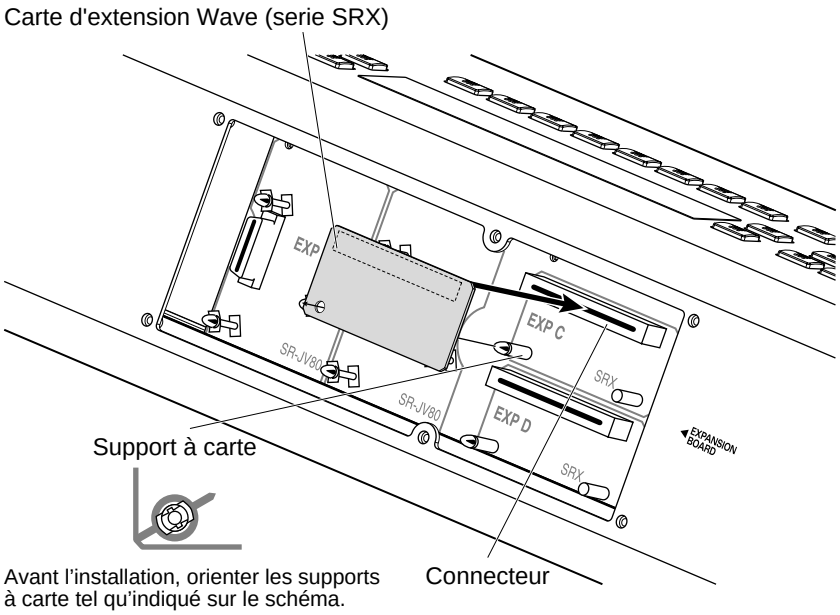
Installer les cartes de série SRX

1 Avant d'installer une carte d'extension Wave, éteindre tous les appareils reliés au XV-88.

2 Détacher la plaque arrière en enlevant les vis indiquées sur le schéma suivant.



3 Il y a 4 connecteurs et 8 supports à carte à l'intérieur de l'appareil. Insérer le connecteur de la carte dans un des créneaux pour la série SRX (EXP C, EXP D) tout en enfonçant les supports à carte dans les trous de celle-ci.



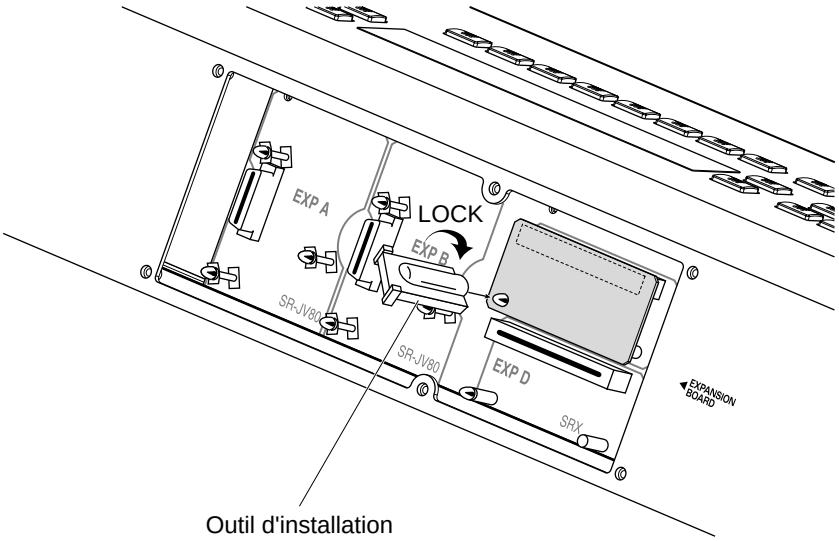
Avant l'installation, orienter les supports à carte tel qu'indiqué sur le schéma.

NOTE

Si la même sorte de carte d'extension Wave est installée dans les créneaux EXP C et EXP D, il ne sera possible de sélectionner que les données de la carte d'extension Wave installée dans le créneau EXP C.

French language
for Canadian Safety Standard

4 Pour tourner les supports en position LOCK (verrouillé), utilisez l'outil d'installation de la carte d'extension fournie à cet effet. De cette façon, la carte sera bien fixée à sa place.



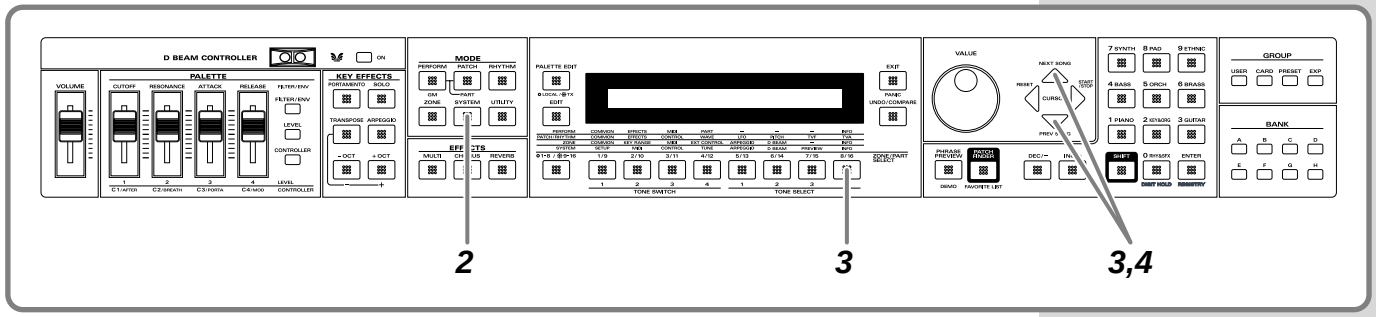
Outil d'installation

5 Reposez le couvercle en remettant les vis enlevées (comme spécifié) à l'étape 2.

Si vous installez des cartes d'extension de série SR-JV80, veuillez lire **"Installer les cartes de série SR-JV80"** (p. 11).

Vérification des cartes d'extension audio aprés installation

Lorsque l'installation des cartes d'extension audio est terminée, procéder à une vérification pour s'assurer que l'ordinateur les identifie correctement.

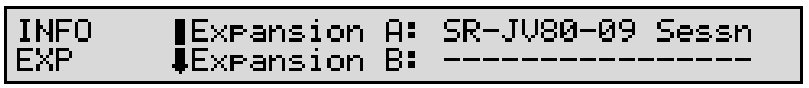


1 Mettre sous tension de la façon décrite sous **"Turning On the Power"** (p. 18).

2 Appuyer sur [SYSTEM] pour allumer l'indicateur.

L'ordinateur est maintenant en mode Systéme (System mode).

3 Appuyer sur le bouton de fonction [INFO], puis sur ▲ ou sur ▼ pour afficher la page INFO EXP.



* *L'exemple montre ce qui serait affiché si la carte d'extension audio SR-JV80-09 "Session "était installée dans la fente EXP A.*

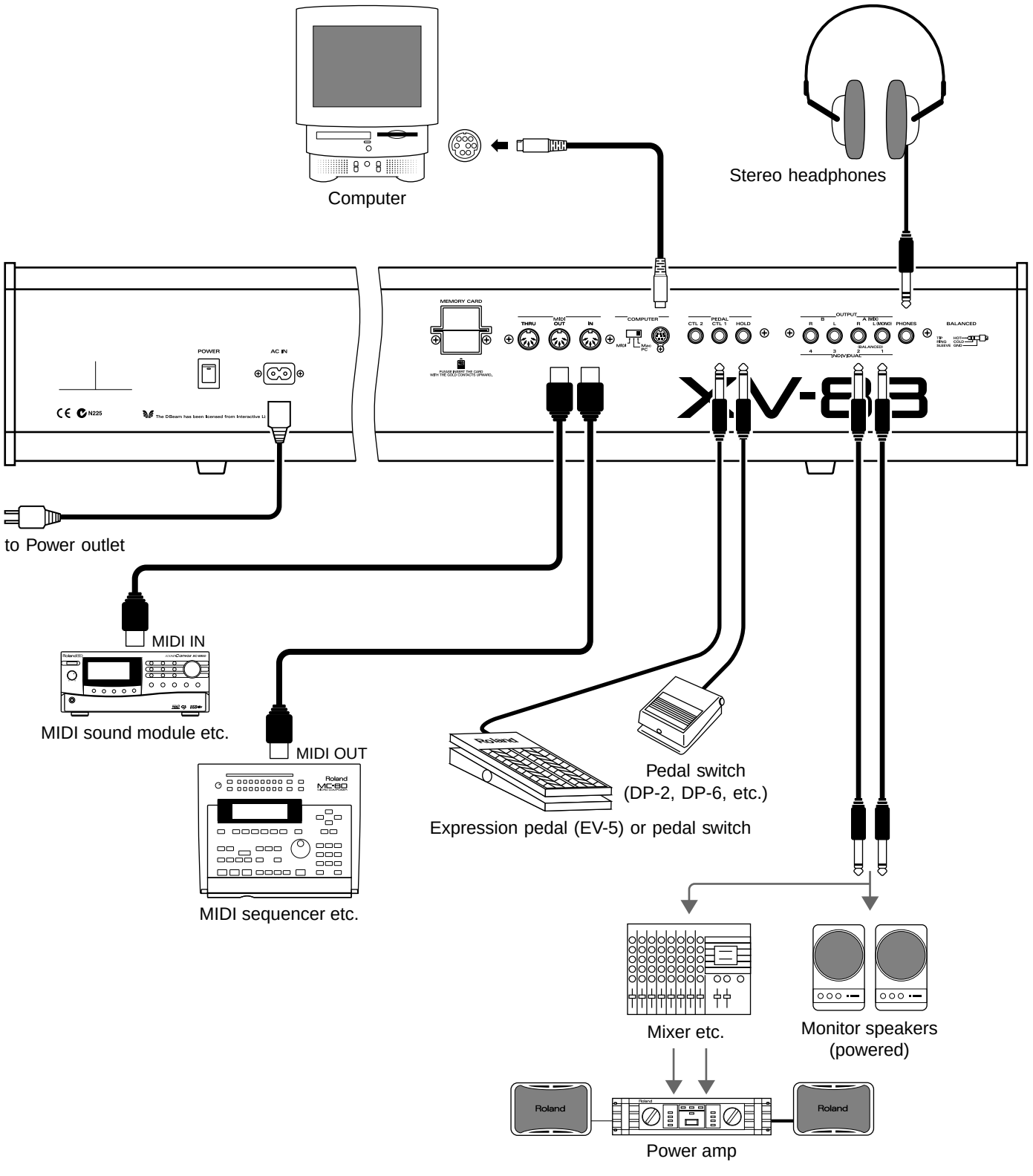
4 Appuyer sur ▲ ou sur ▼ et s'assurer que le nom de la carte d'extension audio est affiché à côté du nom de la fente dans laquelle la carte est installée.

NOTE

Si "----------" est affiché à côté du nom de la fente dans laquelle la carte est installée, il est possible que la carte d'extension audio installée ne soit pas reconnue correctement. Mettre hors tension de la façon décrite sous **"Turning Off the Power"** (p. 19) et réinstaller correctement la carte d'extension audio.

Connecting External Devices

The XV-88 does not contain an amp or speakers. In order to produce sound, you need to hook up audio equipment such as a monitor speaker or a stereo set, or use headphones.



Follow the steps described below to connect the XV-88 and an external device.

1 Before you make connections, make sure that power is turned off for all devices.

2 Connect supplied AC power cable to the XV-88, and plug the other end into an AC power outlet.

3 Connect the XV-88 and the external device as shown in the figure.

Use audio cables to connect audio equipment, such as an amp or speakers. Use MIDI cables to connect MIDI devices. If you are using headphones, plug them into the PHONES jack. Connect pedal switches or expression pedals as necessary.

NOTE

To prevent malfunction and / or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

On 117V models the AC cable is permanently attached to the unit.

HINT

In order to take full advantage of the XV-88's performance, we recommend using a stereo amp / speaker system, If you are using a mono system, make you connections to the OUTPUT A (MIX) jack L (MONO).

MEMO

CTR 1 / CTR 2 PEDAL jack can also accommodate pedal switches.

NOTE

Audio cables, MIDI cables, headphones, pedal switches, and expression pedals are not included. These cables must be acquired separately.

Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and / or damage to the unit.

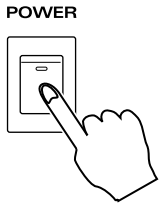
For more information on making the connection with the computer, take a look at **"Connecting to Your Computer"** (Owner's Manual; p. 208).

Turning On the Power

1 Before you turn the power on, check to make sure that:

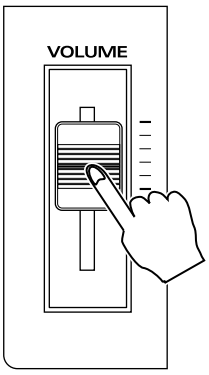
- Are peripheral devices connected correctly?
- Have the volume controls of the XV-88 and all connected audio devices been turned to the minimum position?

2 Turn on the POWER switch located on the rear panel of the XV-88.



3 Turn on the power of the connected audio equipment.

4 Play the XV-88's keyboard and gradually raise the volume controls of the XV-88, or the connected audio equipment to an appropriate volume level.



NOTE

Once the connections have been completed (p. 16), turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.

NOTE

To prevent incorrect functioning of the Pitch Bend Lever, refrain from touching the lever while the power to the XV-88 is turned on.

This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally.

NOTE

Be careful not to raise the volume excessively. Excessive volume may damage your amp/speaker system or could cause hearing problems.

HINT

If the display is difficult to read, adjust the display contrast (Owner's Manual; p. 168).

Turning Off the Power

1 Before turning off the power, make sure of the following point.

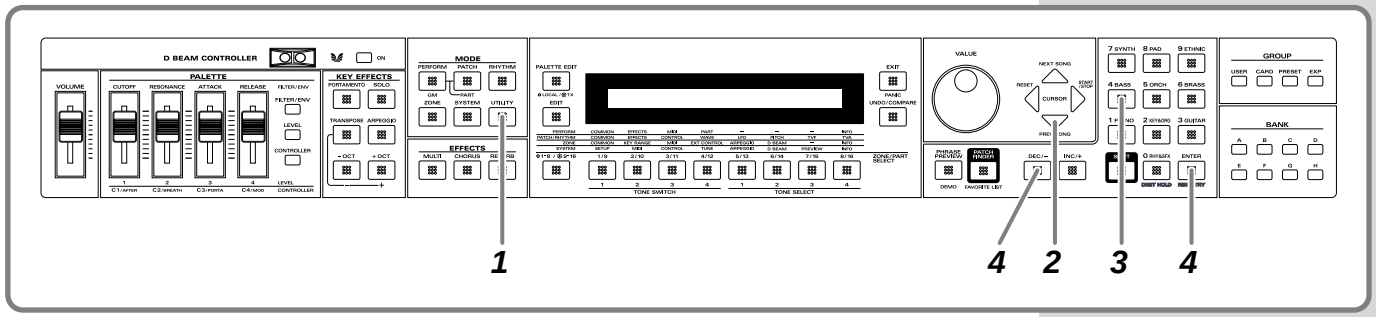
- Have the volume controls of the XV-88 and all connected audio devices been turned to the minimum position?
- Have you saved the sounds or other data you've created? (Owner's Manual; p. 162)

2 Turn off the power of the connected audio devices.

3 Turn off the POWER switch of the XV-88.

Reset to Default Factory Settings (Factory Reset)

When using the XV-88 for the first time, start by returning the settings to their factory defaults so that the XV-88 operates as described in the procedures in the owner's manual.



1 Press [UTILITY], getting its indicator to start blinking.

The UTIL 1 page will appear.

```
UTIL▌1.      |2.      |3.      |4.      |5.
   1▮WRITE   |COPY    |INIT    |XFER    |PROTECT
```

2 Press ▼ .

The UTIL 2 page will appear.

```
UTIL▮1.      |2.      |3.      |4.
   2▌CARD    |LOAD    |SAVE    |FACTORY RESET
```

3 Press numeric key [4].

The FACTORY RESET page appears.

```
FACTORY ▌                              [ENTER]
RESET   ▌
```

4 Press [ENTER].

If "Internal Write Protect= ON" message is displayed, press [DEC/-] to turn the setting OFF. After pressing [ENTER] to clear the message, press [ENTER] again to reset to the factory preset settings.

