

Editor: Roland R-8M

This document discusses how to edit patches with *Galaxy Plus Editors* using the Editor module for:

- Roland R-8M

This manual describes only features specific to the R-8M Editor. See your Galaxy manual to learn:

- how to install the Editor module
- how to use common editing features (such as graphic envelopes, pop-up menus, and numerics)
- about the various menu items

This document assumes you're familiar with Galaxy Plus Editors and with basic computer operations. If you're not, you should take time to study those manuals before using this Editor. You should also be familiar with the R-8M Librarian module. Read Galaxy's online Help if you need assistance.

This document does not attempt to teach R-8M programming and it does not discuss each parameter in detail. Often, the effect of one parameter depends on the setting of other parameters. If you alter a parameter and don't hear any change in sound, it's probably because the edited parameter is ineffectual due to the setting of some other parameter. Refer to your R-8M manual to learn how various parameters interact and affect the overall sound.

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CH 1: PATCH EDITING

PATCH EDIT WINDOW

To open an R-8M Patch Edit Window:

- ① Select a patch in the R-8M Patch Bank Window.
- ② Click the **Edit** button.

Galaxy sends the patch to the R-8M's edit buffer (which Roland calls "Temporary Memory") and opens a Patch Edit Window similar to the one shown in [Figure 1](#).

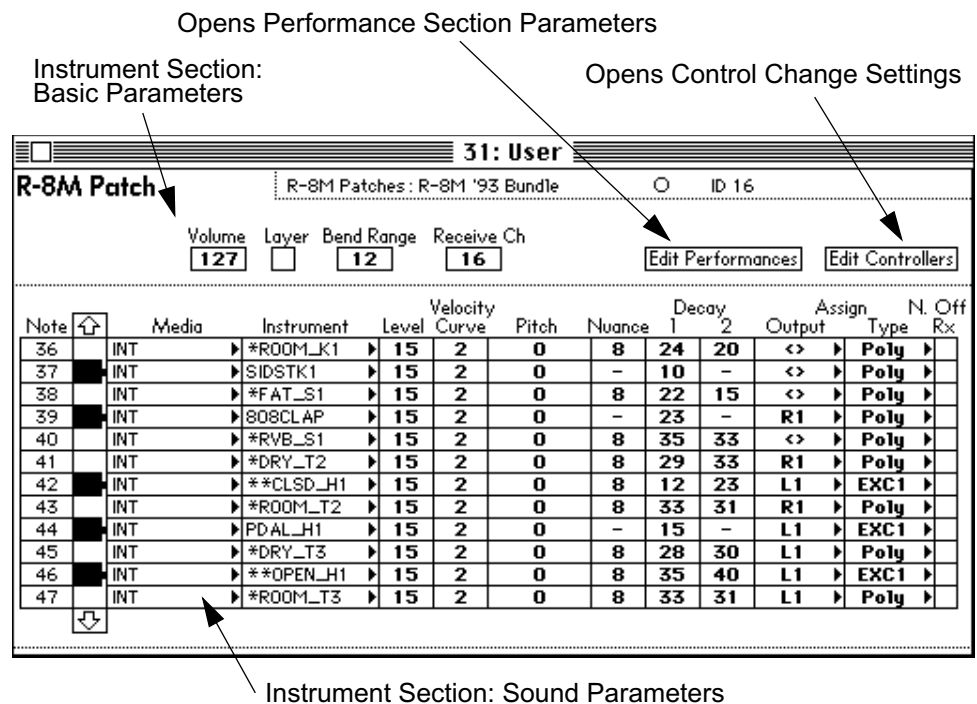


Figure 1: Patch Edit Window

The Patch Edit Window and its two sub-windows provide access to all the following R-8M patch parameters (as discussed in the R-8M manual):

Instrument Section, including:

- Basic Parameters - accessed from the main Patch Edit Window
- Sound Parameters - accessed from the main Patch Edit Window
- Control Change Settings - accessed by clicking the **Edit Controllers** button

Performance Section, including:

- Basic Parameters - accessed by clicking the **Edit Performances** button
- Key Follow Parameters - accessed by clicking the **Edit Performances** button
- Sound Parameters - accessed by clicking the **Edit Performances** button

USING THE PATCH EDIT WINDOW

Set the Basic parameters for the R-8M's Instrument Section using the Layer toggle and the Volume, Bend Range, and Receive Channel numerals.

Set the Sound parameters for the R-8M's Instrument Section using the pop-up menus, numerals, and toggles. Each note is an individual row and each parameter is an individual column; click at the intersection to edit a specific parameter for a specific note. For example, [Figure 2](#) shows the editing of Note #37's Level parameter.

