



SH-101 PLUG-OUT Software Synthesizer

Owner's Manual

Introduction

You must specify the MIDI Input/Output in the Setting window (p. 9) for the first time.

About settings of the DAW software you are using, see the FAQ on the Roland web site.

➔ <http://www.roland.com/support/>

About this product

- In the interest of product improvement, the specifications and/or contents of this package are subject to change without prior notice.
- The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.

About Trademarks

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Screen Structure

[PATCH] button

Selects a patch.
The Patch Select window opens.

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[SEND] button

Sends the patch to the SYSTEM-1.

p. 7

[GET] button

Loads the patch currently being edited in the SYSTEM-1's PLUG-OUT mode (temporary) into the SH-101.

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* These work only when the SYSTEM-1 is in PLUG-OUT mode.

[PLUG-OUT] button

Installs the SH-101 into the SYSTEM-1.

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Level meter

Displays output levels of the SH-101.

[TUNE] knob

Adjusts the overall pitch of the SH-101.

Patch name

This area shows the name of the selected patch.

Main window

This area shows various knobs and sliders that you can use to edit the sound.

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[KEYBOARD] button

Toggles the keyboard area between visible and hidden.

Keyboard area

Click here to produce sound.
When a MIDI message is received, the corresponding key responds.



[OPTION] button

Here you can choose skins and use MIDI Control Mapping. These settings can be made separately for each instance of the SH-101.

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[SETTING] button

Here you can edit the MIDI settings and the direction of mouse wheel scrolling. These settings are shared by all instances of the SH-101 that you are using.

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[HELP] button

Displays help.

[ABOUT] button

Here you can view information about the SH-101.

Main Window

MODULATOR

Here you can create cyclic change (modulation) in the sound by applying vibrato (pitch modulation) or wah (filter modulation).

WAVE FORM	<ul style="list-style-type: none"> ~ (Sine wave) ∧ (Triangle wave) ∩ (Saw wave) □ (Square wave) ⚡ (Random wave) NOISE (Noise)
VCO	Allows to modulate the pitch, producing a vibrato effect.
VCF	Allows to modulate the VCF CUTOFF.
RATE	Determines the speed of the modulation.

VCO

Here you can specify the character and the pitch of the sound.

FEET	Specifies the octave of the oscillator.
MOD	<p>Selects the source that modulates the pulse width of the pulse wave.</p> <p>A. ENV: VCA envelope F. ENV: VCF envelope LFO: Modulator MAN: No modulation</p>
PULSE WIDTH	<p>Adjusts the modulation depth when MOD is set to A. ENV, F. ENV, or LFO.</p> <p>Adjusts the pulse width when MOD is set to MAN.</p>

SOURCE MIXER

Here you can adjust the volume of the VCO, the sub oscillator, and noise.

OSC TYPE	<ul style="list-style-type: none"> □ Pulse/Square wave ∩ Saw wave <p>SUB OSC One or two octaves below</p> <p>Selects the type of the sub oscillator.</p> <p>1 OCT DOWN □ : One octave below 2 OCT DOWN □ : Two octave below 2 OCT DOWN □ : Two octave below (narrow width)</p> <p>NOISE Noise</p>
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VCF

These settings determine the brightness and thickness of the sound. Here you can also specify the time-varying change (envelope) for the filter.

FREQ	Specifies the cutoff frequency of the low-pass filter.
RES	Resonance boosts the sound in the region of the filter's cutoff frequency.
ENV	Specifies the direction and amount by which the envelope changes.
KEYBD	Allows the filter cutoff frequency to vary according to the key that you play.
A D S R	Specify the envelope.

VCA

Here you can create time-varying change (envelope) for the volume.

