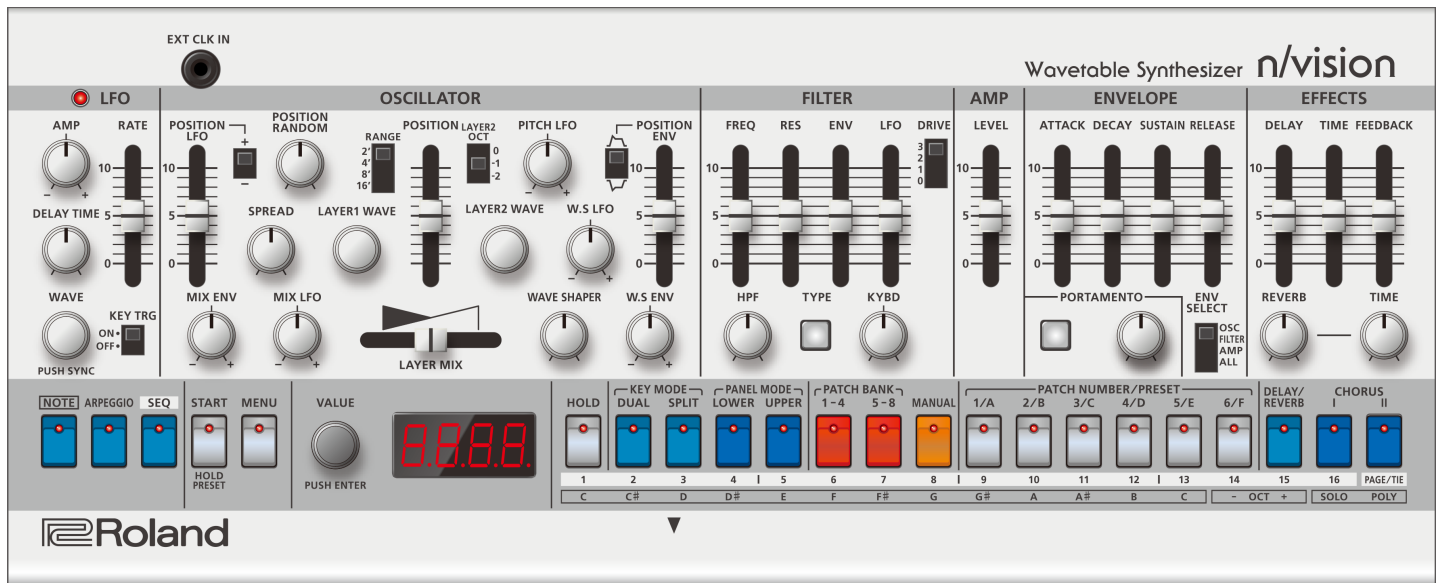




n/vision

Reference Manual

Before using this unit, carefully read "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (leaflet "USING THE UNIT SAFELY" and [Reference Manual \(p. 2\)](#)). After reading, keep the document(s) where it will be available for immediate reference.

Introduction

The n/vision is a sound module that can be used along with the K-25m keyboard unit.

This unit operates on batteries or USB bus power, and features a built-in speaker to produce sound.

Using this unit along with the K-25m keyboard unit

By using this unit along with the K-25m, you can play notes with the keyboard, input patterns using the keyboard and so forth.

Refer to the K-25m Owner's Manual for how to attach, remove and adjust the angle of this unit.

Using this unit along with the Boutique Dock DK-01 (sold separately)

When using this unit along with the DK-01, you can adjust its angle during setup.

Refer to the DK-01 Owner's Manual for how to attach, remove and adjust the angle of this unit.

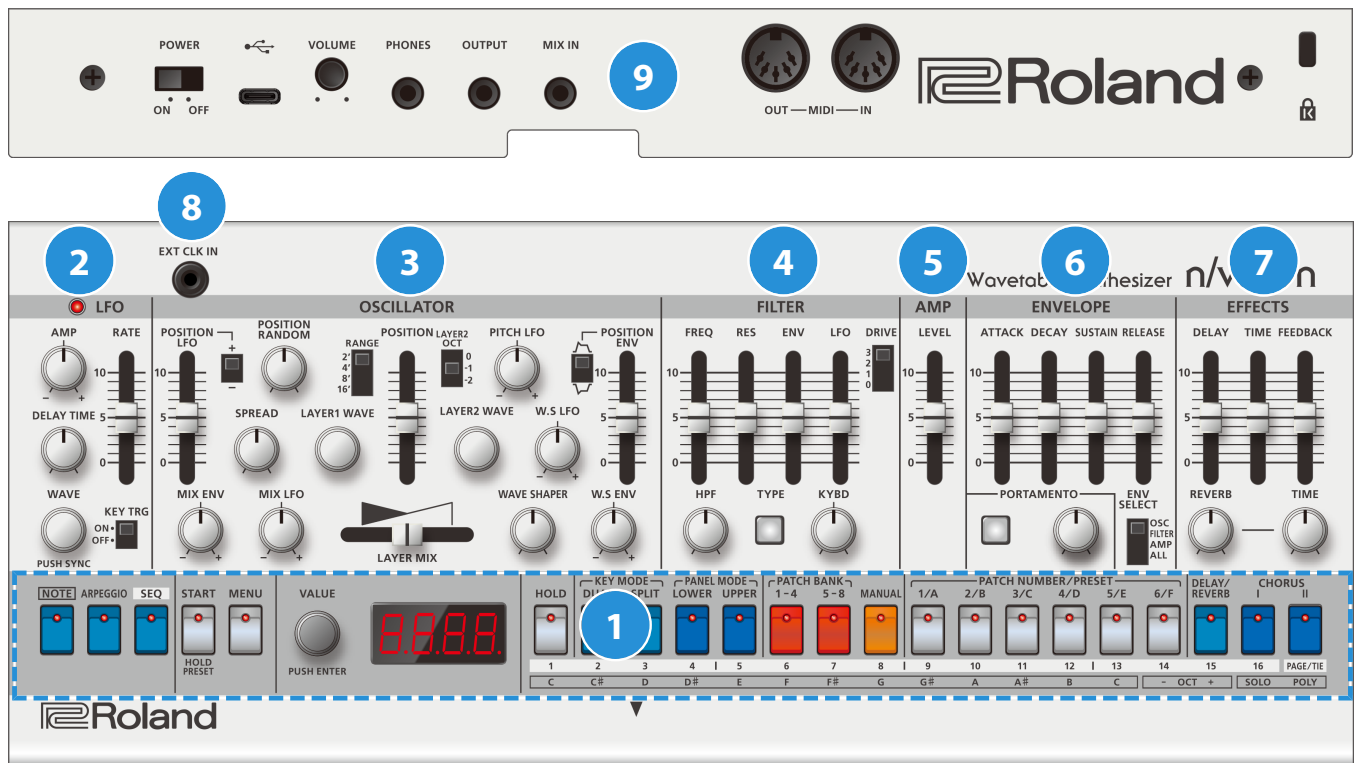
Triggering this unit with MIDI and USB signals

You can play the n/vision by sending it MIDI or USB signals. For details, refer to "[Rear panel \(p. 12\)](#)" and "[Configuring the MIDI settings \(p. 50\)](#)".

IMPORTANT NOTES

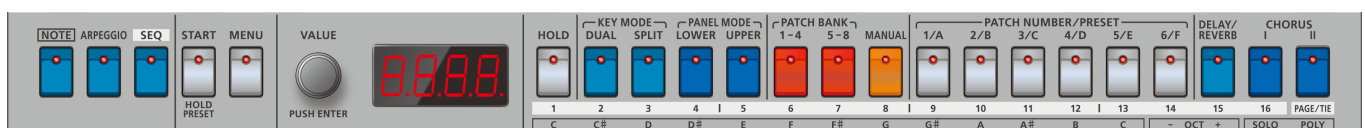
- * This unit operates on batteries or USB bus power. If you are using batteries, insert four AA batteries in the correct orientation.
- * If you handle the batteries improperly, you risk explosion and fluid leakage. Make sure that you carefully observe all of the items related to batteries that are listed in "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (the leaflet "USING THE UNIT SAFELY").
- * "bāL.L" is shown when the batteries are nearly depleted. Replace the batteries with new ones.
- * A commercially available USB AC adaptor (5 V $\overline{\text{~}}$ /500 mA or greater) is required to power this unit via the USB port. Some USB AC adaptors may not work with this instrument, depending on the manufacturer and type.
- * When turning the unit over, be careful so as to protect the buttons and knobs from damage. Handle the instrument carefully; do not drop it or allow it to topple over.
- * When attaching the sound module or adjusting the angle, be careful not to get your fingers pinched between the movable parts and this unit. In places where small children are present, make sure that an adult provides supervision and guidance.

Panel descriptions



- 1 "Control section (p. 3)"
- 2 "LFO section (p. 4)"
- 3 "OSCILLATOR section (p. 5)"
- 4 "FILTER section (p. 7)"
- 5 "AMP section (p. 9)"
- 6 "ENVELOPE section (p. 10)"
- 7 "EFFECTS section (p. 10)"
- 8 "EXT CLK IN jack (p. 12)"
- 9 "Rear panel (p. 12)"

Control section



Panel descriptions

MEMO

If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Controller		Explanation
[NOTE] button		If this is on, note mode is enabled. In note mode, you can use the [1]–[13] buttons as a keyboard. For details, refer to “ Using the [1]–[13] buttons as a keyboard (NOTE) (p. 21) ”.
[ARPEGGIO] button		Turns the arpeggio on/off. The arpeggio plays when the unit is in note mode or when you play a chord on the keyboard of the K-25m. Long-press the button to show the arpeggio settings menu.
[SEQ] button		If this is on, the unit enters sequencer mode. In sequencer mode, you can edit the sequencer by using the [1]–[16] buttons as the step buttons. Long-press this button to display the sequencer settings menu. For details, refer to “ Making sequencer settings (p. 33) ”.
[START] (HOLD PRESET) button		Plays back (the button lights up) or stops the sequencer (the button goes dark). Press this button together with the [1–4]–[5–8] buttons and the [1/A]–[6/F] buttons to switch to different patterns.
[MENU] button		Displays the settings menu. This configures the overall settings for this unit. When the [SEQ] button is on, this displays the sequencer settings menu.
[VALUE] knob		Turn: Edits the parameter's value. Press: Confirms an operation or value.
Display		Shows the bank and patch number, parameter value and tempo.
[1]–[16] buttons (step buttons), [PAGE/TIE] button		Use these buttons to switch between patches (number/bank), and to input notes into the sequencer.
	HOLD	When this is on, the keys you pressed are sustained (held down).
	KEY MODE (DUAL)	Plays two parts at the same time.
	KEY MODE (SPLIT)	Splits the keyboard into two zones, each with its own part.
	PANEL MODE	Selects the part to operate.
	PATCH BANK, PATCH NUMBER/ PRESET	Selects a patch.
	MANUAL	Applies the current knob and slider positions to the selected tone. To apply the settings, press the button again.
	DELAY/REVERB	Lets you configure the delay/reverb effect.
	CHORUS I, CHORUS II	Turns the chorus effects on and off. Long-press a button to configure the effect.

LFO section

This section adds cyclical change (a swelling effect) to the sound.



MEMO

If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Controller (Parameter name)	Value	Explanation
[AMP] knob (LFO Amp Depth)	-100—+100	Sets how much the LFO is applied to the volume.
[DELAY TIME] knob (LFO Delay Time)	0–127	Sets the time it takes before the LFO effect begins after you press a key. The larger the value, the longer it takes for the LFO effect to start after you play the keyboard.
[WAVE] knob (LFO Waveform)	Selects the LFO waveform.	
	<i>S i n E</i>	SINE: Sine wave
	<i>t r i</i>	TRI: Triangle wave
	<i>S A W U</i>	SAW-UP: Sawtooth wave
	<i>S A W d</i>	SAW-DOWN: Sawtooth wave (negative polarity)
	<i>S Q r</i>	SQR: Square wave
	<i>r n d</i>	RND: Random wave
Press the [WAVE] knob. (LFO Rate Sync)	OFF, ON	Turn this "ON" to sync the LFO cycle with the tempo.
[RATE] slider (LFO Rate)	Sets the speed of the LFO cycle.	
	0–127	Sets the LFO cycle irrespective of the tempo. The larger the value, the shorter the LFO cycle. * This works when LFO Rate Sync is "OFF".
	<i>64t, 1_64, 32t, 1_32, 16t, 1_32, 1_16, 1_8t, 1_16, 1_8, 1_4t, 1_8, 1_4, 1_2t, 1_4, 1_2, 1t, 1_2, 1_2t, 1, 2, 4</i> "About note values (p. 67)"	Sets the LFO cycle as a note length. * This works when LFO Rate Sync is "ON".
[KEY TRG] switch (LFO Key Trigger)	OFF, ON	Sets whether to synchronize the start of the LFO cycle with the timing you use when pressing the keys ("ON" to synchronize, "OFF" to disable).

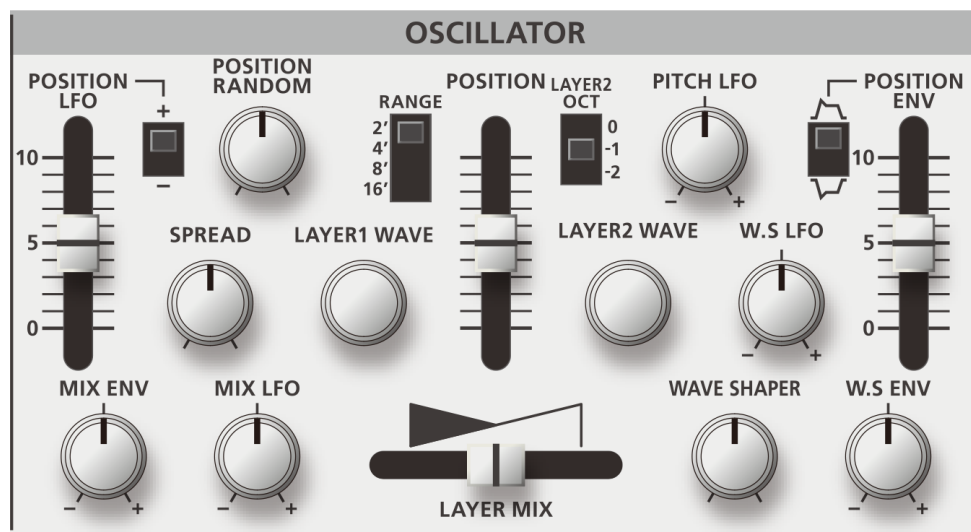
OSCILLATOR section

The oscillator section is used for editing the wavetable OSC.

Panel descriptions

Select the wavetable that determines the character of the sound, and set the pitch.

You can use two layers to stack and play different wavetable sounds.



MEMO

If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

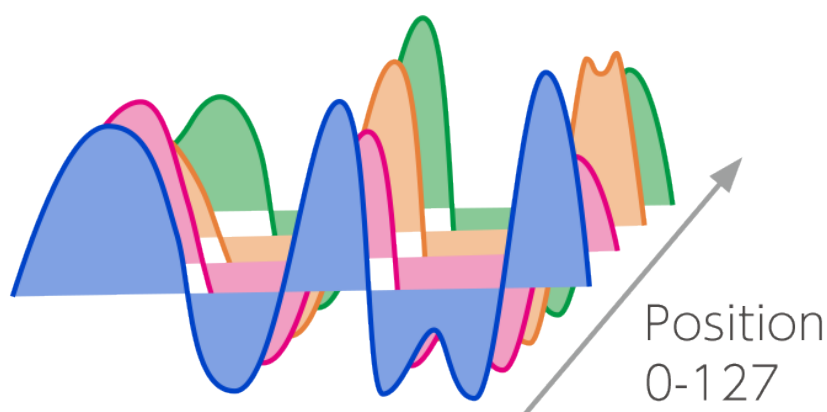
Controller (Parameter name)	Value	Explanation
[POSITION LFO] slider [POSITION LFO] switch (Position LFO Depth)	0 to +63 (when [POSITION LFO] switch is "+") -63 to 0 (when [POSITION LFO] switch is "-")	Sets the intensity of change of the Wavetable Position according to the LFO. * This is enabled when Drawing Switch (p. 48) is "OFF". * The range differs according to the value of the [POSITION LFO] switch.
[POSITION RANDOM] knob (Position Random Sens)	0–63	Sets how randomly the Wavetable Position changes when a key is pressed. * This is enabled when Drawing Switch (p. 48) is "OFF".
[SPREAD] knob (Spread Depth)	0 (OFF), 1–20	Setting the Spread to a higher value gives a wider stereo sound. MEMO * When the Spread function is set to 1 or more, the polyphony is reduced. * When you turn the knob from the "OFF" position, the Spread effect is applied to the notes that sound thereafter.
[RANGE] switch (Range)	16', 8', 4', 2'	Sets the octave for the patch.
[POSITION] slider (Position)	0–127	Sets the Wavetable Position for layers 1 and 2. * This is enabled when Drawing Switch (p. 48) is "OFF".
[LAYER1 WAVE] knob (Wave Layer1 Number)	001–063	Selects the Wavetable No. for layer 1. * This is enabled when Drawing Switch (p. 48) is "OFF".
[LAYER2 WAVE] knob (Wave Layer2 Number)	001–063	Selects the Wavetable No. for layer 2. * This is enabled when Drawing Switch (p. 48) is "OFF".
[LAYER2 OCT] switch (Layer2 Octave Down)	-2–0	Sets the amount of octaves by which to lower layer 2. * This is enabled when Drawing Switch (p. 48) is "OFF". * The effect is applied when the note plays again after the switch setting has been changed.
[PITCH LFO] knob (LFO Pitch Depth)	-63–+63	Sets how much the LFO is applied to the pitch.

Controller (Parameter name)	Value	Explanation
[POSITION ENV] slider [POSITION ENV] switch (Position Env Depth)	0 to +63 (when [POSITION ENV] switch is "NORMAL") -63 to 0 (when [POSITION ENV] switch is "INVERT")	Sets the intensity of change of the Wavetable Position according to the OSC Envelope. * This is enabled when Drawing Switch (p. 48) is "OFF". * The range differs according to the value of the [POSITION ENV] switch. The effect is applied if you operate the [POSITION ENV] slider after you have toggled the [POSITION ENV] switch.
[MIX ENV] knob (Layer Mix Env Depth)	-63--+63	Sets how much OSC Envelope is applied to Layer Mix. * This is enabled when Drawing Switch (p. 48) is "OFF".
[MIX LFO] knob (Layer Mix LFO Depth)	-63--+63	Sets how much the LFO is applied to Layer Mix. * This is enabled when Drawing Switch (p. 48) is "OFF".
[LAYER MIX] slider (Layer Mix)	0-127	Sets the mix balance between layers 1 and 2. * This is enabled when Drawing Switch (p. 48) is "OFF".
[WAVE SHAPER] knob (S-MOD Shaping Depth)	0-127	Sets how much shaping modulation is applied.
[W.S LFO] knob (S-MOD LFO Depth)	-63--+63	Sets how much the LFO is applied to Shaping Depth.
[W.S ENV] knob (S-MOD Env Depth)	-63--+63	Sets how much OSC Envelope is applied to Shaping Depth.

What is the wavetable OSC?

A wavetable is a collection of various single-cycle waveforms. Different waveforms are arranged in continuous order inside the table, and you can specify the position from which to begin playback to produce unique sounds whose waveforms change in various ways over time.

Wavetable (example)



FILTER section

This section controls the filter to alter the sound of the tone.

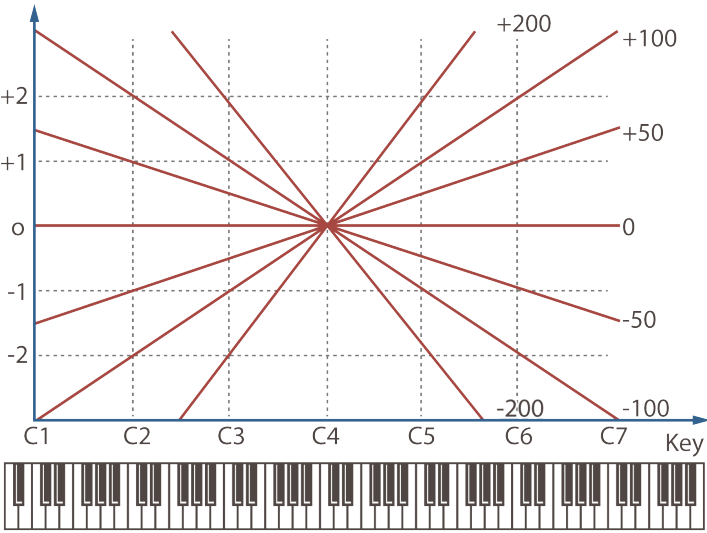
Panel descriptions



MEMO

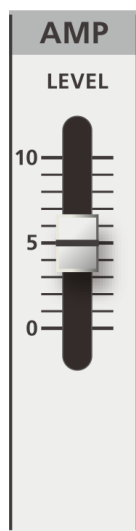
If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Controller (Parameter name)	Value	Explanation
[FREQ] slider (Cutoff Frequency)	0–127	Sets the frequency at which the filter that is applied to the frequency components of the waveform begins to take effect (the cutoff frequency). Lowering the cutoff frequency reduces the number of higher harmonics, which creates a mellower sound. Larger values make the sound brighter.
[RES] slider (Resonance)	0–127	Emphasizes the portion of the sound in the region of the cutoff frequency, adding character to the sound. Excessively high settings can produce oscillation, causing the sound to distort.
[ENV] slider (Filter Env Depth)	0–+63	Sets the depth of the filter envelope. Larger values produce a greater change in the filter envelope. * Negative values are set from the menu. → “Configuring the parts (p. 38)”
[LFO] slider (LFO Filter Depth)	0–+100	Sets how much the LFO is applied to the cutoff frequency. * Negative values are set from the menu. → “Configuring the parts (p. 38)”
[DRIVE] switch (Filter Drive)	0–3	Adjusts the amount of distortion within the filter.
[HPF] knob (HPF Cutoff)	0–127	Specifies the cutoff frequency of the -6 dB high-pass filter.
[TYPE] button (Filter Type)	<i>LP. 12, LP. 24, bP. 12, bP. 24, HP. 12, HP. 24, LP. r, LP. n, LP. S</i>	Selects the type of filter. (Press the [TYPE] button and use the [VALUE] knob or the [1]–[9] buttons to select the type.) “LP. r”, “LP. n” and “LP. S” are types that simulate the changes that occur in the LPFs of three models of vintage analog synthesizers. * When the slope is set to -24dB, the polyphony of the instrument is less than when -12dB is selected.

Controller (Parameter name)	Value	Explanation
[KYBD] knob (Cutoff Keyfollow)	0—+200	Set this to make the cutoff frequency change according to the keys you play. * Negative values are set from the menu. Cutoff frequency (Octave) 

AMP section

This section controls the volume.



MEMO

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Controller (Parameter name)	Value	Explanation
[LEVEL] slider (Amp Level)	0–127	Adjusts the volume of the patch.

ENVELOPE section

This section controls the envelope to make time-based changes to the sound.



