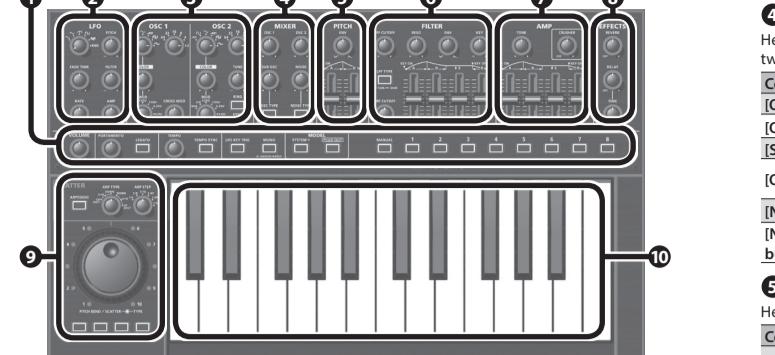


Panel Descriptions



① Common section
Here you can make the following settings for the SYSTEM-1.
Controller Explanation
[VOLUME] knob Adjusts the volume.
[PITCH] knob Adjusts the change in pitch between one key and the next key played. The knobs adjust the time required for the pitch change.
[LEGATO] button Applies portamento only when you play legato (i.e., when you press the next key before the previous key).
[TEMPO] knob Sets the tempo of the pregenerator (oscillator). The LEDs blinks at the tempo you specified.
[LFO KEY TRIG] button Sets the rate of the LFO (oscillator) and the delay (TIME) of the EFFECTS section when you hold down the LFO button.
[MONO] button If the SYSTEM-1 button is on, this unit will operate as a SYSTEM-1 synthesizer. If the [PLUG-OUT] button is on, it will operate in "plug-in" mode.
[MANUAL] button Cuts off the power to the internal organs of the panel settings (knobs/sliders).

Memory(1)-(8)-button Long press a memory (1)-(8)-button to store the current settings of the knobs and sliders.

② LFO
Here you can create cyclic change (modulation) in the sound by applying vibrato (pitch modulation) or tremolo (volume modulation).

Controller Explanation
Selects the LFO waveform.
Wave knob Selects waveforms: Sine wave, Triangle wave, Sawtooth wave, Square wave, Sample and Hold, Noise.

[FADE TIME] knob Specifies the time from when the tone sounds until the LFO reaches its maximum amplitude.

[PITCH] knob Determines the speed of the LFO.

[PITCH] knob Allows the LFO to modulate the pitch, producing a vibrato effect.

[AMP] knob Allows the LFO to modulate the AMP LEVEL (volume), producing a tremolo effect.

③ OSC 1/OSC 2
You can select the waveform that determines the character of the sound, and specify its pitch.

The SYSTEM-1 has two oscillators (OSC 1 and OSC 2).

Controller Explanation
Selects the waveform that is the basis of the sound.

Wave knob Selects waveforms: Sine wave, Triangle wave, Sawtooth wave, Square wave, Sample and Hold, Noise.

[PITCH] knob The pitch of the waveform.

[COLOR] knob Selects the source that modulates the (COLOR) knob.

[MAN] knob The sound is determined by the position of the (COLOR) knob. It will not vary over time.

LFO The sound varies over time at the rate specified in the LFO section.

Controller Explanation
Adds reverberation.

[LEVEL] knob Adjusts the volume of the sound.

[DELAY] knob Adjusts the delay time (the time by which the sound is delayed).

④ FILTER
This is a function that applies various changes to the arpeggio performance, creating musical grooves.

Controller Explanation
Adjusts the pitch in successive steps.

[ARPEGGIO] button Activates an arpeggio to be produced when you simply hold down a chord on the keyboard. (This function is called "the arpeggiator".)

[AMP] knob Selects the arpeggio variation.

⑤ COARSE/TREMOLO
Modifies the OSC 1 frequency according to the OSC 2 waveform. Turning the knob toward the COARSE side makes the OSC 1 become a more complex sound, allowing you to create metallic sounds.

⑥ CROSS MOD
Modifies the OSC 1 frequency according to the OSC 2 waveform. Turning the knob toward the CROSS MOD side makes the OSC 1 become a more complex sound, allowing you to create metallic sounds.

⑦ OCTAVE (feet) knob
Modifies the LFO frequency according to the OSC 2 waveform. Turning the knob toward the OCTAVE (feet) side makes the LFO become a more complex sound, allowing you to create metallic sounds.

⑧ MOD (Tremolo) knob
Modifies the sound envelope (attack, decay, sustain, release) of the oscillator.

⑨ PITCH BEND/SCATTER (Taster)
Changes the pitch bend range of the notes.

⑩ TUNE (Taster)
Allows you to adjust the coarse tuning of the oscillators.

⑪ [TUNE] (Taster)
Allows you to adjust the fine tuning of the oscillators.

⑫ [RING] (Taster)
This is a ring modulator. It generates a complex waveform by multiplying OSC 1 and OSC 2.

