SYSTEM-8
PLUG-OUT SYNTHESIZER
Owner's Manual

Roland

Before using this unit, carefully read "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (leaflet "USING THE UNIT SAFELY" and Owner's Manual p. 23–p. 24). After reading, keep the document(s) including those sections where it will be available for immediate reference.

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Contents

📖 **Owner's Manual (this document)**

Read this first. It explains the basic things you need to know in order to use the SYSTEM-8.

🖥 **PDF Manual (download from the Web)**
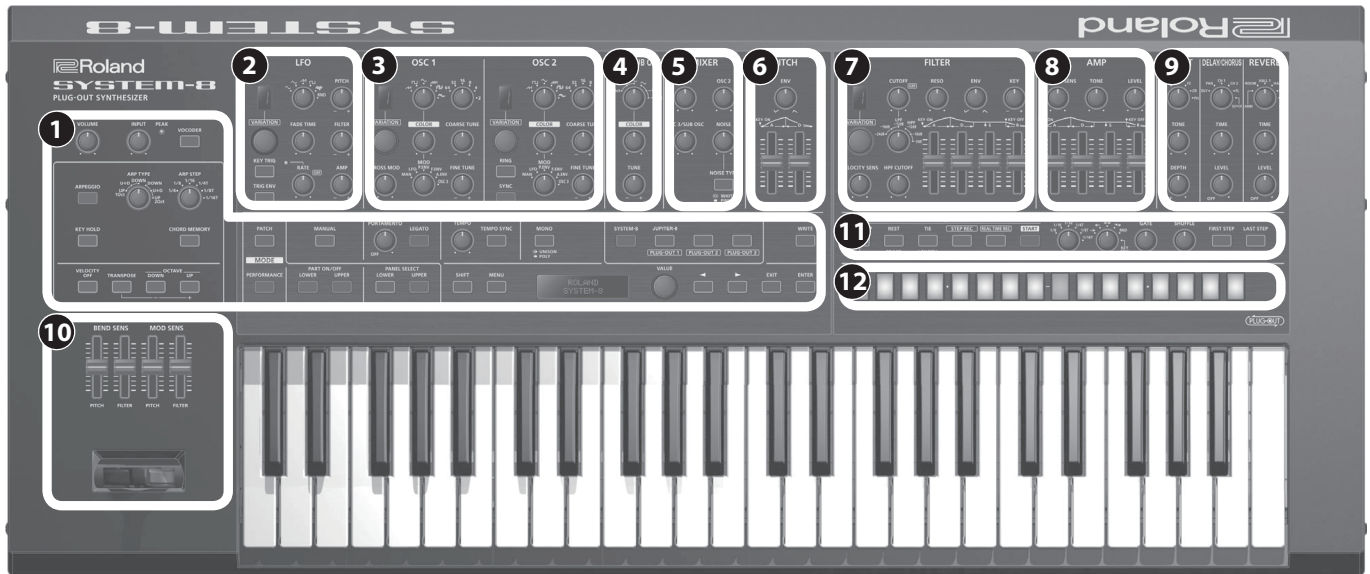
- **Reference Manual**
  This explains all functions of the SYSTEM-8.

🖥 **To obtain the PDF manual**

1. Enter the following URL in your computer.
http://www.roland.com/manuals/

▼

2. Choose "SYSTEM-8" as the product name.

Panel Descriptions

Top Panel

❶ Common section

Here you can make the following settings for the SYSTEM-8.

Controller	Explanation
[VOLUME] knob	Adjusts the volume.
[INPUT] knob	Adjusts the volume level of the INPUT R and L/MONO jacks.
PEAK indicator	Indicates the analog input level of the rear panel INPUT R, L/MONO jacks. The PEAK indicator lights if the input level is excessive. Adjust the volume of your connected equipment so that this indicator lights occasionally.
[VOCODER] button	Switches the vocoder on/off.
[ARPEGGIO] button	Switches the arpeggiator on/off (p. 13).
[ARP TYPE] knob	Selects the arpeggio type.
[ARP STEP] knob	Selects the note value for each step of the arpeggio.
[KEY HOLD] button	Turns the key hold function on/off.
[CHORD MEMORY] button	Turns the chord memory function on/off (p. 13).
[VELOCITY OFF] button	Notes sound at the same volume even if your playing dynamics vary.
[TRANSPOSE] button	Turns the transpose function on/off.
OCTAVE [DOWN] [UP] buttons	**Octave shift** These buttons let you shift the pitch range of the keyboard in one-octave units. The button is lit if the pitch is shifted by one octave, and blinking if the pitch is shifted by two or three octaves. **Key transpose** By pressing a [DOWN] [UP] button while holding down the [TRANSPOSE] button, you can transpose (shift the pitch of) the keyboard in semitone units.
MODE [PATCH] button	Switches to Patch mode (p. 9, p. 10).

Controller	Explanation
MODE [PERFORMANCE] button	Switches to Performance mode (p. 9, p. 10).
PART ON/OFF [LOWER] [UPPER] buttons	In performance mode, switch the lower part or upper part on/off.
PANEL SELECT [LOWER] [UPPER] button	In performance mode, select the part (lower or upper) that is the target of panel operations.
[MANUAL] button	Makes the sound reflect the current settings of the knobs and sliders.
[PORTAMENTO] knob	Adjusts the time over which pitch change occurs when portamento is applied. Portamento is an effect that smoothly changes the pitch between one key and the next-played key.
[LEGATO] button	Applies portamento only when you play legato (i.e., when you press the next key before releasing the previous key).
[TEMPO] knob	Specifies the tempo of the step sequencer and arpeggiator. The indicator blinks at the specified tempo.
[TEMPO SYNC] button	The modulation speed (RATE) of the ❷ **LFO** section and the delay time (TIME) of the ❾ **EFFECTS** section are synchronized to the tempo.
[MONO] button	If this is on (lit), the synth will play monophonically (single notes). If this is blinking, the synth will play all sounds in unison (UNISON mode).
MODEL [SYSTEM-8] [PLUG-OUT 1]– [PLUG-OUT 3] buttons	When the [SYSTEM-8] button is on, this instrument operates as the SYSTEM-8 synthesizer. When one of the [PLUG-OUT 1–3] buttons is on, this instrument operates as a plug-out synthesizer. ➡ "About Plug-Out" (p. 3)
[WRITE] button	Saves sounds and step sequencer settings (p. 11, p. 17, p. 19).

| Controller	Explanation
[SHIFT] button	When used in conjunction with other buttons or knobs, lets you view parameters or edit different parameters.
[MENU] button	Accesses the MENU screen (p. 19).
Display	Shows various information for the operation. * The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.
[VALUE] knob	Changes the value at the cursor position.
Cursor [◄] [►] buttons	Moves the cursor left/right. Alternatively, switch screens.
[EXIT] button	Returns you to the previous screen. In some screens, this cancels the operation currently being executed.
[ENTER] button	Press this to confirm a value or execute an operation.

About Plug-Out

You can install (plug-out) separately sold plug-out compatible software synthesizers on the SYSTEM-8 and play them.

- For details on dedicated plug-out software synthesizers and how to obtain them, refer to the Roland website.

➡ **http://roland.cm/system8**

❷ LFO

Here you can create cyclic change (modulation) in the sound by applying vibrato (pitch modulation) or tremolo (volume modulation).

Controller	Explanation (for variation 1)
[VARIATION] knob	Selects the variation of the LFO section. ➡ For an explanation of variations 2 and following, refer to "Reference Manual" (PDF).
Wave knob	∿ Sine wave ⌒ Triangle wave ⋀ Sawtooth wave ⊓ Square wave ⊔⊓⊔ Sample and Hold RND Random wave
[PITCH] knob	Modulates the pitch of the sound (vibrato).
[FADE TIME] knob	Specifies the time from when the tone sounds until the LFO reaches its maximum amplitude.
[FILTER] knob	Modulates the FILTER CUTOFF (cutoff frequency).
[KEY TRIG] button	Specifies whether the LFO waveform is synchronized to start the moment you press a key (on) or is not synchronized (off).

Controller	Explanation (for variation 1)
[TRIG ENV] button	Causes the envelope to start repeatedly at the LFO cycle (on).
[RATE] knob	Determines the speed of the LFO modulation. The indicator blinks at the speed (rate) of the LFO modulation. This knob is a GRF (GRIFFER) knob which allows high-precision adjustments.
[AMP] knob	Allows the LFO to modulate the AMP LEVEL (volume), producing a tremolo effect.

❸ OSC 1, OSC 2

Here you can select the waveform that determines the character of the sound, and specify its pitch. The SYSTEM-8 has three oscillators (OSC 1, OSC 2, and ❹ OSC 3/SUB OSC).