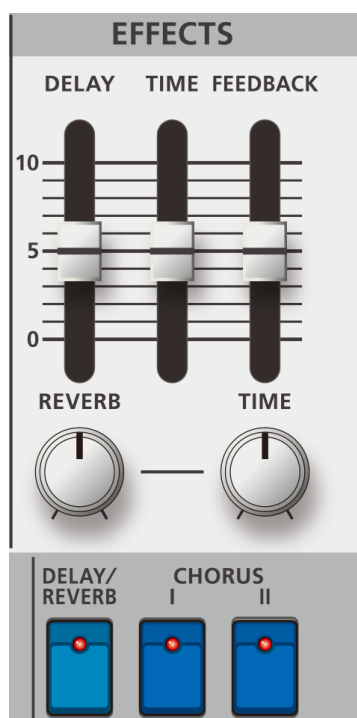
MEMO

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Controller (Parameter name)	Value	Explanation
[ATTACK] slider (Env Attack Time)	0–127	Specifies the attack time of the envelope.
[DECAY] slider (Env Decay Time)	0–127	Specifies the decay time of the envelope.
[SUSTAIN] slider (Env Sustain Level)	0–127	Specifies the sustain level of the envelope.
[RELEASE] slider (Env Release Time)	0–127	Specifies the release time of the envelope.
[ENV SELECT] switch (Env Select)	Selects which envelope is controlled by the sliders.	
	OSC	Specifies the OSC envelope (only the [ATTACK] and [DECAY] sliders).
	FILTER	Specifies the filter envelope.
	AMP	Specifies the amp envelope.
	ALL	Specifies the OSC, filter and amp envelopes all at once.
[PORTAMENTO] button (Portamento Switch)	OFF, ON	Select “ON” to apply portamento, or “OFF” if you don’t want to apply portamento. MEMO Portamento is a glide effect that smoothly connects the pitches of the first and second notes that you play on the keyboard. When “MONO/POLY” is set to “MONO” and portamento is applied, you can obtain slide effects like the sound of playing a violin.
[PORTAMENTO] knob (Portamento Time)	0–127	When portamento is used, this specifies the time over which the pitch changes. Higher settings make gliding to the next note take longer.

EFFECTS section

This section is used for applying effects to the sound.



MEMO

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Controller (Parameter name)	Value	Explanation
[DELAY] slider (Part Delay Send Level)	0–127	Sets the amount of delay for the selected part. If you don't want to add the delay effect, set this to 0.
[TIME] slider (Delay Time)	1–1300 (msec) (when SYNC is "OFF") "About note values (p. 67)" (when SYNC is "ON")	Sets how long it takes for the second delay sound to play after the original sound is heard. * Refer to "Delay parameters (p. 68)" to set the SYNC.
[FEEDBACK] slider (Feedback)	0–+98 (%)	Sets the ratio of delay that is returned to the input.
[REVERB] knob (Part Reverb Send Level)	0–127	Sets the amount of reverb for the selected part. If you don't want to add the reverb effect, set this to 0.
[TIME] knob (Reverb Time)	0.1–10.0 (sec)	Adjusts the decay length of the reverb sound.

Controller	Explanation	
[DELAY/REVERB] button	Lets you configure the effects.	
	<i>DELAY</i>	Configures the delay settings. For details, refer to "Delay parameters (p. 68)".
	<i>REVERB</i>	Configures the reverb settings. For details, refer to "Reverb parameters (p. 69)".
CHORUS [I] button, CHORUS [II] button	Turns chorus I, II and I + II (when pressed at the same time) on/off. Long-press the button to configure the effect. For details, refer to "CHORUS & MFX parameters (p. 54)".	

EXT CLK IN jack

Use this jack to input clock signals from an external source. You can make the steps of the sequencer advance in sync with the clock (pulse) that's inputted.

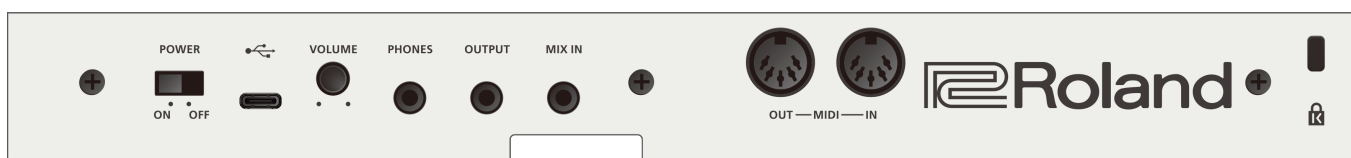


MEMO

- Use a monaural connection cable.
- Input voltage (OFF voltage: 0 V; ON voltage: 3.3 V–12 V)

Rear panel

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

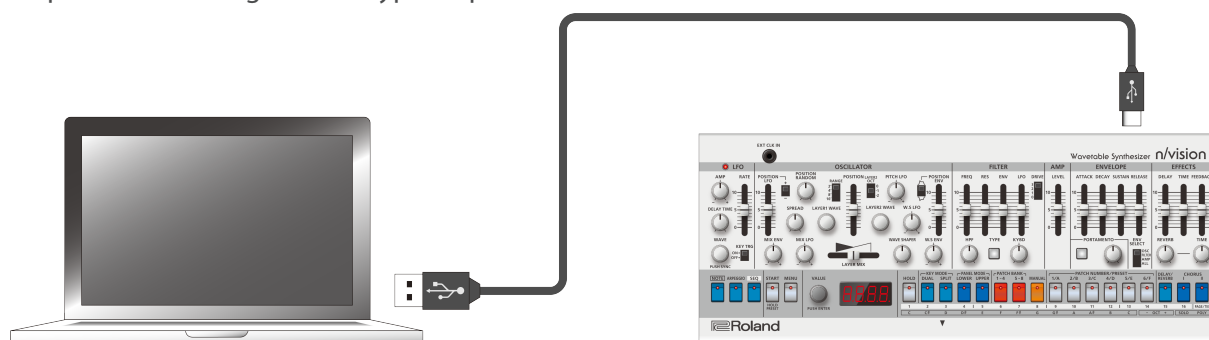


MEMO

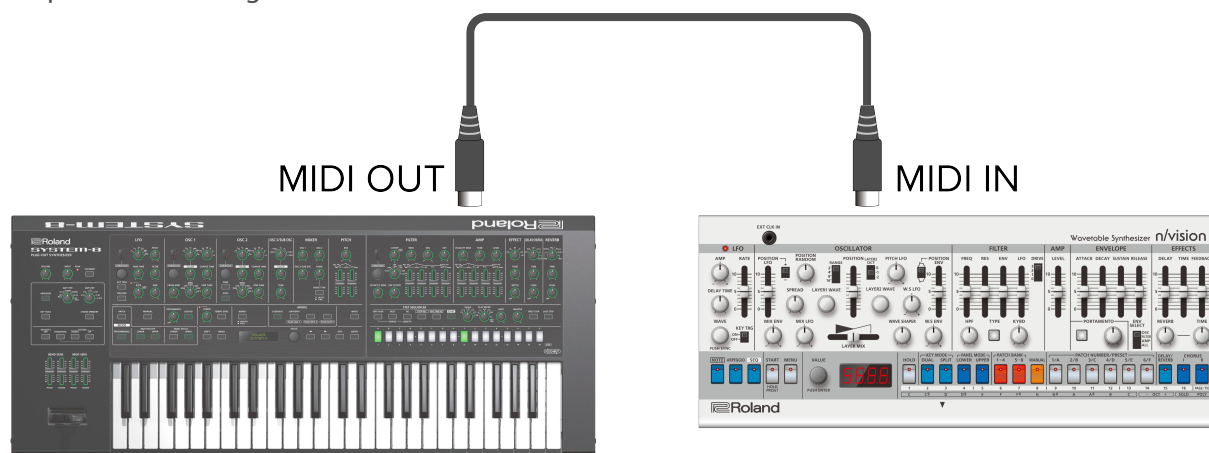
If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Controller	Explanation
[POWER] switch	Turns the power on/off.
USB Type-C® port ()	Use a commercially available USB Type-C® cable to connect this port to your computer. Both MIDI and audio data can be transferred. You must install the USB driver if you want to connect this unit to your computer. Download the driver from the Roland website. For details, refer to "Readme.htm" in the downloaded files. https://www.roland.com/support/ NOTE Do not use a USB cable that is designed only for charging. Charge-only cables cannot transmit data.
[VOLUME] knob	Adjusts the volume.
PHONES jack	Used for connecting headphones (sold separately).
OUTPUT jack	Connect this jack to your amp or monitor speakers.
MIX IN jack	Used for inputting audio. The sound from connected devices is output from the built-in speaker as well as the PHONES and OUTPUT jacks.
MIDI connectors	Connect a MIDI device to these connectors using commercially available MIDI cables.

Example of connecting via USB Type-C® port



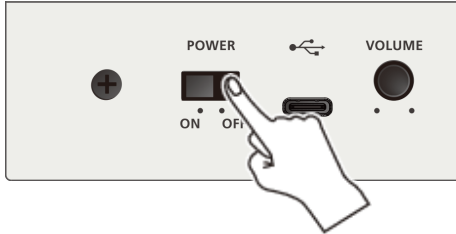
Example of connecting via MIDI connectors



Turning the power on

* 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. This is normal and does not indicate a malfunction.

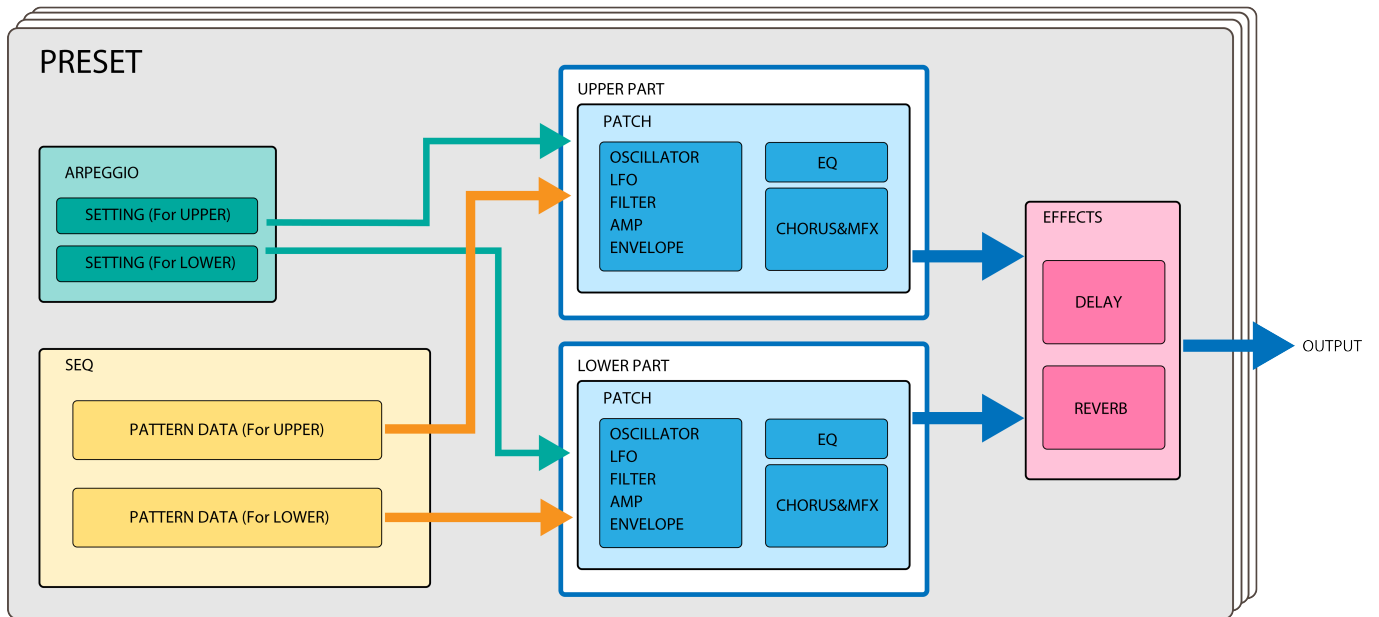
- 1 To turn on the power, slide the [POWER] switch of this unit to “ON”.



About the auto-off function

- The power to this unit turns off automatically to save energy after a certain amount of time (240 minutes by default) has passed since it was last used or since its buttons or controls were operated.
- This function is enabled when the unit is operating on battery power, and when the unit is not transferring data over USB to/from a computer or playing back a pattern.
- If the power automatically turns off, any unsaved data is lost. Before the power turns off, save the data that you want to keep.
- If you don't want the unit to turn off automatically, turn this setting off ([Configuring the system settings \(p. 51\)](#)). Note that when the setting is turned off, the unit may consume more power.
- You can simply turn the power back on after it has turned off automatically.

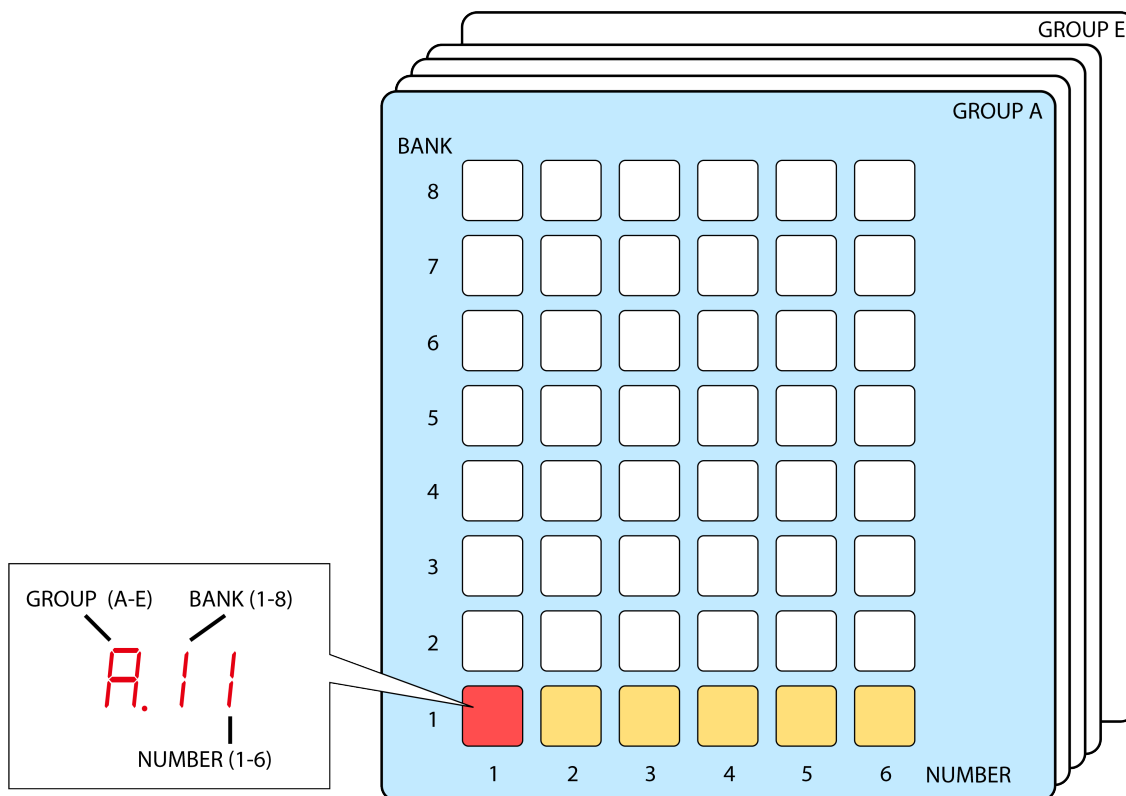
How the n/vision is structured



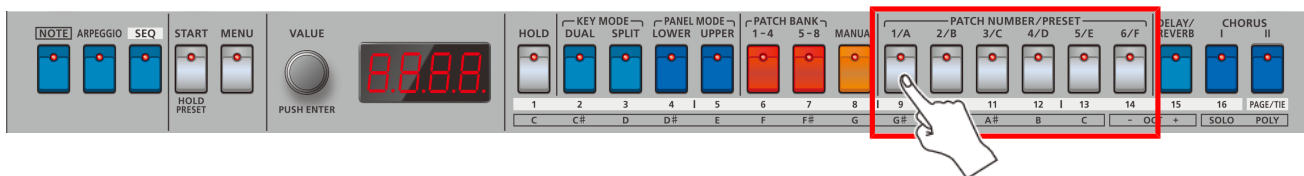
Selecting a tone (patch)

The settings for each tone are stored in a block of memory called a “patch”. By selecting (switching between) patches, you can use a variety of sounds.

The patches are further organized by group (A–E), bank (1–8) and number (1–6), letting you save a total of $5 \times 8 \times 6 = 240$ patches.



1 Press one of the PATCH NUMBER/PRESET [1/A]–[6/F] buttons.



This selects the patch.

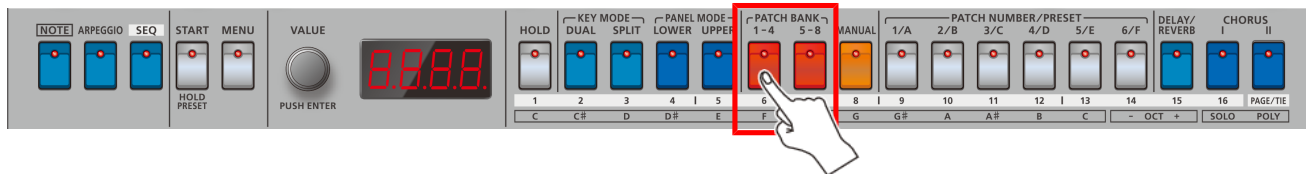
MEMO

- You can use the [VALUE] knob to select from all of the patches in order.
By turning the [VALUE] knob while pressing it, you can switch between groups.
- A different patch can be selected for each part (LOWER, UPPER). For details on the part settings, refer to “Switching between parts (p. 17)”.

Selecting groups and banks

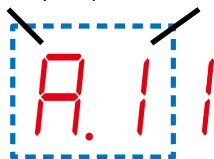
Here’s how to switch the group and bank for the patches.

1 Press one of the PATCH BANK [1-4]–[5-8] buttons.



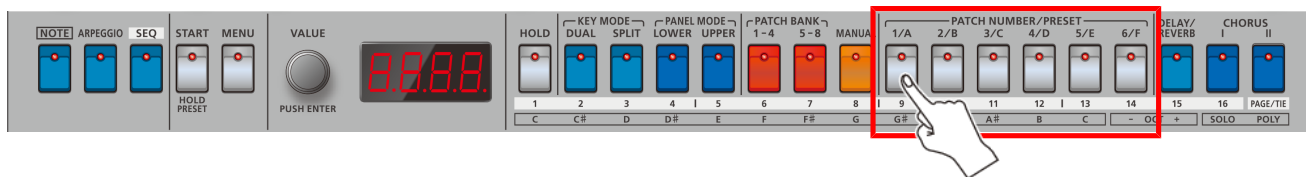
This selects the group and bank.

GROUP (A-E) BANK (1-8)



- Each time you press the same bank button, this switches between groups (A–E) and banks (1–4 or 5–8). (Example: A.1→A.2→A.3→A.4→B.1→→E.4→A.1→)
- When you hold down a bank button and press another bank button, the group (A–E) of the bank button you pressed first changes (example: A.1→B.1→C.1→D.1→E.1→A.1→).

2 Press one of the PATCH NUMBER/PRESET [1/A]–[6/F] buttons.



The patch for the selected group, bank and number is selected (the unit switches to that patch).

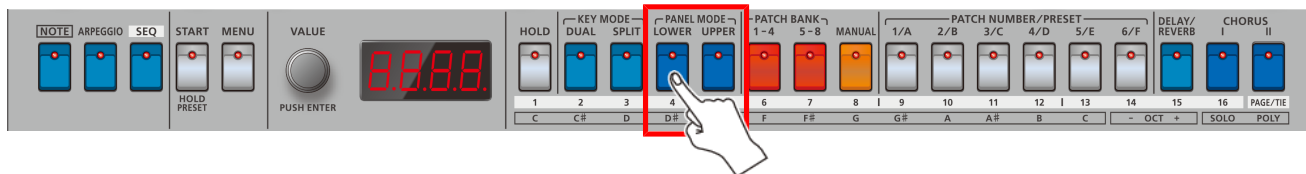
Switching between parts

The n/vision features two sound generator parts, which you can play by switching between parts. You can also select a patch for each part.

MEMO

If the [SEQ] button is lit, press the [SEQ] button to make it go dark (which turns sequencer mode off).

1 Press either the PANEL MODE [LOWER] or [UPPER] button.



This switches between parts.

MEMO

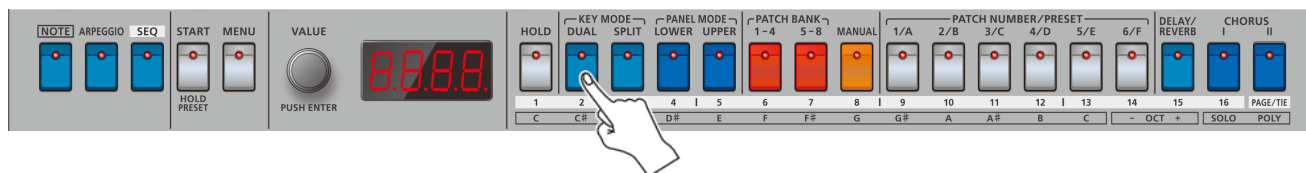
- You can change the tone of a part by switching the patch here.
- By holding down the [NOTE] button and pressing the PANEL MODE [LOWER] or [UPPER] button, the unit switches to that part, regardless of the current mode.

Selecting a tone (patch)

Making the lower and upper part play at the same time (dual mode)

When you play the keyboard with dual mode on, the lower and upper parts play at the same time.

- 1 Press the [DUAL] button to make its indicator light up.



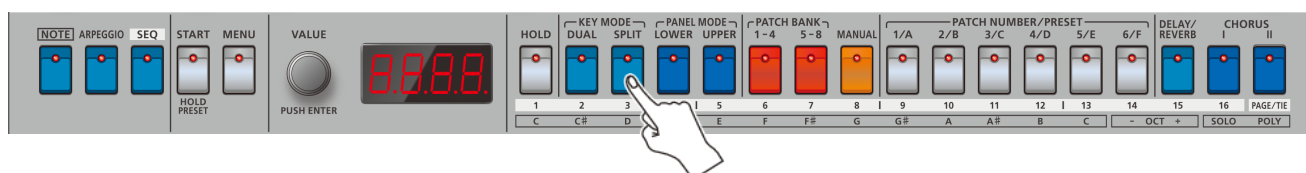
This turns dual mode on.

Using the keyboard split to play different parts (split mode)

In split mode, the keyboard is divided into two zones, and either the lower part or the upper part plays depending on which zone you play in.

All notes you play in the lower zone of the keyboard at or below the position on the keyboard that divides the zones (called the “split point”) play the lower part, and all notes played in the higher zone play the upper part.

- 1 Press the [SPLIT] button to make its indicator light up.



Split mode turns on.

Changing the position that divides the zones (split point)

You can change the split point on this unit.

- 1 Press the [MENU] button.

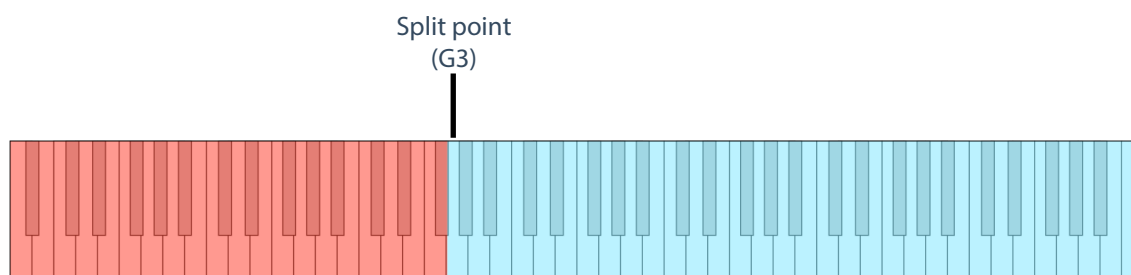
The menu screen appears.

- 2 Use the [VALUE] knob to select “KEY”, and press the [VALUE] knob.

The KEY setting screen appears (Configuring the keyboard settings (p. 49)).

- 3 Use the [VALUE] knob to select “SPLT”, and press the [VALUE] knob.

