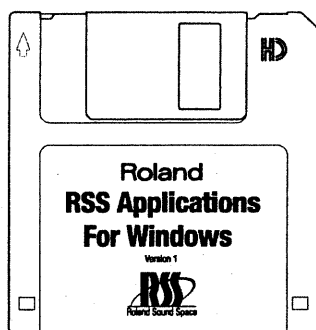




SOUND SPACE PROCESSOR

RSS-10

RSS-FX Owner's Manual
For Windows



RSS-FX
For Windows

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FILES CONTAINED IN THE SYSTEM DISK

The system disk contains the following files.

RSS-Stage



This application was designed to be used in the Stationary Mode. It allows you to localize up to 16 sound sources (a total of 32 channels) in three-dimensional space.

RSS-FX



This application was designed to be used in the Flying Mode. It allows you to localize up to 4 sound sources (a total of 4 channels) within three-dimensional space, and move them in real time.

Roland Serial MIDI Driver

SETUP

(1) Recommended Platform

Computer	IBM computers or 100% compatible computers
CPU/Clock	i486SX/25 MHz or faster (i486DX/33 MHz or faster is recommended)
Monitor	EGA or VGA
Windows	Microsoft Windows Version 3.1 (in 386 enhanced mode)
Memory (RAM)	More than 5.6 MB (8 MB or more is recommended)
Hard Disk	2 MB of free space

*** Note: Free space on the hard disk refers to the amount remaining after Windows has been installed.**

(2) Connection Cable

Computer cable: Roland RSC-15AT (Optional)

(3) Other

If you already have some other device connected to the RS-232C connector, you will need to detach that device first.

*** The formerly used application and driver should be removed from the system as well.**

INSTALLATION

1. Before Installing

First of all, before starting up any applications, you need to install the driver so the RSS-10 can be used. After that, you may install the RSS-Stage and RSS-FX programs.

*** The driver supplied with this package complies with the recommendations set forth by Microsoft Corporation's Multimedia Extensions (MME).**

*** The RSS-Stage and RSS-FX applications on the "Windows Version Application Disk" cannot be run from floppy disk. Always install them on your hard disk first. You will need to have 2 MB or more of available storage space for each application. (After Windows and all related files have been installed on the hard disk.)**

2. Installing the Driver

The following explains the procedure you should carry out to install the supplied driver onto your hard disk.

- 1 Start up Windows.
- 2 Open the "Control Panel" icon in the "Main" group of the "Program Manager."
- 3 Choose "Drivers" in the "Control Panel."

The "Drivers" dialogue box appears. All drivers that are currently installed are displayed. The supplied driver needs to be added to this list.

If any of the drivers shown below are already in the list of installed drivers, they should be removed first. Refer to the manual for Windows for instructions on how to remove them.

Roland LAPC1, Roland MPU401 MIDI Driver, Roland Super MPU MIDI Driver

If a Serial MIDI driver by a company other than Roland is already installed, you may not be able to obtain satisfactory operations if you install the Roland Serial MIDI driver. Such situations can be dealt with as follows.

<Solution 1> When the Driver has a Disable Switch

If the setup dialogue box for the Serial MIDI driver designed by another company has a selection which allows you disable the driver, use the switch to turn off that driver, then install the Roland Serial MIDI driver.

<Solution 2> When the Driver Does Not Have a Disable Switch

If the non-Roland Serial MIDI driver does not allow you switch it off from its setup dialogue box, you will need to remove it before installing the Roland Serial MIDI driver. Refer to the manual for Windows for instructions on how to remove it.

-
- 4** Click "Add."
The "Add" dialogue box will appear, showing the List of Drivers.
 - 5** Select "Unlisted or Updated Driver" and click [OK].
The "Install Driver" dialogue box is displayed.
 - 6** Insert the "RSS Applications for Windows" disk in drive A.
 - 7** Type "A:\\" into the text box.
 - 8** Click [OK].
The "Add Unlisted or Updated Driver" dialogue box is displayed.
 - 9** Select "Roland Serial MIDI Driver" and click [OK].
The "Roland Serial MIDI Driver Setting Dialog" dialogue box is displayed.
 - 10** Make the necessary settings for the driver.

Select the COM port (serial port) to which the sound generator is connected, and click on it.

Set the serial port switch on the rear of the RSS-10 to "PC-1/PC-2."

** Always switch OFF the power on the RSS-10 before changing this switch.*
 - 11** Click "OK" once you have finished making the driver settings.
The "System Setting Change" dialogue box will appear.
 - 12** To activate the driver that was just installed, click "Restart Now" to start up Windows again.

This completes the driver installation.

** When using the serial port for input, you could encounter situations whereby the processing speed of the computer is insufficient, resulting in the unreliable transfer of data. Should this occur, we recommend that you switch to using a MIDI interface such as the S-MPU MIDI Interface. When using a MIDI interface, use the driver supplied with the MIDI interface.*

3. Installing RSS-FX

- 1 Start up Windows.
- 2 Insert the "RSS Applications for Windows" disk in drive A.
- 3 Select "Run" from the "File" menu of "Program Manager."
- 4 Type "A:SETUP" into the text box.
- 5 Click [OK].
The RSS-FX installer program starts, and the RSS-FX Installation screen will appear.
- 6 The destination drive and directory name will be displayed. If this is where you wish to install the software, click [OK]. Otherwise, change to the desired drive or directory first.
- 7 When the dialogue box appears, check that the "RSS Applications for Windows" disk is in drive A, then click [OK].
- 8 A dialogue box will appear, asking you to input the "Serial Number," "Name", and "Favorite Music." After you have completed this, click [OK].

** You must type in something for all items.*

** The serial number is the number that is stamped on the sticker affixed to the exterior of the box.*

Installation begins.
- 9 A dialogue box appears once the installation has been completed. Click "Yes" if you wish to read the "Readme" file.

** The most up-to-date information could not be included in the manual, so it was placed in the "Readme" file — please make sure to read it.*
- 10 The "Readme" File is displayed. After you have finished reading it, select "Exit" from the "File" menu to close it.

A new group named "RSS-FX for Windows" is created in "Program Manager," and an application icon will appear.

4. Settings for the MIDI port

Next, you need to make settings for the MIDI port so the RSS-10 can be used with "RSS-FX for Windows."

- 1 Start "RSS-FX for Windows" by double-clicking the "RSS-FX" application icon.
- 2 Select "Roland Serial MIDI" for "MIDI Interface" under the "File" menu in "RSS-FX for Windows."

USING THE APPLICATION

The Windows version Control Software includes the RSS-Stage and RSS-FX applications, which you can select depending on your purpose. This document explains how to use RSS-FX. For detailed instructions on the use of RSS-Stage, read the owner's manual for RSS-Stage (Windows version Control Software).