Note		Media	Instrument	Level	Velocity
36		INT	▶ *ROOM_K1	▶ 15	2
37		INT	▶ SIDSTK1	▶ 11	2
38		INT	▶ *FAT_S1	▶ 15	2
39		INT	▶ 808CLAP	▶ 15	2

Figure 2: Editing A Note Parameter

☆ *NOTE: Refer to your R-8M manual if you need to learn the specific function of any parameter.*

Click the **Edit Controllers** button to edit Control Change Settings as discussed in [Controls Edit Window \(pg. 6\)](#). Click the **Edit Performances** button to edit the Performance Section parameters as discussed in [Performances Edit Window \(pg. 8\)](#).

MIDI NOTE SELECTION

If you like, you can select a note to edit by playing it on your MIDI controller. To do so:

- ① Check the **Edit>Note Chase** option.
- ② Hit a note on your MIDI controller.

Notice that this note is now selected for editing and the highlighted parameter is the same as the previously selected parameter. This makes it easy, for example, to “batch edit” a number of levels, output assignments, or any other parameters.

If the Note Off switch is highlighted, hitting a note on your MIDI controller highlights the Instrument parameter of the chosen note.

☆ *NOTE: You can hear the note as well as edit it if you check the **Play>Echo Keyboard** option.*

You can turn off MIDI Note selection by un-checking the **Edit>Note Chase** option.

VIEWING MIDI NOTES

You can view MIDI notes either by name or by number. To view notes by number, check the **Edit>View Notes as Numbers** option. To view notes by name, un-check the **View Notes as Numbers** option.

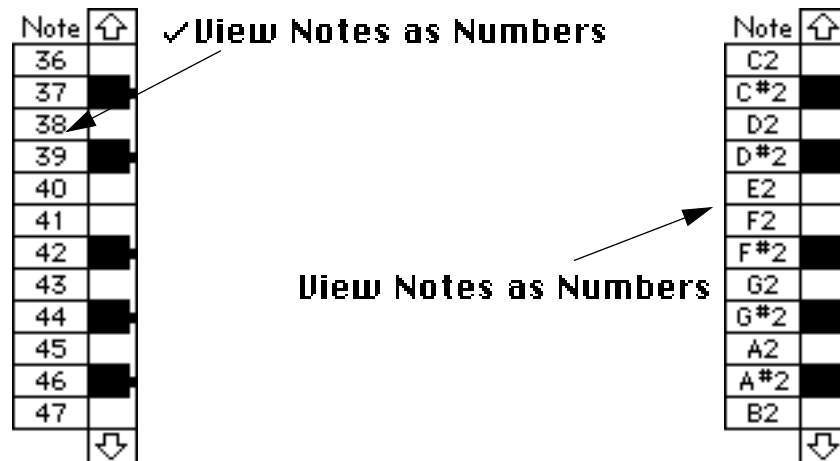


Figure 3: Viewing Notes by Name or Number

EDITING LAYERS

If you use the R-8M's layer function, then the R-8M doubles the instruments assigned to notes 29-60 with those assigned to notes 77-108. See your R-8M manual for details.

To switch between the two instruments in a layer, choose **Layer 1** or **Layer 2** from the **Edit** menu.

R-8M Patch

R-8M Patches : R-8M '93 Bundle

Volume

127

Layer

Bend Range

12

Receive Ch

16

Note		Media	Instrument	Level	Velocity Curve	Pitch
L8-1		INT	*ROOM_K1	15	2	0
L9-1		INT	*SIDSTK1	15	2	0
L10-1		INT	*FAT_S1	15	2	0
L11-1		INT	*808CLAP	15	2	0
L12-1		INT	*RVB_S1	15	2	0
L13-1		INT	*DRY_T2	15	2	0

Note special numbering: The “L” indicates “Layer”. The “12” indicates the twelfth note in the Layer, and the “1” indicates that this is Layer 1.

Figure 4: Layer 1 Instrument

R-8M Patch

R-8M Patches : R-8M '93 Bundle

Volume

127

Layer

Bend Range

12

Receive Ch

16

Note		Media	Instrument	Level	Velocity Curve	Pitch
L8-2		INT	*DBLH_K2	15	2	0
L9-2		INT	*WOOD_K1	15	2	0
L10-2		INT	*OPEN_S1	15	2	0
L11-2		INT	*NICE_S1	15	2	0
L12-2		INT	*WOOD_S1	15	2	0
L13-2		INT	*POWR_T2	15	2	0

Note that the second Layer is indicated by the number “2”.

Figure 5: Layer 2 Instrument

DELETING NOTE ASSIGNMENTS

If you want to delete a MIDI Note assignment, simply choose “OFF” from the Media pop-up menu.

COPYING INSTRUMENT SECTION SOUND PARAMETERS

You can copy all the parameters associated with any MIDI Note and paste them to another MIDI Note. To do so:

- ① Click a MIDI Note in the left-most column to select all its parameters.

