LOOP STATION RC-500

Parameter Guide

Memory Settings 2

TRACK 1, 2 2

MEMORY 4

- REC 4
- PLAY 5
- LOOP FX 5
- RHYTHM 6
- CTL 7
- ASSIGN1–8 9
- NAME 11

Settings for the Entire RC-500 12

System Settings (SETUP) 12

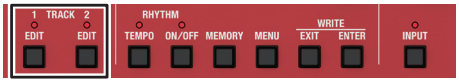
- GENERAL 12
- PREFERENCE 12
- MIDI 13
- EXTENT 13
- STORAGE 13
- F.RESET 13

Input/Output Settings (INPUT) 14

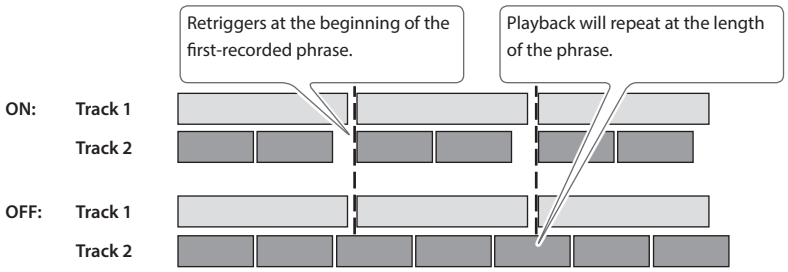
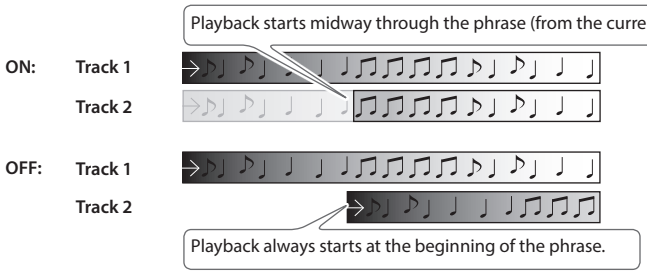
© 2020 Roland Corporation

Memory Settings

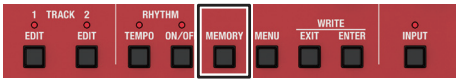
TRACK 1, 2



Parameter	Value (Bold: default)	Explanation
REVERSE	**OFF**, ON	Specifies conventional playback (OFF) or reverse playback (ON). * When REVERSE is set to "ON," you won't be able to switch to overdubbing after a recording has been completed.
LOOP FX	OFF, **ON**	Specifies whether to apply LOOP FX (ON) or not (OFF).
1SHOT	Specifies whether the track playback will be one-shot (ON) or not one-shot (OFF; conventional loop playback). **Track 1: OFF** **Track 2: ON** If 1SHOT is ON, playback will stop when it reaches the end of the phrase.	
	OFF	Conventional loop playback.
	ON	The phrase will play only once from the beginning to the end of the track, and then stop automatically (One-Shot Playback). If you press the [REC/PLAY] switch during playback, playback will begin again from the beginning of the track (Retrigger Playback). Overdubbing cannot be carried out. * If you don't want to use tempo synchronization, set TEMPO.S (p. 3) "OFF."
LEVEL	0–**100**–200	Adjusts the playback level of the tracks. * You can also use the [TRACK 1] and [TRACK 2] sliders to adjust the playback level.
PAN	L50–**CENTER**–R50	Specifies the stereo position (pan) of the track.
START	Specifies whether playback starts with a fade-in or immediately when the track plays.	
	IMMEDIATE	Playback starts immediately.
	FADE IN	Playback starts while fading in. * You can use "FADE TIME" (p. 5) to specify the length of the fade-in.
STOP	Specifies how the track will stop when you press the [STOP] switch. • The PLAY indicator will blink until playback stops. • If you press the [STOP] switch once again before playback stops, playback will stop immediately. * You can't overdubbing during the time until playback stops.	
	IMMEDIATE	Playback will stop immediately.
	FADE OUT	Playback will fade out and then stop. * You can use "FADE TIME" (p. 5) to specify the length of the fade-out.
	LOOP END	Playback will continue to the end of the loop, and then stop.
MEASURE	You can specify the number of measures for each track. When recording along with rhythm sounds or other tracks, it's convenient to specify the number of measures before you record, so that looping will occur at the specified measure length, even if you don't operate the switch when you've finished recording. * This parameter is available only if LOOP.S (p. 3) is "ON." **Track 1: One measure** **Track 2: Four measures**	
	AUTO	Tracks that are set to AUTO will have the same number of measures. The number of measures is determined by the first-recorded track of the tracks that are set to AUTO. For example, if all tracks are set to AUTO, the value set as the number of measures for the second and subsequent tracks will be identical to the number of measures in the first track that was recorded.
	FREE	The number of measures will be set automatically, corresponding to the length of the recording.
	1MEAS–	The number of measures will be set manually.