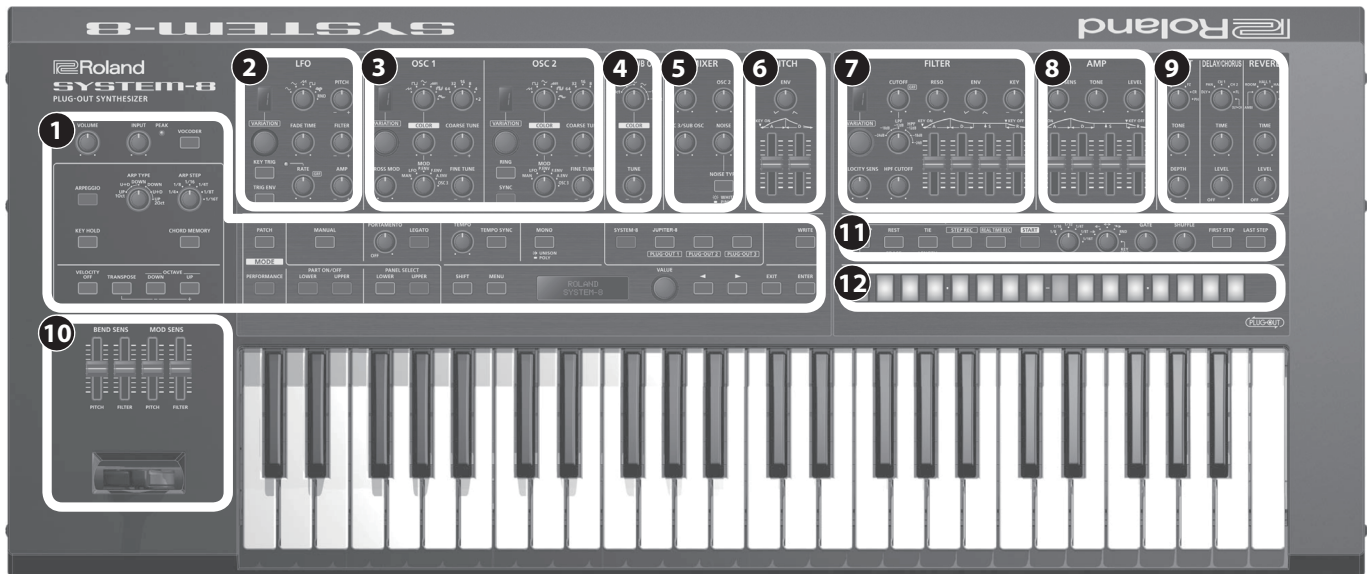| Controller	Explanation (for variation 1)
[VARIATION] knob	Select the variation of the OSC 1 and OSC 2 sections. ➡ For an explanation of variations 2 and following, refer to "Reference Manual" (PDF).
Wave knob	⋀ Sawtooth wave ⊓ Square wave ⌒ Triangle wave ⋀ Sawtooth wave2 ⊓ Square wave2 ⌒ Triangle wave2
Octave (feet) knob	Specifies the octave of the oscillator.
[COLOR] knob	Adjusts the tonal character. The result depends on the waveform.
[MOD] knob	Selects the source that is modulated by the [COLOR] knob. MAN — The sound is determined by the position of the [COLOR] knob. It will not vary over time. LFO — The sound varies over time at the rate specified in the ❷ LFO section. P. ENV — The sound changes over time according to the envelope of the ❻ PITCH section. F. ENV — The sound changes over time according to the envelope of the ❼ FILTER section. A. ENV — The sound changes over time according to the envelope of the ❽ AMP section. OSC 3 — The sound changes over time according to the frequency of the ❹ OSC 3.
[COARSE TUNE] knob	Adjusts the pitch in semitone steps.
[FINE TUNE] knob	Allows fine pitch adjustments.
[CROSS MOD] knob (OSC 1 only)	Modifies the OSC 1 frequency according to the OSC 2 waveform. Turning the knob toward the right makes OSC 1 become a more complex sound, allowing you to create metallic sounds or sound effects.

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Panel Descriptions

Controller	Explanation (for variation 1)
[RING] button (OSC 2 only)	This is a ring modulator. It generates a complex waveform by multiplying OSC 1 and OSC 2. OSC 1 OSC 2
[SYNC] button (OSC 2 only)	This is oscillator sync. It generates a complex waveform by forcibly resetting OSC 2 to the beginning of its cycle in synchronization with the OSC 1 frequency. OSC 1 OSC 2

❹ OSC 3/SUB OSC

Controller	Explanation
Wave knob	Selects the waveform that is the basis of the sound. ∿ (Sine wave), -1Oct, -2Oct, ⋀ (Triangle wave), -1Oct, -2Oct
[COLOR] knob	The result depends on the waveform.
[TUNE] knob	Adjusts the pitch of the oscillator.

❺ MIXER

Here you can adjust the volume of OSC 1, OSC 2, OSC 3/sub-oscillator, and noise.

Controller	Explanation
[OSC 1] knob	Adjusts the volume of the OSC 1.
[OSC 2] knob	Adjusts the volume of the OSC 2.
[OSC 3/SUB OSC] knob	Adjusts the volume of the OSC 3/sub-oscillator.
[NOISE] knob	Adjusts the volume of the noise.
[NOISE TYPE] button	Selects the type of the noise. **Lit:** white noise **Unlit:** pink noise

❻ PITCH

Here you can create time-varying change (envelope) for pitch.

Controller	Explanation
[ENV] knob	If this knob is turned toward the right, the pitch initially becomes higher and then returns to the pitch of the key you pressed. If this knob is turned toward the left, the pitch initially becomes lower and then returns to the pitch of the key you pressed.
[A] slider [D] slider	These sliders operate similarly to the [A][D] sliders of the ❽ **AMP** section (they affect the pitch rather than the volume).

❼ FILTER

These settings determine the brightness and thickness of the sound. Here you can also specify the time-varying change (envelope) for the filter.

Controller	Explanation (for variation 1)
[VARIATION] knob	Selects the variation of the FILTER section. ➡ For an explanation of variations 2 and following, refer to "Reference Manual" (PDF).
[CUTOFF] knob	Specifies the cutoff frequency of the filter. This knob is a GRF (GRIFFER) knob which allows high-precision adjustments.
Filter type knob	Selects the slope of the filter. **LPF:** -24 dB, -18 dB, -12 dB Level ↑ -18 dB -24 dB -12 dB → Frequency **HPF:** -12 dB, -18 dB, -24 dB Level ↑ -18 dB -12 dB -24 dB → Frequency
[RESO] knob	Resonance boosts the sound in the region of the filter's cutoff frequency. Higher settings produce stronger emphasis, creating a distinctively "synthesizer-like" sound.

Controller	Explanation (for variation 1)
[ENV] knob	This knob specifies the depth and direction of the cutoff frequency change produced by the [A], [D], [S], and [R] sliders. If the knob is turned toward the right, the cutoff frequency moves in the upward direction. If the knob is turned toward the left, the cutoff frequency moves in the downward direction.
[KEY] knob	Allows the filter cutoff frequency to vary according to the key that you play. If the knob is turned toward the right, the cutoff frequency becomes higher as you play higher notes. If the knob is turned toward the left, the cutoff frequency becomes lower as you play lower notes.
[VELOCITY SENS] knob	Adjusts the sensitivity by which the key velocity (playing dynamics) varies the depth of the filter envelope.
[HPF CUTOFF] knob	Specifies the cutoff frequency of the high-pass filter. Frequency components below the cutoff frequency are cut.
[A] slider [D] slider [S] slider [R] slider	These sliders operate similarly to the [A][D][S][R] sliders of the ❽ AMP section (they affect the cutoff frequency rather than the volume).

❽ AMP

Here you can create time-varying change (envelope) for the volume.

Controller	Explanation
[VELOCITY SENS] knob	Adjusts the sensitivity by which the key velocity (playing dynamics) varies the volume.
[TONE] knob	Adjusts the brightness of the sound.
[LEVEL] knob	Specifies the volume.
[A] slider (Attack time)	Specifies the time from the moment you press the key until the maximum volume is reached.
[D] slider (Decay time)	Specifies the time from when the maximum volume is reached, until it decays to the sustain level.
[S] slider (Sustain level)	Specifies the volume level that will be maintained from when the attack and decay times have elapsed until you release the key.
[R] slider (Release time)	Specifies the time from when you release the key until the volume reaches its minimum value.
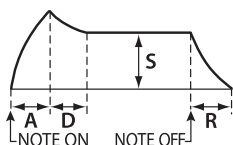
❾ EFFECTS, DELAY/CHORUS, REVERB

Here you can adjust the effect, delay/chorus, and reverb depth.

Controller	Explanation
Effect type knob	Selects the effect type. OD (Over Drive), DS (Distortion), MT (Metal), FZ (Fuzz), CR (Crusher), PH (Phaser)
[TONE] knob	Specifies the character of the effect.
[DEPTH] knob	Specifies the depth of the effect.
Delay/chorus type knob	Switches the delay type. DLY (Delay), PAN (Panning Delay), CH1 (Chorus 1), CH2 (Chorus 2), FL (Flanger), DLY+CH (Delay + Chorus)
[TIME] knob	Adjusts the delay time.
[LEVEL] knob	Adjusts the volume of delay/chorus.
Reverb type knob	Switches the reverb type. AMBI (Ambience), ROOM (Room), HALL1 (Hall 1), HALL2 (Hall 2), PLATE (Plate), MOD (Modulation)
[TIME] knob	Specifies the reverb time.
[LEVEL] knob	Specifies the reverb volume.

