

# New and modified functions on the AE-30

This document explains the newly added and modified functions on the AE-30 with the updated firmware version. Refer to this material along with the “AE-30 Owner’s Manual” and the “Parameter Guide” (Roland website).

## Functions that have changed in Ver. 3.20

### Instantly recalling a user scene

With the scene shortcut function, you can now recall user scenes for the currently selected user bank.

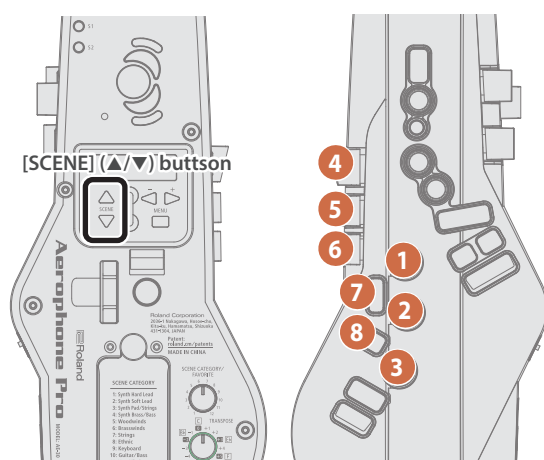
By pressing one of the performance keys [1]–[8] while holding down the [SCENE] (▲/▼) button, you can instantly recall a user scene for the currently selected user bank.

This is a convenient way to switch scenes during a live performance.

For instance, when U03-01 is selected and you press [8] while holding down the [SCENE] (▲) button, U03-08 is selected.

When a preset scene is selected, scenes U01-01 through U01-08 are selected according to the performance key you press ([1]–[8]).

\* Enabled when Scene Shortcut in system settings is “On”



## New functions in Ver. 3.00

### On/off display for [S1]/[S2] buttons

The on/off status of the [S1]/[S2] button is shown at the top of the screen.

You can assign two functions each to the [S1] and [S2] buttons. The icon appears if the function for one of these buttons is ON.



### Scale tuning

You can use the scale tuning function to configure the tuning that's used.

This lets you use tuning methods such as just tuning, Pythagorean and so on, and you can also adjust the pitch for each note in the scale. Refer to the "Parameter Guide" (Roland website) for the settings.

### Intelligent harmony

This function adds harmonies to what you play, according to the key you've selected.

From the menu screen, select "Intelligent" for "Harmony Type". This adapts the menu items related to the harmony function for playing intelligent harmonies. Set "Harmony Type" to "Normal" to return to the normal harmony feature.

| Parameter        | Value                                                                                                                                                                  | Explanation                                                                                                                                          |
|------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|
| Harmony Type     | Normal, Intelligent                                                                                                                                                    | Selects the type of harmony.                                                                                                                         |
| Int. Hrmny Scale | Major, Minor                                                                                                                                                           | Sets the scale for intelligent harmony.<br>* This is enabled when "Harmony Type" is "Intelligent".                                                   |
| Int. Hrmny Key   | C-B                                                                                                                                                                    | Sets the root for the intelligent harmony.<br>* This is enabled when "Harmony Type" is "Intelligent".                                                |
| Int. Harmony 1   | Oct below, 7th below, 6th below, 5th below,<br>4th below, 3rd below, 2nd below, Off, 2nd above,<br>3rd above, 4th above, 5th above, 6th above,<br>7th above, Oct above | Selects the scale note (pitch) for the harmony.<br>Up to four harmony notes can be added.<br>* This is enabled when "Harmony Type" is "Intelligent". |
| Int. Harmony 2   |                                                                                                                                                                        |                                                                                                                                                      |
| Int. Harmony 3   |                                                                                                                                                                        |                                                                                                                                                      |
| Int. Harmony 4   |                                                                                                                                                                        |                                                                                                                                                      |

| Example                                        | Setting                                                                                                                                                                                                                                                       |
|------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Adding the third to a melody played in C major | Set "Int. Hrmny Scale" to "Major", "Int. Hrmny Key" to "C" and "Int. Harmony 1" to "3rd above".<br><ul style="list-style-type: none"> <li>When you play a C, the harmony note is E.</li> <li>When you play a D, the harmony note is F.</li> </ul>             |
| Adding the third to a melody played in C minor | Set "Int. Hrmny Scale" to "Minor", "Int. Hrmny Key" to "C" and "Int. Harmony 1" to "3rd above".<br><ul style="list-style-type: none"> <li>When you play a C, the harmony note is E<sup>b</sup>.</li> <li>When you play a D, the harmony note is F.</li> </ul> |