NOTE

If there is important data you've created that's stored in the XV-88's internal memory, all such data is discarded when a **Factory Reset** is performed. If you wish to keep the data, you must save it on a memory card (SmartMedia) or on an external MIDI device (Owner's Manual; p. 166, 167).

For more information about the Internal Write Protect, please refer to **"Protecting the Internal Memory (PROTECT)"** (Owner's Manual; p. 188).

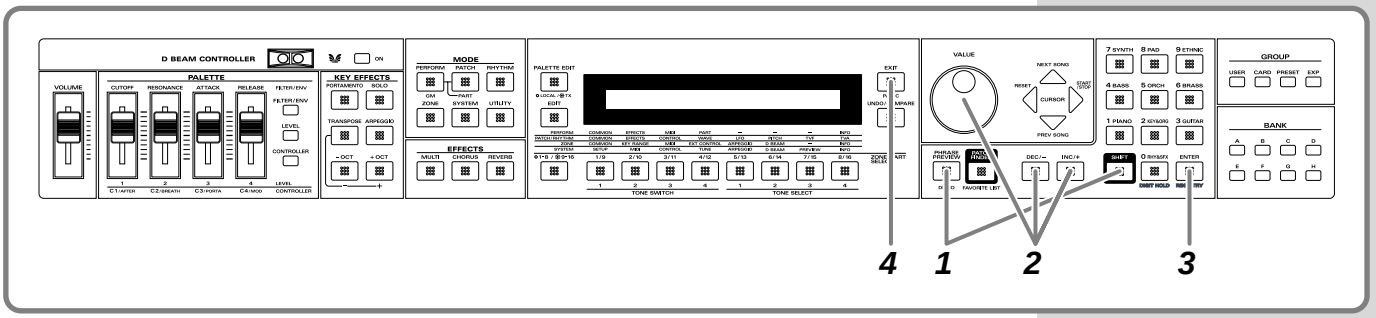
Listening to the Demo Songs

The XV-88 comes with 2 demo songs. Playing back these demo songs is called **Demo Play**. It's the easiest introduction to the XV-88's exceptional sounds and effects.

Song Name	Composer/Copyright
La Movida	Scott Tibbs © 2000 Roland Corporation
Epic Passage	Scott Tibbs © 2000 Roland Corporation

NOTE

All rights reserved. Unauthorized use of this material for purposes other than private, personal enjoyment is a violation of applicable laws.



1 While holding down [SHIFT], press [PHRASE PREVIEW].

The DEMO PLAY page appears.

```
DEMO      ▌Song          Press [ENTER]/[EXIT]
PLAY      ▌CHAIN PLAY
```

2 Turn the VALUE dial or press [INC/+]/[DEC/-] to select the song that you wish to hear.

If you select "CHAIN PLAY," the songs will playback successively, beginning from the first.

3 Press [ENTER] to start demo song playback.

After a demo song has played all the way to the end, the unit automatically returns to the start of the song and playback is repeated. To interrupt playback, press [EXIT].

NOTE

No data for the music that is played will be output from the MIDI OUT connector.

4 To return to the previous display, press [EXIT].

Composer Profiles

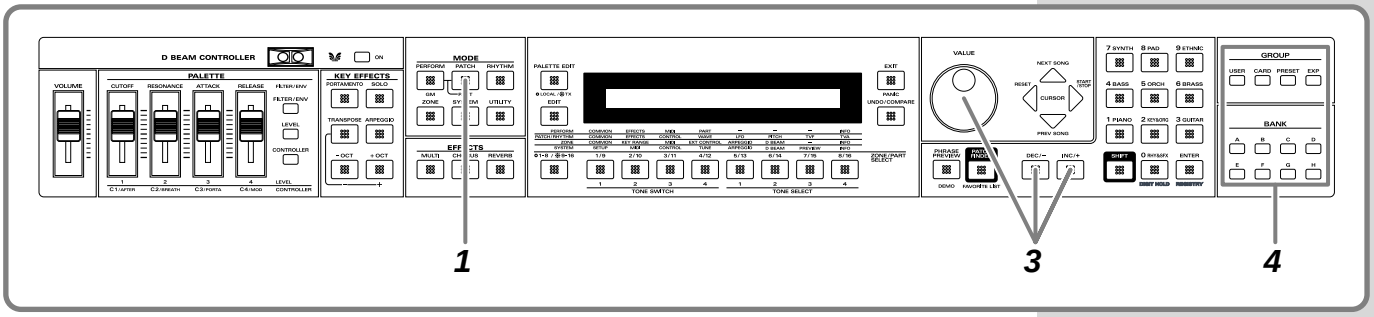
Scott Tibbs

Scott Tibbs has performed and conducted for several orchestral groups, including the Atlanta Symphony Orchestra, throughout the United States, Canada, Latin America, and Japan. His diverse compositional output ranges from numerous film, theater and television projects to the symphonic concert stage. He has received a Ph.D. degree in composition from UCLA and has recently composed music for recordings with Clare Fisher and Bill Holman. He has performed with well-known artists Dizzy Gillespie, Bill Cosby, Jerry Sienfeld, and Bobby Shew, amongst numerous others.

Try Out the Sounds

Selecting Patches and Playing the Sounds

The XV-88 comes with a large number of onboard sounds. The single tones among these that are used in normal performances are called **Patches**. Now, let's try switching among the Patches to hear the variety of sounds available with the XV-88.



1 Press [PATCH], getting the indicator to light.

The PATCH PLAY page appears.

```
PATCH     USER:001 Y2K Concerto
PLAY                 tone=1234 kbd=C 4
```

2 Play the keyboard and listen to the sound.

HINT

The XV-88 has several velocity curves suited to different playing styles, LIGHT, MEDIUM, HEAVY, and FULL (Owner's Manual; p. 171).

3 To select a different Patch, turn the VALUE dial or press [INC / +] / [DEC / -].

4 When switching the Patch group / bank, press the following button to get its indicator to light.

Button	Patch group/bank
[USER]	USER
[CARD] → [A]–[H]	CD-A–H (Memory card A–H)
[PRESET] → [A]–[F]	PR-A–F (Preset A–F)
[PRESET] → [H]	PR-H (GM2)
[EXP] → [A]–[D]	XP-A–D (Wave Expansion Board A–D)

HINT

By using the Phrase Preview function, you can audition patches by listening to a preset phrase suitable for the selected type of patch (p. 25).

For more information about onboard Patches, refer to **"Patch List"** (Owner's Manual; p. 253).

NOTE

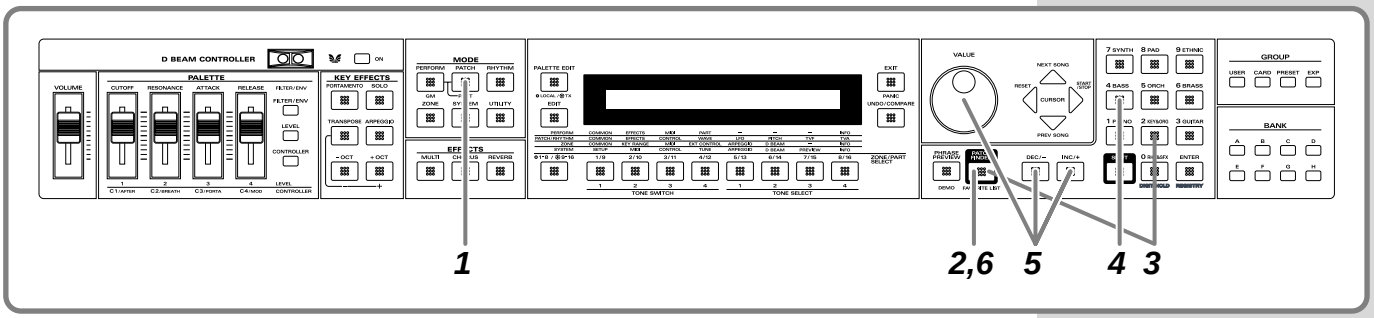
CD-A–H Patches can be selected only if a memory card is inserted in the MEMORY CARD slot (Owner's Manual; p. 5).

A Patch XP-A–D cannot be accessed if the Wave Expansion Board it belongs to has not been installed (p. 4).

Selecting Patches by Category (Patch Finder)

The XV-88 provides a Patch Search Function (**Patch Finder**) that allows you to quickly find Patches of the specified type (Category). The 38 categories are organized into 10 groups.

Here's an example of how to find organ-type Patches.



1 Press [PATCH], getting the indicator to light.

The PATCH PLAY page appears.

```
PATCH     USER:001 Y2K Concerto
PLAY                tone=1234 kbd=C 4
```

2 Press [PATCH FINDER], getting its indicator to light.

The Patch FInder function will be turned on, and the patch number display will change to the category display.

```
PATCH     PR-A:PNO:Y2K Concerto
PLAY          (AC.Piano    ) 1234 ▲▼CATGRY
```

3 Select the desired category. While holding down [PATCH FINDER], press [2 (KEY&ORG)].

```
CATEGORY▌Keys&Organ        (   Keyboards)
SELECT  ▌1:KEY 2:BEL 3:MLT 4:ORG 5:ACD ▶
```

4 For this example, select the Organ category (ORG) by pressing numeric key [4].

Organ-type patches can now be selected.

HINT

Now you can select Patches within the specified category, either by rotating the VALUE dial, or by using [INC/+] or [DEC/-]. You can also press the numeric keys to change the category group, and press ▲ or ▼ to change the category.

For details on the categories you can select, refer to the Owner's Manual (p. 31).

5 Turn the VALUE dial, or press [INC/+]/[DEC/-] to select the desired Patch.

6 Press [PATCH FINDER], getting its indicator light to go out.

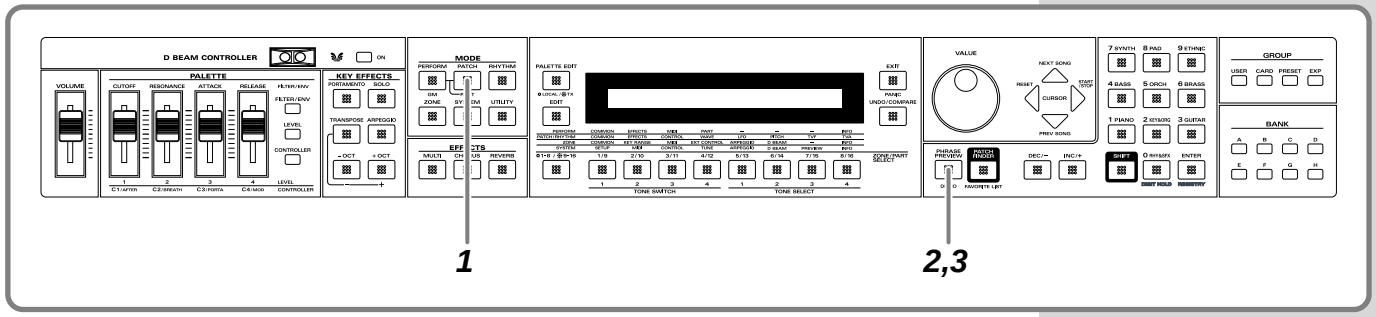
The Patch Finder function will be turned off, and the normal PATCH PLAY page will reappear.

HINT

By using the Phrase Preview function, you can audition patches by listening to a preset phrase suitable for the selected type of patch (p. 25).

Auditioning Patches with Phrases (Phrase Preview)

The XV-88 allows you to preview Patches by hearing a phrase appropriate for each type of Patch.



1 Press [PATCH], getting the indicator to light.

The PATCH PLAY page appears.

```
PATCH     USER:001 Y2K Concerto
PLAY                tone=1234 kbd=C 4
```

2 Press and hold [PHRASE PREVIEW].

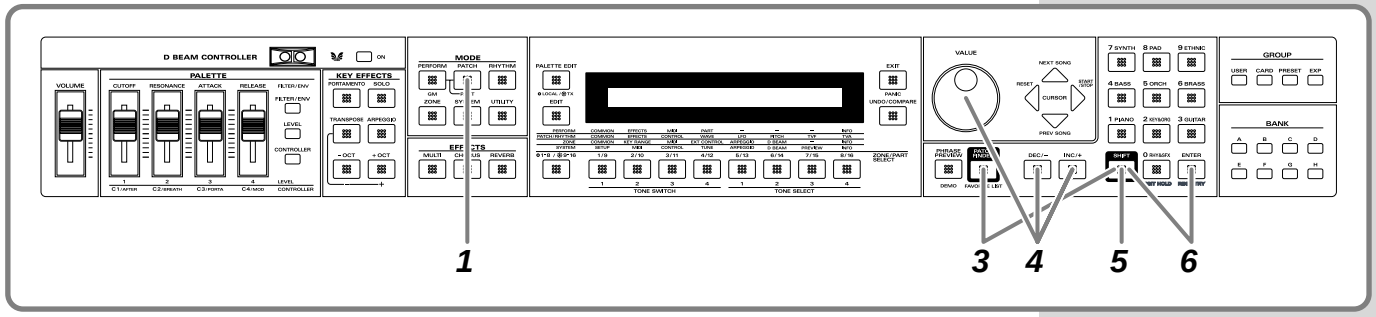
If the factory settings have just been restored, the **USER: 001 Y2K Concerto** Patch will sound.

3 Release your finger from [PHRASE PREVIEW], and the phrase will stop playing.

You can change the phrase that is played by the Phrase Preview, and modify the way in which the phrase is played. For details, refer to **"Using Phrase Preview to Play Patches"** (Owner's Manual; p. 32), and **"Phrase Preview Settings (PREVIEW)"** (Owner's Manual; p. 177).

Registering Favorite Patches in the Favorite List

You can bring together your favorite and most frequently used Patches in one place by registering them in the Favorite List. The Favorite List gives you immediate access to your favorite Patches wherever they are stored, whether in the XV-88 itself, on Wave Expansion Boards, or on memory cards. You can register up to 64 Patches in this Favorite List.



1 Press [PATCH], getting the indicator to light.

The PATCH PLAY page appears.

```
PATCH     USER:001 Y2K Concerto
PLAY                    tone=1234 kbd=C 4
```

2 Choose the Patch you want to register (p. 23).

3 While holding down [SHIFT], press [PATCH FINDER].

The FAVORITE LIST page will appear.

```
FAVORITE▌Select                    [SHIFT]
LIST    ▌01(----:--- ------------) ---
```

4 Turn the [VALUE] dial or press [INC/+]/[DEC/-] to select the desired registration destination number.

5 Continue holding down [SHIFT], and the following display will appear.

```
FAVORITE▌Register to      [ENTER]/[UNDO]
LIST    ▌01(----:--- ------------) ---
```

MEMO

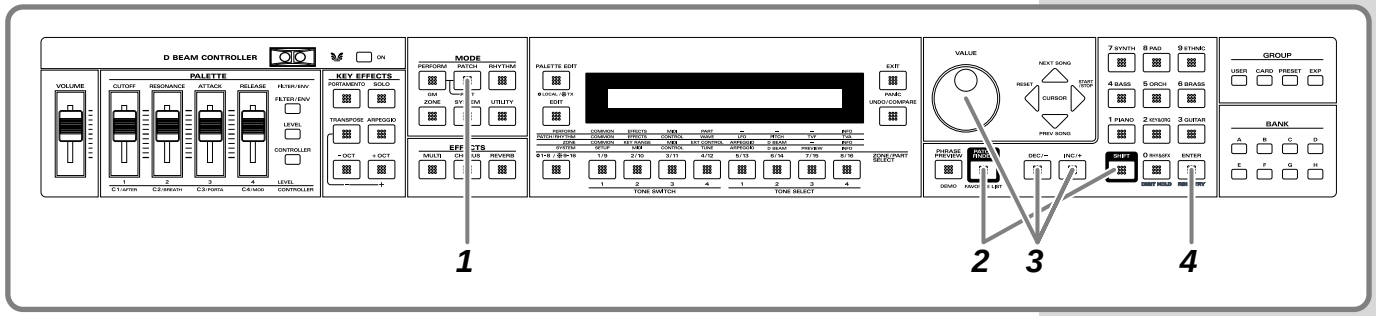
No data is registered at the factory settings.

6 Hold down [SHIFT] and press [ENTER] to execute the registration.

HINT

You can directly register Patches on the PATCH PLAY page by holding down [SHIFT] and pressing [ENTER] on the PATCH PLAY page (Owner's Manual; p. 165).