❿ PITCH BEND/MODULATION

Here you can vary the pitch or apply vibrato.

Controller	Explanation
BEND SENS [PITCH] slider	Specifies the amount of the pitch change produced by pitch bend operations.
BEND SENS [FILTER] slider	Specifies the amount of the filter change produced by pitch bend operations.
MOD SENS [PITCH] slider	Specifies the amount of the pitch change produced by modulation operations.
MOD SENS [FILTER] slider	Specifies the amount of the filter change produced by modulation operations.
Pitch bend/modulation lever	While playing the keyboard, move the lever toward the left to lower the pitch, or toward the right to raise the pitch. Move the lever away from yourself to apply vibrato.

⓫ Step sequencer

Here you can record your keyboard performance and knob operations, and play them back repeatedly.

➡ For details on the step sequencer, refer to "Step Sequencer" (p. 14).
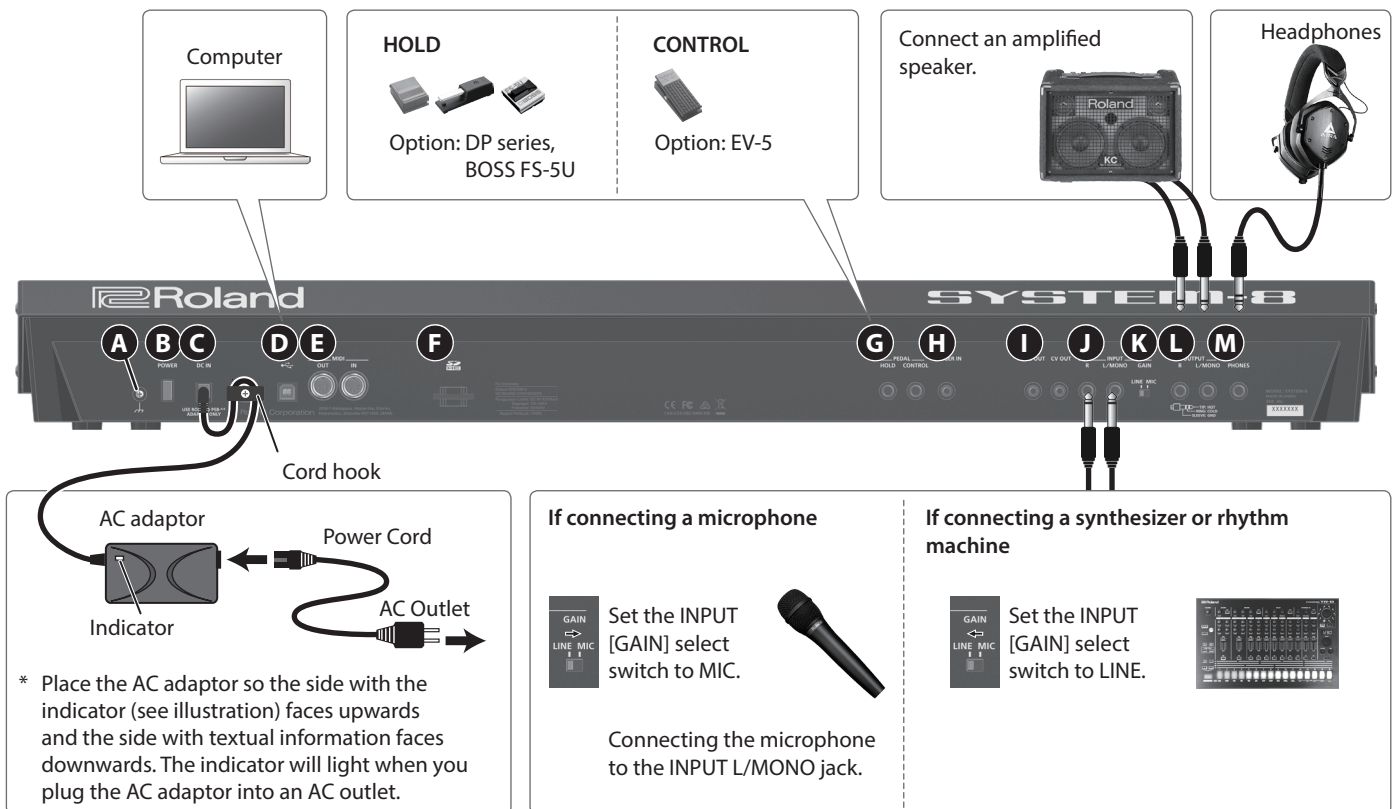
⓬ [A]–[H] [1]–[8] buttons

Use these buttons to recall sounds.

A–H (bank), 1–8 (number)

These buttons also indicate steps of the step sequencer.

1–16 (step)

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Rear Panel

Computer

HOLD

Option: DP series, BOSS FS-5U

CONTROL

Option: EV-5

Connect an amplified speaker.

Headphones

Cord hook

AC adaptor

Power Cord

Indicator

AC Outlet

* Place the AC adaptor so the side with the indicator (see illustration) faces upwards and the side with textual information faces downwards. The indicator will light when you plug the AC adaptor into an AC outlet.

If connecting a microphone

Set the INPUT [GAIN] select switch to MIC.

Connecting the microphone to the INPUT L/MONO jack.

If connecting a synthesizer or rhythm machine

Set the INPUT [GAIN] select switch to LINE.

* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.

A Ground terminal

Depending on the circumstances of a particular setup, you may experience a discomforting sensation, or perceive that the surface feels gritty to the touch when you touch this device, microphones connected to it, or the metal portions of other objects. This is due to an infinitesimal electrical charge, which is absolutely harmless. However, if you are concerned about this, connect the ground terminal with an external ground. When the unit is grounded, a slight hum may occur, depending on the particulars of your installation. If you are unsure of the connection method, contact the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

Unsuitable places for connection

- Water pipes (may result in shock or electrocution)
- Gas pipes (may result in fire or explosion)
- Telephone-line ground or lightning rod (may be dangerous in the event of lightning)

B [POWER] switch

➡ "Turning On/Off the Power" (p. 8)

C DC IN jack

Connect the included AC adaptor here.

* To prevent the inadvertent disruption of power to your unit (should the plug be pulled out accidentally), and to avoid applying undue stress to the jack, anchor the power cord using the cord hook, as shown in the illustration.

D USB (⇄) port

If the SYSTEM-8 is connected to your computer via a commercially available USB 2.0 cable, you can synchronize it with a DAW on your computer via USB MIDI, and record the sound of the SYSTEM-8 into your DAW via USB audio.

➡ "Connecting a Computer via USB" (p. 18)

E MIDI OUT, IN connectors

These connectors can be connected to other MIDI devices to receive and transmit MIDI messages.

F SD card slot

You can insert an SD card here.

Backup data can be saved on an SD card.

➡ "Backing Up Data to SD Card (BACKUP)" (p. 20)

G PEDAL HOLD, CONTROL jacks

If you connect a pedal switch (DP series, BOSS FS-5U; sold separately) to the HOLD jack, the notes will be sustained as long as you continue holding down the pedal even after you take your hands off the keyboard.

If you connect an expression pedal (EV-5; sold separately) to the CONTROL jack, you'll be able to use the expression pedal to control the volume and add expression to your performance.

* 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.

H TRIGGER IN jack

By connecting a rhythm machine or similar device equipped with a trigger out jack, you can advance through steps of the step sequencer by sending a trigger from the external device.

* If a plug is connected to this jack, the step sequencer is disconnected from the internal clock, and waits for a trigger signal. In this state, the step sequencer cannot be operated from the SYSTEM-8 itself.

I CV OUT, GATE OUT jacks

You can connect an analog synthesizer equipped with CV/GATE input jacks, and control its note on/off or pitch.

Jack	Explanation
GATE OUT jack	This jack outputs note on/off. Outputs +10 V.
CV OUT jack	This jack outputs pitch.
	If you've made transpose or octave shift settings, this voltage changes accordingly.
	This jack supports OCT/V (it does not support Hz/V).

J INPUT R, L/MONO jacks

You can connect a microphone or synthesizer/rhythm machine to these jacks.

K INPUT [GAIN] switch

Switches the input gain of the INPUT L/MONO jack.

L OUTPUT R, L/MONO jacks

Connect these jacks to your amplified speakers.

Use the OUTPUT L/MONO jack if you're outputting in monaural.

* SYSTEM-8 is equipped with balanced (TRS) type jacks. Wiring diagrams for these jacks are shown below. Make connections after first checking the wiring diagrams of other equipment you intend to connect.

TIP: HOT
RING: COLD
SLEEVE: GND

M PHONES jack

You can connect a set of headphones here.

Placing the SYSTEM-8 on a Stand (KS-18Z)

If you want to place the SYSTEM-8 on a stand, use the Roland KS-18Z.

Be careful not to pinch your fingers when setting up the stand.

Place the instrument on the stand as follows.

