SE-02editor user manual v1.4

ROLAND / STUDIO ELECTRONICS

Table of contents

Foreword

Many thanks for your interest in this software. It has been designed to expand the capabilities of your ROLAND/STUDIO ELECTRONICS SE-02, and improve your creativity by providing extra features not standard on your synth.

VERY IMPORTANT

You might need to update your SE-02 system program. The minimum required is version 1.10. See Roland web site for more information.

Before using the software, make sure the system settings parameters of your synth are set properly. Press the [EXIT] button while turning ON your synth to enter the system parameters menu. Review the following parameters:

- Set the param [9] (MIDI THRU) to …….. `OFF`
- Set the param [5] (send CC)   to …….. `U-N`
- Set the param [6] (send PC)   to …….. `U-N`

To record the changes, press the VALUE button of your SE-02.

Please note that this software does not generate sound, but only addresses MIDI data.

The standalone app is designed to ease sound design and library management. No plugin is available for now.

In case you need support about this software, email software-support@studioelectronics.com

Installation of the software and Authorization

Proceed with the installation package corresponding to your platform.

Right-click (Mac: shift-click; track pad two finger click) on the **ROLAND** label bottom right and select the menu option 'product id'.

A browser window opens and displays your product id—required to get your activation key and unlock all the functionalities! Email this product id to software-support@studioelectronics.com.

Once you receive the **activation key** via return email, paste it into the activation key message box and click **Done**. The moving blue ribbon vanishes; your software is authorized.
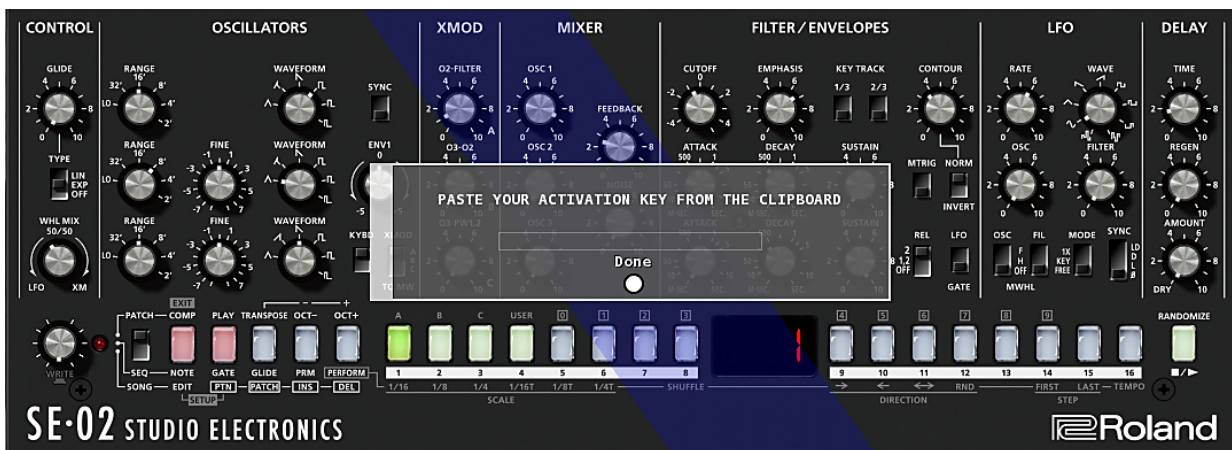
As long as your software is not authorized, you can't open the extended panel except to configure the MIDI ports and you remain locked to bank A.

Questions remain? Email software-support@studioelectronics.com.

New in version 1.4

Since version 1.0 few improvements were added. To sum-up:

- Pressing a **shift key** on your computer's keyboard while mouse clicking always decreases the value of a sound parameter (equivalent to right-click for Windows Users).
- The MIDI LEARN menu is now accessible with a mouse click while pressing the **Ctrl key to the left of the space bar**.
- The bank data retrieval process has been improved.
- As Roland as updated some parameters names, the UI has been updated consequently.
- The MIDI configuration screen now includes the system program version of your SE-02.

Recommendation regarding the UI behavior

This application has been designed to be as easy to navigate and use as possible. The user interface includes potentiometers, selectors, rotative selectors and push buttons.

To edit a sound parameter value with this software, move your mouse over the desired parameter, click on it to increase its value by 1. **Pressing a shift key on your computer's keyboard while clicking** decreases the value by 1 (equivalent to right clicking for Windows users). You can as well use your mouse wheel to increase/decrease the value of a parameter. You can also click and drag (upward or downward), but this action is solely applicable to potentiometers.

Here are the different ways to interact with the UI.