### Just intonation added to harmony function

You can now alter the pitch of harmony notes that are added when you use the harmony function, tuning them to just intonation.

| Parameter    | Value      | Explanation                                                                                                    |
|--------------|------------|----------------------------------------------------------------------------------------------------------------|
| Harmony Tune | Scale Tune | The pitches of harmony notes added by the harmony function follow the tuning set with the scale tune function. |
|              | Just       | The pitch of harmony notes that are added when you use the harmony function are tuned in just intonation.      |

## Exporting and importing user scenes

You can now export user scenes or import user scenes from another AE-30 or AE-20.

- \* If this is the first time you're using the USB flash drive, format it on the Aerophone. Refer to the "Parameter Guide" (Roland website) for how to format the media.
- \* You can only export the imported user samples or multisamples via the steps listed in "Backing Up/Restoring Scene Settings" ("Parameter Guide" (Roland website)) or "AE-30 Exporting User Scenes" ("Parameter Guide" (Roland website)).

### Exporting

There are two ways to export the user scenes, either by selecting more than one target user scene from all of the scenes, or by selecting one target bank.

- \* The target tones or samples are also automatically exported when the user scene is using a user tone, or when a user tone that's being used by a user scene contains a user sample.

#### Selecting from all user scenes

1. While holding down the [MENU] button, turn on the power.  
Hold down the [MENU] button until the Roland logo disappears.
2. Insert the USB flash drive into the USB port of this instrument.
3. Use the [◀] [▶] buttons to select "Export Scene", and then press the [MENU] button.



4. Press the [▶] button and select "YES".  
To cancel, press the [◀] button and select "NO".
5. Select the user scenes to export.  
Use the [▲] [▼] buttons to switch between scenes, use the [▶] button to select, and use the [◀] button to disregard your selection.  
A [+] mark is shown on the selected user scene number.



6. Press the [MENU] button.
7. Enter the file name.



- Use the [◀] [▶] buttons to move the cursor, and use the [▲] [▼] buttons to input the characters.  
Press the [S1] button to insert a character, and press the [S2] button to delete a character.
8. Press the [MENU] button.  
"Export OK?" is shown on the screen.
  9. To continue exporting, press the [▶] button and then select "YES".  
To cancel, press the [◀] button and select "NO".  
When export is finished, the message "Completed" appears.
  10. Press the [MENU] button to return to the Export Scene screen.

#### Selecting a single bank

1. While holding down the [MENU] button, turn on the power.  
Hold down the [MENU] button until the Roland logo disappears.
2. Insert the USB flash drive into the USB port of this instrument.
3. Use the [◀] [▶] buttons to select "Export Scene Bank", and then press the [MENU] button.



4. Press the [▶] button and select "YES".  
To cancel, press the [◀] button and select "NO".
5. Select the bank to export.  
Use the [▲] [▼] buttons to switch between banks, and press the [MENU] button.



6. Enter the file name.  
Use the [◀] [▶] buttons to move the cursor, and use the [▲] [▼] buttons to input the characters.  
Press the [S1] button to insert a character, and press the [S2] button to delete a character.
7. Press the [MENU] button.  
"Export OK?" is shown on the screen.
8. To continue exporting, press the [▶] button and then select "YES".  
To cancel, press the [◀] button and select "NO".  
When export is finished, the message "Completed" appears.
9. Press the [MENU] button to return to the Export Scene Bank screen.

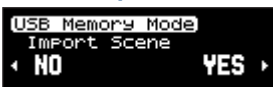
## Importing

There are two ways to import, either by selecting the user scenes one at a time or by overwriting a bank.

### Selecting one user scene at a time

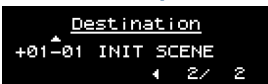
1. While holding down the [MENU] button, turn on the power.  
Hold down the [MENU] button until the Roland logo disappears.

2. Connect the USB flash drive containing the user scene to the USB port of this instrument.
3. Use the [◀] [▶] buttons to select "Import Scene", and then press the [MENU] button.



