

Fantom

Q & A

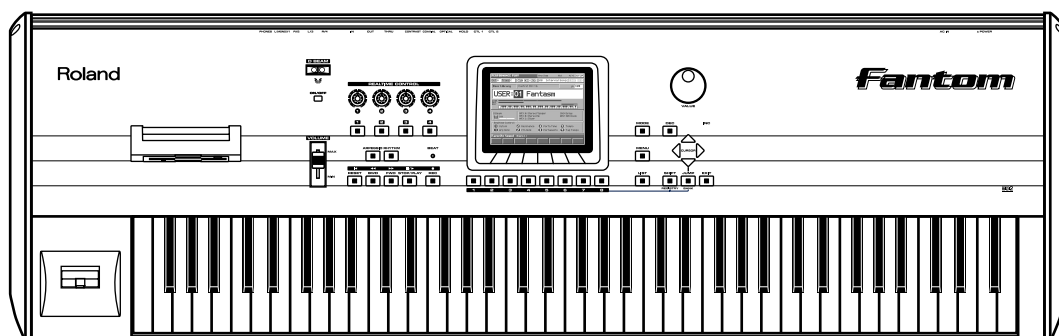
Thank you, and congratulations on your choice of the Roland **Fantom** (FA-76).

Before using this unit, carefully read the sections entitled: “IMPORTANT SAFETY INSTRUCTIONS” (Owner’s Manual p. 2), “USING THE UNIT SAFELY” (Owner’s Manual p. 3), and “IMPORTANT NOTES” (Owner’s Manual p. 4). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Quick Start, Owner’s Manual, Sound/Parameter List, and Q&A should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

This Q & A booklet, which seeks to make operation of the Fantom a more enjoyable experience, offers pertinent information, and answers to questions previously directed at Roland by the users of its products. While it is hoped that you will read the relevant sections in the Owner’s Manual for information and instructions regarding the various operations and settings, we believe that, in addition to referring to the Owner’s Manual, carrying out operations and making settings with a general understanding of the content of this booklet regarding these functions, about which numerous questions have been asked, will allow you to get much more out of the Fantom for years to come.

If you run into problems, refer to “Troubleshooting” (p. 7) to make sure that the settings are correct.

Let this guide be a handy aid in using the Fantom.



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About the Fantom

Data Compatibility

Q Are Fantom Patches and Rhythm Sets compatible with those of Roland's JV, XP, and XV Series models?

A By using Bulk Dump to send Patches and Rhythm Sets created on JV, XP, and XV Series synthesizers to the Fantom, you can then use them as Fantom Patches and Rhythm Sets. Also, Patch/Rhythm set data created on the XP-50/60/80 can be saved on floppy disk and used by the Fantom. However, there may be subtle differences in the sound output due to sound module control methods, the makeup of analog circuits, and other such factors. Conversely, when transmitting Fantom patch or rhythm set data as bulk data, compatibility is as follows:

Transmission to the JV or XP series: is not possible.

Transmission to the XV series: is possible.

Q Are Fantom Performances and Multitimbres compatible with those of Roland's JV and XP Series models?

A Performance/Multitimbre data is not compatible. Also, it is not possible for data saved as bulk data or on floppy disk to be exchanged with the JV, XP, or XV series.

Q Are Fantom Performances and Multitimbres compatible with those of Roland's XV Series models?

A Compatibility is as follows.

- **Performances**

Performance data created on the XV series can be transmitted to the Fantom as bulk data and used as Fantom performance data.

Conversely, Fantom performance data can also be transmitted as bulk data.

However, data saved on a floppy disk is not compatible.

- **Multitimbres**

Not compatible.

Q Can I use Roland's XP-50/60/80 data that I've saved on floppy disk?

A It depends on the data type, as follows.

- **Sound Data**

While you cannot use Performances, you can use Patches and Rhythm Sets. However, there may be subtle differences in the sound output due to sound module control methods, the makeup of analog circuits, and other such factors. Note also that Fantom floppy disk data cannot be used on the XP-50/60/80.

- **Song Data**

MRC-Pro and SMF format files can be used by the Fantom.

Conversely, when using Fantom data on the XP-50/60/80, save the song in SMF format.

Q Can the Fantom work with the JV, XP, and XV Series using Program Changes?

A No. The program changes are not compatible so that the sound arrangement of the Fantom is different from the JV, XP, and XV series.

Saving Data

Q Can I save settings that set up the unit for use as a GM sound module?

A No. When the Fantom receives a GM System On message from an external MIDI device, it will automatically switch to Multitimbre mode, and a preset multitimbre for GM sounds will be selected.

Q How many patches/rhythm sets/multitimbres/performances can be saved in user memory (internal memory)?

A Memory contains 128 patches, 16 rhythm sets, 16 multitimbres, and 64 performances.

About Floppy Disks

Q Can either 2DD or 2HD floppy disks be used?

A Either can be used.

Before a new floppy disk can be used, it must be prepared for use on the Fantom (Owner's Manual; p. 191).

Q What can be saved on a floppy disk?

A Patches, multitimbres, performances, and system settings can be stored on disk together as a single file. It is also possible to save songs that you've edited or recorded in internal memory.

Q Can I save directly from the temporary area to floppy disk?

A No. Data is saved on a floppy disk as one file that contains all of the Fantom's settings. If you want to keep a patch, performance, or multitimbre that you've edited in the temporary area, you must first save it to user memory, and then save all settings to floppy disk (Owner's Manual; p. 189).

Q How many Fantom setting files/songs can be saved on a floppy disk?

A For either 2HD or 2DD disks, the maximum is 99 files.

Issues Common to Patch/Multitimbre/Performance Modes

Q What is the difference between Patch mode, Multitimbre mode, and Performance mode?

A In order to ideally meet the needs of various situations, the Fantom provides three modes: Patch mode, Multitimbre mode, and Performance mode. Each mode has the following features.

Patch mode: the mode in which you can play the keyboard using a single sound (patch or rhythm set). If a rhythm set is selected, you can play percussion instruments from the keyboard. The keyboard controller section and the sound generator section are connected by a single MIDI channel (the patch receive channel).

Multitimbre mode: ideal when you want to use the sequencer to create a song, or when you want to play song data. When creating songs or playing song data, a different MIDI channel is assigned for each Patch used in a Part. The keyboard controller section and the sound generator section are connected by a single MIDI channel (the receive channel of the current part).

Performance mode: where you can combine multiple sounds (patches or rhythm sets) to create complex sounds, or use the Fantom as a master keyboard. You can also create and play layers (patches played together) or splits (separate patches played from different areas of the keyboard). The keyboard controller section and sound generator section are connected according to the Zone settings.

Q Is it possible to restore the USER area to the condition it was in when the Fantom was first purchased?

A Yes. Please refer to p. 195 in the Owner's Manual. Note, though, that executing this operation completely wipes out all user-created Performance and Multitimbre data. Save the data to a floppy disk as necessary.

