Roll Mode

ROLL Mode is a performance feature that allows you to repeatedly trigger an instrument to create drum rolls. The ROLL feature can be used in any of the edit, play or compose modes. ROLL settings are not saved to memory.

To enable a roll, start the sequencer and select the instrument you wish to roll. Press and hold the SHIFT-WRITE/NEXT key. Step LED 9 (ROLL OFF) will light. Use STEP buttons 10 through 14 to select the desired roll resolution. ROLL 2 will trigger the currently selected instrument twice a measure, on steps 1 and 9. ROLL 4, 8 and 16 will trigger the current instrument 4,

8 and 16 times per measure, respectively. ROLL 32 will trigger 32 times per measure, with triggers occuring inbetween the 16 steps. If SHUFFLE mode is active, a shuffle will be applied to the timing of odd-numbered ROLL triggers. ROLL triggers are layered on top of any triggers already programmed for the selected instrument.

While ROLL mode is active you can use the Instrument/Track buttons to change the active roll instrument. To deactivate ROLL mode, press and hold the SHIFT-WRITE/NEXT key and STEP button 9 (ROLL OFF).

Mutes

Individual drum voices can be muted while a pattern is playing. To mute an instrument, press and hold the SHIFT-WRITE/NEXT key and select the instrument you wish to mute using the Instrument/Track selector buttons. The instrument's LED will light to indicate its mute status is active. Pressing the instrument's select-

or button again while holding the SHIFT-WRITE/NEXT key will toggle its mute status.

Instrument muting is active in any of the edit, play or compose modes.