Advanced Sequencing on the XP-60 and XP-80

This document expands on the original "Basic Sequencing for the XP-80" Supplemental Notes (which can also be applied to the XP-60). If you would like to order the Basic Sequencing document, please call our Faxback system at (323) 685-5141 ext. 271 and order document # 21016, or download the file from our Website: www.rolandus.com. First, we will cover Patterns and using the RPS function. Next, the Track Edit functions will be examined followed by the Quantize function. We will then look at the Microscope Edit mode followed by a section on using the Controllers (C1, C2, Pedals, etc). Finally, we will give some useful ideas to bring all of the XP-60 and XP-80's power together for your sequences. Please note that the XP-60 and XP-80 are functionally identical and all procedures apply to either instrument.

I. Patterns

As we saw in the Basic Sequencing Supplemental Notes, the sequencer section in the XP-60/80 has sixteen Phrase tracks for recording. The XP-60/80 also allows you to record up to 100 Patterns per song (up to 99 bars each). A Pattern contains a single track that can record on up to 16 MIDI channels. Patterns do not have a Tempo or Beat track as the Phrase tracks do. This means that you can not change the tempo or time signature in the middle of a Pattern. Patterns can be used for sections of a song, repetitious parts, or for editing data in Phrase Tracks. They can also be used for the Realtime Phrase Sequencing (RPS) function. Use the following procedure to record a 4 bar sequence in Pattern 001:

First, we need to select a Performance. We will select "Preset A-12: Pop Set 1" as it is a good starting point for sequencing. By simply choosing this Performance, we are setting specific Patches to play on each MIDI channel:

1) Press PERFORMANCE.
2) Use the VALUE DIAL to select Performance "PR-A: 12 Pop Set 1."

Now we will record a Pattern with a drum, bass, and piano part:

1) Press SEQUENCER.
2) Press RECORD so it is lit.
3) Press the PATTERN button and use the VALUE DIAL to select Pattern 001.
4) CURSOR to Tempo and use the VALUE DIAL to select the desired tempo (120 BPM is the default).
5) CURSOR to Loop and use the VALUE DIAL to select "4." This will set up a four measure pattern.
6) CURSOR to Mode and use the VALUE DIAL to select "MIX."
7) CURSOR to Qntz and use the VALUE DIAL to select "OFF."
8) CURSOR to Count In and use the VALUE DIAL to select "1."
9) CURSOR to Part and use the VALUE DIAL to select Part 10. We will record the drum part first.
10) Press PLAY to begin recording. Record a drum pattern with a sixteenth-note feel. You can continue to add parts as the sequencer loops every 4 bars.
11) Use the VALUE DIAL to select Part 2 for bass and record a bass part.
12) Use the VALUE DIAL to select Part 1 for piano and record a piano part.
13) Press STOP.

Now let's set up our four bar Pattern to loop:

1) Press F5 (LOOP).
2) CURSOR to Repeat and use the VALUE DIAL to select "INFINIT."
3) CURSOR to Start and use the VALUE DIAL to select "1-01-000" (the beginning of our Pattern).
4) CURSOR to End and use the VALUE DIAL to select "5-01-000" (the end of our Pattern).
5) Press EXIT.
6) Press LOOP so it is lit.
7) Hold SHIFT and press BWD to rewind. Press PLAY to play the Pattern.

Copying Patterns
One popular way of creating songs is to start with a Pattern, copy it one or more times, and make changes to the copies. You can then link the Patterns together to form a song. Use the following procedure to copy Pattern 001 to Pattern 002:

1) Press SEQUENCER.
2) Press F3 (TrkEdit) then CURSOR to Copy and press ENTER.
3) CURSOR to Source and use the VALUE DIAL to select “PTN 001.”
4) CURSOR to Destination and use the VALUE DIAL to select “PTN 002.”
5) CURSOR to Source Measure and use the VALUE DIAL to select “1.”
6) CURSOR to Source For and use the VALUE DIAL to select “ALL.”
7) CURSOR to Destination Measure and use the VALUE DIAL to select “1.”
8) CURSOR to Mode and use the VALUE DIAL to select “REPLACE.”
9) CURSOR to Times and use the VALUE DIAL to select “1.”
10) CURSOR to Status and use the VALUE DIAL to select “ALL.”
11) CURSOR to Channel and use the VALUE DIAL to select “ALL.”
12) Press F6 (Execute). Pattern 002 is now a copy of Pattern 001.