Q What happens to edited tones when the Fantom is turned off?

A They are lost unless the write operation is used to write them to the Fantom's USER area. When you want to save edited tones, carry out the write operation before switching tones or turning off the power to the Fantom.

For playback or editing, the Fantom transfers the patch, performance (including zone), and multitimbre data to another area, and uses this data. This area is referred to as the Temporary Area. The existence of area allows restoration of Patches and other data to previous conditions, even after they have been edited; System Exclusive messages and other data is also sent to the Temporary area from an external MIDI devices, allowing performances of compositions without destroying data in the Fantom's internal USER area. This temporary data is overwritten when tones are switched, meaning any tone in the process of being edited is lost. Furthermore, any data held in the Temporary area when the power is turned off is lost.

The write operation is the operation used to write this data to the USER area, where it is not erased even when the power is turned off.

Issues Common to Performance Mode and Multitimbre Mode

Q What will happen if the Performance Control Channel and the Receive Channel of a part in the performance have the same setting, or if the Multitimbre Control Channel and the multitimbre Receive Channel have the same setting?

A If only a program change is received, the Performance Control Channel/Multitimbre Control Channel will take priority, and the performance or multitimbre will be changed. Other MIDI messages are treated in the same manner as Parts. Furthermore, using a combination of Bank Select and Program Change messages, you can also set it up so that the Fantom is able to distinguish on the same MIDI channel whether the channel is to be used for switching Performances/Multitimbres or Patches.



For more about the relationship between the Bank Select MSB/LSB and corresponding tone groups, refer to **<Bank Select and Program Change Correspondence Chart>** (Sound/Parameter List).

Q Can I use two or more Rhythm Sets in a Performance/Multitimbre?

A With the Fantom, there is no limit on the number of Rhythm Sets that can be used in Performances/Multitimbres. You can also use Rhythm Sets in all of the sixteen Parts simultaneously. For more information on how to make these settings, refer to the Owner's Manual (p. 100).

Q Is there anything I should note when using Patches from the User Memory, or Wave Expansion Boards in a Performance/Multitimbre?

A In a Performance/Multitimbre, information designating the number for the kind of Patch assigned to a Part is stored in form of a Group number. Even though Patches in the User Memory may have identical numbers, since the Patch data may be overwritten, even if Patches with the same number are used in a Performance/Multitimbre, the content (sounds) may differ. You need to be careful when using data from such areas, in which data can be overwritten and moved in a Performance/Multitimbre.

Issues Related to Multitimbre (Mode)

Q How are multitimbres different from the “performances” of the JV/XP/XV series?

A The Fantom's performances and multitimbres together form what were called “performances” on the JV/XP/XV series. On the Fantom, settings that allow only one part to be played from the keyboard are called “multitimbres,” and settings that allow multiple parts to be played simultaneously from the keyboard are called “performances.”

Issues Related to Patch (Mode)

Q What Note Numbers can be used with Rhythm Sets?

A MIDI Note Numbers 21 through 108; or, using Key Numbers, the 88 Keys A0 through C8.

Issues Related to the Internal Sequencer

Q What types of data can be played back?

A The following song data can be played back.

- **MRC Pro songs (.SVQ)**
Fantom, XP-50/60/80, and MC-80 song files
- **S-MRC songs (.SNG)**
MC-50 and MC-50mkII song files
- **Standard MIDI Files (.MID)**

Q Is it possible to play back various songs successively?

A Yes. Refer to Owner's Manual (p. 122).

Q In what ways can a song be recorded?

A Recording can be done in the following two ways.

• Realtime recording

Realtime recording lets you record your keyboard performance and the controller movements you make as you perform them.

• Step recording

This method is for inputting notes and rests one step at a time.

Use this when you want to input with accurate timing, such as when inputting drums or bass. If you like, you can create a song by combining Patterns besides notes.

Q Can I edit a recorded song?

A Yes. You can edit a specified region of music data (Track Edit), or edit individual events within the music data (Micro Edit).

Q Can I record a performance that uses the RPS function, arpeggiator, or rhythm patterns?

A **RPS:** Can be recorded.
Arpeggiator: Can be recorded.

Rhythm patterns: Can be recorded.

Q Are there points I should be aware of when receiving a bulk dump from another MIDI device?

A The Fantom cannot receive system exclusive messages in which one packet is larger than 512 bytes. Refer to the MIDI implementation of the device you are using, and check the number of bytes in the packets that it transmits.

Issues Related to Effects

Q How many types of Multi-Effects are there altogether?

A There are 90 types.

Q Can I use multiple Multi-Effects simultaneously?

A In Performance mode and Multitimbre mode, a maximum of three multi-effects can be used simultaneously.

Depending on the multi-effects you select, it may not be possible to use three multi-effects simultaneously.

For details refer to Owner's Manual (p. 170).

Issues Related to Favorite Sounds

Q What do I need to note when using the Favorite Sound?

A A Favorite Sound consists of stored information describing the patch number, sound group, etc. of a sound. Please be aware of the following points if you register a USER or XP group patch.

- If the patch is rewritten after it has been registered, the patch that is recalled will be different than it was when registered.
- If the type of wave expansion board is changed, the patch will not be recalled, and there will be no sound.

Also, the contents of the patch data will not be registered if you register in the Favorites list while you are still in the process of editing, and have not yet saved the data in the user area.

Issues Related to Wave Expansion Boards

Q How many types of wave expansion boards can be installed?

A You can install two SRX series boards and one SR-JV80 series board, for a total of three.

Q If the Wave Expansion Board is reinstalled in a different slot, do Program Change and Bank Select numbers also change?

A Since fixed Bank Select numbers are assigned to the board itself, Bank Select numbers and Program Changes do not change, even when the slot position changes.



For more about the relationship between the Bank Select MSB/LSB and corresponding tone groups, refer to **<Bank Select and Program Change Correspondence Chart>** (Sound/Parameter List).

Q When can I use more than one of the same type of Wave Expansion Board?

A No. For example, if the same type of Wave Expansion Board is installed in the EXP B slot and the EXP C slot, it will only be possible to select data from the Wave Expansion Board that was installed in the EXP B slot.

Issues Related to Connections

Q What are the differences between the OUTPUT A (MIX) jacks and OUTPUT C jacks on the Fantom's rear panel?

A Although (MIX) is shown only on the OUTPUT A jacks, this is only because factory settings assign the Chorus and Reverb Effect Return for each Tone's Send system set to A. However, you can also have these Chorus and Reverb Returns set to other jacks. Additionally, the PHONES jack is connected to the OUTPUT A (MIX) jack, so when the Mix/Parallel parameter (SYSTEM/General) is set to "PARALLEL," the sounds output from the OUTPUT B jack are not audible through the headphones. When you wish to monitor all the sound through the headphones, set the Mix/Parallel parameter to "MIX."

Q How do I use L (MONO), and what do I need to note when using it?