- 4 Use the [VALUE] knob to select the split point (key).



MEMO

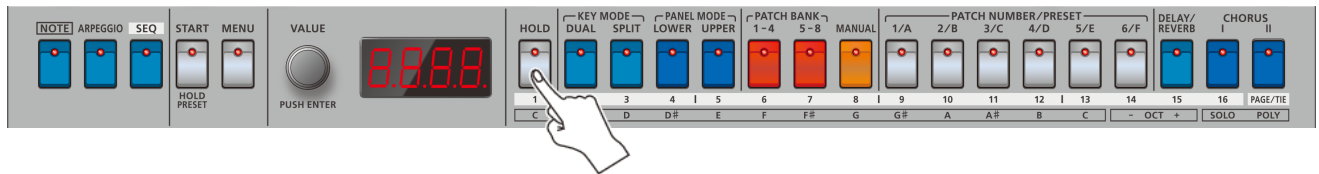
When a K-25m is connected, you can hold down the [SPLIT] button and press a key to set the split point.

5 To exit the settings, press the [MENU] button.

Making the notes you play sustain (hold)

The hold function makes the notes sustain even after you release your fingers from the keys.

1 Press the [HOLD] button to make its indicator light up.



This turns the hold function on.

MEMO

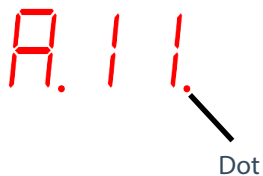
- Hold can be set separately for the lower and upper parts.
- In dual mode only, turning the hold on/off applies at the same time to the lower and upper parts.
- The hold function remains enabled even when you change the tone.

Saving a tone

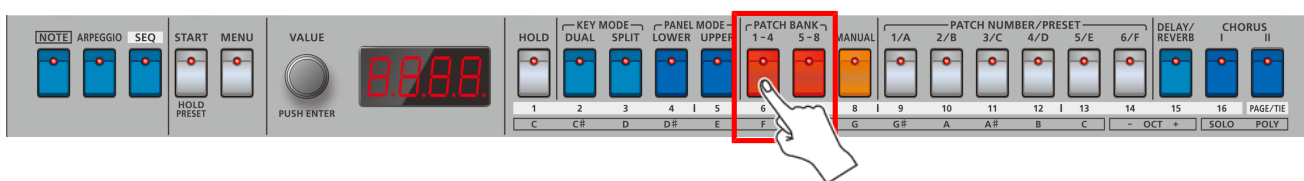
Any settings you have edited for a tone are lost if you select a different patch or turn off the power after editing. For this reason, be sure to save your important settings.

MEMO

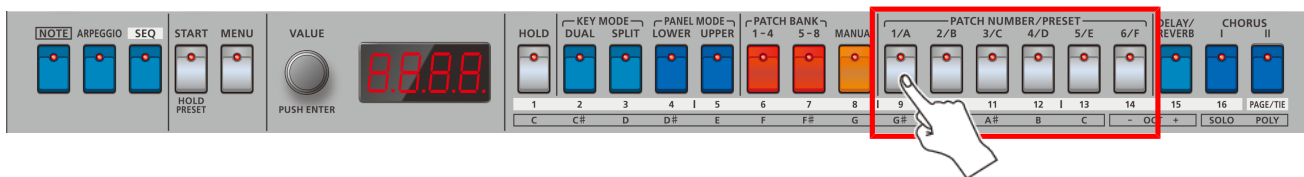
A dot is shown in the display once you edit a tone.



- 1 Press the PATCH BANK [1-4] and [5-8] buttons to select the group and bank where you want to save the data.



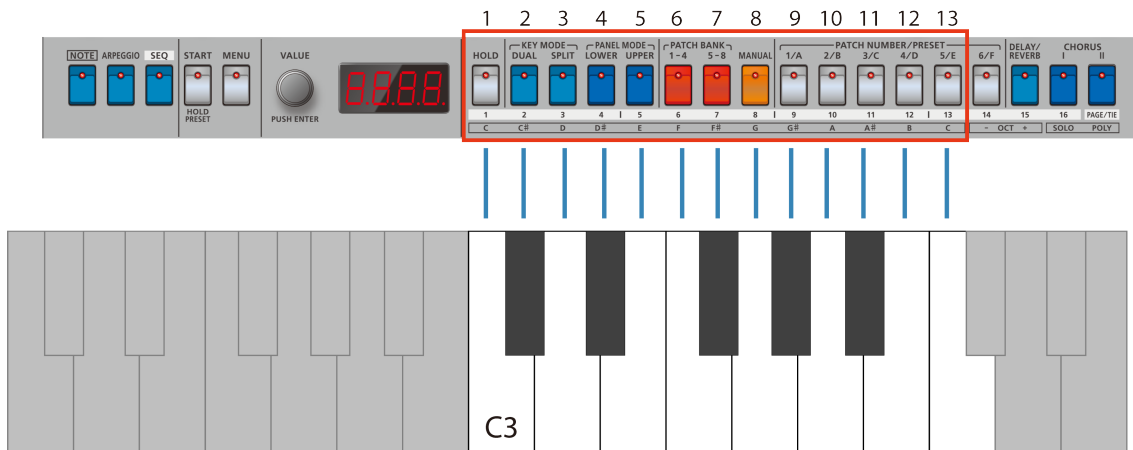
- 2 Long-press one of the PATCH NUMBER/PRESET [1/A]–[6/F] buttons to select the save destination patch number.



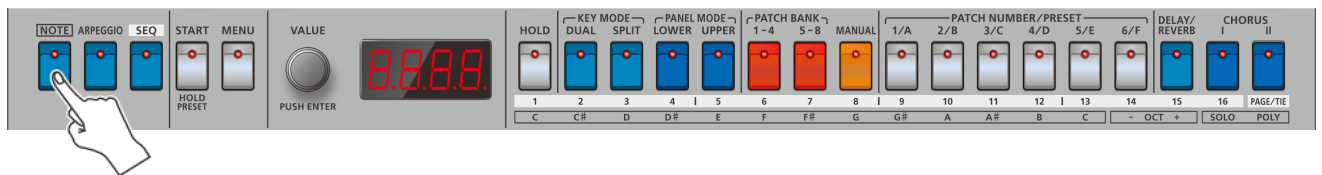
The display blinks several times. The tone is saved in the patch number you selected.

Using the [1]–[13] buttons as a keyboard (NOTE)

You can play the [1]–[13] buttons like a keyboard (note mode).



1 Press the [NOTE] button.



The [NOTE] button lights up, and you can now use the [1]–[13] buttons as a keyboard.

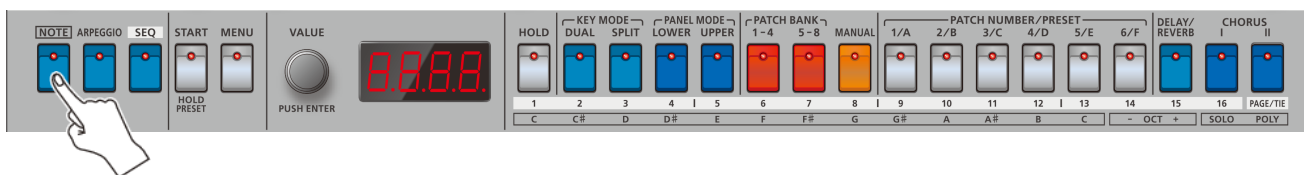
MEMO

Use the [14] or [15] button (the OCT [-] and [+] buttons) to switch the tonal range of the keyboard in octaves.

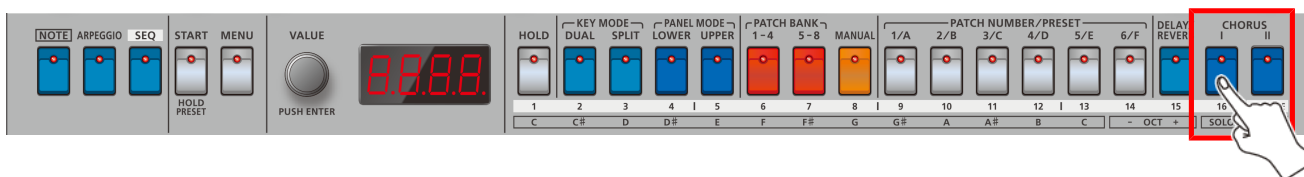
Switching between voicing modes

Here's how to set the way the sound generator of the n/vision plays.

1 Press the [NOTE] button to make its indicator light up.



2 Press the [16] button or the [PAGE/TIE] button to select the voicing mode.



Button	Mode	Explanation
[16] button	Solo mode	Plays single tones. The SOLO indicator lights up.
[PAGE/TIE] button	Poly mode	Plays multiple tones (polyphonic). The POLY indicator lights up.

MEMO

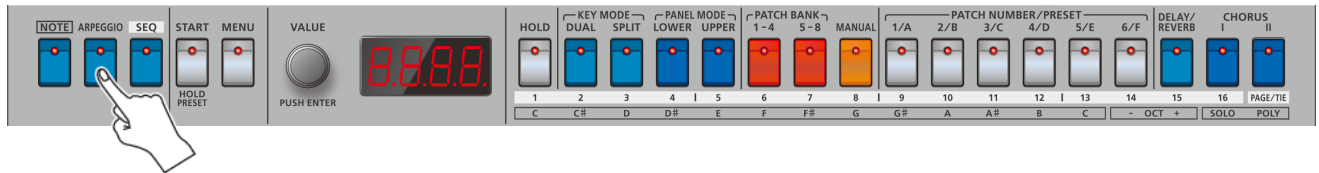
When you hold down the [NOTE] button and press the [16] button or the [PAGE/TIE] button, you can switch to solo mode or poly mode, regardless of what mode the [1]–[16] buttons are in.

Using the arpeggio

The arpeggio function is used to make the notes of the chords you play sound separately (with “chords” meaning any stack of two or more different pitches).

Turn the arpeggio on to arpeggiate what you play, using various patterns.

1 Press the [ARPEGGIO] button to make its indicator light up.



2 Press more than one key at the same time (in other words, play a chord).

MEMO

You can also use the step buttons on this unit as a keyboard.

For details, refer to “Using the [1]–[13] buttons as a keyboard (NOTE) (p. 21)”.

Configuring the arpeggio

Here’s how to configure the arpeggio.

1 Long-press the [ARPEGGIO] button.

The ARPEGGIO settings menu appears.

2 Use the [VALUE] knob to select the parameter to set, and press the [VALUE] knob.

The parameter setting screen appears.

3 Turn the [VALUE] knob to set the value.

4 To exit the settings, press the [MENU] button.

Arpeggio parameters

MEMO

- You can also press a corresponding step button to select the parameter items.
- If you’re viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Indication	Value	Explanation
[1]	<i>r R L E</i>	<i>4, 8, 8 L, 16, 16 L, 32</i>	Sets the length of one note for each step that the arpeggio plays.

Using the arpeggio

Step buttons	Indication	Value	Explanation
[2]	<i>ModE</i>		Sets the order in which the notes are played.
		<i>UP</i>	The notes are played from the lowest key you played to the highest.
		<i>doBn</i>	The notes are played from the highest key you played to the lowest.
		<i>UPdn</i>	The notes are played from the lowest key you played to the highest, and then back down to the lowest.
		<i>rnd</i>	The notes are played in random order.
		<i>noDr</i>	The notes are played in the order in which you play them.
[3]	<i>ShFL</i>	- 100- 100 (%)	Sets the timing of the upbeat. You can create a shuffle rhythm by varying the upbeat timing. Larger values give more of a bouncing, dotted-note rhythmic feel. When this is set to "0", the downbeat and upbeat are played at equal intervals.
[4]	<i>rESo</i>		This sets the note value (upbeat note) that the shuffle is based on.
		<i>16th</i>	Sixteenth note
		<i>8th</i>	Eighth note
[5]	<i>Oct</i>	-3- 3	Sets the range in octaves over which the arpeggio plays. A value of "+" plays over the octave above the key pressed, and a value of "-" plays over the octave below.
[6]	<i>trns</i>	-36-36	Shifts (transposes) the arpeggio notes in semitone steps.
[7]	<i>dur</i>	0- 100 (%)	Sets the length of each note played by the arpeggiator. Larger values lengthen the note value (tenuto), whereas smaller values shorten the note value (staccato).
[8]	<i>VEL0</i>	<i>rERL</i> , 1- 127	Sets the velocity of notes played by the arpeggiator. To make the arpeggio play at the strength (velocity) with which you play the keys, set this to "<i>rERL</i>". To make the arpeggio play at the same strength (velocity), set a value from 1 to 127.

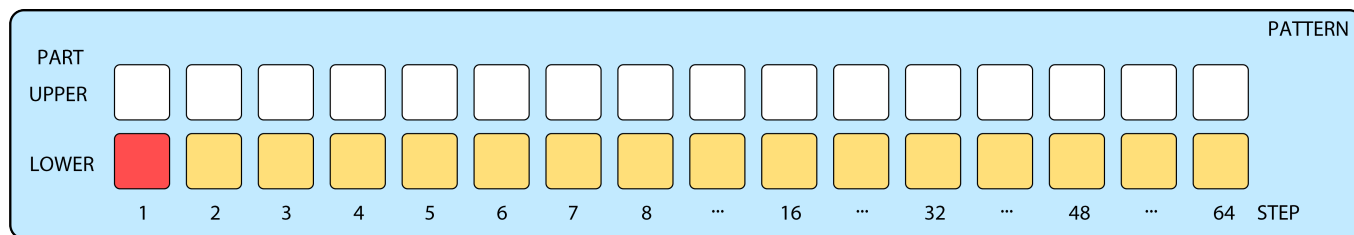
MEMO

To play chords using an external MIDI keyboard connected to this unit, set the MIDI receive and transmit channels beforehand.

Using the sequencer

The sequencer is a function that lets you repeatedly play back the notes you've recorded. You can record and play back up to 64 steps (64 notes) per pattern.

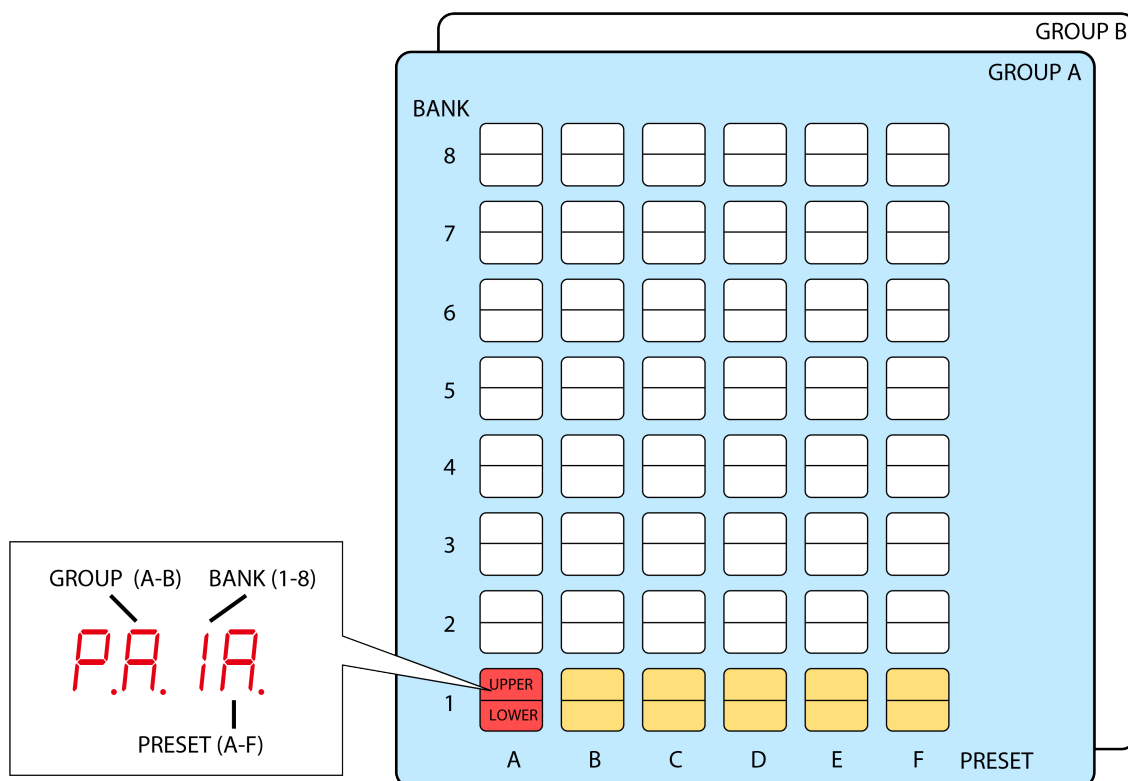
A pattern can contain patch numbers for the lower and upper parts, as well as the recorded sequence data. For this reason, you can record and play back two tracks of your performance per pattern.



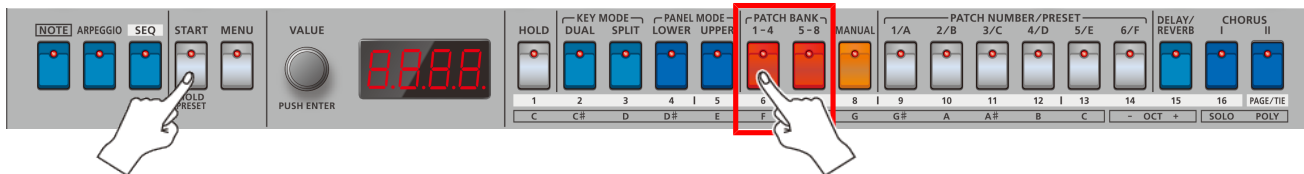
Selecting a pattern

The notes you play into the sequencer are saved in a memory called a "pattern". You can recall all kinds of performance patterns by selecting (switching between) the patterns.

The patterns are organized by group (A, B), bank (1-8) and preset (A-F), letting you save a total of $2 \times 8 \times 6 = 96$ patterns.

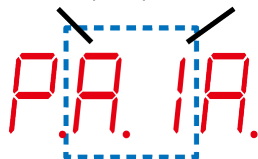


1 Hold down the [HOLD PRESET] (START) button and press the PATCH BANK [1–4], [5–8] buttons.



This selects the group and bank.

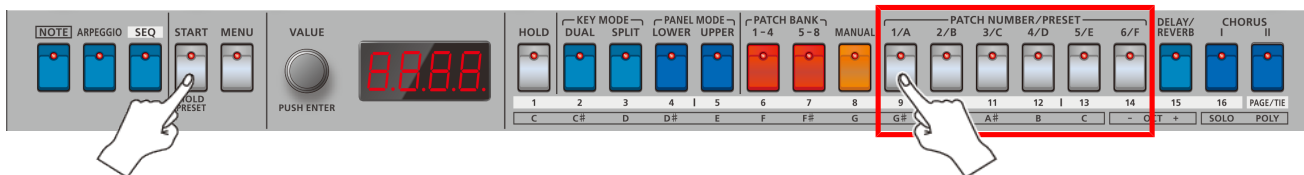
GROUP (A-B) BANK (1-8)



MEMO

Press and hold the [HOLD PRESET] (START) button and repeatedly press the same PATCH BANK [1–4] or [5–8] button to cycle through the groups (A–B) and banks (1–4 or 5–8). (Example: A.1→A.2→A.3→A.4→B.1→B.2→B.3→B.4→A.1–)

2 Hold down the [HOLD PRESET] (START) button and press one of the PATCH NUMBER/PRESET [1/A]–[6/F] buttons.



This selects the pattern.

MEMO

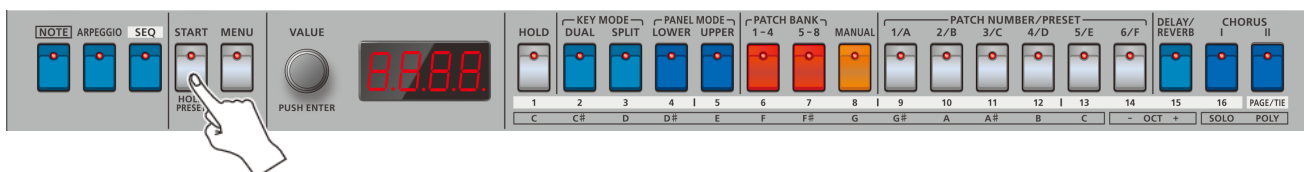
- By turning the [VALUE] knob while holding down the [HOLD PRESET] (START) button, you can select all patterns in order.
By turning and pressing the [VALUE] knob while holding down the [HOLD PRESET] (START) button, you can switch between groups.
- When you press the [MENU] button while holding down the [HOLD PRESET] (START) button, the [HOLD PRESET] (START) button remains in a pressed-down state. If you take your finger off the [HOLD PRESET] (START) button at this time, you can change the bank or preset. To restore the button to normal, press the [MENU] button.

Playing back a pattern

Here's how to play back a pattern you've selected.

1 Select the pattern to play back (Selecting a pattern (p. 25)).

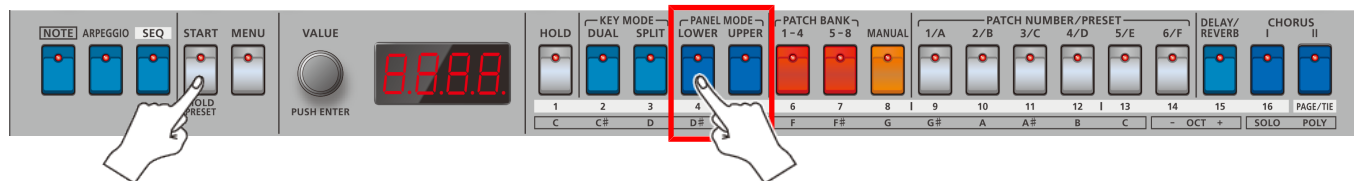
2 Press the [START] button to make its indicator light up.



This plays back the pattern.

MEMO

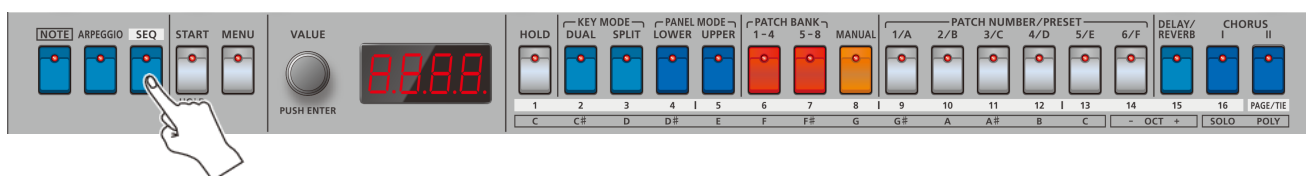
By holding down the [START] button and pressing the [LOWER] or [UPPER] button, you can mute the playback of the respective parts. The indicators blink for parts that are muted.



Setting the tempo

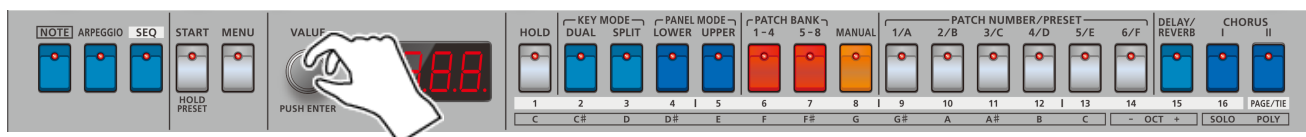
Here's how to set the pattern's tempo.

- 1 Press the [SEQ] button to make its indicator light up.



The unit enters sequencer mode. The current tempo is shown on the display.

- 2 Turn the [VALUE] knob to set the tempo.