Selecting Favorite Patches from the Favorite List



1 Press [PATCH] to call up the PATCH PLAY page.

2 While holding down [SHIFT], press [PATCH FINDER].

The FAVORITE LIST page will appear.

```
FAVORITE▌Select                    [SHIFT]
LIST    ▌01(PR-A:001 128voicePno ) PNO
```

3 Turn the VALUE dial, or press [INC/+]/[DEC/-] to select the desired Patch.

4 When you press [ENTER], the Patch is selected and you are returned to the PATCH PLAY page.

NOTE

If you have saved Patches located on Wave Expansion Boards or memory cards onto the Favorite List, and then attempt to select one of the saved Patches without having the corresponding Wave Expansion Board installed, or the relevant memory card inserted, "No media" appears in the display, and the selected Patch cannot be played.

Adding Effects to Patches

The XV-88 has three built-in effect units, and you can independently edit each unit's settings.

Multi-Effects

The Multi-effects features 63 different effect types, such as distortion and rotary.

Chorus

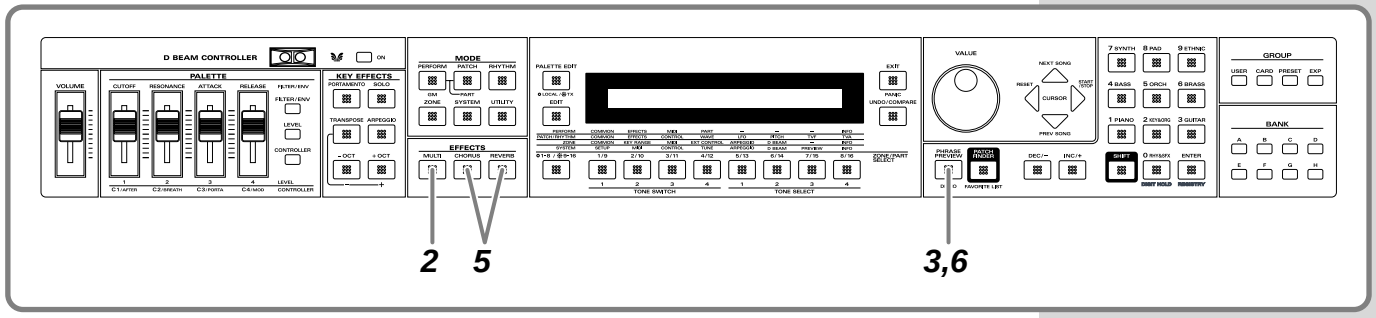
Chorus adds depth and spaciousness to the sound.

Reverb

Reverb adds the reverberation characteristics of halls or auditoriums.

Turning Effects On and Off

Patch **PR-B: 121 BluesHarp** makes effective use of Multi-effects **02: OVERDRIVE**, and Patch **PR-C: 031 Doos** makes effective use of Chorus and Reverb. Let's use these Patches and turn effect on / off.



1 Select the Patch **PR-B: 121 BluesHarp** (p. 23).

2 Press [MULTI] to turn the effects processor on (indicator lighted) or off (indicator extinguished).

3 Play the keyboard or press [PHRASE PREVIEW], and notice how the **02: OVERDRIVE** effect is applied.

NOTE

Effect on / off settings are global XV-88 settings. These settings cannot be made for each Patch individually.

4 Next, select the Patch **PR-C: 031 Doos** (p. 23).

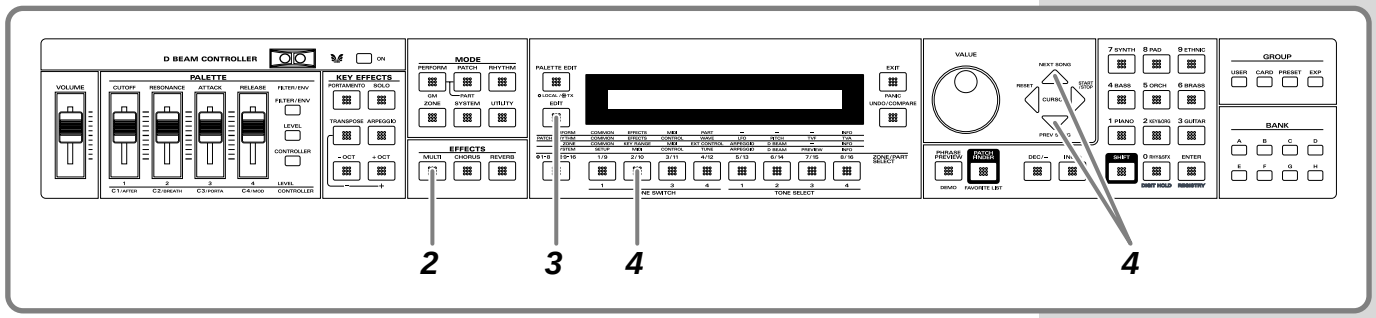
5 Press [CHORUS] and [REVERB] to turn the effects processor on (indicator lighted) or off (indicator extinguished).

6 Play the keyboard or press [PHRASE PREVIEW], and notice how each effect is applied.

Setting the Amount of the Effects Applied

Using the Patches selected earlier, let's adjust the depth of the effects.

Adjusting the Amount of the Multi-effects



1 Select the Patch **PR-B: 121 BluesHarp** (p. 23).

2 Press [MULTI], getting the indicator to light.

3 Press [EDIT], getting the indicator to light.

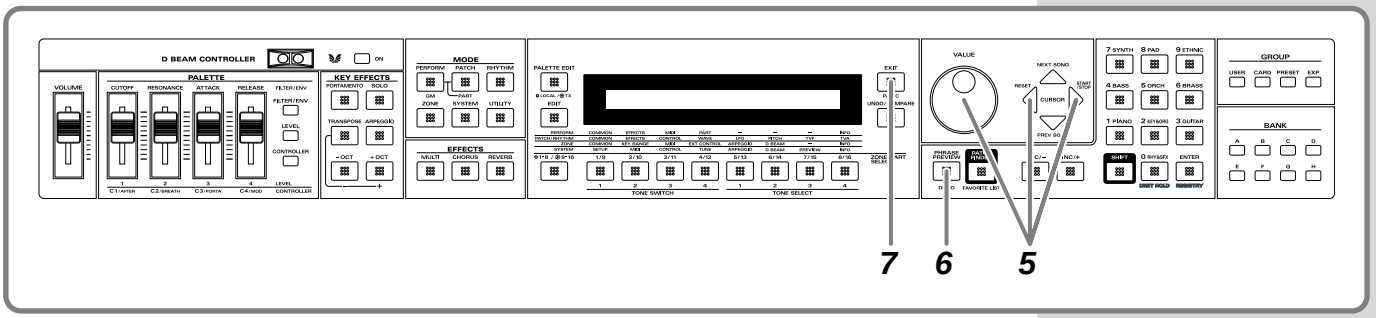
4 Press the [EFFECTS] function button, then ▲ or ▼ to call up the OUTPUT page.



Make sure that "1---" is displayed at the upper left of the display. This indicates the currently selected Tone number. If this number is not displayed, press the [EDIT] to turn off its indicator, and press TONE SELECT [1] to display it.

HINT

Turn off the [CHORUS] and [REVERB] indicators to better grasp the Multi-effects effect being used.



5 Press ◀ or ▶ to move the cursor to the "Output Assign" value position, and then set the value by turning the VALUE dial.

As this setting is increased, the effect of Multi-effects is increased. With a setting of **0**, Multi-effects will not be applied, nor will there be any sound.

6 Play the keyboard or press [PHRASE PREVIEW], and notice how the Multi-effects is applied.

7 Press [EXIT] to return to the PATCH PLAY page.

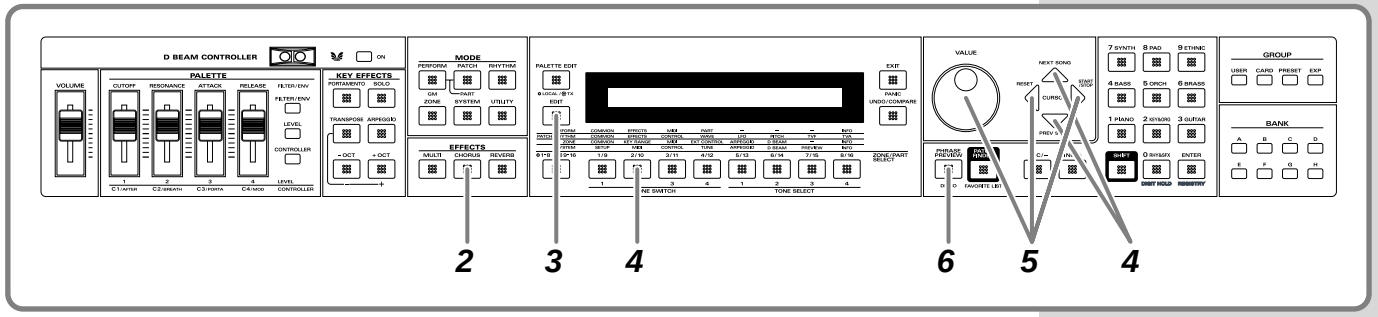
MEMO

Output Assign is the parameter that determines the way the source sound is output. **MFX** is the setting selected when Multi-effects are used. For details on the Output Assign parameter, refer to the Owner's Manual (p. 109).

NOTE

After changing the Patch settings, a ***** symbol will appear at the left of the Patch group, indicating that its settings have been modified. If you select another Patch or turn off the power while the ***** symbol is displayed, the modified settings will be lost. To keep these modified settings, you must write them into internal memory or user memory (Owner's Manual; p. 164, 167).

Adjusting the Amount of the Chorus and Reverb



1 Select the Patch **PR-C: 031 Doos** (p. 23).

2 Press [CHORUS], getting the indicator to light.

3 Press [EDIT], getting the indicator to light.

4 Press the [EFFECTS] function button, then ▲ or ▼ to call up the OUTPUT page.



Make sure that "1---" is displayed at the upper left of the display. This indicates the currently selected Tone number. If this number is not displayed, press the [EDIT] to turn off its indicator, and press TONE SELECT [1] to display it.

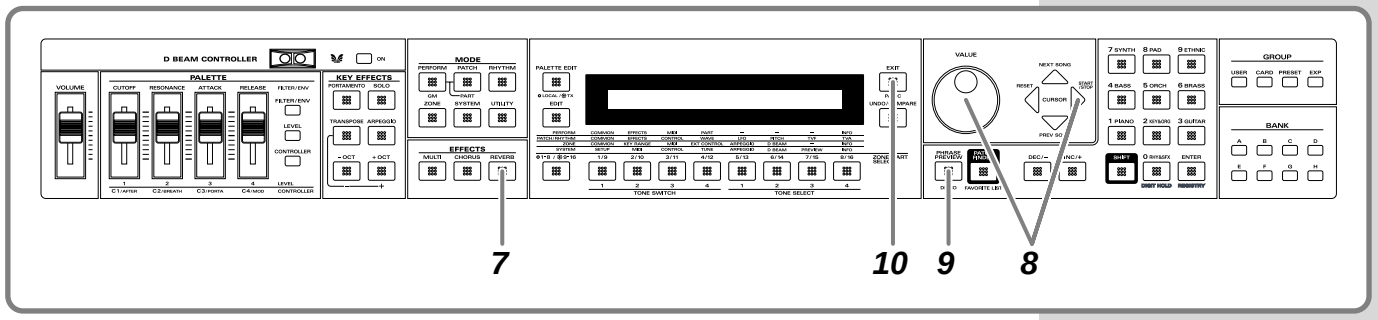
5 Press ◀ or ▶ to move the cursor to "Chorus," and then set the value by turning the VALUE dial.

As the value is increased, the Chorus effect will be deeper. With a setting of **0**, Chorus will have no effect.

6 Play the keyboard or press [PHRASE PREVIEW], and notice how the Chorus effect is applied.

HINT

Turn off the [REVERB] and [MULTI] indicators to better grasp the Chorus effect being used.



7 Press [REVERB], getting the indicator to light.

8 Press ▶ to move the cursor to "Reverb," and then set the value by turning the VALUE dial.

As the value is increased, the Reverb effect will be increased. With a setting of **0**, Reverb will have no effect.

9 Play the keyboard or press [PHRASE PREVIEW], and notice how the Reverb effect is applied.

10 Press [EXIT] to return to the PATCH PLAY page.

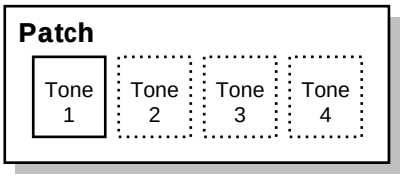
HINT

Turn off the [CHORUS] and [MULTI] indicators to better grasp the Reverb effect being used.

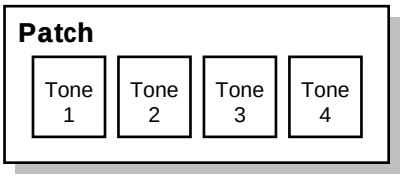
Patches Consist of 1–4 Tones

Each Patch consists of 1–4 Tones. Effect depth and Output Assign can be set independently for each Tone (Owner's Manual; p. 109).

In this explanation we have used a Patch which consists of only one Tone, but in the case of a Patch which consists of two or more Tones, you will need to make settings for each Tone. In the OUTPUT page, you can turn off the [EDIT] indicator and press TONE SELECT [1]–[4] to select the Tone for which settings will be made (Owner's Manual; p. 66).



Example 1: A Patch consisting of only one Tone (Tones 2–4 are turned off).

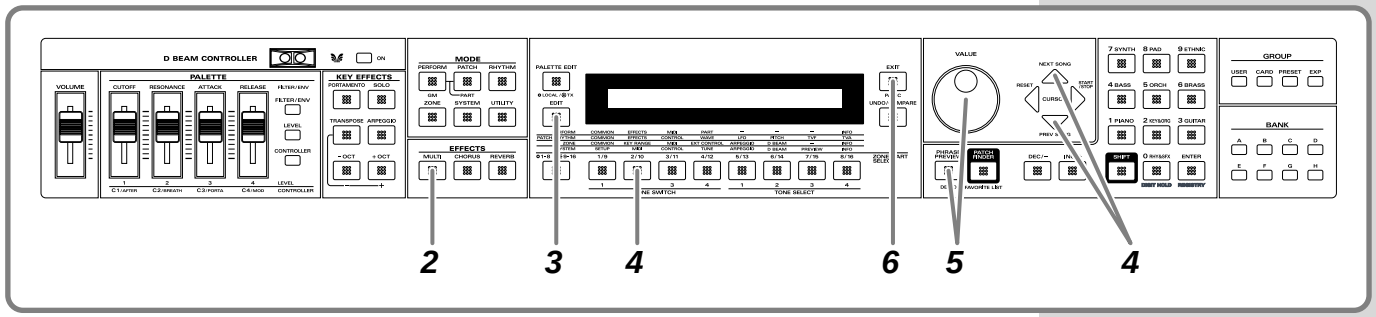


Example 2: A Patch consisting of four Tones.

Switching Multi-Effects

Here's how to select the desired one of the 63 different Multi-effect settings.

As an example, let's change the Multi-effects **03: DISTORTION** used by the Patch **PR-A: 057 60's LeadORG** to **08: ROTARY**.



1 Select the Patch **PR-A: 057 60's LeadORG** (p. 23).

2 Press [MULTI], getting the indicator to light.

3 Press [EDIT], getting the indicator to light.

4 Press the [EFFECTS] function button, then ▲ or ▼ to call up the MFX TYPE page.

```
PATCH    ▮Type
MFX TYPE▮03:DISTORTION
```

5 Rotate the VALUE dial to choose **08: ROTARY**.

Play the keyboard or press [PHRASE PREVIEW] to confirm that the Multi-effects effect is different.

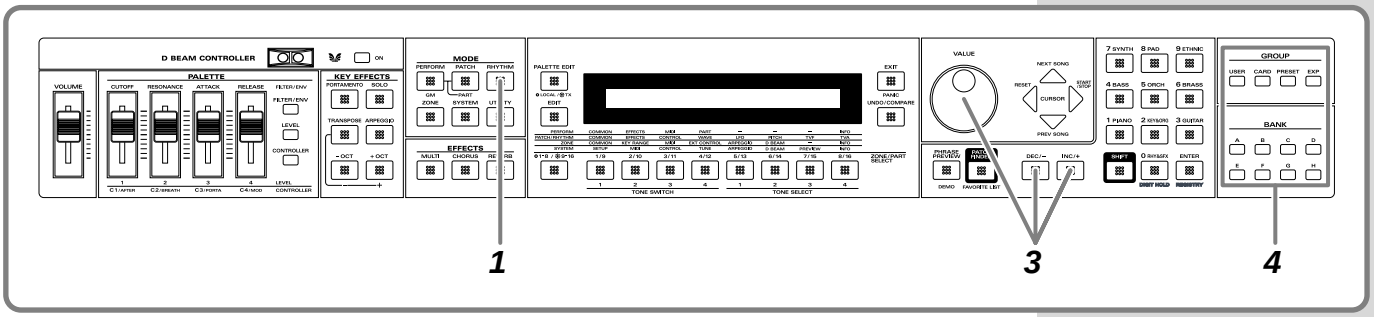
6 Press [EXIT] to return to the PATCH PLAY page.