A L (MONO) is a feature particular to the OUTPUT A (MIX) jacks. When using only this L (MONO) jack, the sounds output in stereo by the OUTPUT A (MIX) jacks is output as a mixed monaural signal from the L (MONO) jack. This can be convenient in cases where you have no special need for stereo effects, as only one cable is needed for the connection. Do be aware that when you want to use INDIVIDUAL 1 or 2 as an independent parallel out, plugging only into the INDIVIDUAL 1 jack enables the L (MONO) function, and the sounds from both (INDIVIDUAL 1 and 2) are output from the INDIVIDUAL 1 jack. In this case, plug a cable into the INDIVIDUAL 2 jack to disable the L (MONO) function.

Issues Related to DIGITAL OUT

Q What is the number of bits and the sampling rate of the output?

A The output is 24-bit, 44.1 kHz.

Q What signal is output?

A The output signal is identical to the signal that is output from the OUTPUT A (MIX) jacks.

Q What do I need to keep in mind when using DIGITAL OUT?

A The VOLUME on the Fantom will not function, so volume adjustments must be made on the connected device.

Miscellaneous

Q I want to use a tuning other than equal temperament.

A One set of Scale Tune settings can be created in Patch mode (Owner's Manual; p. 186). In Performance mode or Multitimbre mode, this can be set for each part of the performance or multitimbre (Owner's Manual; p. 104, p. 120).

Next, turn the Scale Tune Switch parameter (SYSTEM/Scale Tune) to "ON" (Owner's Manual; p. 186). This setting is valid for all patches, performances, and multitimbres.

Troubleshooting

If the Fantom does not function in the way you expect, first check the following points. If this does not resolve the problem, consult your dealer or a nearby Roland Service Station.

* If any sort of message is being displayed on the screen during an operation, refer to “**Error Messages**” (Sound/Parameter List).

Problems Concerning the Entire Fantom

Q The power does not turn on.

A Make sure that the Fantom's AC cord is connected correctly to its power inlet and to the AC outlet (Quick Start; p. 3).

Q I can't use a floppy disk

A Is the floppy disk formatted?
An unformatted floppy disk cannot be used. Perform the Format procedure (p. 191).

Issues Related to Sound

Q There is no sound.

A Check the following points.

- Is the power for connected amps and speakers turned on? Is the volume turned all the way down?
- Is the VOLUME slider turned all the way down?
- Have connections been made correctly?
- Can you hear sound through headphones?
If there is sound in the headphones, it is possible that the connection cables are broken, or that your amp/mixer has malfunctioned. Check your cables and amp/mixer system once again.
- If you do not hear sound when you play the keyboard, check whether the Local Switch is turned OFF.
Make sure that the Local Switch parameter (SYSTEM/General) is turned on (Owner's Manual; p. 179).
- In Performance mode, does the MIDI transmit channel match the MIDI receive channel?
Check that the MIDI transmit channel (Transmit Channel parameter (PERFORMANCE/Zone)) of the Zone matches the MIDI receive channel (Receive Channel parameter (PERFORMANCE/MIDI)) of the Part (Owner's Manual; p. 98, p. 103).
- Have all tones in the patch been turned off?
In the Patch Edit screen, assign a check mark to “Tone Switch” (Owner's Manual; p. 36).
- The Part level settings may be too low.
Access the Level parameter (PERFORMANCE, MULTITIMBRE/Part), and check the level of each part (Owner's Manual; p. 100, p. 115).
- Are the Effect settings correct?
Check the Effect settings ON or OFF (Owner's Manual; p. 165), in the Effect Balance or Level.

- Are the settings for the output destination correct?
Check the various output assign settings (Owner's Manual; p. 165–174).
- Is the Wave Expansion Board properly installed?
When selecting the settings that stipulate the use of XP-A-C waves, Patches, or Rhythm Sets, check that the specified Wave Expansion Board is installed properly in the specified slot (Owner's Manual; p. 197).
- Has the volume been lowered by pedal operations or by MIDI messages (volume messages or expression messages) received from an external MIDI device?

HINT

In the case of Performance mode or Multitimbre mode, the value of volume messages (Volume) and expression messages (Expression) can be viewed in the Part Information window (Owner's Manual; p. 90, p. 111).

Q A specific Part does not sound

A Check the following points.

- Has the volume level of the part been lowered?
Adjust the Level parameter (PERFORMANCE, MULTITIMBRE/Part) to raise the volume of the part that is not heard (Owner's Manual; p. 100, p. 115).
- Is the instrument set to receive MIDI messages?
Set the Receive Switch parameter (PERFORMANCE, MULTITIMBRE/MIDI) to “ON” (Owner's Manual; p. 103, p. 118).
- Is the part being muted?
Set the Mute Switch parameter (PERFORMANCE, MULTITIMBRE/MIDI) to “OFF” (Owner's Manual; p. 103, p. 119).
- Does the MIDI Receive channel of the Part match the MIDI Transmit channel of the connected MIDI device?
Set the Receive Channel parameter (PERFORMANCE, MULTITIMBRE/MIDI) to specify the MIDI receive channel of the Part (Owner's Manual; p. 103, p. 118).

Q Why is it that when I change a Zone's MIDI channel, the sound no longer plays as I think it should?

A The Fantom has two internal sections, a keyboard controller section (Zones) and a sound generator section (Performances Parts), that are linked by MIDI channels, and performance data is transmitted when the Zone MIDI channel used for sending information matches the Performance's Part MIDI channel used for receiving the data. For example, when the Zone 1 MIDI Transmit channel is changed, Zone 1 no longer corresponds only to Part 1, but can be linked to Part 2 or 3. Furthermore, when the same MIDI channel is simultaneously used for Zone 1 and Parts 2 and 3, then Zone 1 is played in both Part 2 and Part 3. Additionally, if the MIDI Transmit channel set in Zone 1 does not match any Part's MIDI Receive channel, then although the performance data for Zone 1 is output from MIDI OUT, it is not played by the Fantom's internal sound generator section.

Q Specific pitch ranges do not sound

A Has a restricted range of notes been set?
If a specific range of notes does not sound, check the Key Range settings for the Patch Tone, the Performance/Multitimbre Part, and the Zone.

- **Tone Key Range**
Key Range Lower/Upper parameter (PATCH/TMT) (Owner's Manual; p. 58)
- **Part Key Range**
Key Range Lower/Upper parameter (PERFORMANCE, MULTITIMBRE/Part) (Owner's Manual; p. 102, p. 117)
- **Zone Key Range**
Key Range Lower/Upper parameter (PERFORMANCE/Zone) (Owner's Manual; p. 99)

Q I set the Key Range, but why is the range smaller than that for the value I set?