Note	Media	Instrument	Level	Velocity	Pitch	Nuance	Decay	Output	Assign	N. Off
				Curve			1	2	Type	Rx
91	INT	*POWR_T3	15	2	0	8	32	23	L1	Poly
92	OFF	-	-	-	-	-	-	-	-	-
93	OFF	-	-	-	-	-	-	-	-	-
94	OFF	-	-	-	-	-	-	-	-	-

- ② Choose **Edit>Copy Note Parameters**.

- ③ Click the destination MIDI Note.

Note	Media	Instrument	Level	Velocity	Pitch	Nuance	Decay	Output	Assign	N. Off
				Curve			1	2	Type	Rx
91	INT	*POWR_T3	15	2	0	8	32	23	L1	Poly
92	OFF	-	-	-	-	-	-	-	-	-
93	OFF	-	-	-	-	-	-	-	-	-
94	OFF	-	-	-	-	-	-	-	-	-

- ④ Choose **Edit>Paste Note Parameters**.

Note	Media	Instrument	Level	Velocity	Pitch	Nuance	Decay	Output	Assign	N. Off
				Curve			1	2	Type	Rx
91	INT	*POWR_T3	15	2	0	8	32	23	L1	Poly
92	OFF	-	-	-	-	-	-	-	-	-
93	INT	*POWR_T3	15	2	0	8	32	23	L1	Poly
94	OFF	-	-	-	-	-	-	-	-	-

You can also copy and paste individual or shift-clicked groups of parameters.

- ☆ **NOTE:** When you copy an Instrument from one Note to another, the editor pastes the Instrument's number, not the actual Instrument. Therefore, if the source and destination of your paste reference different media, the pasted instrument will not be the same as the copied instrument.

CONTROLS EDIT WINDOW

To access the R-8M's Instrument Section Control Change Settings, simply click the **Edit Controllers** button. Alternately, you could choose the **Edit>Edit Controllers** command. This opens a Controls Edit Window similar to the one shown in [Figure 6](#).

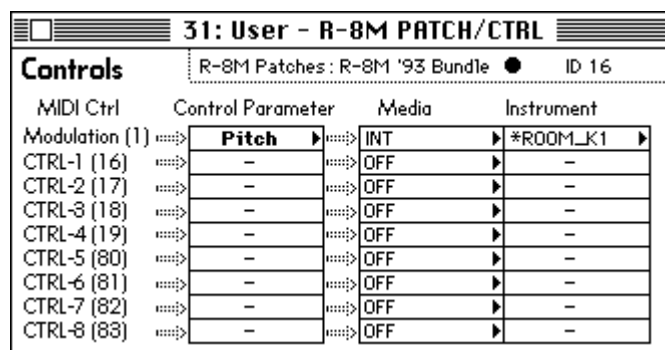


Figure 6: Controls Edit Window

ASSIGNING MIDI CONTROLS

To set an assignment for each MIDI Control:

- ① Click the Media pop-up menu for the desired Control and select which memory bank (Off, Internal, Card 1-30) contains the instrument you wish to control. You should select "OFF" for any Control you don't wish to use.
- ② Click the Instrument pop-up menu and select an instrument.
- ③ Click the Control Parameter pop-up menu and select the parameter you'll affect with the MIDI Control shown on the left.

☆ **NOTE:** When the Pan switch (in the Setup Edit Window) is on, panning is controlled by Control #10—any controls set to modify pan in the Controls edit window are ignored.

DELETING MIDI CONTROLS

If you want to delete a MIDI Control assignment, simply choose "OFF" from the Media pop-up menu.

COPYING MIDI CONTROLS

You can copy all the parameters associated with one MIDI Control and paste them to another MIDI Control. To do so:

- ① Click the MIDI Control in the left-most column to select all its parameters.

Controls			
R-8M Patches: R-8M '93 Bundle ● ID 16			
MIDI Ctrl	Control Parameter	Media	Instrument
Modulation (1)	Pitch	INT	*ROOM_K1
CTRL-1 (16)	—	OFF	—
CTRL-2 (17)	—	OFF	—
CTRL-3 (18)	—	OFF	—
CTRL-4 (19)	—	OFF	—
CTRL-5 (80)	—	OFF	—

- ② Choose **Edit>Copy Control Parameters**.
- ③ Click the destination MIDI Control.

Controls			
R-8M Patches: R-8M '93 Bundle ● ID 16			
MIDI Ctrl	Control Parameter	Media	Instrument
Modulation (1)	Pitch	INT	*ROOM_K1
CTRL-1 (16)	—	OFF	—
CTRL-2 (17)	—	OFF	—
CTRL-3 (18)	—	OFF	—
CTRL-4 (19)	—	OFF	—
CTRL-5 (80)	—	OFF	—

- ④ Choose **Edit>Paste Control Parameters**.