ENV TRIG	<p>Specifies what triggers the envelope.</p> <p>GATE+TRIG: The envelope is triggered each time you press a key.</p> <p>LFO: If you hold down a key, the envelope is triggered repeatedly at each cycle of the modulator.</p> <p>GATE: The envelope is triggered when you newly press a key. The envelope is not triggered when you play legato.</p>
VCA MODE	<p>ENV: The sound follows the envelope specified by the ADSR settings.</p> <p>GATE: The sound has a fixed volume as long as you hold down the key.</p>
A D S R	Specify the envelope.



VOLUME

Adjusts the overall volume of the SH-101.

PORTAMENTO

Smooths the pitch change between notes.

MODE	<p>OFF: Portamento is not applied.</p> <p>AUTO: Portamento is applied only when you play legato.</p> <p>ON: Portamento is applied at all times.</p>
TIME	Adjusts the time over which the pitch change occurs.

BEND RANGE

Specifies the amount of pitch change that occurs when pitch bend messages are received.

TEMPO SYNC

Press this to make it light if you want to synchronize to the tempo of your host application (DAW).
Synchronization tempo range: 40--300

EFFECTS

Here you can adjust the effects.

CRUSHER	Modifies the tonal character by distorting the waveform.
REVERB	Adjusts the depth of the reverb.
DELAY	Adjusts the volume of delay sound.
TIME	Adjusts the delay time.

ARPEGGIO

Causes an arpeggio to be produced when you simply hold down a chord on the keyboard.

ARPEGGIO	If this is lit, an arpeggio plays.
ARP TYPE	Selects the arpeggio variation.
ARP STEP	Selects the speed of the arpeggio.

Patch and Bank

1. Click the [PATCH] button.

The Patch Select window opens.

[LIST] button

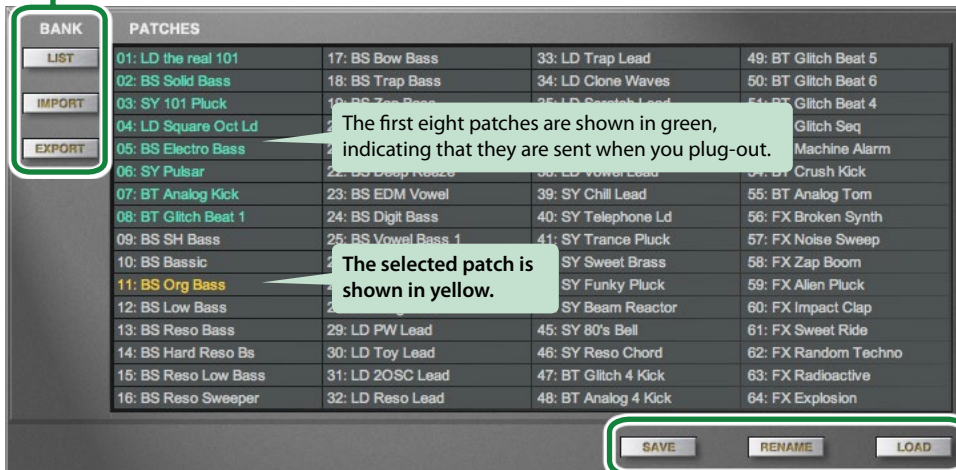
Changes to other bank.
The bank list window opens.

[IMPORT] button

Imports a bank.
The file selection window opens.

[EXPORT] button

Exports the bank.
The file name input window opens.



The first eight patches are shown in green, indicating that they are sent when you plug-out.

The selected patch is shown in yellow.

[SAVE] button

Saves the current sound of the SH-101 to the selected patch.

[RENAME] button

Renames the selected patch.

[LOAD] button

Loads the selected patch into the SH-101.

Patch

Patches are managed in banks of 64 patches.

Loading a Patch

1. Click a patch name.
2. Click the [LOAD] button. Or press the [Return (Enter)] key.

The patch is loaded, and the Patch Select window closes.

* You can double-click a patch name to load a patch without closing the window.

Saving the patch

Here's how to save an edited sound as a patch.

1. Click the save-destination patch name.
2. Click the [SAVE] button.

The patch is saved.