A Both Zones and Performance Parts have Key Range settings. Of these, the Zone's (the keyboard section's) Key Range is applied to MIDI OUT, and the Performance Part's (the sound generator section's) Key Range is applied to MIDI IN. However, when both Key Range are in effect within the Fantom, sounds are not played where the two Key Ranges overlap. Furthermore, the sound generator section's (that affecting MIDI IN) Key Range can be set for each Tone in a Patch. When a Performance uses Patches with Key Ranges set using this function, the Zone and Performance Part Key Ranges, and all Patch Key Ranges are enabled, so the actual range over which sounds are expressed may differ from the values set in the Zones and Performance Parts.

Q The sound is distorted.

- A** Check the following points.
- Is an effect which distorts the sound being applied?
If the sound for a specific patch or part is distorted, lower the volume level on that part.
 - If all sounds are distorted, use the VOLUME slider to lower the volume level.

Q Pitch is incorrect.

- A** Check the following points.
- Is the tuning of the Fantom incorrect?
Check the Master Tune parameter (SYSTEM/General) setting (Owner's Manual; p. 179).
 - Has the pitch been changed by pedal operations or by Pitch Bend messages received from an external MIDI device?

HINT

- In the case of Performance mode or Multitimbre mode, the value of Pitch Bend messages (Pitch Bend) can be viewed in the Part Information window (Owner's Manual; p. 90, p. 111).
- Have the Coarse Tune or Fine Tune parameters been set for specific Parts?
Check the Coarse Tune parameter and Fine Tune parameter (PERFORMANCE, MULTITIMBRE/Part) settings (Owner's Manual; p. 100, p. 115).

Q The sound is interrupted.

- A** Sounds will be interrupted if more than 64 voices are used simultaneously.
- Reduce the number of Tones that you are using.
 - Increase the Voice Reserve setting for parts that must not drop out.

Q When I play the keyboard, notes do not stop.

- A** Is the pedal polarity of the Hold Pedal reversed?
Check the Hold Pedal Polarity parameter (SYSTEM/Controller) setting (Owner's Manual; p. 184).

Q The sound cuts off when I switch Patches in Patch mode...

A Although you can apply a wide variety of multi-effects with the Fantom's multi-effects, switching the Patch also switches the type of multi-effects used.

In such instances, discrepancies between the sound being produced and the multi-effects type can arise, which may result in sounds being different than intended, so sounds produced when Patches are switched may be muted when factory settings are in effect. In certain situations, such as when not using multi-effects that have a great influence on the sound, or when switching pairs of Patches set with the same type of multi-effects, remembering to set Patch Remain parameter (SYSTEM/General) to "ON" allows you to switch Patches without sounds being muted.

Q When switching Patches in Patch mode, the volume and other parameters set with Control Changes end up being reset.

A Set parameter (SYSTEM/General) to "ON." Even once they have switched Patches, Control Change messages that have been received are carried forward, so even when switching a Patch whose level is turned all the way down by a Control Change volume message, the level remains unchanged.

Q The sound stops when the internal Wave 0887:DC is selected as the Tone for the Patch.

A Check the structure of the patch. Wave 0887:DC is a Wave composed only of DC constituents. When this Wave is selected for an initialized Patch and then played, after an initial click sound at the beginning, there is no sound. If this Wave is used for W2 in Structure Type 2 or later, the Wave level set for W1 is raised by W2, causing the upper limit to be exceeded. As a result, the sound may cease.

Q If the Tone Delay time value is set to the note, then does the delay time not change beyond a fixed length when the tempo is slowed down?

A There is a maximum permissible value for the Delay Time parameter (PATCH/General). So, if the time setting is specified in terms of a note value, and the tempo is slowed down, this maximum permissible value will be reached, and it cannot be increased further. The upper time limit for each is the maximum value that can be set other than the numerical value for the beat.

Q Even when I set the Pan for a Patch completely to one side, sound still comes from the other channel...

A The Fantom's internal effects are in stereo, so if you have effects applied to a Patch, even if the Pan is set all the way to one side, you will still be able to hear sounds of the effect component from the other channel.

Q Sometimes, when playing legato, the pitch won't rise. Why is this?

A When the Legato Switch parameter (PATCH/General) is "ON," and the Legato Retrigger parameter (PATCH/General) is "OFF," and you hold down keys in the high register to play legato, the upper pitch limit of the wave may be exceeded, so that the pitch does not rise as far as you expect, but will stop rising at a certain point. Additionally, if differing upper pitch limits are used for the waves of a Patch that uses multiple tones, it may stop being heard in MONO. When making large pitch changes, set the Legato Retrigger parameter to "ON."

Q The notes sound strange in the upper registers of the keyboard.

A Sometimes when playing the keys in the upper part of the Fantom's keyboard, the sound may stop, or the pitch may stop rising; or with certain keys, there may be intermittent noise. This occurs mainly when the Fantom's upper pitch limit is exceeded, so this issue doesn't arise in the ranges normally used. But, in any case, it does not indicate a malfunction.

Q Although the same Patch is selected, it sounds different when I listen to it in the Performance/Multitimbre.

A In Performance mode and Multitimbre mode, the parameters of each part of the performance/multitimbre can apply further modification to parameters such as pan, octave, and filter, relative to the settings specified by the patch. Thus, Patches in a Performance may sound different than they do when heard in Patch mode. To return these settings to their initial conditions, select the Patch after execute Initialize Temporary for the Performance/Multitimbre.

Additionally, although a Patch may comprise tones created with the use of the multi-effects, the multi-effects used in the Performance/Multitimbre may differ from the multi-effects selected by the Patch. Check the multi-effect settings of the performance/multitimbre. Also do the same for the Chorus and Reverb settings.

Issues Related to Effects

Q Effects not applied.

A Check the following points.

- The "MFX," "CHO," or "REV" effect switches located in the upper part of the PLAY screen may have been turned off. Turn them on.
- Are the various effect settings correct? (Owner's Manual; p. 165–p. 174)
 - If the send level of each effect is set to 0, the effect will not be applied. Check the settings.
 - Even with send levels to each effect set at 0, effects are not applied if the Multi-effects Dry Send Level, the Chorus Level, or the Reverb Level is set to 0. Check each setting.
 - If Output Assign is set to other than "MFX," the Multi-effects sound will not be output.
 - If Output Assign is set to "PATCH" for each Part of the Performance, the sound will be output according to the Output Assign settings of the Patch (for each Tone) which is assigned to those Parts. This means that if Output Assign for the Patch (each Tone) is set to other than "MFX," the Multi-effects sound will not be output.

Q The Modulation or other controller is always on.

A Check the Matrix Controller settings.

The Fantom allows you to use the Matrix Control to control Patches in real time. The Matrix Control functions as the control source for the Control Change and other MIDI messages received by the Fantom, and makes changes to the various Patch parameters based on these messages.

Depending on these settings, the Fantom may be responding to MIDI messages sent from external MIDI devices, and may result the Patches sounding different than intended.



For more detailed information on the Matrix Control, refer to the Owner's Manual (Owner's Manual; p. 54).

