



# SYNTHESIZER SY-200

## Owner's Manual



Before using this unit, carefully read "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (leaflet "USING THE UNIT SAFELY" and Owner's Manual (p. 17)). After reading, keep the document(s) where it will be available for immediate reference.

# Panel Descriptions

## Top Panel



### 1 Display

Displays various information such as the current memory number.



### 2 [MEMORY] knob

**MEMORY (turn the knob)**

Turn the knob to switch between memories 1–128 (p. 7).

To change a value in larger steps, turn a knob while pressing it.

**ENTER (press the knob)**

Press this knob to confirm the setting or perform other tasks.

### 3 [1]–[3] knobs

Use these knobs to set the parameter values shown in the screen.

To change a value in larger steps, turn a knob while pressing it.

**4 [MENU] button**

The menu screen appears.

**5 [EXIT] button**

Returns you to the previous screen. In some screens, this cancels the function currently being executed.

**Preventing accidental operation (panel lock)**

By holding down the [EXIT] button, you can switch between enabling (unlocking) or disabling (locking) the knobs and buttons.

If you use these controls while the unit is locked, the display indicates "LOCKED."

**MEMO**

Press both the [MENU] and [EXIT] buttons together to display the WRITE UTILITY screen, where you can save, exchange and initialize the memories (p. 7).

**6 [D. LEVEL] knob**

This adjusts the volume of the direct sound.

**7 [E. LEVEL] knob**

This adjusts the volume of the effect sound (synth sound).

**8 [VARIATION] knob**

This selects variations for the type that is selected.

**9 Type knob**

Use this knob to switch between different synth sound types.

Type	Explanation
LEAD	Suitable for playing solos or leads
PAD	Soft sounds used as sonic fill-ins
STRING	Synth strings sounds
BELL	Sounds with metallic resonance
ORGAN	Organ sounds
BASS	Bass synth sounds
DUAL	Fat sounds
SWEEP	Sounds with a characteristic vibration
NOISE	Noise sounds
SFX	Sound effects and distinctive sounds
SEQ	Sounds whose pitch or character changes rhythmically
ARPEGGIO	Arpeggio phrases that play

### 10 [ON/OFF] switch

Turns the effect (synth sound) on/off.

### 11 [MEMORY/CTL 1] switch

Switches between memories (p. 7).

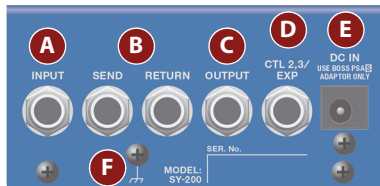
Holding this down makes it function as the [CTL 1] switch.

#### MEMO

You can change the footswitch function with the "FUNCTION" (ON/OFF FUNCTION/CTL FUNCTION) parameter.

## Rear Panel

\* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.



### A INPUT jack

Connect your guitar, bass, or effect unit here.

#### Turning on/off the power

The INPUT jack also serves as the power switch. The power turns on when you insert a plug into the INPUT jack.

- \* Once everything is properly connected (p. 4), be sure to follow the procedure below to turn on their power. If you turn on equipment in the wrong order, you risk causing malfunction or equipment failure.
- \* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

### When powering up

Turn on equipment such as your guitar amp last.

### When powering down

Turn off equipment such as your guitar amp first.

## B SEND/RETURN jacks

This unit sends signals from the SEND jack to an external effect unit, and receives signals from an external effect unit via the RETURN jack.

You can switch the SEND/RETURN function using the "SEND/RETURN" parameter.

## C OUTPUT jack

Connect this jack to your amp or monitor speakers.

## D CTL 2, 3/EXP jack

### Using the jack as CTL 2/3

You can connect a footswitch (sold separately: FS-5U, FS-6 or FS-7) and assign it to control a variety of functions (p. 9).

### Using the jack as EXP

You can connect an expression pedal (EV-30, Roland EV-5 or similar, sold separately) and use it to control the volume or tonal character of the synth sound (p. 12).

- \* Use only the specified expression pedal. By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

## E DC IN jack

Use this jack to connect an AC adaptor (PSA-S series, sold separately).

- \* Use only the specified AC adaptor (sold separately: PSA-S series) and plug it into an AC outlet of the correct voltage.
- \* If the AC adaptor is connected while the batteries are installed, the power supply is drawn from the AC adaptor.

## F Ground terminal

- \* Connect this to an external earth or ground if necessary.