For a description of the Multi-effects parameters, check out **"Making Multi-Effects Settings"** (Owner's Manual; p. 114).

Playing Percussion Sounds with the Keyboard (Rhythm Set)

The XV-88's **Rhythm Sets** contain a wide variety of percussion sounds and special effects. Here's how to select a Rhythm Set and play percussion sounds.



1 Press [RHYTHM].

The RHYTHM PLAY page will appear.

```
RHYTHM   USER:001 XV Pop Kit
PLAY          C 2(Old Kick    )   kbd=C 4
```

2 Press different keys to play different percussion instruments.

The display will indicate the last-pressed key (Note name) and the percussion instrument name (Rhythm Tone name) assigned to that key.

3 To select another Rhythm Set, turn the VALUE dial or press [INC / +] / [DEC / -].

4 When switching the Rhythm Set group / bank, press the following button to get its indicator to light.

Button	Rhythm Set group/bank
[USER]	USER
[CARD] → [A]–[H]	CD-A–H (Memory card A–H)
[PRESET] → [A]–[F]	PR-A–F (Preset A–F)
[PRESET] → [H]	PR-H (GM2)
[EXP] → [A]–[D]	XP-A–D (Wave Expansion Board A–D)

The percussion instrument played by each key will depend on the selected Rhythm Set. For details, refer to **"Rhythm Set List"** (Owner's Manual; p. 258).

For more information about onboard Rhythm Sets, please refer to **"Rhythm Set List"** (Owner's Manual; p. 258).

NOTE

CD-A–H Rhythm Sets can be selected only if a memory card is inserted in the MEMORY CARD slot (Owner's Manual; p. 5).

A Rhythm Sets XP-A–D cannot be accessed if the Wave Expansion Board it belongs to has not been installed (p. 4).

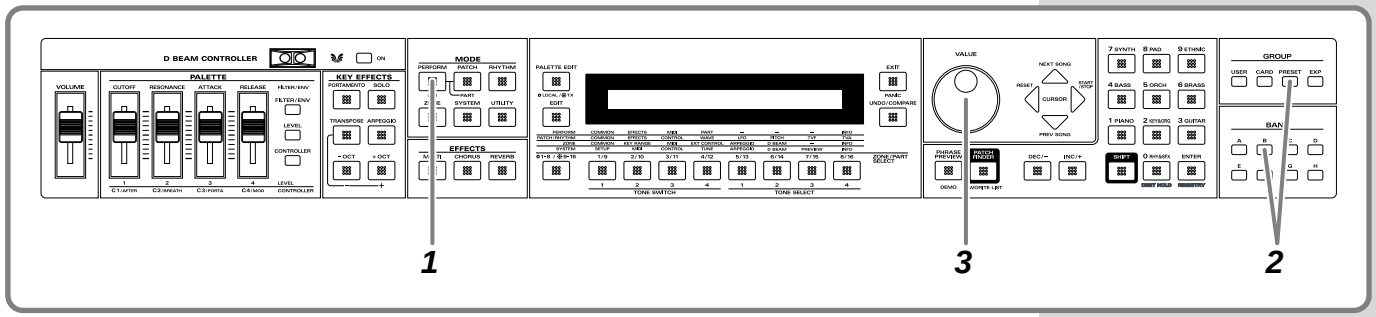
Layering Two or More Patches

When playing multiple Patches or Rhythm Sets at the same time, use **Performance**. In Performance mode, you can play up to 16 different Patches or Rhythm Sets simultaneously.

A Performance in which two or more Patches are played together is referred to as a **Layer Performance**.

Selecting a Performance

Let's select Performance **PR-B: 01 Dulcimar&Gtr**, which layers two Patches.



1 Press [PERFORM], getting the indicator to light.

The PERFORM PLAY page will appear.

```
PERFORM  USER: 01 Andreas Cave LAYER P 1
PLAY                              kbd=C 4
```

2 Press [PRESET], then [B], getting the indicator to light up.

3 Rotate the VALUE dial to choose **PR-B: 01 Dulcimar&Gtr**.

4 Play the keyboard.

The two Patches assigned to Parts 1 and 2 will sound together.

Performance Groups

The XV-88's Performances are classified into the following groups and banks.

USER

PR-A, B (Preset A, B)

CD-A–H (Memory card A–H)

The USER group holds 64 Performances, and the PR-A and PR-B groups each hold 32 Performances.

To select PR-A, PR-B, or one of the groups from CD-A through CD-H, press the corresponding button, either [PRESET] or [CARD], then press [A]–[H], lighting the indicator.



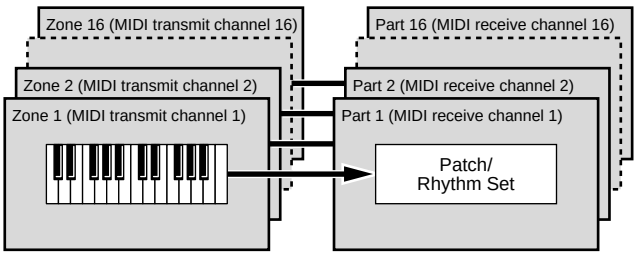
For more information about onboard Performances, please refer to **"Performance List"** (Owner's Manual; p. 252).



CD-A–H Performances can be selected only if a memory card is inserted in the MEMORY CARD slot (Owner's Manual; p. 5).

Zone and Part (Layer Performance)

At the factory settings, shown below, there is a one-to-one correspondence between the **Zone**, the **MIDI Transmit/Receive channel**, and the **Part**.



Under these conditions, you could simply consider that **"each of the Zones from 1 to 16 is linked in a one-to-one relationship with its numerical counterpart among Parts 1 to 16"**. In other words, you can use Zone 1 when controlling Part 1, Zone 2 is when controlling Part 2, and so on.

We recommend that under normal circumstances you use the default factory settings.

Trying out changes in the one-to-one connections between the Zones, MIDI Transmit and Receive channels, and Parts, you can obtain even more advanced use of the instrument. However, you must remain aware at all times of the MIDI channel to which each Zone is set and the channel each Part is using to receive MIDI messages, lest you run into problems such as **tones other than the intended tones being played** or **absence of sound even when the keys are played**.

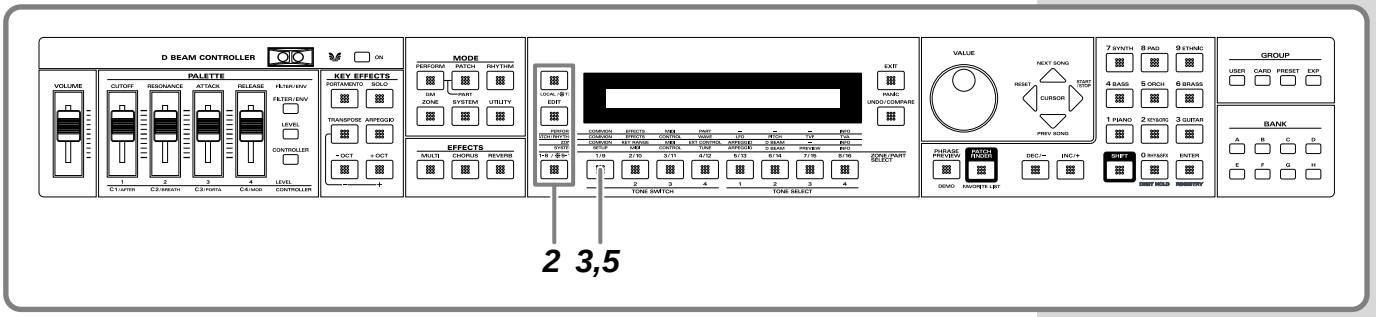
Choosing the Parts to Play

Parts are the "sites" to which the Patches and Rhythm Sets used by the Performances are assigned. A Performance contains up to 16 Parts.

It helps to think of a Performance as an orchestra, each Part in it being a musician, and the Patch or Rhythm Set that musician's instrument.

In Performance **PR-B: 01 Dulcimar&Gtr** selected earlier, Parts 1 and 2 are turned on.

Let's try turning Part 1 on and off.



1 Make sure that the Performance **PR-B: 01 Dulcimar&Gtr** is selected and the PERFORM PLAY page is displayed.

2 Make sure that the [LOCAL / TX], [EDIT], and [1-8 / 9-16] indicators are extinguished. If the indicator is lit, press the button to turn it off.

3 Press ZONE / PART SELECT [1 / 9], getting its indicator light to go out.

Part 1 is turned off.

4 Play the keyboard and hear how the sound is different with the Part turned off.

5 Press ZONE / PART SELECT [1 / 9] again, getting its indicator to light.

Part 1 is turned on.

HINT

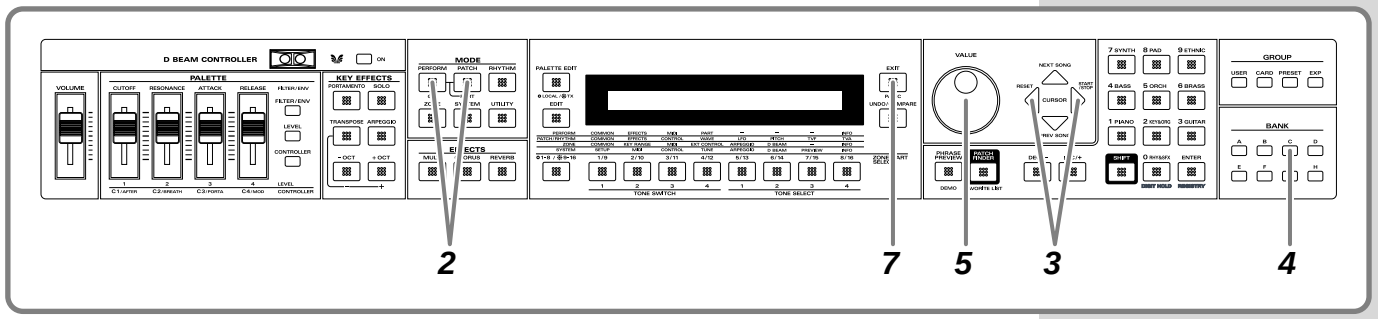
The setting determining whether sounds for a Part are produced (ON), or not (OFF) when the XV-88 keyboard is played is made with the Local switch ON / OFF setting in the Zone linked to the desired Part. Factory settings have each of the Parts 1–16 linked to Zones 1–16, respectively (p. 36).

HINT

To switch Parts 9–16, at step 2, press [1-8 / 9-16] to get its indicator to light, and then press the desired ZONE / PART SELECT [1 / 9]–[8 / 16] button.

Assigning a Different Patch to a Part

Now try switching the Patches and Rhythm Sets assigned to the Performance's Parts, substituting them with other ones you like. Here, we will switch the Patch in Part 2 of the Performance **PR-B: 01 Dulcimar&Gtr** to **PR-C: 002 Tp&Sax Sect**.



1 Make sure that the Performance **PR-B: 01 Dulcimar&Gtr** is selected and the PERFORM PLAY page is displayed.

2 While holding down [PERFORM], press [PATCH].

The PLAY page for the Patch assigned to the Part (PART PLAY page) will appear.

3 Press ◀ or ▶ to set the Part number at the upper right of the display to "part= 2."

The PLAY page for the Patch assigned to Part 2 (PART PLAY page) will appear.



4 Press [C], getting the indicator to light.

5 Rotate the VALUE dial to choose **PR-C: 002 Tp&Sax Sect**.

The Patch for Part 2 is changed to **PR-C: 002 Tp&Sax Sect**.

6 Play the keyboard to hear how the switched Patch sounds in comparison to the previous Patch.

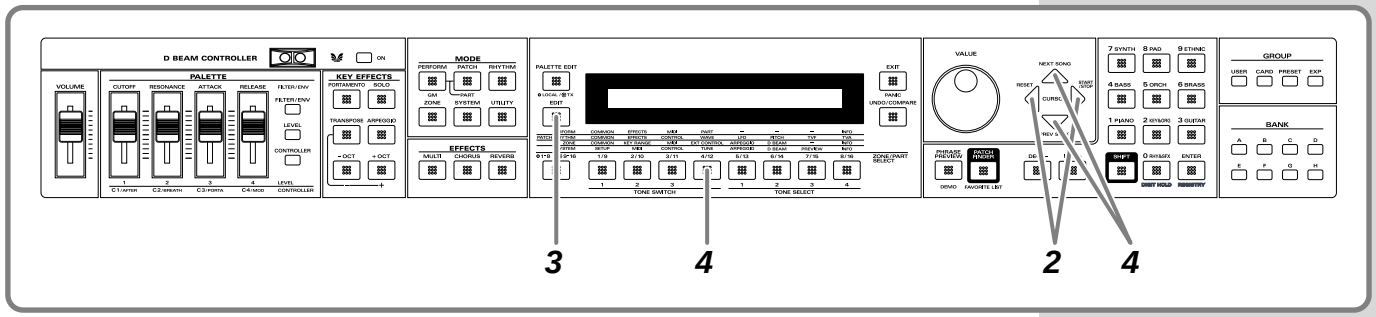
HINT

By using the Phrase Preview function, you can audition patches by listening to a preset phrase suitable for the selected type of patch (p. 25).

7 Press [EXIT] to return to the PERFORM PLAY page.

Adjusting the Volume, Pan, and Pitch

Try changing the way the sound is played by changing the volume, pan, and pitch of each Part. Here, let's change the settings for Part 1 of the Performance **PR-B: 01 Dulcimar&Gtr**.



1 Make sure that the Performance **PR-B: 01 Dulcimar&Gtr** is selected and the PERFORM PLAY page is displayed.

2 Press ◀ or ▶ to change the Part number displayed in the upper right of the display to "p 1."

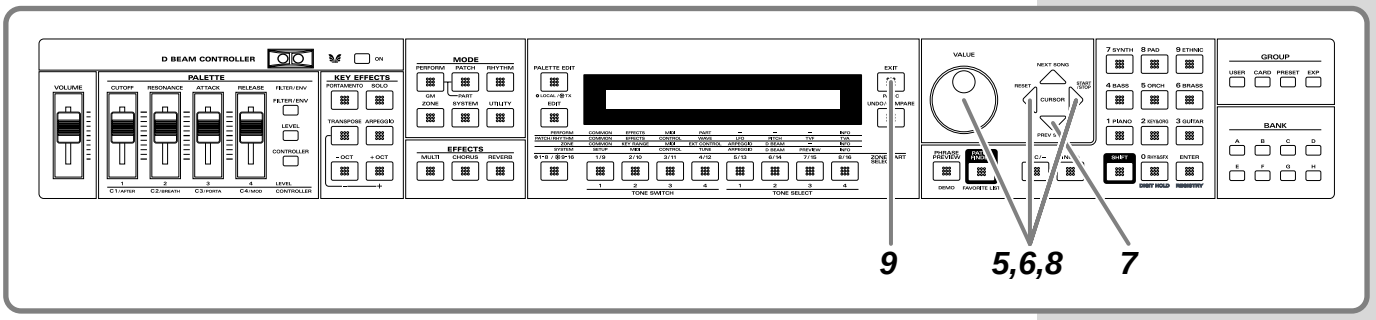
Part 1 is selected.

```
PERFORM  PR-B: 01 Dulcimar&Gtr LAYER p 1
PLAY                             kbd=C 4
```

3 Press [EDIT], getting the indicator to light.

4 Press the [PART] function button, then ▲ or ▼ to call up the SETTING page.

```
PART  1 ↑  Level|    Pan|  Voice Reserve
SETTING ↓    100|    17R|(Rest=  4)    4
```



5

First, adjust the volume level. Press ◀ or ▶ to move the cursor to "Level," and then set the volume level by turning the VALUE dial.

The volume can be set to any value from **0** to **127**.

6

Next, adjust the pan. Press ▶ to move the cursor to "Pan," and then set the pan value by turning the VALUE dial.