BASIC OPERATION OF RSS-FX

To quickly get to where you can start moving sounds around, follow these basic steps:

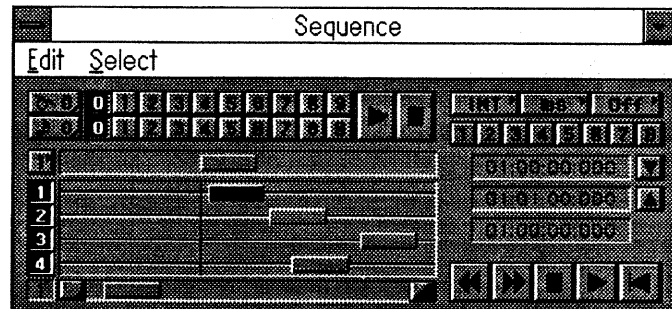
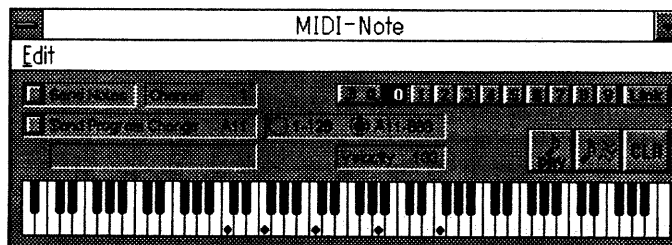
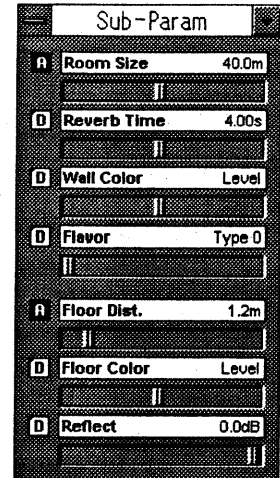
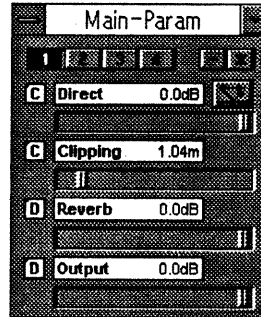
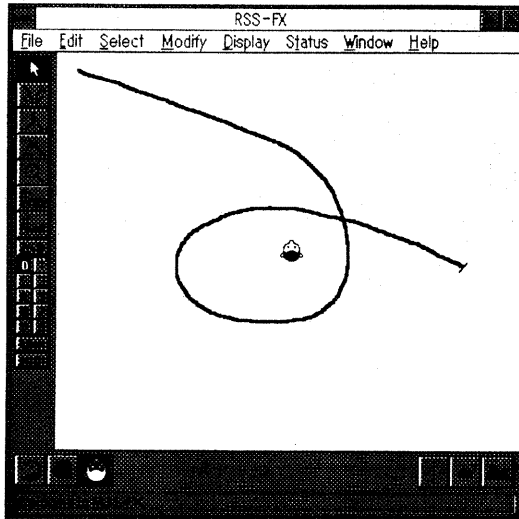
- 1.** Connect the computer, MIDI interface, RSS-10, and sound source (CD player, tape recorder, MIDI sound module, etc.). For a detailed explanation, refer to the RSS-10 owner's manual. The RSS-10 can be connected directly to the computer's Serial Port without using a MIDI interface. To synchronize the sound with the picture on video equipment, you will need a MIDI interface that includes a time code interface.
- 2.** Set the Device ID on the RSS-10.
- 3.** Start RSS-FX.
- 4.** Make the settings which are appropriate for how you are going to be using the system. Set the Device IDs to correspond to those used by each RSS-10.
- 5.** Play the sound source.
- 6.** Set the Link Button [Link] (2-21) in the Movement Window (2-1) to ON.
- 7.** Select the Drawing Pen (2-14) in the Movement Window (2-1), then draw the movement curve by dragging the mouse.
- 8.** Click the Temporary Play Button (12-3) in the Sequence Window (12-1), and the input sound will move along with the specified movement curve.
- 9.** To leave this mode, click the Stop Button (12-4).

MEMO

STARTING THE APPLICATION



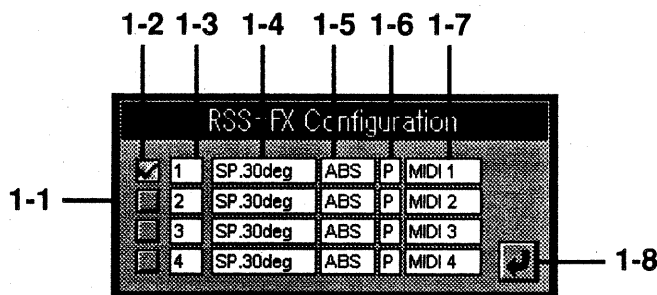
To start RSS-FX, double-click the RSS-FX icon. When you use RSS-FX for the first time, select [New] (Control+N) from the File Menu. Then, the following five Windows will open. If you already have an RSS-FX file, RSS-FX will start and the windows will open simply by double-clicking the file.



1. SETTING THE ENVIRONMENT

When you use RSS-FX for the first time, you need to set the environment according to the requirement of the RSS System you use. To set the environment, select [Configuration] from the File Menu. The following Configuration Window will open, allowing you to view the current environment.

** Changing the settings in the Configuration Window will automatically update the status of corresponding device driver.*



1-1 Configuration Window

1-2 Check Boxes

Check the box for each device (RSS-10) to be used in the RSS System.

1-3 Device ID

A Device ID is a number that distinguishes one RSS-10 from others. Assign a different number to each RSS-10.

1-4 Output Mode

1-4-1 S.P. Angle (Speaker Angle)

This is the Output Mode for each device. To change the settings, click the Output Mode of the relevant device, then select the Output Mode from the Sub Menu.

Speakers: This mode allows you to change to the sound that is suitable for playing through speakers. The number represents the angle of the speakers (open angle from the center position).

Phones: This mode allows you to change to the sound that is suitable for playing through headphones.

Binaural: This mode outputs the sound in Binaural.

** For a detailed explanation about the Output Mode, refer to the Owner's Manual for the RSS-10.*

1-5 Delay Mode

This shows the Delay Mode for each device. To change the settings, click the Delay Mode of the relevant device, then select the Delay Mode from the Sub Menu.

REL (Relative): The Doppler effect cannot be created even by moving the sound source. Delay effect will not be applied to the direct sound.

ABS (Absolute): The Doppler effect is created when the sound source is moved. Delay effect will be applied depending on the distance to the sound source.

1-6 Polarity

This is the polarity for each device. To change the polarities, click this, then select P or N from the Sub Menu.

