

# FA 06 08

## Track-making and DAW Workflow



This guide explains the procedures and know-how that you'll need for basic track-making operations such as step recording and non-stop recording, and how to export the phrases you've created to your DAW. There's more than one way to make tracks, but we'll take you through steps that will let you experience as many functions as possible in a way that will be comfortable even if you're using the FA for the first time. Once you've learned the basic operations, you can enjoy making tracks in your very own way.

## 01 Preparing to Create a Song

Start by putting the FA in multi-part mode and clearing the sequencer song.

## 02 Step-Recording the Bass

Step-record the bass.

## 03 Recording a Rhythm Pattern

We'll select an rhythm pattern and drum sound, and record on the sequencer. We'll also explain how to change the tempo.

## 04 Using Non-Stop Recording to Record the Synth Part

We'll use non-stop recording to record the synth part.

## 05 Using the Sampler and TFX

You can use the pads to play sampler sounds during the song, and use TFX (total effect) to apply an effect to your entire song.

## 06 Mixing

Here's how to adjust settings such as the volume and reverb depth of each track.

## 07 Export the Completed Tracks to a DAW

Here's how you can export each track of the song as a WAV file to an SD card, and then load those files into DAW software on your computer.

## 08 Using the FA to Control a DAW

You can connect the FA via a USB cable and use it to control your DAW software.

# 01

## Preparing to Create a Song

Start by putting the FA in multi-part mode and clearing the sequencer song.

### 01 Selecting Multi-Part Mode

Typically when performing on the FA, you'll use the tone of part 1 (Single performance). However when using the sequencer to create a song, you'll use all 16 parts of the studio set (multi-part performance).

1. Simultaneously press the [SPLIT] and [DUAL] buttons; multi-part performance mode is selected.



#### Selecting a studio set

In this example, we're creating a song using the first studio set, "PRST 001: FA Preview," so there's no need for you to specifically select a studio set.

If some other number is selected, select "PRST 001: FA Preview."



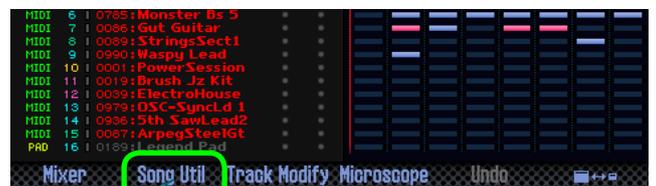
### 02 Clearing the Sequencer Song

Clear the sequencer so that you can create a new song.

1. Press the [SEQUENCER] button to make it light.

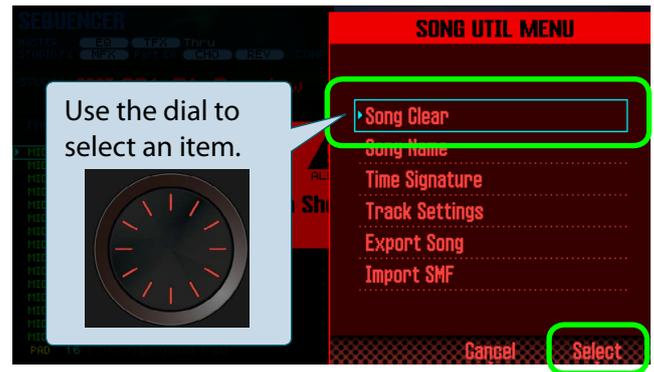


2. Hold down the [SHIFT] button and press the [3] (Song Util) button.



Hold down the [SHIFT] button and ...

3. Make sure that "Song Clear" is selected, and then press the [7] (Select) button.



4. Press the [6] (OK) button.

The song is cleared. Proceed to the next step.



### Selecting a sequencer track

The FA's sequencer consists of 16 tracks, corresponding to the 16 tracks of the sound engine.

To audition the sound of each part, use cursor buttons [▲][▼] to select a track, and then play the keyboard.

Use cursor buttons [▲][▼] to select a track.



# 02

## Step-Recording the Bass

Now we step-record the bass. This method lets you enter notes one by one rather than play the notes in real time.

### 01 Selecting the Bass Part

In this example, we record the bass on part 6.

1. Use cursor buttons [▲][▼] to select track 6.

Play the keyboard; you'll hear a synth bass sound.



### 02 Edit the Cutoff to Modify the Sound

Raising the cutoff value makes the sound brighter; reducing it makes the sound more mellow. For this example, let's make the synth bass mellow and fat.