You can adjust the stereo location, where **L63** is far left, **0** is center, and **63R** is far right.

7

Finally, adjust the pitch. Press ▼ twice to call up the PITCH page.



8

There are three items depending on the setting, as follows. Press ◀ or ▶ to move the cursor to the item that you wish to set, and then set the pitch value by turning the VALUE dial.

Octave: Octave Shift adjusts the pitch by octaves.

Coarse: Coarse Tune adjusts the pitch in semitone steps.

Fine: Fine Tune adjusts the pitch in one-cent steps.

9

Press [EXIT] to return to the PERFORM PLAY page.

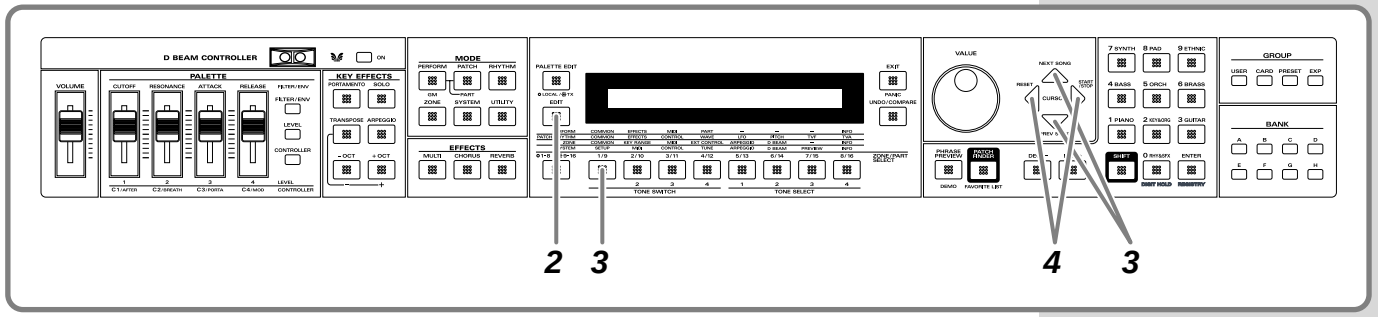
Saving the Modified Performance Settings

When you modify the settings of a performance, an asterisk ***** will be displayed at the left of the performance group to indicate the settings have been changed. If you select another Performance or turn off the power while an asterisk ***** is displayed, the modified Performance settings will be lost. If you wish to keep the Performance settings that you modify, perform the **Save** operation.



Naming a Performance

Before saving a Performance, first give it a new name. Here, we can rewrite the name to “My Perform 1.”



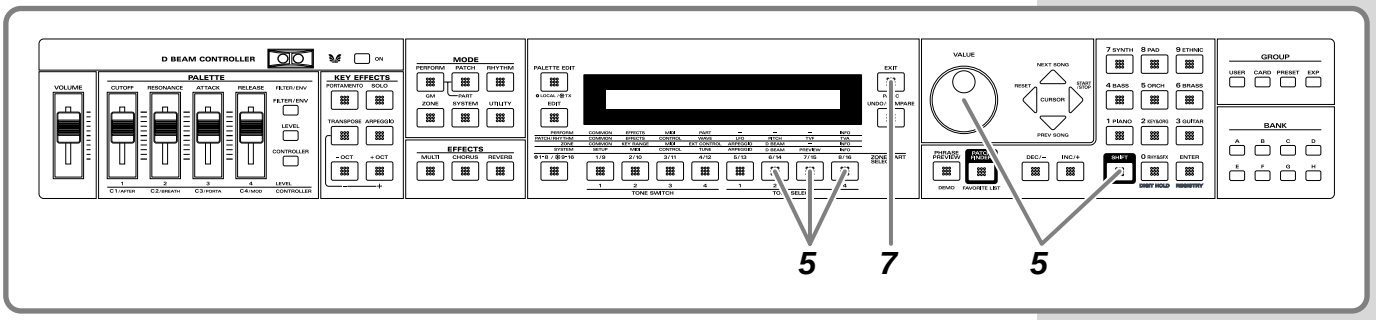
1 Make sure that the Performance you want to assign a name is selected and the PERFORM PLAY page is displayed.

2 Press [EDIT], getting the indicator to light.

3 Press the [COMMON] function button, then ▲ or ▼ to call up the PERFORM NAME page.



4 Use ◀ or ▶ to move the cursor to the location where you wish to input a character.



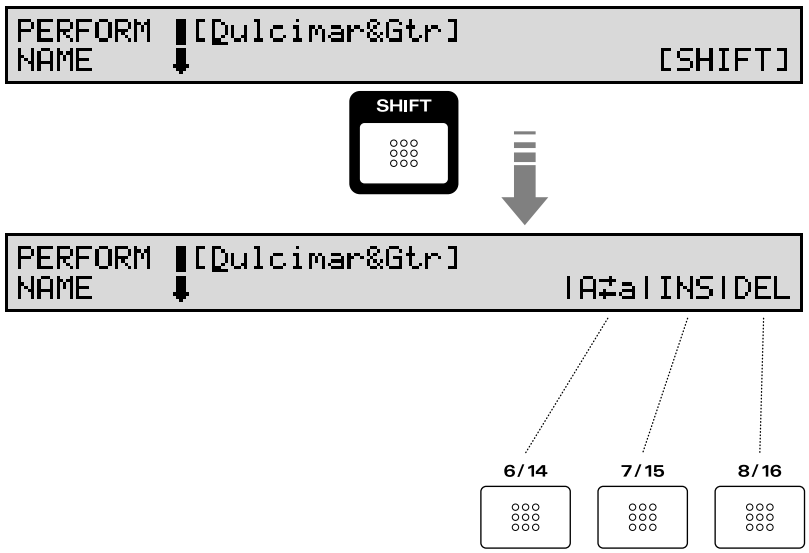
5

Rotate Value dial to select the character you want to input.

If you want to change the character at the cursor position from upper to lower case (or vice versa), hold down [SHIFT] and press ZONE / PART SELECT [6 / 14].

If you want to insert a blank space at the cursor position, hold down [SHIFT] and press ZONE / PART SELECT [7 / 15].

If you want to delete a character at the cursor position, hold down [SHIFT] and press ZONE / PART SELECT [8 / 16].



6

Repeat the steps 4–5 to input “My Perform 1.”



7

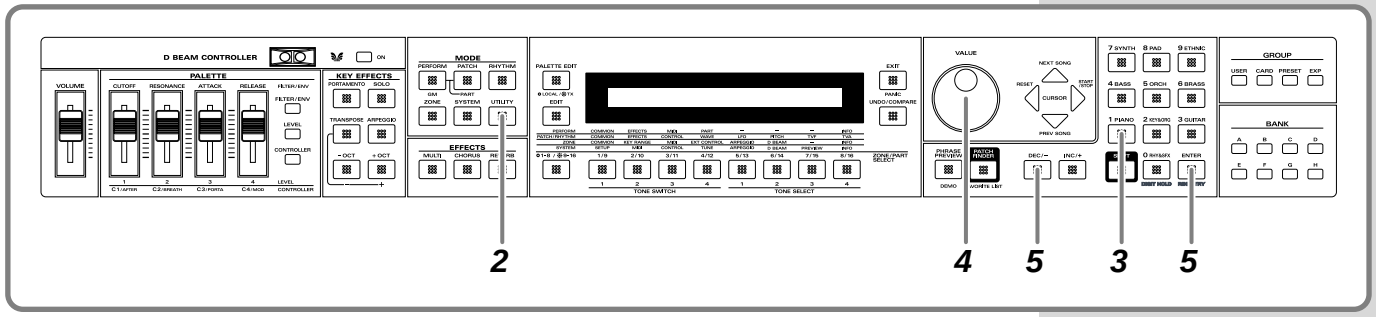
Press [EXIT] to return to the PERFORM PLAY page.

HINT

You can also use the numeric keys to input the name. For details, refer to **“Assigning a Name”** (Owner’s Manual; p. 28).

Saving Edits to the XV-88's Internal Memory

In this example, let's save the Performance to internal memory **USER: 01**.



1 Make sure that the Performance you want to save is selected and the PERFORM PLAY page is displayed.

2 Press [UTILITY], getting its indicator to start blinking.

The UTIL 1 page will appear.

```
UTIL▌1.     |2.     |3.     |4.     |5.
   1▌WRITE  |COPY   |INIT   |XFER   |PROTECT
```

3 Press numeric key [1].

The PERFORM WRITE page will appear.

4 Select the save destination. Rotate the VALUE dial to choose **User: 01**.

```
PERFORM ▌Number                    [ENTER]
WRITE   ▌User: 01(Andreas Cave)
```

5 Press [ENTER].

If "Internal Write Protect= ON" message is displayed, press [DEC / -] to turn the setting OFF. After pressing [ENTER] to clear the message, press [ENTER] again to perform the save operation.

For more information about the Internal Write Protect, please refer to **"Protecting the Internal Memory (PROTECT)"** (Owner's Manual; p. 188).

NOTE

Performances that you yourself create can be saved in the **USER** Performance group. At the factory settings, this group already contains Performances. When you save your own Performances into a memory in this group, the previous contents of that memory will be lost. If you wish to bring back the factory settings, use the Initialize operation (Owner's Manual; p. 185).

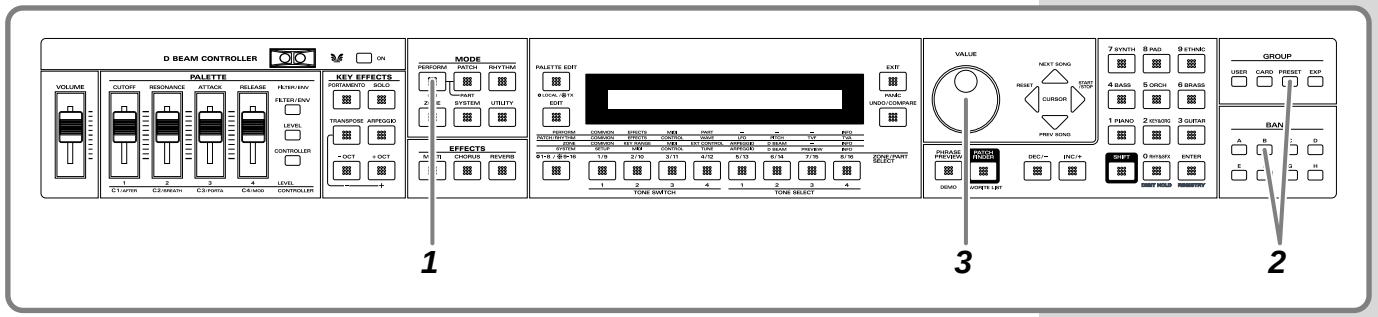
Splitting the Keyboard to Play Different Patches

Performances in which different Patches can be played in different parts of the keyboard by changing the "key ranges," or the range over which each Part is played, are called **Split Performances**.

A Split Performance is one application of a **Layer Performance**. Changing the key range of each Patch in the Layer Performance results in a Split Performance.

Selecting a Performance

Let's select Performance **PR-B: 29 Organ / Lead** in which the key range is set.



1 Press [PERFORM], getting the indicator to light.

The PERFORM PLAY page will appear.

2 Press [PRESET], then [B], getting the indicator to light up.

3 Rotate the VALUE dial to choose **PR-B: 29 Organ / Lead**.

In this Performance, the key range settings are shown below.

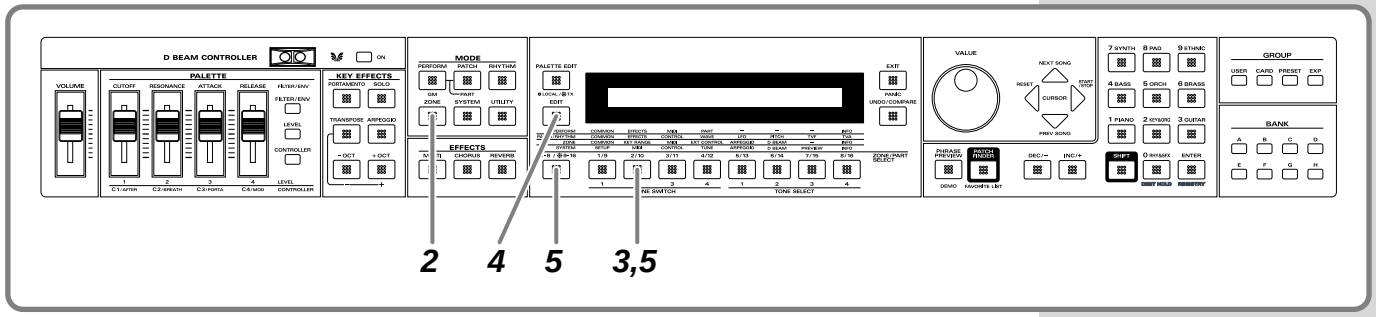
Zone 2 (Part 2): C4–G9

Zone 3 (Part 3): C-1–B3

Play the keyboard and listen to the sound. You'll find that different Patches sound in the upper and lower registers of the keyboard, with C4 (Middle C) as the dividing line.

Setting the Pitch Range (Key Range)

Now try setting the key range of the Performance **PR-B: 29 Organ / Lead** which was just selected. Select the ranges in which the sounds are played, setting Part 2 to **C5–G9** and Part 3 to **C-1–B4**.



1 Make sure that the Performance **PR-B: 29 Organ / Lead** is selected and the PERFORM PLAY page is displayed.

2 Press [ZONE], getting the indicator to light.

The [EDIT] indicator lights simultaneously, and the XV-88 is put into Zone mode. If the [EDIT] indicator is not lit, press [EDIT] to get the indicator to light.

3 Press the [KEY RANGE] function button to display the KEY RANG page.

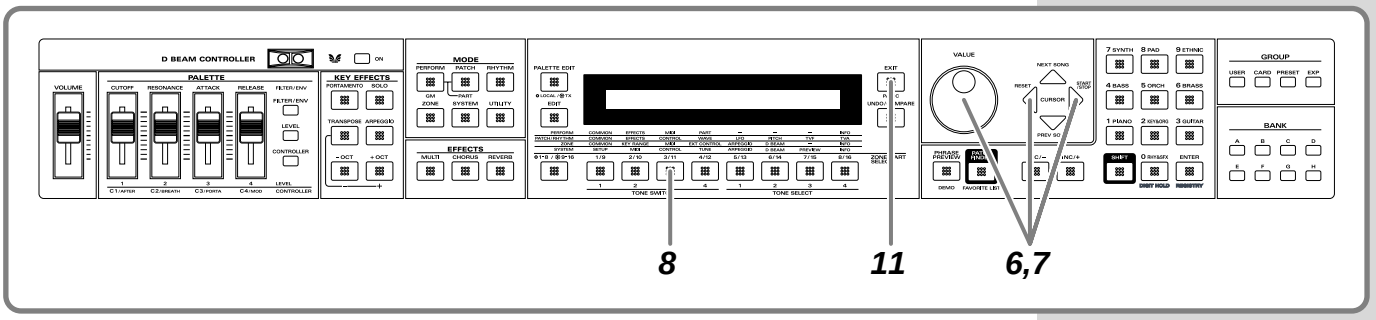


4 Press [EDIT], getting its indicator light to go out.

5 Make sure that the [1-8/9-16] indicator is not lit, and then press the ZONE/PART SELECT [2/10] button to choose the Zone linked to Part 2.

HINT

When playing Split Performances on the XV-88's keyboard, set the key range of the Zone linked with the intended Part. At the factory settings, there is a direct numerical correspondence between Parts 1–16 and Zones 1–16 (p. 36).



6 Press ◀ or ▶ to move the cursor to “Lower,” and then set the value to **C 5** by turning the VALUE dial.

The lowest note that the Tone will sound for Zone 2 (Part 2) is set to C5.

7 Press ▶ to move the cursor to “Upper,” and then set it to **G 9** by turning the VALUE dial.

The highest note that the Tone will sound for Zone 2 (Part 2) is set to G9.

8 Then, specify the range of notes that the tone will sound for Part 3. Press ZONE / PART SELECT [3 / 11] to choose the Zone 3 linked to Part 3.

9 Using the same procedures described in Steps 6 and 7, make the **C-1** (Lower) to **B4** (Upper) key range settings for Zone 3 (Part 3).