Parameter	Value (Bold: default)	Explanation
LOOP.S (LOOP SYNC)	OFF, **ON**	Specifies whether the beginning of the track 1 and track 2 phrases are aligned for loop playback (ON), or whether they loop-play at the length of their respective phrases (OFF).  **Playback starting location** If you turn LOOP.S on, the beginning of the tracks will always be aligned. This means that if tracks are already playing back, the playback start location of the other tracks will become "the current location of the phrase being played." The following illustration is an example of how playback will occur with track 1 and 2 that contain the identical melody but have different loop sync settings. 
TEMPO.S (TEMPO SYNC)	Specifies whether each track plays at its original tempo (the tempo during recording) or at the tempo that is specified in memory.	
	OFF	The track will play at its own original tempo.
	ON	The track will play at the memory tempo. Tracks 1 and 2 play at the same tempo.
INPUT	Specifies the input from which sound is recorded.	
	ALL	Sound that is input from the MIC IN jack and the INST IN jacks (A/MONO, B) is mixed and recorded.
	MIC IN	Sound that is input from the MIC IN jack is recorded in stereo.
	INST IN	Sound that is input to the INST IN jacks (A/MONO, B) is assigned and recorded to A and B (L, R).
	INST IN-A	Sound that is input from the INST IN A/MONO jack is recorded in stereo.
	INST IN-B	Sound that is input from the INST IN B jack is recorded in stereo.
	MIC/INST	Sound that is input to the MIC IN jack and the INST IN jacks (A/MONO, B) is assigned and recorded to A and B (L, R).
OUTPUT	Specifies the output destination of the playback audio.	
	ALL	Audio is output from both OUTPUT A/MONO and B jacks.
	OUT-A	Audio is output from the OUTPUT A/MONO jack.
	OUT-B	Audio is output from the OUTPUT B jack.

MEMORY



REC

Parameter	Value (Bold: default)	Explanation
DUB MODE	Specifies the overdubbing method.	
	OVERDUB	The new performance is layered onto the prerecorded tracks. If overdubbing is repeated, the next performance is layered on top of the previous material, allowing you to create an ensemble in a single track.
	REPLACE	Tracks with existing recordings are overwritten as new tracks are recorded over them. Overwriting takes places while the previously recorded tracks are played back, allowing you to achieve a kind of delay effect similar to that obtained from an effects processor.
REC ACTION	Specifies the order in which record/playback/overdubbing are switched when you press the [REC/PLAY] switch.	
	REC->DUB	Operation will switch in the order of Recording → Overdubbing → Playback.
	REC->PLAY	Operation will switch in the order of Recording → Playback → Overdubbing.
QUANTIZE	With tracks for which LOOP.S (p. 3) is "ON," under any of the conditions listed below, your timing will be corrected (Loop Quantize) based on the tempo and time signature of the rhythm, even if the timing at which you press a button is slightly inaccurate. • If the rhythm is on • If there is an already-recorded track whose LOOP.S is turned on • If the MIDI Sync is on * The QUANTIZE setting applies only during recording. It is ignored during overdubbing or playback. * When you stop recording, it is quantized to match the measure length of the previously-recorded track (LOOP.S: ON) or rhythm.	
	OFF	Recording begins the instant you perform the operation. When you stop recording, it is quantized to match the measure.
	MEASURE	Quantize to the measure start location for recording.
AUTO REC	"AUTO REC" (auto record) starts recording when there is audio input from your guitar performance or the mic.	
	OFF	Recording will begin the instant you press the [REC/PLAY] switch.
	ON	When you press the [REC/PLAY] switch, the REC/PLAY indicator will blink rapidly, and the RC-500 will enter recording-standby mode. When you begin playing, the REC/PLAY indicator will light and recording will start.
A.REC SENS *1	1–**50**–100	Specifies the input sensitivity at which auto record starts. Recording will start when the input from the guitar or mic exceeds the specified sensitivity.
A.REC SRC *1	Specifies the input to which AUTO REC applies.	
	ALL	MIC IN connector, INST IN jacks (A/MONO, B)
	MIC IN	MIC IN connector
	INST	INST IN jacks (A/MONO, B)
	INST-A	INST IN A/MONO jack
	INST-B	INST IN B jack
LOOP LENGTH	Specifies the length to which LOOP.S (p. 3) aligns the beginnings of the material for loop sync.	
	AUTO	The length of the first-recorded phrase will be the LOOP LENGTH.
	1–25362	Manually specifies the number of measures that will be looped.

(*1) This is valid when AUTO REC is "ON."

PLAY

Parameter	Value (Bold: default)	Explanation
PLAY MODE	Specifies whether tracks 1 and 2 play back simultaneously. MULTI: Track 1 / Track 2 SINGLE: Track 1 / Track 2 (Stops when the other track starts playing.)	
	MULTI	Play back all tracks. * To ensure that playback always takes place from the beginning of the phrase, you need to set LOOP.S (p. 3) to "OFF."
	SINGLE	Play back only a single track. The currently-playing track stops when the other track starts playing. * If SINGL CHNGE is set to "LOOP END," the track will change at the end of the loop.
SINGL CHNGE	Specifies how the tracks will be switched when PLAY MODE is "SINGLE."	
	IMMEDIATE	The change will occur immediately.
	LOOP END	The change will occur after playback has reached the end of the loop.
LEVEL	0–**100**–200	Specifies the volume of the loop track and rhythm during playback.
FADE TIME	♪, ♪, ♩, 𝅗𝅥, 1MEAS–**2MEAS**–64MEAS	Specifies the fade-in/out time as a number of measures when START (p. 2) is set to "FADE IN" or STOP (p. 2) is set to "FADE OUT."
ALL START	**ALL**, TRACK1, TRACK2	Normally, tracks 1 and 2 start playing simultaneously when a MIDI start message is received (the ALL setting). However, you can set this to make only the specified track (TRACK 1 or TRACK 2) start playing.
TRK CHAIN	Specifies how tracks 1 and 2 are connected.	
	PARALLEL	The two loop tracks are connected in parallel.
	SERIES	The output of track 1 is connected to track 2.