Renaming the Patch

1. Click the name of the patch that you want to rename.
2. Click the [RENAME] button.
3. Change the patch name. (Up to 16 letters)

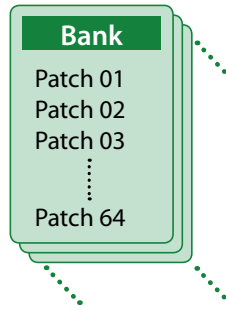
Changing the Order of the Patches

1. Drag the patch name to change the order of the patches.

* When executing the plug-out (p. 7), the first eight patches are sent.

Bank

A set of 64 patches is collectively called a “bank”; by switching between banks you can access a large number of patches.
A bank of patches can be saved as a file.



Changing to Other Bank

1. Click the [LIST] button.
The bank list window opens.
2. Click the bank that you want to recall.

Exporting the Bank

Here's how to export a bank as a file.

1. Click the [EXPORT] button.
The file name input window opens.
2. Enter file name, and click the [Save] button.
The file is written.

Importing a Bank

1. Click the [IMPORT] button.
The file selection window opens.
2. Select a file, and click the [Open] button.
The bank is loaded.

Keyboard shortcuts

Keyboard shortcuts for the Patch Select window.

Key	Function
Command (Ctrl) + B	Change bank
Command (Ctrl) + I	Import bank
Command (Ctrl) + E	Export bank
Command (Ctrl) + N	New patch
Command (Ctrl) + O	Load patch
Command (Ctrl) + S	Save patch
Up/Down/Left/Right	Select patch
Space	Rename patch
Delete	Delete patch
Return (Enter)	Load patch and close the window
Command (Ctrl) + Z	Undo
Command (Ctrl) + Shift + Z	Redo
Esc	Close the window

Playing with the SYSTEM-1

By connecting the SYSTEM-1 to your computer (Mac/Windows), you can use the SH-101 in conjunction with the SYSTEM-1.

Windows

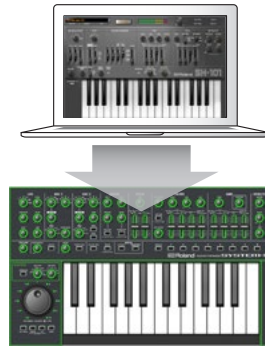
The "SYSTEM-1 CTRL" shown as a MIDI port is the port used by the SH-101. Do not use this port from your DAW.

Plug-Out

What is a "Plug-out"?

"Plug-out" is technology that allows a software synthesizer such as SH-101 to be installed and used in the SYSTEM-1.

- You can play the SH-101 on the SYSTEM-1 by itself, without using a computer.
- You can store up to eight patches in the SYSTEM-1 and switch between them.
- You can use the knobs and sliders of the SYSTEM-1 to edit the sound.



Plug-Out Procedure

1. Click the [PLUG-OUT] button.

A confirmation message appears.

2. Click the [OK] button.

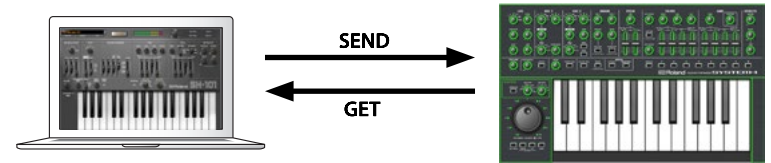
A progress bar appears, and plug-out processing begins. This takes approximately one minute.

* If another software synthesizer is already plugged-out on the SYSTEM-1, a confirmation message appears. Click the [OK] button to continue.

If an error message appears, check the following items.

- Is the MIDI port specified correctly? (p. 9)
- Is the SYSTEM-1 connected to your computer?

Send/Get Patches



1. Connect the SYSTEM-1 to your computer.

2. Turn on the MODEL [PLUG-OUT] button of the SYSTEM-1.

* In order to send or get a patch, you must first plug-out (p. 7).