Controls			
R-8M Patches: R-8M '93 Bundle ● ID 16			
MIDI Ctrl	Control Parameter	Media	Instrument
Modulation (1)	Pitch	INT	*ROOM_K1
CTRL-1 (16)	—	OFF	—
CTRL-2 (17)	—	OFF	—
CTRL-3 (18)	—	OFF	—
CTRL-4 (19)	Pitch	INT	*ROOM_K1
CTRL-5 (80)	—	OFF	—

You can also copy and paste individual MIDI Control parameters, though this is probably no faster than choosing a parameter from the pop-up menu.

- ☆ **NOTE:** MIDI Controls 1-4 and Modulation allow you to control pitch; MIDI Controls 5-8 do not. Therefore, you cannot copy Pitch Control parameters between these two sets of controls.
- ☆ **NOTE:** When you copy an Instrument from one Control to another, the editor pastes the Instrument's number, not the actual Instrument. Therefore, if the source and destination of your paste reference different media, the pasted instrument will not be the same as the copied instrument.

PERFORMANCES EDIT WINDOW

To access all the parameters in the R-8M's Performance Section, simply click the **Edit Performances** button. Alternately, you could choose the **Edit>Edit Performances** command. This opens a Performances Edit Window similar to the one shown in [Figure 7](#).

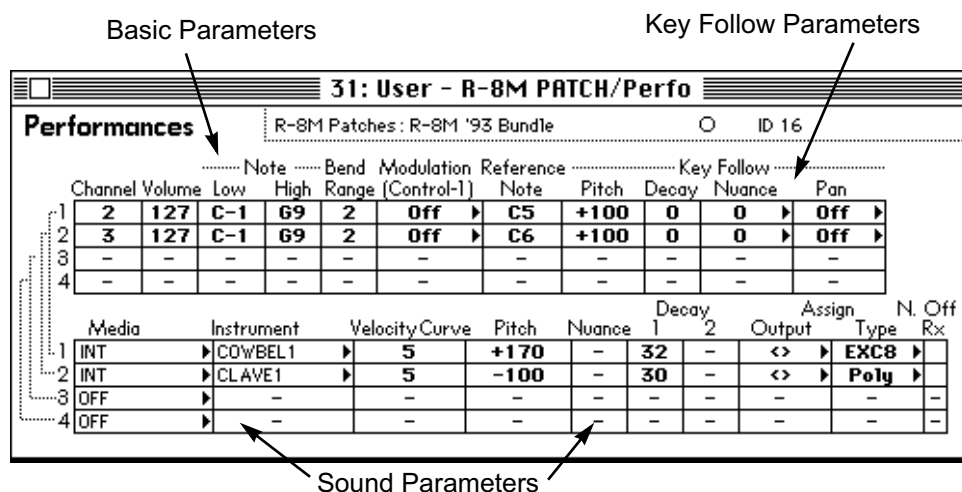


Figure 7: Performances Edit Window

Set the Performance Section's parameters (Basic, Key Follow, and Sound) using a combination of pop-up menus, numericals, and toggles.

☆ **NOTE:** You can set MIDI Note values via MIDI; simply highlight the parameter and hit a note on your master controller.

DELETING PERFORMANCES

If you want to delete a Performance, simply choose "OFF" from the Media pop-up menu.

COPYING PERFORMANCE SOUND PARAMETERS

You can copy all the Sound parameters from one Performance and paste them to another Performance. To do so:

- Click the Performance number in the left-most column of the Sound parameter section to select all Sound parameters.

Performances		R-8M Patches : R-8M '93 Bundle										ID 16	
	Channel	Volume	Note		Bend	Modulation	Reference	Key Follow			Pan		
			Low	High				Note	Pitch	Decay	Nuance		
1	2	127	C-1	69	2	Off	C5	+100	0	0	Off		
2	3	127	C-1	69	2	Off	C6	+100	0	0	Off		
3	-	-	-	-	-	-	-	-	-	-	-		
4	-	-	-	-	-	-	-	-	-	-	-		

	Media	Instrument	Velocity	Curve	Pitch	Nuance	Decay		Output	Assign	Type	N. Off	Rx
							1	2					
1	INT	COWBEL1	5	+170	-	32	-	-	<>	EXC8			
2	INT	CLAVE1	5	-100	-	30	-	-	<>	Poly			
3	OFF	-	-	-	-	-	-	-	-	-			
4	OFF	-	-	-	-	-	-	-	-	-			

- Choose **Edit>Copy Sound Parameters**.
- Click the destination Performance number in the Sound parameter section.

