Roland

PROMARS PLUG-OUT Software Synthesizer

Owner's Manual

Introduction

When you use the PROMARS for the first time, you must specify the MIDI Input/Output in the Setting window (p. 9).

For details on the settings for the DAW software that you're using, refer to the DAW's help or manuals.

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.

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Screen Structure

[PLUG-OUT] button
Plug-outs the PROMARS.
p. 8

[PATCH] button
Selects a patch memory.
The Patch Select window opens.
p. 5

[SEND] button
Sends the memory to the SYSTEM-1.
p. 8

[GET] button
Loads the memory currently being edited in the SYSTEM-1's PLUG-OUT mode (temporary) into the PROMARS.
p. 8

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

[PATCH SELECT] button
Selects patch memories 1–8.

Level meter
Displays output levels of the PROMARS.

Patch Memory name
This area shows the name of the selected patch memory.

[TUNE] knob
Adjusts the overall pitch of the PROMARS.

Main window
This area shows various knobs and sliders that you can use to edit the sound.
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[ABOUT] button
Here you can view information about the PROMARS.

[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 PROMARS.
p. 9

[SETTING] button
Here you can edit the MIDI settings and the direction of mouse wheel scrolling (Only Mac).
These settings are shared by all instances of the PROMARS that you are using.
p. 9

[HELP] button
Displays help.

Main Window

DELAY/BEND

Here you can adjust the LFO effect.

DELAY TIME	Specifies the time from when you press a key until the modulation applied by the LFO begins.
LFO BEND	Applies an additional adjustment to the LFO's RATE slider.

LFO

Here you can apply cyclic change to the sound, for example by modulating the pitch to produce vibrato, or by modulating the volume to produce tremolo.

WAVE FORM	RND (Random wave) ⊓ (Square wave) ◿ (Saw wave) ◺ (Inverted saw wave) ∿ (Sine wave)
RATE	Determines the speed of the modulation.
KEY TRIG	Specifies whether the LFO cycle starts when you play a note (ON) or is not synchronized with the note timing (OFF).

DUAL VCO

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

RANGE	Specifies the octave setting.
MOD	Specifies how the LFO varies the pitch.
PW	Selects the source that modulates the pulse width of the Square wave. **A.ENV :** VCA envelope **F.ENV :** VCF envelope **LFO :** LFO **MAN :** No modulation

PW	Adjusts the pulse width of the Square wave.
WAVE FORM	◿ (Saw wave) ⊓ (Square wave) ◿ + SUB (Saw wave + Sub oscillator (one octave below the VCO)) ⊓ + SUB (Square wave + Sub oscillator) SUB (Sub oscillator)

VOLUME

Adjusts the overall volume of the PROMARS.

BEND SENSITIVITY

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

PORTAMENTO

Adjusts the time over which the pitch changes.

LEGATO

Portamento is applied only when you play legato (pressing the next key before releasing the previous key).

KEY ASGN MODE

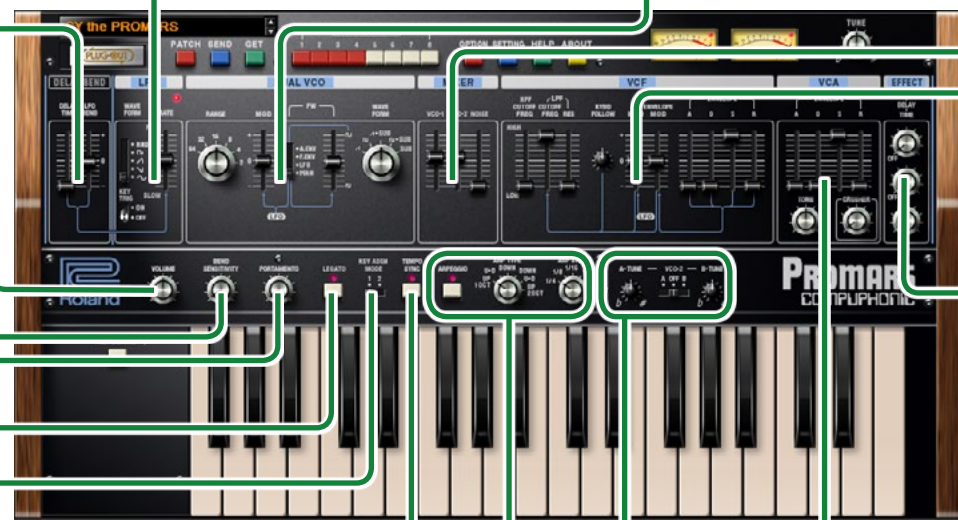
Specifies how the assigner operates.