Q Raising the chorus or reverb send level for each part of a performance/multitimbre still does not cause the effect to be applied sufficiently.

A Although you can make Send level (PERFORMANCE, MULTITIMBRE/Effects) settings to the Chorus and Reverb for each individual Part in a Performance/Multitimbre, these values only set the upper limit of the Chorus and Reverb Send levels for the Patch used. Accordingly, even when the value is set to the maximum of 127, if the Send level is lowered in the Patch being used, there will be no effect. In addition, different Patch Chorus and Reverb Send level settings can be used according to whether or not the multi-effects are used.

Q Using the Matrix Control or other such means to control the LFO results in noise when the Pan is changed suddenly.

A Lower the change in speed (LFO Rate).

Due to the specialized processing used for the Pan, which alters the volume level in each of the left and right sides, sudden Pan movements causing rapid changes in these levels creates large changes in volume, and noise from this may be audible as a result.

Q Multi-effect 19: TRIPLE TAP DELAY or other delay time value is set to the note, and then the tempo is slowed down, does the delay time not change beyond a fixed length?

A Such Delay time settings have an upper limit, so if the upper limit of a value set to the note is exceeded when the tempo is retarded, that upper value cannot rise any further. The upper time limit for each is the maximum value that can be set other than the numerical value for the beat.

Issues Related to Saving Data

Q The Performance/Multitimbre sounds different than when it was written.

A If you have modified the settings of a patch used by a performance/multitimbre, or if the temporary patch of the performance/multitimbre has been modified by an external MIDI device, these patches must also be saved.

If patches used by a performance/multitimbre have been edited when you write that performance/multitimbre, the Fantom will display a message asking whether you want to save these patches. If you are saving, the Write window for the edited patch will be displayed. Perform the Write operation (Owners Manual; p. 93, p. 114).

Q Patches sound different than when written.

A The write operation cannot be used to save Patches as changed in Patch mode using Control Change messages from an external MIDI device.



Refer to "MIDI Implementation" (Sound /Parameter List) for more on the Control Change messages that are received.

Q Even when I set the Power Up Mode parameter (SYSTEM/General) to "LAST SET," the performance/multitimbre/patch settings are different than when the power was turned off.

A If the Power Up Mode parameter is set to "LAST SET," the Fantom will remember the last-selected mode and performance/multitimbre/patch numbers, and will call this data into the temporary area when the power is turned on. This means that if you edit or otherwise change the settings, and turn off the power without writing them into memory, the state of the performance/multitimbre/patch settings will not be remembered even the Power Up Mode parameter is set to "LAST SET."

Q The Arpeggiator and D Beam controller settings in the Performance are different than those for the Patch.

A Since the Fantom stores arpeggiator and D Beam controller settings for each performance or patch, it will operate according to the arpeggiator and D Beam controller settings that were specified for each performance or patch.

Issues Related to Sequencer

Q Song data does not play back correctly

A Check the following points.

- Has the Receive General MIDI/General MIDI 2 System On Switch been turned ON?
Set the Rx GM System ON/Rx GM2 System ON parameter (SYSTEM/MIDI) to "ON" (Owner's Manual; p. 183).
- Are you trying to start playback from midway through the song? The beginning of a GM score song contains a General MIDI/General MIDI 2 System On message. In some cases, a GM Score cannot be played back correctly unless this message is received.
- Are you trying to play song data designed for the GS Format? When the Fantom receives a GS Reset message, the Fantom is enabled for the GS format. This permits playback of music data bearing the GS logo (GS music data). However, data created exclusively for the Sound Canvas Series may not play back properly on the RD-700.

Q After recording, the song does not sound when I play it back.

A Have the tracks been muted?
Defeat muting (Owner's Manual; p. 137).

Q The tempo is different than the last time I played back the song.

A If a song is played back after the tempo is changed, then the new tempo is not saved unless the song is saved to the disk. Conversely, the previous tempo will be erased when you save the song. When saving songs, carefully check the current tempo.

Q Locate Positions set in song have disappeared.

A Check the following points.

- Was the disk saved in a format other than MRC-Pro format (SMF 0 or 1)? Locate positions will be saved with the song data only when saving in MRC-Pro format.
- Are you using Quick Play? In order to use locate positions, the song must be loaded into the Fantom.

Q Sound Device Tones Are Switched Arbitrarily

A Use the Microscope (Owner's Manual; p. 153) to check the following points.

- Has an unneeded program change been input? Or are there duplicate program changes?
- Were any mistakes made in setting the data MIDI channels when Program Change messages were input?

Q Data supposed to be present does not appear in microscope.

A Check the following points.

- Are the wrong tracks selected?
- In View Select (Owner's Manual; p. 155), is any data set not to be displayed?

Q After using a MIDI sequencer to play a song, sounds stopped playing, and no sound is played even when Program Changes are sent.

A It could be that a Bank Select in the song data that is not specified by the Fantom was encountered in the song. No sound is played if the tone group is not one designated by the Fantom with Bank Select MSB/LSB. Note that if you omit the Bank Select, and send only the Program Change, the tone in the currently selected group that has the specified Program Change number will play. Try reselecting the tone using the panel controls. Furthermore, when selecting tones from an external MIDI device, be sure to send the Bank Select MSB/LSB and the Program Change as a single set for reliable reproduction. First sending the MSB and LSB (the order in which these are sent does not matter), followed by the Program Change.



For more about the relationship between the Bank Select MSB/LSB and corresponding tone groups, refer to **<Bank Select and Program Change Correspondence Chart>** (Sound/Parameter List).

In some cases, you may be unable to hear any sound after playing the last song that was faded-out. This may be because the volume has been lowered by volume messages or expression messages. Check the value of these messages, and set them to appropriate values.

Q Performances are sluggish, or have interruptions.

A Problems of sluggish and interrupted performances can crop up very easily when the sequencer or sound generator used for the performance has to handle heavy data loads.

Main causes and possible corrective measures are considered below.

- Are more than 64 voices playing simultaneously?
Reduce the number of voices. The composition of Fantom Patches is such that up to eight Waves may be used for one Patch. When using such Patches, even though only one sound may be heard, it is actually eight sounds that are being played simultaneously. In addition, with certain sounds like continuous sounds with long releases, even though the actual sound may not be audible to you, processing for playing the sound is still underway, so in these cases as well, the performance data can differ from the actual number of voices being played.

HINT

In the Part Information window you can check the number of notes for which sound is actually being processed (Owners Manual; p. 90, p. 111).