P (Positive): Positive Polarity (Not highlighted)

N (Negative): Negative Polarity (Highlighted)

1-7 MIDI Channel

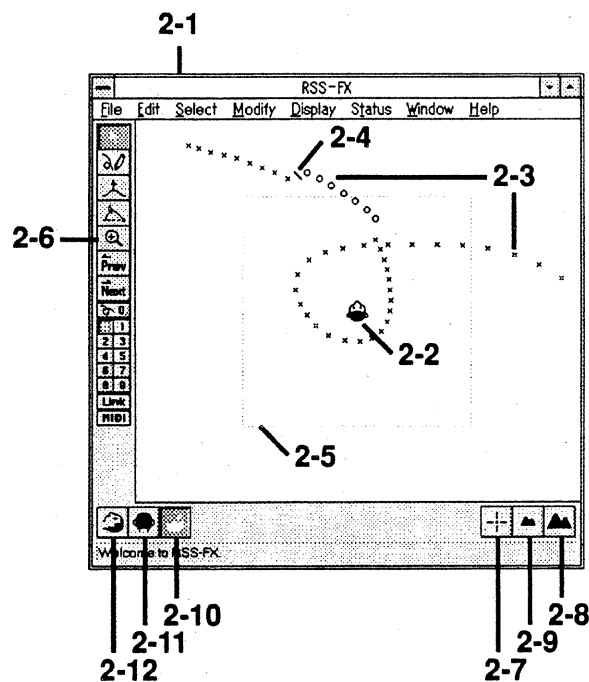
This allows you to set the MIDI channel on which the Note messages of the Phrase (S-1) attached to each track will be sent. If, however, the MIDI channel has been specified for each item of data, that will take priority and the MIDI channel you set here will be ignored.

1-8 Exit

Click this to close the Configuration Window.

2. LOCALIZATION IN THE 3D SPACE

This allows you to draw the movement curve of the sound source for each device in the three-dimensional space.



2-1 Movement Window

The Movement Window can be used to check the movement curve of the sound source or change it. The movement curve of a sound source can be observed from three directions (up, back, left).

2-2 Head Position

The Head Position is the head shaped graphic located about the middle of the Movement Window. The RSS System simulates the sound audible at the Head Position in the three-dimensional space.

2-3 Movement

This point indicates the position of the sound source at a certain moment. We call this point an EVENT. When an Event is selected, it is shown as "o." When it is not selected, "X" is shown.

2-4 Current Position

This shows the current position. When you draw a new movement using the Drawing Pen (2-14), a new movement is inserted here. When you paste what you have copied, the data is also inserted here. In both cases, the Event that was selected before the insertion will be overwritten and erased.

2-5 Room Size

This square frame shows the room size that may be expected according to the reverberation to be added. The lines should not be taken as being the exact location of walls, however. The Room Size can be selected with Room Size (4-2).

2-6 Zoom In

Click this to enlarge a certain part in the display. The clicked point will be enlarged.

2-7 Home Position

Click this button to return the listening point to the original size.

2-8 Zoom In

Click this button to enlarge the middle part of the display.

2-9 Zoom Out

Click this button to reduce the middle part of the display.

2-10 Top View

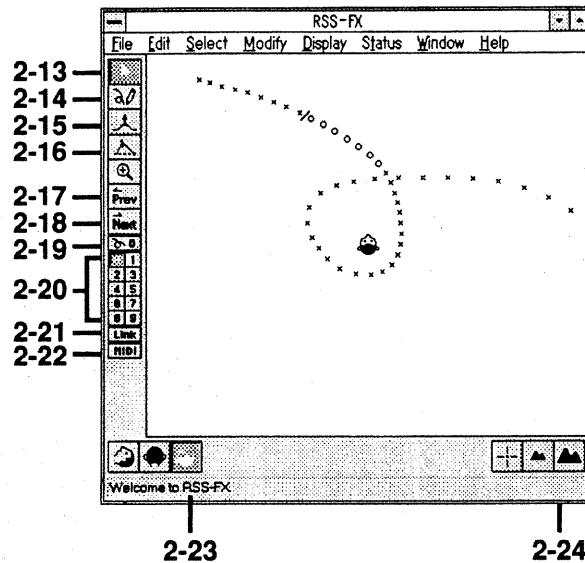
Click the Top View button and highlight it to watch the movement curve of the sound source from the upper direction.

2-11 Back View

Click the Back View button and highlight it to watch the movement of the sound source from the rear. The horizontal line shown in the display represents the floor surface.

2-12 Left View

Click the Left View button and highlight it to watch the movement of the sound source from the left. The upper part of the display represents the front. The vertical line shown in the display represents the floor surface.



2-13 Selection

The dotted curve will appear if you drag the mouse while holding its button down. Enclose the Events with a rectangle and release the button, and the enclosed Events will be selected. If you specify a new range, the current selection will be automatically canceled. If you specify a new range while holding the [SHIFT] key down, both the new and the current range will be selected. To cancel what you have specified, use Select (7-2) in the Menu Bar. If you click on the Event while holding the [OPTION] key down, the whole range from the current position to the clicked position will be added as the newly selected range.

2-14 Drawing Pen

By dragging the mouse while holding its button down, you can input the movement curve of the sound source. Data will be inserted after the current position. This position is automatically written into memory in approximately every 50 ms, even without moving the mouse. Up to 1 minute data can be written to one movement. Any data that exceeds 1 minute will be automatically erased and never be restored.

2-15 Fitting

This allows you to pull the current position and edit it using the mouse. Click any point you like. This applies to the Event currently selected, so put the current position to the Event currently selected.

2-16 Rotate, Move and Magnify

Point to the tag with the mouse and rotate it, and the selected Event will be rotated at the Listening Point. It can also be enlarged or reduced at the same time. If you do this while holding the SHIFT key down, it will be only rotated. If you move the mouse while holding its button down at the place other than the tag, the selected Event can be shifted horizontally.

2-17 Move Current Position

Clicking this button will move back the current position. If you keep pressing it, the current position will move as quickly as when in playing. Double-click it to return to the top.

2-18 Move Current Position

Clicking this button will advance the current position. If you keep pressing it, the current position will move as quickly as when in playing. Double-click it to move to the end.

2-19 Movement Page Button

This button selects a Movement Page. There are 5 pages from 0-4. To advance a page, click the right half of the button. To back up a page, click the left half of the button.

2-20 Movement Number Button

This button selects a Movement. There are 10 Movements from 0-9, and you can make 50 Movements with five pages.

2-21 Link Button

You can have the same settings be applied to a Temporary Phrase (12-2) in the Sequence window by selecting a Movement while this button is kept depressed.

2-22 MIDI

If you have clicked this button and highlighted the indication, Note messages of number 0 on 0 page of "MIDI-NOTES" will be transmitted each time the current position is moved. That is, the position of the sound source can be monitored while playing the sound specified at number 0 on page 0.

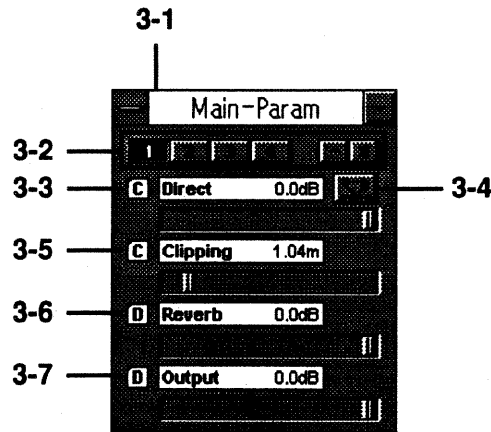
2-23 Status Window

The Status Window shows the messages that describe the current status.