1	Lowest key has priority.
2	Later key has priority.

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



MIXER

Adjusts the volume of the VCO.

VCO-1	Volume of VCO-1
VCO-2	Volume of VCO-2
NOISE	Volume of Noise-generator

VCF

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

HPF CUTOFF FREQ	Specifies the cutoff frequency of the high-pass filter.
LPF CUTOFF FREQ	Specifies the cutoff frequency of the low-pass filter.
LPF RES	LPF RES boosts the sound in the region of the low-pass filter's cutoff frequency.
KYBD FOLLOW	Allows the filter cutoff frequency to vary according to the key that you play.
MOD	Allows the LFO to modulate the cutoff frequency of the low-pass filter.
ENVELOPE MOD	Adjusts the amount of time-varying change applied by the envelope to the low-pass filter.
ENVELOPE A D S R	Specifies the envelope.

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.

VCO-2 A-TUNE / B-TUNE

You can specify two different pitches (A-TUNE and B-TUNE) for VCO-2, and use the select switch to choose one of them.

A	VCO-2 sounds at the pitch specified by A-TUNE.
B	VCO-2 sounds at the pitch specified by B-TUNE.
OFF	VCO-2 is OFF (unused).

VCA

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

ENVELOPE A D S R	Specifies the envelope.
TONE	Adjusts the brightness of the sound.
CRUSHER	Modifies the tonal character by distorting the waveform.

EFFECTS

Here you can adjust the effects.

REVERB	Adjusts the depth of the reverb.
DELAY	Adjusts the volume of delay sound.
TIME	Adjusts the delay time.

Memory and Bank

1. Click the [PATCH] button.

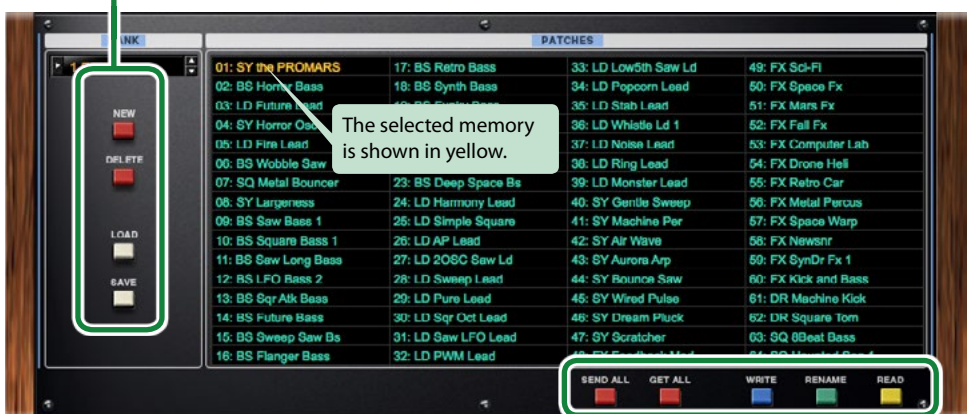
The Patch Select window opens.

[NEW] button
Creates a new empty bank.

[DELETE] button
Deletes the selected bank.

[LOAD] button
Imports a bank.

[SAVE] button
Exports a bank as a file.



[SEND ALL] button
Sends all (64) memories in the bank to the SYSTEM-1.

[GET ALL] button
Receives all (64) memories stored on the SYSTEM-1.

NOTE
All 64 memories are received into the currently selected bank, overwriting the previous contents of that bank. If you want to keep the state of the bank, create a new bank and receive the memories into the newly created bank (p. 6).