10 Play the keyboard to confirm whether or not the key range has been changed.

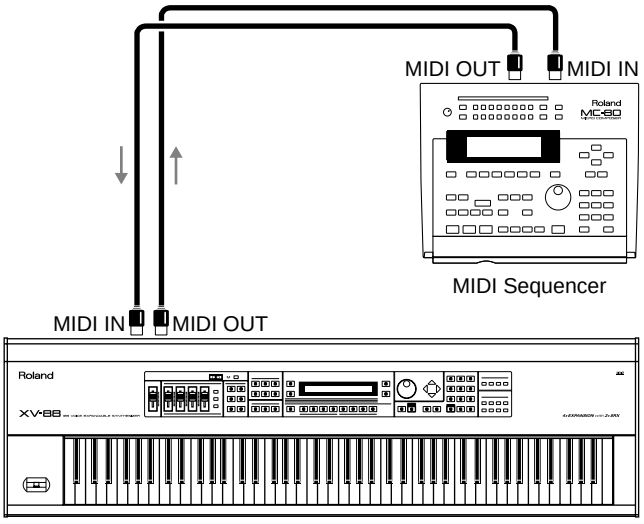
Different Patches are played in the ranges above and below C5 (one octave above Middle C).

11 Press [EXIT] to return to the PERFORM PLAY page.

Refer to the corresponding pages for instructions on turning Parts on and off (p. 37), switching the Patches assigned to the Parts (p. 38), and saving Performances with changed settings (p. 41).

Using an External Sequencer in Creating Songs

When composing songs, record the song data to an external MIDI sequencer, and create the Tone sets for the song in an XV-88 Performance. Shown below is one example of how to connect to MIDI devices when creating a song.

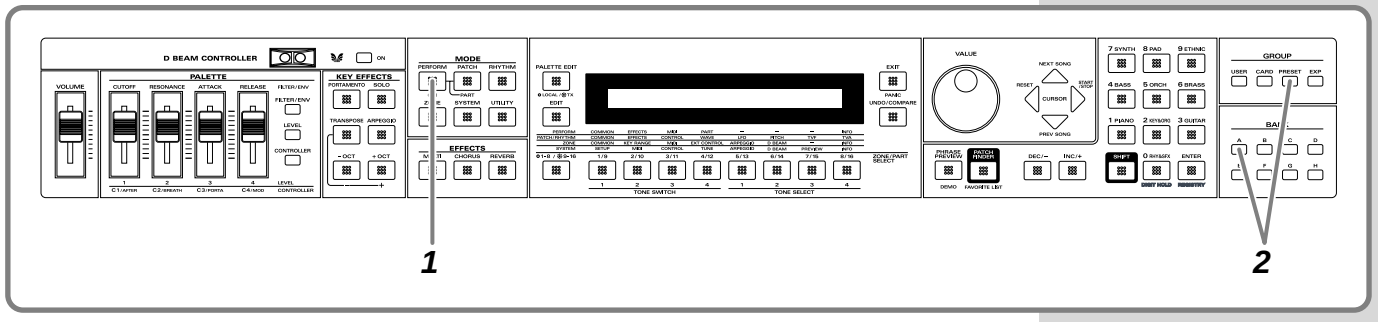


XV-88

When creating songs or playing song data, a different MIDI channel is assigned for each Patch used in a Part. This type of Performance, wherein each Part is played separately, is called a **Single Performance**. In a Single Performance, only the specified Part sounds when the song data is recorded, and multiple parts sound when the song data is played, making this a convenient way to record ensemble performances.

Selecting a Performance

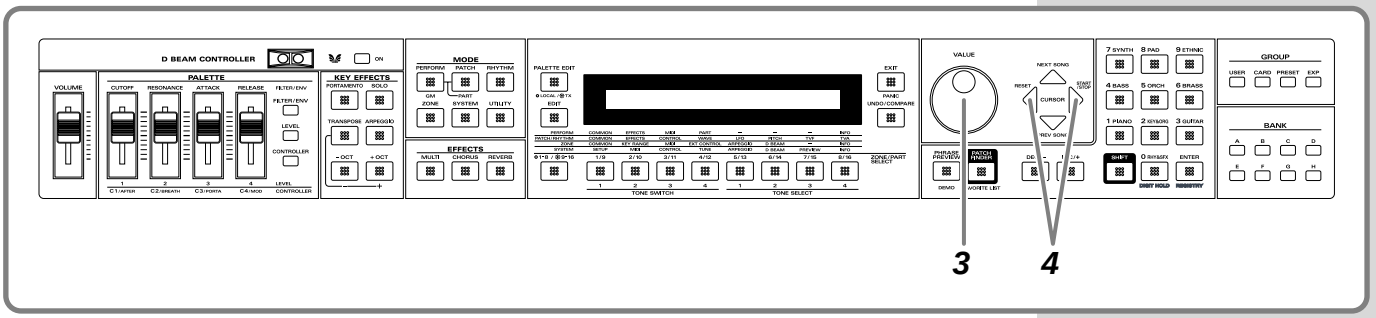
In this example, we will select Performance **PR-A: 05 Seq:FunkRock**, which provides a setup suitable for creating songs.



1 Press [PERFORM], getting the indicator to light.

The PERFORM PLAY page will appear.

2 Press [PRESET], then [A], getting the indicator to light up.



3

Rotate the VALUE dial to choose **PR-A: 05 Seq:FunkRock**.

This Performance has the following settings, and the MIDI receive channels are set as follows: Part 1 = Ch.1, Part 2 = Ch.2, Part 4 = Ch.4, Part 6 = Ch.6, and Part 10 = Ch.10.

Part 1: **PR-A: 037 Phaze Clav 2**

Part 2: **PR-B: 009 Pick Bass**

Part 4: **PR-A: 053 Roller Spin**

Part 6: **PR-D: 036 Creamy**

Part 10: **PR-B: 001 PowerDrumSet**

4

Press ◀ or ▶ to select the Part, then play the keyboard to listen the sound of each Part.

5

If you wish to change the settings for each Part, refer to the pages shown below.

- Assigning a Different Patch to a Part (p. 38)
- Adjusting the Volume, Pan, and Pitch (p. 39)
- Muting Parts (Owner's Manual; p. 52)
- Setting the MIDI Receive Channel (Owner's Manual; p. 52)

HINT

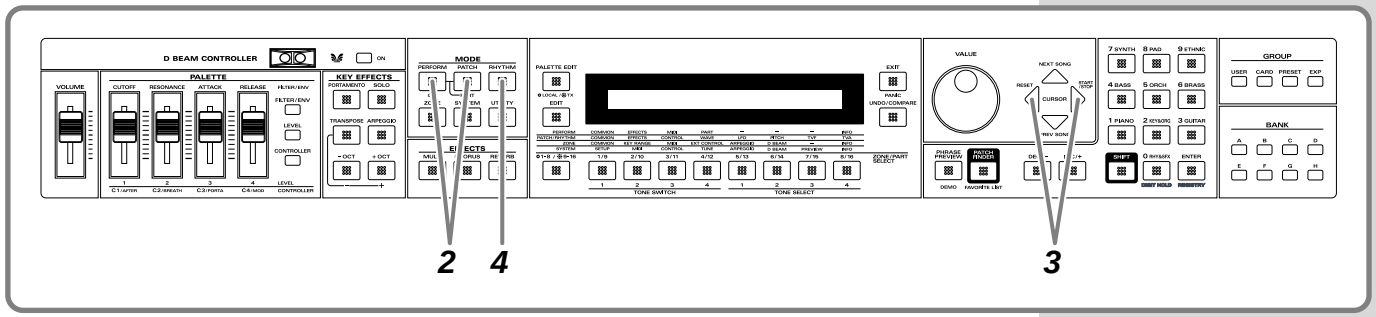
When a Performance is initialized, Parts 1–9 and 11–16 will all be set to **PR-A: 001 128voicePno**, Part 10 will be set to **PR-A: 001 PopDrumSet 1**, and all settings will be given their standard values. This is very convenient when you wish to make all settings yourself (Owner's Manual; p. 185).

To save the Performances with the settings changed, refer to p. 41.

Playing Rhythm Sets in Two Parts

Normally, the Rhythm Set is assigned to Part 10, but with the XV-88, you can assign Rhythm Sets to other Parts as well. This allows you to have more than one Rhythm Set playing simultaneously.

Here, let's try assigning the Rhythm Set **PR-B: 002 RaveDrumSet** to Part 5.



1 Make sure that the Performance **PR-A: 05 Seq:FunkRock** is selected and the PERFORM PLAY page is displayed.

2 While holding down [PERFORM], press [PATCH].

The PLAY page for the Patch assigned to the Part (PART PLAY page) will appear.

3 Press ◀ or ▶ to set the Part number at the upper right of the display to "part= 5."

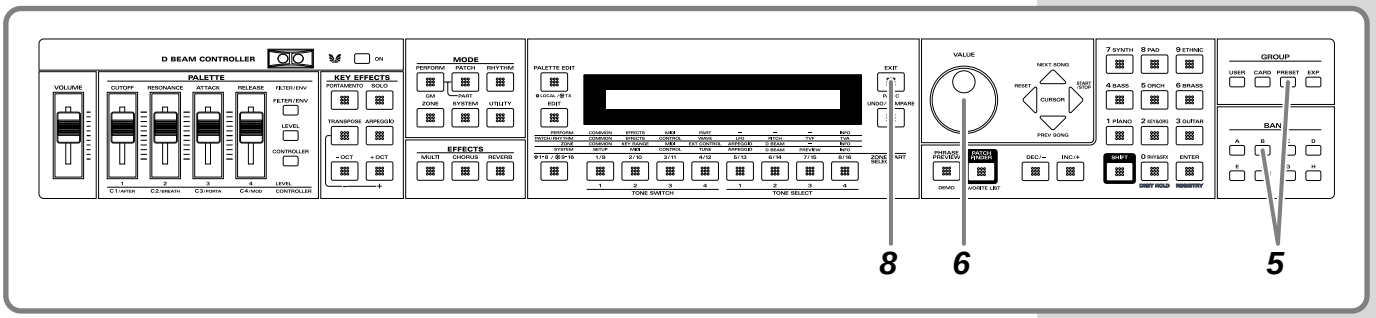
The PLAY page for the Patch assigned to Part 5 (PART PLAY page) will appear.

```
PART      PR-A:124 SwitchOnMute   part= 5
PLAY                    tone=12-- kbd=C 4
```

4 Press [RHYTHM].

The Patch assigned to Part 5 is changed to Rhythm Set.

```
PART      USER:001 XV Pop Kit     part= 5
PLAY          C 2(Old Kick    )   kbd=C 4
```



5 Press [PRESET], then [B], getting the indicator to light up.

6 Rotate the VALUE dial to choose **PR-B: 002 RaveDrumSet**.

The Rhythm Set **PR-B: 002 RaveDrumSet** is assigned to Part 5.

7 Play the keyboard to hear the percussion sounds of **RaveDrumSet**.

This way, you can use the two Rhythm Sets assigned to Part 5 and Part 10 at the same time.

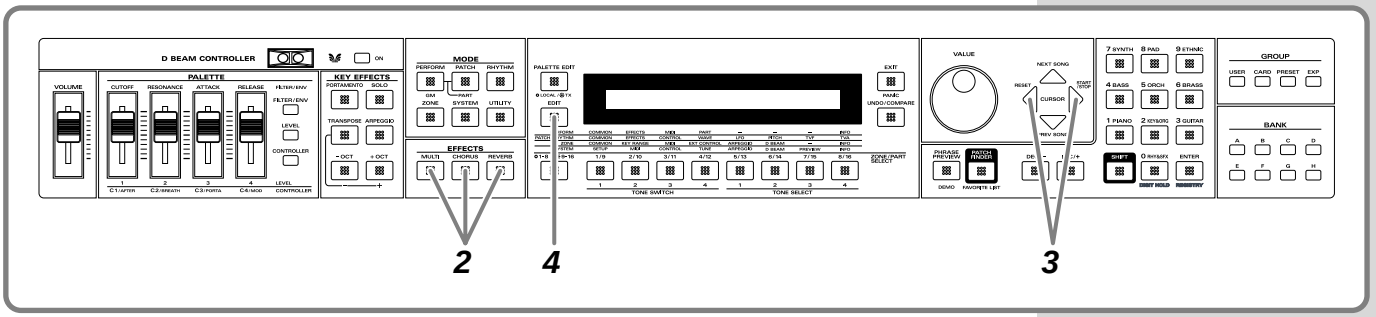
8 Press [EXIT] to return to the PERFORM PLAY page.

Making Effect Settings

Just as with Patches, you can add Multi-effects, Chorus, and Reverb to each of the Parts in Performances.

Effects for Performances can be set at **Output Assign** and **Source**. When using effects, set the **Output Assign** for the original source sound, followed by **Source**, and finally set the **Output Assign** for the sound as passed through each effect.

Here, let's see how the settings for effects are made, using Part 1 of the Performance just selected as an example.



1 Make sure that the Performance **PR-A: 05 Seq:FunkRock** is selected and the PERFORM PLAY page is displayed.

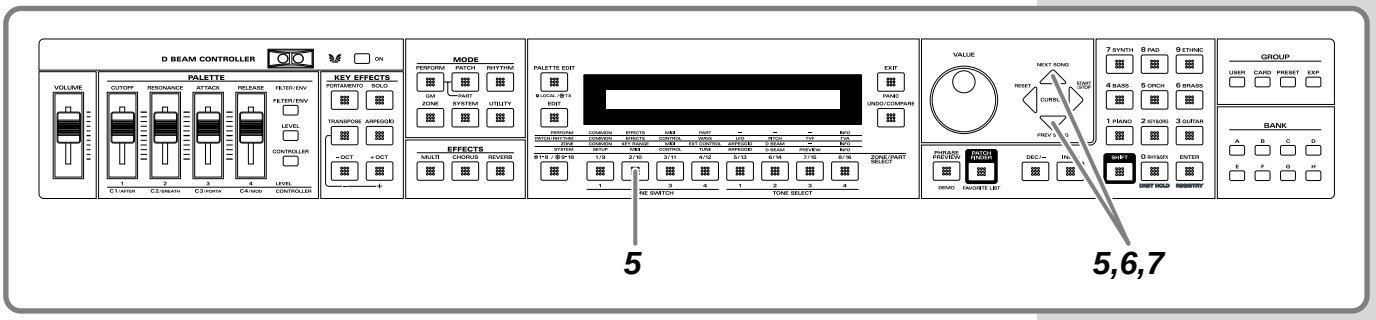
2 Make sure that [MULTI], [CHORUS], and [REVERB] are turned on (lit).

3 Press ◀ or ▶ to change the Part number displayed in the upper right of the display to "part= 1."

Part 1 is selected.



4 Press [EDIT], getting the indicator to light.



5

Press the [EFFECTS] function button, then ▲ or ▼ to call up the OUTPUT page.

```
PART  1 ▌  Output Assign| Chorus| Reverb
OUTPUT  ▼      PATCH:127|      0|      0
```

Output Assign (Output Assign/Output Level)

Set the output method for the sound before effects are added (the source sound). For example, when **PATCH** is selected, the sound is output in accord with the **Output Assign** setting for the Patch assigned to that Part.

<Other Setting Value>

MFX: Output in stereo through Multi-effects. You can also apply Chorus or Reverb to the sound that passes through Multi-effects.

OUTPUT A, B: Output to the OUTPUT A (MIX) and OUTPUT B jacks in stereo without passing through Multi-effects.

INDIV 1–4: Output to the INDIVIDUAL 1–4 jacks in mono without passing through Multi-effects.

The Part volume also can be set in the value on the right. When Multi-effects are being applied, this sets the amount of the effect that is applied; when Multi-effects are not applied, this sets the volume of the source sound.

Set the following parameters when adjusting the amount of Chorus and Reverb.

- the amount of Chorus applied to the sound: **Chorus** (Chorus Send Level)
- the amount of Reverb applied to the sound: **Reverb** (Reverb Send Level)

Next, set each effect to **Source**.

6

Press ▼ to access the MFX TYPE page.

```
Part  1 ▲Type                    | Source
MFX TYPE▼04:PHASER               |PART  1
```

HINT

When **Output Assign** is set to **PATCH**, the output level settings for the Patch (each Tone) as well as the Part go into effect. If you want the various level settings of the Patch (for each Tone) to be reflected as they are, set the various Part levels to **127** (maximum).

Source (Multi-effects Source)

Source selects the Multi-effects parameter settings that are to be used. As an example, when **PART 1** is selected, the settings for the Patch assigned to Part 1 are used.