Controller type	Drag	Mouse Click	Mouse wheel	
Pot	x	x	x	
selector		x	x	
rotative selector		x	x	
push button	(*) see III.2	x	(*) see III.2	

(*) some exceptions exist

I - First thing to do following installation

I.1 MIDI port configuration

The first time you launch the app, you are directed to the parameter view to set the MIDI ports. This alert is raised each time MIDI connections are not properly set up between the standalone app and your synth (bidirectional dialog is required).
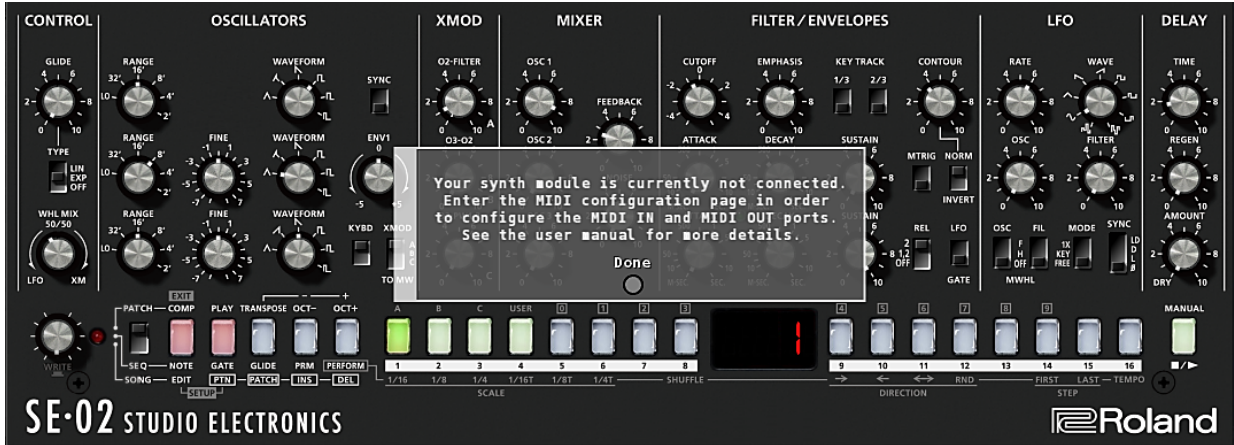
Whenever you need to configure the MIDI ports, click the STUDIO ELECTRONICS label, bottom left of the front panel. This will open the extended panel, letting you modify the MIDI configuration.
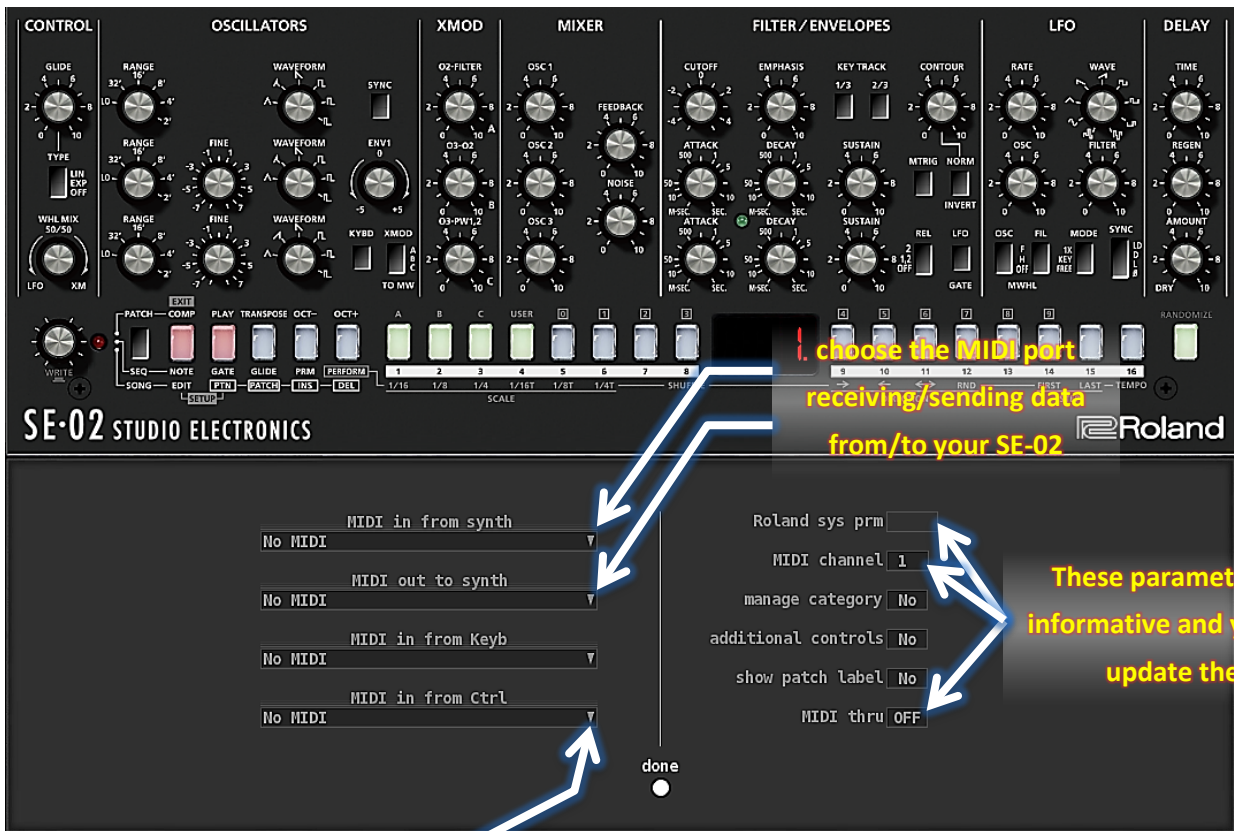
Click the pointing down arrow to open the list of MIDI devices. In case you have more than 40 MIDI devices, use your mouse wheel to browse up and down the list.