[WRITE] button
Saves an edited sound as a memory in the bank.

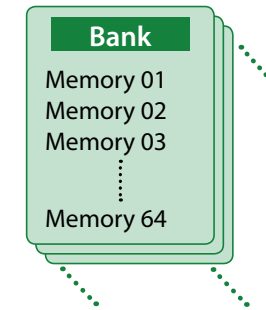
[RENAME] button
Renames the selected memory.

[READ] button
Loads a memory from a bank.

Bank

A set of 64 memories is called a "bank." By switching banks you can access a large number of memories.

A bank of memories can be saved as a file.



Changing to Other Bank

1. Click the Bank field.

The bank list window opens.

2. Click the bank that you want to recall.

By pressing the [▲][▼] buttons located at the right of the bank field, you can switch to the next or previous bank.

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 a file name and save.

The file is written.

Importing a Bank

1. Click the [IMPORT] button.

The file selection window opens.

2. Select a file and load it.

The bank is loaded.

Creating/Deleting a Bank

Creating a bank

Click the [NEW] button to create a new empty bank.

Deleting a bank

Here's how to delete the selected bank.

1. **Select a bank as described in "Changing to Other Bank" (p. 5).**
2. **Click the [DELETE] button.**
   A confirmation screen appears.
3. **Click [OK] to delete the bank.**

Renaming a Bank

1. **Select a bank as described in "Changing to Other Bank" (p. 5).**
2. **At the left of the bank field, click ▶.**
3. **Edit the name and press the [Return (Enter)] key.**

Memory

The PROMARS manages 64 memories as one bank.

Loading a Memory

Here's how to load a memory from a bank. When you load a memory, its settings appear in the edit area and can be edited.

1. **Click the number of the memory that you want to load.**
2. **Click the [LOAD] button. Or press the [Return (Enter)] key.**
   The memory is loaded.
   * You can also load a memory by double-clicking a memory number.

Saving the Memory

Here's how to save an edited sound as a memory in the bank.

1. **Click the number of the memory in which you want to save the sound.**
2. **Click the [SAVE] button.**
   The memory is saved in the bank.

Renaming the Memory

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

Changing the Order of the Memories

Drag the memory number to change the order of memories.

Keyboard shortcuts

Keyboard shortcuts for the Patch Select window.

Key	Function
Command (Ctrl) + B	Changes bank
Command (Ctrl) + I	Imports bank
Command (Ctrl) + E	Exports bank
Command (Ctrl) + N	New memory
Command (Ctrl) + O	Loads memory
Command (Ctrl) + S	Saves memory
Up/Down/Left/Right	Selects memory
Space	Renames memory
Command (Ctrl) + C	Copies memory
Command (Ctrl) + V	Pastes memory
Delete *1 **delete ⌦ *2** **fn + delete *2**	Deletes memory
Return (Enter)	Loads memory
Command (Ctrl) + Z	Undo
Command (Ctrl) + Shift + Z	Redo
Command (Ctrl) + U	Sends all memories to the SYSTEM-1
Esc	Closes window

*1 Windows / *2 Mac

Playing with the SYSTEM-1

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

Windows

The "SYSTEM-1 CTRL" shown as a MIDI port is the port used by the PROMARS.
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 PROMARS to be installed and used in the SYSTEM-1.

- You can play the PROMARS on the SYSTEM-1 by itself, without using a computer.
- You can send the setting of selected bank to the SYSTEM-1.
- 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.

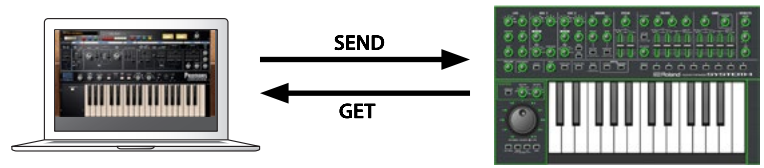
A progress bar appears, and plug-out processing begins. This takes approximately one minute.

* 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 Memories



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 memory, you must first plug-out (p. 8).

Sending the Memory

You can send the current PROMARS memory 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 PROMARS.