- Are you using a Patch that uses a lot of LFO?
Try changing to a different Patch. LFO processing invariably places a big load on the machine, so heavy use of the LFO slows down processing for the Fantom overall, which can end up having affecting the expression of sounds themselves.
- Is the data concentrated at the beginning of the beats in the sequence data?
Avoid overlapping data with the same timing by setting an offset of 1–2 clocks instead. Data may easily become concentrated at the beginning of the beats in the song data when, for example, the song data is input using Step Recording, or if the data is quantized after being input with a keyboard in real time. Because of this, large amounts of data are sent to the Fantom, and the processing for expressing sounds becomes bogged down.
- Is there a Program Change at the point where the song performance is sluggish?
Change the position of the Program Change. When Program Changes are inserted in songs, processing time for switching patches increases, which may then cause the performance to become sluggish.
- Is there a System Exclusive message at the point where the song performance is sluggish?
Move the location of the data. System Exclusive messages contain large amounts of data, thus placing a heavy burden on sequencers and sound modules. Try repositioning data and changing System Exclusive messages to Control Changes for any data for which Control Changes can be substituted.
- Is there an Aftertouch or other such large Control Change at the point where the song performance is sluggish?
Move the location of the data. If the data is no longer needed, delete the data. In some cases, when using a keyboard that features aftertouch to input data, you may end up inputting huge amounts of data before realizing this is happening. Such large amounts of data can place an excessive load on your sequencer and sound module.

HINT

You can use the Track Edit operation Data Thin to thin out unwanted messages. For details refer to Owners Manual (p. 151).

Issues Related to MIDI and External Devices

Q No Sound from connected MIDI device.

A Check the following points.

- Is the instrument set to transmit MIDI messages?
 - **In Patch Mode**
Patch/Rhythm Tx Ch parameter (SYSTEM/MIDI)
 - **In Performance Mode**
Ext Switch parameter (PERFORMANCE/Zone)
- Does the MIDI transmit channel for the Fantom's keyboard controller section match the MIDI receive channel for the connected MIDI device?
 - **In Patch Mode**
Patch/Rhythm Tx Ch parameter (SYSTEM/MIDI)
 - **In Performance Mode**
Transmit Channel parameter (PERFORMANCE/Zone)

Q Exclusive messages are not received.

A Check the following points.

- Is the instrument set to receive Exclusive messages?
Set the Rx Exclusive parameter (SYSTEM/MIDI) to "ON" (Owner's Manual; p. 183).
- Does the Device ID number of the transmitting device match the Device ID number of the Fantom?
Check the Device ID parameter (SYSTEM/MIDI) (Owner's Manual; p. 183).
- * If you wish to rewrite the User memory settings by System Exclusive messages, set the Exclusive Protect parameter to "OFF" (Owner's Manual; p. 183).

Q I connected an external sequencer or MIDI keyboard to the MIDI IN connector, and attempted to play a Fantom rhythm set, but there was no sound. Why?

A Check to make sure that the MIDI Transmit channel of the external MIDI device and the Fantom's MIDI Receive channel are matched. The MIDI Receive channel used by the Fantom in Patch or Rhythm Set mode is set with the Patch/Rhythm Rx Ch parameter (SYSTEM/MIDI). Rhythm Set performance data is generally received on MIDI Channel 10, but factory settings have the Patch/Rhythm Rx Ch parameter value set to 1.

Q When using sequencing software, operating the knobs or other controls does not affect the sound.

A For some sequencing programs, System Exclusive messages are not transmitted by the Thru function. If you are using such sequencer software and want to record system exclusive messages, turn on the following parameters.

- **In Patch Mode**

Local Switch parameter (SYSTEM/General) (Owner's Manual; p. 179)

- **In Performance Mode**

Int Switch parameter (PERFORMANCE/Zone) (Owner's Manual; p. 98)

Q When the Bend Range for a Patch is increased (48), the pitch does not rise sufficiently, even when a MIDI Pitch Bend message is received.

A While Patch Bend Ranges can be set anywhere between 0 and 48, when certain Waves in which the pitch is raised (in the + direction) are used, the pitch may stop rising at a fixed point, rather than continuing to go up. Although a value of 12 is ensured for the upper limit of raised pitches, use caution when setting the Bend Range above this figure.

Taking advantage of the Fantom

Regarding Control from the Fantom and External MIDI Devices

Q How do I switch tones using an external sequencer or other MIDI keyboard (in cases such as when the sequencer software has no Tone List map, or with Expansion Boards containing more than 128 tones)?

A You can switch tones with a combination of Control Change 0 Bank Select MSB and 32 Bank Select LSB, along with a Program Change message.

The Fantom holds 896 tones as Preset Tones (including General MIDI 2 Tones). While Program Changes are used in switching tones with an external MIDI device, Program Change messages based on MIDI standards can be used only to switch a maximum of 128 tones. Thus, you need to select tones by using Control Change Bank Select MSB 0 and Control Change Bank Select LSB 32, first designating the major groups divided into 128 tones each, then using Program Change messages to select the Patch numbers within each. You can also switch tones on SR-JV80 and SRX Series and other Wave Expansion Boards using this combination of Bank Select MSB/LSB and Program Change messages.



For more about the relationship between the Bank Select MSB/LSB and corresponding tone groups, refer to **<Bank Select and Program Change Correspondence Chart>** (Sound/Parameter List).

Q How do I switch Patches and Rhythm Sets from a sequencer or other MIDI keyboard?

A Sets of bank select and program change messages can be transmitted by an external MIDI device to the Fantom to select patches or rhythm sets without your having to operate the Fantom itself. In Performance mode or Multitimbre mode, bank select and program change messages can be transmitted to each part to switch the patch or rhythm set of the desired part.



For more about the relationship between the Bank Select MSB/LSB and corresponding tone groups, refer to **<Bank Select and Program Change Correspondence Chart>** (Sound/Parameter List).

Q I want to use external MIDI messages to control Cutoff and Pan.

A You can control these with Control Changes. The Fantom can send a variety of Control Change messages and control these parameters in real time.



Refer to **"MIDI Implementation"** (Sound /Parameter List) for more on the Control Change messages that are received.

Q Is it possible to select sounds by using a pedal switch?

A Yes. Connect a pedal switch to the CTL 1/CTL 2 PEDAL jack, and set the Pedal 1, 2 Assign parameter (SYSTEM/Controller) to "PROG-UP."

Q How can I play the sound generator of the Fantom from an external MIDI device?

A Make the following connections and settings.

1. Use a MIDI cable to connect the MIDI IN connector of the Fantom to the MIDI OUT connector of the external MIDI device.
2. Set the Fantom's receive channel to match the external MIDI device's transmit channel.

The Fantom's receive channel is determined by the following parameters.

In the Patch Mode

- Patch/Rhythm Rx Ch parameter (SYSTEM/MIDI)

In the Performance Mode or Multi-timbre Mode

- Receive Channel parameter (PERFORMANCE, MULTITIMBRE/MIDI)
- Receive Switch parameter (PERFORMANCE, MULTITIMBRE/MIDI) = ON

HINT

If the Remote Keyboard Sw (SYSTEM/MIDI) is turned "ON," it won't matter which channel your external MIDI keyboard uses for transmission.

Q Can multi-effect settings be modified in real time from an external MIDI device?