LOOP FX

Parameter	Value (Bold: default)	Explanation
LOOP FX	**OFF**, ON	Specifies whether loop FX is used (ON) or not used (OFF).
TYPE	Selects the Input FX/Track FX type.	
	SCATTER1–4	The track will be scrubbed in time with the beat.
	REPEAT1–3	Plays the track repeatedly in time with the beat.
	SHIFT1–2	The track will play shifted by the length of the beat.
	VINYL FLICK	The track will sound as though you are touching the turntable.
SCAT LEN *2	THRU, ♩, ♩, ♪, ♪	* This is shown when TYPE is "SCATTER1–4." Specifies the scrub length. If this is set to "THRU," there is no effect.
REPT LEN *2	THRU, 𝅝, 𝅗𝅥, ♩, ♪, ♪, 𝅘𝅥𝅯	* This is shown when TYPE is "REPEAT1–3." Specifies the repeat length. If this is set to "THRU," there is no effect.
SHIFT *2	THRU, ♪, ♪, ♩, 𝅗𝅥, 𝅝	* This is shown when TYPE is "SHIFT1–2." Specifies the beat shift length. If this is set to "THRU," there is no effect.
FLICK	0–**50**–100	* This is shown when TYPE is "VINYL FLICK." Specifies the playback speed of the turntable.

(*2) The value changes depending on the BEAT (p. 6) setting for RHYTHM.

RHYTHM

* You can access the rhythm setting screen by long-pressing the RHYTHM [ON/OFF] button.

MEMO

By executing the Write operation while in the rhythm play-standby or rhythm play condition, you can save/recall the memory as a "rhythm: on" memory.

Parameter	Value (Bold: default)	Explanation
LEVEL	0–**100**–200	Adjusts the volume of the rhythm.
REVERB	0–**30**–100	Adjusts the depth of the reverb applied to the rhythm.
PATTERN	Selects the rhythm pattern.	
	SimpleBeat1–4, GrooveBeat1–7, Rock1–4, Funk1–4, Shuffle1–5, Swing1–5, SideStick1–5, PercusBeat1–4, LatinBeat1–4, Conga1–3, Bossa1–2, Samba1–2, DanceBeat1–4, Metronome1–4, Blank	
VARIATION	**A**, B	Selects the rhythm pattern variation (A or B).
VAR.CHANGE	Specifies the timing at which the rhythm pattern variation is switched.	
	MEASURE	Play to the end of the measure and then switch.
	LOOP END	Play to the end of the loop and then switch.
KIT	Selects the drum kit that is used for rhythm playback.	
	Studio, Live, Light, Heavy, Rock, Metal, Jazz, Brush, Cajon, Drum&Bass, R&B, Dance, Techno, Dance Beats, HipHop, 808+909	
BEAT	2/4–**4/4**–7/4, 5/8–15/8	Selects the rhythm beat. * You cannot change the beat after the track is recorded. Be sure to set this before recording.
START	Specifies how rhythm playback starts.	
	LOOP START	The rhythm plays when loop recording or playback starts.
	REC END	The rhythm plays when loop recording ends and switches to playback. This is useful if you want to perform without specifying a tempo, then start recording, and then play the loop in time with the rhythm when playback starts.
	BEFORE LOOP	The rhythm plays before loop recording or playback. The rhythm starts playing when you press the switch once, and recording/playback starts in time with the rhythm when you press the switch once again.
STOP	Specifies how rhythm playback stops.	
	OFF	The rhythm always continues playing. If you are performing in synchronization with an external MIDI device, you can keep the rhythm playing continuously to allow synchronized playback.
	LOOP STOP	The rhythm stops when the loop stops.
	REC END	The rhythm stops when loop recording ends. This is useful when you want to use the rhythm as a guide during recording.
REC COUNT	Specifies whether a count-in is heard for recording. * A count-in won't be sounded when a track or rhythm is being played back.	
	OFF	No count-in is played.
	1MEAS	Recording starts after a one-measure count-in is played.
PLAY COUNT	Specifies whether a count-in is heard for playback.	
	OFF	No count-in is played.
	1MEAS	Playback starts after a one-measure count-in is played.
FILL	OFF, **ON**	Specifies whether the rhythm plays with a fill-in (ON) or without a fill-in (OFF).
PART1–4	OFF, **ON** (PART1–3) **OFF**, ON (PART4)	For each of the four drum parts (PART 1–4) that make up the drum kit, these settings specify whether the drum sound is heard (ON) or not heard (OFF).
TONE LOW	-10–**0**–10	Adjusts the low-frequency tonal character of the rhythm sound.
TONE HIGH	-10–**0**–10	Adjusts the high-frequency tonal character of the rhythm sound.