### Side Panel



#### **G** MIDI jacks

Use a TRS/MIDI connecting cable (BMIDI-5-35, sold separately) to connect an external MIDI device. You can use an external MIDI device to switch between memories on this unit.

- \* Do not connect an audio device here. Doing so will cause malfunctions.

#### **H** USB port

Connect your computer using a commercially available USB cable that supports USB 2.0.

- \* Do not use a micro USB cable that is designed only for charging a device. Charge-only cables cannot transmit data.
- \* Used only for updating programs.

# Saving and Switching Between Memories

## Saving to a Memory

You can save the settings you've edited.

1. Press the [MENU] and [EXIT] buttons at the same time.  
The WRITE UTILITY screen appears.
2. Use the [1] knob to select "WRITE."
3. Use the [1] knob to select the memory (1–128) to which you will save the settings, and press the [MEMORY] knob.

You can also edit the name here.

Controller	Operation
[1] knob	Edits the character.
[2] knob	Moves the cursor.
[3] knob	Changes the character type.
[MENU] button	Delete one character

4. Press the [MEMORY] knob.

The current settings are saved.

## Switching Between Memories

Here's how to recall a saved memory.

1. Turn the [MEMORY] knob.

The memory number changes in ascending order (1 → 2 → 3 → 4... 128).

### MEMO

- Hold down the [MEMORY] knob to switch between screen displays.

Memory name displayed larger



Memory number displayed larger



- Turn the [MEMORY] knob to move the cursor and edit the tempo.

### Exchanging Memories

You can change the order of saved memories by exchanging them.

1. Turn the [MEMORY] knob to select the memory to exchange.
2. Press the [MENU] and [EXIT] buttons at the same time.  
The WRITE UTILITY screen appears.
3. Press the [2] knob and select “EXCHANGE.”
4. Turn the [1] knob to select the memory to exchange.
5. Press the [MEMORY] knob.

This exchanges the memories you selected in steps 1 and 4.

### Initializing a Memory

You can return (initialize) a memory to its standard settings. This is useful when you want to create a new tone from scratch.

1. Turn the [MEMORY] knob to select the memory to initialize.
2. Press the [MENU] and [EXIT] buttons at the same time.  
The WRITE UTILITY screen appears.
3. Use the [3] knob to select “INITIALIZE.”

The memory is initialized.



# Various Settings (Menu)

## Basic Operations

### 1. Press the [MENU] button.

The unit enters MENU mode.

### 2. Press knobs [1], [2] and [3] to select the item to edit.

Hold down the [MEMORY] knob to switch between the setting pages.

### 3. Use the [1], [2], [3] and [MEMORY] knobs to edit the settings for each item.

### 4. When editing parameters besides "SYSTEM" (p. 13), "MIDI" (p. 13), and "MIDI PC MAP" (p. 14), operate the unit as shown in "Saving to a Memory" (p. 7).

\* If you do not do this, the changes are lost when you switch memories.

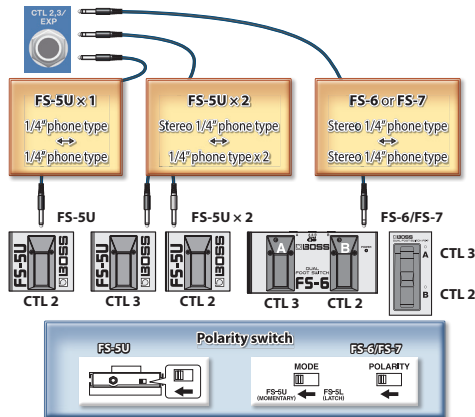
### 5. Press the [EXIT] button.

The unit exits MENU mode.

## Assigning functions to an external pedal

You can connect a footswitch (FS-5U, FS-6 or FS-7, sold separately) to the CTL 2, 3/EXP jack, and use it to tap-input the tempo or to switch memories.

The settings for this are in the "CTL FUNCTION," found in the menu (p. 10).



### Parameter List

#### ON/OFF FUNCTION

These parameters specify the function of the [ON/OFF] switch.