You can now record more parts or use the editing tools described in the next section to change Pattern 2 and any other copies of your Pattern. You can then use the following section to assemble a song from these Patterns.

Using Patterns to Create a Song
You can construct a song entirely of Patterns if you wish. This is similar to drum machine style programming allowing you to easily insert sections of a song or try different arrangements. First, create several Patterns as outlined above. Next, enter Step Record mode and input the Patterns in order. Use the following procedure to create a Song with Patterns 001 and 002:

1) Press SEQUENCER.
2) Press F4 (Micro) then press REC to enter Step Record mode.
3) Press F1 (Pattern).
4) Use the VALUE DIAL to select a Pattern and press F6 (Put Ptn). The input time will automatically move to the end of the previously input Pattern.
5) Continue selecting Patterns with the VALUE DIAL and placing them in your song by pressing F6 (Put Ptn).
6) Press F2 (StpBack) if you make a mistake and wish to re-enter your Pattern numbers.
7) Press EXIT twice when you are finished.

You can now save your song to disk and it will playback in the order you just specified. If you wish to edit the song in the future, you can use the Microscope Edit mode and Create, Erase, Edit, or Move these messages (see section IV).

Using Realtime Phrase Sequencing (RPS)
The RPS function on the XP-60/80 allows you to manually trigger Patterns from the keyboard. Use the following procedure to trigger Pattern 001 from C4 (middle C):

1) Press SEQUENCER.
2) Press F1 (Setup) followed by F4 (RPS).
3) Press the C4 key on the keyboard.
4) CURSOR to Pattern and use the VALUE DIAL to select “001.”
5) CURSOR to Playback Mode and use the VALUE DIAL to select “LOOP 2.”
6) Press EXIT.
7) Press RPS so it is lit.
8) Press the assigned key (C4) to play Pattern 001. Press it again to stop playback.

Hint: If you play the sequencer while using the RPS function, all of the Patterns will playback in time with the sequence and with each other. The sequencers tempo will control the tempo of the RPS Patterns.

II. Track Edit

The Track Edit commands give you precise control over global editing functions. You can select very large or very specific regions for editing, and modify things like note values, velocity, duration, timing and other parameters. All of these commands can be used on Phrase Tracks within a Song or Pattern. Before discussing the Track Edit functions, we will examine the Undo feature of the XP-60/80.

Undo
When performing any edit on a Song or Pattern, you should immediately check your edit by playing the section back. If you don't like the results, or if it isn't what you expected, you can press the UNDO button to reverse the edit you have just performed. This is a very powerful feature that allows you to try things out and hear the result before you have to make a final decision. Undo will work on all Track Edit functions. Undo can also be used to restore a track you have just recorded over, or to erase a track you have just recorded.

Erase
You can use the Erase function to remove sections of a Song, specific instruments on different MIDI channels, or almost any type of MIDI data. Use the following procedure to erase the bass part (MIDI channel 2) in measures 2 through 4 in the Pattern 002 we created previously:

1) Press SEQUENCER.
2) Press F3 (TrkEdit) then CURSOR to Erase and press ENTER.
3) CURSOR to Target and use the VALUE DIAL to select "PTN 002."
4) CURSOR to Measure and use the VALUE DIAL to select "2."
5) CURSOR to For and use the VALUE DIAL to select "2."
6) CURSOR to Status and use the VALUE DIAL to select "ALL."
7) CURSOR to Channel and use the VALUE DIAL to select "2."
8) Press F6 (Execute). "EXECUTING" will be displayed briefly.
9) Press EXIT twice to return to the main Sequencer screen.

Delete
The Delete command is similar to Erase but will remove measures and timing information as well. You would use Delete to cut a section out of the middle of a song and remove the space so the surrounding sections play directly through. Erase will remove the data from the song and leave blank measures.

Copy
You can use the copy command to move sections or to extend their length. Use the following example to extend Pattern 001 from 4 to 16 measures in length:

1) Press LOOP to turn it off.
2) Press SEQUENCER.
3) Press F3 (TrkEdit) then CURSOR to Copy and press ENTER.
4) CURSOR to Source and use the VALUE DIAL to select "PTN 001."
5) CURSOR to Destination and use the VALUE DIAL to select "PTN 001."
6) CURSOR to Source Measure (the first measure to be copied) and use the VALUE DIAL to select "1."
7) CURSOR to Source For (the number of measures to be copied) and use the VALUE DIAL to select "ALL."
8) CURSOR to Destination Measure (the measure where the copy will be placed) and use the VALUE DIAL to select "END."
9) CURSOR to Mode and use the VALUE DIAL to select "REPLACE."
10) CURSOR to Times and use the VALUE DIAL to select "3."
11) CURSOR to Status and use the VALUE DIAL to select "ALL."
12) CURSOR to Channel and use the VALUE DIAL to select "ALL."
13) Press F6 (Execute). Pattern 001 is now sixteen measures in length.