CTL

Parameter	Value (Bold: default)	Explanation
PDL1 FUNC **PDL2 FUNC** **PDL3 FUNC** **CTL1 FUNC** **CTL2 FUNC**	Specify the functions of the [REC/PLAY] switch (PDL1), [STOP] switch (PDL2), [TRACK SELECT] switch (PDL3), and a footswitch connected to the CTL 1, 2/EXP jack.	
	OFF	No function is assigned.
	T1, T2 REC/PLY	Switch between record/play/overdubbing for track 1 or 2. Long press (two seconds or longer) the switch during playback or overdubbing to Undo, long press the switch once again to Redo.
	T1, T2 R/P/S	Switch between record/play/stop (press the switch twice) for track 1 or 2. Long press (two seconds or longer) the switch during recording or playback to Undo, long press the switch once again to Redo.
	T1, T2 R/P/S(C	Switch between record/play/stop (press the switch twice) for track 1 or 2. Long press (two seconds or longer) the switch during recording or playback to Undo, long press the switch once again to Redo. Long press (two seconds or longer) the switch during stopped, the track is cleared.
	T1, T2 MOM R/P	Put track 1 or 2 in record/play only while you hold down the switch.
	T1, T2 PLY/STP	Switch between play/stop for track 1 or 2.
	T1, T2 P/S(CLR	Switch between play/stop for track 1 or 2. Long press (two seconds or longer) the switch during recording or playback to Undo, long press the switch once again to Redo. Long press (two seconds or longer) the switch during stopped, the track is cleared.
	T1, T2 STOP	Stop record/play for track 1 or 2.
	T1, T2 STOP(TAP	Stop record/play for track 1 or 2. Specify the tempo (tap tempo) by pressing the switch several times at the desired interval while stopped.
	T1, T2 STOP(CLR	Stop record/play for track 1 or 2. Long press (two seconds or longer) the switch during stopped, the track is cleared.
	T1, T2 STOP(T/C	Stop record/play for track 1 or 2. Specify the tempo (tap tempo) by pressing the switch several times at the desired interval while stopped. Long press (two seconds or longer) the switch during stopped, the track is cleared.
	T1, T2 CLEAR	Clear track 1 or 2.
	T1, T2 UND/RED	Undo/redo recording or the most recent overdubbing for track 1 or 2.
	T1, T2 REVERSE	Turn reverse play on/off for track 1 or 2.
	TRK SELECT (PDL3)	Switch between tracks 1 and 2. Long-press the switch to select both tracks. If both tracks are selected, operating the switch assigned to CUR REC/PLY lets you control play/stop for both tracks.
	CUR REC/PLY (PDL1)	Switch between record/play/overdubbing for the currently selected track. Long press (two seconds or longer) the switch during playback or overdubbing to Undo, long press the switch once again to Redo.
	CUR R/P/S	Switch between record/play/stop (press the switch twice) for the currently selected track. Long press (two seconds or longer) the switch during recording or playback to Undo, long press the switch once again to Redo.
	CUR R/P/S(C	Switch between record/play/stop (press the switch twice) for the currently selected track. Long press (two seconds or longer) the switch during recording or playback to Undo, long press the switch once again to Redo. Long press (two seconds or longer) the switch during stopped, the track is cleared.
	CUR MOM R/P	Select record/play/overdubbing for the currently selected track only while you hold down the switch.
	CUR PLY/STP	Switch between play/stop for the currently selected track.
	CUR P/S(CLR	Switch between play/stop for track 1 or 2. Long press (two seconds or longer) the switch during recording or playback to Undo, long press the switch once again to Redo. Long press (two seconds or longer) the switch during stopped, the track is cleared.
	CUR STOP	Stop record/play for the currently selected track.
	CUR STP(TAP	Stop record/play for the currently selected track. Specify the tempo (tap tempo) by pressing the switch several times at the desired interval while stopped.
	CUR STP(CLR (PDL2)	Stop record/play for the currently selected track. Long press (two seconds or longer) the switch during stopped, the track is cleared.

<table>
<tr><th>Parameter</th><th>Value (Bold: default)</th><th>Explanation</th></tr>
<tr><td rowspan="19">PDL1 FUNC
PDL2 FUNC
PDL3 FUNC