Sending the Patch

You can send the current SH-101 patch to the SYSTEM-1 and play it on the SYSTEM-1. The sound is output from the SYSTEM-1's OUTPUT jacks.

3. Click the [SEND] button of the SH-101.

The patch is transmitted.

Getting the Patch

If you've used the SYSTEM-1 to edit a patch of the plugged-out SH-101, here's how to load that patch into the SH-101.

3. Click the [GET] button of the SH-101.

The patch is loaded.

If an error message appears, check the following items.

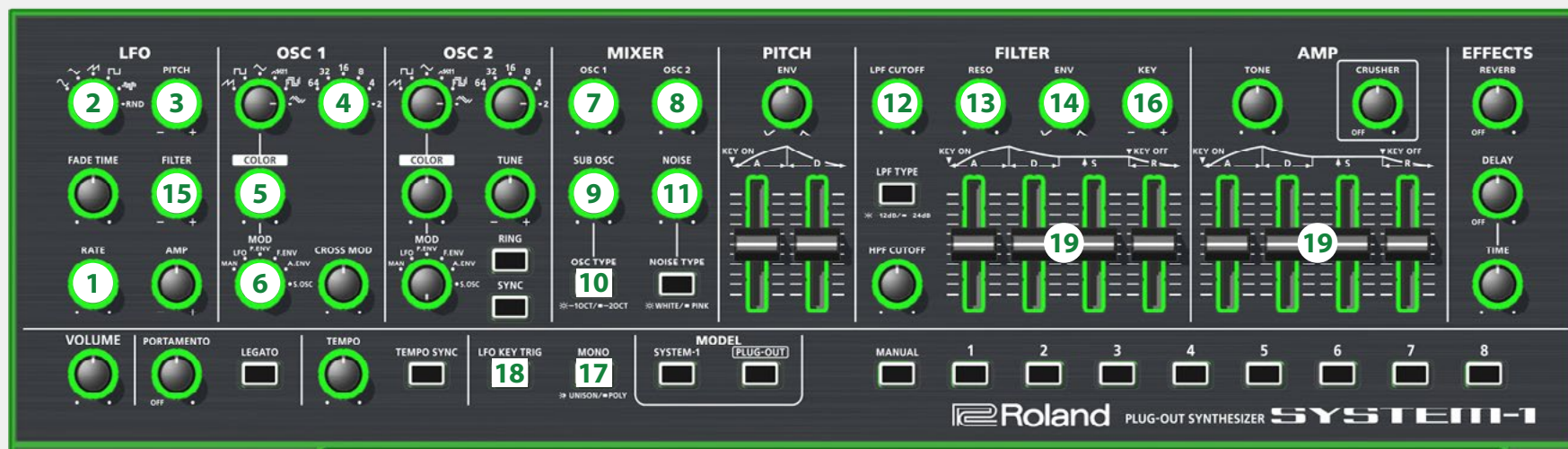
- Is the MIDI port specified correctly? (p. 9)
- Is the SYSTEM-1 connected to your computer?
- Is the SYSTEM-1's MODEL [PLUG-OUT] button turned on?
- Is the SH-101 plugged-out on the SYSTEM-1? (p. 7)

SH-101 Controller Map

SH-101 (Original hardware)



SYSTEM-1 (Hardware)

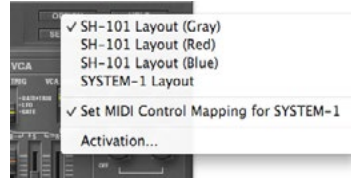


Controls	Lit	Unlit	Blink
10	1 OCT DOWN \square	2 OCT DOWN \square	2 OCT DOWN \square
17	ENV	GATE	-
18	LFO	GATE	GATE+TRIG

Settings

Option

1. Click the [OPTION] button.



2. Select items.

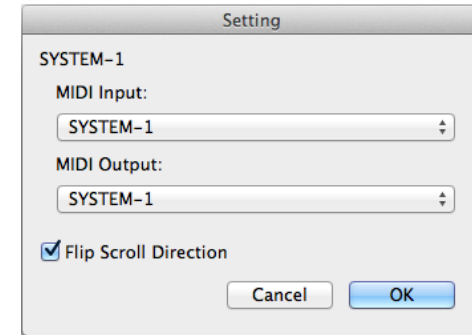
A ✓ is shown for the selected item.