1. Turn the **SOUND MODIFY [1]** knob to set **CUTOFF** to about "-30."



#### The SOUND MODIFY knobs make it easy to adjust the sound

You can use the SOUND MODIFY [1]–[6] knobs to easily adjust the following parameters.

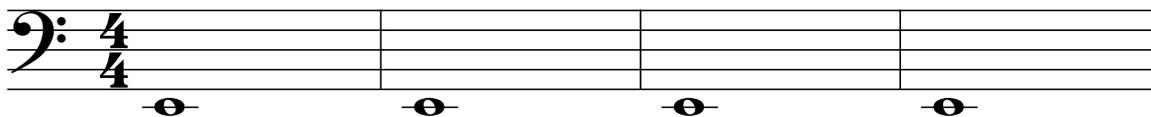
You can also use the [SELECT] button located below the knobs to select the function of the knobs.



Knob 1	Knob 2	Knob 3	Knob 4	Knob 5	Knob 6
Cutoff	Resonance	Attack	Release	Pan	Level
Filter cutoff (brightness of the sound)	Filter resonance (character of the sound)	Sharpness of the attack	Time from key release until sound disappears	Part pan (stereo position)	Part volume

## 03 Step-Recording Notes

Now we step-record some notes. In this example, we simply step-record four whole notes at the pitch “E” (E2).



### 1. Press the [●] (record) button twice.

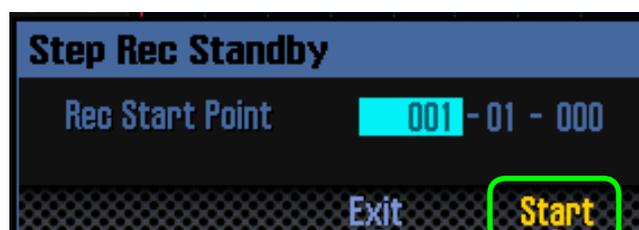
The first press selects realtime recording, and the second press selects step recording standby.



### 2. Press the [7] (Start) button.

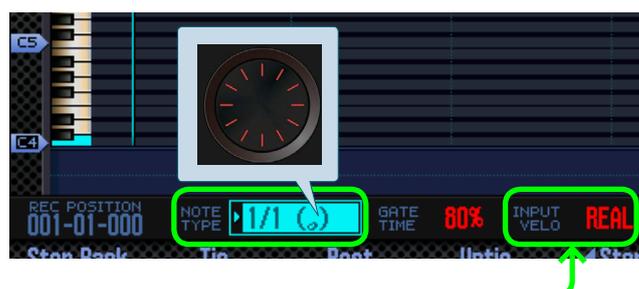
### 3. Use the dial to set the note value (NOTE TYPE) to “1/1(○).”

When you play the keyboard, notes of this value are entered.



#### You can specify the loudness of the notes

You can use **INPUT VELO** to specify the loudness (velocity) of the notes that you enter. By default, this is set to “**REAL**” so that the recorded note has the velocity with which you actually played the key. If you want the notes to have a fixed velocity, you can set this to a numerical value (such as 100).



### 4. Press four times on the “E” key located in the area below the [VOLUME] knob.

For either the FA-06 or the FA-08, pressing the “E” key located in the area below the [VOLUME] knob enters the low “E” (E2) note.



### 5. Press the [■] (stop) button.

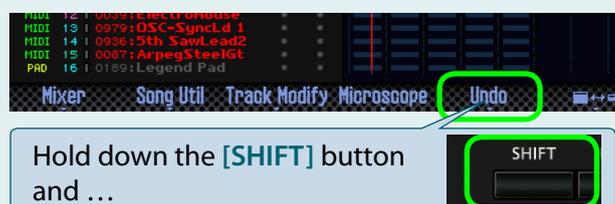
You’ve finished entering the notes. On the FA, entering notes in this way is called “**step recording**.”

The data you just entered is shown in part 6 of the sequencer screen. Press the [▶] (play) button to hear the data that you entered.



#### If you didn’t succeed, you can Undo

If you’re not satisfied with the recorded result, in the sequencer screen, hold down the [SHIFT] button and press the [6] (Undo) button to cancel the recording that you just made.