Performances		R-8M Patches : R-8M '93 Bundle										ID 16	
	Channel	Volume	Note		Bend	Modulation	Reference	Key Follow			Pan		
			Low	High				Note	Pitch	Decay	Nuance		
1	2	127	C-1	69	2	Off	C5	+100	0	0	Off		
2	3	127	C-1	69	2	Off	C6	+100	0	0	Off		
3	-	-	-	-	-	-	-	-	-	-	-		
4	-	-	-	-	-	-	-	-	-	-	-		

	Media	Instrument	Velocity	Curve	Pitch	Nuance	Decay		Output	Assign	Type	N. Off	Rx
							1	2					
1	INT	COWBEL1	5	+170	-	32	-	-	<>	EXC8			
2	INT	CLAVE1	5	-100	-	30	-	-	<>	Poly			
3	OFF	-	-	-	-	-	-	-	-	-			
4	OFF	-	-	-	-	-	-	-	-	-			

- Choose **Edit>Paste Sound Parameters**.

Performances		R-8M Patches : R-8M '93 Bundle										ID 16	
	Channel	Volume	Note		Bend	Modulation	Reference	Key Follow			Pan		
			Low	High				Note	Pitch	Decay	Nuance		
1	2	127	C-1	69	2	Off	C5	+100	0	0	Off		
2	3	127	C-1	69	2	Off	C6	+100	0	0	Off		
3	4	127	C-1	69	12	Off	C4	+100	0	0	Off		
4	-	-	-	-	-	-	-	-	-	-	-		

	Media	Instrument	Velocity	Curve	Pitch	Nuance	Decay		Output	Assign	Type	N. Off	Rx
							1	2					
1	INT	COWBEL1	5	+170	-	32	-	-	<>	EXC8			
2	INT	CLAVE1	5	-100	-	30	-	-	<>	Poly			
3	INT	CLAVE1	5	-100	-	30	-	-	<>	Poly			
4	OFF	-	-	-	-	-	-	-	-	-			

COPYING PERFORMANCE BASIC & KEY FOLLOW PARAMETERS

You can copy all the Basic and Key Follow parameters from one Performance and paste them to another Performance. To do so:

- Click the Performance number in the left-most column of the Basic/Key Follow parameter section to select all Basic/Key Follow parameters.

Performances		R-8M Patches : R-8M '93 Bundle										ID 16	
		Channel		Volume	Low	Note	Bend	Modulation	Reference	Key Follow			
						High	Range	(Control-1)	Note	Pitch	Decay	Nuance	Pan
1	2	127	C-1	69	2	Off			C5	+100	0	0	Off
2	3	127	C-1	69	2	Off			C6	+100	0	0	Off
3	-	-	-	-	-	-	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-	-	-	-	-	-	-
		Media	Instrument	Velocity	Curve	Pitch	Nuance	Decay	2	Output	Assign	N. Off	
1	INT		COWBEL1	5	+170	-	32	-	<>	EXC8			
2	INT		CLAVE1	5	-100	-	30	-	<>	Poly			
3	OFF		-	-	-	-	-	-	-	-	-	-	-
4	OFF		-	-	-	-	-	-	-	-	-	-	-

- Choose **Edit>Copy Basic/Key Follow Parameters**.
- Click the destination Performance number in the Basic/Key Follow parameter section.

Performances		R-8M Patches : R-8M '93 Bundle										ID 16	
		Channel		Volume	Low	Note	Bend	Modulation	Reference	Key Follow			
						High	Range	(Control-1)	Note	Pitch	Decay	Nuance	Pan
1	2	127	C-1	69	2	Off			C5	+100	0	0	Off
2	3	127	C-1	69	2	Off			C6	+100	0	0	Off
3	-	-	-	-	-	-	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-	-	-	-	-	-	-
		Media	Instrument	Velocity	Curve	Pitch	Nuance	Decay	2	Output	Assign	N. Off	
1	INT		COWBEL1	5	+170	-	32	-	<>	EXC8			
2	INT		CLAVE1	5	-100	-	30	-	<>	Poly			
3	OFF		-	-	-	-	-	-	-	-	-	-	-
4	OFF		-	-	-	-	-	-	-	-	-	-	-

- Choose **Edit>Paste Basic/Key Follow Parameters**.

Performances		R-8M Patches : R-8M '93 Bundle										ID 16	
		Channel		Volume	Low	Note	Bend	Modulation	Reference	Key Follow			
						High	Range	(Control-1)	Note	Pitch	Decay	Nuance	Pan
1	2	127	C-1	69	2	Off			C5	+100	0	0	Off
2	2	127	C-1	69	2	Off			C5	+100	0	0	Off
3	-	-	-	-	-	-	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-	-	-	-	-	-	-
		Media	Instrument	Velocity	Curve	Pitch	Nuance	Decay	2	Output	Assign	N. Off	
1	INT		COWBEL1	5	+170	-	32	-	<>	EXC8			
2	INT		CLAVE1	5	-100	-	30	-	<>	Poly			
3	OFF		-	-	-	-	-	-	-	-	-	-	-
4	OFF		-	-	-	-	-	-	-	-	-	-	-

**COPYING
INDIVIDUAL
PERFORMANCE
PARAMETERS**

You can also copy and paste individual or shift-clicked groups of Performance parameters.