A You can change this by setting MFX Control. However, the parameter that can be controlled and the MIDI message that will be used are fixed, and cannot be changed.

Use the following procedure to make settings.

1. **Select the performance/multitimbre/patch that you want to use.**
2. **If you have selected a performance or multitimbre, use the MFX Control Channel parameter (PERFORMANCE, MULTITIMBRE/MFX) to select the MIDI receive channel.**
3. **Set the following parameters (PERFORMANCE, MULTITIMBRE, PATCH/MFX).**
 - **Source:** Specifies the MIDI message which is used for control.
 - **Destination:** Sets which parameter is controlled.
 - **Sens:** Specifies how deeply the parameter is to be controlled.

Q How can I synchronize the Fantom to an external sequencer?

A Set the Sync Mode parameter (SYSTEM/Sequencer) to "SLAVE MIDI."

Issues Related to Controlling External MIDI Devices

Q How can I use the Fantom to select sounds on an external MIDI device?

A Set the Fantom's transmit channel to match the external MIDI device's receive channel. The Fantom's transmit channel is determined by the following parameters.

In Patch Mode

Patch/Rhythm Tx Ch parameter (SYSTEM/MIDI)

In Performance Mode

Transmit Channel parameter (PERFORMANCE/Zone)

Q Can I simultaneously switch the sounds of multiple external MIDI devices?

A With the Fantom, you can set the Bank Select and Program Change number for each individual Zone so as to match the Tones of the desired external MIDI device. This way, you can switch Tones on multiple external MIDI devices all at once just by switching the Performance.

Use the following procedure to make settings.

1. **Select the Performance.**
2. **Select the Zone to be used to control the external MIDI device.**
3. **For each zone, set the following parameters (PERFORMANCE/Zone).**
 - Transmit Channel parameter
 - Ext Switch parameter = ON
 - Ext Bank Select MSB parameter
 - Ext Bank Select LSB parameter
 - Ext Program Number parameter
4. **Save the Performance.**

Issues Related to Patch (Mode)

Q How can I strengthen the character of the filter?

A If you want to reinforce filter characteristics, set Structure Type to 2, and series-connect the TVFs of Tones 1 and 2.

HINT

If the result is difficult to hear, turn off each effect unit (Multi-effects, Chorus, Reverb).

Q Can I turn a knob to adjust pan in real time?

A Yes. Assign the Assign parameters (PATCH/Controller) to "PANPOT."

Q Can I switch the rotary speed by pressing a pedal?

A Yes. The function that allows you use MIDI messages to make these changes in realtime to the Multi-effects parameters is called the Multi-effects Control.

Use the following procedure to make settings.

1. **Select a patch that uses 08: ROTARY as the multi-effect.**
2. **Set the Pedal 1/2 Assign parameter (SYSTEM/Controller) to "FOOT TYPE."**
3. **Set the following parameters (PATCH/MFX Control).**
 - Source: FOOT TYPE
 - Destination: SPEED
 - Sens: +63

Q How can I change the rotary speed according to the LFO frequency?

A Use matrix control instead of using multi-effect control. Use the following procedure to make settings.

1. **Select a patch that uses 08: ROTARY as the multi-effect.**
2. **Set the following parameters (PATCH/MFX Control).**
 - Source: OFF
 - Destination: SPEED
 - Sens: 0
3. **Set the following parameters (PATCH/Matrix Control).**
 - Source: LFO 1
 - Destination: MFX CTRL 1
 - Sens: +63
 - Tone: Assign a check mark to each tone processed by the effect

Q Can I use the modulation lever to shift between tones?

A Yes. Use the following procedure to make matrix control settings.

1. **Select a patch.**
2. **Select the waveforms for the two tones (Tone 1 and Tone 2) that you want to shift between.**
3. **Set the TMT Vel Control parameter (PATCH/TMT) to "OFF."**
4. **Set the Vel Range Lower/Upper parameter as follows.**

	Tone 1	Tone 2
• Lower:	1	64
• Upper:	63	127

HINT

To shift smoothly between tones, set the Vel Fade Width Lower or Upper parameter (PATCH/TMT). The higher the values set, the smoother the switch is between the Tones.

5. **Set the following parameters (PATCH/Matrix Control).**
 - TMT Control Sw parameter: ON
 - Source: MODULATION
 - Destination: TMT
 - Sens: +63
 - Tone: Assign a check mark to Tone 1 and Tone 2
6. **While playing the keyboard, push the modulation lever away from yourself to switch from Tone 1 to Tone 2.**

Q How can I synchronize the LFO frequency to the tempo of the internal sequencer?

A Use the following procedure to make settings.

1. **Set the Patch Clock Source parameter (PATCH/General) to "SEQUENCER."**
2. **For each tone, set the following parameters (PATCH/LFO).**
 - 1:Rate: Set as a note value relative to the tempo to which you will synchronize
 - 1:Pitch Depth
 - 1:TVF Depth
 - 1:TVA Depth
 - 1:Pan Depth
3. **Set the Sync Mode parameter (SYSTEM/Sequencer) to "MASTER."**

Q How can I synchronize a phrase loop to the tempo of the sequencer?

A Use the following procedure to make settings.

1. **Select a patch that uses a phrase loop.**
2. **Set the Clock Source parameter (PATCH/General) to "SEQUENCER."**
3. **Select a tone that uses a phrase loop.**
Waves for which a tempo is displayed in the wave name are phrase loops.
4. **Set the Tempo Sync parameter (PATCH/Wave) to "ON."**
5. **Set the Tone Delay Time parameter (PATCH/General) to "0."**

NOTE

If you select a value other than "0," a delay will be applied, and you will not be able to play the Patch normally.

6. **Set the Sync Mode parameter (SYSTEM/Sequencer) to "INTERNAL."**

Q Can the time at which a tone begins sounding be matched to the tempo of the sequencer?

A Yes. The tone delay time (a delay before the tone begins to sound) can be synchronized to the tempo of the sequencer.

Use the following procedure to make settings.

1. **Set the Clock Source parameter (PATCH/General) to "SEQUENCER."**
2. **Set the Delay Time parameter (PATCH/General) as a note value relative to the tempo to which you want to synchronize.**
3. **Set the Sync Mode parameter (SYSTEM/Sequencer) to "MASTER."**

Q I want to apply an effect to a specific instrument sound.

A You can do this with the output settings for the Rhythm Tones assigned to each key to determine whether or not the multi-effects are used and setting the Chorus or Reverb send level for each instrument sound. Please refer to p. 165 in the Owner's Manual.

Furthermore, by connecting any of the four separate OUTPUT jacks to an external effects device and setting the output of a specified instrument sound to that jack, you can add effects from the external effects device to a specific instrument sound.

Issues Related to Effects

Q How can I control the multi-effect for a performance/multitimbre?

A You can control the Multi-effects in real time using Control Changes and other MIDI messages (Multi-Effects Control). In the case of these parameters, the parameters that can be controlled for each multi-effect are fixed, and are set by means of the following parameters (PERFORMANCE, MULTITIMBRE/MFX Control).