4. Press the [▶] button and select "YES".  
To cancel, press the [◀] button and select "NO".
5. Use the [◀] [▶] buttons to select the file to import, and press the [MENU] button.
6. Select the user scene to import.  
Use the [▲] [▼] buttons to switch between scenes, use the [▶] button to select, and use the [◀] button to disregard your selection.  
A [+] mark is shown on the selected user scene number.

7. Press the [MENU] button.
8. Select the import destination for the user scene.

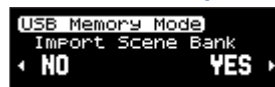


- Use the [▲] [▼] buttons to switch between scenes, use the [▶] button to select, and use the [◀] button to disregard your selection.  
A [+] mark is shown on the selected user scene number.
9. Press the [MENU] button.  
"Import OK?" is shown on the screen.
10. To continue importing, press the [▶] button and then select "YES".  
To cancel, press the [◀] button and select "NO".  
When import is finished, the message "Completed" appears.
11. Press the [MENU] button to return to the Import Scene screen.

### Overwriting a bank

1. While holding down the [MENU] button, turn on the power.  
Hold down the [MENU] button until the Roland logo disappears.

2. Connect the USB flash drive containing the user scene to the USB port of this instrument.
3. Use the [◀] [▶] buttons to select "Import Scene Bank", and then press the [MENU] button.



4. Press the [▶] button and select "YES".  
To cancel, press the [◀] button and select "NO".
5. Use the [◀] [▶] buttons to select the file to import, and press the [MENU] button.
6. Select the import destination bank.



- Use the [▲] [▼] buttons to switch between banks, and press the [MENU] button.  
"Import OK?" is shown on the screen.
7. To continue importing, press the [▶] button and then select "YES".  
To cancel, press the [◀] button and select "NO".  
When import is finished, the message "Completed" appears.
8. Press the [MENU] button to return to the Import Scene Bank screen.

## Support for tones with user samples

You can now import and use tones that were created on another instrument, such as the FANTOM-6/7/8, FANTOM-06/07/08 that contain user samples or multisamples.

You can import up to 128 user samples and multisamples respectively.

- \* If this is the first time you're using the USB flash drive, format it on the Aerophone. Refer to the "Parameter Guide" (Roland website) for how to format the media.
- \* You can only export the imported user samples or multisamples via the steps listed in "Backing Up/Restoring Scene Settings" ("Parameter Guide" (Roland website)) or "AE-30 Exporting User Scenes" ("Parameter Guide" (Roland website)).

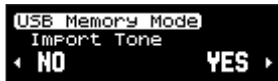
**1. Save the SVZ file that contains the tones to the "ROLAND/SOUND" folder on your USB flash drive.**

**2. While holding down the [MENU] button, turn on the power.**

Hold down the [MENU] button until the Roland logo disappears.

**3. Connect the USB flash drive containing the SVZ file to the USB port of this instrument.**

**4. Use the [◀] [▶] buttons to select "Import Tone", and then press the [MENU] button.**



**5. Press the [▶] button and select "YES".**

To cancel, press the [◀] button and select "NO".

**6. Use the [◀] [▶] buttons to select the file to import, and press the [MENU] button.**

**7. Select the tone to import.**

Use the [▲] [▼] buttons to switch between scenes, use the [▶] button to select, and use the [◀] button to disregard your selection.

A [+] mark is shown on the selected tone number.

**8. Press the [MENU] button.**

**9. Select the import destination for the tone.**

Use the [▲] [▼] buttons to switch between scenes, use the [▶] button to select, and use the [◀] button to disregard your selection.

A [+] mark is shown on the selected tone number.

**10. Press the [MENU] button.**

**11. A scene is generated for the imported tone.**

Use the [▲] [▼] buttons to switch between scenes, use the [▶] button to select, and use the [◀] button to disregard your selection.

A [+] mark is shown on the selected user scene number.

**12. Press the [MENU] button.**

"Import OK?" is shown on the screen.

**13. To continue importing, press the [▶] button and then select "YES".**

To cancel, press the [◀] button and select "NO".

When import is finished, the message "Completed" appears.

**14. Press the [MENU] button to return to the Import Tone screen.**

## MEMO