☆ *NOTE: When you copy an Instrument from one Performance to another, the editor pastes the Instrument's number, not the actual Instrument. Therefore, if the source and destination of your paste reference different media, the pasted instrument will not be the same as the copied instrument.*

CH 2: FEEL PATCH EDITING

FEEL PATCH EDIT WINDOW

To open an R-8M Feel Patch edit window, select a Feel Patch in the R-8M Feel Patch bank window and click the **Edit** button. Galaxy sends the patch to the R-8M's edit buffer (which Roland calls "Temporary Memory") and opens a Feel Patch edit window similar to the one shown in [Figure 8](#).

8: unnamed

R-8M Feel Patches: R-8M '93 Bu... ID 16

Feel Assignments

	Media	Instrument	Ctrl Param	Regular	Type	Step	Groove	Refer	Depth	Vel	Sens	Random
1	INT	► #DRY_K1	► Velo	► OFF	► -	► -	► -	► -	► -	► -	► -	3
2	INT	► #FAT_S1	► Nuance	► OFF	► -	► -	► -	► -	► -	► -	► -	4
3	INT	► **CLSD_H1	► Velo	► Groove	► 16	► 1/16	► 4	► -	► -	► -	► -	0
4	INT	► **CLSD_H1	► Nuance	► Groove	► 16	► 1/16	► 4	► -	► -	► -	► -	0
5	INT	► **OPEN_H1	► Velo	► Groove	► 16	► 1/16	► 4	► -	► -	► -	► -	0
6	INT	► **OPEN_H1	► Nuance	► Groove	► 16	► 1/16	► 4	► -	► -	► -	► -	6
7	INT	► **RIDE_C1	► Velo	► Groove	► 8	► 1/8	► 4	► -	► -	► -	► -	0
8	INT	► **RIDE_C1	► Nuance	► Groove	► 8	► 1/8	► 4	► -	► -	► -	► -	0

Groove Offsets

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	+56	0	+9	-4	+38	-1	+6	-7	+33	0	+7	-9	+40	0	+4	-6
4	-15	+3	-5	+4	-14	+7	-7	+5	-11	+7	-8	+5	-10	+7	-5	+2
5	+68	0	+86	0	+67	-25	+1	-8	+71	0	+11	-17	+69	-39	+39	-22
6	-6	0	+15	0	-9	0	+15	0	-9	0	+15	0	-7	0	+15	0
7	+13	+3	+65	+3	+11	+8	+65	+2	-	-	-	-	-	-	-	-
8	+8	-1	+7	0	-2	0	+3	-2	-	-	-	-	-	-	-	-

Figure 8: Feel Patch Edit Window

As you can see in [Figure 8](#), The Feel Patch Edit Window contains the following parameter sets:

- 1 Regular Feel Settings
- 2 Instrument Assign Settings
- 3 Random Feel Settings

USING THE FEEL PATCH EDIT WINDOW

The Feel Patch Edit Window contains all the R-8M Feel Patch parameters (as discussed in the R-8M manual).

Set up to eight Instrument Assign Settings by choosing a Media, Instrument, and Control Parameter from each pop-up menu.

Set the Regular Feel Settings using the associated pop-up menus and numericals.

Set the Random Feel Settings using the Random 1/f numerical column.

☆ *NOTE: Refer to your R-8M manual if you need to learn the specific function of any Feel Patch parameter.*

DELETING FEEL FUNCTIONS

If you want to delete a Feel Function, simply choose “OFF” from the Media pop-up menu of the Instrument you wish to delete.

COPYING INSTRUMENT FEEL PARAMETERS

You can copy all the Feel parameters associated with any Instrument and paste them to another Instrument. To do so:

- ① Click an Instrument number in the left-most column of the top grid to select all the Feel Patch parameters for that Instrument.

Feel Assignments											Groove	Refer	Vel	Random		
	Media	Instrument	Ctl Param	Regular	Type	Step	Depth	Vel	Sens	1/f						
1	INT	**CLSD_H1	Velo	Groove	16	1/16	4	-	-	-						
2	OFF	-	-	-	-	-	-	-	-	-						
3	OFF	-	-	-	-	-	-	-	-	-						
4	OFF	-	-	-	-	-	-	-	-	-						
5	OFF	-	-	-	-	-	-	-	-	-						
6	OFF	-	-	-	-	-	-	-	-	-						
7	OFF	-	-	-	-	-	-	-	-	-						
8	OFF	-	-	-	-	-	-	-	-	-						
Groove Offsets																
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	+56	0	-11	-4	+38	-1	-12	+2	+33	0	-15	-9	+40	0	-13	-6
2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

- ② Choose **Edit>Copy Inst Parameters**.
- ③ Click the destination Instrument number.