Item	Explanation
SH-101 Layout (Gray) SH-101 Layout (Red) SH-101 Layout (Blue) SYSTEM-1 Layout	Changes the layout of the controllers in the main window. SH-101 Layout: The controllers are laid out as they are on the SH-101 (original). You can also change the color. SYSTEM-1 Layout: The controllers are laid out as they are on the SYSTEM-1.
Set MIDI Control Mapping for SYSTEM-1	Check this item if you want to use the SYSTEM-1 as a control surface for the SH-101. Here you can make MIDI mapping settings for the buttons and sliders.
Activation...	Activate the SH-101.

Setting

1. Click the [SETTING] button.

The Setting window opens.



2. Edit the parameters.

Parameter	Explanation
MIDI Input MIDI Output	Choose "SYSTEM-1" (Mac OS) or "SYSTEM-1 CTRL" (Windows).
Flip Scroll Direction	Inverts the direction of rotation when using the mouse wheel to edit a value.

3. Click the [OK] button.

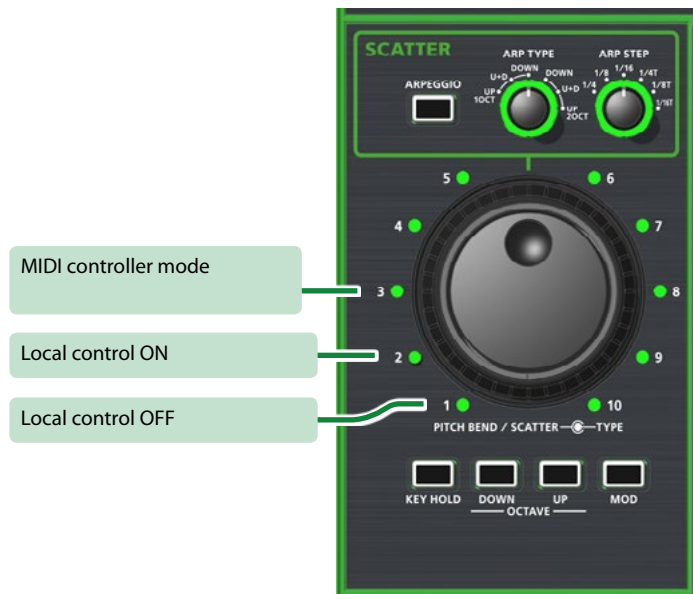
- * Your changes are remembered.
- * If multiple instances of the SH-101 are running, these settings apply to all instances.

Setting for the SYSTEM-1

When you want to play the SH-101's sound (plug-in) with your SYSTEM-1, set the SYSTEM-1 to the MIDI controller mode.

Once you set to MIDI controller mode, SYSTEM-1's internal sound can not be played, and the SYSTEM-1 can play the SH-101's sound only.

1. Turn the power on of the SYSTEM-1.
2. While holding down the MODEL [SYSTEM-1] and [PLUG-OUT] buttons, use the SCATTER [TYPE] dial to set to MIDI controller mode.



Setting	Explanation
Local Control ON	Choose this when using the SYSTEM-1 on its own. (Default setting)
Local Control OFF	Choose this when using the SYSTEM-1 in conjunction with your DAW. * If the SYSTEM-1 is used by itself with this setting, playing the keyboard will not produce sound.
MIDI Controller Mode	Choose this if you're using the SYSTEM-1 as a MIDI controller. * Playing the keyboard will not produce the SYSTEM-1's internal sound. * The SYSTEM-1's internal sound is not produced even if the SYSTEM-1 receives MIDI.