☞ *Keep in mind that, as long as this view remains opened, **no interaction with your synth is possible.***

Once your configuration completed, click the 'done' button at the bottom of the view. An attempt is immediately made to retrieve the synth configuration data. If not successful, you are getting the below warning message. The minimum system program required is version 1.10.

Be aware that the software requires certain system parameters of your sound module to be defined to given values. At start up, if ever some parameters are not conforming, you'll get notification and instructions on how to proceed.

Do a quick test to ensure all is ready to work:

- Change bank selection, your sound module should change accordingly,
- Change the patch / bank selection on your sound module, the software should change accordingly,
- If you have defined a MIDI port for a keyboard, play and listen.

If successful with these tests, you are ready to feed the software with your synth data.

II - Feed the software with your synth data

Once your software authorized no need to import the 4 preset patch banks A, B, C and D. The software is already fed with these data. If ever Roland is providing an update of these bank data with an update of the SE-02 system program, after having updated your synth, you can retrieve these banks following the same operation than to retrieve the USER bank described hereafter.

To retrieve the USER bank data, proceed as follow:

- select the USER bank, right click the patch number in the display and choose in the contextual menu option "receive bank",

- The below message is displayed. You just have to confirm the operation.

- When the message acknowledged, the retrieve process is launched, querying the synth memory for each USER bank entry automatically. This operation last less than 2 minute. When completed you can interact again with the software.

III – Using the standalone app

III.1 – Sound edition

SE-02editor provides an intuitive GUI (Graphical User Interface) enabling immediate access to all synth parameters, eases banks' exploration, and vastly simplifies the process of sound edition.

In a general, you can interact with the software the same way you would interact with the real front panel of your synth (see exception below). As the software and the SE-02 are closely connected, the best way to benefit from this software is to use it in conjunction with your SE-02 module. Any parameter tweaks, patch changes and bank selection made on the sound module are replicated in real time to the software.

As long as you are working with the software, do not store patch pressing the value knob on your synth module. Use the software command.

III.2 – Exceptions to behaviour between software and sound module

There are 4 exceptions regarding the way to interact with the software compared to your sound module.

1. With the software, if you want to set a transpose interval, click the TRANSPOSITION button and use your mouse wheel (or drag upward/downward) to increase/decrease the interval (your mouse pointer should remain above the TRANSPOSE button for that). You'll notice that the display shows the value of the transpose interval during few seconds (see screen capture below).
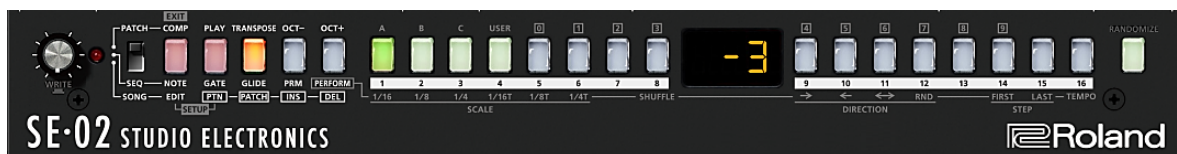
2. Regarding the PATCH SETUP parameters, no need to play with the COMP and the PLAY buttons. In the configuration window (where you define the MIDI ports) set the 'additional controls' parameter to 'Yes'.

When closing the configuration window, you get an additional set of pots at the bottom of the synth representation. From left to right, these parameters are displayed in the same order than these associated to buttons [1] to [8] of the setup parameter settings.

3. The software COMP button does not light-up the corresponding button on your sound module. It is a pure software feature that does not rely on the on-boarding comparison function of your synth. See details in this manual about the comparison function and how it can help to find differences between programmed and edited layer.