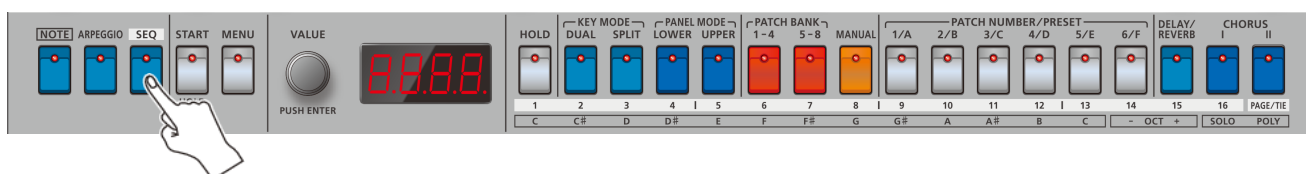
MEMO

You can switch between the tempo and patch displays with each press of the [VALUE] knob.

Creating a pattern (note input)

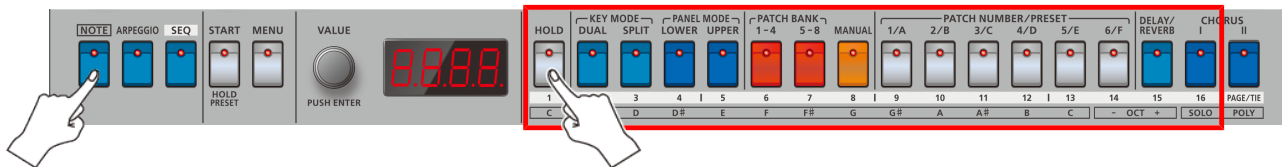
Input some notes (from the scale on the keys) into the sequencer to create a pattern.

- 1 Select the pattern to record (Selecting a pattern (p. 25)).
- 2 Press the [SEQ] button to make its indicator light up.

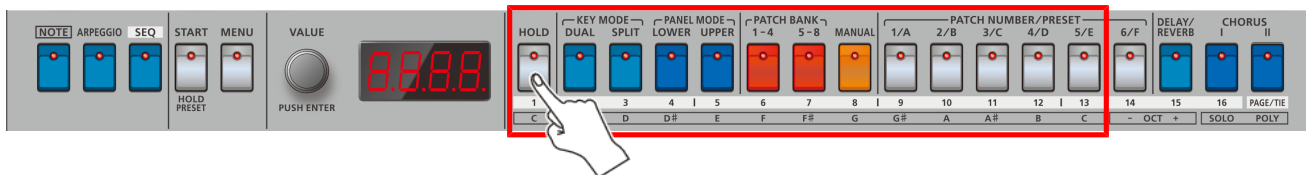


The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.

- 3** To select the step to record, hold down the desired [1]–[16] button and press the [NOTE] button.



- 4** Press the [1]–[13] buttons to input the notes.



Inputting notes using the K-25m

You can use the K-25m to directly input notes (from the scale on the keys) into the steps to record.

- 1** Select the pattern to record (Selecting a pattern (p. 25)).

- 2** Press the [SEQ] button to make its indicator light up.

The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.

- 3** Input the notes using the keyboard while holding down the [1]–[16] buttons corresponding to the steps to record.

Inputting notes for step 17 and onwards (PAGE)

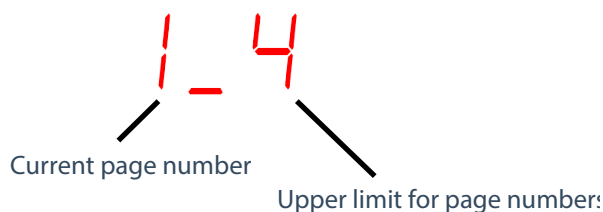
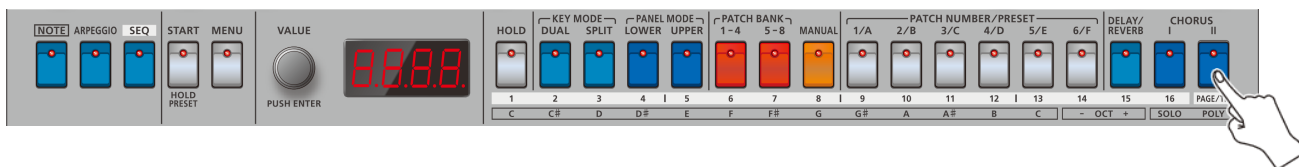
You can switch between step numbers assigned to the [1]–[16] buttons (in other words, switch to a different “page” of steps). When you want to input a note whose length stretches into step 17 and afterwards in the pattern, switch the page and then input the note.

- 1** Select the pattern to record (Selecting a pattern (p. 25)).

- 2** Press the [SEQ] button to make its indicator light up.

- 3** Press the [PAGE/TIE] button to make its indicator light up.

The step numbers of the [1]–[16] buttons switches to those on the next page (16 steps ahead). Each time the [PAGE/TIE] button is pressed, the page changes.



- Page 1: Steps 1–16
- Page 2: Steps 17–32
- Page 3: Steps 33–48
- Page 4: Steps 49–64

MEMO

You can switch pages up to the number of steps that you set as the pattern length.

4 To select the step to record, hold down the desired [1]–[16] button and press the [NOTE] button.

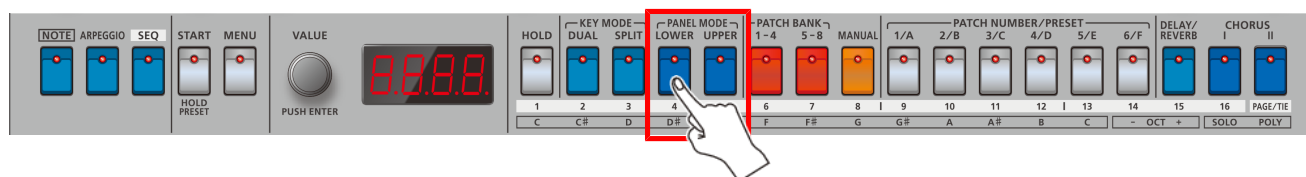
5 Press the [1]–[13] buttons to input the notes.

Selecting the part used for recording notes

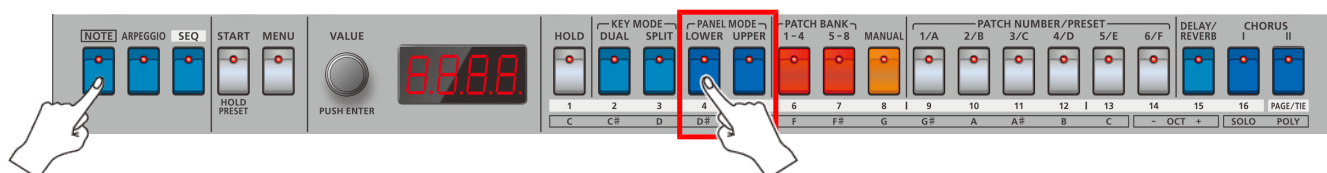
The sequencer features two parts (lower and upper), and you can record your performance for each of the parts. This shows how to select the part used for recording notes.

1 Press the [SEQ] button to turn off the indicator (this turns sequencer mode off).

2 Press the [LOWER] or [UPPER] button to select the part to record.

**MEMO**

By holding down the [NOTE] button and pressing the [LOWER] or [UPPER] button, the unit switches to that part, regardless of the current mode.



Connecting notes (tie input)

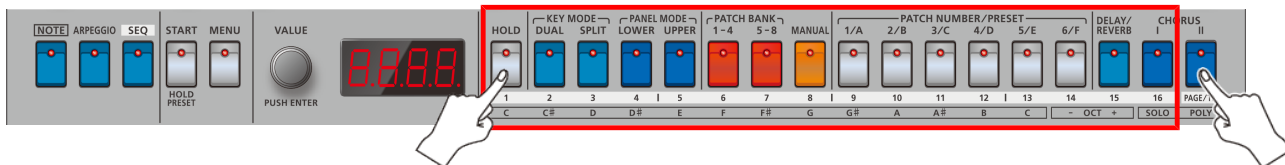
This shows how to connect two notes (from the scale on the keys) with a tie.

1 Select the pattern to record (Selecting a pattern (p. 25)).

2 Press the [SEQ] button to make its indicator light up.

The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.

3 Hold down one of the [1]–[16] buttons and press the [PAGE/TIE] button to select the step where you want to input a tie.



The note connected by the tie is input into the next step.

MEMO

- When you repeatedly press the [PAGE/TIE] button while holding down a step button, a tie is repeatedly input into the steps following the next step.
- When you press the [1]–[16] buttons where notes have already been input (which turns the LED off), those notes are deleted.

NOTE

When you input a tie, the note connected by the tie is input into the next step. For this reason, the notes already input into the step are deleted.

Inputting notes step by step (step input)

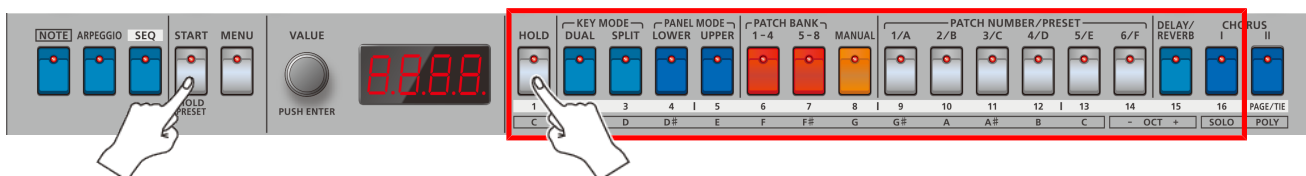
You can input notes (from the scale on the keys) while advancing in steps.

1 Select the pattern to record (Selecting a pattern (p. 25)).

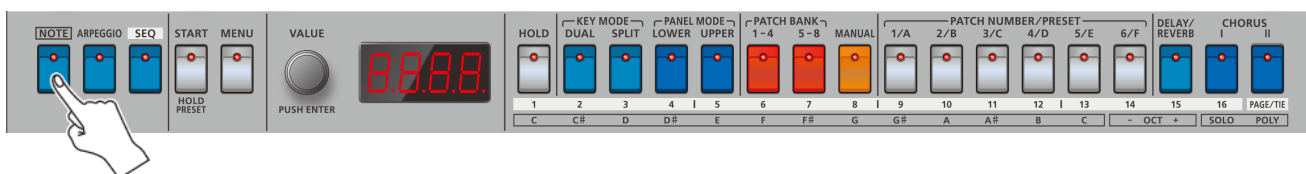
2 Press the [SEQ] button to make its indicator light up.

The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.

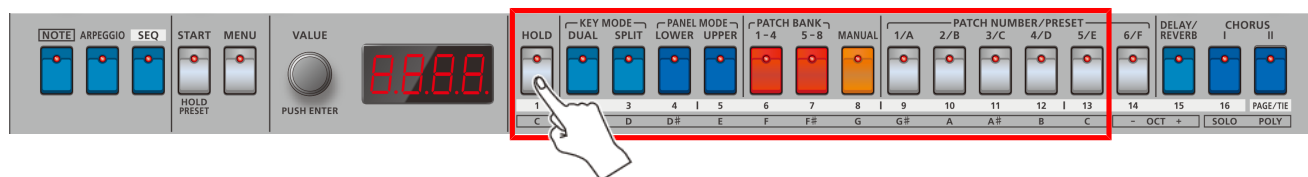
3 Hold down one of the [1]–[16] buttons and press the [START] button to select the first step to record.



4 Press the [NOTE] button to make its indicator light up.



5 Press the [1]–[13] buttons to input the notes.



Once you input a note, the sequence automatically advances to the next step. Repeat this for each step. Input mode ends once you input the note for the last step.

Inputting notes in steps using the K-25m

You can input notes using the keyboard of the K-25m instead of following steps 4 and 5.

Recording Your Performance in Real Time

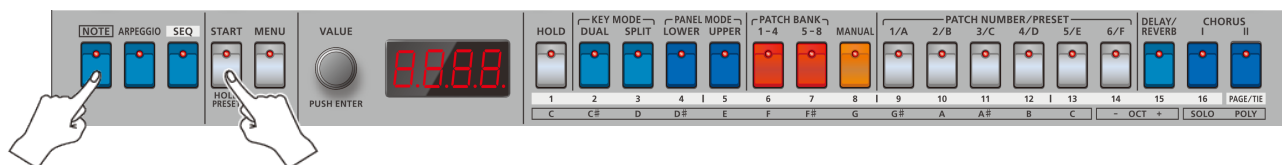
You can record notes (from the scale on the keys) and note lengths that you play on the keyboard, just as you performed them.

1 Select the pattern to record (Selecting a pattern (p. 25)).

2 Press the [SEQ] button to make its indicator light up.

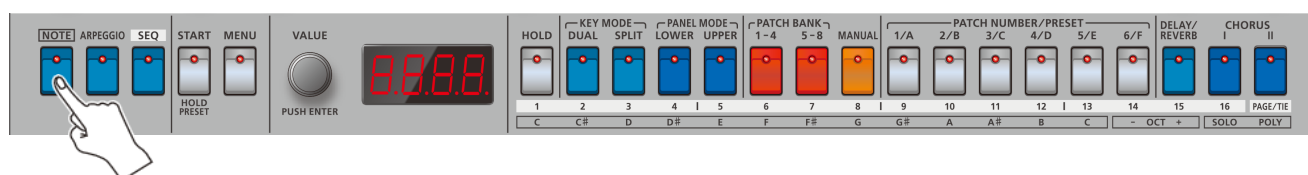
The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.

3 Hold down the [NOTE] button and press the [START] button.

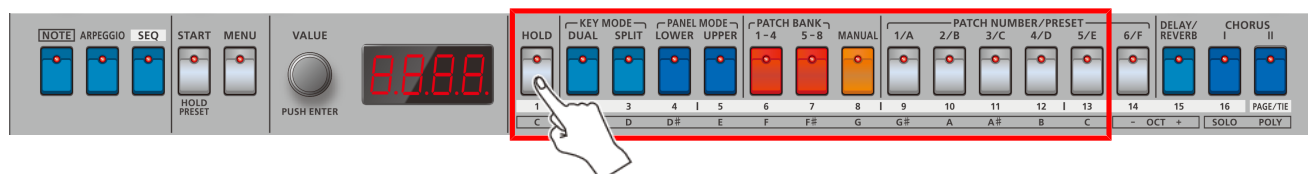


"r E c" is shown on the display. The unit starts recording what you play.

4 Press the [NOTE] button to make its indicator light up.



5 Press the [1]–[13] buttons to input the notes.



MEMO

You can record the motions of the controllers.

6 To exit recording, press the [MENU] button.

Inputting notes in real time using the K-25m
You can input notes using the keyboard of the K-25m instead of following steps 4 and 5.

Setting the note loudness and length (velocity/gate time)

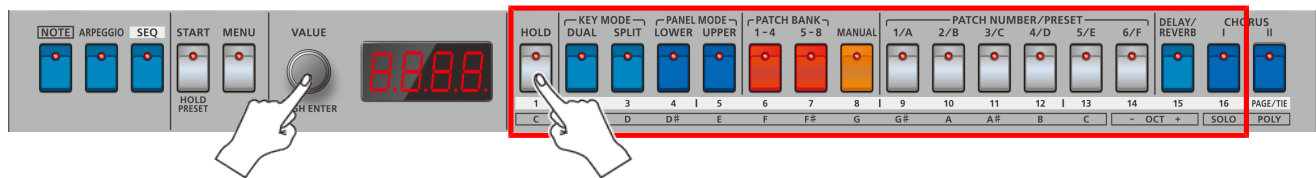
Here’s how to set the loudness or strength of the notes (from the scale on the keys) you play, as well as the length of each note.
* To make the tone change according to the velocity, you must configure each of the Velocity Sens settings, such as Amp Level Velocity Sens. For details, refer to “Configuring the velocity (p. 43)”.

1 Select the pattern to edit (Selecting a pattern (p. 25)).

2 Press the [SEQ] button to make its indicator light up.

Sequencer mode turns on, and the current tempo is shown.

3 Hold down the [1]–[16] buttons and press the [VALUE] knob to select the step to edit.



The step number to be edited is shown.

4 Press the [VALUE] knob.

The current velocity is shown.

Example indications	Explanation
<i>U. 1</i>	Velocity 1
<i>U. 127</i>	Velocity 127

5 Use the [VALUE] knob to select the velocity, and press the [VALUE] knob.

The current gate time is shown.

Example indications	Explanation
<i>G. 0</i>	Gate time 0
<i>G. 100</i>	Gate time 100
<i>Gt. 1P</i>	Tie

6 Use the [VALUE] knob to select the gate time, and press the [VALUE] knob.

The display returns to the step number that is being edited. Press the [VALUE] knob to cycle through the display.

7 To exit the settings, press the [MENU] button.

The display returns to the current tempo.

Making sequencer settings

With these settings, you can set how the sequencer operates, and access useful functions (utilities) for input.

1 While in sequencer mode, press the [MENU] button.

The sequencer settings menu appears.

2 Use the [VALUE] knob to select the item, and press the [VALUE] knob.

The setting for the item you selected is shown.

3 Turn the [VALUE] knob to set the value, and press the [VALUE] knob.

This confirms the value you set.

4 To exit the settings, press the [MENU] button.

MEMO

- You can also press a corresponding step button to select the parameter items.
- If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Indication	Value	Explanation
[1]	SHFL	-90-90	Sets the timing at which the upbeats (even-numbered steps) play.
[2]	SCAL	8, 16, 32, 48, 64, 128 "About note values (p. 67)"	Specifies the length (scale) of one note for each step.
[3]	LEN	1-64	Sets the length (number of steps) of the pattern.
[4]	dir	Specifies how the sequencer plays.	
		FFd	Plays forward from the first step.
		rEU	Plays backward from the last step.
		F_r	Plays forward from the first step, and plays backward after reaching the last step.
		lnU	Inverts and plays back the even-numbered and odd-numbered steps.
		rnd	Plays the steps randomly.
[4]	EtrG	The sequence plays back normally while you are playing the keyboard.	
[5]	CC	OFF, On	When this is on, the control change messages (motions) that are recorded in the pattern are output.
[6]	DUPL	-	Doubles the number of steps in a pattern and copies the performance data.
[7]	rnd	-	Generates random performance data.
[8]	Undo	-	Reverts (undoes) the performance data settings to their most recent state just before being edited.

Using the sequencer

Step buttons	Indication	Value	Explanation
[9]	<i>rEdo</i>	-	Restores the performance data settings to the state they were in before the last undo operation (in other words, this cancels the undo).
[10]	<i>COpy</i>	-	Copies the performance data of the selected part.
[11]	<i>PStE</i>	-	Pastes the performance data you copied.
[12]	<i>CLLr</i>	-	Deletes the control change messages (motions) from a pattern.
[13]	<i>nCLr</i>	-	Deletes the note messages from a pattern.
[14]	<i>RLr</i>	-	Deletes the control change messages (motions) and note messages from a pattern.

Saving a pattern

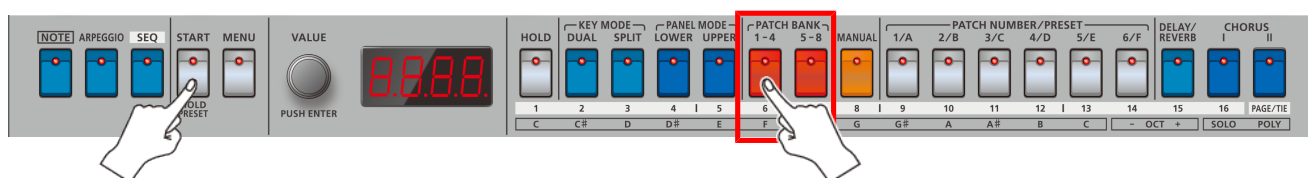
Any settings you have edited for a pattern are lost if you select a different pattern or turn off the power after editing. For this reason, be sure to save your important settings.

MEMO

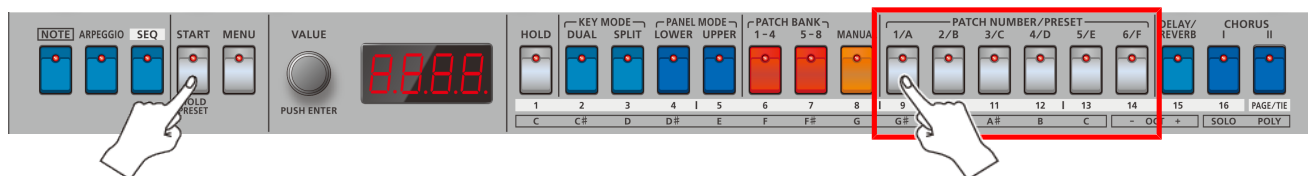
When you've edited a pattern and then long-press the [START] button, a dot is shown next to the pattern number in the display.



- 1 Press one of the PATCH BANK [1-4], [5-8] buttons while holding down the [START] button to select the group and bank where you want to save the data.



- 2 Long-press one of the PATCH NUMBER/PRESET [1/A]-[6/F] buttons while holding down the [START] button to select the save destination pattern number.



The display blinks several times. The pattern is saved in the pattern number you selected.

Backing up data

You can save (backup) the tones, patterns and system settings stored on the n/vision to your computer. This backup data can then be restored to the n/vision at a later date.

1 Connect your computer to the n/vision with a USB cable.

NOTE

Do not use a USB cable that is designed only for charging. Charge-only cables cannot transmit data.

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



The n/vision operates in USB mass storage mode. The n/vision is recognized by your computer as an external storage device. It takes around 20 seconds for the connection to be recognized.

3 Open the “NVISION” on your computer.

The “BACKUP” folder is shown in the NVISION.

4 Open the “BACKUP” folder.

The backup file appears.

5 Copy (drag and drop) the backup file to your computer.

6 Disconnect the n/vision from your computer.

- If you're using Windows, click the USB icon () and then click “Eject Boutique”.
- If you're using macOS, drag the n/vision icon to the trash.

7 Turn off the n/vision.

Restoring the Settings (Restore)

You can use the backup data that you created on your computer to restore the settings of the n/vision.

1 Connect your computer to the n/vision with a USB cable.

NOTE

Do not use a USB cable that is designed only for charging. Charge-only cables cannot transmit data.

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



The n/vision operates in USB mass storage mode. The n/vision is recognized by your computer as an external storage device. It takes around 20 seconds for the connection to be recognized.

3 Open the “NVISION” on your computer.

The “BACKUP” folder is shown in the NVISION.

4 Delete the “BACKUP” folder.

5 Copy (drag and drop) the backup file that you backed up on your computer to the “RESTORE” folder on the n/vision.

6 Disconnect the n/vision from your computer.

- If you're using Windows, click the USB icon () and then click “Eject Boutique”.
- If you're using macOS, drag the n/vision icon to the trash.

7 Press the [PAGE/TIE] button on the n/vision.

The restore operation begins, and the [PAGE/TIE] button blinks. “done” is displayed once the restore operation is finished.

8 Turn off the n/vision.

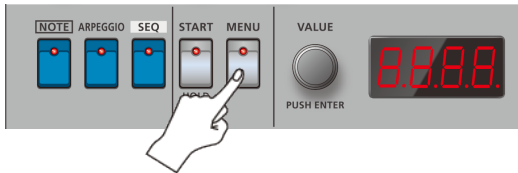
Configuring the settings of this unit

This shows you how to configure the settings that apply to the entire unit, such as part settings, system settings and so on.

MEMO

If the [SEQ] button is lit, press the [SEQ] button to make it go dark (which turns SEQ off).

1 Press the [MENU] button.



The [MENU] button lights up.

2 Use the [VALUE] knob to select the parameter to set, and press the [VALUE] knob.

The parameter setting screen appears.