KS-18Z

Place the SYSTEM-8 so that it is in the center of the stand

Adjust so that the height does not exceed 1 meter (Adjust the stand to a level no higher than the third level from the bottom)

Place the SYSTEM-8 so that it is in the center of the stand

Adjust the outer width of the stand within the range shown below:

Adjust the outer width of the stand to the full space between the rubber feet on the SYSTEM-8's keyboard side (690 mm).

Between the rubber feet

Keyboard side

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Introduction

An Overview of the SYSTEM-8
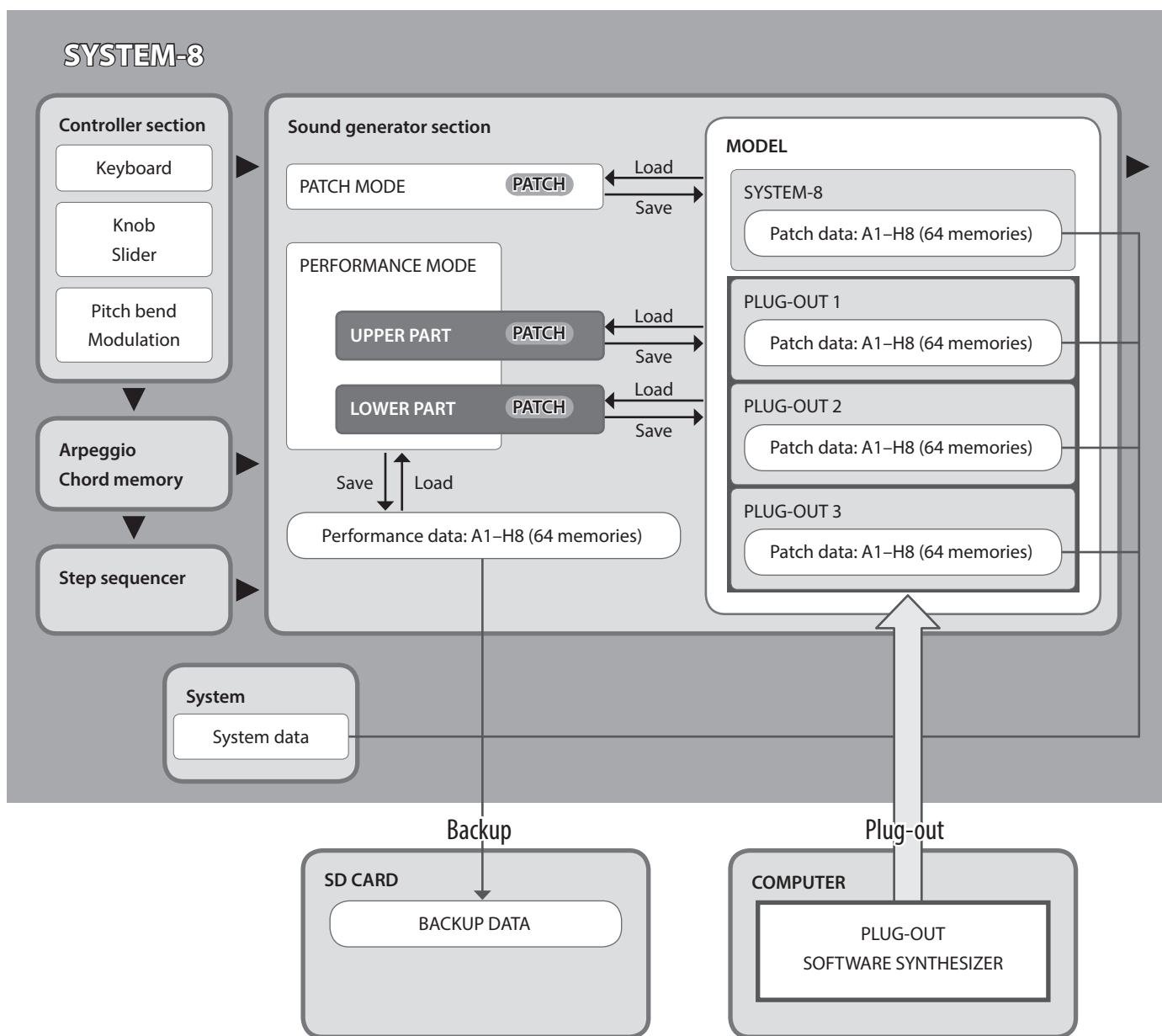
Performance mode: About the lower and upper parts

The SYSTEM-8's performance mode has two parts: upper and lower.

By pressing a PART SELECT [UPPER] [LOWER] button you can specify whether the lower or the upper part will be the target of the panel operations.

If you want to layer the upper and lower parts so that they sound together, or to split them so that they can be played separately, set the PERFORM EDIT: COMMON: PERFORM MODE parameter to "DUAL."

> **MEMO**
>
> - In patch mode the maximum polyphony is eight notes.
> - Arpeggio, chord memory, and step sequencer settings/data are saved within the patch data.
> - You can use the PART EDIT: COMMON: PART KEY RANGE LOWER/UPPER parameters to specify the key ranges (bottom and top keys) of the upper and lower parts.
> - When the PERFORM EDIT: COMMON: PERFORM MODE parameter is set to "Dual," you can perform using both the upper part and lower part.

If this is set to "Single," you can perform using either the upper part or the lower part, not both (p. 10).

Turning On/Off the Power

* Once everything is properly connected (p. 6), be sure to follow the procedure below to turn on their power. If you turn on equipment in the wrong order, you risk causing malfunction or equipment failure.

* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

1. **Turn the power on in the following order: SYSTEM-8 → connected devices.**

   * This unit is equipped with a protection circuit. A brief interval (a few seconds) after turning the unit on is required before it will operate normally.

2. **Switch on power to the connected equipment, and raise the volume to an appropriate level.**

   * The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 21).

   NOTE

   • Any settings that you are in the process of editing will be lost when the power is turned off. If you have any settings that you want to keep, you should save them beforehand.

   • To restore power, turn the power on again.

Turning Off the Power

1. **Turn the power off in the following order: connected devices → SYSTEM-8.**
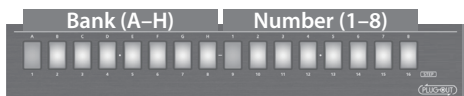
Selecting Sounds (Patches/Performances)

Selecting a Patch (Patch Mode)

1. **Press the MODE [PATCH] button.**

   The SYSTEM-8 is in patch mode.

   PATCH   SYS8   A-1
   User_Patch_Name

2. **Use the [A]–[H] and [1]–[8] buttons to select the bank and number.**

   Bank (A–H)   Number (1–8)

Selecting a Performance (Performance Mode)

1. **Press the MODE [PERFORMANCE] button.**

   The SYSTEM-8 is in performance mode.

   PERFORM   A-1
   User_Perf_Name

2. **Use the [A]–[H] and [1]–[8] buttons to select the bank and number.**

   Bank (A–H)   Number (1–8)

Playing Sounds with the Current Knob and Slider Settings (Manual Mode)

1. **Press the [MANUAL] button to select manual mode.**

   Causes sound to be produced according to the current settings of the knobs and sliders.

2. **Use the knobs and sliders to create a sound.**

   When you've created a sound that you like, you can save it.

   ➡ "Saving a Sound (WRITE)" (p. 11)

Top Screen

Patch mode

Model button

Patch mode   Bank–Number

PATCH   SYS8   A-1
User_Patch_Name

Patch name

Performance mode

Performance
mode   Bank–Number

PERFORM   A-1
User_Perf_Name
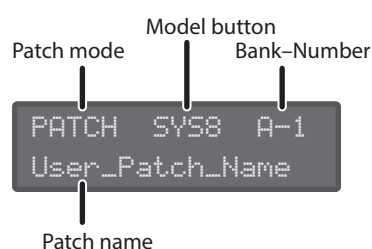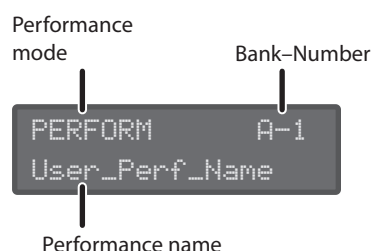
Performance name

MEMO

Upper/Lower in Performance Edit

Use the PANEL SELECT [LOWER] [UPPER] buttons to select the part that you want to edit.

PART:COMMON   [U]
Level   0.ᵈᴮ

PART:COMMON   [L]
Level   0.ᵈᴮ

Upper: [U]
Lower: [L]

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Editing the Sounds

Editing a Patch

1. Press the MODE [PATCH] button.

The SYSTEM-8 is in patch mode.

2. Select a patch as necessary (p. 9).

3. Move the top panel knobs and sliders.

When you operate a knob or slider, the parameter name, and value appear. After a few seconds, the top screen reappears.

```
OSC 1:
Waveform      SAW
```

➡ For details on the parameters, refer to "Reference Manual" (PDF).

