Fantom G Version 1.30 Supplementary Manual

This manual explains the functions that have been added in version 1.30 of the Fantom-G. Read this manual in conjunction with the Fantom-G Owner's Manual.

You must also update the Fantom-G Editor software!

In order to enhance your music creation environment and make editing more convenient and enjoyable, the Fantom-G Editor has also been upgraded. Please be sure to check to make sure that the version of the Fantom-G Editor that you're using is the latest one. You can download the most recent version of Fantom-G Editor from the Roland website.

http://www.roland.com/

Functions Added in Version 1.30

Enhanced Arpeggiator Functionality (p. 2)

Arpeggio Import function (p. 2)

Now you can create their own original Arpeggio Styles.

A larger number of Arpeggio Styles

The number of Arpeggio Styles (p. 78 in Owner's Manual) has been increased. User styles have also been added.

Version 1.2 and earlier	88 presets
Version 1.3	128 presets + 128 user styles

Enhanced Live / Studio Set Functionality (p. 2)

Tempo and RPS / Rhythm Pattern Set Number stored in the Live / Studio Set (p. 2)

The Tempo and RPS / Rhythm Pattern Set Number can now be stored in the Live / Studio Set.

Enhanced RPS / Rhythm Pattern Set Functionality (p. 3)

A new mode lets you play RPS / Rhythm Pattern Sets from the keyboard (p. 2)

A new mode lets you play RPS / Rhythm Pattern Sets not only from the pads as before, but also from the keyboard.

A larger number of RPS / Rhythm Pattern Sets

The number of RPS / Rhythm Pattern Sets has been increased.

	Number of RPS Sets	Number of Rhythm Pattern Sets
Version 1.2 and earlier	32 sets (1 preload)	32 sets (2 preload)
Version 1.3	64 sets (9 preload)	64 sets (32 preload)

Additional New Piano Sounds

New piano sounds have been added to the preset patches.

Added preset patches

No.	Name	Category	Voices	No.	Name	Category	Voices
1665	Manhattan Grand	AC.Piano	2	**1667**	Euro Grand	AC.Piano	2
1666	Hall Grand	AC.Piano	2	**1668**	Recital Grand	AC.Piano	2

Other Functions Added (p. 4)

Multi-part control (p. 4)

The knobs, sliders, D Beam, and S1/S2 buttons can now be used to control multiple parts simultaneously.

Time signature setting for phrases (p. 4)

The time signature can now be specified for phrases. You can specify a desired time signature and then record the phrase.

Internal memory can now be selected for Create Project (p. 4)

If you create a new project by selecting the internal memory, the user project that is inside the Fantom-G will be erased.

Importing SMF or Phrases to an Arpeggio Style

You can create your own original Arpeggio Style by importing SMF or phrase data into an arpeggio user style.

(MEMO)

If you want to import SMF data, you must first copy the Standard MIDI File (SMF) from your computer to the Fantom-G as described in "Copying a Standard MIDI File (SMF) from Your Computer to the Fantom-G" (p. 212 in Owner's Manual).

1. **Hold down [SHIFT] and press [ARPEGGIO].**

2. **Press [F1 (Import Style)].**

3. **Press [F2 (SMF List)] or [F3 (Phrase List)] to switch the list from which you want to import.**

4. **Turn the Value dial to select the SMF or phrase that you want to import.**

   (MEMO)

   By pressing [F7 (Preview)] you can audition the selected SMF or phrase.

   (MEMO)

   If you decide not to import, press [F8 (Exit)].

5. **Press [F6 (Import)].**

6. **Assign a name to the Arpeggio Style that you want to import. After you've assigned a name, press [F8 (OK)].**

   cf.

   For details on how to enter a name, refer to "Assigning a Name" (Owner's Manual p. 42).

7. **Select the desired Import Destination. Turn the Value dial to make your choice, and then press the [F8 (Write)] button.**
   A confirmation message will appear.