Insert
This command is used to insert blank measures into a Song or Pattern. You can specify the time signature and the
number of measures as well as where to insert them. Use the following example to insert a blank measure into Pattern 002 at measure 2:

1) Press F3 (TrkEdit) then CURSOR to Insert and press ENTER.

Insert (continued)

2) CURSOR to Target and use the VALUE DIAL to select “PTN 002.”
3) CURSOR to Measure and use the VALUE DIAL to select “2.”
4) CURSOR to For and use the VALUE DIAL to select “1.”
5) Press F6 (Execute).

Transpose
You can transpose any or all of the tracks in your sequence. You can also choose to transpose only certain measures of the Song or Pattern. Use the following example to transpose the piano part (MIDI channel 1) measures 1-4 in Pattern 002 up 3 half steps:

1) Press SEQUENCER.
2) Press F3 (TrkEdit) then CURSOR to Transpose and press ENTER.
3) CURSOR to Target and use the VALUE DIAL to select “PTN 002.”
4) CURSOR to Measure and use the VALUE DIAL to select “1.”
5) CURSOR to For and use the VALUE DIAL to select “4.”
6) CURSOR to Bias and use the VALUE DIAL to select “+3.”
7) CURSOR to Channel and use the VALUE DIAL to select “1.”
8) Press F6 (Execute).

NOTE: For additional Track Edit functions and information, refer to pages 121 to 135 of the Roland XP-60/80 Manual.

III. Shuffle and Groove Quantize

As we saw in the Basic Sequencing Supplemental Notes, the XP-60/80 has 3 types of Quantize: Grid, Shuffle, and Groove. Let’s look more closely at the Shuffle and Groove Quantize:

Shuffle Quantize
Shuffle quantize uses the same basic concept as grid quantize, but allows you to add a “swing” feel, which can be adjusted by percentage. This feel is very popular in Hip Hop music but can also be used in small percentages to make almost any track feel more realistic. Let’s try quantizing Pattern 001 which we created in section 1:

1) Press SEQUENCER.
2) Press LOOP so it is lit.
3) Press PATTERN and use the VALUE DIAL to select “Pattern 1.”
4) Press F2 (Quantize) followed by F2 (Shuffle).
5) CURSOR to Resolution and use the VALUE DIAL to select “☒, (sixteenth note).
6) CURSOR to Rate and use the VALUE DIAL to select “57%” (we’ll come back to this).
7) CURSOR to Target and use the VALUE DIAL to select “PTN 001.”
8) CURSOR to Measure and use the VALUE DIAL to select “1.”
9) CURSOR to For and use the VALUE DIAL to select “ALL.”
10) CURSOR to Channel and use the VALUE DIAL to select “ALL.”
11) CURSOR to Note Range and use the VALUE DIAL to select “C-1 - G9.”
12) CURSOR to Rate and press PLAY. Use the VALUE DIAL to change the Rate amount. You can hear the changes as you vary the amount. A setting of 69% adds a “Hip-Hop” feel to the Pattern, but small amounts (51-54%) slightly enhance the groove without drastically changing the feel.
13) Press F6 (Execute) to complete the settings, then press EXIT.

Groove Quantize
Groove Quantize is a unique feature found in the XP series of keyboards. There are 90 different feels, called “Groove Templates,” that can affect the rhythm and feel of a song. Templates adjust the placement of notes and apply dynamics to fit the Style. As with Shuffle Quantize, you can try different settings while listening to your sequenced material:

1) Press SEQUENCER.
2) Press LOOP so it is lit.
3) Press PATTERN and use the VALUE DIAL to select “001.”

Groove Quantize (continued)

4) Press F2 (Quantize) followed by F3 (Groove).
5) CURSOR to Target and use the VALUE DIAL to select “PTN 001.”
6) CURSOR to Measure and use the VALUE DIAL to select “1.”
7) CURSOR to For and use the VALUE DIAL to select “ALL.”
8) CURSOR to Channel and use the VALUE DIAL to select “ALL.”
9) CURSOR to Note Range and use the VALUE DIAL to select “C-1 - G9.”
10) CURSOR to Template Number and use the VALUE DIAL to select “PRE:001.”
11) Press PLAY. Use the VALUE DIAL to try different Groove Templates.
12) Press F6 (Execute) when you find the desired feel, then press EXIT.