2-24 Window Size

To change the size of the Position Window, drag the outline of the window and adjust it.

3. SOUND SELECTION AND PARAMETER SETTINGS



3-1 Main-Parameter

In this window, you can set the main parameters for each device. A "D" shown at the left of the parameter name indicates that it can be set for each device.

3-2 Device Select Buttons

These buttons are for selecting a device in each track. The selected device is highlighted. Click it to select and click it again to cancel. The number of devices can be set in the Configuration Window (1-1).

To select all the devices at once, click [*] button. To cancel all the devices, click [-] button.

3-3 Direct

This shows the level of the direct sound (including the first reflection from the floor) in the selected device. To change the value, drag the slider located below. Normally, set it to 0.0 dB.

3-4 Mute Button

To erase the direct sound (including the first reflection from the floor) of the selected device, click this button and highlight the indication. Click it again to restore it.

3-5 Clipping Area

This shows the radius of the Clipping Area. To change the value, drag the slider below.

<What is Clipping Area?>

When the sound source is reaching closer to your ears, the theoretical sound level will be infinitively high. It, however, is impossible in reality, and it is set so that the volume will not increase from a certain distance. The value shown here is the distance. Normally, you should set all the channels to the closest distance of all the channels. It is only the output level that is affected by altering the value of the Clipping Area.

<How to use the Clipping Area>

When the sound is placed in the distance, the volume of the sound will be low. If, however, it is placed too far, the S/N ratio will be lowered at the later mixing. If this happens, you may have to widen the Clipping Area to suppress the volume reduction. For example, when the sound source is placed at the position 3 meters away from your ears and set the Clipping Area to 0.24 meters, the volume of the sound will be 1/10. To increase the volume, widen the Clipping Area. When several sounds are placed at different positions, adjust the Clipping Area considering the distance of each sound source.

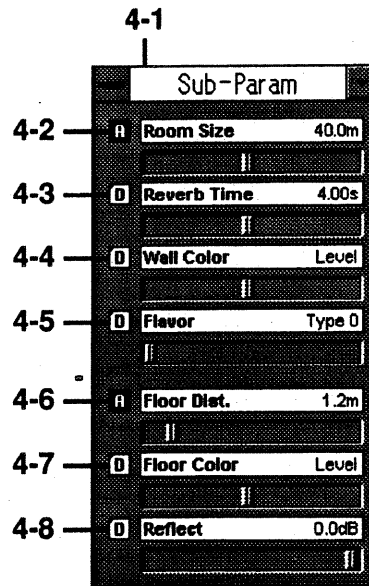
3-6 Reverb Level

The basic Reverb Level is shown in this area. The rate of the direct and reverb sounds vary depending on the position of the sound source.

3-7 Output Level

This shows the output level of the selected device. Normally, set it to 0.0 dB. To change the value, drag the slider below.

4. SETTING THE OTHER PARAMETERS



4-1 Sub-Parameter

This window allows you to set the depth of the Reverb and the conditions of the floor. To change values, drag the slider located below each parameter name.

"D" or "A" shown at the left of a parameter name means as follows.

To edit the parameter that can be set for each device, select the device in the Main Parameter Window.

D: This parameter can be set for each device.

A: This parameter is common for all the devices.

4-2 Room Size

This area shows the Room Size value. Room Size represents the space where the sound will reverberate. To change values, drag the slider below. The values for all devices will be changed.

*** The Room Size is shown in the display only when the check mark is shown next to the Room Size (9-1) in the Display Menu.**

<NOTE>

The variable range of the Reverb Time will be restricted depending on the Room Size. If the Reverb Time exceeds the range by changing the Room Size, the Reverb Time will be automatically changed. The Room Size is the parameter that is common for all the devices, therefore, the Reverb Time of all the devices will be changed within the range. For example, if the Room Size is 100 meters, the Reverb Time will be restricted to more than 1.0 second, and if the Room Size is 1 meter, the Reverb Time will be restricted to less than 4.0 seconds.

4-3 Reverb Time

This area shows the Reverb Time. Reverb Time is the time from when a sound starts reverberating until it stops. Adjust the time as you actually listen to the sound. Drag the slider below to change the value of the device that includes the channel currently selected.

<NOTE>

The variable range of the Reverb Time will be restricted depending on the Room Size. If the Reverb Time exceeds the range, the Room Size will be automatically changed.

The Room Size is the parameter that is common for all the devices, therefore, the Reverb Time of all the devices will be changed within the range.

4-4 Wall Color

This controls the Wall Color. Wall Color simulates the tone change of the reverb sound reflecting from the walls. Adjust it as you actually listen to the sound.

4-5 Flavor Type

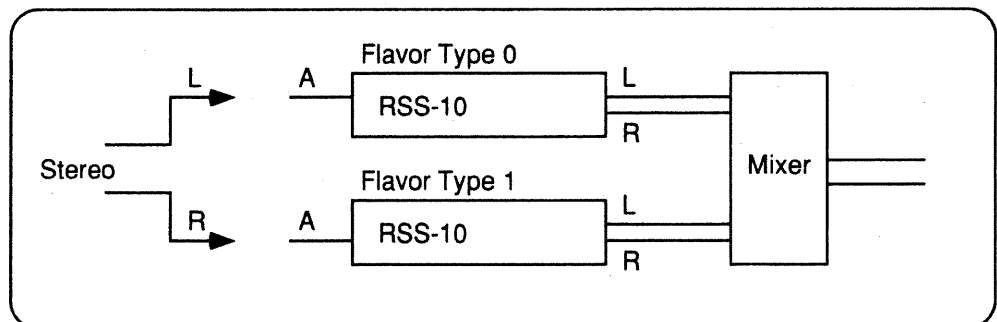
This area shows the Flavor Type. Drag the slider below to change the value of the device that includes the channel currently selected.