- **Source parameter**
Select the MIDI message that will be used for control.
- **Destination parameter**
Select the parameter that will be controlled.
- **Sens parameter**
Set the amount of change.

Q Which MIDI channel controls the multi-effect in Performance mode/Multitimbre mode?

A Setting the MFX-A Source parameter (PERFORMANCE, MULTITIMBRE/Effects) to P 1-16 enables each Part's MIDI Receive channel, and when MFX-A Source parameter is set to PFM (Performance) or MLT (Multitimbre), you can control the multi-effects using MIDI messages on the MIDI Receive channels set in MFX Control Channel parameter (PERFORMANCE, MULTITIMBRE/MFX Control).

Q Can different Patch Chorus and Reverb Send level settings be made, one set for when multi-effects are used, and one for when they are not used?

A You can set two values for Patch Chorus and Reverb Send levels, one for use with multi-effects, and one for use in other cases. Since in many cases sounds are not passed through the multi-effects when Patches are used in Performances/Multitimbres, using two Chorus and Reverb Send settings, one to use when sounds are passed through the multi-effects and one when not, allows you to get the optimum settings for each of the Performance/Multitimbre and Patch modes. The settings values for Chorus and Reverb parameters shown when you switch Part Output Assign parameter (PERFORMANCE, MULTITIMBRE/Effects) between MFX (multi-effects) and other setups.

Q Three multi-effects can be used in Performance mode and Multitimbre mode, but can these be connected in series?

A No.
In Performance mode/Multitimbre mode, the output of each part is input in parallel to the three multi-effects. For example, you could do something like setting the output of Parts 1 and 2 to MFX-A, the outputs of Parts 3 and 4 to MFX-B, the output of Part 5 to MFX-C, and connect the other parts directly to the outputs, bypassing the Multi-effects.

Q With the Multi-effects, can I add rotary to distorted sounds, such as those from the distortion effects?

A Yes. Use multi-effect 72:ROTARY MULTI.
In addition, there are other multi-effects in which multiple effect devices are connected in series.

Rock Organ

72: ROTARY MULTI

Overdrive (Distortion) → Amp Simulator → 3-Band EQ → Rotary

Keyboard

73: KEYBOARD MULTI

Ring Modulator → 3-Band EQ → Pitch Shifter → Phaser → Delay

74: RHODES MULTI

Enhancer → Phaser → Chorus (Flanger) → Tremoro (Auto Pan)

Synthesizer

75: JD MULTI

Distortion → Phaser → Spectrum → Enhancer

* The order of each effects device can be changed.

Guitar

81: GUITAR MULTI A

Compressor → Overdrive (Distortion) → Amp Simulator → Delay → Chorus (Flanger)

82: GUITAR MULTI B

Compressor → Overdrive (Distortion) → Amp Simulator → 3-Band EQ → Chorus (Flanger)

83: GUITAR MULTI C

Overdrive (Distortion) → Wah → Amp Simulator → Delay → Chorus (Flanger)

84: CLEAN GUITAR MULTI A

Compressor → 3-Band EQ → Delay → Chorus (Flanger)

85: CLEAN GUITAR MULTI B

Wah → 3-Band EQ → Delay → Chorus (Flanger)

Bass

86: BASS MULTI

Compressor → Overdrive (Distortion) → Amp Simulator → 3-Band EQ → Chorus (Flanger)

Q How can I synchronize changes in a multi-effect with the sequencer tempo?

A If one of the following types has been selected for the MFX Type parameter (PATCH/MFX), the multi-effect parameter can be controlled in synchronization with the tempo of the sequencer.

Multi-effect type	Parameter that can be synchronized to tempo parameter
16: STEP FLANGER	Step Rate
19: TRIPLE TAP DELAY	Delay Center, Delay Left, Delay Right
20: QUADRUPLE TAP DELAY	Delay 1-4
41: STEREO PHASER	Rate, Step Rate
42: KEYSYNC FLANGER	Rate, Step Rate
43: FORMANT FILTER	Rate
45: MULTI TAP DELAY	Delay 1-4
46: REVERSE DELAY	Delay 1-4
47: SHUFFLE DELAY	Delay
48: 3D DELAY	Delay Center, Left, Right
58: SLICER	Rate
60: 3D CHORUS	Rate
61: 3D FLANGER	Rate, Step Rate
62: TREMOLO	Rate
63: AUTO PAN	Rate
64: STEREO PHASER	Rate, Step Rate
65: STEREO AUTO WAH	Rate
66: ST FORMANT FILTER	Rate
67: MULTI TAP DELAY 2	Delay 1-4
68: REVERSE DELAY 2	Delay 1-4
69: SHUFFLE DELAY 2	Delay
70: 3D DELAY 2	Delay Center, Delay Left, Delay Right
71: ROTARY 2	Woofer Slow Rate, Woofer Fast Rate, Tweeter Slow Rate, Tweeter Fast Rate
72: ROTARY MULTI	Rot Woofer Slow Rate, Rot Woofer Fast Rate, Rot Tweeter Slow Rate, Rot Tweeter Fast Rate
73: KEYBOARD MULTI	Phaser Rate, Delay Left, Delay Right
74: RODES MULTI	Phaser Rate, Cho/Flg Rate, Tre/Pan Rate
81: GUITAR MULTI A	Delay Left, Delay Right, Cho/Flg Rate
82: GUITAR MULTI B	Cho/Flg Rate
83: GUITAR MULTI C	Wah Rate, Delay Left, Delay Right, Cho/Flg Rate
84: CLEAN GUITAR MULTI A	Delay Left, Delay Right, Cho/Flg Rate
85: CLEAN GUITAR MULTI B	Wah Rate, Delay Left, Delay Right, Cho/Flg Rate
86: BASS MULTI	Cho/Flg Rate
89: 3D AUTO SPIN	Speed

Procedure

1. Set the Patch Clock Source parameter (PATCH/General) to "SEQUENCER."
2. Set the parameter as a note value relative to the tempo to which you will synchronize.
3. Set the Sync Mode parameter (SYSTEM/Sequencer) to "MASTER."

Miscellaneous

Q I'd like to record performance or patch settings into the Fantom's sequencer as system exclusive messages. How can I do this?

A Use the Data Transfer function to send sound settings to the Fantom's sequencer.

Use the following procedure.

1. Press [REC] to access the Recording Standby window, and enter record-ready mode (Owner's Manual; p. 129).
2. Access the Data Transfer window, and make the following settings (Owner's Manual; p. 194).
 - Source: Specify the data that you want to transfer.
 - Destination: Set this to "MIDI."
3. Press [STOP/PLAY] to begin recording.
4. Press [8 (Execute)] to execute the data transfer.
5. When the display indicates "Complete !," the transfer has been completed. Press [STOP/PLAY] to stop recording.

