

### ... ROLAND VG-8 TURBO FACTS ...

The VG-8 V-Guitar begins a new era in guitar technology, placing the guitar entirely within the digital domain using COSM, Roland's proprietary Composite Object Sound Modeling. The VG-8's COSM technology can generate a vast array of sounds by simultaneously performing physical, electric, magnetic and electronic modeling, shaping the guitar's own signal in one of two modes: Variable Guitar Modeling (VGM) or Harmonic Restructure Modeling (HRM). VGM allows selection of: body type; pickup selection, placement, angle, and pickup phase; amp type; speaker cabinet; microphone type and placement; and more. HRM shapes expressive new sounds including basses, pads and more. Both VGM and HRM shape each guitar string's original waveform in realtime, resulting in no delay, no tracking, and amazing expressiveness. Built-in effects include polyphonic pitch shifting, models of five BOSS effects, speaker simulation, DSP, EQ, and more. Easy programming through graphic backlit LCD interface. Requires a guitar equipped with a Roland GK-2A divided pickup.

After installing the GK-2A pickup according to the instructions that came with the pickup, set-up the Driver Settings shown on page 15 of the VG-8 Owners Manual.

#### • Setting the GK-2A Pickup Sensitivity

Sensitivity should be set once for each guitar & player combination. These may be saved in 5 memory locations.

- 1) Press the SYSTEM button.
- 2) Press F1 (Function button 1).
- 3) Play each string to activate its level meter. CURSOR to the string number and use VALUE dial to adjust the sensitivity. Set all six string sensitivity settings.
- 4) Press PLAY to return to play mode.

#### • Tuning

- 1) Press PLAY, then F1 to access the built-in tuner.

#### • Playing patches

There are up to 192 patches; 64 user, 64 preset, 64 on an optional M-512 memory card. Press PLAY, then...

- 1) The easiest way to call up patches is the VALUE dial. – or –
- 2a) To change groups, hold GK-2A button S1 and press the VG-8's GROUP  $\uparrow$  &  $\downarrow$  footswitches.
- 2b) To change banks, use the BANK  $\uparrow$  &  $\downarrow$  footswitches.
- 2c) To change numbers, use footswitches 1 to 4.

#### • Variable Guitar Modeling (VGM)

Four VGM algorithms are available: Amp Mono, Amp Poly, Pedal & Amp, and Pedal St(ereo). The algorithm is shown at the top of the LCD. Nine VGM components are used in different combinations in different algorithms:

Pickup (selection, placement, and angle), Amp (selection, tone & volume controls), Speaker (cabinet selection), Mic (selection and placement), Pedal (models of five different BOSS pedals), Poly Manager (polyphonic amp and pedal distortion), Pan (per string), Pitch Shift (per string), and Noise Suppression.

Preset A53 "JazzITup" is a good starting point for experimenting:

- 1) Press Play, select Preset A53 "JazzITup".
- 2) Press INST to begin Instrument Editing.
- 3a) Select F1 to edit the pickup settings.
- 3b) Preset A53 uses a 'vari' model with two pickups - press PAGE to select pickup type, position, angle, and phase. Press PAGE again to select the other pickup. NOTE the helpful graphics in the LCD.
- 4a) Press Instrument, then F6 to edit Speaker&Mic.
- 4b) Select a speaker type - press F1 repeatedly or press F1 and use the value dial.
- 4c) Press F3 and select a mic type - note the graphic.
- 4d) Press F5 and select mic placement - watch the graphic.
- 5) Press INST to return to the edit menu and continue experimenting. Watch for a lit PAGE LED, then press the PAGE button to see all edit options.

#### • Harmonic Restructure Modeling (HRM)

All thirteen HRM algorithms are shown in Patch Presets A54 through A84 - the algorithm is shown at the top of the LCD. Try them all, and select one to experiment with:

- 1) Press INST, then F1 to edit parameters.
- 2) Using the F buttons and the value dial, experiment with this algorithm. Parameters differ somewhat per algorithm. If the PAGE LED is lit, the PAGE button will select additional edit functions.
- 3) Repeat steps 1 & 2 with different HRM algorithms.

#### • Digital Signal Processing

All VGM and HRM patches can also access 3 categories of digital effects: 7 Modulation effects, 3 Delay modes, and 9 Reverb modes. Press the EFFECT button, then the odd numbered F buttons edit effects while the even numbered F buttons switch effects on/off.