When you edit a patch, an "*" appears at the left of the Bank–Number.

```
PATCH  SYS8 *A-1
User_Patch_Name
```

MEMO

In addition to panel operations, MENU: PATCH EDIT also contains editing items (bender settings, patch name, etc.).

Editing a Performance

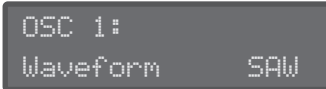**1. Press the MODE [PERFORMANCE] button.**

The SYSTEM-8 is in performance mode.

2. Select a performance as necessary (p. 9).

3. Press the [MENU] button.

The MENU screen appears.

Making settings for the entire performance

4. Use the Cursor [◄] [►] buttons to select "PERFORM EDIT," and then press the [ENTER] button.

```
<MENU>       [Ent]
◄PERFORM EDIT   ►
```

* "PERFORM EDIT" is not shown in patch mode.

5. Use the cursor [◄] [►] buttons to select a parameter, and use the [VALUE] knob to edit the value.

```
PERFORM:COMMON ──────── Parameter
Perf Mode    DUAL ──────── Value
```

➡ For details on the parameters, refer to "Reference Manual" (PDF).

6. Press the [EXIT] button to return to the MENU screen.

About the PERFORM EDIT: COMMON: PERFORM MODE parameter

With the "Dual" mode setting, you can perform using both the upper part and the lower part. The maximum polyphony of each part is four notes.

With the "Single" mode setting, you can perform using either the upper part or the lower part, not both. The part on which you perform has a maximum polyphony of eight notes.

In this case, use the PANEL ON/OFF [UPPER] [LOWER] buttons to select the part that you want to edit.

Making settings for each part

7. Use the Cursor [◄] [►] buttons to select "PART EDIT," and then press the [ENTER] button.

```
<MENU>       [Ent]
◄PART EDIT      ►
```

* "PART EDIT" is not shown in patch mode.

8. Use the cursor [◄] [►] buttons to select a parameter, and use the [VALUE] knob to edit the value.

Sound selection screens for the upper part and lower part

```
UPPER   mmmm   b-n ────── mmmm: Model button
                          b-n: Bank–Number
User_Patch_Name ────────── Patch name
```

```
LOWER   mmmm   b-n
User_Patch_Name
```

MEMO

Use the PANEL SELECT [LOWER] [UPPER] buttons to select the part whose sound you want to edit.

Examples of other editing screens

```
PART:COMMON   [U]
Level      0.0dB
```

```
PART:PITCH    [L]
Octave       -1
```

MEMO

Use the PANEL SELECT [LOWER] [UPPER] buttons to select the part whose sound you want to edit.

➡ For details on the parameters, refer to "Reference Manual" (PDF).

9. Press the [EXIT] button several times to return to the top screen.

MEMO

You can use the PART EDIT: COMMON: PART KEY RANGE LOWER/UPPER parameters to specify the key ranges (bottom and top keys) of the upper and lower parts.

Saving a Sound (WRITE)

In patch mode

1. Press the [WRITE] button.

The WRITE screen appears.

```
<WRITE>      [Ent]
  PATCH*         ▶
```

When you edit a patch, the display indicates "PATCH*."

2. Press the [ENTER] button.

The PATCH NAME screen appears.

```
PATCH NAME [Ent]
User_Patch_Name
```

3. Use the cursor [◄] [►] buttons and the [VALUE] knob to change the character.

4. Press the [ENTER] button.

A screen allows you to select the save-destination.

```
To:SYS8 A-1[Ent]
[Initial_Patch ]
```

5. Use the [VALUE] knob to select the save-destination.

6. Press the [ENTER] button.

A confirmation message appears.

```
Patch write?
[Exit]:N [Ent]:Y
```
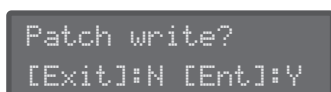
7. To save, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When saving is completed, the display indicates "Completed!"

```
       Completed!
```

> **MEMO**
>
> Arpeggio, chord memory, and step sequencer settings/data are also saved within the patch data.

In performance mode

1. Press the [WRITE] button.

The WRITE screen appears.

```
<WRITE>      [Ent]
  PERFORMANCE*   ▶
```

2. Use the cursor [◄] [►] buttons to select what you want to save.

When you edit performance settings or patches (upper, lower), an "*" appears at the right of the name of the object you're saving.

Also when you're editing a patch (upper, lower) in performance mode, you should first save the edited patch before saving the performance.
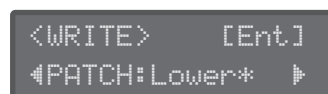
Selecting a performance

```
<WRITE>      [Ent]
  PERFORMANCE*   ▶
```

Selecting the patch of the upper part

```
<WRITE>      [Ent]
◄PATCH:Upper*   ▶
```

Selecting the patch of the lower part

```
<WRITE>      [Ent]
◄PATCH:Lower*   ▶
```

> **NOTE**
>
> If you've edited a patch (upper, lower) in performance mode (an "*" is displayed), you must first save the patch before saving the performance in order to reproduce the sound of the performance.
>
> If you first save the performance, or if you don't save the edited patch, the sound of the performance will not be reproduced.

3. Press the [ENTER] button.

The PERF NAME screen or PATCH NAME screen appears.

In the case of the PATCH NAME screen

```
PATCH NAME [Ent]
User_Patch_Name
```

In the case of the PERF NAME screen

```
PERF NAME  [Ent]
User_Perf_Name
```

4. Use the cursor [◄] [►] buttons and the [VALUE] knob to edit the characters.

5. Press the [ENTER] button.

A screen allows you to select the save-destination.

In the case of the PATCH WRITE screen

```
To:SYS8 A-1[Ent]
[Initial_Patch ]
```

In the case of the PERF WRITE screen

```
To:      A-1[Ent]
[Initial_Perf  ]
```

6. Use the [VALUE] knob to select the save-destination.

7. Press the [ENTER] button.

A confirmation message appears.

```
Patch write?
[Exit]:N [Ent]:Y
```

```
Perform write?
[Exit]:N [Ent]:Y
```

8. To save, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When saving is finished, the screen indicates "Completed!"

```
        Completed!
```

9. Repeat steps 1–8 to save the performance or patch (upper, lower) that you want to keep.

Repeat steps 1–8 to save the necessary edited data, in the order of first the patch(es) (upper, lower) and then the performance.

Playing Arpeggios or Chords

Playing Arpeggios

An "arpeggio" is the performance technique of playing the notes of a chord one at a time. By using the SYSTEM-8's arpeggiator, you can simply hold down a chord to produce an arpeggio consisting of the notes in that chord.

1. Press the [ARPEGGIO] button to make it light.

The arpeggiator turns on.

2. Use the [ARP TYPE] knob to select the arpeggio type.

Type		Explanation
1Oct	UP	Upward one octave
	U+D	Upward and downward one octave
	DOWN	Downward one octave
2Oct	DOWN	Downward two octaves
	U+D	Upward and downward two octaves
	UP	Upward two octaves

3. Use the [ARP STEP] knob to specify the note value length of one step.

Specify the length of one step in terms of a note value.

Step	Explanation
1/4	Quarter note
1/8	Eighth note
1/16	Sixteenth note
1/4T	Quarter-note triplet
1/8T	Eighth-note triplet
1/16T	Sixteenth-note triplet

MEMO

If you press the [KEY HOLD] button to make it light, the arpeggio continues to sound according to the chord that you had previously been holding, even if you release your hand.

If you then play a different chord while the arpeggio is being held, the arpeggio also changes.

Using Chord Memory

"Chord memory" is a function that lets you produce a previously-specified chord simply by pressing a single key.

1. Press the [CHORD MEMORY] button to make it light.

Chord memory turns on.

If you press the [CHORD MEMORY] button once again to make it go dark, chord memory turns off.

Entering a Chord

1. While holding down the [CHORD MEMORY] button, play a chord.

MEMO

- Chord memory can contain up to eight notes.
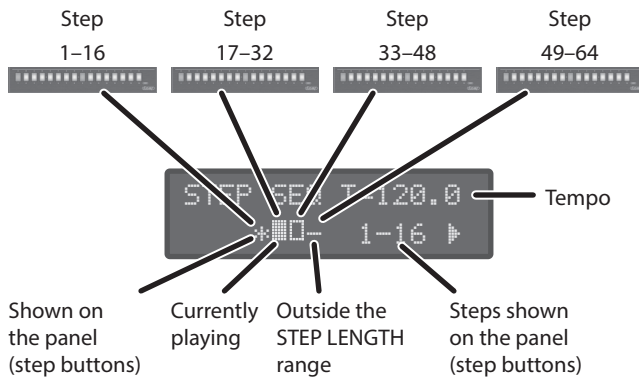- One chord memory is saved for each patch.

Step Sequencer

Playing the Step Sequencer

1. Press the [EDIT/DISP] button to make it light.

2. Press the [START] button.

The step sequencer data plays.

| Step | Step | Step | Step |
| 1–16 | 17–32 | 33–48 | 49–64 |

Tempo

Shown on the panel (step buttons) — Currently playing — Outside the STEP LENGTH range — Steps shown on the panel (step buttons)

The "*" indicates the area of steps (1–16, 17–32, 33–48, 49–64) shown by the STEP [1]–[16] buttons.