CTL1 FUNC
CTL2 FUNC</td><td>CUR STP(T/C</td><td>Stop record/play for the currently selected track.
Specify the tempo (tap tempo) by pressing the switch several times at the desired interval while stopped.
Long press (two seconds or longer) the switch during stopped, the track is cleared.</td></tr>
<tr><td>CUR CLEAR</td><td>Clear the currently selected track.</td></tr>
<tr><td>CUR UND/RED</td><td>Undo/redo recording or the most recent overdubbing for the currently selected track.</td></tr>
<tr><td>CUR REVERSE</td><td>Turn reverse play on/off for the currently selected track.</td></tr>
<tr><td>UNDO/REDO</td><td>Allows you to undo/redo the last recording or overdubbing of a track.</td></tr>
<tr><td>ALL START</td><td>Simultaneously start play for tracks 1 and 2.</td></tr>
<tr><td>TAP TEMPO</td><td>Press the switch several times at the desired interval to specify the tempo.
Long-press the switch (two seconds or longer) to return to the previous tempo.</td></tr>
<tr><td>LOOP FX (CTL1)</td><td>Turn the loop FX on/off.</td></tr>
<tr><td>TR1 FX</td><td>Turn the loop FX on/off for track 1.</td></tr>
<tr><td>TR2 FX</td><td>Turn the loop FX on/off for track 2.</td></tr>
<tr><td>CUR TR FX</td><td>Turn the loop FX on/off for the currently selected track.</td></tr>
<tr><td>FX INC</td><td>Switch the loop FX in the order of SCATTER1–4 → REPEAT1–3 → SHIFT1–2 → VINYL FLICK → SCATTER1...</td></tr>
<tr><td>FX DEC</td><td>Switch the loop FX in the order of VINYL FLICK → SHIFT2–1 → REPEAT3–1 → SCATTER4–1 → VINYL FLICK...</td></tr>
<tr><td>RHYHTM P/S</td><td>Switch the rhythm between play/stop.</td></tr>
<tr><td>RHYTHM PLAY</td><td>Play the rhythm.</td></tr>
<tr><td>RHYTHM STOP</td><td>Stop playing the rhythm.</td></tr>
<tr><td>MEMORY INC (CTL2)</td><td>Switch to the next memory.</td></tr>
<tr><td>MEMORY DEC</td><td>Switch to the previous memory.</td></tr>
<tr><td>MIC MUTE</td><td>Mute the audio from the mic.</td></tr>
<tr><td>EXTENT INC</td><td>Switch the “EXTENT” (p. 13) setting in the order of EXT1 → EXT2...EXT5 → ...</td></tr>
<tr><td>EXTENT DEC</td><td>Switch the “EXTENT” (p. 13) setting in the order of EXT5 → EXT4...EXT1 → ...</td></tr>
<tr><td rowspan="13">EXP FUNC</td><td colspan="2">Specifies the function of a expression pedal connected to the CTL 1, 2/EXP jack.</td></tr>
<tr><td>OFF</td><td>No function is assigned.</td></tr>
<tr><td>T1, T2 LEVEL1</td><td>Control the “LEVEL” (p. 2) of track 1 or 2 in the range of 0–200.</td></tr>
<tr><td>T1, T2 LEVEL2</td><td>Control the level in the range of 0–”maximum value,” with the “LEVEL” setting of track 1 or 2 as the maximum value.</td></tr>
<tr><td>CUR LEVEL 1</td><td>Control the “LEVEL” of the currently selected track in the range of 0–200.</td></tr>
<tr><td>CUR LEVEL 2</td><td>Control the level of the currently selected track in the range of 0–”maximum value,” with the “LEVEL” setting of the currently selected track as the maximum value.</td></tr>
<tr><td>TEMPO UP</td><td>Press the pedal to make the tempo faster.</td></tr>
<tr><td>TEMPO DOWN</td><td>Press the pedal to make the tempo slower.</td></tr>
<tr><td>FX CONTROL</td><td>Control a parameter according to the loop FX type.
<table><tr><th>Type</th><th>Parameter that is controlled</th></tr><tr><td>SCATTER1–4</td><td>SCAT LEN</td></tr><tr><td>REPEAT1–3</td><td>REPT LEN</td></tr><tr><td>SHIFT1–2</td><td>SHIFT</td></tr><tr><td>VINYL FLICK</td><td>FLICK</td></tr></table></td></tr>
<tr><td>RHYTHM LEV1</td><td>Control the “LEVEL” (p. 6) of rhythm in the range of 0–200.</td></tr>
<tr><td>RHYTHM LEV2</td><td>Control the level in the range of 0–”maximum value,” with the “LEVEL” setting of rhythm as the maximum value.</td></tr>
<tr><td>MEMORY LEV1</td><td>Control the “LEVEL” (p. 5) of memory in the range of 0–200.</td></tr>
<tr><td>MEMORY LEV2</td><td>Control the level in the range of 0–”maximum value,” with the “LEVEL” setting of memory as the maximum value.</td></tr>
</table>