3 Turn the [VALUE] knob to set the value, and press the [VALUE] knob.

4 To exit the settings, press the [MENU] button.

MEMO

- You can also press a corresponding step button to select the parameter items. In the following settings screens, you can also select the parameter item with the step buttons.
- If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Parameter (as displayed)	Explanation
[1]	<i>PART</i>	Configures the settings for the selected part. "Configuring the parts (p. 38)"
[2]	<i>P.M.</i>	Configures the P-MOD (phase modulation) settings. "Configuring P-MOD (p. 39)"
[3]	<i>S.M.</i>	Configures the S-MOD (shaping modulation) settings. "Configuring S-MOD (p. 41)"
[4]	<i>Mod</i>	Configures the modulation settings. "Configuring the modulation (p. 42)"
[5]	<i>VELD</i>	Configures the velocity settings. "Configuring the velocity (p. 43)"
[6]	<i>EQ</i>	Configures the EQ settings. "Configuring the EQ (p. 44)"
[7]	<i>SLFO</i>	Configures the step LFO settings. "Configuring the step LFO (p. 45)"
[8]	<i>DRW</i>	Configures the DRAWING settings. "Configuring drawing (p. 48)"
[9]	<i>KEY</i>	Configures the keyboard settings. "Configuring the keyboard settings (p. 49)"

Configuring the settings of this unit

Step buttons	Parameter (as displayed)	Explanation
[10]	MIDI	Configures the MIDI settings. “Configuring the MIDI settings (p. 50)”
[11]	SYS	Configures the system settings. “Configuring the system settings (p. 51)”
[12]	UTIL	Select this to use the utilities. “Using the utilities (p. 52)”

Configuring the parts

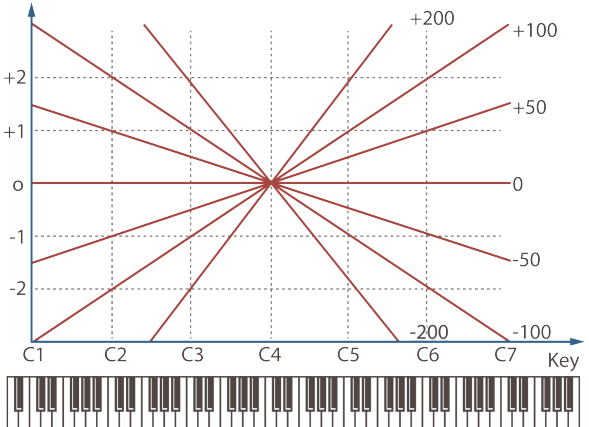
These parameters configure the overall settings for the parts.

MEMO

If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

* Parameters marked with an asterisk [*] in the step button column can also be operated directly with the knobs and sliders on the panel.

Step buttons	Item (Parameter name)	Value	Explanation
[1]	VOL (Part Volume)	0-127	Adjusts the part volume. You can adjust this parameter for each pattern.
[2]	PAN (Part Pan)	LS4-R63	Sets the pan position for each part.
[3]	TUNE (Part Tune)	-48-48	Shifts the pitch in semitones.
[4]	FINE (Fine Tune)	-50-50	Finely adjusts the pitch in units of one cent.
[5]	MIXC (Layer Mix Curve)	0, 1	Sets the mix curve for layers 1 and 2. 0: linear 1: tapered * This is enabled when Drawing Switch is “OFF”.
[6] [*]	PRND (Position Random Sens)	0-63	Sets how randomly the Wavetable Position changes when you press a key. * This is enabled when Drawing Switch is “OFF”.
[7]	LMRND (Layer Mix Random Sens)	0-63	Sets how randomly the Layer Mix changes when you press a key. * This is enabled when Drawing Switch is “OFF”.
[8] [*]	SPSH (Spread Switch)	OFF, ON	Turns the spread on/off.
[9] [*]	SPDP (Spread Depth)	0-20	Sets the depth of the spread. Larger values produce a more expansive sound.
[10]	SPSY (Spread Timing Tempo Sync)	OFF, ON	To synchronize the Spread Delay Time with the tempo, set this to “ON”.
[11]	SPDL (Delay Time (note))	“About note values (p. 67)”	Sets the Spread Delay Time to a note length. * This works when Spread Timing Tempo Sync is set to “ON”.

Step buttons	Item (Parameter name)	Value	Explanation
[12]	<i>SPΔ</i> (Spread Delay Time)	0–1023	Sets the time it takes to hear the delay sound with the Spread function after you press a key. MEMO When Spread is “ON”, the polyphony of the instrument is reduced.
[13] [*]	<i>FENV</i> (Filter Env Depth)	–63–63	Sets the depth of the filter envelope. Larger values produce a greater change in the filter envelope. A negative value inverts the envelope.
[14] [*]	<i>LFOF</i> (LFO Filter Depth)	–100–100	Sets how much the LFO is applied to the cutoff frequency.
[15] [*]	<i>CF</i> (Cutoff Keyfollow)	–200–200	Set this to make the cutoff frequency change according to the keys you play. When you set this to a “+” value, playing higher notes raises the cutoff frequency (with the cutoff frequency as the base value); and when you set this to a “–” value, playing higher notes lowers the cutoff frequency. Larger values produce greater change. Cutoff frequency (Octave) 

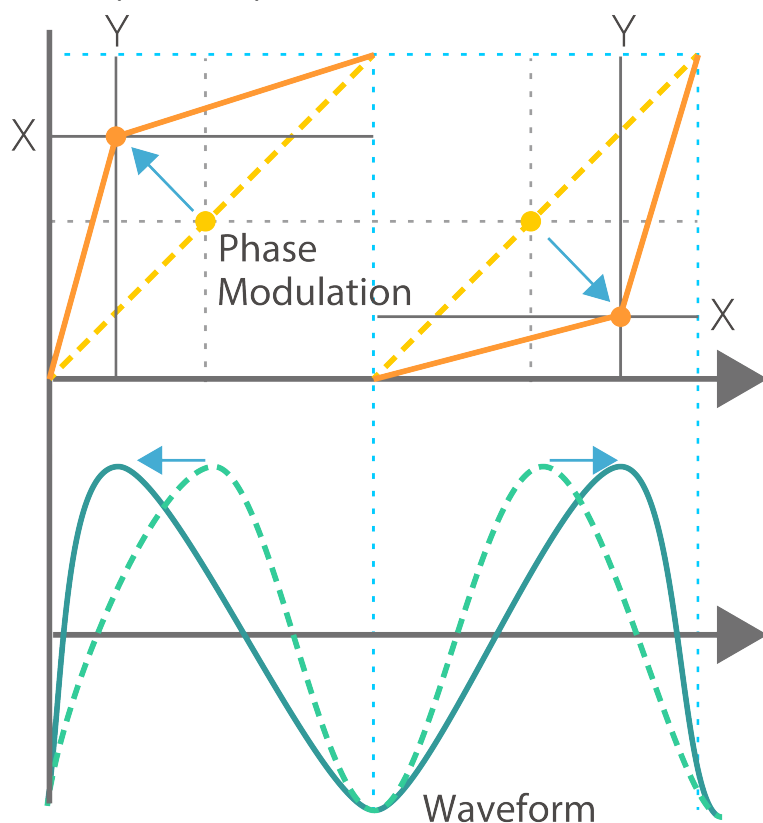
Configuring P-MOD

These are the settings for P-MOD (phase modulation).

P-MOD is used to alter the output waveform by modulating the phase of the input waveform. By increasing the phase of even a simple input waveform, you can make dramatic changes to the waveform to get a distinctive tone.

Configuring the settings of this unit

Relationship between phase modulation X/Y and the waveform



MEMO

If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

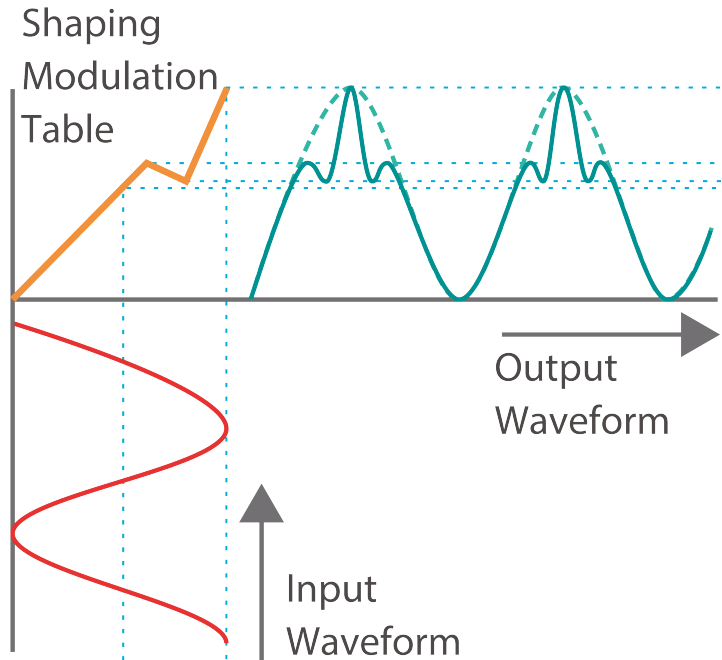
Step buttons	Item (Parameter name)	Value	Explanation
[1]	LIMT (P-MOD Limiter)	OFF, On	Restricts the depth of the X direction.
[2]	H (P-MOD-X)	-63-63	Sets the depth of the X direction.
[3]	Y (P-MOD-Y)	-63-63	Sets the depth of the Y direction.
[4]	LFO (P-MOD LFO Depth)	-63-63	Sets how much the LFO is applied in the Y direction.
[5]	Env (P-MOD Env Depth)	-63-63	Sets how much the OSC envelope is applied in the X direction.
[6]	Rand (P-MOD-X Random Sens)	0-63	Sets how randomly the X direction changes when you press a key.
[7]	Yrand (P-MOD-Y Random Sens)	0-63	Sets how randomly the Y direction changes when you press a key.
[8]	VEL (P-MOD-X Velocity Sens)	-100-100	Sets how much the X direction changes according to how hard you play the keys.
[9]	YVEL (P-MOD-Y Velocity Sens)	-100-100	Sets how much the Y direction changes according to how hard you play the keys.

Configuring S-MOD

These are the settings for S-MOD (shaping modulation).

With S-MOD, you can modulate the input waveform signal using a waveform table called a “shaper”. The more complex the shaper is, the greater the change you can make, even to simple input waveforms. This lets you make tones that are rich in high-frequency components.

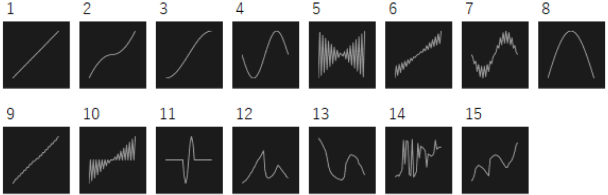
Relationship between the shaping modulation table and the waveform



MEMO

If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

* Parameters marked with an asterisk [*] in the step button column can also be operated directly with the knobs and sliders on the panel.

Step buttons	Item (Parameter name)	Value	Explanation
[1]	<i>tbl</i> (S-MOD Table Number)	1–15	Selects the table. 
[2] [*]	<i>dEPt</i> (S-MOD Shaping Depth)	0–127	Sets how much shaping modulation is applied.
[3]	<i>drU</i> (S-MOD Drive)	0–127	Sets the distortion of the waveform on the table side.
[4] [*]	<i>LFO</i> (S-MOD LFO Depth)	-63–63	Sets how much the LFO is applied to Shaping Depth.
[5] [*]	<i>Env</i> (S-MOD Env Depth)	-63–63	Sets how much OSC Envelope is applied to Shaping Depth.

Configuring the settings of this unit

Step buttons	Item (Parameter name)	Value	Explanation
[6]	<i>dP.r.d</i> (S-MOD Shaping Depth Random Sens)	0-63	Sets the degree of randomness for Shaping Depth when you press a key.
[7]	<i>d.r.s.d</i> (S-MOD Drive Random Sens)	0-63	Sets how randomly the Drive changes when you press a key.
[8]	<i>dP.v.E</i> (S-MOD Shaping Depth Velocity Sens)	-100-100	Sets how much Shaping Depth changes according to how hard you play the keys.
[9]	<i>d.r.v.E</i> (S-MOD Drive Velocity Sens)	-100-100	Sets how much the Drive changes according to how hard you play the keys.

Configuring the modulation

These are the settings for modulation.

MEMO

If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Item (Parameter name)	Value	Explanation
[1]	<i>b.d.u.P</i> (Bend Range Up)	0-48	Sets the amount of change (in semitones) made when the pitch bend lever is pushed up to maximum. For example, when this is set to "48" and you push the pitch bend lever all the way up, the pitch goes up four octaves.
[2]	<i>b.d.d.n</i> (Bend Range Down)	0-48	Sets the amount of change (in semitones) made when the pitch bend lever is pulled down to maximum. For example, if you set this to "48" and pull the pitch bend lever all the way down, the pitch goes down four octaves.
[3]	<i>P.C.r.U</i> (Portamento Curve Type)	This sets the curve used by the portamento effect to change the pitch.	
		<i>L.in.E</i>	A linear curve of change is applied.
		<i>E.H.P</i>	A non-linear curve of change is applied.
[4]	<i>P.M.o.d</i> (Portamento Mode)	This sets the playing style for applying portamento.	
		<i>n.o.r.n</i>	Portamento is always applied.
		<i>L.g.t.o</i>	Portamento is only applied when you play in legato style (playing one key and then playing the next while holding down the first one).
[5]	<i>M.d.St</i> (Mod Destination)	Selects what the modulation operates.	
		<i>P.L.F.D</i>	Pitch LFO Depth
		<i>F.L.F.D</i>	Filter LFO Depth
		<i>A.L.F.D</i>	Amp LFO Depth
		<i>P.M.o.d</i>	P-MOD Depth
		<i>S.M.o.d</i>	S-MOD Depth
		<i>P.S.M</i>	P&S-MOD Depth
		<i>W.P.D.S</i>	WT Pos Depth
		<i>M.H.r.h</i>	Mix/Rough Depth
		<i>P.M.H</i>	WT Pos&Mix Depth

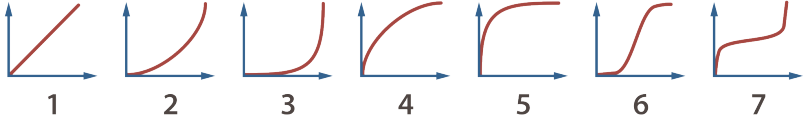
Step buttons	Item (Parameter name)	Value	Explanation
[6]	<i>MPCH</i> (Mod Pitch LFO Depth)	-63-63	Sets the depth of modulation when it is used to control the Pitch LFO Depth.
[7]	<i>MFLE</i> (Mod Filter LFO Depth)	-63-63	Sets the depth of modulation when it is used to control the Filter LFO Depth.
[8]	<i>MAPP</i> (Mod Amp LFO Depth)	-63-63	Sets the depth of modulation when it is used to control the Amp LFO Depth.
[9]	<i>MPDS</i> (Mod WT Pos Depth)	-63-63	Sets the depth of modulation when it is used to control Wavetable Position. * This is enabled for patches for which Drawing Switch is set to "OFF".
[10]	<i>MMIH</i> (Mod Mix/Rough Depth)	-63-63	Sets the depth of modulation when it is used to control Layer Mix and Morph Rough. * This is enabled for patches for which Drawing Switch is set to "OFF".
[11]	<i>MP_M</i> (Mod WT Pos&Mix Depth)	-63-63	Sets the depth of modulation when it is used to control the Wavetable Position and Layer Mix. * This is enabled for patches for which Drawing Switch is set to "OFF".
[12]	<i>M. HP</i> (Mod P-MOD Depth)	-63-63	Sets the depth of modulation when it is used to control Phase Modulation X, Y.
[13]	<i>M. HS</i> (Mod S-MOD Depth)	-63-63	Sets the depth of modulation when it is used to control the Shaping Modulation, Shaping Depth and Drive.
[14]	<i>MP_S</i> (Mod P&S-MOD Depth)	-63-63	Sets the depth of modulation when it is used to control the Phase Modulation X, Y, the Shaping Modulation, Shaping Depth and Drive.

Configuring the velocity

These are the settings for velocity.

MEMO

If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Item (Parameter name)	Value	Explanation
[1]	<i>CRU</i> (Velocity Curve)	<i>F IH</i> (FIX), 1-7	You can select from one of the following seven velocity curves, which change the intensity of the cutoff frequency, filter envelope and tone volume. If you don't want the intensity to change according to how hard you play the keys, set this to "F IH". 
[2]	<i>SLEU</i> (Amp Level Velocity Sens)	-100-100	Sets how much the volume changes according to the velocity. Set this to a positive value to make the volume louder when you play harder, and set this to a negative value to make the volume softer when you play harder.
[3]	<i>SCUE</i> (Cutoff Velocity Sens)	-100-100	Sets how much the cutoff frequency changes according to the velocity. Set this to a positive value to increase the cutoff frequency when you play harder, and set this to a negative value to decrease the cutoff frequency when you play harder.
[4]	<i>SRSD</i> (Resonance Velocity Sens)	-100-100	Sets how much the resonance depth changes in response to the velocity. Set this to a positive value to make the resonance increase when you play harder, and set this to a "-" value to make the resonance decrease when you play harder.

Configuring the settings of this unit

Step buttons	Item (Parameter name)	Value	Explanation
[5]	<i>SFEU</i> (Filter Env Velocity Sens)	-100-100	Use this to set how much the filter envelope changes in response to the velocity. Set this to a positive value to make the filter envelope more responsive when you play harder, and set this to a negative value to make it less responsive when you play harder.
[6]	<i>SFE1</i> (Filter Env Attack Time Velocity Sens)	-100-100	Sets how much the attack time of the filter envelope changes in response to the velocity. Set this to a positive value for a faster attack time when you play the keys harder, and set this to a negative value for a slower attack time when you play the keys harder.
[7]	<i>SFE4</i> (Filter Env Release Time Velocity Sens)	-100-100	Sets how much the release time of the filter envelope changes in response to how quickly you release the keys. Set this to a positive value for a faster release time when you release the keys quickly, and set this to a negative value for a slower release time when you release the keys quickly.
[8]	<i>SRE1</i> (Amp Env Attack Time Velocity Sens)	-100-100	Sets how much the attack time of the amp envelope changes in response to the velocity. Set this to a positive value for a faster attack time when you play the keys harder, and set this to a negative value for a slower attack time when you play the keys harder.
[9]	<i>SRE4</i> (Amp Env Release Time Velocity Sens)	-100-100	Sets how much the release time of the amp envelope changes in response to how quickly you release the keys. Set this to a positive value for a faster release time when you release the keys quickly, and set this to a negative value for a slower release time when you release the keys quickly.
[10]	<i>LFO P</i> (LFO Phase Position)	0-3	Sets the LFO start phase value when LFO Key Trigger is "ON". * This is disabled when the LFO waveform is "RND". 0: 1 cycle 1: 1/4 cycle 2: 1/2 cycle 3: 3/4 cycle

Configuring the EQ

These are the settings for the patch EQ.

MEMO

If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Item (Parameter name)	Value	Explanation
[1]	<i>SH</i> (EQ Switch)	OFF, ON	Turns the equalizer on/off for the patch.
[2]	<i>LG in</i> (EQ Low Gain)	-240-240	Adjusts the boost/cut of the low frequency range.
[3]	<i>MG in</i> (EQ Mid Gain)	-240-240	Adjusts the amount of boost/cut of the mid-frequency range.
[4]	<i>HG in</i> (EQ High Gain)	-240-240	Adjusts the boost/cut of the high frequency range.
[5]	<i>LF r9</i> (EQ Low Frequency)	20-16000	Sets the center frequency of the low range.
[6]	<i>MF r9</i> (EQ Mid Frequency)	20-16000	Sets the center frequency for the mid-frequency range.

Step buttons	Item (Parameter name)	Value	Explanation
[7]	HFr9 (EQ High Frequency)	20–16000	Sets the center frequency of the high range.
[8]	B. 9 (EQ Mid Q)	0.5–16.0	Sets the bandwidth of the mid-frequency range. Higher values make the bandwidth narrower.

MEMO

For the EQ, the values that were set are applied when a note sounds.

Configuring the step LFO

The step LFO applies LFO modulation based on a 16-step waveform. This periodically changes the sound, in sync with the tempo.

MEMO

If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Item	Explanation
[1]	SEt	Configures the common step LFO settings.
[2]	PSEt	Configures the step LFO settings (OSC).
[3]	PMod	Sets the depth of the Pitch, Phase Modulation, Shaping Modulation and Wavetable Position for each step.
[4]	PCrU	Sets the curve of the Pitch, Phase Modulation, Shaping Modulation and Wavetable Position for each step.
[5]	ASEt	Configures the step LFO settings (Filter-Amp).
[6]	AMod	Sets the depth of the filter and amp for each step.
[7]	ACrU	Sets the curve of the filter and amp for each step.
[8]	GALE	Sets whether each step plays or not (on/off).
[9]	ELCt	Specifies whether the kick is on/off for each step. This creates a kick (bass drum)-like effect at the timing of the steps that are "on" (active), by applying a downward-sloping pitch envelope to the sound. * This is enabled when Step Mod Pitch Switch is "ON".
[10]	LoOL	Resets each of the parameter values for the step LFO, or sets them randomly.

1:SEt

Step buttons	Item (Parameter name)	Value	Explanation
[1]	SNRH (Step Size)	1–16	Sets the size of the steps to loop.
[2]	EnUt (Envelope Trigger)	OFF, On	When using the steps to trigger the OSC, filter or amp envelope, set this to "ON".

Configuring the settings of this unit

Step buttons	Item (Parameter name)	Value	Explanation
[3]	<i>noteE</i> (Rate (note))	64E, 1_64, 32E, 1_32, 16E, 1_32, 1_16, 1_8E, 1_16, 1_8, 1_4E, 1_8, 1_4, 1_2E, 1_4, 1_2, 1E, 1_2, 1, 2E, 1, 2, 4 “About note values (p. 67)”	Sets the length per step as a note length.

2:PSET

Step buttons	Item (Parameter name)	Value	Explanation
[1]	<i>PCH</i> (Step Mod Pitch Switch)	OFF, ON	When using OSC Step Depth to operate the pitch, set this to “ON”.
[2]	<i>HP.</i> (Step Mod P-MOD Switch)	OFF, ON	When using OSC Step Depth to operate Phase Modulation in the Y direction, set this to “ON”.
[3]	<i>HS.</i> (Step Mod S-MOD Switch)	OFF, ON	When using OSC Step Depth to operate Shaping Modulation and Shaping Depth, set this to “ON”.
[4]	<i>PDS</i> (Step Mod Position Switch)	OFF, ON	When using OSC Step Depth to operate Wavetable Position, set this to “ON”. * This is enabled for patches for which Drawing Switch is set to “OFF”.
[5]	<i>HP.dP</i> (Step Mod P-MOD Depth)	-63-63	Sets the depth of the Phase Modulation Y direction. * This is enabled when Step Mod P-MOD Switch is “ON”.
[6]	<i>HS.dP</i> (Step Mod S-MOD Depth)	-63-63	Sets the depth of the Shaping Modulation and Shaping Depth. * This is enabled when Step Mod S-MOD Switch is “ON”.
[7]	<i>PS.dP</i> (Step Mod Position Depth)	-63-63	Sets how much the Wavetable Position is moved. * This is enabled when Step Mod Position Switch is “ON”.
[8]	<i>SSL</i> (Scale Switch)	OFF, ON	To make the pitch that you set in OSC Step Depth follow the notes of the selected Scale Table, set this to “ON”. * This is enabled when Step Mod Pitch Switch is “ON”.