4. The software PLAY button does not light-up the corresponding button on your sound module, but the behaviour is fully equivalent.

III.3 – bank view

To get the bank view displayed, press the space bar of your computer's keyboard (or click the patch number in the display) this will open the extended panel. This panel lets you review all bank entries by name. For immediate access to any of bank entry, click the desired name in the list, the current selected patch is highlighted. Press the space bar again bar to hide the extended panel.
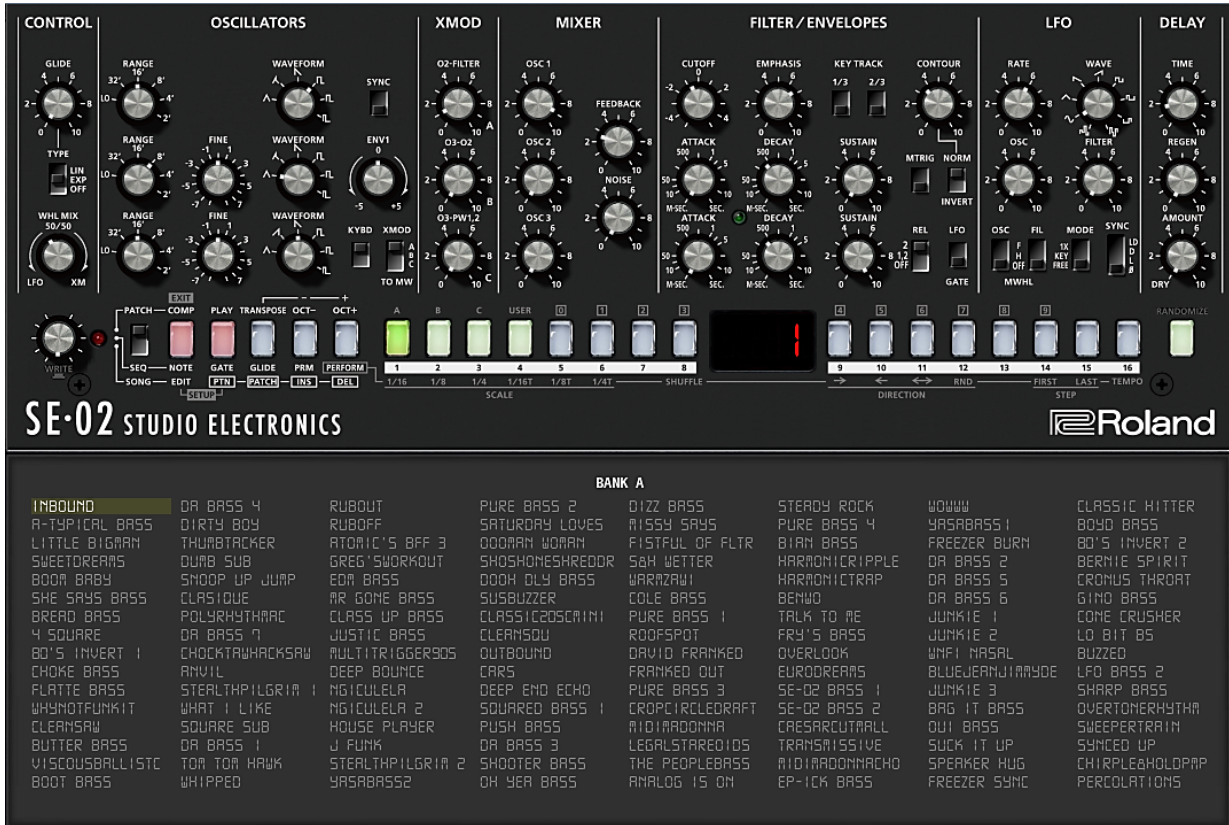
Except when specified, you can use the direction arrows of your computer's keyboard to browse the current bank or switch to another bank. The patch selection on the synth is set accordingly in real time. Page-down-key switches current bank to next bank (page-up-key switches to previous bank).