ASSIGN1–8

Parameter	Value (Bold: default)	Explanation
ASSIGN1–8	OFF, ON	Specifies whether assignments will be used (ON/OFF).
SOURCE	specify the controller (source) that will control the target.	
	PEDAL1	[REC/PLAY] switch
	PEDAL2	[STOP] switch
	PEDAL3	[TRACK SELECT] switch
	EXP PEDAL	An Expression pedal connected to the CTL 1, 2/EXP jack
	CTL1 PEDAL	A footswitch (CTL1, CTL2) connected to the CTL 1, 2/EXP jack
	CTL2 PEDAL	
	TR1 KNOB	[TRACK 1] slider
	TR2 KNOB	[TRACK 2] slider
	TR1 PLY/STOP	When track 1 playback starts or stops
	TR2 PLY/STOP	When track 2 playback starts or stops
	CUR TR CHG	When the track for record/playback is switched
	SYNC START	All Start message from an external MIDI device
	CC #1–31	Control Change message (1–31, 64–95) from an external MIDI device
	CC #64–95	
SRC MODE	If a momentary-type footswitch (such as the separately sold FS-5U) is connected as the source, you can specify how footswitch operations will affect the value.	
	MOMENT	The setting will normally be off (minimum value); it will be on (maximum value) only while you continue holding down the footswitch.
	TOGGLE	The setting will alternate between off (minimum value) and on (maximum value) each time you press the footswitch.
TARGET	Specifies the function that is controlled. * Depending on the specified function, control might not be possible while playing a track or the rhythm.	
	T1, T2 REC/PLY	Switch between record/play/overdubbing for track 1 or 2.
	T1, T2 PLY/STP	Switch between play/stop for track 1 or 2.
	T1, T2 CLEAR	Clear track 1 or 2.
	T1, T2 UND/RED	Undo/redo recording or the most recent overdubbing for track 1 or 2.
	T1, T2 REVERSE	Control "REVERSE" for track 1 or 2.
	T1, T2 1SHOT	Control "1SHOT" for track 1 or 2.
	T1, T2 LEVEL1	Control the "LEVEL" (p. 2) of track 1 or 2 in the range of 0–200.
	T1, T2 LEVEL2	Control the level in the range of 0–"maximum value," with the "LEVEL" setting of track 1 or 2 as the maximum value.
	T1, T2 PAN	Control "PAN" for track 1 or 2.
	T1, T2 START	Control "START" for track 1 or 2.
	T1, T2 STOP	Control "STOP" for track 1 or 2.
	T1, T2 LOOP.S	Control "LOOP.S" for track 1 or 2.
	T1, T2 TEMPO.S	Control "TEMPO.S" for track 1 or 2.
	T1, T2 INPUT	Control "INPUT" for track 1 or 2.
	T1, T2 OUTPUT	Control "OUTPUT" for track 1 or 2.
	TRK SELECT	Switch between tracks 1 and 2.
	CUR REC/PLY	Switch between record/play/overdubbing for the currently selected track.
	CUR CLEAR	Clear the currently selected track.
	CUR UND/RED	Undo/redo recording or the most recent overdubbing for the currently selected track.
	CUR REVERSE	Control "REVERSE" for the currently selected track.
	CUR 1SHOT	Control "1SHOT" for the currently selected track.
	CUR LEVEL1	Control the "LEVEL" of the currently selected track in the range of 0–200.
	CUR LEVEL2	Control the level in the range of 0–"maximum value," with the "LEVEL" setting of track 1 or 2 as the maximum value.
	CUR PAN	Control "PAN" for the currently selected track.
	CUR START	Control "START" for the currently selected track.
	CUR STOP	Control "STOP" for the currently selected track.
	CUR LOOP.S	Control "LOOP.S" for the currently selected track.
	CUR TEMPO.S	Control "TEMPO.S" for the currently selected track.
	CUR INPUT	Control "INPUT" for the currently selected track.

Parameter	Value (Bold: default)	Explanation
TARGET	CUR OUTPUT	Control "OUTPUT" for the currently selected track.
	UNDO/REDO	Allows you to undo/redo the last recording or overdubbing of a track.
	ALL START	Simultaneously start play for tracks 1 and 2.
	TAP TEMPO	Press the switch several times at the desired interval to specify the tempo.
	TEMPO UP	Operate the pedal to make the tempo faster.
	TEMPO DOWN	Operate the pedal to make the tempo slower.
	TEMPO	Control the tempo.
	DUB MODE	Control "DUB MODE" of memory/REC.
	REC ACTION	Control "REC ACTION" of memory/REC.
	QUANTIZE	Control "QUANTIZE" of memory/REC.
	AUTO REC	Control "AUTO REC" of memory/REC.
	A.REC SENS	Control "A.REC SENS" of memory/REC.
	A.REC SRC	Control "A.REC SRC" of memory/REC.
	LOOP LENGTH	Control "LOOP LENGTH" of memory/REC.
	PLAY MODE	Control "PLAY MODE" of memory/REC.
	SINGL CHNGE	Control "SINGL CHNGE" of memory/REC.
	FADE TIME	Control "FADE TIME" of memory/REC.
	ALL ST TRK	Control "ALL START" of memory/REC.
	TRK CHAIN	Control "TRK CHAIN" of memory/REC.
	LOOP FX	Turn the loop FX on/off.
	TR1 FX	Turn the loop FX on/off for track 1.
	TR2 FX	Turn the loop FX on/off for track 2.
	CUR TR FX	Turn the loop FX on/off for the currently selected track.
	FX TYPE	Control "TYPE" of memory/LOOP FX.
	FX INC	Switch the loop FX in the order of SCATTER1–4 → REPEAT1–3 → SHIFT1–2 → VINYL FLICK → SCATTER1...
	FX DEC	Switch the loop FX in the order of VINYL FLICK → SHIFT2–1 → REPEAT3–1 → SCATTER4–1 → VINYL FLICK...
	FX CONTROL	Control a parameter according to the loop FX type. **Type** / **Parameter that is controlled** **SCATTER1–4** / SCAT LEN **REPEAT1–3** / REPT LEN **SHIFT1–2** / SHIFT **VINYL FLICK** / FLICK
	RHYHTM P/S	Switch the rhythm between play/stop.
	RHYTHM PLAY	Play the rhythm.
	RHYTHM STOP	Stop playing the rhythm.
	RHYTHM LEV1	Control the "LEVEL" (p. 6) of rhythm in the range of 0–200.
	RHYTHM LEV2	Control the level in the range of 0–"maximum value," with the "LEVEL" setting of rhythm as the maximum value.
	RHY REVERB	Control "REVERB" of memory/RHYTHM.
	RHY PATTERN	Control "PATTERN" of memory/RHYTHM.
	VARIATION	Control "VARIATION" of memory/RHYTHM.
	VAR.CHANGE	Control "VAR.CHANGE" of memory/RHYTHM.
	KIT	Control "KIT" of memory/RHYTHM.
	RHY START	Control "START" of memory/RHYTHM.
	RHY STOP	Control "STOP" of memory/RHYTHM.
	REC COUNT	Control "REC COUNT" of memory/RHYTHM.
	PLAY COUNT	Control "PLAY COUNT" of memory/RHYTHM.
	RHY FILL	Control "FILL" of memory/RHYTHM.
	RHY PART1–4	Control "PART1"–"PART4" of memory/RHYTHM.
	TONE LOW	Control "TONE LOW" of memory/RHYTHM.
	TONE HIGH	Control "TONE HIGH" of memory/RHYTHM.
	MEMORY INC	Switch to the next memory.
	MEMORY DEC	Switch to the previous memory.
	MEMORY LEV1	Control the "LEVEL" (p. 5) of memory in the range of 0–200.