Try the following Templates:

- Select 03: Late _S to delay the snare drum.
- Select 05: Late_K to delay the kick drum.
- Select 06: 16_Lshuf for a sixteenth note shuffle.

IV. Microscope Edit

The Microscope Edit function allows you to view and edit single MIDI events. This is unlike the Track Edit and Quantize functions discussed above, which are used to edit large sections of a sequence. You can use Microscope Edit to create a note, program change, or controller message. You can also use Microscope Edit to fix a wrong note, change a volume setting for a Part, or erase, copy or move any MIDI event. Press F4 (Micro) to display the following screen:

Fig. 1

SEQ/Micro		Microscope				Pattern 001
3-01-000	>1	Note (C4)	60	OnV=127	Gt=192	OfV=64
048	2	Prog Change		PC# = 64		
072	16	Ctrl Change		CC# = 7	(Volume)	110
084	16	Note (C#4)	61	100	15	64
087	16	Note (D4)	62	107	25	64
090	16	Note (D#4)	63	120	35	64
Create	Erase	Move	Copy	Place	View	

The above screen displays a lot of information. On the top line we can see that we are in Microscope Mode on Pattern 001. Below this is the main section of the window that displays the actual data with each MIDI event on a separate line. Reading from left to right for the first event, we can see that we are viewing Pattern 001 at 3-01-000 (measure 3, beat 1, clock beat 000). Next we see that this message is on MIDI channel 1 and that the message is Note number 60 (C4). Finally, the Note On velocity (how hard the note was struck), the Gate Time (how long the note was held down), as well as the Note Off velocity (how quickly the note was released) are displayed. The Note On velocity (OnV) and Note Off velocity (OfV) have a range of 0-127. The Gate Time is set to 192, which is equal to a half note (since the XP-60/80 uses 96 pulses per quarter note, 96 is equal to 1 quarter note so 192 equals 2 quarter notes or one half note). The next event is a Program Change message on MIDI channel 2 with a value of 64. This occurs at 3-01-048. After that, we have a Volume message on MIDI channel 16 with a value of 110 occurring at 3-01-072.

Normally you will use the UP and DOWN CURSOR buttons to step through the events in Microscope Mode. You can also use the BWD and FWD buttons as well as the locate function to go to a particular bar.

Change

You can easily change any event in Microscope Mode using the following procedure:

1) Use the UP and DOWN CURSOR buttons to locate the event you wish to edit.
2) Use the LEFT and RIGHT CURSOR buttons to select the parameter to be changed (MIDI channel, Note number, Velocity, Gate time, etc.).
3) Use the VALUE DIAL to edit to the desired value.

Create
You can create almost any type of MIDI message in this mode. Use the following procedure to create the note C4 in Pattern 001, MIDI channel 1, at measure 3 beat 1 (the same as in Fig. 1 on the previous page):

1) Press SEQUENCER followed by F4 (Micro).
2) Use the FWD/BWD buttons to locate to "3-01-000."
3) Press the Pattern button and use the VALUE DIAL to select "Pattern 001" then press ENTER.
4) Press F1 (Create).
5) Use the VALUE DIAL to select "NOTE" and press F6 (Execute).
6) CURSOR to Ch and use the VALUE DIAL to select "1."
7) CURSOR to Note and use the VALUE DIAL to select "60" (C4).
8) CURSOR to OnVel and use the VALUE DIAL to select "127."
9) CURSOR to Gate and use the VALUE DIAL to select "192."
10) CURSOR to OfV and use the VALUE DIAL to select "64."
11) Press EXIT.

Move
Occasionally, you may wish to move a note to another location. Use the following procedure to move the note message we just created to measure 4, beat 2:

1) Press SEQUENCER followed by F4 (Micro).
2) Use the UP/DOWN CURSOR buttons to select the C4 note to be moved.
3) Press F3 (Move).
4) Use the CURSOR buttons and the VALUE DIAL to select "04-02-000" for the time.
5) Press F6 (Execute) followed by EXIT.

Erase
You can also erase wrong notes. Use the following procedure to erase the note created above:

1) Press SEQUENCER followed by F4 (Micro).
2) Use the UP/DOWN CURSOR buttons to select the C4 note.
3) Press F2 (Erase) followed by EXIT.