When starting to edit sound parameters, you might notice a red dot to the left of the modified bank entry. This is the sign that this entry have been modified using the software. This feature is applicable for any banks: A, B, C, D and USER.
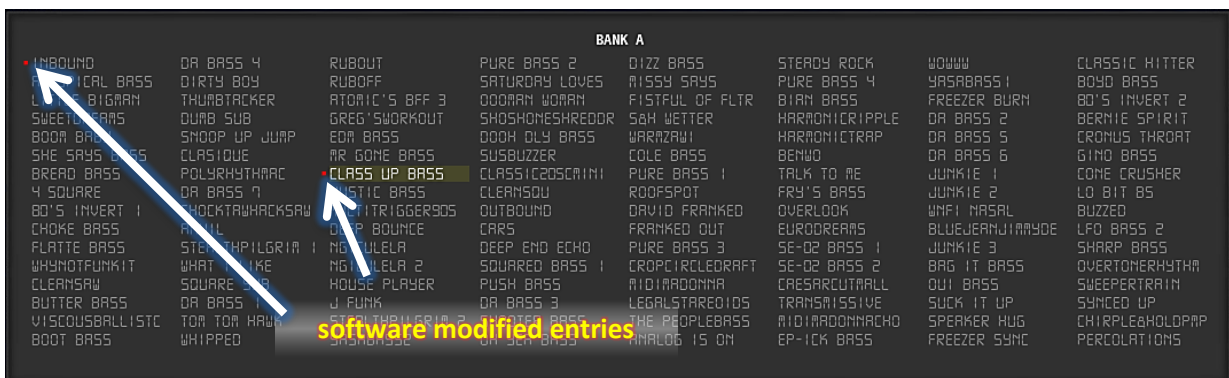
When it comes to the USER bank, using the software patch selector button, you can manually store, in the synth's memory, the changes done in case you want to use it in your performance (outside of the software usage). For ROM banks, these modified patches are only usable in conjunction with the

software. Otherwise, copy your ROM bank entries in the USER bank (using the copy/paste feature of the software), and then record the changes (using the patch selector button).

III.4 – MIDI learn feature (not implemented in the basic version)

You can use the software in accordance with a MIDI device generating MIDI CC. Any of the sound parameters can be configured to any MIDI CC. When pressing the **Ctrl key to the left of the space bar** on your computer's keyboard while clicking a sound parameter, it shows a specific menu letting you know the MIDI CC assigned to this parameter and activate the MIDI learn feature (see below example with filter CUTOFF).
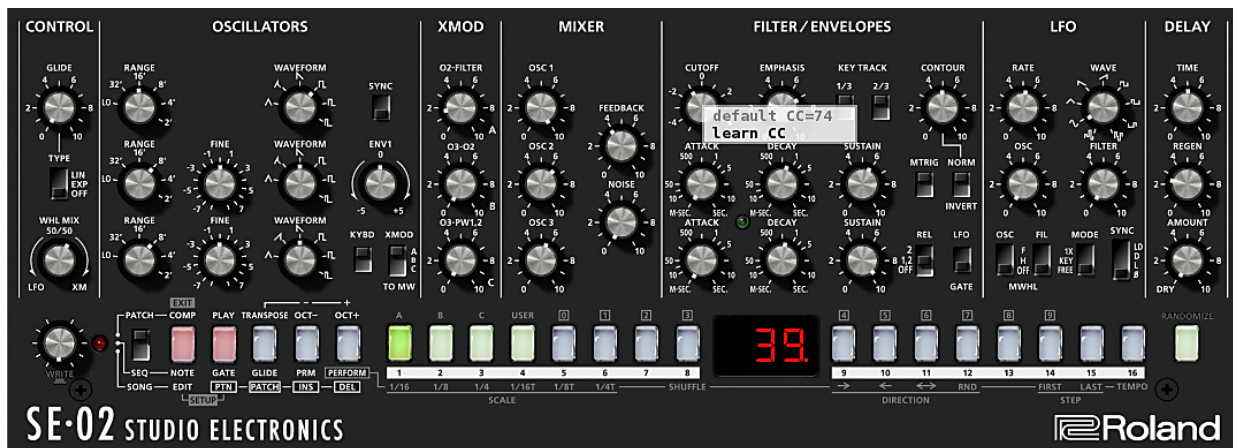
This feature is interesting in the way that it allows you to build your own random patch generator. The RANDOMIZE button described in this manual, generates random values for all the sound parameters at once. If ever you want to experiment another way to generate random patch especially by spreading all sound parameters upon few different MIDI controllers (instead of a single one), this is possible using the MIDI learn feature. You can assign a group of sound parameters to a given MIDI controller. This way, you can cover all sound parameters with 3 or 4 MIDI controllers. Then, to generate random values using these MIDI controllers, you just have to **press a shift key on your computer's keyboard** when using these MIDI controllers. That's it!

III.5 – Comparison function

Your synth's data are managed in 2 layers called edited and programmed layer. It's always possible to compare the edited patch with its un-edited corresponding version.

At any time you can press the COMP button to hear the un-edited originally saved patch. Press it to get back to the edited patch

No risk to lose edits. If you move to another position in the bank then be back, you will retrieve your sound with all the edits. Nothing is lost, even for banks A, B, C or D.