# 03

## Recording a Rhythm Pattern

The FA lets you play patterns just like when you're using a rhythm machine. In the following example, we'll select a rhythm pattern and drum sound, and record on the sequencer. We'll also explain how to change the tempo.

### 01 Selecting a Rhythm Pattern and Drum Sound

Access the rhythm pattern screen, and select a rhythm pattern and a drum sound (drum kit).

**1. Press the [RHYTHM PATTERN] button.**

The rhythm pattern screen appears.



**2. In RHYTHM GROUP, select "PRST 31: R&B 1."**

**3. Move the cursor to DRUM KIT, and select "PRST 0026: New UK Kit 1."**

**4. Press the [3] (Pattern A) button to play the rhythm pattern.**

You can use the [1]–[7] buttons to switch variations of the rhythm pattern. In this example, we'll record using [3] (Pattern A).



Press the [3] (Pattern A) button once again to stop the rhythm pattern.



#### A rich selection of production-ready drum sounds

Let's audition various drum sounds by switching drum kits while a rhythm pattern plays. Notice that different drum sounds can make the same rhythm pattern feel different.

The FA contains numerous production-ready PCM drum kit sounds. Having a good selection of drum sounds is an important aspect of coming up with creative ideas for songs.

## 02 Recording a Rhythm Pattern

Now we'll record the rhythm pattern onto a track of the sequencer.

**1. Press the [●] (record) button.**



**2. Set LOOP LENGTH to "004."**

**3. Turn RHY PTN SYNC START "ON."**

**4. Press the [7] (Start) button.**



**5. Listen for four measures, and then press the [■] (stop) button.**

The rhythm pattern has been recorded.

Recording will loop over four measures, but you can rest assured that the rhythm pattern has only been recorded once (it is not overdubbed).

Press the [SEQUENCER] button to access the sequencer screen, and notice that the recorded data is shown in part 10.

Press the [▶] (play) button to hear the content that you recorded.



## 03 Changing the Tempo

You can use the [TEMPO] knob to change the tempo of the song.

**1. Turn the [TEMPO] knob to set the tempo to "70."**



# 04

## Using Non-Stop Recording to Record the Synth Part

We'll use non-stop recording to record the synth part. This lets you loop-record multiple tracks without stopping the recording process.

### 01 Chord Memory and Arpeggio Settings

Let's use the chord memory function and the arpeggio function to perform with just a single finger.

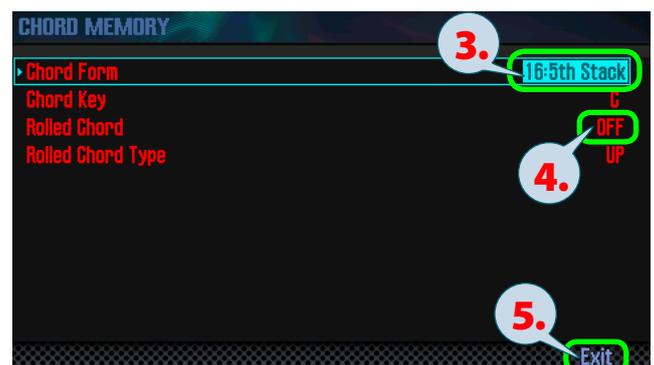
**1. Use cursor buttons [▲][▼] to select track 9.**



**2. Press the [CHORD MEMORY] button.**



**3. Set Chord Form to "16: 5th Stack."**

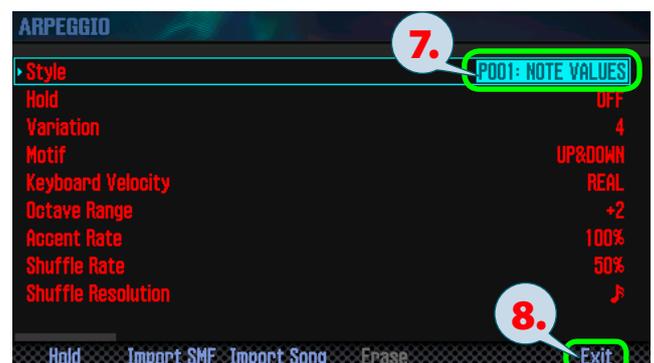


**4. Turn Rolled Chord "OFF."**

**5. Press the [7] (Exit) button to exit the screen.**

**6. Press the [ARPEGGIO] button.**

**7. In Style, make sure that "P001: NOTE VALUES" is selected.**



**8. Press the [7] (Exit) button to exit the screen.**

Now you can use a single finger to play arpeggiated phrases. Play a note and hear the result.