NOTE: You can use the UNDO button if you erase the wrong note or don't like any edit done in Microscope Mode.

V. Editing Standard MIDI Files

What are Standard MIDI Files?
Standard MIDI Files (SMFs) are a specific file format for storing sequences. This format has been accepted by almost all manufacturers and allows song files to be played back by a wide range of sequencers and instruments. There are 2 formats for SMFs:

- SMF Type 0: All musical data is on one track. There is a second track for tempo and beat data.
- SMF Type 1: The musical data is saved on as many as 16 tracks with a 17th track for tempo and beat data.

What is General MIDI?
General MIDI is a standard developed to allow music to be created on one manufacturer's instrument and to be able to be played back on another manufacturer's instrument easily. In order for an instrument to be "GM compatible," it must meet the following minimum specifications:

- 24-voice polyphonic
- 16-Part multitimbral
- 128 patches conforming to GM mapping (i.e. 1=Piano 1, 17=Organ 1, etc.).

Roland has developed a format called GS which provides some additional flexibility in sounds and effects to the GM specification. Standard MIDI Files that are developed for GM will playback correctly on GS instruments. However, files that are developed for GS may not playback correctly on GM instruments.

Editing Standard MIDI Files

Before making changes to a SMF, you will need to understand how they are put together. The very first message in most commercially available SMFs is the GM or GS reset command. This is a small system exclusive message that will reset any GM (or GS) compatible device to a very basic setup. All 16 Parts (except Part 10 - the drums) are set to an Acoustic Piano sound, a MIDI volume (CC#7) of 127 and panned to the center. This message is usually on the first beat of track 1. Next, there will be setup information for each track that is being used in this song. This will typically include the patch number, volume, pan, and effects settings (if any). Following this setup information is the musical data. Most MIDI channels are available to be used for any sound with the following exceptions (these are conventions being used by most SMF distributors):

- MIDI Channel 2 - Bass
- MIDI Channel 4 - Melody Line
- MIDI Channel 10 - Drums

Because the XP-60/80 is a GM compatible instrument, it will switch into GM mode automatically when you start a SMF due to the GM reset command mentioned above. You can switch to GM mode manually if you wish:

1) Hold SHIFT and press PERFORM.

Now let's look at how to edit a SMF. When changing sounds, volume levels, panning, or effects levels, you need to use Microscope Edit mode. For instance, suppose you have a SMF that is using a Piano (PC #1) for Part 1 (MIDI channel 1) and you would like to use an Electric Piano (PC #5). First, you need to load the Standard MIDI File into the sequencer:

1) Press DISK then CURSOR to LOAD and press ENTER.
2) CURSOR to File Type and use the VALUE DIAL to select "Song."
3) CURSOR to File Name and use the VALUE DIAL to select the song on your disk then press F6 (Execute).

Next, you need to find the Program Change (PC) number using Microscope Edit mode:

6) Press SEQUENCER then press F4 (Micro).
7) Press the Track 1 button to select Track 1.
8) Use the CURSOR UP/DOWN buttons to locate the message.

Now you need to change the PC # to call up the sound you want:

9) CURSOR to PC# and use the VALUE DIAL to select "5."
10) Press EXIT followd by PLAY to hear the change you have made.

You can also use the Track Edit commands discussed in section 2 to Erase, Delete, Copy, Insert measures, or Transpose your file. Once you have made your changes, you need to save your song to disk:

1) Press DISK.
2) CURSOR to SAVE and press ENTER.
3) CURSOR to File Type and use the VALUE DIAL to select "SMF-0" or "SMF-1."
4) At this point you may wish to rename the song so you don't overwrite your original SMF. CURSOR to File Name and use the VALUE DIAL and the CURSOR buttons to change the name.
5) Press F6 (Execute).

When you are in GM Mode in the XP-60/80, the instrument can only access the 128 Tones in the GM Bank. If you would like to use other XP sounds, you will need to use Microscope Mode to erase the GM or GS reset command in the SMF and then re-select your sounds. The GM and GS reset commands are system exclusive messages in hexidecimal format that will appear as follows:

- GM Reset - F0 7E 7F 09 01 F7
- GS Reset - F0 41 10 42 12 40 00 7F 00 41 F7

At this point you may want to re-save the song in the Roland .SVQ format and use the SONG+SOUND save feature to simplify the process of selecting sounds. An added bonus of using the Roland .SVQ format for storing your songs is that they will load and playback faster. Use the following procedure to save a Song along with all of the Patches assigned to each Part:

1) Press DISK.
2) CURSOR to Save and press ENTER.