The memory of your synth is in sync with the "programmed layer". When closing the software no trace of the edited layer remains up to the next software session.
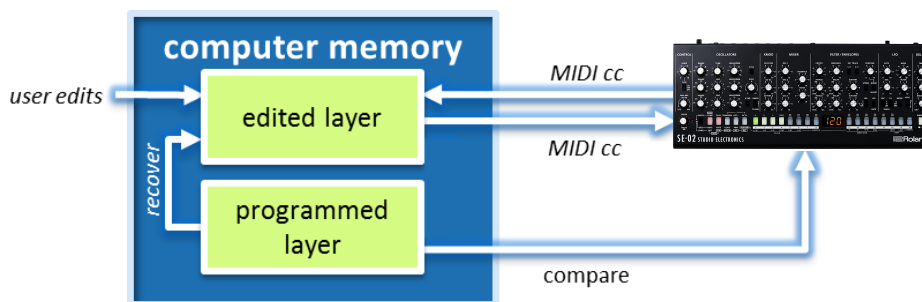
main principles of the multi-layered concept

When using the COMP button, the current patch is updated with the "programmed" layer. The modified parameters are blinking in green, letting you know which parameters were changed from and their initial values.
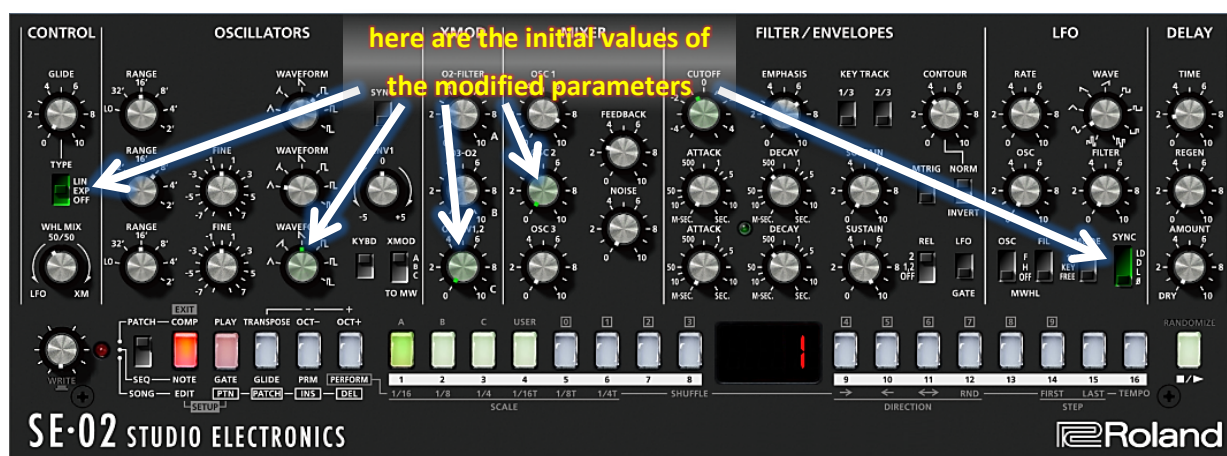
☞ *Keep in mind that when a session is closed, the memory of your synth reflects the programmed layer, not the edited layer.* **Think to store the changes done using the software feature** *in case you want to use it in your performance outside the control of the software. Be aware that entries in the bank view with a red dot to the left are not saved in synth's memory.*

III.6 – Working with banks

This software allows to copy, paste, move, rename, and to do lots of other things in an easy way. These features are available with a contextual menu displayed with a right click on the display as depicted below (menu available as well with a right click on the background of the extended panel).

Options greyed in the contextual menu, are available depending on the context

Option	description
rename	When selected, you get a blinking cursor in the display under the first letter of the name. Use your computer's keyboard to give it a new name. Some characters are not allowed. You can use left and right arrows to move the cursor. When completed, use ENTER or ESC key on your computer's keyboard. If you are not inspired to come up with a new name, use the key TAB. The software will generate a random name. *rename is solely possible for USER bank*
copy	With this option you are preparing to copy a patch in another position in the USER bank. To complete the operation, use paste or swap options.
paste	This option allows pasting (duplicate) the patch previously copied to the current position of the USER bank. *paste is solely possible for USER bank*
swap	This option moves the previously copied patch to the current position and vice versa. *swap feature solely works for USER bank*
blender	When moving over this option, a sub-menu is displayed where you can set seed#1, seed#2 or stop blender operations (see § IV.1 to know more on how to proceed with the blender functionality). *Blender always starts with USER bank.*