## 02 Using Non-Stop Recording

We'll record synthesizer phrases on track 9 and track 1.

### 1. Press the [●] (record) button.

The FA is in record-standby mode.



#### Take advantage of input quantization

Quantization is a function that corrects the timing of your manually-played notes. Even if the timing of your manual playing is slightly imprecise, this function aligns the timing of each note to exact intervals of a grid. In record-standby mode, set **INPUT QUANTIZE** to "GRID" so that the timing is corrected to the specified note value (16th notes in the illustration here).

### 2. Press the [▶] (play) button.

Recording starts after a one-measure count (four counts).

### 3. After the one-measure count (four counts), hold down the "E" key located below the [TEMPO] knob for four measures. At the end of the fourth measure, release your finger.

This time we'll record on a different track without stopping recording.

If you're not satisfied with the recorded result, you can stop recording, use Undo ([SHIFT] button + [6] (Undo) button), and then record again.

### 4. Press the [7] (Close) button to close the Realtime Rec window.

### 5. Use cursor buttons [▲][▼] to select track 1.

### 6. Press the [ARPEGGIO] button to make it go dark (the arpeggiator is off).



#### Take advantage of rehearsal mode

If you press the [●] (record) button during recording, the button blinks and you'll be in rehearsal mode. In rehearsal mode, your performance is not recorded, so you can practice as much as you like. Press the [●] (record) button once again to make the button light and return to record mode.

### 7. From the beginning of the first measure, hold down the "E" key located below the [DRUMS/ PERCUSSION] button for four measures. At the end of the fourth measure, release your finger.

### 8. When you've finished recording, press the [■] (stop) button.

Now you've recorded track 9 and track 1.



# 05

## Using the Sampler and TFX

You can use the pads to play sampler sounds during the song, and use TFX (total effect) to apply an effect to your entire song.

### 01 Playing the Sampler During the Song

Although we won't record it in this example, let's try playing the sampler along with the song you recorded.

1. Press the [▶] (play) button to play back the song.
2. As the song plays, press the pads to play samples.

For example starting at the beginning of measure 1, try pressing pads [2] and [6] simultaneously. If you press the [HOLD] button while pressing a pad, those pads will be held and their sounds will continue playing.

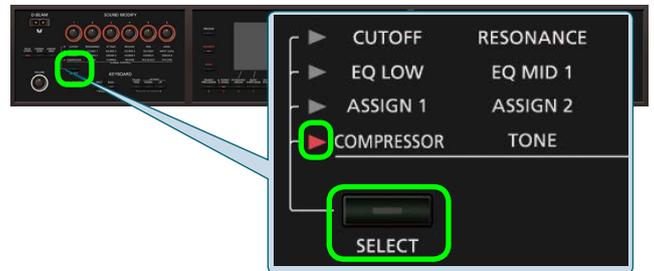


### 02 Applying the TFX (Total Effect) to the Song

Let's use TFX (total effect) to apply an effect to the entire song.

1. Press the [▶] (play) button to play back the song.
2. Press the [SELECT] button to make the "▶" symbol move to the lowest position.
3. Turn the SOUND MODIFY [5] knob to set TFX SELECT to "DJFX LOOPER."
4. Starting with the SOUND MODIFY [6] knob turned all the way to the left, turn it slowly toward the right.

The effect is applied according to the position of the knob.



#### Try out various TFX

Turn the [5] knob to try setting TFX SELECT to "DELAY" or "PITCH SHIFTER."

To turn TFX off, turn the [5] knob all the way to the left.



#### Control multiple parameters from a single knob

Although the effects in the fourth row have multiple parameters, the "global control" feature lets you easily control multiple parameters using a single knob.

# 06

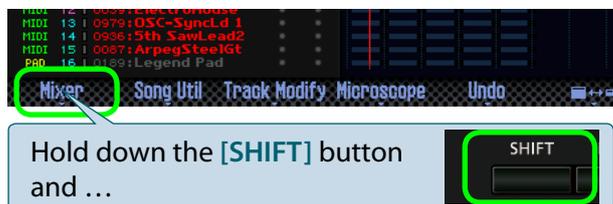
## Mixing

Here's how to adjust settings such as the volume and reverb depth of each track.