8. **Press [F7 (OK)] to execute.**
   The SMF or phrase will be imported into the arpeggio user style.

   (MEMO)

   Please note the following points regarding importing an arpeggio.

   - Only SMF Format 0 is supported. If the data is incorrect, the screen will indicate **"Cannot Import SMF Format 1!"** or **"Illegal File!"**.
   - Only the note data will be imported from the original data into the arpeggio.
   - Up to 500 events (with a note on/off counting as one event) can be imported. If there are more than 500 events, the screen will indicate **"Too Many Data!"**.

Enhanced Functionality for Live / Studio Set

When saving a Live / Studio Set, the Tempo and RPS / Rhythm Pattern Set Number will be saved.

Storing the Tempo in a Live / Studio Set

You can specify whether the tempo will follow the setting of each Live / Studio Set (TEMP) or the tempo setting of the song (SYS).

1. **Press [MENU], and then press [F2 (System)].**

2. **Press [F1] or [F2] to access the Sync/Tempo group.**
   Make the desired setting in the "Tempo Assign Source" field.
   Value
   TEMP: Use the tempo of each Live / Studio Set
   SYS: Switching the Live / Studio Set will not change the tempo (the song's tempo will be used)

Storing the RPS / Rhythm Pattern Set Number in a Live / Studio Set

You can specify whether the RPS / Rhythm Pattern Set Number will follow the setting of each Live / Studio Set (TEMP) or the setting for the entire Fantom-G (SYS).

1. **Press [MENU], and then press [F2 (System)].**

2. **Press [F1] or [F2] to access the Dynamic Pad group.**
   Make the desired settings in the "RPS Set Assign Source" and "Rhythm Pattern Set Assign Source" fields.
   Value
   TEMP: Use the RPS / Rhythm Pattern Set Number of each Live / Studio Set
   SYS: Use the Fantom-G's global settings

Enhanced Functionality for RPS / Rhythm Pattern Set

Using the Keyboard to Play RPS / Rhythm Pattern Sets

You can use the keyboard to play RPS or Rhythm Pattern Sets.

Specifying the Keyboard Mode

Here's how to change the Keyboard Mode setting so that you can play RPS / Rhythm Pattern Sets from the keyboard.

1. **From the Live Play screen, Studio Play screen, or Single Play screen, press [F4 (Control)].**

2. **Press [F1] or [F2] to access the Keyboard group.**
    Make the desired settings in the "Keyboard Mode" field.
    Value
    NORMAL: Normal keyboard performance mode
    RPS: RPS performance mode
    RHYTHM-PTN: Rhythm Pattern performance mode
    If you choose RPS or RHYTHM-PTN, you can use the keyboard to play RPS or Rhythm Pattern Sets. The keys that will play RPS / Rhythm Pattern Sets can be specified as described in "Specifying the note numbers for RPS / Rhythm Patterns" (see below).

    (MEMO)
    The Keyboard Mode setting is not saved in Single mode. When you press [SINGLE], the Keyboard Mode will be initialized to NORMAL.

Specifying the note numbers for RPS / Rhythm Patterns

If the Keyboard Mode is set to RPS or RHYTHM-PTN, you'll be able to specify the keys that will play RPS / Rhythm Pattern Sets.

1. **Hold down [PAD MODE] and press pad [5 (RPS)] or [6 (RHYTHM PTN)].**

2. **Press [PAD SETTING].**
    The Pad Setting screen will appear.
    Move the cursor to the "Note Number" field and press one of the Fantom-G's keys to specify the key that will play the RPS / Rhythm Pattern.

Quick Setup function

In the Pad Setting screen you can press [F3 (Quick Setup)] to specify the note numbers for sixteen RPS / Rhythm Patterns together. For the procedure, refer to "Quick Setup" (p. 192 in Owner's Manual). The parameters will be as follows.