<What is Flavor Type>

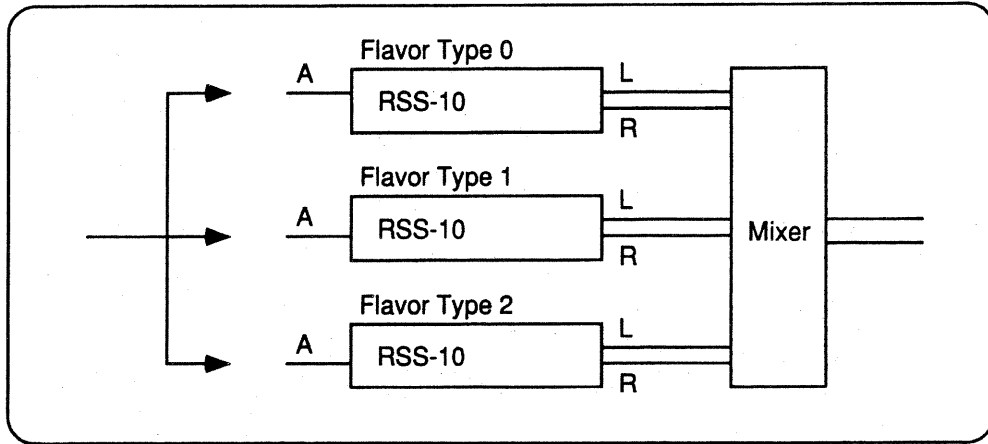
Flavor Type is the parameter that is related with the tone of reverb sound. If you input several sounds created from the same source into several RSS-10s and mix them, reverb sounds will interfere with each other, possibly resulting in an odd sound localization. Should this occur, try setting the Flavor Type of each RSS-10 to a different setting. The Flavor Type alters the tone only subtly, and therefore will have no effect in situations other than the above.

<How to use the Flavor Type>

When you wish to add spaciousness to performances recorded in stereo using the RSS-10, connect two RSS-10s to the right and left separately to mix the sounds. Set the Reverb to the same setting for the right and left, but set the Flavor Type to different settings. If the Flavor Type is set to the same value, the reverb sound will be located at the center of the speakers, and the produced sound will not be as spacious as you expect.



If you wish to increase the density of the reverb sound, connect several RSS-10s as shown below. Set the Reverb to the same value, but set the Flavor Type to different values. If the Flavor Type is set to the same value, no effect will be created (the density of the reverb sound will not be increased).



4-6 Floor Distance

This indicates the distance from your head to the floor. By changing the height of the head position, the direction of the reflection from the floor will change.

4-7 Floor Color

This adjusts the Floor Color. Floor Color simulates the tone change of the sound that reflects from the floor.

4-8 Reflect

This adjusts the portion of the sound reflecting from the floor. If you wish the sound to completely reflect from the floor, set the value to 0.0 dB.

5. FILE MENU

The File Menu contains various commands such as loading, creating and saving files, or setting the environment of RSS-FX.

	File	
5-1	New	Ctrl+N
5-2	Open...	Ctrl+O
5-3	Close	Ctrl+W
5-4	Save	Ctrl+S
5-5	Save as...	
5-6	Open Movement Loader...	
5-7	Configuration...	
5-8	MIDI Interface	
5-9	Quit	Ctrl+Q

5-1 New

Selecting this will open a new file that has been set to use only one RSS-10. If you wish to change the number of RSS-10s or set modes, open the Configuration Window (1-1) by selecting Configuration (5-7).

5-2 Open

To open an existing RSS-FX file, select [Open]. This will open a dialog box that allows you to select a file. Select the file you want.

*** You cannot open more than one file at the same time.**

5-3 Close

To close a file, select [Close]. If you have changed the contents of the file, a dialog box will appear and ask you if you wish to save the changes you have made. Click the button you want.

5-4 Save

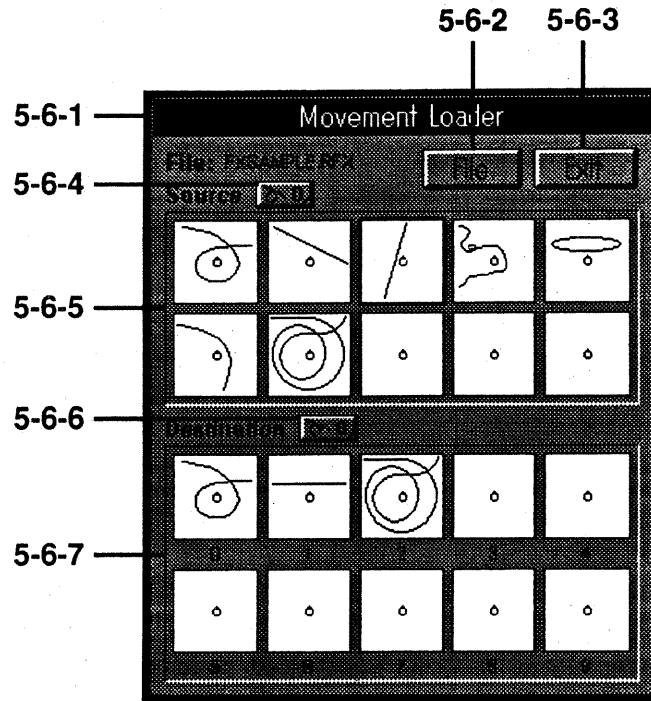
To save the file, select [Save]. If the file has been saved previously, the contents of the file will be automatically updated. If you wish to save a new file, specify the location to save the new file and the file name in the dialog box, then save it.

5-5 Save as

If you wish to save a new file in a different folder or save the file with a different file name, select [Save as]. A dialog box will appear, so you can specify the location to save the file and the file name, then save it.

5-6 Open Movement Loader

Use this window for loading the Movement stored in an external file into the file currently open.



5-6-1 Movement Loader

Use this window for loading a Movement from an external file to the file currently open.

5-6-2 File

Use this window to re-open the external file.

5-6-3 Exit

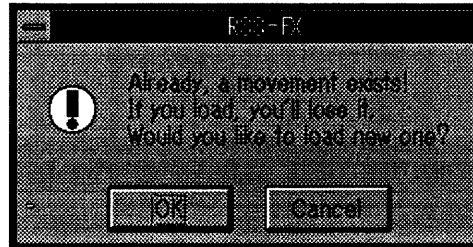
Click this to exit the Movement Loader.

5-6-4 Source Page

Click this for changing pages of the Movement in an external file. Click the right half of the button to advance a page, and click the left half of the button to back up.

5-6-5 Source Movement

This indicates the Movement in the source (external file) location. If you wish to copy the Movement stored in an external file, drag the Movement you wish to copy to the Destination Movement (5-6-7). If any data exists at the Destination, the following Alert Window will open, asking you if you wish to overwrite it. To overwrite it, click OK.



5-6-6 Destination Page

This changes pages of the Movement in the destination location. To turn to the next page, click the right half of the button. To back up, click the left half of the button.

5-6-7 Destination Movement

This shows the Movement of the destination location.

5-7 Configuration

To set the environment of RSS-FX, select "Configuration" to open the Configuration Window (1-1). For details, see Configuration Window (1-1).

5-8 MIDI Interface

5-9 Quit

Use this command to exit the application. If the data has been edited, the dialog box will appear, asking you if you wish to save the new data or not.