### 01 Mixing in the Mixer Screen

The FA provides a mixer screen that lets you view and edit the volume, pan, and effects (chorus and reverb) of all tracks.

1. In the sequencer screen, hold down the [SHIFT] button and press the [2] (Mixer) button to access the mixer screen.



2. Use the cursor buttons to move the cursor, and use the dial to adjust the volume and other parameters.



#### Use the compressor to raise the loudness

A compressor is an effect that is also used in mastering; it boosts the overall loudness by reducing the difference between loud and soft portions of the sound.

Press the [SELECT] button to move the "▶" symbol to the bottom position. As you turn the [1] knob toward the right, the overall volume will become more consistent and the loudness will increase. To switch the compressor off, turn the knob all the way to the left.



#### Distinguishing between sounds that do or don't need reverb

Adding reverb to a piano or synth pad will make the sound more expansive, producing a beautiful feeling. However, reverb is not appropriate for all sounds. For example, it's generally a good idea to turn the reverb down to zero for the bass and the kick drum. Applying reverb to the low-frequency range makes the sound muddy, causing the rhythm to be less clear. Use reverb appropriately, making the appropriate distinctions for different instruments and musical genres.

# 07

## Export the Completed Tracks to a DAW

Here's how you can export each track of the song as a WAV file to an SD card, and then load those files into DAW software on your computer.

### 01 Saving the Song

Let's save the song that you recorded. The FA saves two types of data: the studio set (the set of sounds) and the song.

1. Press the [WRITE] button.
2. Select "Studio Set."
3. Press the [7] (Select) button.
4. Specify the save-destination. Select an unused studio set (e.g., 001: INIT STUDIO).
5. Press the [7] (Write) button.
6. A confirmation screen appears; press the [6] (OK) button.  
Next you'll save the song.
7. Press the [WRITE] button.
8. Select "Song."
9. Press the [7] (Select) button.
10. Specify the save-destination. Select an unused song (e.g., 005: INIT SONG).
11. Select the "Save with sample" check box.
12. Press the [7] (Save) button.
13. A confirmation screen appears; press the [6] (OK) button.



If you save the song with samples, it takes approximately one minute and 30 seconds for saving to be completed. Please wait.

## 02 Exporting Tracks to an SD Card

Here's how to export each track as a WAV file to an SD card. You can load the exported WAV files into your DAW.

1. Press the [MENU] button.
2. From the menu, choose "Utility" → "Export Song."
3. Choose "WAV(Multitrack)" and press the [7] (Select) button.



### You can also export MIDI data and samples

In this example we export a WAV for each track. However you can also export a two-channel WAV file, MIDI data (SMF), or samples.

4. Press the [7] (Execute) button.
5. A confirmation screen appears; press the [6] (OK) button.

Each track plays back and is exported to the SD card. It takes approximately one minute and 30 seconds for export to be completed. Please wait.

When all tracks have been exported, the screen indicates "Song Export Completed!"



The exported WAV files are in the "EXPORT TRACK" folder on the SD card. Copy them to your computer and load them into your DAW.



- \* When this unit is shipped from the factory, the SD card protector is installed as shown in the illustration. To remove the SD card protector, you must first use a phillips screwdriver to remove the screws.
- \* If your computer does not have an SD card slot, use a commercially available SD card reader.



You can connect the FA via a USB cable and use it to control your DAW software.

## 01 Connecting the FA via USB

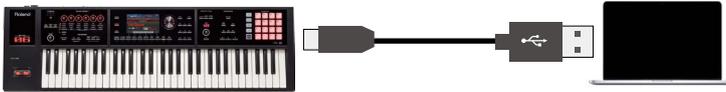
If you use a commercially available USB cable to connect a USB port of your computer to the USB COMPUTER port located on the rear panel of the FA, you can use the FA as a controller for your DAW software and you can use DAW software to play back audio and MIDI data on the FA.

### 1. Install the USB driver.

For details on downloading and installing the USB driver, refer to the Roland website.

<http://www.roland.com/support/>

### 2. Use a USB cable to connect the USB COMPUTER port located on the back of the FA to a USB port of your computer.



#### What is the USB driver?

The USB driver is software that transfers data between your computer software and this unit.

You must install the USB driver in order to use this unit connected to your computer.