*   **Template Set**
    Starting at the base note, the sixteen notes will be assigned to the following keys.
    Value
    White Keys: White keys
    Black Keys: Black keys
    All: White and black keys
*   **Base Note**
    Specify the lowest note. When the cursor is located at Base Note, you can specify this by pressing a key.

Applying the Play Mode to all (Play Mode All)

In the Pad Setting screen, when the cursor is at the Play Mode field, pressing [F4 (PlayMode All)] will change all sixteen RPS / Rhythm Patterns to the Play Mode value of the current cursor location.

Other Functions Added

Multi-part Control

If you select "MULTI" as the Knob Slider Mode setting, you'll be able to use the knobs, sliders, D Beam, and S1/S2 buttons to simultaneously control multiple parts (each part whose keyboard switch is on).

1. **Press [MENU], and then press [F2 (System)].**

2. **Press [F1] or [F2] to access the Knob/Slider group.**
   In the "Knob Slider Mode" field, specify "MULTI."
   Value
   DIRECT: Moving a knob or slider will always transmit the control data of its current position
   CATCH: When you move a knob or slider, it will begin transmitting control data only when its position passes the value of the parameter
   MULTI: The knobs, sliders, D Beam, and S1/S2 buttons will simultaneously control multiple parts (each part whose keyboard switch is on). The knobs and sliders will operate in the same way as "DIRECT."

   (MEMO)
   MULTI (multi-part control) will control multiple parts only if CC, AFTERTOUCH, or PITCH BEND is assigned to the controller.

Specifying the Time Signature of a Phrase (Phrase Beat)

Here's how to specify the time signature of a phrase.

1. **Access the Phrase Edit screen (p. 238 in Owner's Manual)**

2. **Press [F6 (Phrase Beat)].**

3. **Use the cursor buttons and the Value dial to specify the time signature of the phrase.**

4. **Press [F8 (Close)].**

Create Project

In Create Project, you can now choose internal memory as well as USB memory.
When you execute a factory reset, preload data is loaded into the User Patch and User Live / Studio Set areas. If you don't need the preload data, choose internal memory when executing Create Project. This allows you to create a project in which all data is initialized.

NOTE
If you create a new project by selecting the internal memory, **the user project that is inside the Fantom-G will be over-written (erased)**. If you have important data, please backup to USB memory.

1. **Press [MENU] to access the Menu window.**

2. **Turn the Value dial or use [CURSOR] to choose "Project," and then press [ENTER].**
   The Project Menu will appear.

3. **Turn the Value dial or use [CURSOR] to choose "Create Project," and press [F8 (Select)].**

   (MEMO)
   You can also press [F4 (Create)] to execute this.

4. **Press [F1 (Internal)] if you want to create the new project in internal memory, or press [F2 (USB)] if you want to create it in USB memory. Then press [F8 (Create)].**

5. **If you selected USB memory, the Project Name window will appear. Enter a name, and press [F8 (OK)].**

   (MEMO)
   If you selected internal memory, the Project Name window will not appear; proceed to step **6.** below.

   cf.
   For details on how to enter a name, refer to "Assigning a Name" (Owner's Manual p. 42).
   A confirmation message will appear.

6. **Press [F7 (OK)] to execute.**

   * *If you decide to cancel, press [F8 (EXIT)].*

   (MEMO)
   If an error message appears
   An error message may appear if the data cannot be successfully saved, such as when there is insufficient space in internal memory.
   "Error Messages" (Owner's Manual) lists the various errors that may appear, and explains the appropriate response.

   (MEMO)
   If you selected USB memory, according to the default settings, projects will be named using a sequential number, like this: "FantomG001," "FantomG002," etc., but you are free to change this. On your computer, projects will appear as folders named "Project name.Prj" located in the root of the USB memory. If you rename the folder (project name) on your computer, you will not be able to use "." as the first character. Do not modify the filename extension. Also, there are certain characters (\ / : , ; * ? " < > |) that cannot be used in the name.

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