The memory is transmitted.

Getting the Memory

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

3. Click the [GET] button of the PROMARS.

The memory 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 PROMARS plugged-out on the SYSTEM-1? (p. 8)

Settings

Option

1. Click the [OPTION] button.

2. Select items.

A ✓ is shown for the selected item.

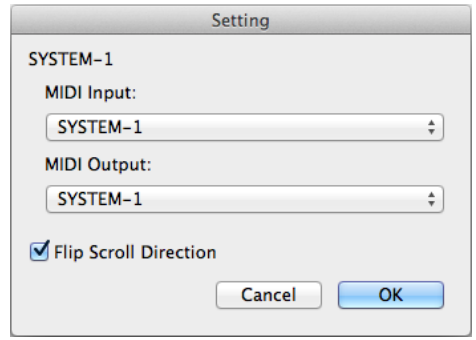
Item	Explanation
PROMARS Layout **SYSTEM-1 Layout**	Changes the layout of the controllers in the main window. **PROMARS Layout:** The controllers are laid out as they are on the PROMARS (original). **SYSTEM-1 Layout:** The controllers are laid out as they are on the SYSTEM-1.
Zoom	Changes the size of the main window.
Set MIDI Control Mapping for SYSTEM-1	Check this item if you want to use the SYSTEM-1 as a control surface for the PROMARS. Here you can make MIDI mapping settings for the buttons and sliders.
Activation...	Activates the PROMARS.

Setting

1. Click the [SETTING] button.

The Setting window opens.

* Flip Scroll Direction is only on Mac.



2. Edit the parameters.

Parameter	Explanation
MIDI Input	Choose "SYSTEM-1" (Mac OS) or "SYSTEM-1 CTRL" (Windows).
MIDI Output	
Flip Scroll Direction (Only on Mac)	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 PROMARS are running, these settings apply to all instances.

Setting for the SYSTEM-1

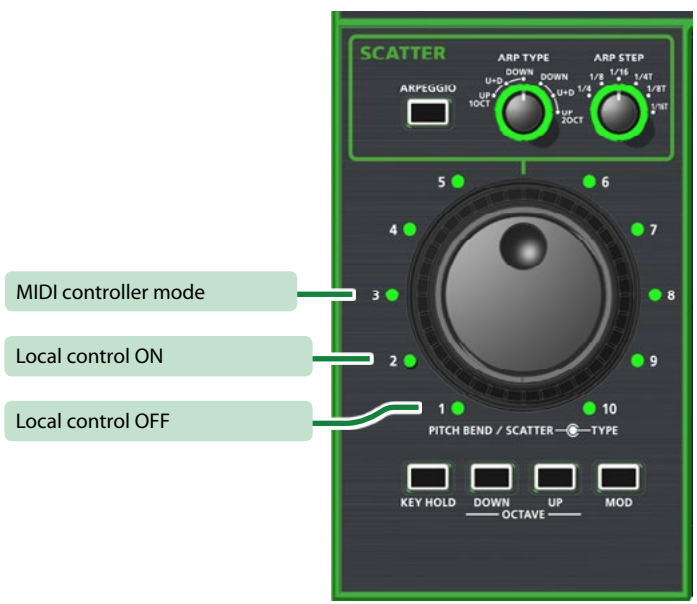
When you want to play the PROMARS's sound (plug-in) with your SYSTEM-1, set the SYSTEM-1 to the MIDI controller mode.

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

* These settings are not available in SYSTEM-1m.

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
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.
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.

About PROMARS

The PROMARS was a two-VCO monophonic synthesizer that went on sale in 1979.

It was a sibling of the JUPITER-4 that went on sale about the same time, and its thick sound and the "compu-memory" function that allowed these sounds to be stored and recalled made it highly regarded as an instrument for live performance.

Although the PROMARS was designed as a two-VCO monophonic synthesizer, the pitch of the two VCOs could be slightly detuned to produce a unison chorus effect, and a sub-oscillator was provided on each VCO, making it possible to produce sounds similar to a four-VCO synthesizer. Its rich and dense sound is still loved by both professionals and amateurs.