Option	description
recover	Erase all edits (allows you to recover the original patch).
clear patch	Reset the current patch. *solely applicable for USER bank*
save …	This option allows you to save your edits from a ROM bank to the USER bank or in another position in the USER bank. *You cannot choose a ROM bank as a save destination*
receive patch / bank	When selecting this option, you are about to initialize the current patch position with the corresponding patch of the synth. Follow the instructions displayed. Be aware that when completed, it is not possible to revert this operation. In case you want to import the full bank, press the shift button on your computer's keyboard.
Unload to file	When selecting this option, the current bank is exported as a .dat file with 2 additional files (.ext and .txt) respectively containing the additional information related to sound categories and a text file with the names of each entry of the exported bank. At the end of the export operation, you can locate the file created in the Mac finder or the Windows explorer. If you press Left shift on your computer's keyboard when selecting this menu, instead of exporting the current bank, you open the folder (in OSX finder or Win explorer) used for import/export operations.
load from file	When selecting this option, a sub-menu is displayed where you can choose one of the available .dat files. When the file name is prefixed with a '*', it means that additional data referring to sound categories are available for the file and will be loaded as well. If ever you manually rename bank exports, take care to rename accordingly the .dat file, the .ext file and the .txt file. *If no file is found in the folder used for import/export, this menu option is disabled.*

An additional feature is available for USER bank. You can click the name of a patch, drag and drop it inside the same page in another position. This is a convenient way to rearrange the USER bank to better suit your needs.

You can browse banks by sound categories. For this, press and keep pressed, the Alt key to the left of the space bar of your computer's keyboard. You will get the following display showing what the category of each bank entry is.

If you set "manage category" to Yes in the configuration window (see I.1 MIDI port configuration), you get the ability to classify sounds into 7 different categories and the possibility to define a filter to browse banks. This is the meaning of the 7 categories:

- beats: beat sounds
- drones: moving / unusual sounds / special effects
- keys: classic synth sounds / organ
- metals: very bright sounds
- roughs: roaring / aggressive sounds
- shorties: sounds with short attack
- favorites: intended to highlight sounds you like.

The list at the bottom of the bank list view is intended to letting you define a filter. This is how looks like the bank view for a given category (metals in this example).

You might note that, each of the categories in the pick list at the bottom of the window is followed by a dash (except "favorites"). This means that in the current bank, they are entries of this category.

This software comes with predefined category assignment for the 4 ROM banks. You can change these assignments if you want.

The "favorites" category is intended to let you mark sounds you like without more classification consideration.

III.7 - Few things more to be aware of

To end a session, use the close button at the top right of the window. You are prompted to confirm before exiting. All settings and all edits are saved for all banks at exit.


Next time you launch the software the window will reopen exactly where you were in your last session. In the event that your synth programming has been modified, outside the control of the software, you can re-import the modified bank or patch, but settings related to sound category will be lost.

Good to know: if you try to end a session during blender operation, you will be prompted to end the blender process.

With a right click on ROLAND label bottom right, 4 menu options are proposed:

- about: tells you which version you are running.

- all notes off: send immediately an ALL NOTES OFF midi message to the synth.

- online help: opens in your browser the product's web page where to find help.

- product id: displays your product id (required to get your product key and unlock all the functionalities).
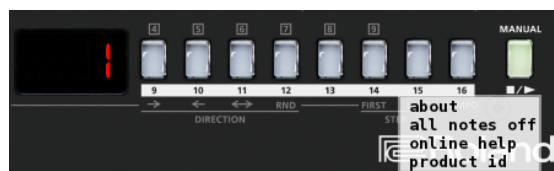
IV – Advanced features (not implemented in the basic version)

IV.1 – Blender

The patch blender tool facilitates the creation of sounds in a completely original manner and can provide very exciting results with great ease, often by simply using the mod wheel and your computer's keyboard TAB key. To start blending patches, follow the steps below:

Using the patch blender menu options, select a first patch (seed). Seed#1 can only be selected from USER bank.
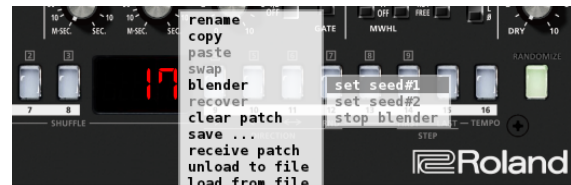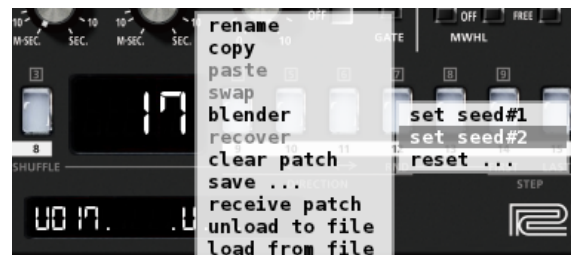
Once seed#1 is chosen, the display color changes to white:

seed#1 set to U017, waiting for seed#2 to be defined.

Move to another patch / bank and set seed#2. For seed#2, ROM banks are allowed. *Note that you cannot change patch/bank on your SE-02. Only the software allows this operation.*

☞ • *Better results are obtained if you choose 2 seeds that sound quite different.*

Once the 2 seeds are chosen, this is how will look in the display. You are now ready to start blending operations.