⑬ [SYNC] (Taster)
This is an oscillator selector. It generates a complex waveform by feedback reverting OSC 2 to the beginning of its cycle in synchronization with the OSC 1 frequency.

⑭ [KEY HOLD] (Taster)
Allows you to make notes continue sounding even after you take your hand off the keyboard.

⑮ [KEY] (Taster)
Allows you to make notes continue sounding even after you take your hand off the keyboard.

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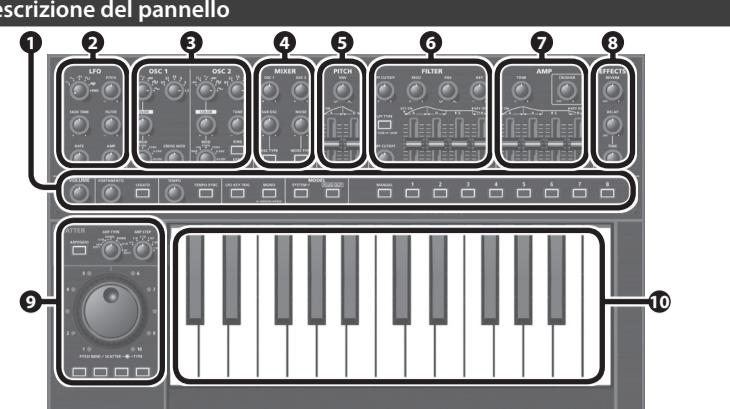
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**1 Sezione comune**

Controlli dedicati alle seguenti impostazioni per l'unità SYSTEM-1.

Controller Spiegazione

Manopola (VOLUME) Volume

Manopola (PITCH) Tasto per la modulazione

(POTIMENTO) Tasto per la modulazione

Pulsante (LEGATO) Imposta il legato quando si suona un nota

Manopola (TEMPO) Imposta il tempo dell'arpeggiatore (ciclo).

Pulsante (TEMPO) Sincronizza il parametro della sezione SYSTEM-1 con il tempo (tempo della sequenza).

Pulsante (LFO KEY TRIG) Specifica se il trigo del ciclo (LFO) debba essere ON (accensione) o OFF (spento).

Pulsante (MONO) Permette di selezionare il tipo di oscillatore.

Pulsante (MONO) Specifica se l'oscillatore (monofono) debba essere ON (accensione) o OFF (spento).

Pulsante (MEMORY) Permette di salvare/richiamare tutti gli stati di impostazione per il pannello di controllo.

Pulsanti di memoria [1]-[8] Salvataggio delle impostazioni del pannello di controllo in uno dei 8 punti di memoria.

Ripristino delle impostazioni di memoria [1]-[8] Ripristina le impostazioni di memoria salvate su un pulsante di memoria.

Preimpostazione uno dei punti di memoria [1]-[8].

2 LFO Questa sezione permette di creare variazioni cicliche (modulazioni) del suono, applicando un vibrato all'intera durata di un treno o tremolo (modulazione del volume).

Controller Spiegazione

Manopola Wave Specifica la forma d'onda per l'LFO.

Manopola Wave Specifica la forma d'onda per l'LFO (onda a dente di segno), FLU (onda quadrata), RING (onda sinusoidale), PITCH (onda sincronizzata) e RING (onda sinusoidale).

Manopola (FADE TIME) Specifica il tempo che impiega l'LFO a raggiungere la massima amplitudine da quando il suono viene emesso.

Manopola (RATE) Determina la velocità dell'LFO.

Manopola (PITCH) Regola il tasso di modulazione dell'oscillatore di frequenza di coda.

Manopola (PITCH) Specifica il tasso di modulazione del parametro AMP LEVEL (volume), per produrre l'effetto di tremolo.

3 OSC 1/OSC 2 In questa sezione è possibile selezionare la forma d'onda che determina il carattere del suono e di specificare l'ampiezza del segnale.

Controller Spiegazione

Manopola (TONE) Specifica la forma d'onda per l'oscillatore.

Manopola (CRUSHER) Specifica la distorsione del suono.

Manopola (CRUSHER) Specifica il carattere dinamico mediante la distorsione della forma d'onda.

Manopola (CRUSHER) Specifica il tempo che impiega la nota premuta a raggiungere il volume massimo.

Manopola (CRUSHER) Specifica il tempo che impiega il suono a passare dal volume massimo fino al livello di soggetto.

Manopola (CRUSHER) Specifica il livello di volume da mantenere per il suono dopo le prime 10 note di attacco.

Manopola (CRUSHER) Specifica il tempo che impiega la nota premuta a raggiungere il volume massimo.

Manopola (CRUSHER) Specifica il tempo che impiega la nota premuta a raggiungere il volume minimo che è stato rilasciato la nota premuta.

4 EFFECTS In questa sezione è possibile regolare la quantità di riverbero e delay.

Controller Spiegazione

Manopola (TUNE) Specifica la forma d'onda della base della linea.

Manopola (TUNE) Specifica la forma d'onda della linea.

Manopola (TUNE) Specifica la forma d'onda