Parameter	Value (Bold: default)	Explanation
TARGET	MEMORY LEV2	Control the level in the range of 0–"maximum value," with the "LEVEL" setting of memory as the maximum value.
	CC #1–31	Transmit a control change message of the specified controller number from the MIDI OUT connector.
	CC #64–95	
TARGET MIN	Specifies the variable range of the function (parameter) that is specified as the target. The value (MIN: minimum value, MAX: maximum value) depends on the parameter that is specified as the target.	
TARGET MAX		

NAME

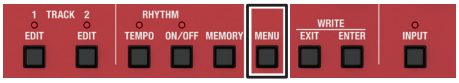
Parameter	Value (Bold: default)	Explanation
NAME	Specifies the memory name.	

1. Turn the [MEMORY/VALUE] knob to move the cursor to the position at which you want to enter a character, and then press the [MEMORY/VALUE] knob.

2. Turn the [MEMORY/VALUE] knob to select a character, and then press the [MEMORY/VALUE] knob.

Settings for the Entire RC-500

System Settings (SETUP)



GENERAL

Parameter	Value (Bold: default)	Explanation
DISP CONT	1–**5**–10	Adjusts the display contrast.
DISP MODE	Specify what is shown in the screen during recording, playback, and overdubbing.	
	STATUS	Show "REC" during recording, "PLAY" during playback, and "DUB" during overdubbing
	POSITION	Show the progress of recording/playback/overdubbing
	2TRACK POS	Upper line: POSITION indication for track 1 Lower line: POSITION indication for track 2
	STATUS+POS	Upper line: STATUS indication Lower line: POSITION indication
	NUMBER+POS	Upper line: Show the memory number Lower line: POSITION indication
	NAME+POS	Upper line: Show the memory name Lower line: POSITION indication
	BEAT+POS	Upper line: Show the time signature of the rhythm Lower line: POSITION indication
	BEAT	Show the time signature of the rhythm
UNDO/REDO	Specify the timing at which undo/redo is executed. * This parameter is valid if a function that allows undo/redo by long-pressing the switch is assigned as the PDL1–3 FUNC or CTL1–2 FUNC (p. 7–p. 8) setting.	
	HOLD	Execute undo/redo while you hold down the switch.
	RELEASE	Execute undo/redo the moment you release the switch.

PREFERENCE

Parameter	Value (Bold: default)	Explanation
PDL1 PREF **PDL2 PREF** **PDL3 PREF**	Selects whether the [REC/PLAY] switch (PDL1), [STOP] switch (PDL2), [TRACK SELECT] switch (PDL3) perform the functions specified by each memory or the functions specified by the system settings.	
	MEMORY	Use the functions that are assigned for each memory.
	SYSTEM	Use the functions that are assigned for the system. PDL1: CUR REC/PLY PDL2: CUR P/S(CLR PDL3: TRK SELECT
CTL1 PREF **CTL2 PREF**	Selects whether a footswitch (CTL1, CTL2) connected to the CTL 1, 2/EXP jack perform the functions specified by each memory or the functions specified by the system settings.	
	MEMORY	Use the functions that are assigned for each memory.
	SYSTEM	Use the functions that are assigned for the system. CTL1: LOOP FX CTL2: MEMORY INC
EXP PREF	Selects whether an expression pedal connected to the CTL 1, 2/EXP jack perform the functions specified by each memory or the functions specified by the system settings.	
	MEMORY	Use the functions that are assigned for each memory.
	SYSTEM	Use the functions that are assigned for the system. EXP: MEMORY LEV2