Step buttons	Item (Parameter name)	Value	Explanation
[9]	S _{tbl} (Scale Table)	Sets the Scale Table.	
		CH _{rn}	Chromatic
		MA ₃	Major
		P _{nt}	Major Pentatonic
		M _{in}	Minor
		H _{M in}	Harmonic Minor
		M _{M in}	Melodic Minor
		WH _{tn}	Whole Tone
		BL _{nt}	Blue note
		J _{M in}	Japanese Minor
		R _{YU_U}	Ryukyu
		B _{Ar i}	Bari
		S _{PA}	Spanish
		G _{YP_S}	Gypsy
		M _{in 1}	C
		M _{in 2}	C G
		M _{in 3}	C E ^b G
		M _{in 4}	C E ^b G B ^b
		M _{in 5}	C D E ^b G B ^b
		M _{in 6}	C D E ^b F G B ^b

3: P_{Mod}

Step buttons	Item (Parameter name)	Value	Explanation
[1]–[16]	S _{L 1} –S _{L 16} (OSC Step Depth)	- 72–72	Configures the settings for each step.

4: P_{LCU}

Step buttons	Item (Parameter name)	Value	Explanation
[1]–[16]	S _{L 1} –S _{L 16} (OSC Step Curve)	0–36	Sets the curve for each step.

5: R_{SE_L}

Step buttons	Item (Parameter name)	Value	Explanation
[1]	F _{LE} (Step Mod Filter Switch)	OFF, ON	To control the depth of Filter-Amp Step Depth when it is used to control the filter, set this to "ON".
[2]	A _{NP} (Step Mod Amp Switch)	OFF, ON	To control the depth of Filter-Amp Step Depth when it is used to control the amp, set this to "ON".

Configuring the settings of this unit

Step buttons	Item (Parameter name)	Value	Explanation
[3]	<i>LF</i> (Step Mod Filter Depth)	- 100-100	Sets the depth of the filter.

6:Mod

Step buttons	Item (Parameter name)	Value	Explanation
[1]-[16]	<i>St. 1-St. 16</i> (Filter-Amp Step Depth)	- 72-72	Configures the settings for each step.

7:RCU

Step buttons	Item (Parameter name)	Value	Explanation
[1]-[16]	<i>St. 1-St. 16</i> (Filter-Amp Step Curve)	0-36	Sets the curve for each step.

8:GLE

Step buttons	Item (Parameter name)	Value	Explanation
[1]-[16]	<i>St. 1-St. 16</i> (Step Switch)	OFF, On	Sets whether each step plays or not (on/off).

9:KIC

Step buttons	Item (Parameter name)	Value	Explanation
[1]-[16]	<i>St. 1-St. 16</i> (Step Kick Switch)	OFF, On	Specifies whether the kick is on/off for each step.

10:Tool

Step buttons	Item (Parameter name)	Value	Explanation
[1]	<i>dest</i> (Destination)	<i>DEPT, CRU, both</i>	Selects the parameter to which the tool is applied.
[2]	<i>trgt</i> (Target)	<i>PLFO, RLFO, both</i>	Selects the LFO to which the tool is applied.
[3]	<i>rnd</i> (Random)	-	When executed, this randomly sets the parameter values for the target selected in Destination and Target.
[4]	<i>rst</i> (Reset)	-	When executed, this resets the parameter values for the target selected in Destination and Target.

Configuring drawing

Drawing lets you freely draw the waveform to be used by the oscillator. The waveform you create plays as a single-cycle waveform. The waveform is divided into a maximum of 32 ranges, and you can specify the value for each range. When the waveform is played back, the values for each range are connected together in a continuous way to let you freely create and play the waveform.

MEMO

If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Item	Value	Explanation
[1]	<i>SH</i> (Drawing Switch)	<i>OFF, ON</i>	Drawing is enabled when this is "ON".
[2]	<i>MORPH</i> (Morph Rough)	<i>0-127</i>	Sets how rough the sound quality is. * This is enabled when Drawing Switch is "ON".
[3]	<i>L16</i>	-	Sets the drawing waveform data.
[4]	<i>17.32</i>	-	
[5]	<i>tool</i>	-	Edits the waveform data that you set by drawing.

3: *L16*

Step buttons	Item (Parameter name)	Value	Explanation
[1]-[16]	<i>Wd.1-Wd.16</i> (Wave Data 1-16)	<i>-72-72</i>	Sets the waveform data for Wave Data 1-16. * This is enabled when Drawing Switch is "ON".

4: *17.32*

Step buttons	Item (Parameter name)	Value	Explanation
[1]-[16]	<i>Wd.17-Wd.32</i> (Wave Data 17-32)	<i>-72-72</i>	Sets the waveform data for Wave Data 17-32. * This is enabled when Drawing Switch is "ON".

5: *tool*

Step buttons	Item (Parameter name)	Value	Explanation
[1]	<i>Form1</i> (Drawing Tool Form 1)	<i>0-127</i>	Morphs between the waveforms as follows: Sine (0)-Triangle (42)-Saw (84)-Square (127). * This is enabled when Drawing Switch is "ON".
[2]	<i>Mod</i> (Drawing Tool Form 2)	<i>0-127</i>	Morphs between a sine wave (0) and a metallic sound (127). * This is enabled when Drawing Switch is "ON".
[3]	<i>Sync</i> (Drawing Tool Sync)	<i>0-127</i>	Narrows the width of the waveform that's currently set, and repeats it. * This is enabled when Drawing Switch is "ON".
[4]	<i>Width</i> (Drawing Tool Width)	<i>0-127</i>	Narrows the width of the waveform that's currently set. * This is enabled when Drawing Switch is "ON".
[5]	<i>ALPH</i> (Drawing Tool AM Depth)	<i>0-127</i>	Deforms the currently set waveform by applying a comb filter to thin out the data. * This is enabled when Drawing Switch is "ON".
[6]	<i>Exec</i> (Drawing Tool Exec)	-	Pressing the [VALUE] knob applies the changes you made using the Drawing Tool to the waveform. * This is enabled when Drawing Switch is "ON".

Configuring the keyboard settings

These are the keyboard settings.

Configuring the settings of this unit

MEMO

If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Item (Parameter name)	Value	Explanation
[1]	TRANS (Transpose)	-5-5	Transposes (moves) the pitch range of the keyboard in semitones.
[2]	VELO (Key Velocity)		This configures the function that detects how hard you play the keyboard (the velocity).
		REAL	The velocity value changes in response to how hard you play the keys. * To make the tone change according to the velocity, you must configure each of the Velocity Sens settings, such as Amp Level Velocity Sens. For details, refer to "Configuring the velocity (p. 43)".
		1-127	Sets the velocity at a fixed value.
[3]	CURV (Velocity Curve)		Specifies the keyboard touch.
		LIGHT	Sets the keyboard feel to respond with a lighter touch.
		Normal	Sets the keyboard feel to respond with a standard touch.
		HEAVY	Sets the keyboard feel to respond with a heavier touch.
[4]	SPLIT (Split Point)	23-25	When the split function is on, this sets the position of the split (the split point) on the keyboard. All notes you play in the lower zone of the keyboard at or below the split point play the lower part, and all notes played in the higher zone play the upper part. The split point key is included in the upper part. When a K-25m is connected, you can hold down the [SPLIT] button and press a key to set the split point.
			MEMO F#3 indicates "F#3".

Configuring the MIDI settings

Here's how to make MIDI-related settings.

MEMO

If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Item (Parameter name)	Value	Explanation
[1]	CH (Channel)	1-16, OFF	Sets the MIDI transmitting/receiving channel for the system. • Use the MIDI channel you set here when using an external MIDI keyboard in place of the K-25m. • Pattern selection (program change messages) is output using this channel.
[2]	CHLW (Lower Part Channel)	1-16	Specifies the MIDI receive channel for the lower part.
[3]	CHUP (Upper Part Channel)	1-16	Specifies the MIDI receive channel for the upper part.

Step buttons	Item (Parameter name)	Value	Explanation
[4]	rKEY (Remote Keyboard)		When you use an external MIDI keyboard in place of the K-25m, this sets which connector to use to connect the external MIDI keyboard.
		OFF	Select this when a MIDI keyboard is not connected. Normally, this is set to "OFF".
		MIDI	Select this when connecting to the MIDI connector.
		USB	Select this when connecting to the USB port.
[5]	SYN (Sync Source)		This specifies the synchronization signal that this unit's sequencer follows.
		AUTO	Automatically detects the signal inputted to the jack.
		INT	The unit operates according to its internal clock. Select this when using this unit by itself.
		MIDI	The unit operates according to the synchronization signal input from the MIDI connector.
		USB	The unit operates according to the synchronization signal input from the USB port.
[6]	SYN (Sync Out MIDI Clock)		This sets the jack used to output the synchronization signal.
		OFF	A synchronization signal is not output.
		MIDI	A synchronization signal is output from the MIDI connector.
		USB	Messages are output from the USB port.
		ALL	A synchronization signal is output both from the MIDI connector and the USB port.
[7]	THRU (MIDI Thru)	OFF, ON	If this is "ON", MIDI messages that are input from the MIDI IN connector are retransmitted as-is from the MIDI OUT connector.
			MEMO Note messages from the channel used for the remote keyboard are converted to the MIDI channels used by lower/upper and then output.

Configuring the system settings

Configures the system settings.

MEMO

If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Parameter (parameter name)	Value	Explanation
[1]	INLV (Input Level)	0-127	Adjusts the input level of the MIX IN jack.
[2]	AOFF (Auto Off Minute)	OFF, 30, 240 (min.)	Specifies whether the unit turns off automatically after a certain time has elapsed. If you don't want the unit to turn off automatically, choose "OFF" setting. MEMO The setting is disabled (the power does not turn off automatically) when the unit is connected via USB.

Configuring the settings of this unit

Step buttons	Parameter (parameter name)	Value	Explanation
[3]	<i>tune</i> (Master Tune)	415.3-466.2 (Hz)	Adjusts the overall tuning. The value shown is the frequency of the A4 key (middle A on a piano keyboard).

Using the utilities

The utilities on this unit provide functionality that's useful when editing.

MEMO

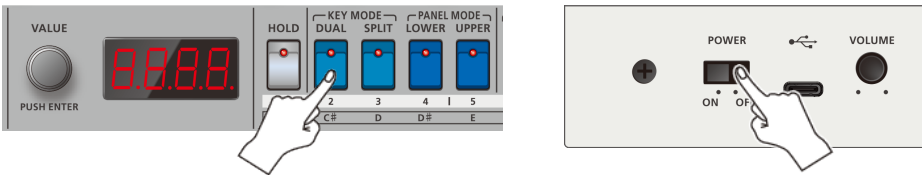
If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Item	Explanation
[1]	<i>PCLR</i>	Initializes the selected pattern.
[2]	<i>ELLR</i>	Initializes the selected patch.
[3]	<i>LRnd</i>	Randomly rewrites the selected patch.

Restoring the factory settings (factory reset)

This shows you how to restore the n/vision to its factory default settings.

1 While holding down the [DUAL] button, turn the power on.



The [PAGE/TIE] button blinks. To cancel the factory reset, turn off the power.

2 Press the [PAGE/TIE] button.

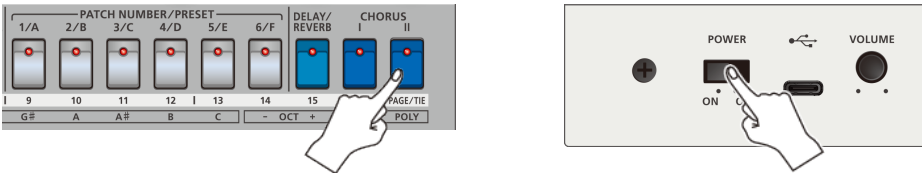
Initialization starts. Once the n/vision is restored to factory default settings, "done" appears in the display.

3 Turn the power of the n/vision off and then on again.

Prioritizing the battery (battery fixed operation mode)

This mode lets you operate the n/vision on battery power, even when connected to another device via USB. In this mode, this unit does not use (or switch to) USB bus power, even when you connect the unit to another USB port. This lets you use this unit on battery power while the USB port is connected to a device that can't supply it with power.

1 While holding down the [PAGE/TIE] button, turn the power on.



This makes this unit operate on batteries.

NOTE

If you handle the batteries improperly, you risk explosion and fluid leakage. Make sure that you carefully observe all of the items related to batteries that are listed in the "USING THE UNIT SAFELY" leaflet for proper use.

Effect parameters

CHORUS & MFX parameters

Here's how to configure the effects.

Use the Type parameter to select an effect. The parameter types that you can configure depend on the effect you've selected. For details on the parameters you can set, refer to the individual pages that explain each effect.

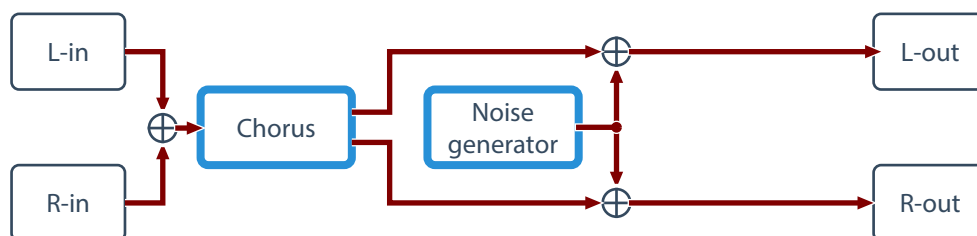
MEMO

If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Type parameter (TYPE)

Display	Effect name
Cho1	JUNO-106 Chorus (p. 54)
Cho2	CE-1 (p. 55)
Cho3	SDD-320 (p. 55)
dLY1	Time Ctrl Dly (p. 56)
dLY2	2Tap Pan Delay (p. 57)
dLY3	Modulation Delay (p. 58)
r.dLY	Reverse Dly (p. 59)
Od	T-Scream (p. 60)
FU__	Fuzz (p. 61)
drU	Tone Fattener (p. 61)
bitC	Bit Crusher (p. 62)
LENP	LOFI Compress (p. 62)
PhR1	Script 90 (p. 63)
PhR2	Multi Stage Phaser (p. 64)
FILT	Super Filter (p. 64)
PCH1	Pitch Shifter (p. 66)
PCH2	2Voice Pitch Shifter (p. 66)

JUNO-106 Chorus



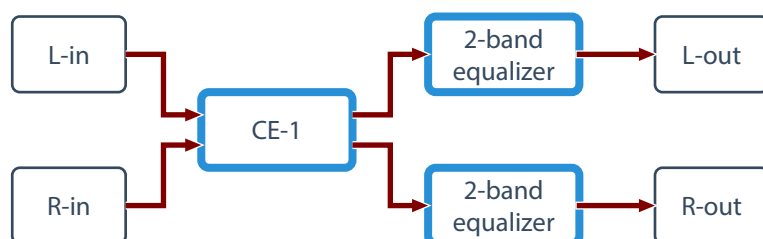
MEMO

- You can also press a corresponding step button to select the parameter items.
- If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Parameter	Value	Explanation
[1]	TYPE	Cho1	Models the chorus section of the Roland JUNO-106.

Step buttons	Parameter	Value	Explanation
[2]	SH	OFF, On	Turns the effect on/off.
[3]	ModE	Chorus types	
		1	The effect produced when pressing chorus button [I] on a JUNO-106.
		2	The effect produced when pressing chorus button [II] on a JUNO-106.
		1_2	The effect produced when pressing both chorus button [I] and [II] on the JUNO-106 at the same time.
		JH 1	The effect produced in chorus mode 1 on the JX-8P.
		JH 2	The effect produced in chorus mode 2 on the JX-8P. Offers a thicker sound than chorus mode 1.
[4]	nois	0–127	Sets the volume of noise produced by the chorus effect.
[5]	bAL	Volume balance between the effect sound and dry (original) sound	
		0–100	0 (Effect sound = 0: dry sound = 100) 100 (Effect sound = 100: dry sound = 0)
[6]	LEV	0–127	Output level

CE-1

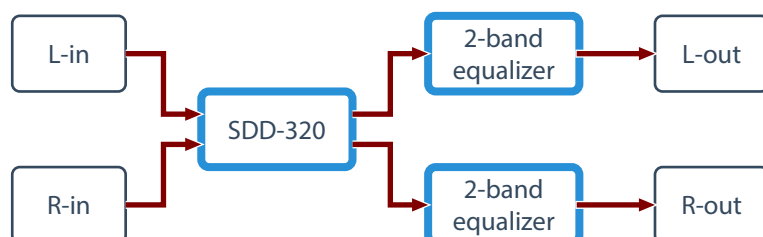


MEMO

- You can also press a corresponding step button to select the parameter items.
- If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Parameter	Value	Explanation
[1]	TYPE	Cho2	This models the classic BOSS CE-1 chorus effect unit. It provides a chorus sound with a distinctively analog warmth.
[2]	SH	OFF, On	Turns the effect on/off.
[3]	IntL	0–127	Adjusts the volume of the chorus effect.
[4]	Lo	-15–15 (dB)	Amount of low range boost/cut
[5]	Hi	-15–15 (dB)	Amount of high range boost/cut
[6]	LEV	0–127	Output level

SDD-320



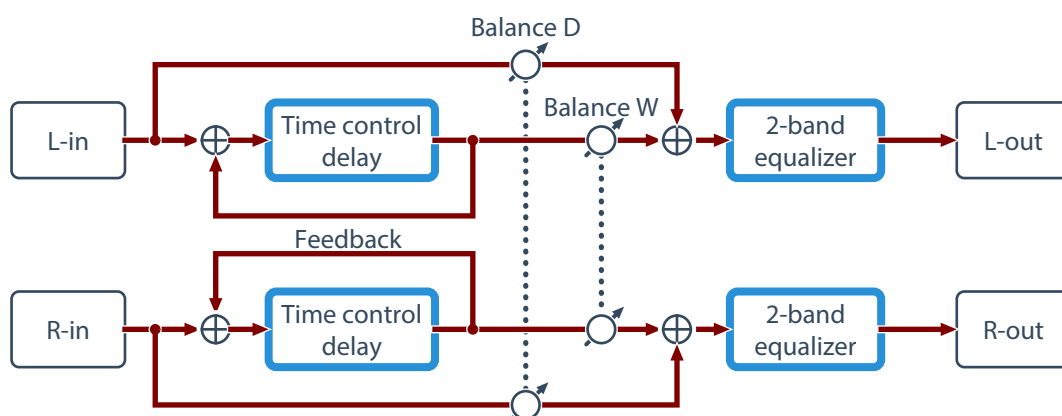
Effect parameters

MEMO

- You can also press a corresponding step button to select the parameter items.
- If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Parameter	Value	Explanation
[1]	TYPE	Chorus	This models Roland's DIMENSION D (SDD-320). It provides a clear chorus sound.
[2]	SH	OFF, On	Turns the effect on/off.
[3]	MODE	Switches the mode.	
		1, 2, 3, 4	Mode buttons on the SDD-320
		1-4, 2-4, 3-4	The sound produced when the mode buttons of the SDD-320 are pressed in combination.
[4]	Lo	-15-15 (dB)	Amount of low range boost/cut
[5]	Hi	-15-15 (dB)	Amount of high range boost/cut
[6]	LEV	0-127	Output level

Time Ctrl Dly



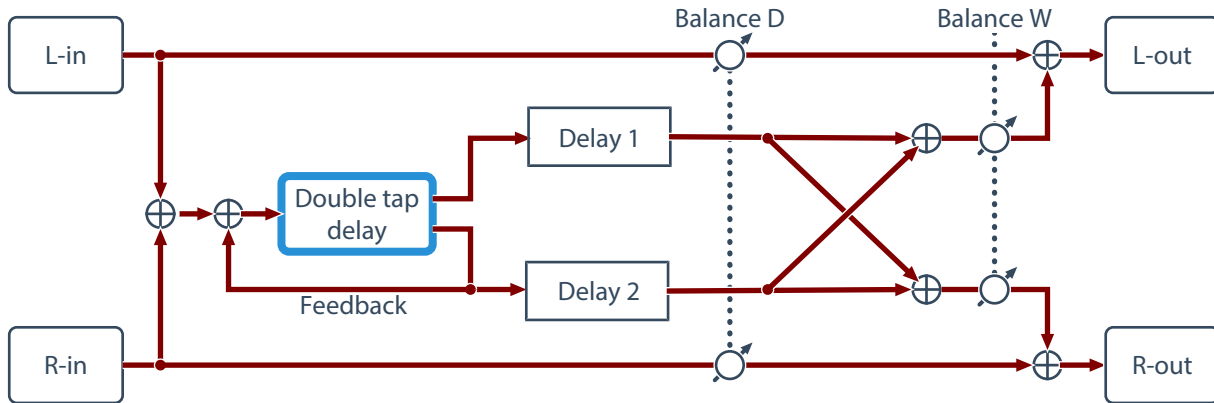
MEMO

- You can also press a corresponding step button to select the parameter items.
- If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Parameter	Value	Explanation
[1]	TYPE	dLY 1	This is a delay in which the delay time can be varied smoothly.
[2]	SH	OFF, On	Turns the effect on/off.
[3]	Sync	OFF, On	When this is "ON", the effect synchronizes with the tempo of the rhythm. "Setting the tempo (p. 27)"
[4]	TIME	1-1300 (ms)	Delay time from when the direct sound until the delay sound is heard
[5]	note	"About note values (p. 67)"	
[6]	Fb	-98-98 (%)	Proportion of the delay sound that is fed back into the effect (negative values invert the phase)
[7]	BAL	Volume balance between the effect sound and dry (original) sound	
		0-100	0 (Effect sound = 0: dry sound = 100) 100 (Effect sound = 100: dry sound = 0)
[8]	EQLo	-15-15 (dB)	Amount of low range boost/cut

Step buttons	Parameter	Value	Explanation
[9]	<i>E9H</i>	-15-15 (dB)	Amount of high range boost/cut
[10]	<i>LEU</i>	0-127	Output level

2Tap Pan Delay



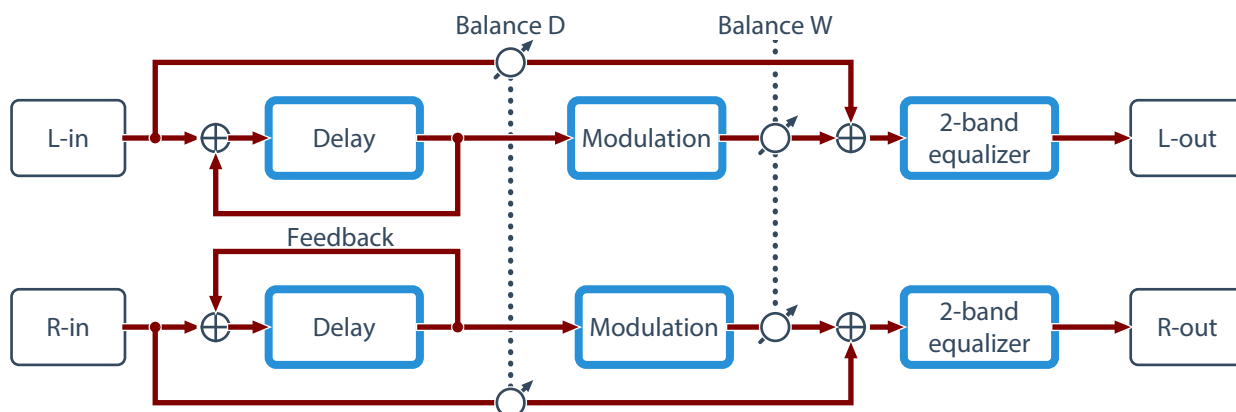
MEMO

- You can also press a corresponding step button to select the parameter items.
- If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