6. EDIT MENU

	Edit
6-1	U <u>ndo</u> Ctrl+Z
6-2	C <u>ut</u> Events
6-3	C <u>o</u> py Events
6-4	P <u>a</u> ste Events

	Edit
6-5	U <u>ndo</u>
6-6	C <u>o</u> py Notes
6-7	P <u>a</u> ste Notes

	Edit
6-8	U <u>ndo</u>
6-9	C <u>ut</u> Phrases
6-10	C <u>o</u> py Phrases
6-11	P <u>a</u> ste Phrases

6-1 Undo, Redo

Select this to cancel the editing operation you have just made on the Movement (Undo). Select it again right after the cancellation, and the result of the operation will be restored (Redo).

6-2 Cut Events

This cuts the Events in the currently selected Movement, then copies them to the Paste Buffer.

6-3 Copy Events

This copies the Events in the currently selected Movement to the Paste Buffer.

6-4 Paste Events

Inserts the Events stored in the Paste Buffer right after the current position. The Events selected before the Paste Events is carried out will be erased.

6-5 Undo, Redo

Select this to cancel the editing operation you have just made on the Source Information (Undo). Select it again right after the cancellation, and the result of the operation will be restored (Redo).

6-6 Copy Notes

This copies the Note Messages in the MIDI-Note Window in the Paste Buffer.

6-7 Paste Notes

This pastes the MIDI Note Messages stored in the Paste Buffer.

6-8 Undo, Redo

Select this to cancel the editing operation you have just made in the Sequence Window (Undo). Select it again right after the cancellation, and the result of the operation will be restored (Redo).

6-9 Cut Phrases

This cuts the Phrase selected in the Sequence Window and copies it to the Paste Buffer.

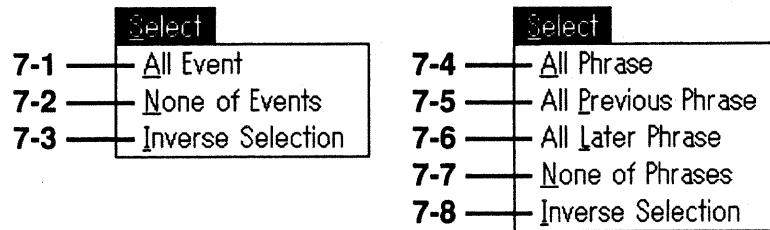
6-10 Copy Phrases

This copies the Phrase selected in the Sequence Window to the Paste Buffer.

6-11 Paste Phrases

This pastes the Phrase stored in the Paste Buffer to the current position.

7. SELECT MENU



7-1 All Events

Select this to select all the Events in the Movement.

7-2 None of Events

Select this to cancel the selection of all the Events in the Movement.

7-3 Inverse Selection

The selected Events will be unselected and the unselected Events will be selected.

7-4 All Phrases

This selects all the Phrases in the Sequence.

7-5 All Previous Phrases

This selects all the Phrases prior to the current position in the Sequence.

7-6 All Later Phrases

This selects all the Phrases posterior to the current position.

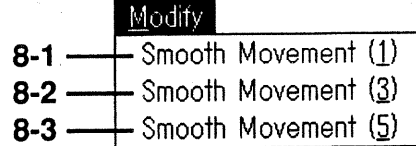
7-7 None of Phrases

This cancels all the Phrase selections in the Sequence.

7-8 Inverse Selection

The selected Phrases will be unselected and the unselected Phrases will be selected.

8. MODIFY MENU



8-1 Smooth Movement (1)

Select this to make a smoother slope for the movement in the Event of the currently selected Movement. This will cause the smallest effect of the three types 1, 3 and 5.

8-2 Smooth Movement (3)

Select this to make a smoother slope for the movement in the Event of the currently selected Movement. This will cause an effect more intense than type 1.

8-3 Smooth Movement (5)

Select this to make a smoother slope for the movement in the Event of the currently selected Movement. This will cause the most prominent effect of the three types, 1, 3 and 5.

9. DISPLAY MENU

This menu allows you to set the parameters related with the display.

Display	
9-1	Room Size
9-2	Position
9-3	Time at Current Position
9-4	Length of Selected Events
9-5	Redraw Screens

9-1 Room Size

If you wish to have the frame of the Room Size displayed in the Movement Window (2-1), select [Room Size] and it will become checked. If you wish to cancel it, select [Room Size] again and erase the check mark.

9-2 Position

If this item is checked, the Status Window will show the coordinates of the current position.

9-3 Time at Current Position

If this item is checked, the Status Window will show the time from the top of the Movement to the current position.

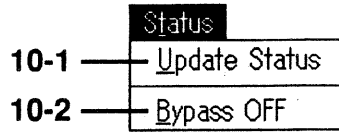
9-4 Length of Selected Events

If this item is checked, the Status Window will show the total length (time) of the Events in the currently selected Movement.

9-5 Redraw Screens

Select this to redraw the display in the Movement Window (2-1).

10. STATUS MENU



10-1 Update Status

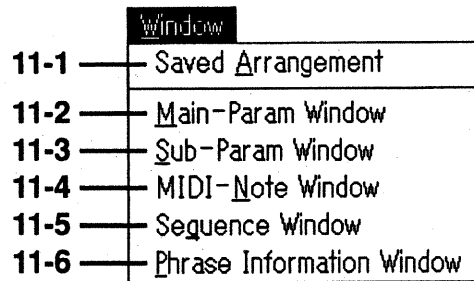
To transmit the settings of RSS-FX to each connected RSS-10, select [Update Status]. This can be effectively used when the setting on RSS-FX happens to differ from the settings on each RSS-10.

10-2 Bypass OFF

Select this to turn off the Bypass on the RSS-10. -

11. WINDOW MENU

RSS-FX's Window Menu provides Main Parameter Window (3-1), Sub Parameter Window (4-1), MIDI Note Window (13-1), Sequence Window (12-1), and Phrase Information (14-1). In the Window Menu, you can open or activate the specified window.



11-1 Saved Arrangement

Use this command to retrieve the same position and size of the windows as you previously saved the file.

11-2 Main-Parameter Window

To open the Main Parameter Window, select [Main-Parameter Window]. If the Main Parameter Window is already open, selecting this will locate the Main Parameter Window to the top position in the screen.

11-3 Sub-Parameter Window

To open the Sub Parameter Window, select [Sub-Parameter Window]. If the Sub Parameter Window is already open, selecting this will locate the Sub Parameter Window to the top position in the screen.

11-4 MIDI-Note Window

To open the MIDI Note Window, select [MIDI-Note Window]. If the MIDI Note Window is already open, selecting this will locate the MIDI Note Window to the top position in the screen.