MIDI

Parameter	Value (Bold: default)	Explanation
RX CTL CH	**1**–16	Specifies the receive channel for messages (control changes) that switch memories or control the RC-500.
OMNI	Specifies MIDI omni mode.	
	OFF	Messages will be received only on the channel specified by the RX CTL CH setting.
	ON	Messages are received via all MIDI channels, regardless of the RX CTL CH settings.
RX NOTE CH	1–**10**–16	Specifies the receive channel for note messages that play the RC-500's drum sounds.
TX CH	1–16, **RX CTL**	Specifies the MIDI transmit channel. If this is "RX CTL," the channel will be the same as the RX CTL CH.
SYNC CLOCK	Specifies the input to which the tempo clock is synchronized.	
	AUTO	The RC-500 will normally operate using its internal tempo, but will synchronize the tempo to MIDI clock if MIDI clock data is being input via the MIDI IN connector or the USB port. Choose the "AUTO" setting if using the RC-500 as a remote device. The priority order is MIDI>USB>internal clock.
	INTERNAL	The clock uses the tempo specified by the memory. Choose the "INTERNAL" setting if you don't want to synchronize the RC-500 to an external device.
	USB	Synchronize to the tempo from the USB port.
	MIDI	Synchronize to the tempo from the MIDI IN connector.
CLOCK OUT	OFF, **ON**	Specifies whether MIDI clock is transmitted (ON) or not transmitted (OFF).
SYNC START	Specifies what starts in synchronization when a MIDI start message is received.	
	OFF	Synchronized start does not occur.
	ALL	Track + rhythm
	RHYTHM	Rhythm
PC OUT	OFF, **ON**	Specifies whether program change messages are transmitted (ON) or not transmitted (OFF).
MIDI THRU USB THRU	Specifies the connector(s) from which MIDI messages received at the MIDI IN connector or the USB port are output.	
	OFF	MIDI messages are not output.
	MIDI OUT	Output from the MIDI OUT connector.
	USB OUT	Output from the USB port.
	USB/MIDI	Output from the USB port and the MIDI OUT connector.

EXTENT

Parameter	Value (Bold: default)	Explanation
EXTENT	**EXT1**–5	Selects the settings (EXT1–5) that specify the extent (upper and lower limits) in which memories can be switched.
EXT1–5 MIN	**01**–99	Specify the extent in which memories can be switched (lower limit: MIN / upper limit: MAX).
EXT1–5 MAX	01–**99**	

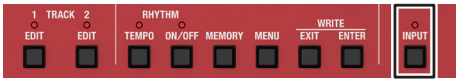
STORAGE

Parameter	Value (Bold: default)	Explanation
STORAGE	**OFF**, CONNECT	Change this from the OFF setting when connecting the RC-500 via USB to your computer. When a connection with the computer is established, the message "CONNECTING..." appears.

F.RESET

Parameter	Value (Bold: default)	Explanation
F.RESET	Specifies the settings that will be returned to their factory-set state.	
	MEMORY	Memory 01–99
	SYSTEM	System settings
	MEM+SYS	Memory 01–99 and system settings

Input/Output Settings (INPUT)



Parameter	Value (Bold: default)	Explanation
PHANTOM	**OFF**, ON	Turns phantom power on/off.
MIC IN	Specifies the output destination of the audio that is input to the MIC IN jack.	
	OUT-A&B	Output from both OUTPUT A/MONO and B jacks.
	OUT-A	Output from the OUTPUT A/MONO jack.
	OFF	No output.
INST IN	Specifies the output destination of the instrumental sound that is input to the INST IN (A/MONO, B) jacks.	
	OUT-A&B	Output the INST IN A/MONO jack → OUTPUT A/MONO jack, and the INST IN B jack → OUTPUT B jack.
	OUT-A	Mix the sound that is input to the INST IN (A/MONO, B) jacks, and output it from the OUTPUT A/MONO jack.
	OUT-B	Mix the sound that is input to the INST IN (A/MONO, B) jacks, and output it from the OUTPUT B jack.
	OFF	No output.
RHYTHM	Specifies the output destination of the rhythm sound.	
	OUT-A&B	Output from both OUTPUT A/MONO and B jacks.
	OUT-A	Output from the OUTPUT A/MONO jack.
	OUT-B	Output from the OUTPUT B jack.
	LOOP	With the "LOOP" setting, RC-500 drum sounds played by note messages from an external MIDI device can be output to a track and recorded.
	OFF	No output.
MIC IN NS	0–**50**–100	Specifies the depth of the noise suppressor that is applied to the audio input from the MIC IN jack during loop recording. * The noise suppressor is not applied to the bypass sound.
INST IN NS	0–**50**–100	Specifies the depth of the noise suppressor that is applied to the audio input from the INST IN (A/MONO, B) jacks during loop recording. * The noise suppressor is not applied to the bypass sound.
PEAK SRC	Specifies the input/output that is shown by the INPUT indicator.	
	ALL IN	All audio input
	MIC IN	Audio input from the MIC IN jack
	INST IN	Audio input from the INST IN (A/MONO, B) jacks
	LOOP&RHYTHM	Peak level of the playback sound