Feel Assignments										
	Media	Instrument	Ctl Param	Regular	Type	Step	Groove Depth	Refer Vel	Vel Sens	Random 1/f
1	INT	**CLSD_H1	Velo	Groove	16	1/16	4	-	-	0
2	OFF	-	-	-	-	-	-	-	-	-
3	OFF	-	-	-	-	-	-	-	-	-
4	OFF	-	-	-	-	-	-	-	-	-
5	OFF	-	-	-	-	-	-	-	-	-
6	OFF	-	-	-	-	-	-	-	-	-
7	OFF	-	-	-	-	-	-	-	-	-
8	OFF	-	-	-	-	-	-	-	-	-

Groove Offsets																
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	+56	0	-11	-4	+38	-1	-12	+2	+33	0	-15	-9	+40	0	-13	-6
2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

- ④ Choose **Edit>Paste Inst Parameters**.

Feel Assignments									
	Media	Instrument	Ctl Param	Regular	Type	Step	Groove Depth	Refer Vel	Random 1/f
1	INT	**CLSD_H1	Velo	Groove	16	1/16	4	-	0
2	INT	**CLSD_H1	Velo	Groove	16	1/16	4	-	0
3	OFF	-	-	-	-	-	-	-	-
4	OFF	-	-	-	-	-	-	-	-
5	OFF	-	-	-	-	-	-	-	-
6	OFF	-	-	-	-	-	-	-	-
7	OFF	-	-	-	-	-	-	-	-
8	OFF	-	-	-	-	-	-	-	-

Groove Offsets																
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	+56	0	-11	-4	+38	-1	-12	+2	+33	0	-15	-9	+40	0	-13	-6
2	+56	0	-11	-4	+38	-1	-12	+2	+33	0	-15	-9	+40	0	-13	-6
3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

COPYING GROOVE OFFSETS

You can copy all the Groove Offsets associated with any Instrument and paste them to another Instrument. To do so:

- ① Click an Instrument number in the left-most column of the Groove Offsets grid to select all Groove Offsets for that Instrument.

Groove Offsets										
	1	2	3	4	5	6	7	8	9	10
1	+56	0	-11	-4	+38	-1	-12	+2	+33	0
2	0	0	0	0	0	0	0	0	0	0
3	-	-	-	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-	-	-	-

- ② Choose **Edit>Copy Groove Offsets**.
- ③ Click the destination Instrument number in the lower grid.

Groove Offsets										
	1	2	3	4	5	6	7	8	9	10
1	+56	0	-11	-4	+38	-1	-12	+2	+33	0
2	0	0	0	0	0	0	0	0	0	0
3	-	-	-	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-	-	-	-

- ④ Choose **Edit>Paste Groove Offsets**.

Groove Offsets										
	1	2	3	4	5	6	7	8	9	10
1	+56	0	-11	-4	+38	-1	-12	+2	+33	0
2	+56	0	-11	-4	+38	-1	-12	+2	+33	0
3	-	-	-	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-	-	-	-

**COPYING
INDIVIDUAL FEEL
PATCH
PARAMETERS**

You can also copy and paste individual or shift-clicked groups of Feel Patch parameters.

☆ *NOTE: When you copy an Instrument from one Instrument to another, the editor pastes the Instrument's number, not the actual Instrument. Therefore, if the source and destination of your paste reference different media, the pasted instrument will not be the same as the copied instrument.*

CH 3: SETUP EDITING

SETUP EDIT WINDOW

To open an R-8M Setup Edit Window, select the Setup patch in the R-8M Setup Bank Window and click the **Edit** button. Galaxy sends the Setup to the R-8M and opens a Setup Edit Window similar to the one shown in [Figure 9](#).