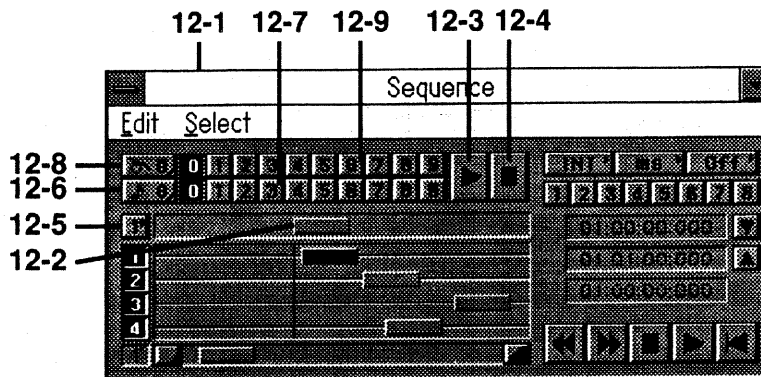
11-5 Sequence Window

To open the Sequence Window, select [Sequence Window]. If the Sequence Window is already open, selecting this will locate the Sequence Window to the top position in the screen.

11-6 Phrase Information Window

To open the Phrase Information window, select [Phrase Information Window].

12. SEQUENCE WINDOW

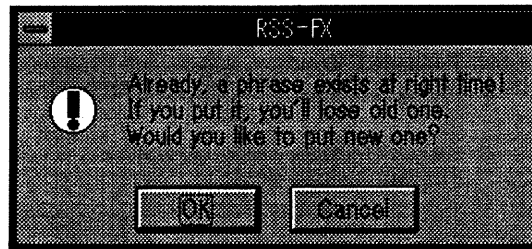


12-1 Sequence Window

This window allows you to attach the created phrase on the time line for synchronization and play it. A Phrase is made with Movement and Note Information.

12-2 Temporary Phrase

This is a phrase for temporary use. Catch the rectangle with the mouse, and drag to the track to attach the Phrase to the track. If any Phrase exists in the destination track, the display shows the Alert Window as below. If you wish to write the new phrase, erasing the old one, click OK.



12-3 Temporary Play Button

Use this button to play the Temporary Phrase. When you click this button, the Note On Message primarily set will be transmitted. Then, the set Movement is played, and finally the Note Off Message is transmitted. You can play/stop the phrase by pressing the Space Bar on the keyboard. The data is transmitted to the device selected with the Device ID (12-5).

12-4 Stop Button

Use this button to stop playing the Temporary Phrase.

12-5 Device ID

This shows the Device ID on which the Temporary Phrase data is transmitted. When this is clicked, you can select the device you like from the Device ID's set in the Configuration Window.

12-6 Select Movement (Page)

This selects the page of the Movement. There are 5 pages from 0 to 4. Clicking the right half of the button will advance a page, and clicking the left half of the button will back up a page.

12-7 Select Movement (Numbers)

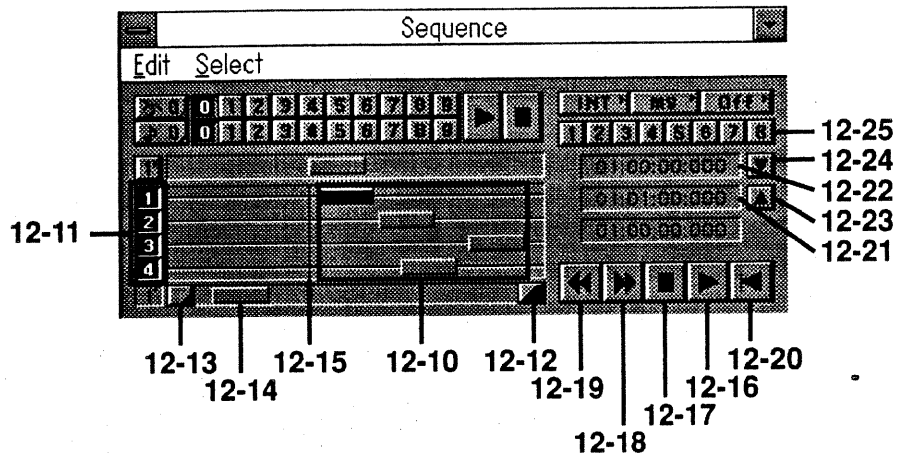
These buttons select the number of the Movement set to the Temporary Phrase. There are 10 numbers from 0 to 9, and therefore 50 data will be made with 5 pages. The data is created in "Movement Window" (2-1).

12-8 Select Notes (Page)

This button selects the page of the Note Information. There are 5 pages from 0-4. Clicking the right half of the button will advance a page, and clicking the left half of the button will back up a page.

12-9 Select Notes (Numbers)

These buttons select the Note Messages set in the Temporary Phrase. There are 10 numbers from 0-9, and therefore 50 data will be made with 5 pages. The data is created in "MIDI Note Window" (13-1).



12-10 Track

You can bring and place a Phrase from the Temporary Track to each Track where the Phrase is attached and played. It is also possible to catch the phrase and drag it by mouse operation. If you drag the phrase while holding the [SHIFT] key down, the phrase can be shifted by the unit as shown below depending on the indication range.

<u>Indication Range</u>	<u>Shift Unit</u>
5 min	1 min
2 min	30 sec
1 min	10 sec
30 sec	5 sec
15 sec	1 sec

12-11 Track Button

This shows the Device ID of each track. If you click and erase the number, the track will not be played.

12-12 Zoom In

12-13 Zoom Out

You can change the magnification of the indication on the track by clicking this button. It can be changed in the indication range of 15 sec, 30 sec, 1 min, 2 min, and 5 min. The variable range is shown in (12-4).

12-14 Display Point

This shows the Track data that is displayed in the screen. You cannot click and move it.

12-15 Current Position

This shows the current position.

12-16 Play Button

By clicking this button, you can start playing the sequence. When synchronizing to an external device, the sequence will not be played unless it receives the time codes.

12-17 Stop Button

To stop playing, click this button. To resume playing, click the Play Button again.

12-18 FF Button (Fast Forward Button)

Click this button, and the Current Time will be shifted to the later time.

12-19 Rewind Button

Click this button, and the Current Time will be shifted to the earlier time.

12-20 Reset Button

Click this button, and the Current Time will be reset to "01:00:00:000" (one hour). When the Offset Time Switch (12-27) is set to "On," Offset Time (12-26) will be added.

12-21 Current Time

This area shows the current time. By dragging up or down with the mouse in the Hour, Minute and Second frame (ms), you can alter the current time.

12-22 Spare Register

This area shows the time of the Spare Register (the time in memory where the time is temporarily stored). By dragging the mouse up or down in the Hour, Minute and Second frame (ms), you can alter the time. Use the Spare Register for entering the time, writing a temporary memo, finely adjusting the time, etc.

12-23 Store Time

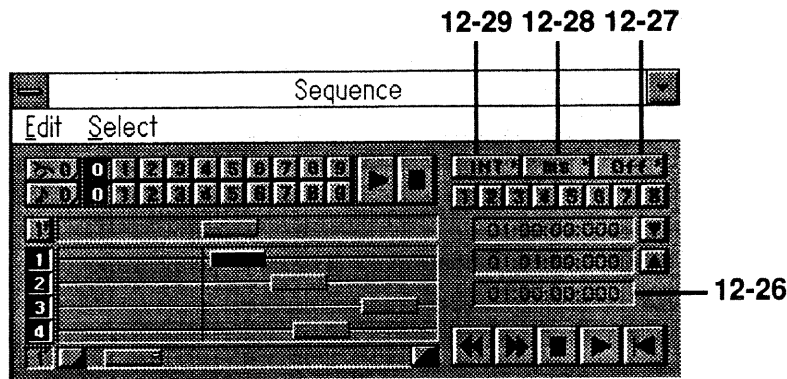
The Current Time will be copied to the Spare Register by clicking this button.