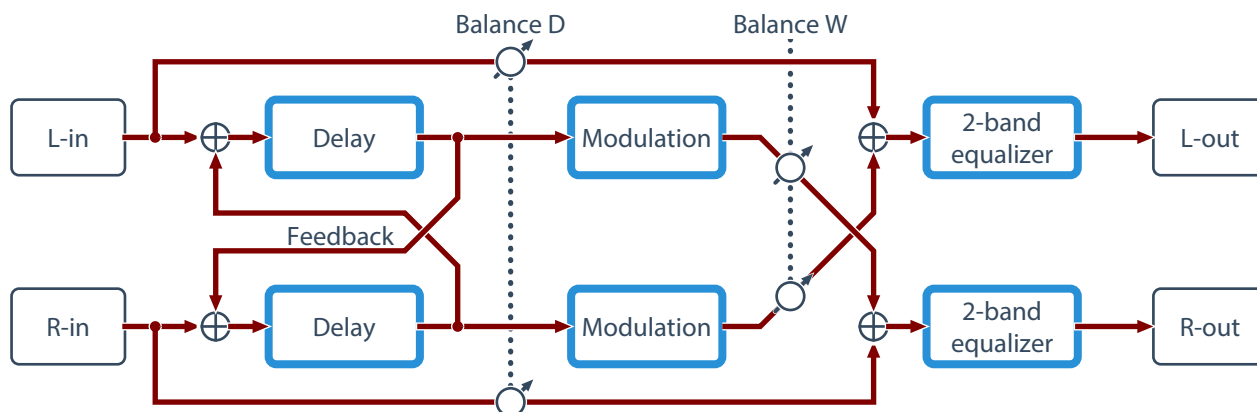
Step buttons	Parameter	Value	Explanation
[1]	<i>TYPE</i>	<i>delay</i>	The delay sound is heard both at the left and at the right.
[2]	<i>SB</i>	<i>OFF, On</i>	Turns the effect on/off.
[3]	<i>Sync</i>	<i>OFF, On</i>	When this is "ON", the effect synchronizes with the tempo of the rhythm. "Setting the tempo (p. 27)"
[4]	<i>TIME</i>	1-2600 (ms)	Delay time from when the direct sound until the delay sound is heard
[5]	<i>note</i>	"About note values (p. 67)"	
[6]	<i>Fb</i>	-98-98 (%)	Proportion of the delay sound that is fed back into the effect (negative values invert the phase)
[7]	<i>HdHP</i>	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 (Hz), <i>byps</i>	Center frequency at which the high frequencies of the delay sound fed back to the input are cut (<i>byps</i> : frequencies are not cut)
[8]	<i>Pan1</i>	L 64-r 63	Delay 1 pan
[9]	<i>Pan2</i>	L 64-r 63	Delay 2 pan
[10]	<i>LEV1</i>	0-127	Delay 1 volume
[11]	<i>LEV2</i>	0-127	Delay 2 volume
[12]	<i>E9Lo</i>	-15-15 (dB)	Amount of low range boost/cut
[13]	<i>E9Hi</i>	-15-15 (dB)	Amount of high range boost/cut
[14]	<i>bAL</i>	Volume balance between the effect sound and dry (original) sound	
		0-100	0 (Effect sound = 0: dry sound = 100) 100 (Effect sound = 100: dry sound = 0)
[15]	<i>LEU</i>	0-127	Output level

Modulation Delay

When Feedback Mode is "nor" (NORMAL)



When Feedback Mode is "Cros" (CROSS)



MEMO

- You can also press a corresponding step button to select the parameter items.
- If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

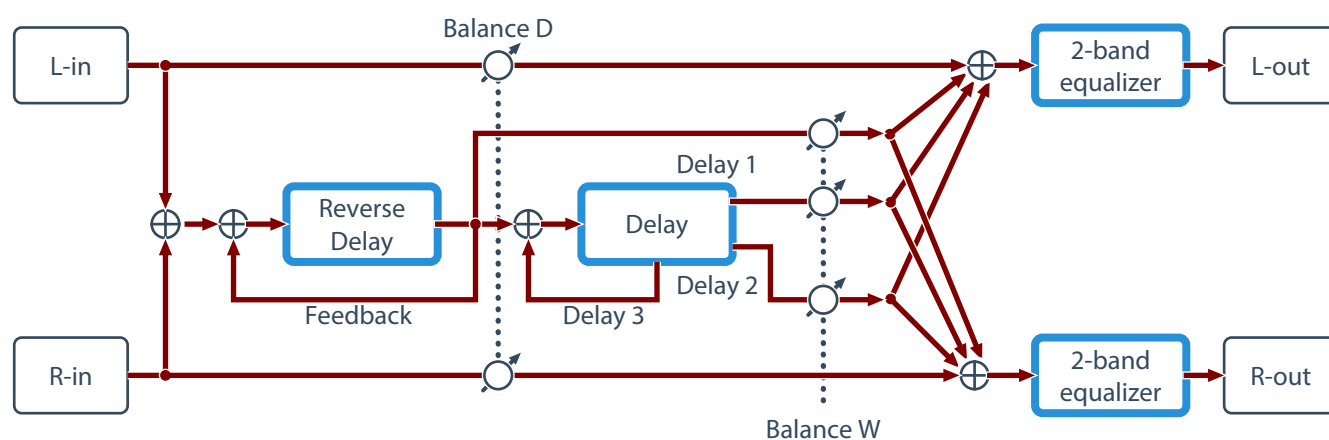
Step buttons	Parameter	Value	Explanation
[1]	type	delay	Adds a wavering feel to the delay sound.
[2]	SB	OFF, ON	Turns the effect on/off.
[3]	Lsync	OFF, ON	When this is "ON", the effect synchronizes with the tempo of the rhythm. "Setting the tempo (p. 27)"
[4]	Lt in	1-1300 (ms)	Time from when the direct sound of the left channel is heard until the delay sound is heard
[5]	Lnote	"About note values (p. 67)"	
[6]	rsync	OFF, ON	When this is "ON", the effect synchronizes with the tempo of the rhythm. "Setting the tempo (p. 27)"
[7]	rt in	1-1300 (ms)	Time from when the direct sound of the right channel is heard until the delay sound is heard
[8]	rnote	"About note values (p. 67)"	
[9]	Fbnd	nor, cros	The input where the delay sound is returned (see the algorithm diagram)

Step buttons	Parameter	Value	Explanation
[10]	Fb	-98-98 (%)	Proportion of the delay sound that is fed back into the effect (negative values invert the phase)
[11]	$HdHP$	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 (Hz), b4PS	Center frequency at which the high frequencies of the delay sound fed back to the input are cut (b4PS: frequencies are not cut)
[12]	Mod	These parameters configure the modulation. “ Modulation parameters (p. 59) ”	
[13]	$E9Lo$	-15-15 (dB)	Amount of low range boost/cut
[14]	$E9Hi$	-15-15 (dB)	Amount of high range boost/cut
[15]	bRL	Volume balance between the effect sound and dry (original) sound	
		0-100	0 (Effect sound = 0: dry sound = 100) 100 (Effect sound = 100: dry sound = 0)
[16]	LEV	0-127	Output level

Modulation parameters

Step buttons	Parameter	Value	Explanation
[1]	$rRtS$	OFF, ON	When this is “ON”, the effect synchronizes with the tempo of the rhythm. “ Setting the tempo (p. 27) ”
[2]	$rRtH$	0.05-10.00 (Hz)	Modulation cycle
[3]	$rRtn$	“ About note values (p. 67) ”	
[4]	$dEPt$	0-127	Modulation depth
[5]	PHS	0-180 (deg)	Modulation width

Reverse Dly



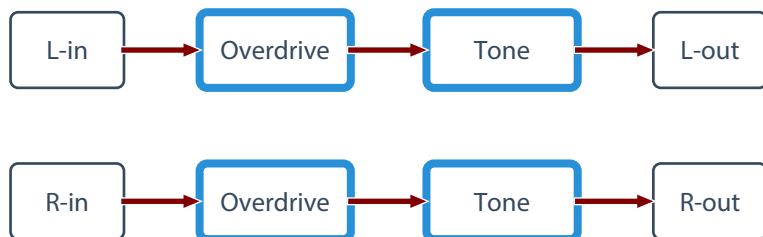
MEMO

- You can also press a corresponding step button to select the parameter items.
- If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Effect parameters

Step buttons	Parameter	Value	Explanation
[1]	TYPE	rdLY	This is a reverse delay that adds a reversed and delayed sound to the input sound. A tap delay is connected immediately after the reverse delay.
[2]	SB	OFF, ON	Turns the effect on/off.
[3]	Sync	OFF, ON	When this is "ON", the effect synchronizes with the tempo of the rhythm. "Setting the tempo (p. 27)"
[4]	Time	1-1300 (ms)	Delay time from when the direct sound until the delay sound is heard
[5]	Note	"About note values (p. 67)"	
[6]	Fb	-98-98 (%)	Proportion of the delay sound that is fed back into the effect (negative values invert the phase)
[7]	BAL	Volume balance between the effect sound and dry (original) sound	
		0-100	0 (Effect sound = 0: dry sound = 100) 100 (Effect sound = 100: dry sound = 0)
[8]	EQLo	-15-15 (dB)	Amount of low range boost/cut
[9]	EQHi	-15-15 (dB)	Amount of high range boost/cut
[10]	LEV	0-127	Output level

T-Scream

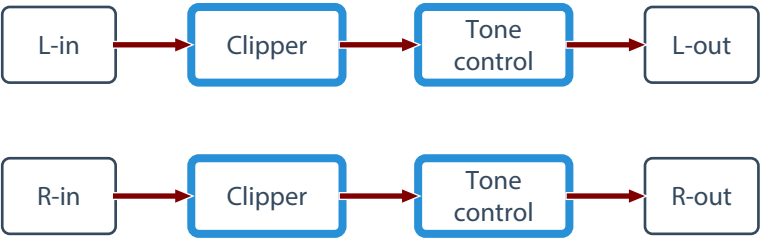


MEMO

- You can also press a corresponding step button to select the parameter items.
- If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Parameter	Value	Explanation
[1]	TYPE	Od	This models the analog overdrive of the past. It adds a nice amount of overtones without dirtying the sound.
[2]	SB	OFF, ON	Turns the effect on/off.
[3]	dist	0-127	Adjusts the amount of distortion. Also changes the volume.
[4]	tone	0-127	Sound quality of the overdrive effect
[5]	LEV	0-127	Output level

Fuzz

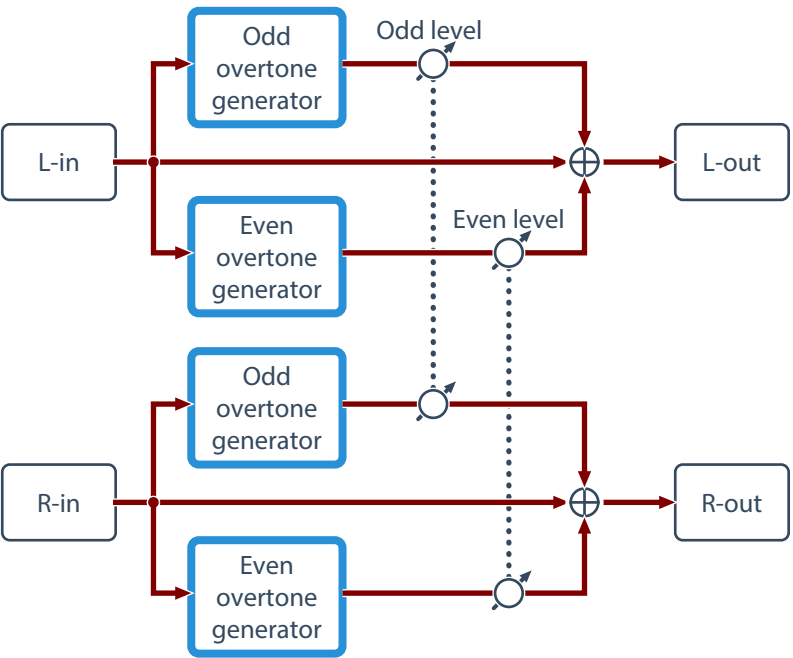


MEMO

- You can also press a corresponding step button to select the parameter items.
- If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Parameter	Value	Explanation
[1]	<i>TYPE</i>	<i>Fuzz</i>	Adds overtones and intensely distorts the sound.
[2]	<i>SB</i>	<i>OFF, On</i>	Turns the effect on/off.
[3]	<i>drU</i>	<i>0-127</i>	Adjusts the amount of distortion. Also changes the volume.
[4]	<i>tone</i>	<i>0-100</i>	Sound quality
[5]	<i>LEV</i>	<i>0-127</i>	Output level

Tone Fattener



MEMO

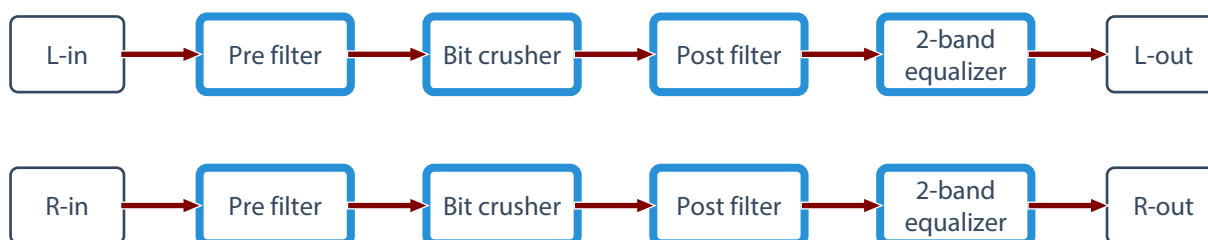
- You can also press a corresponding step button to select the parameter items.
- If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Parameter	Value	Explanation
[1]	<i>TYPE</i>	<i>drU</i>	An effect that applies a unique distortion and harmonic effect to fatten up the sound.
[2]	<i>SB</i>	<i>OFF, On</i>	Turns the effect on/off.

Effect parameters

Step buttons	Parameter	Value	Explanation
[3]	<i>Odd</i>	0-400 (%)	The higher the value, the more odd-numbered secondary harmonics are added.
[4]	<i>Even</i>	0-400 (%)	The higher the value, the more even-numbered secondary harmonics are added.
[5]	<i>LEV</i>	0-127	Output level

Bit Crusher

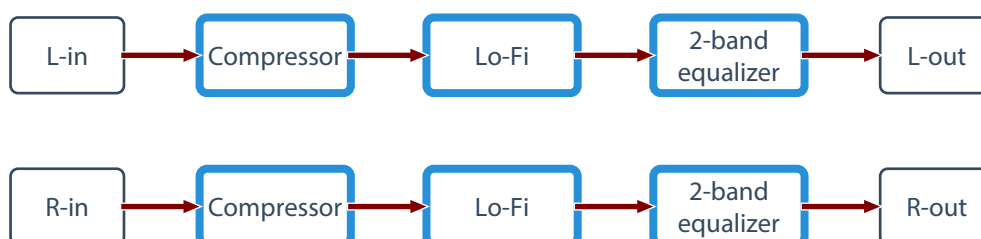


MEMO

- You can also press a corresponding step button to select the parameter items.
- If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Parameter	Value	Explanation
[1]	<i>TYPE</i>	Lo-Fi	Produces an extreme lo-fi effect.
[2]	<i>SH</i>	OFF, ON	Turns the effect on/off.
[3]	<i>SAMPLE</i>	0-127	Adjusts the sample rate.
[4]	<i>BIT</i>	0-20	Adjusts the bit depth.
[5]	<i>FILT</i>	0-127	Adjusts the depth of the filter.
[6]	<i>Lo</i>	-15-15 (dB)	Amount of low range boost/cut
[7]	<i>Hi</i>	-15-15 (dB)	Amount of high range boost/cut
[8]	<i>LEV</i>	0-127	Output level

LOFI Compress



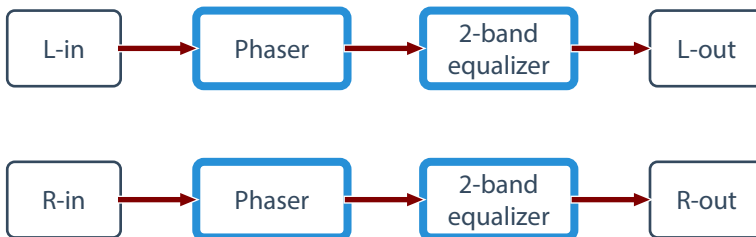
MEMO

- You can also press a corresponding step button to select the parameter items.
- If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Parameter	Value	Explanation
[1]	<i>TYPE</i>	Lo-Fi	Degrades the tonal character.
[2]	<i>SH</i>	OFF, ON	Turns the effect on/off.

Step buttons	Parameter	Value	Explanation
[3]	<i>COMP</i>	1-6	Type of filter applied to the sound before it passes through the Lo-Fi effect 1: Compressor off 2-6: Compressor on
[4]	<i>LoFi</i>	1-9	Degrades the tonal character. The tonal character degrades as this value is increased.
[5]	<i>FILTE</i>	Type of filter applied to the sound after it passes through the Lo-Fi effect	
		<i>OFF</i>	Filter is not used
		<i>LPF</i>	Cuts the high frequencies
		<i>HPF</i>	Cuts the low frequencies
[6]	<i>C.F.F</i>	1-16	The center frequency of the post filter. Larger values increase the cutoff frequency.
[7]	<i>EQLo</i>	-15-15 (dB)	Amount of low range boost/cut
[8]	<i>EQHi</i>	-15-15 (dB)	Amount of high range boost/cut
[9]	<i>bRL</i>	Volume balance between the effect sound and dry (original) sound	
		0-100	0 (Effect sound = 0; dry sound = 100) 100 (Effect sound = 100; dry sound = 0)
[10]	<i>LEV</i>	0-127	Output level

Script 90

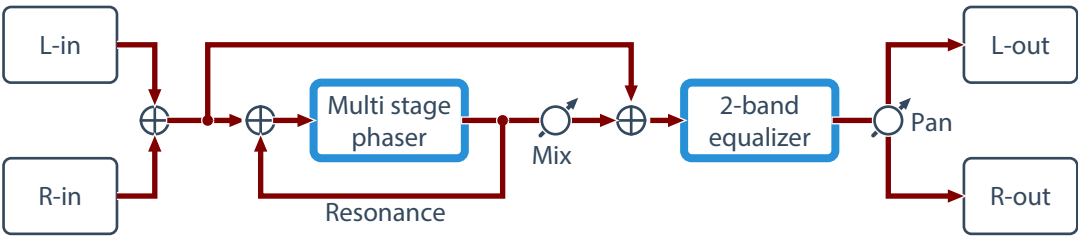


MEMO

- You can also press a corresponding step button to select the parameter items.
- If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Parameter	Value	Explanation
[1]	<i>TYPE</i>	<i>Phaser</i>	This simulates a different analog phaser than the small phaser effect. Suitable for electric piano tones.
[2]	<i>SH</i>	<i>OFF, On</i>	Turns the effect on/off.
[3]	<i>SPEED</i>	0-100	Modulation speed
[4]	<i>DEPTH</i>	0-127	Depth of modulation
[5]	<i>Lo</i>	-15-15 (dB)	Amount of low range boost/cut
[6]	<i>Hi</i>	-15-15 (dB)	Amount of high range boost/cut
[7]	<i>LEV</i>	0-127	Output level

Multi Stage Phaser

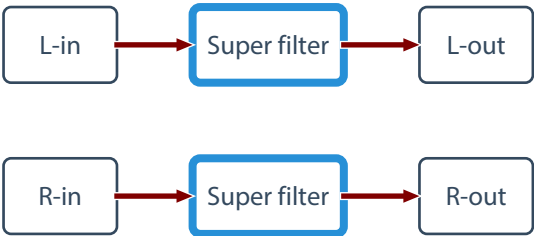


MEMO

- You can also press a corresponding step button to select the parameter items.
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Step buttons	Parameter	Value	Explanation
[1]	TYPE	PhR2	This creates extremely large phase differences for a deep phaser effect.
[2]	SH	OFF, On	Turns the effect on/off.
[3]	ModE	4, 8, 12, 16, 20, 24 (STAGE)	Number of stages in the phaser
[4]	ModnU	0-127	Center frequency from which the sound is modulated
[5]	SynC	OFF, On	When this is "ON", the effect synchronizes with the tempo of the rhythm. "Setting the tempo (p. 27)"
[6]	ModF	0.05-10.00 (Hz)	Frequency of modulation
[7]	NoteE	"About note values (p. 67)"	
[8]	ModD	0-127	Depth of modulation
[9]	FEED	0-127	Amount of feedback
[10]	Vol	0-127	Volume of phased sound
[11]	PAN	L 64-r 63	Stereo position of the output sound
[12]	Lo	-15-15 (dB)	Amount of low range boost/cut
[13]	Hi	-15-15 (dB)	Amount of high range boost/cut
[14]	LEV	0-127	Output level

Super Filter



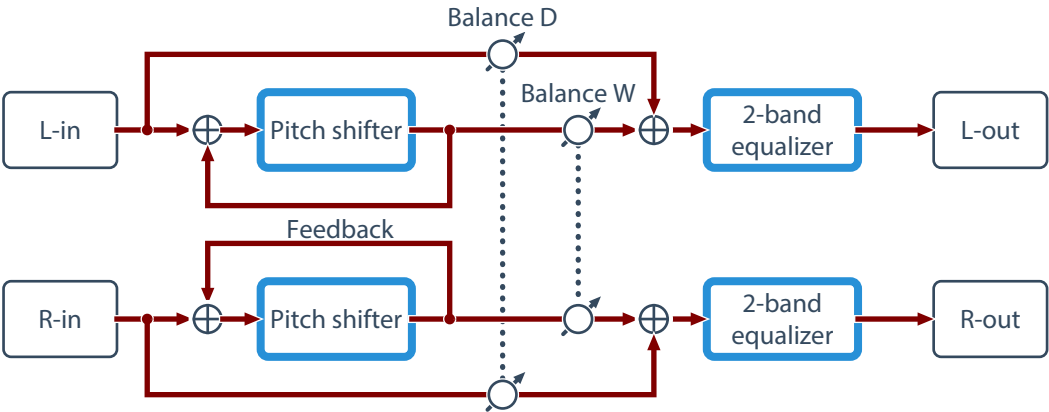
MEMO

- You can also press a corresponding step button to select the parameter items.
- If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Parameter	Value	Explanation
[1]	TYPE	FILT	This is a filter with an extremely sharp slope (attenuation characteristics). The cutoff frequency can be varied cyclically.