The "■" indicates the area of steps that is currently playing.

MEMO

- You can use the cursor [◀] [▶] buttons to change the area that is shown on the panel (step buttons).
- When the [EDIT/DISP] button is lit, you can hold down the [SHIFT] button and press one of the STEP [1]–[4] buttons to change the area of steps from which to select.

3. To stop, press the [START] button once again.

[1]–[16] buttons

Displays the status of each step.

Button color	Meaning
Blue	Currently-playing step
Green	Step that contains performance data
White	Step that contains no data/Muted step

Muting a Specific Step (STEP MUTE)

The STEP [1]–[16] buttons show the status of each step in the selected area of steps (STEP: 1–16, 17–32, 33–48, 49–64).

1. Press the button of the step that you want to mute.

That step is muted, and the button is lit white.

2. To unmute the step, once again press the button of the muted step.

Specifying the Note Value of a Step (SCALE)

1. Turn the [SCALE] knob.

Indication	Explanation
1/8	Eighth note
1/16	Sixteenth note
1/32	Thirty-second note
1/4T	Quarter-note triplet
1/8T	Eighth-note triplet
1/16T	Sixteenth-note triplet

Specifying How the Step Sequencer Plays (PLAY MODE)

1. Turn the [PLAY MODE] knob.

Indication	Explanation
→	Play forward from the first step.
←	Play backward from the last step.
↔	Play forward from the first step, and then play backward from the last step.
⇉	Play with even-numbered and odd-numbered steps inverted.
RND	Play steps randomly.
KEY TRIG	Play normally while the keyboard is held.

Changing the Note Duration (GATE)

You can adjust the duration of the note recorded at each step.

Turn the [GATE] knob toward the right

The gate becomes longer.

Turn the [GATE] knob toward the left

The gate becomes shorter (staccato). In some cases, turning the knob all the way to the left might make the note too short to hear.

Changing the Swing (SHUFFLE)

You can adjust the timing of the notes for even-numbered steps (Step 2, Step 4, Step 6...).

If the knob is in the center position, the timing is not adjusted.

Turn the [SHUFFLE] knob toward the right

Higher values delay the timing of the notes.

Turn the [SHUFFLE] knob toward the left

Lower values advance the timing of the notes.

Erasing All Step Sequencer Data (PATTERN ERASE)

1. In performance mode, use the PART SELECT [UPPER] [LOWER] buttons to select a part that you want to erase.

2. Hold down the [EDIT/DISP] button and press the [REST (ERASE)] button.

The ERASE screen appears.

3. Use the [VALUE] knob to select "All Step," and then press the [ENTER] button.

A confirmation message appears.

4. To erase, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When erasing is completed, the display indicates "Completed!"

> Completed!

Selecting the First Step (FIRST STEP)

Normally, step 1 is played as the first step; however, you can use the FIRST STEP setting to make the step sequencer use a different step as the first step.

Step	Step	Step	Step
1–16	17–32	33–48	49–64

FIRST STEP   LAST STEP

Playback region
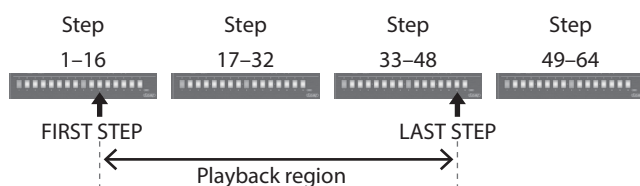
1. While holding down [FIRST STEP], press the button that you want to be the first step.

The [FIRST STEP] button is lit, and the first step is specified. You can use this operation to make it play from any desired step.

If you press the [FIRST STEP] button to make it go dark, the FIRST STEP setting turns off (the specified value remains).

Selecting the Last Step (LAST STEP)

Normally, the step specified by STEP LENGTH is played as the last step; however, you can use the LAST STEP setting to make the step sequencer use a different step as the last step.

1. While holding down [LAST STEP], press the button that you want to be the last step.

The [LAST STEP] button is lit, and the last step is specified. You can use this operation to make it play to any desired step and then return to the first step.

If you press the [LAST STEP] button to make it go dark, the LAST STEP setting turns off (the specified setting remains).

Muting a Specific Part (PART MUTE)

When you play the step sequencer in performance mode, the upper part and lower part play simultaneously.

Here's how to mute the performance of a specific part.

1. Hold down the [EDIT/DISP] button and press the PART ON/OFF [UPPER] [LOWER] button.

Recording on the Step Sequencer

You can record your keyboard performance and knob operations, and play them back repeatedly.

In performance mode, the part that's selected in PANEL SELECT (UPPER, LOWER) is recorded.

MEMO

Step sequencer data is saved together with the patch data.

The step sequencer provides the following methods of recording.

• Step recording (STEP REC)

• Realtime recording (REAL TIME REC)

• Editing a specific step

You can also edit any previously-recorded step.

Specifying the Length (Number of Steps) of the Step Sequencer Data

1. Press the [EDIT/DISP] button to make it light.

2. Hold down the lit [EDIT/DISP] button and press the [TIE (LENGTH)] button.

The STEP LENGTH screen appears.

> STEP LENGTH
> 16

3. Use the [VALUE] knob to specify the length (number of steps).

Parameter	Value
STEP LENGTH	1–64

Even if you set this to a value that's shorter than the current step length, the data that now falls outside the playback region still remains.

Step Recording (STEP REC)

Here's how you can create step sequencer data by successively recording each individual step of your keyboard performance.

1. If you're in performance mode, use the PART SELECT [UPPER] [LOWER] buttons to select the part that you want to record.

2. Press the [STEP REC] button.

The first step blinks.

**3. Play one note on the keyboard.**

MEMO

- The note you play is recorded in step 1; you then automatically advance to step 2, and the [2] button blinks.
- By selecting multiple notes without releasing, you can record a chord.

Keyboard recording screen

Step number

```
REC: STEP  1
 C4  E4  G4  ----
```

Note number
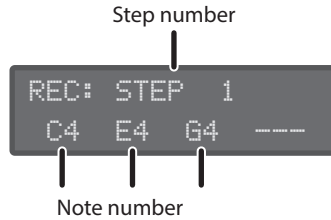
- You can use the [GATE] knob to specify the gate time. While holding down the key, operate the [GATE] knob.

```
REC: STEP  1
 GATE Time: 50%
```
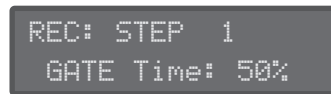
- You can record knob operations. While holding down a key, operate a knob. You can record up to four knob operations.

Knob recording screen

Name of parameter   No recorded data

```
Cutoff
 oo [100]  ---- ----
```

Knob operations   Currently-input value
are recorded

4. Repeat step 3 to record onto each step.

MEMO

- To specify a step as a rest, press the [REST] button.
- To erase the data from a step, press the [EDIT/DISP] + [REST (ERASE)] buttons, and in the ERASE screen choose "STEP" to execute.
- To enter a tie, hold down a key and press the [TIE (LENGTH)] button. The tie is entered, and you advance to the next step.
- If you want to change the step that you're recording, press one of the [01]–[16] buttons.
- When the [EDIT/DISP] button is lit, you can hold down the [SHIFT] button and press one of the STEP [1]–[4] buttons to change the area of steps from which to select (p. 14).

5. Press the [STEP REC] button to stop recording.

When you input the last step, step recording ends automatically.

As necessary, save the step sequencer data.

➡ "Saving Step Sequencer Data (PATTERN WRITE)" (p. 17)

Realtime Recording (REAL TIME REC)

Here's how you can create step sequencer data by recording your keyboard performance in real time. The recorded data is layered onto the step sequencer data that's selected.

MEMO

Step sequencer data is saved within the patch data.

1. Press the [EDIT/DISP] button to make it light.

2. In performance mode, use the PART SELECT [UPPER] [LOWER] buttons to select the part that you want to record.

16

3. Press the [REAL TIME REC] button.

4. Press the [START] button to start recording.

You can also start recording by pressing the [REAL TIME REC] button during playback.

5. Play the keyboard.

You can also record chords.

Knob operations are also recorded.

6. Press the [REAL TIME REC] button to stop recording.

As necessary, save the step sequencer data.

➡ "Saving Step Sequencer Data (PATTERN WRITE)" (p. 17)

Recording a Specific Step

1. Press the [EDIT/DISP] button to make it light.

2. Hold down the [1]–[16] button that you want to record, and press the key (or operate the knob) that you want to record.

3. Release the [1]–[16] button.

The key or knob operation is recorded.

MEMO

You can also record while the step sequencer is playing back.

If recorded data exists in the step that you record, the new data is added to the existing data.

Editing a Specific Step

1. Press the [EDIT/DISP] button to make it light.

2. Hold down the [EDIT/DISP] button and press the [1]–[16] button that you want to edit.

The screen shows the note(s) recorded in that step.

```
EDIT: STEP  1
 C4  E4  G4  ----
```

3. Press the key (or operate the knob) that you want to edit.

When you press a key, it overwrites and replaces the note(s) that had been recorded.