3) CURSOR to File Type and use the VALUE DIAL to select “SONG.”
4) CURSOR to Save Mode and use the VALUE DIAL to select “SONG+SOUND.”
5) CURSOR to File Name and use the CURSOR buttons and VALUE DIAL to name your song.
6) Press F6 (Execute.)

VI. Controllers

With the XP-60/80, you can assign various parameters, such as Volume (controller 7), or Panning (controller 10) to the C1 and C2 Sliders. Once assigned, this information can be used to add expressiveness to your performance. These changes can also be recorded to the sequencer. Use the following procedure to assign the C1 Slider to Volume:

1) Press SYSTEM.
2) Press F4 (Control) repeatedly to access the Control Assign screen.
3) CURSOR to C1 Slider Assign and use the VALUE DIAL to select “CC07: VOLUME.”
4) CURSOR to Output and use the VALUE DIAL to select “INT” (slider will affect only internal XP-60/80 sounds). Other options for Output are MIDI (Slider information sent through MIDI only), INT&MIDI (Slider information sent to the internal sound module and through MIDI), and OFF.

When you are in Performance mode in the XP-60/80, the currently selected Part will be affected by the C1 and C2 sliders as well as the Edit Palette and any pedals you have connected to the unit. When you are sequencing, you can use the C1 slider to control the volume of your Part and the movements will be recorded in real time. This is a great way to fade in or out parts of a song as well as balance instrument levels. Any controller assigned in this way can be recorded in the sequencer. Here is a chart of useful controllers you can assign to the C1 or C2 sliders or to a pedal:

Controller #	Function
01	Modulation
02	Breath
05	Portamento Time
07	Volume
10	Panning
11	Expression
64	Hold
65	Portamento On/Off
91	Reverb Depth
93	Chorus Depth

VII. Advanced Sequencing Tips

Locate

The locate function can be used to go to any position in your song. Use the following procedure to set a locate point at measure 20:

1) Press SEQUENCER.
2) Use the BWD/FWD buttons to move to the measure 20.
3) Press LOCATE and use the VALUE DIAL to select “LOC1.”
4) Press F5 (Set).

Now you can locate to measure 20 from anywhere in your song:

1) Press LOCATE.
2) Use the VALUE DIAL to select “LOC1” and press F6 (Jump).

NOTE: Locator 0 (LOC0) will always be set to the beginning of the sequence.

Muting Tracks
You can mute tracks while a song is playing back to listen to a part by itself or to try different arrangement ideas:

1) Press SEQUENCER.
2) Press PLAY. The sequence will playback.
3) CURSOR to Loop= or M= and use the Track/Part buttons (1-16) to toggle the tracks on and off.

Setting up a Playback Loop
You can use the loop function to create a song with a section that will automatically repeat when it is played. First, you will need to load a song into the XP-60/80:

1) Press DISK.
2) CURSOR to LOAD and press ENTER.
3) Use the VALUE DIAL to select the desired song and press F6 (Execute).

Use the following procedure to set up the loop:

1) Press SEQUENCER followed by F5 (Loop).
2) CURSOR to Start and use the VALUE DIAL to select the point you want the loop to begin.
3) CURSOR to End and use the VALUE DIAL to select the point you want the loop to end.
4) CURSOR to Repeat and use the VALUE DIAL to select how many times you want the loop to repeat.
5) Press EXIT followed by LOOP so it is lit.

If you would like to save the changes to your song, use the following procedure:

1) Press DISK.
2) CURSOR to SAVE and press ENTER.
3) Press F6 (Execute), the screen will display “Overwrite?” Press F5 (OK).

Your song will now playback normally to the loop point, it will then repeat as many times as specified before going on to the end.

> *Hint: If you set Repeat to INFINIT, the section will repeat until you turn off the LOOP button. This is a good way to manually control how long the section will play.*

As you can see, the XP-60 and XP-80 are very powerful instruments. You can create music in a number of different ways to suit your style and preferences. You can edit your sequences in many different ways and use Patterns, Phrase tracks, or the RPS function to play them back. There are usually several ways to accomplish anything you need to do. Also, the Undo function can really save you if you make a mistake or don’t like something you’ve just done. So relax, don’t be afraid to experiment, and above all, have fun!