This hyphen (or % operator) lets you see where the blending process stands.

When you press the space bar of your computer's keyboard, you get a blinking 'X' in the display saying that the blender point is frozen. Press again the space bar to release the blender point.

The main command for blending patches is the mod wheel of your keyboard. All along blending operations, your synth module is updated several times per seconds allowing listening to the result in real time.

You can as well use the patch selector to drive the blending process.

<u>Interpreting the content of the display:</u>

You are at the beginning of a new blending process. The 2 selected seeds correspond to the 2 patches you initially chose (in this example, patch 17 in USER bank and patch 32 in bank B). If you play, you will recognize the sound of the existing patch U017 (dash on the left tells that the two seeds are not blended at all).

Using the mod wheel (or the patch selector knob), you have started to blend the 2 patches. The blending point of 52% suggests that you are listening neither to seed#1 nor to seed#2. This percentage is pretty useful in the blending process, as it can be used as a reference point.

According to the brackets around the bottom display, you have used the TAB key on your computer's keyboard, in order to shuffle the 2 original seeds. Each time you are using the TAB key, all sound parameters are randomly shuffled between the 2 seeds, thus creating 2 new seeds. The dash to the right tells you that the blending point has reached its maximum value and you are listening to the newly created seed#2. The blinking cross in the display means that the mod wheel on your keyboard has no effect on the blending process but drives modulations based on the mod wheel.

During the blending process, the mod wheel drives the interpolation calculation using the settings of seed #1 and seed#2. All sound parameters are calculated by the software in real time according to the mod wheel action. This way, lots of sound flavors based on the 2 seeds, can be generated.

Remember that, as soon as you have started the patch blender, you cannot change patch/bank selection on your SE-02 sound module. Your synth is fully under control of the software. Nevertheless you can use all other controllers on the sound module to manually tweak the patch.

At the beginning of blending operations, seed#1 and seed#2 correspond to the 2 originally chosen patches. Always explore first, what kind of flavors can be generated with the 2 original chosen seeds by going back and forth several times with the mod wheel.

By pressing the TAB key on your computer's keyboard, you generate 2 new seeds by randomly shuffling sound parameters between the 2 original seeds.

At any time, you can set a sound parameter to your own value. As soon as you manually set a value for a parameter, the blender engine keeps it untouched, and displays it in a specific color. You can release a manually touched parameter and have it back under the blender engine control. For that, set it to its max value and then to its min value. This done, the blender engine will regain control on it, and will not anymore display it in a specific color.

If you want to use the mod wheel for modulation purpose (and not as main blending command), press the space bar on your computer's keyboard. This will freeze your blending point. You will get a blinking X in the display. To be able to blend again using the mod wheel, press the spacebar one more time.

To end blending operations, chose 'stop blender' menu option.
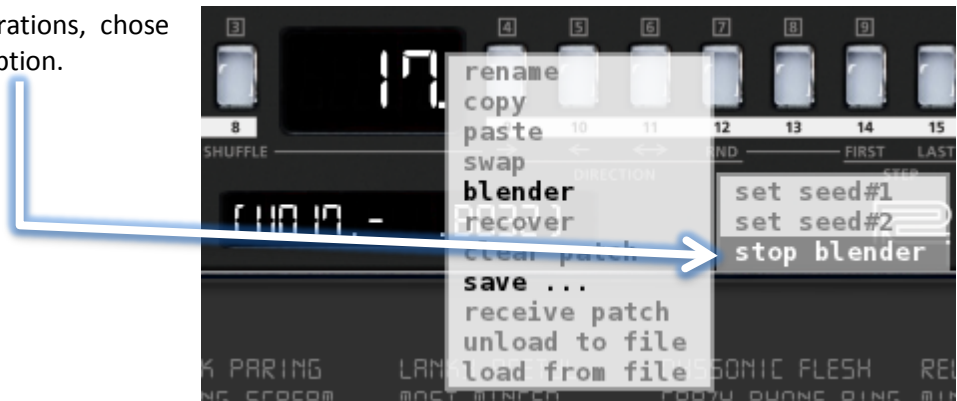
During blending operations the memory position of seed#1 is used as a sandbox. When ending the blending process, you will be asked if you want to preserve the last blender result for seed#1 or to fully restore the memory of your synth.

IV.2 – Random patch generator

You can very easily generate random patch. When pressing a **shift key** on your computer's keyboard, you'll notice that to RANDOMIZE button lights up in green.

At that time, if you press the RANDOMIZE button, you fully erase the current patch by randomizing all the sound parameters. This works for any of the patch bank, A, B, C, D or USER.

-oOo-