If you operate a knob, its data is added.

4. Use the cursor [◄] [►] buttons to select the parameter that you want to edit, and operate a knob.

```
Cutoff
 oo [100]  --- ---
```

You can also newly record knob operations.

5. Press the [EDIT/DISP] button.

Editing ends.

Saving Step Sequencer Data (PATTERN WRITE)

Step sequencer data is saved within the patch data (p. 11). You can save (overwrite) just the step sequencer data without writing the sound settings of the patch.

1. In performance mode, use the PART SELECT [UPPER] [LOWER] buttons to select a part that you want to save.

2. Hold down the [EDIT/DISP] button and press the [WRITE] button.

A confirmation message appears.

```
STEP SEQ write?
[Exit]:N [Ent]:Y
```

3. To save, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When saving is completed, the display indicates "Completed!"

```
        Completed!
```

Other Functions of the Step Sequencer (MENU)

When the [EDIT/DISP] button is lit, you can press the [MENU] button to make various settings for the step sequencer.

• Copy step sequencer data from another patch

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Connecting External Devices

Using the SYSTEM-8 as a MIDI Controller

You can use the SYSTEM-8 as a controller for PC software without using its internal sound engine.

1. Press the [MENU] button.

2. Use the Cursor [◀] [▶] buttons to select "SYSTEM," and then press the [ENTER] button.

3. Use the cursor [◀][▶] buttons to select "SOUND: Local Sw," and use the [VALUE] knob to select "SURFACE."

  * Pressing a key does not make the SYSTEM-8's internal sound engine produce sound.

  * The SYSTEM-8's internal sound engine does not produce sound even if MIDI is received.

Connecting an Analog Synthesizer via the CV/GATE Output

You can connect an analog synthesizer equipped with CV/GATE input jacks, and control its note on/off or pitch.

Jack	Explanation
GATE OUT jack	This jack outputs note on/off.
	Outputs +10 V.
CV OUT jack	This jack outputs pitch.
	If you've made transpose or octave shift settings, this voltage changes accordingly.
	This jack supports OCT/V (it does not support Hz/V).

➡ For details on these settings, refer to "SYSTEM: CV/GATE OUT" "PERFORM EDIT: CV/GATE OUT" (Reference manual PDF)."

  * If the CV/GATE OUT parameter "Src" is set to "Sound Module," the settings for "Bend Range," "Portamento," and "PortTime" are ignored.

Inputting an External Audio Source

Connect a microphone or synthesizer/rhythm machine.

Connecting a Computer via USB

In order to use the SYSTEM-8, you must download the driver from the following URL and install it on your computer.

For details on installation, refer to the following URL.

➡ **http://www.roland.com/support/**

  NOTE

  Do not connect the SYSTEM-8 to your computer before you have finished installing the driver.

  If you have already connected the SYSTEM-8, disconnect it, and then reconnect it after driver installation is completed.

Overall Settings for the SYSTEM-8

Accessing the MENU Screens

1. Press the [MENU] button.

2. Use the cursor [◄] [►] buttons to select the item that you want to edit, and press the [ENTER] button.

The corresponding edit screen appears.

3. Use the cursor [◄] [►] buttons to select the parameter that you want to edit, and then use the [VALUE] knobs to edit the setting of that parameter.

4. When you have finished making settings, press the [EXIT] button several times to return to the top screen.

Menu	Explanation
MASTER TUNE	Specify the basic pitch of the SYSTEM-8. This is saved within the system settings. ➡ "Reference Manual" (PDF)
CONDITION	Specifies the state (condition) of the analog sound engine circuit that is being modeled. This is saved within the patch data.
SYSTEM	Make settings of the entire SYSTEM-8.
PERFORM EDIT (only in performance mode)	Access the performance edit screen. ➡ "Editing a Performance" (p. 10)
PART EDIT (only in performance mode)	Access the part edit screen. ➡ "Making settings for each part" (p. 10)
PATCH EDIT	Access the patch edit screen. Here you can access patch settings other than the settings edited by the panel controls. ➡ "Editing a Patch" (p. 10)
UTILITY	Access various utility functions. ➡ "Convenient Functions (UTILITY)" (p. 19)
VERSION INFO	View the SYSTEM-8's system program version. ➡ "Reference Manual" (PDF)
PLUG-OUT INFO	Shows the version of the plug-out.

Making System Settings (SYSTEM)

Here's how to make overall settings for the SYSTEM-8 itself.

1. Press the [MENU] button.

2. Use the Cursor [◄] [►] buttons to select "SYSTEM," and then press the [ENTER] button.

The SYSTEM screen appears.

```
GENERAL:
LCD Contrast  10
```

3. Hold down the [SHIFT] button and use the cursor [◄] [►] buttons to select the menu item that you want to edit.

4. Use the cursor [◄] [►] buttons to select the parameter that you want to edit, and then use the [Value] knobs to edit the setting of that parameter.

➡ For details on the parameters, refer to "Reference Manual" (PDF).

5. Press the [Exit] button several times to return to the top screen.
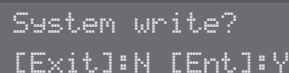
Saving the System Settings

1. Press the [WRITE] button.

The WRITE screen appears.

```
<WRITE>     [Ent]
◄SYSTEM*
```

2. Press the cursor [►] button several times to select "SYSTEM," and then press the [ENTER] button.

A confirmation message appears.

```
System write?
[Exit]:N [Ent]:Y
```

3. To save, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When saving is completed, the display indicates "Completed!"

```
Write Completed!
```

* NEVER turn the power off while you are saving settings.

MEMO

You can also save the system settings by pressing the [WRITE] button in the system setting screen.

Convenient Functions (UTILITY)

1. Press the [MENU] button.

2. Use the Cursor [◄] [►] buttons to select "UTILITY," and then press the [ENTER] button.

The UTILITY screen appears.

```
UTILITY     [Ent]
 BACKUP        ►
```

3. Use the Cursor [◄] [►] buttons to select the item that you want to edit, and press the [Enter] button.

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

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Formatting an SD Card (SD CARD FORMAT)

SD cards are sold separately. Please obtain a SD card separately.

* Never turn off the power or remove the memory card during the execution of the "WRITE" or "BACKUP."

* Carefully insert the memory cards all the way in—until it is firmly in place.

* Depending on the manufacturer or type of memory card, it might not be possible for the SYSTEM-8 to correctly save or read data on the card.

* The memory card write protect feature (LOCK)

Write protect switch

The contents of the memory card can be protected by write protecting it.

To write protect a card, slide the write protect switch on the side of the memory card to the "LOCK" position. Unlock write protect to write data to the card.
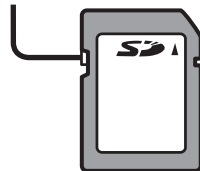
* All memory cards eventually wear out. We recommend that you consider the memory card not as a permanent storage site, but as a place to store data temporarily. We also recommend that you back up important data onto the another media that is supported by your unit.

1. Press the [MENU] button.

2. Use the Cursor [◄] [►] buttons to select "UTILITY," and then press the [ENTER] button.

3. Use the cursor [◄] [►] buttons to select "SD CARD FORMAT," and then press the [ENTER] button.

A confirmation message appears.

```
Format SD Card?
[Exit]:N [Ent]:Y
```

4. To execute formatting, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

Formatting is completed when the screen indicates "Completed!."

Backing Up Data to SD Card (BACKUP)

1. Press the [MENU] button.

2. Use the Cursor [◄] [►] buttons to select "UTILITY," and then press the [ENTER] button.

3. Use the Cursor [◄] [►] buttons to select "BACKUP," and then press the [ENTER] button.

4. Assign a file name to the backup.

```
BACKUP NAME[Ent]
Sys8_bak     .bin
```

Use the cursor [◄] [►] buttons to move the cursor.
Use the [VALUE] knob to select the character.

5. Press the [ENTER] button.

A confirmation message appears.

```
Backup?
[Exit]:N [Ent]:Y
```

MEMO

If a backup file with the same file name already exists, the confirmation message "Overwrite?" appears.

6. To back up, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When the backup is completed, the screen indicates "Completed!"

Restoring Data That Was Backed Up to SD Card (RESTORE)

NOTE

All data and settings are rewritten when you execute the restore operation. If your SYSTEM-8 contains important data, assign it a different name and back it up to an SD card before you restore.