## 02 Using the FA to Control a DAW Software

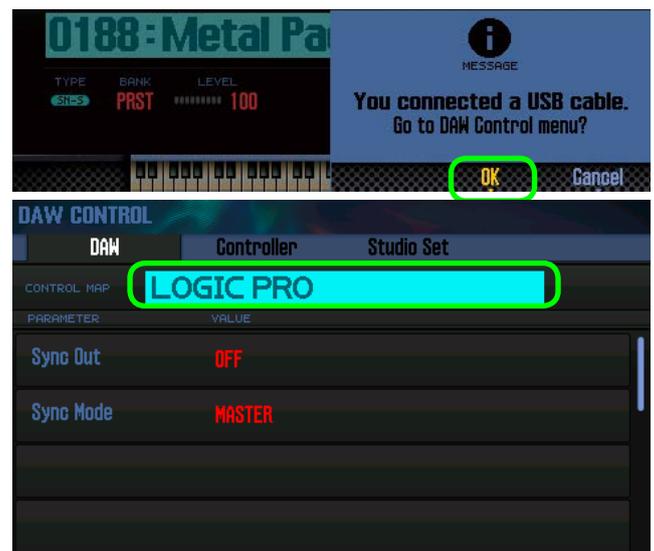
The FA provides various DAW control maps. Simply select the appropriate control map to apply the appropriate settings for the DAW software that you're using.

### 1. In the confirmation screen that appears when you connect the FA to your computer via USB, press the [6] (OK) button to turn DAW control mode on.

You can also turn DAW Control mode on/off by pressing the [DAW CONTROL] button.

### 2. Move the cursor to "CONTROL MAP" and use the dial to select the DAW software that you're using.

Value	Explanation
LOGIC PRO	When controlling Logic Pro.
SONAR	When controlling SONAR.
CUBASE	When controlling Cubase.
USER	Choose "USER" if your system cannot use the Mackie Control control surface. You'll be able to choose the MIDI messages that are transmitted when you press pads [1]–[8].



### 3. Use the cursor [◀] [▶] buttons to select the "Controller" tab.

### 4. Turn the Local Switch "OFF."

## 5. In your DAW software, open the project file that you want to control.

Before you continue, select “FA-06 08” as the MIDI input device and output device. For details on how to do this, refer to the owner’s manual of your DAW software.

### Settings in LOGIC PRO

This explanation describes the procedure when using Logic Pro X. The procedure may differ for other versions.

1. From the Logic Pro X menu, choose [Logic Pro X] → [Control Surfaces] → [Setup] to open the setting screen.
2. From the menu, choose [New] → [Install].
3. From the list of Model, choose “Mackie Control” and press “Add.”
4. As the input port and the output port, specify “FA-06 08 DAW CTRL.”

### Settings in SONAR

This explanation describes the procedure when using SONAR X2 Producer. The procedure may differ for other versions.

1. From the SONAR menu, choose [Edit] → [Preferences] → [MIDI Devices] to open the input/output device selection.
2. To the input devices and output devices, add “FA-06 08 DAW CTRL.”
3. In [Preferences], choose [MIDI Control Surfaces].
4. Press “Add new Controller/Surface” to access the control surface settings dialog box.
5. Choose “Mackie Control” as the control surface, choose “FA-06 08 DAW CTRL” as the input port and output port, and then press “OK.”

### Settings in CUBASE

This explanation describes the procedure when using the Mac OS X version of Cubase 7. The procedure may differ for other versions.

1. From the Cubase [Devices] menu, choose [Device Setup].
2. Press the [ + ] button located in the upper left of the dialog box, and choose “Mackie Control” from the pulldown menu.
3. As the MIDI input and MIDI output for Mackie Control, specify “FA-06 08 DAW CTRL.”
4. In the left side of the dialog box, choose “MIDI Port Setup” to access the setting screen.
5. In “FA-06 08 DAW CTRL,” clear the check box from “In ‘ALL MIDI Inputs’”

## 6. Operate the FA to control your DAW software.

Available controllers	Explanation
[▶] button	Start playback.
[●] button	Start recording on record-standby tracks.
[◀] button	Return the current position to the beginning.
[◀◀] button	Rewind.
[▶▶] button	Fast-forward.
[■] button	Stop recording or playback.
The [▶] through [■] buttons emulate the Mackie Control control surface.	
Pad [1]–[8]	Emulate the Mackie Control control surface Function buttons (F1–F8).
[1]–[6] knob	Control the function that’s assigned.
[S1] [S2] button	