12-24 Jump

Click this button to jump to the time written in the Spare Register.

12-25 Marker

These 8 buttons are Marker Buttons. By clicking one of these buttons, you can jump to the place which is written in the register of the corresponding number. If you click the button while holding [SHIFT] key down, the current time will be written in the Register of the relevant number. If you click the button while holding [OPTION] key down, the time in the Spare Register (12-22) will be written in the register of the relevant number.



12-26 Offset Time

This area shows the Offset Time. By dragging the mouse up or down in the Hour, Minute and Second frame (ms), you can alter the time.

12-27 Offset Time SW (Offset Time Switch)

You can turn on or off the Offset Time by clicking this button. When it is ON, the time indication (12-21, 12-22) will be the time with Offset Time added.

12-28 Frame Mode

By clicking this button, you can set the Frame Mode of the Time Code. The time indication (12-21, 12-22, 12-26) is shown in the mode set here. However, the resolution of the time for attaching phrases is fixed to 50 ms.

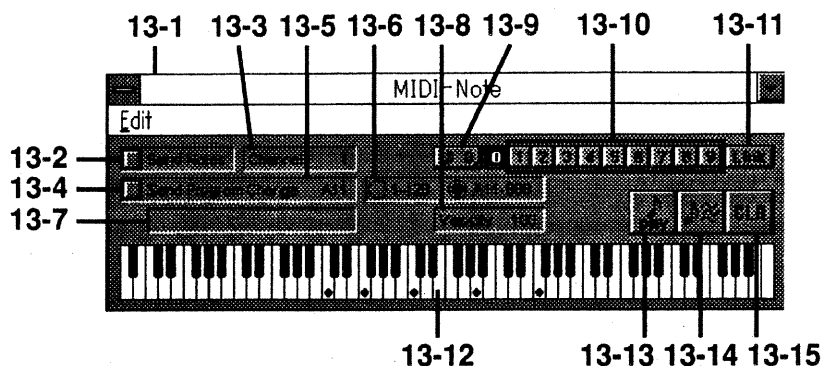
12-29 Sync

By clicking this button, you can change the standard of the playback time to the Internal or External. When External Sync is selected, be sure to use the MIDI Interface that can receive the time code and convert it to MTC.

MOTU's MIDI TIMEPIECE II
 MOTU's MIDI EXPRESS Mac
 OPCODE's Studio5
 OPCODE's Studio4
 OPCODE's Studio3

MEMO

13. MIDI NOTE WINDOW



13-1 MIDI-Note Window

This window allows you to set the Note Messages that should be combined with the Phrase. You can also set the Program Change Message as well as the Note Messages. Set these messages if you wish to play the phrase using a MIDI sound module. The phrase can be played in the Sequence Window (12-1).

13-2 Send notes

Click this button (it will become checked) to transmit Note Messages. Note Messages are transmitted when phrases are played.

13-3 MIDI Channel

This area shows the selected MIDI channel. You can change channel numbers by dragging the mouse up and down while holding its button down. If the number happens to change too drastically, set the channel by dragging the mouse while holding the [SHIFT] key down. If you select "--" as the setting here, the midi channel selected in the Configuration window will be used.

13-4 Send Program Change

Click this button (it will become checked) to send the Program Change messages. Program Change messages are transmitted when the phrases are played.

13-5 Program Change Number

This area shows the selected Program Change Number. You can change numbers by dragging the mouse up and down while holding its button down. If the number happens to change too drastically, set the number by dragging the mouse while holding the [SHIFT] key down.

13-6 Display Format of Program Change

This allows you to select whether to display the Program Change Number in the way of [1-128] or [A11-B88].

13-7 Message Window

It shows the relevant messages for some operations you have taken.

13-8 Velocity

This area shows the Velocity of the Note Message to be transmitted. You can change values by dragging the mouse up or down while holding its button down. If the number happens to change too drastically, set the number by dragging the mouse while holding the [SHIFT] key down.

13-9 Select Notes (Page)

This button selects the page of the Note Message. There are 5 pages from 0-4. Clicking the right half of this button advances a page, while clicking the left half backs up a page.

13-10 Select Notes (Number)

This selects the Number of the Note Message. There are ten numbers from 0-9 and altogether 50 data can be made with 5 pages.

13-11 Link Button

If you change the settings in the window while this button is set to ON, the Temporary Phrase in the Sequence Window will be similarly changed.

13-12 Keyboard

Click the key that corresponds to the Note Number you wish to play. Each time you click the key, the key will be selected and canceled alternately. Up to 8 keys can be set at the same time. If you click the key while holding the [SHIFT] key down, you can monitor only the key you have clicked. If you wish to monitor the sound without the RSS effect, click the key while holding the [OPTION] key down.

13-13 Sound Button (Dry)

By clicking this button, you can play the selected key without the RSS effect.

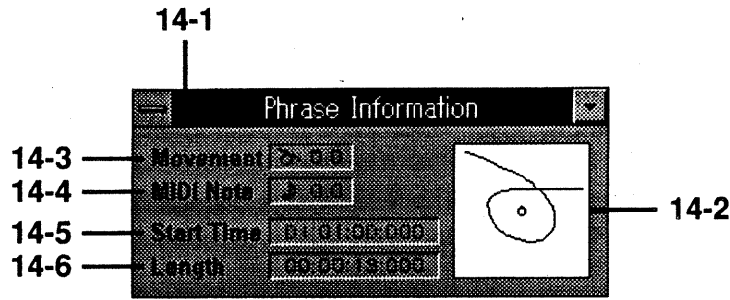
13-14 Sound Button

By clicking this button, you can play the selected key with the RSS effect.

13-15 Clear Button

By clicking this button, you can erase all the notes set on the Keyboard (13-12).

14. PHRASE INFORMATION WINDOW



14-1 Phrase Information Window

This window allows you to check the setting of a certain phrase. Select a Track you wish to check, and the screen shows the relevant setting. The setting shown in the window, however, cannot be edited. You can open this window also by double-clicking the phrase on the track.

14-2 Movement

This shows the Movement set in the Phrase you specified. It shows the movement curve of the sound observed from the top.

14-3 Movement Page Number

This shows the page and number of the Movement you have specified.

14-4 MIDI Note

This shows the page and number of the MIDI Note message set in the phrase you have specified.

14-5 Start Time

This shows the time to start playing the specified phrase.

14-6 Length

This shows the length of the specified phrase.

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