1. Press the [MENU] button.

2. Use the Cursor [◄] [►] buttons to select "UTILITY," and then press the [ENTER] button.

3. Use the Cursor [◄] [►] buttons to select "RESTORE," and then press the [ENTER] button.

4. Use the cursor [◄][►] buttons to select the file that you want to restore.

```
RESTORE    [Ent]
sys8_bak.bin
```

5. Press the [ENTER] button.

A confirmation message appears.

```
Restore?
[Exit]:N [Ent]:Y
```

6. To restore, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When the restore is completed, the screen indicates "Completed!"

```
   Completed!
 Turn off power.
```

7. Turn the power of the SYSTEM-8 off, then on again.

Returning to the Factory Settings (FACTORY RESET)

1. Press the [MENU] button.

2. Use the Cursor [◄] [►] buttons to select "UTILITY," and then press the [ENTER] button.

The UTILITY screen appears.

```
UTILITY    [Ent]
  BACKUP        ▶
```

3. Use the cursor [◄] [►] buttons to select "FACTORY RESET," and then press the [ENTER] button.

```
Sel Target [Ent]
           ALL
```

4. Use the [VALUE] knob to select the item that you want to factory-reset.

Item	Explanation
ALL	All of the SYSTEM-8's settings/patches/ performances, including PLUG-OUT 1–3, are reset to their factory-set state.
EXCEPT PLUG-OUT	Only the SYSTEM-8's settings/patches/ performances, and not PLUG-OUT 1–3, are reset to their factory-set state.
SYSTEM-8 PATCH	Only the SYSTEM-8's patches are reset to their factory-set state.
PLUG-OUT 1	Only the settings/patches/performances of a synthesizer installed in PLUG-OUT 1–3 are reset to their factory-set state.
PLUG-OUT 2	
PLUG-OUT 3	

5. Press the [ENTER] button.

A confirmation message appears.

```
Factory Reset?
[Exit]:N [Ent]:Y
```

6. To execute, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When the factory reset is completed, the screen indicates "Completed!"

```
    Completed!
  Turn off power.
```

7. Turn the power of the SYSTEM-8 off, then on again.

Removing a PLUG-OUT (PLUG-OUT REMOVE)

1. Press the [MENU] button.

2. Use the Cursor [◄] [►] buttons to select "UTILITY," and then press the [ENTER] button.

The UTILITY screen appears.

3. Use the cursor [◄] [►] buttons to select "REMOVE PLUG-OUT (PLUG-OUT REMOVE)," and press the [ENTER] button.

4. Press the [PLUG-OUT 1]–[PLUG-OUT 3] button of the plug-out that you want to remove.

The plug-out name is shown. If you want to select it as the plug-out to remove, press the [ENTER] button.

```
SelectModel[Ent]
PLG1:PlugOutName
```

A confirmation message appears.

```
Plug-Out Delet?
[Exit]:N [Ent]:Y
```

5. To remove the plug-out, press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

When the plug-out is removed, the screen indicates "Completed!"

Making the Power Automatically Turn Off After a Time (Auto Off)

1. Press the [MENU] button.

2. Use the Cursor [◄] [►] buttons to select "SYSTEM," and then press the [ENTER] button.

3. Use the Cursor [◄] [►] buttons to select "Auto Off" and use the [VALUE] knob to change the setting.

If you don't want the unit to turn off automatically, choose "OFF" setting.

```
GENERAL:
Auto Off  240min
```

Parameter	Value
Auto Off	Off, 30min, 240min

4. Press the [EXIT] button several times to return to the top screen.

English

日本語

Deutsch

Français

Italiano

Español

Português

Nederlands

Error Messages

Message	Meaning	Action
SDCard NotReady!	The SD card is not inserted, or is inserted incompletely.	Turn off the unit, firmly insert the SD card, and then turn on the unit once again (p. 8).
	The SD card was removed after you selected data that was on the SD card.	
	The format of the SD card is invalid.	Use the SYSTEM-8 to format the SD card (p. 20).
Read Error!	Data could not be read from the SD card.	Make sure that the SD card is correctly inserted.
	The file is damaged.	Do not use this file.
Write Error!	Data could not be written to the SD card.	Make sure that the SD card is correctly inserted.
	The format of the SD card is invalid.	Use the SYSTEM-8 to format the SD card (p. 20).
SD Card Full!	There is insufficient space on the SD card.	Delete unneeded data.
Sys Mem Damaged!	The contents of the SYSTEM-8's save area may be damaged.	Execute the factory reset operation (p. 21). If this does not solve the problem, contact your dealer or customer support.
MIDI Buff Full!	An unusually large amount of MIDI data was received, and could not be processed.	Reduce the amount of MIDI messages that are being transmitted.

Message	Meaning	Action
MIDI Offline!	The MIDI IN connection was broken.	Check that there is no problem with the MIDI cable connected to the SYSTEM-8's MIDI IN, and that the MIDI cable was not disconnected.
Program Error!	The SYSTEM-8 was unable to start up. The program could not be read correctly. Alternatively, the system update program may be invalid.	Use the correct program to perform the update once again. If this does not solve the problem, contact your dealer or customer support.
Now Playing!	Since the SYSTEM-8 is playing, this operation cannot be executed.	Stop playback before you execute the operation.
Now Recording!	Since the SYSTEM-8 is recording, this operation cannot be executed.	Stop recording before you execute the operation.
Not Found!	The file was not found on the SD card.	Make sure that the file exists on the SD card.

Main Specifications

Roland SYSTEM-8: PLUG-OUT Synthesizer

Key	49 keys (with velocity)
Power Supply	AC adaptor
Current draw	2 A
Dimensions	881 (W) x 364 (D) x 109 (H) mm 34-11/16 (W) x 14-3/8 (D) x 4-5/16 (H) inches
Weight (excluding AC adaptor)	5.9 kg 13 lbs 1 oz
Accessories	Owner's manual, AC adaptor, Power cord
Options	**Keyboard stand:** KS-18Z (*) **Pedal Switch:** DP series **Expression Pedal:** EV-5 * When using the KS-18Z ensure that the height of the unit is one meter or lower.

* In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.

USING THE UNIT SAFELY

⚠ WARNING

To completely turn off power to the unit, pull out the plug from the outlet

Even with the power switch turned off, this unit is not completely separated from its main source of power. When the power needs to be completely turned off, turn off the power switch on the unit, then pull out the plug from the outlet. For this reason, the outlet into which you choose to connect the power cord's plug should be one that is within easy reach and readily accessible.

Concerning the Auto Off function

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 21).

Use only the stand that is recommended

This unit should be used only with a stand that is recommended by Roland.

Do not place in a location that is unstable

When using the unit with a stand recommended by Roland, the stand must be carefully placed so it is level and sure to remain stable. If not using a stand, you still need to make sure that any location you choose for placing the unit provides a level surface that will properly support the unit, and keep it from wobbling.

Precautions regarding placement of this unit on a stand

Be sure to follow the instructions in the Owner's Manual carefully when placing this unit on a stand (p. 7).

If it is not set up properly, you risk creating an unstable situation which could lead to the unit falling or the stand toppling, and may result in injury.

Use only the supplied AC adaptor and the correct voltage

Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.

Use only the supplied power cord

Use only the attached power cord. Also, the supplied power cord must not be used with any other device.

⚠ CAUTION

Use only the specified stand(s)

This unit is designed to be used in combination with specific stands (KS-18Z) manufactured by Roland. If used in combination with other stands, you risk sustaining injuries as the result of this product dropping down or toppling over due to a lack of stability.

Evaluate safety issues before using stands

Even if you observe the cautions given in the owner's manual, certain types of handling may allow this product to fall from the stand, or cause the stand to overturn. Please be mindful of any safety issues before using this product.

Handle the ground terminal carefully

If you remove the screw from the ground terminal, be sure to replace it; don't leave it lying around where it could accidently be swallowed by small children. When refastening the screw, make that it is firmly fastened, so it won't come loose.

IMPORTANT NOTES

Placement

- Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.

- Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface.

Repairs and Data

- Before sending the unit away for repairs, be sure to make a backup of the data stored within it; or you may prefer to write down the needed information. Although we will do our utmost to preserve the data stored in your unit when we carry out repairs, in some cases, such as when the memory section is physically damaged, restoration of the stored content may be impossible. Roland assumes no liability concerning the restoration of any stored content that has been lost.

Additional Precautions

- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, try to make a habit of creating regular backups of the data you've stored in the unit.

- Roland assumes no liability concerning the restoration of any stored content that has been lost.

- Never strike or apply strong pressure to the display.

- 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.

- Do not use connection cables that contain a built-in resistor.

Using External Memories

- Please observe the following precautions when handling external memory devices. Also, make sure to carefully observe all the precautions that were supplied with the external memory device.
  - Do not remove the device while reading/writing is in progress.
  - To prevent damage from static electricity, discharge all static electricity from your person before handling the device.

Intellectual Property Right

- It is forbidden by law to make an audio recording, video recording, copy or revision of a third party's copyrighted work (musical work, video work, broadcast, live performance, or other work), whether in whole or in part, and distribute, sell, lease, perform or broadcast it without the permission of the copyright owner.

- Do not use this product for purposes that could infringe on a copyright held by a third party. We assume no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this product.

- The copyright of content in this product (the sound waveform data, style data, accompaniment patterns, phrase data, audio loops and image data) is reserved by Roland Corporation.

- Purchasers of this product are permitted to utilize said content (except song data such as Demo Songs) for the creating, performing, recording and distributing original musical works.

- Purchasers of this product are NOT permitted to extract said content in original or modified form, for the purpose of distributing recorded medium of said content or making them available on a computer network.

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