<Other Setting Value>

PART 2–16: The Multi-effects parameter settings for the Patches assigned to each corresponding Part are used.

PERFORM: The Multi-effects parameter settings for the Performance are used.

The Chorus settings are made in the **Source** CHO TYPE page, and the Reverb settings are made in the **Source** REV TYPE page.
Pressing ▲ or ▼ switches the setting page.



When **PERFORM** is selected for each effect's **Source** setting, the settings for each effect added to the Performance are used.

- Multi-effects → (Owner's Manual; p. 114)
- Chorus → (Owner's Manual; p. 156)
- Reverb → (Owner's Manual; p. 158)

Finally, set the output destination for the sounds passing through each effect.

7 Press ▲ or ▼ to display the MFX OUT page.



Output (Multi-effects Output Assign)

Adjusts the output destination of the sound that has passed through the Multi-effects. In the example, **A** is selected, and the sound is output to the OUTPUT A (MIX) jacks in stereo.

<Other Setting Value>

B: Output to the OUTPUT B jacks in stereo.

The volume of the sounds passing through the Multi-effects is set by **Dry** (Multi-effects Dry Send Level).

Set the following parameters when adjusting the proportion of Chorus and Reverb relative to the sound being passed through the Multi-effects.

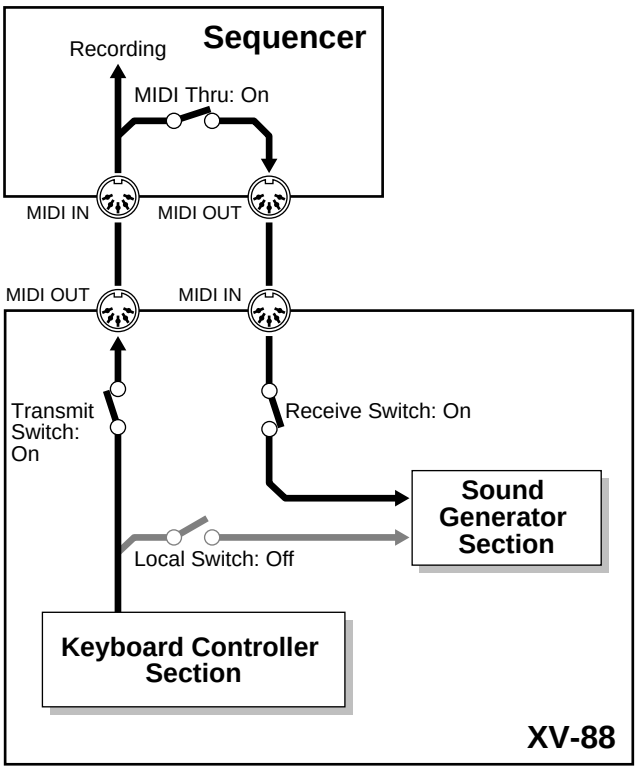
- the amount of Chorus applied to the sound:
  Chorus (Multi-effects Chorus Send Level)
- the amount of Reverb applied to the sound:
  Reverb (Multi-effects Reverb Send Level)

The settings for the sound after Chorus is added are made in the **Output Assign** CHO TYPE page, and the settings for the sound with Reverb are made in the **Output Assign** REV TYPE page. Pressing ▲ or ▼ switches the setting page.

Disconnecting the Keyboard from the Internal Sound Generator

The switch that connects and disconnects the MIDI connection between the keyboard controller section and the sound generator section is called the **Local switch**. Since essential information describing what is being played on the keyboard won't reach the sound generator if the Local switch is set to OFF, the Local switch should normally be left ON.

However, if while performing you want to send that performance data to an external sequencer as MIDI messages to be recorded, you then perform with the externally connected MIDI sequencer set to MIDI Thru (whereby data received from MIDI IN is then output from the MIDI OUT with no changes made to the data), the XV-88's Local switch to OFF, and the MIDI Transmit switch and MIDI Receive switch to ON.

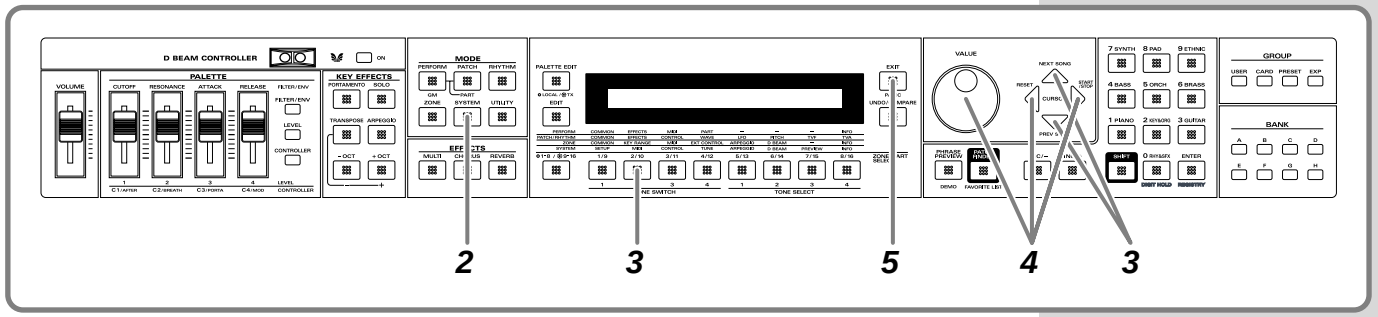




Refer to your sequencer owner's manual for instructions on setting the sequencer's MIDI Thru function.

In this case, the data sent over two paths, i.e., the data sent directly from the keyboard controller section and the data sent from the keyboard controller section via the external sequencer, ends up being sent to the sound generator section simultaneously. Thus, for example, even when you play a "C" key only once, the note "C" cannot be sounded correctly, as the sound is played by the sound generator section twice.

When set to factory settings, the MIDI Transmit switch and MIDI Receive switch are turned on, so turn the Local switch to off at this time.



1 Make sure that the Performance **PR-A: 05 Seq:FunkRock** is selected and the PERFORM PLAY page is displayed.

2 Press [SYSTEM], getting the indicator to light.

You are now in System mode.

3 Press the [MIDI] function button, then ▲ or ▼ to call up the PERFORM MIDI page.

```
PERFORM ▌Control Channel|  Local| Remote
MIDI    ↓              16|     ON|    OFF
```

4 Press ◀ or ▶ to move the cursor to “Local,” and then set the value to **OFF** by turning the VALUE dial.

The System Function Local switch has been turned off.

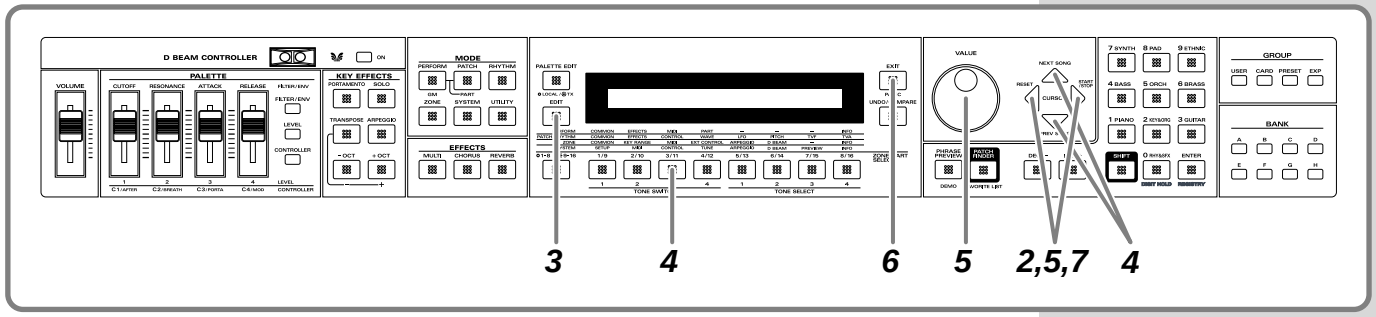
5 Press [EXIT] to return to the PERFORM PLAY page.

Setting the MIDI Connection

Although the XV-88's keyboard controller section and sound generator section are connected internally using a MIDI connection, in Performance mode, you can then make even more detailed settings affecting the way the connection works between the keyboard controller section and the sound generator section, as well as with an external MIDI device.

Here, using the Performance just selected, let's set Parts 1 and 4 to play simultaneously.

At the factory settings, the MIDI Receive channel for Part 4 is set to 4. Change this to the same channel (1) as that for Part 1.



1 Make sure that the Performance **PR-A: 05 Seq:FunkRock** is selected and the PERFORM PLAY page is displayed.

2 Press ◀ or ▶ to change the Part number displayed in the upper right of the display to "part= 4."

Part 4 is selected.



3 Press [EDIT], getting the indicator to light.

4 Press the [MIDI] function button, then ▲ or ▼ to call up the PERFORM MIDI page for Part 4.



5 Press ◀ or ▶ to move the cursor to “Channel,” and then set the value to **1** by turning the VALUE dial.

The MIDI Receive channel for Part 4 has been changed to 1.

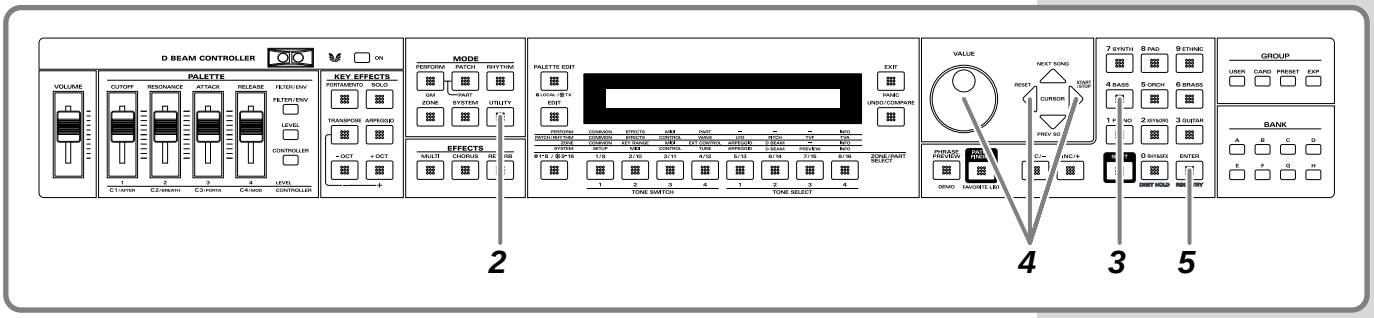
6 Press [EXIT] to return to the PERFORM PLAY page.

7 Press ◀ or ▶ to select Part 1, and play the keyboard to confirm the sound.

The sounds of Part 1 and Part 4 are played simultaneously.

Recording Performance Settings at the Beginning of the Song Data

To play song data using a Performance you have created, record the Performance settings at the beginning of the song data. This way, regardless of the Performance selected, you can always reproduce the same performance, merely by playing back the song data from the top.



1 Make sure that the Performance **PR-A: 05 Seq:FunkRock** is selected and the PERFORM PLAY page is displayed.

2 Press [UTILITY], getting its indicator to start blinking.

The UTIL 1 page will appear.

```
UTIL▌1.     |2.     |3.     |4.     |5.
   1⬇WRITE  |COPY   |INIT   |XFER   |PROTECT
```

3 Press numeric key [4].

The TRANSFER TO MIDI page will appear.

4 Press ◀ or ▶ to move the cursor to the item that you wish to set, and then set the value by turning the VALUE dial. Make the settings as described below.

```
TRANSFER▌   Type|Block              [ENTER]
TO MIDI ⬇PERFORM|TEMP: -PATCH→MIDI
```

These settings are the settings of the currently selected Performance that are transmitted to the MIDI device. However, settings for the Patches assigned to the Parts are not sent.

HINT

If you have modified the settings of a Patch assigned to a Part, select **PERFORM**, **TEMP**, or **+PATCH**. In this setting, the Patch settings are transmitted at the same time.

5 Prepare the external MIDI sequencer to record data, and press [ENTER].

The Performance settings are transmitted to the external sequencer.

6 When the transmission is completed and "COMPLETED" is displayed, stop recording for the external sequencer.

NOTE

When the Performance settings are recorded at the beginning of the song data, record the song data beginning from the measure following that to which these settings are recorded. Overlapping the Performance settings in the same measure with the performance data results in alterations in the proper Tones and instability in the performance.

Handy Techniques to Use When Creating Songs

● When Recording Each Part

Performance data for each Part is recorded to a separate track. When creating songs using multiple Parts, try overdubbing. Overdubbing is a recording method wherein you record on one track while listening to material recorded on one or more other tracks. Ordinarily, overdubbing starts with the recording of the drums, followed by the bass, accompaniment, and melody. Recording in this manner allows you to record the accompaniment and melody while listening to the drums and bass, making it easy to synchronize your performance to the rhythm.

● Changing Volume, Pan, or Other Settings During the Song

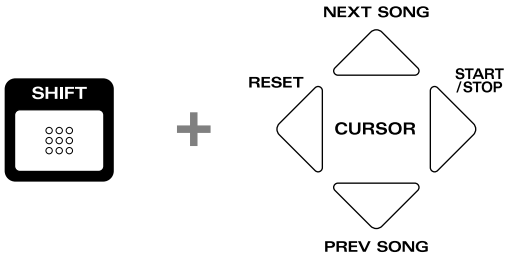
To have volume, pan, or other settings change at some point within the performance data, change these during recording of the performance data, so that this data is sent directly to the sequencer, with the changes being recorded there. This way, you always get the performance exactly the way it was recorded. For example, this is a good way to change the level of each Part when recording fade-ins or fade-outs.

● Switching Tones During the Song

To have Tones change during the course of your tune, change the Patch or Rhythm Set assigned to a Part while the data is being recorded. That way, such changes will be recorded by the sequencer, and the song will always be played back exactly the way it was recorded.

Using the XV-88 for Remote Control of an External Sequencer

When any PLAY page is displayed, then by pressing the different CURSOR buttons (▲ , ▼ , ◀ , ▶) while holding down [SHIFT], you can have remote start, stop, and other control functions of external sequencers connected to the XV-88. This is a useful and extremely convenient function to have in situations such as when playing ensemble using an external sequencer.



[SHIFT] + ▲ (NEXT SONG): Selects the next song.

[SHIFT] + ▼ (PREV SONG): Selects the previous song.

[SHIFT] + ◀ (RESET): Returns to the beginning of the song.

[SHIFT] + ▶ (START/STOP): Starts and stops performance of the song.

MEMO

When [SHIFT] is held down while ▲ (or ▼) is pressed, the song either before (or after) the Song Number set with the Song Number parameter (SYSTEM/INFO/TRANSMIT SONG SEL) is selected (p. 178).

NOTE

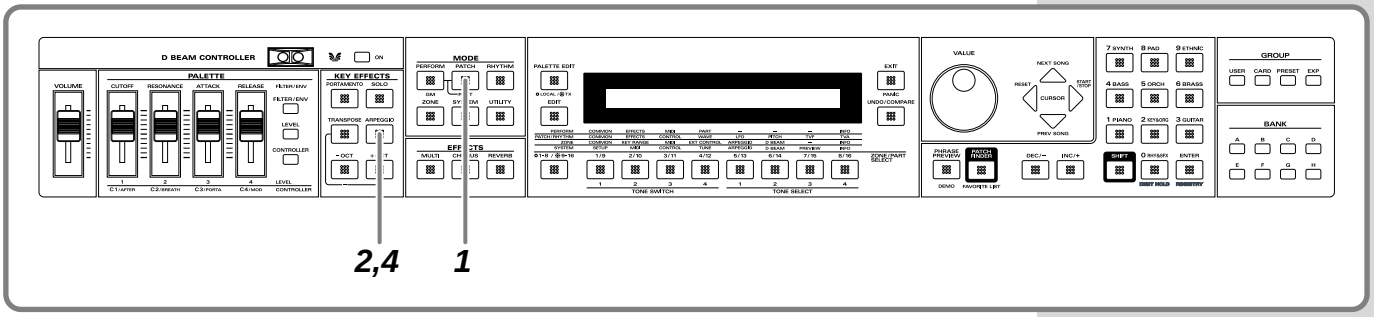
Some sequencers cannot be started or stopped without receiving the MIDI Clock (F8h), and settings on certain sequencers also cannot be changed. Please use a sequencer able to perform START/STOP without requiring reception of the MIDI Clock (F8h). For more detailed information, refer to the owner's manual for your sequencer.