Step buttons	Parameter	Value	Explanation
[2]	<i>SB</i>	<i>OFF, On</i>	Turns the effect on/off.
[3]	<i>TYPE</i>	Frequency range that passes through each filter	
		<i>LPF</i>	Frequencies at or below the cutoff
		<i>bPF</i>	Frequencies in the region of the cutoff
		<i>HPF</i>	Frequencies at or above the cutoff
		<i>notc</i>	Frequencies other than the region of the cutoff
[4]	<i>SLOP</i>	Filter slope (attenuation characteristics; amount of attenuation per octave)	
		(dB)	Gentle
		(dB)	Steep
		(dB)	Extremely steep
[5]	<i>CFFF</i>	<i>0–127</i>	Cutoff frequency of the filter Increasing this value raises the cutoff frequency.
[6]	<i>RESO</i>	<i>0–100</i>	Filter resonance level Increasing this value emphasizes the region near the cutoff frequency.
[7]	<i>GAIN</i>	<i>0–12 (dB)</i>	Amount of boost for the filter output
[8]	<i>Mod</i>	<i>OFF, On</i>	On/off switch for cyclic change
[9]	<i>ModB</i>	These waves control how the cutoff frequency changes.	
		<i>Tri</i>	Triangle wave
		<i>Sqr</i>	Square wave
		<i>Sin</i>	Sine wave
		<i>SdB1</i>	Sawtooth wave (upward)
		<i>SdB2</i>	Sawtooth wave (downward)
[10]	<i>Sync</i>	<i>OFF, On</i>	When this is “ON”, the effect synchronizes with the tempo of the rhythm. “Setting the tempo (p. 27)”
[11]	<i>Rate</i>	<i>0.05–10.00 (Hz)</i>	Rate of modulation
[12]	<i>Note</i>	“About note values (p. 67)”	
[13]	<i>DEPT</i>	<i>0–127</i>	Depth of modulation
[14]	<i>Rate</i>	<i>0–127</i>	Speed at which the cutoff frequency changes The <i>ModB</i> parameter is effective when using a square wave or sawtooth wave (upward or downward).
[15]	<i>LEV</i>	<i>0–127</i>	Output level

Pitch Shifter

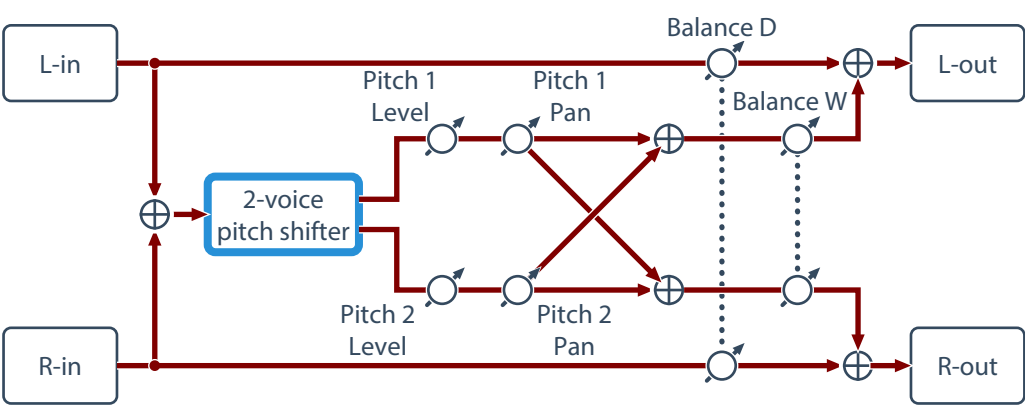


MEMO

- You can also press a corresponding step button to select the parameter items.
- If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Step buttons	Parameter	Value	Explanation
[1]	TYPE	PCH 1	A stereo pitch shifter.
[2]	SH	OFF, ON	Turns the effect on/off.
[3]	CRS	-24-12 (semitones)	Pitch shift setting (in semitones)
[4]	FINE	-100-100 (cent)	Amount of pitch shift (in 2-cent steps)
[5]	SYNC	OFF, ON	When this is "ON", the effect synchronizes with the tempo of the rhythm. "Setting the tempo (p. 27)"
[6]	DELAY	1-1300	Adjusts the delay time from the direct sound until the pitch-shifted sound is heard.
[7]	NOTE	"About note values (p. 67)"	
[8]	FB	-98-98 (%)	Proportion of the pitch-shifted sound fed back into the effect (negative values invert the phase)
[9]	EQL L	-15-15 (dB)	Amount of low range boost/cut
[10]	EQL H	-15-15 (dB)	Amount of high range boost/cut
[11]	BAL	Volume balance between the effect sound and dry (original) sound 0-100	0 (Effect sound = 0: dry sound = 100) 100 (Effect sound = 100: dry sound = 0)
[12]	LEV	0-127	Output level

2Voice Pitch Shifter



MEMO

- You can also press a corresponding step button to select the parameter items.
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Step buttons	Parameter	Value	Explanation
[1]	TYPE	PCH2	Shifts the pitch of the dry sound. You can layer two pitch-shifted sounds onto the dry sound.
[2]	SH	OFF, ON	Turns the effect on/off.
[3]	LCrS	-24-12 (semitones)	Amount of pitch shift applied for pitch-shift 1 (in semitones)
[4]	LF in	-100-100 (cent)	Amount of pitch shift applied for pitch-shift 1 (in units of two cents)
[5]	ld ly	These are the settings for the pitch-shift 1 delay and feedback parameters. → "Delay and feedback parameters (p. 67)"	
[6]	IPRn	L 64-r 63	Panning for pitch-shift 1 sound
[7]	ILEU	0-127	Pitch-shift 1 volume
[8]	2LCrS	-24-12 (semitones)	Amount of pitch shift applied for pitch-shift 2 (in semitones)
[9]	2F in	-100-100 (cent)	Amount of pitch shift applied for pitch-shift 2 (in units of two cents)
[10]	2d ly	These are the settings for the pitch-shift 2 delay and feedback parameters. → "Delay and feedback parameters (p. 67)"	
[11]	2PRn	L 64-r 63	Panning for pitch-shift 1 sound
[12]	2LEU	0-127	Pitch-shift 1 volume
[13]	E9Lo	-15-15 (dB)	Amount of low range boost/cut
[14]	E9Hi	-15-15 (dB)	Amount of high range boost/cut
[15]	BAL	Volume balance between the effect sound and dry (original) sound	
		0-100	0 (Effect sound = 0: dry sound = 100) 100 (Effect sound = 100: dry sound = 0)
[16]	LEU	0-127	Output level

Delay and feedback parameters

Step buttons	Parameter	Value	Explanation
[1]	Sync	OFF, ON	When this is "ON", the effect synchronizes with the tempo of the rhythm. → "Setting the tempo (p. 27)"
[2]	Time	1-1300	Time from when the dry sound is heard until the pitch-shifted sound is heard
[3]	noteE	"About note values (p. 67)"	
[4]	Fb	-98-98 (%)	Proportion of the pitch-shifted sound fed back into the effect (negative values invert the phase)

About note values

Indication	Explanation	
64t	Sixty-fourth-note triplet	
1-64	Sixty-fourth note	

Effect parameters

Indication	Explanation	
32t	Thirty-second-note triplet	
1_32	Thirty-second note	
16t	Sixteenth-note triplet	
1_32.	Dotted thirty-second note	
1_16	Sixteenth note	
1_8t	Eighth-note triplet	
1_16.	Dotted sixteenth note	
1_8	Eighth note	
1_4t	Quarter-note triplet	
1_8.	Dotted eighth note	
1_4	Quarter note	
1_2t	Half-note triplet	
1_4.	Dotted quarter note	
1_2	Half note	
1t	Whole-note triplet	
1_2.	Dotted half note	
1	Whole note	
2t	Double-note triplet	
1.	Dotted whole note	
2	Double note	

Delay parameters

MEMO

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Step buttons	Parameter	Value	Explanation
[1]	SEnd	0-127	Sets the amount of delay for the selected part. If you don't want to add the delay effect, set this to 0.
[2]	Sync	OFF, ON	If this is "ON", the delay synchronizes with the tempo.
[3]	Time	1-1300 (msec)	Delay time from when the original sound is heard until the second delay sound
[4]	NoteE	"About note values (p. 67)"	
[5]	Fb	-98-98 (%)	Proportion of the delay sound that is fed back into the effect (negative values invert the phase)
[6]	HdHP	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 (Hz), bYPS	Center frequency from which the high-end frequencies of the delay sound fed back to the input are cut (bYPS: no frequencies are cut)
[7]	Pan1	L64-r63	Delay 1 pan
[8]	Pan2	L64-r63	Delay 2 pan
[9]	LEV1	0-127	Delay 1 volume
[10]	LEV2	0-127	Delay 2 volume

Step buttons	Parameter	Value	Explanation
[11]	<i>LEV</i>	0–127	Output level
[12]	<i>r.Snd</i>	0–127	Specifies the send level to reverb.

Reverb parameters

MEMO

- You can also press a corresponding step button to select the parameter items.
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Step buttons	Parameter	Value	Explanation
[1]	<i>SEnd</i>	0–127	Sets the amount of reverb for the selected part. If you don't want to add the reverb effect, set this to 0.
[2]	<i>ModE</i>	<i>SEd</i> , <i>SH IN</i>	Select the reverb mode. <i>SEd</i> : default <i>SH IN</i> : shimmer reverb

When Mode is *SEd* (default)

Step buttons	Parameter	Value	Explanation
[3]	<i>TYPE</i>	<i>ron.1</i> , <i>ron.2</i> , <i>HAL.1</i> , <i>HAL.2</i> , <i>PLAt</i>	Selects the type of reverb.
[4]	<i>PdLY</i>	0–100	Sets the time from when the direct sound is heard until the reverb sound is heard.
[5]	<i>t. nE</i>	1–100	Sets the decay length of the reverb sound.
[6]	<i>LEV</i>	0–127	Adjusts the output level of the sound with reverb applied.

When Mode is *SH IN* (shimmer reverb)

Step buttons	Parameter	Value	Explanation
[3]	<i>Ld nP</i>	–50–50	Adjusts how much to attenuate the low-frequency portion of the reverb.
[4]	<i>Hd nP</i>	–50–50	Adjusts how much to attenuate the high-frequency portion of the reverb.
[5]	<i>t. nE</i>	0.1–100 (sec)	Adjusts the decay length of the reverb sound.
[6]	<i>dnSt</i>	1–10	Adjusts the density of the reverb sound.
[7]	<i>PdLY</i>	0–100 (msec)	Adjusts how long it takes until the reverb sound is heard, after the direct sound plays.
[8]	<i>ndrE</i>	0–100	Adjusts the speed at which the reverb sound is modulated.
[9]	<i>nddP</i>	0–100	Adjusts the depth to which the reverb sound is modulated.
[10]	<i>PCH 1</i>	–24–24	Adjusts the amount of pitch shift applied for pitch shift 1 (in semitones).
[11]	<i>PCH 2</i>	–24–24	Adjusts the amount of pitch shift applied for pitch shift 2 (in semitones).
[12]	<i>Fb 1</i>	–98–98 (%)	Adjusts the ratio of the pitch shift 1 sound that is fed back into the input. Negative (–) settings invert the phase.
[13]	<i>Fb 2</i>	–98–98 (%)	Adjusts the proportion of the delay sound that is fed back into pitch shift 2. Negative (–) settings invert the phase.
[14]	<i>LEV 1</i>	0–100	Adjusts the volume of pitch shift 1.

Effect parameters

Step buttons	Parameter	Value	Explanation
[15]	LEV2	0–100	Adjusts the volume of pitch shift 2.
[16]	LEV	0–127	Adjusts the output level of the sound with reverb applied.

Sound list

MEMO

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Patch List

No.	Name	Category	MSB	LSB	PC
A11	Inner Caller	Synth Bellpad	71	3	1
A12	Into Galaxy	Synth Pad/Str	71	3	2
A13	Recode	Synth PolyKey	71	3	3
A14	Old Film	Pulsating	71	3	4
A15	Robots Don't Lie	Synth Lead	71	3	5
A16	Dancing Bass	Synth Bass	71	3	6
A21	Electro Timpani	Synth Pluck	71	3	7
A22	70s Microwave	Synth FX	71	3	8
A23	Tell You	Synth Pad/Str	71	3	9
A24	Ship Approach 1	Synth Pad/Str	71	3	10
A25	Ship Approach 2	Synth Pad/Str	71	3	11
A26	Ground Motion	Synth Pad/Str	71	3	12
A31	Metal Cave	Synth Pad/Str	71	3	13
A32	Aerium	Synth Pad/Str	71	3	14
A33	Ko Da Ma	Synth Pad/Str	71	3	15
A34	Leaving Way	Synth Pad/Str	71	3	16
A35	Ship Approach 3	Synth Pad/Str	71	3	17
A36	Phaser WT Pad	Synth Pad/Str	71	3	18
A41	Fbk OSC Pad	Synth Pad/Str	71	3	19
A42	Little Smile	Synth Bellpad	71	3	20
A43	Reso WT Pad	Synth Bellpad	71	3	21
A44	Insect Bell	Synth Bellpad	71	3	22
A45	Xylem	Synth PolyKey	71	3	23
A46	Organ Waves	Synth PolyKey	71	3	24
A51	Broken Tines 1	Synth PolyKey	71	3	25
A52	Broken Tines 2	Synth PolyKey	71	3	26
A53	Broken Tines 3	Synth PolyKey	71	3	27
A54	Broken Tines 4	Synth PolyKey	71	3	28
A55	Wano Ne	Synth PolyKey	71	3	29
A56	Playful Light	Synth PolyKey	71	3	30
A61	True Wave	Synth PolyKey	71	3	31
A62	Initial Breaks	Synth PolyKey	71	3	32
A63	String Sprite	Synth PolyKey	71	3	33
A64	Thrill Me	Synth PolyKey	71	3	34
A65	Getting There	Synth PolyKey	71	3	35
A66	Brighter Life	Synth PolyKey	71	3	36
A71	Orbit Moons 1	Synth PolyKey	71	3	37
A72	Speaking Step	Pulsating	71	3	38

Sound list

No.	Name	Category	MSB	LSB	PC
A73	Sync Shift WT Pd	Pulsating	71	3	39
A74	Vapor Form	Pulsating	71	3	40
A75	Lunar Transmit 1	Pulsating	71	3	41
A76	Sawing Logs	Pulsating	71	3	42
A81	Light Stream	Pulsating	71	3	43
A82	After Break	Pulsating	71	3	44
A83	Easy Steps	Pulsating	71	3	45
A84	Catalyst	Pulsating	71	3	46
A85	Syn Spin	Pulsating	71	3	47
A86	Lunar Transmit 2	Pulsating	71	3	48
B11	Orbit Moons 2	Pulsating	71	3	49
B12	Action Moment	Pulsating	71	3	50
B13	She's From Space	Pulsating	71	3	51
B14	Harmonic WT Pad1	Pulsating	71	3	52
B15	Micromotion	Pulsating	71	3	53
B16	Harmonic WT Pad2	Pulsating	71	3	54
B21	Readout Lead	Synth Lead	71	3	55
B22	Cyber Funk	Synth Lead	71	3	56
B23	Bad is Bad	Synth Lead	71	3	57
B24	It's Just Better	Synth Lead	71	3	58
B25	House Lead	Synth Lead	71	3	59
B26	Resonant Lead	Synth Lead	71	3	60
B31	Spin Gear	Synth Lead	71	3	61
B32	Neo Lead	Synth Lead	71	3	62
B33	Band vs DJ	Synth Lead	71	3	63
B34	Becoming	Synth Lead	71	3	64
B35	History	Synth Lead	71	3	65
B36	Pulsed Up	Synth Lead	71	3	66
B41	Low Sway	Synth Bass	71	3	67
B42	Bass Load	Synth Bass	71	3	68
B43	Stone Bound	Synth Bass	71	3	69
B44	Sync Breath	Synth Bass	71	3	70
B45	Underfill	Synth Bass	71	3	71
B46	Rubber Strings 1	Synth Bass	71	3	72
B51	Rubber Strings 2	Synth Bass	71	3	73
B52	Perc Bass	Synth Bass	71	3	74
B53	Orbiting Bass	Synth Bass	71	3	75
B54	Wood Body	Synth Bass	71	3	76
B55	Warm Sub	Synth Bass	71	3	77
B56	Robot Choir Bass	Synth Bass	71	3	78
B61	Bass Burst	Synth Bass	71	3	79

No.	Name	Category	MSB	LSB	PC
B62	House Bass 1	Synth Bass	71	3	80
B63	House Bass 2	Synth Bass	71	3	81
B64	TakeOut theTrash	Synth Pluck	71	3	82
B65	Kitty Nap	Synth Pluck	71	3	83
B66	Dulcimer	Synth Pluck	71	3	84
B71	Kids Love It	Synth Pluck	71	3	85
B72	Somewhere	Synth Pluck	71	3	86
B73	Free Your Mind	Synth Pluck	71	3	87
B74	Wire Strings	Synth Pluck	71	3	88
B75	Metal Pluck	Synth Pluck	71	3	89
B76	Simple Pluck	Synth Pluck	71	3	90
B81	Circuit Bent	Synth Pluck	71	3	91
B82	Determinists	Synth Pluck	71	3	92
B83	Rations	Synth Pluck	71	3	93
B84	LearningToShare	Synth Pluck	71	3	94
B85	King Glow	Synth FX	71	3	95
B86	Great Start	Synth FX	71	3	96

Wavetable List

No.	Name
01	4waves morph
02	Sine Garden
03	SineToDist 1
04	SineToDist 2
05	Sine Blend
06	Sqr To Saw
07	Saw Sync
08	Square Sync
09	EM Piano
10	Morph Mode
11	SyncShift WT
12	Growl FM
13	EffEmm One
14	FM Bells
15	Organ Sweep
16	EffEmm Two
17	FM Parade
18	FM Sweep
19	FM Oct Mod
20	Crystalshyft
21	Bell

Sound list

No.	Name
22	Spectra
23	Circuit
24	Shiner
25	Inharmonic
26	Can Tank
27	Spect2
28	Spectrum Swp
29	UniSqr Spctl
30	Saw Spectral
31	Hubble
32	Weaow
33	Harmonic
34	Seared
35	JP-8K FbkOSC
36	AEIOU Warp
37	Uni Sqr Warp
38	Rhythm Warp1
39	Rhythm Warp2
40	Mosquito
41	Robovoxxy
42	Why Bass
43	VowelSweep 1
44	VowelSweep 2
45	Voxylite
46	Voxylor
47	A E I O U
48	Wavefold
49	Future Acid
50	Livepianna
51	Guitar Sweep
52	Syn Guitar
53	Guitar WT 1
54	Guitar WT 2
55	Acoustic Gtr
56	Ac Gtr Slide
57	OnceWasNoise
58	IntrmissivWT
59	Ripple
60	Modulant
61	Phase Ride
62	Saw Stortion

No.	Name
63	Vector

Pattern List

No.	Name
PA1A	First Motion
PA1B	Flow Path
PA1C	Momentum
PA1D	Playground
PA1E	Electro Space
PA1F	25 Cent Games
PA2A	Waiting Gate
PA2B	Take You There
PA2C	Brainwave
PA2D	Sometime Forever
PA2E	Quiet Path
PA2F	Retro Window

MIDI Implementation Chart (Part)

MEMO

If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Model: n/vision

Date: October 1st, 2026

Version: 1.01

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	1-16	1-16	
	Changed	1-16	1-16	
Mode	Default	Mode 3	Mode 3	
	Messages	x	x	
	Altered	-	x	
Note Number		0-127	0-127	
	True Voice	-	0-127	
Velocity	Note On	o	o	
	Note Off	x	x	
Aftertouch	Key's	x	o	
	Channel's	x	x	
Pitch Bend		x	o	
Control Change	1	x	o	Modulation Wheel
	3	o	o	FILTER CUTOFF
	5	o	o	PORTAMENTO TIME
	7	x	o	PATTERN PART LEVEL
	9	o	o	FILTER RESONANCE
	10	x	o	Pan
	11	x	o	Expression
	14	o	o	LFO RATE
	15	o	o	LFO RATE NOTE
	16	o	o	LFO DELAY TIME
	17	o	o	LFO WAVEFORM
	18	o	o	LFO KEY TRG
	20	o	o	LAYER MIX
	21	o	o	WAVE SHAPER
	22	o	o	W.S.ENV
	23	o	o	W.S.LFO
	24	o	o	OSC PITCH LFO
	25	o	o	OSC RANGE
	26	o	o	MIX ENV
	27	o	o	MIX LFO
	28	o	o	LAYER2 OCT
	29	o	o	POSITION
	30	o	o	POS RND SENS
	31	x	o	MIX RND SENS

Function		Transmitted	Recognized	Remarks
	35	x	o	WS DRIVE
	41	x	o	BEND PITCH
	47	o	o	OSC ENV ATTACK
	48	o	o	OSC ENV DECAY
	49	o	o	FILTER ENV ATTACK
	50	o	o	FILTER ENV DECAY
	51	o	o	FILTER ENV SUSTAIN
	52	o	o	FILTER ENV RELEASE
	53	o	o	AMP ENV ATTACK
	54	o	o	AMP ENV DECAY
	55	o	o	AMP ENV SUSTAIN
	56	o	o	AMP ENV RELEASE
	59	o	o	SPREAD
	60	o	o	POSITION LFO
	61	o	o	POSITION ENV
	64	x	o	Hold Pedal
	72	o	o	LAYER 1 WAVE
	73	o	o	LAYER 2 WAVE
	79	o	o	FILTER HPF
	80	o	o	FILTER DRIVE
	81	o	o	FILTER LFO DEPTH
	82	o	o	FILTER ENV
	83	o	o	FILTER KEY FOLLOW
	84	x	o	FILTER TYPE
	91	o	o	REVERB SEND LEVEL
	92	o	o	REVERB TIME
	93	o	o	DELAY SEND LEVEL
	94	o	o	DELAY TIME
	95	o	o	DELAY NOTE
	96	o	o	DELAY FEEDBACK
	102	x	o	PD X
	103	x	o	PD LFO DEPTH
	104	x	o	PD ENV DEPTH
	109	x	o	AMP LFO MOD
	110	o	o	AMP LEVEL
	118	o	o	PORTAMENTO SW
	119	o	o	MONO/POLY

Mode 1: OMNI ON, POLY

Mode 2: OMNI ON, MONO

Mode 3: OMNI OFF, POLY

Mode 4: OMNI OFF, MONO

o: Yes

x: No

MIDI Implementation Chart (System)

MEMO

If you're viewing this content on your smartphone, we recommend that you turn your smartphone on its side for landscape mode.

Model: n/vision

Date: October 1st, 2026

Version: 1.01

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	1–16, OFF	1–16, OFF	
	Changed	1–16, OFF	1–16, OFF	
Mode	Default	Mode 3	Mode 3	
	Messages	x	x	
	Altered	-	x	
Note Number		0–127	0–127	Transmits/receives between the selected part and the system.
	True Voice	-	-	
Velocity	Note On	o	o	Transmits/receives between the selected part and the system.
	Note Off	x	x	
Aftertouch	Key's	x	o	Transmits/receives between the selected part and the system.
	Channel's	x	x	
Pitch Bend		x	o	
Control Change		x	x	
Program Change		0–127	0–127	Selects the step sequencer pattern.
System Exclusive		x	x	
System Common	Song Position	x	x	
	Song Select	x	x	
	Tune Request	x	x	
System Real Time	Clock	o	o	
	Start	o	o	
	Continue	x	o	Works the same as "start".
	Stop	o	o	
Aux Messages	All Sound Off	x	x	
	Reset All Controllers	x	x	
	Local On/Off	x	x	
	All Notes Off	x	x	
	Omni Off	x	x	
	Omni On	x	x	
	Mono Mode On	x	x	
	Poly Mode On	x	x	
	Active Sensing	o	o	
	System Reset	x	x	
Notes				

Mode 1: OMNI ON, POLY

Mode 2: OMNI ON, MONO

MIDI Implementation Chart (System)

Mode 3: OMNI OFF, POLY
Mode 4: OMNI OFF, MONO
o: Yes
x: No

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- This Product uses the Source Code of μ T-Kernel under T-License 2.0 granted by the T-Engine Forum (www.tron.org).
- This product is using the open source software. For the source code and license documentation of the open source software, please confirm the following website:
<https://www.roland.com/global/support/>

Main specifications

MEMO

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Maximum Polyphony	56 voices (varies according to the sound generator load)
Power Supply	Ni-MH battery (AA, HR6) x 4, Alkaline battery (AA, LR6) x 4, USB bus power
Current Draw	500 mA (USB bus power)
Expected battery life under continuous use	Ni-MH battery: Approx. 6 hours (When using batteries having a capacity of 1,900 mAh) * This can vary depending on the specifications of the batteries, capacity of the batteries, and the conditions of use.
Size	308 (width) x 209 (depth) x 54 (height) mm 12-1/8 (width) x 8-1/4 (depth) x 2-1/8 (height) inch
Weight	1.7 kg 3 lbs 12 oz (including K-25m and batteries)
Accessories	Quick Start, Leaflet "USING THE UNIT SAFELY", Alkaline battery (AA, LR6) x 4, Keyboard Unit: K-25m, K-25m Owner's manual
Options (sold separately)	Boutique Dock: DK-01

* This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.

**n/vision
Reference Manual
01
Roland Corporation**

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