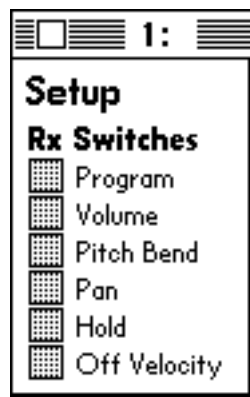


Figure 9: Setup Edit Window

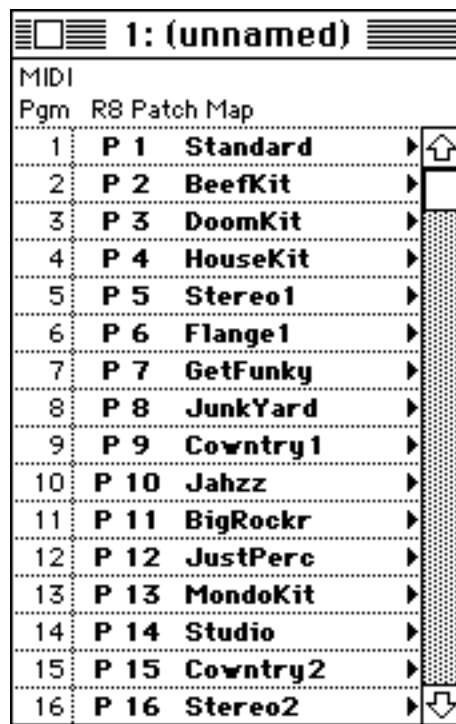
Turn each Setup parameter on or off using the toggle switch. A parameter is enabled when its switch is highlighted. The Setup edit window contains all the MIDI Settings associated with an R-8M setup except Control Channel and System Exclusive. Obviously, you must turn on System Exclusive using the R-8M's front panel in order to use this editor. Also, you must set the MIDI Control Channel on the R-8M's front panel.

☆ *NOTE: Refer to your R-8M manual if you need to learn the specific function of any parameter.*

CH 4: PATCH MAP EDITING

PATCH MAP EDIT WINDOW

To open an R-8M Patch Map Edit Window, select the Patch Map patch in the R-8M Patch Map Bank Window and click the **Edit** button. Galaxy sends the Patch Map to the R-8M and opens a Patch Map Edit Window similar to the one shown in [Figure 10](#).



1: (unnamed)		
MIDI		
Pgm	R8 Patch Map	
1	P 1 Standard	▶
2	P 2 BeefKit	▶
3	P 3 DoomKit	▶
4	P 4 HouseKit	▶
5	P 5 Stereo1	▶
6	P 6 Flange1	▶
7	P 7 GetFunky	▶
8	P 8 JunkYard	▶
9	P 9 Cowntury1	▶
10	P 10 Jahzz	▶
11	P 11 BigRockr	▶
12	P 12 JustPerc	▶
13	P 13 MondoKit	▶
14	P 14 Studio	▶
15	P 15 Cowntury2	▶
16	P 16 Stereo2	▶

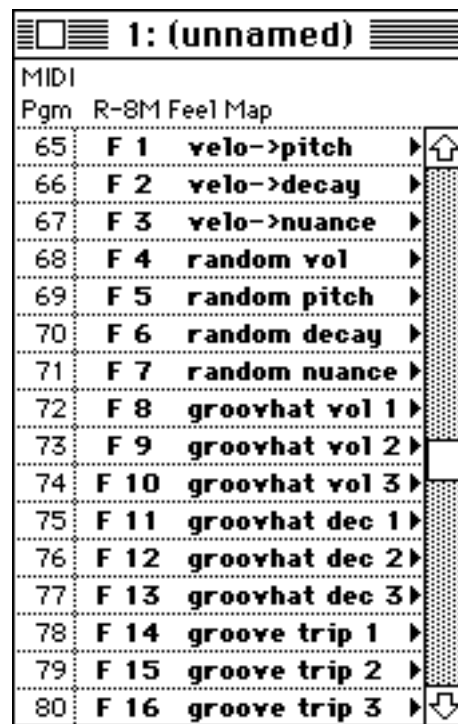
Figure 10: Patch Map Edit Window

Each row represents a MIDI Program Change number (as shown in the left column). For each Program Change number, choose an R-8M patch from the pop-up menu to its right.

CH 5: FEEL PATCH MAP EDITING

FEEL PATCH MAP EDIT WINDOW

To open an R-8M Feel Patch Map Edit Window, select the Feel Patch Map patch in the R-8M Feel Patch Map Bank Window and click the **Edit** button. Galaxy sends the Feel Patch Map to the R-8M and opens a Feel Patch Map Edit Window similar to the one shown in [Figure 11](#).



MIDI	Pgm	R-8M Feel Map
65	F 1	velo->pitch
66	F 2	velo->decay
67	F 3	velo->nuance
68	F 4	random vol
69	F 5	random pitch
70	F 6	random decay
71	F 7	random nuance
72	F 8	groovhat vol 1
73	F 9	groovhat vol 2
74	F 10	groovhat vol 3
75	F 11	groovhat dec 1
76	F 12	groovhat dec 2
77	F 13	groovhat dec 3
78	F 14	groove trip 1
79	F 15	groove trip 2
80	F 16	groove trip 3

Figure 11: Feel Patch Map Edit Window

Each row represents a MIDI Program Change number (as shown in the left column). For each Program Change number, choose an R-8M Feel patch from the pop-up menu to its right. You can also choose "OFF" for no Feel patch.