Try Out the Various Performance Features

The XV-88 is equipped with a variety of convenient and useful features, such as the Arpeggiator and the D Beam Controller, that raise your musical expression to new levels. Take a moment to try out some of these performance features.

Playing Arpeggios (Arpeggiator)

You can play a broken chord (arpeggio) automatically, by simply pressing a chord. For example, if you press a C major chord, the XV-88 plays an arpeggio such as C→E→G→C→E→G...



1 Press [PATCH], getting the indicator to light.

The PATCH PLAY page appears.

```
PATCH     USER:001 Y2K Concerto
PLAY                 tone=1234 kbd=C 4
```

2 Press [ARPEGGIO], getting the indicator to light.

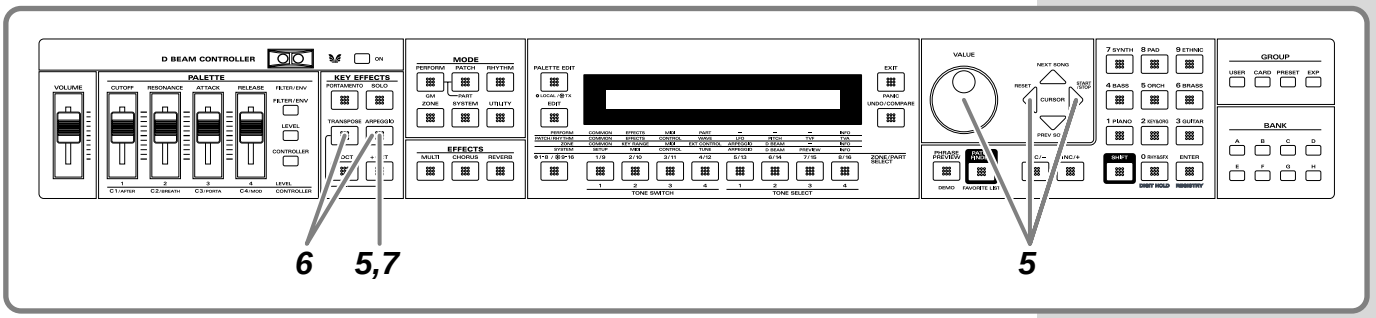
3 Play a chord.

The XV-88 will play an arpeggio, according to the notes forming the chord you have just voiced.

4 Continue holding down [ARPEGGIO], and the ARP SELECT page will appear.

```
ARP    ▌          Style|Accent|Oct|Tempo
SELECT▌            1/ 8|   20%|  0|  120
```

In this page you can change the Style, Accent Rate, Octave Range and Tempo of the arpeggio. Here's how to change the Style.



5

Hold down [ARPEGGIO], and press ◀ or ▶ to move the cursor to "Style," then rotate the VALUE dial to select various settings.

Depending on the value you enter, the way arpeggios play will vary.

6

Hold down [ARPEGGIO] and press [TRANSPOSE]. The [ARPEGGIO] indicator will begin blinking, and the arpeggio will continue sounding even after you take your hand off the keyboard (Hold).

To stop the arpeggio from being sounded by the Hold function, hold down [ARPEGGIO] again and press [TRANSPOSE]. The indicator changes from blinking to lit.

7

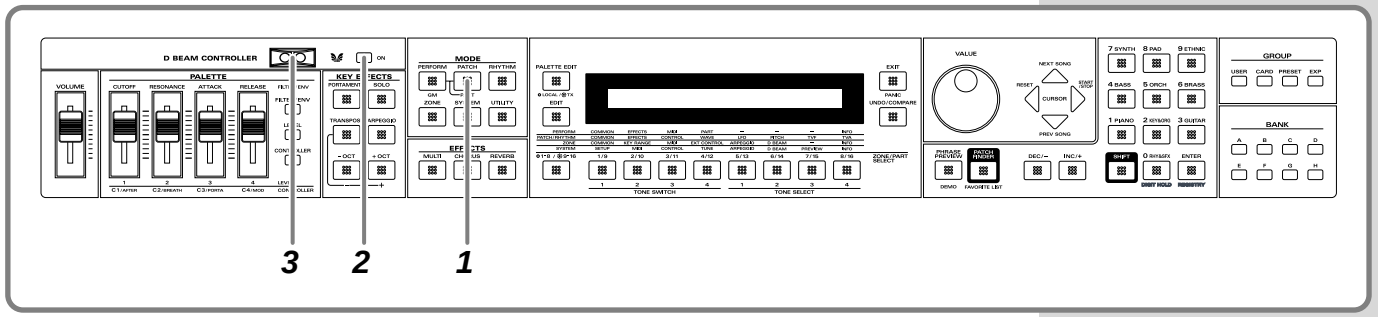
To finish playing arpeggios, press [ARPEGGIO] again so the indicator turns off.



For details regarding playing arpeggios, refer to **"Playing Arpeggios (Arpeggiator)"** (Owner's Manual; p. 41) and **"Arpeggiator Settings (ARPEGGIO)"** (Owner's Manual; p. 61, p. 174).

Using Hand Movements in the Air to Apply Effects (D Beam Controller)

You can apply various effects to the sound only by moving your hand over the D Beam Controller on the XV-88 panel.



1 Press [PATCH], getting the indicator to light.

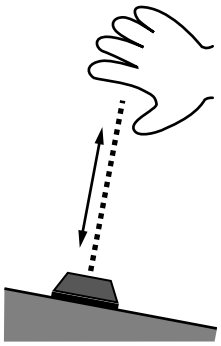
The PATCH PLAY page appears.

```
PATCH     USER:001 Y2K Concerto
PLAY                 tone=1234 kbd=C 4
```

2 Press [ON] in the D BEAM CONTROLLER section, getting the indicator to light.

The D Beam Controller will be on.

3 Move your hand up and down slowly over the D Beam Controller, as you produce sounds by playing the keyboard.



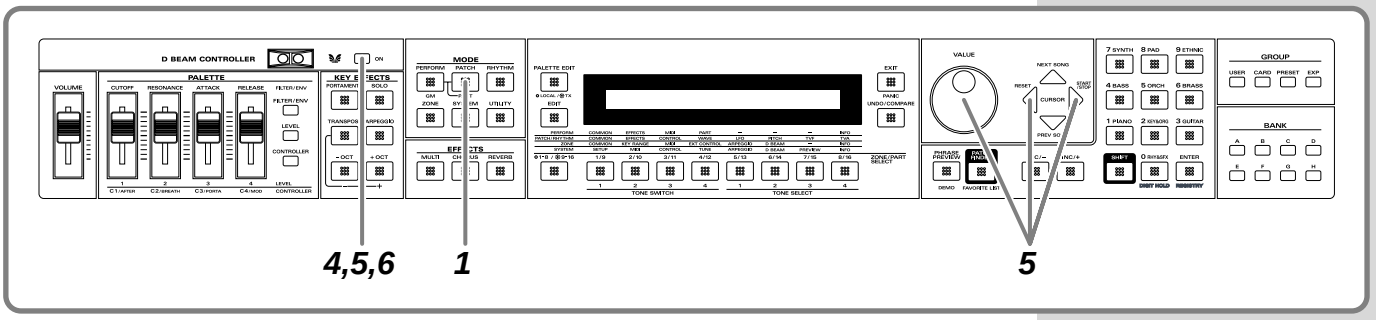
Effects will be applied to the sound according to the function assigned to the D Beam Controller.

MEMO

The D Beam Controller is provided under license from Interactive Light, Inc.

MEMO

BREATH is assigned at the factory settings.



4

Continue holding down [ON] in the D BEAM CONTROLLER section, and the D BEAM CONTROL page will appear.

```
D BEAM  Assign          |Output|Polarity
CONTROL CC02:BREATH     |  BOTH|STANDARD
```

In this page, you can change the function and sound generator to be controlled with the D Beam Controller, as well as the polarity of the D Beam Controller. Now let's change the function to be controlled.

5

Hold down [ON], and press ◀ or ▶ to move the cursor to "Assign," then rotate the VALUE dial to assign a variety of functions.

The way the sound changes is altered with the D Beam Controller.

6

To turn off the D Beam Controller, press [ON] once again, extinguishing the indicator.



For more detailed instructions on using the D Beam Controller, refer to **"Moving Your Hand Above the D Beam Controller to Apply Effects (D Beam Controller)"** (Owner's Manual; p. 45) and **"Setting the D Beam Controller (D BEAM)"** (Owner's Manual; p. 63, p. 176).

About Other Playing Functions

Velocity / Aftertouch

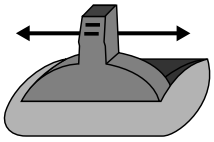
The force with which you play the keyboard (velocity) can affect the volume or timbre of the sound. Aftertouch (pressure you apply to a key after playing a note) can also affect the sound.



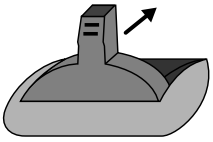
Pitch Bend / Modulation Lever

While playing the keyboard, move the lever to the left to lower the pitch, or to the right to raise the pitch. This is known as **Pitch Bend**. You can also apply vibrato by manipulating the lever away from you. This is known as **Modulation**.

If you move the lever away from you and at the same time move it to the right or left, you can apply both effects simultaneously.



Pitch Bend



Modulation

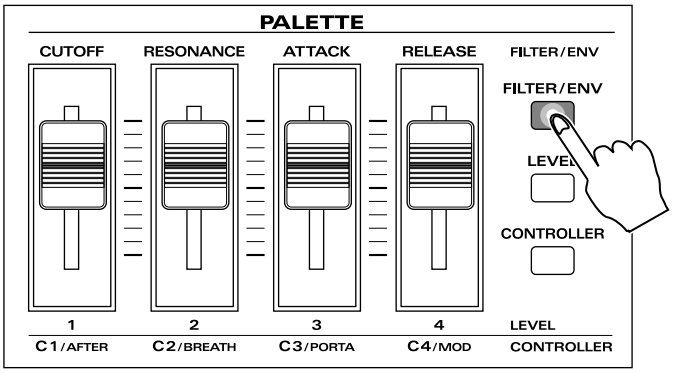
Palette Slider

Changing Sound Characters and Volume

While playing the keyboard, you can move the sliders up or down to modify volume level or sound character.

To change sound character, press [FILTER/ENV] to light the indicator and move the sliders.

To change the volume level, press [LEVEL] to light the indicator and move the sliders.



MEMO

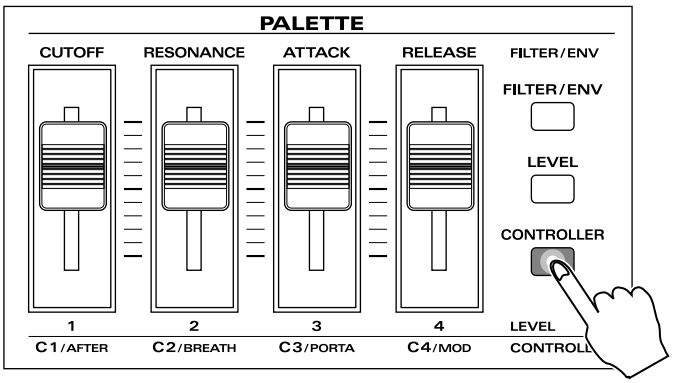
For details, refer to **"Using the Sliders to Modify the Sound in Realtime"** (Owner's Manual; p. 34, p. 38).

Controlling Various Functions

By moving the sliders up and down while fingering the keyboard, you can control the various functions assigned to the sliders.

To control them, press [CONTROLLER] to make the indicators light up, then move the sliders.

Additionally, if you hold down [CONTROLLER] while moving one of the C1–C4 sliders, you can go to the ASSIGN display for that slider. There you can check and make settings for the function that is to be controlled with the slider. Make changes in the settings while holding down [CONTROLLER].



MEMO

At the factory default settings, you can use the C1 through C4 sliders to control the functions described below.

C1: AFTERTOUCH

C2: BREATH

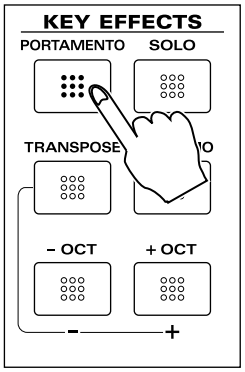
C3: PORTA TIME (Portamento time)

C4: MODULATION

How sound varies depends on the current setting. For details, refer to **"C1–C4 ASSIGN (C1–C4 Slider Assign)"** (Owner's Manual; p. 172).

Portamento

As you play the keyboard, you can make pitch slide smoothly from one key to another, by pressing [PORTAMENTO] (indicator lights).

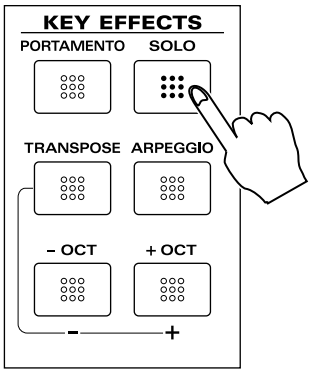


For details, refer to **"Creating Smooth Pitch Changes (Portamento)"** (Owner's Manual; p. 33).

Solo

You can play using single notes, by pressing [SOLO] (indicator lights). This function is especially effective when playing a sax, flute or other monophonic instrument.

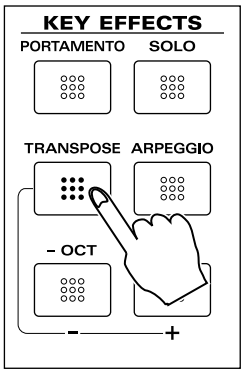
Using [PORTAMENTO] with [SOLO] ON allows you to simulate performance techniques like violin glissandos.



For details, refer to **"Playing Single Notes (Solo)"** (Owner's Manual; p. 33).

Transpose

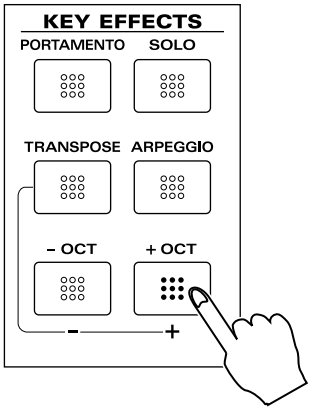
Press [TRANSPOSE] to get the indicator to light (on) to modify the pitch range of the keyboard in semitone steps (-5– +6 semitones). You can set the amount of transposition by holding down [TRANSPOSE] and pressing [+OCT] or [-OCT].



For details, refer to **"Transposing the Keyboard in Semitone Steps (Transpose)"** (Owner's Manual; p. 48).

Octave Shift

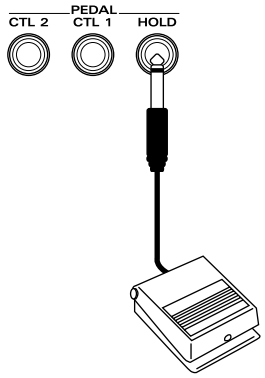
Pressing [+OCT] or [-OCT] transposes the pitch of the keyboard in 1 octave units (-3– +3 octaves).



For details, refer to **"Transposing the Keyboard in Octave Units (Octave Shift)"** (Owner's Manual; p. 47).

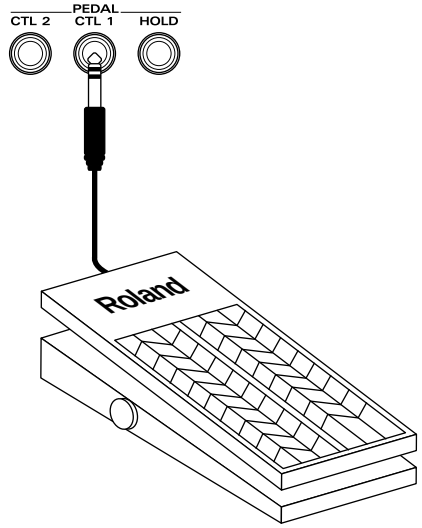
Hold Pedal

If an optional pedal switch (DP-2, DP-6, etc.) is connected to the rear panel HOLD PEDAL jack, pressing the pedal switch will sustain (hold) the sound even if the keys are released.



Expression Pedal

If an optional expression pedal (EV-5, etc.) is connected to any of the rear panel CTR 1/CTR2 PEDAL jack, you can use the pedal to control the volume or timbre of sound.





How sound varies depends on the current setting. For details, refer to **"CONTROL PEDAL 1, 2"** (Owner's Manual; p. 172).

MEMO

MEMO

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