Parameter	Value
FUNCTION	Sets the function of the switch. <ul style="list-style-type: none"><li>• <b>ON/OFF:</b> Effect on/off</li><li>• <b>MEMORY:</b> Switches between memories.</li><li>• <b>MEM/ON:</b> Switches between memories. Hold down the switch to switch to the effect on/off function.</li></ul>

Parameter	Value
PARAM	Sets how the switch operates. <b>ON/OFF:</b> <ul style="list-style-type: none"><li>• <b>TOGGLE:</b> Switches the effect with each press of the switch.</li><li>• <b>MOMENT:</b> Switches the effect only while the switch is pressed.</li></ul> <b>MEMORY:</b> <ul style="list-style-type: none"><li>• <b>INC:</b> Increments the memory number according to the MEMORY EXTENT MIN/MAX setting.</li><li>• <b>DEC:</b> Decrements the memory number according to the MEMORY EXTENT MIN/MAX setting.</li><li>• <b>1-128:</b> Switches to the specified memory.</li></ul>
PREF	<ul style="list-style-type: none"><li>• <b>MEMORY:</b> Changes the settings per memory.</li><li>• <b>SYSTEM:</b> Makes the settings the same for all memories.</li></ul>

#### CTL FUNCTION

Use this to configure the functions of the [MEMORY/CTL 1] switch and the footswitch connected to the CTL 2, 3/EXP jack.

## Various Settings (Menu)

Parameter	Value
FUNCTION	<p>Selects which function the switch controls, as follows.</p> <p><b>MEMORY:</b> Selects the memory.</p> <p><b>S.HOLD:</b> Holds (sustains) the sound. This makes the sound you play sustain.</p> <p><b>PITCH:</b> Applies a pitch-bend effect.</p> <p><b>TAP:</b> Tap tempo. You can set the tempo according to the beat (intervals) at which you press the footswitch.</p> <p><b>TEMPO:</b> Edits the tempo in BPM (beats per minute).</p> <p><b>ON/OFF:</b> Effect on/off</p>
PARAM 1	<p>Configures the effect.</p> <p><b>MEMORY:</b> INC, DEC, 1–128</p> <p><b>PITCH:</b></p> <ul style="list-style-type: none"> <li><b>-24–0–+24:</b> Sets how much the pitch changes in semitones.</li> </ul> <p><b>TEMPO:</b></p> <ul style="list-style-type: none"> <li><b>40–250:</b> Sets the BPM value.</li> </ul>
PARAM 2	<p>Adjusts the effect.</p> <p><b>PITCH:</b></p> <ul style="list-style-type: none"> <li><b>0–100:</b> Adjusts the time over which the pitch changes.</li> </ul>

Parameter	Value
SW MODE	<p>Sets how the switch operates.</p> <ul style="list-style-type: none"> <li><b>TOGGLE:</b> Switches the effect with each press of the switch.</li> <li><b>MOMENT:</b> Switches the effect only while the switch is pressed.</li> </ul> <p>* This cannot be selected when FUNCTION is set to "MEMORY" or "TAP"</p>
PREF	<ul style="list-style-type: none"> <li><b>MEMORY:</b> Changes the settings per memory.</li> <li><b>SYSTEM:</b> Makes the settings the same for all memories.</li> </ul>

## MEMO

Hold the [MEMORY/CTL 1] switch down to switch between settings for two functions.

MEM▲/HLD: Increment memory, sound hold

MEM▲/PT: Increment memory, pitch bend

MEM▲/TAP: Increment memory, tap tempo

MEM▲/TMP: Increment memory, tempo (BPM)

MEM▲/ON: Increment memory, effect on/off

MEM▼/HLD: Decrement memory, sound hold

MEM▼/PT: Decrement memory, pitch bend

MEM▼/TAP: Decrement memory, tap tempo

MEM▼/TMP: Decrement memory, tempo (BPM)

MEM▼/ON: Decrement memory, effect on/off

## Various Settings (Menu)

### EXP PDL FUNCTION

Specifies the function of the expression pedal connected to the CTL 2, 3/EXP jack.

Parameter	Value
FUNCTION	Select the function of the pedal. <b>OFF, TONE, RESONANCE, PITCH, RATE, TEMPO, DEPTH, E.LEVEL, D.LEVEL, MULTI</b> <ul style="list-style-type: none"><li>• <b>OFF:</b> No operation.</li><li>• <b>MULTI:</b> You can control the settings for knobs [1], [2], [3], [D. LEVEL] and [E. LEVEL] with the expression pedal.<ul style="list-style-type: none"><li>* The functions assigned to knobs [1], [2] and [3] differ for each memory.</li><li>* "MULTI" is shown only if PREF is set to "MEMORY."</li></ul></li></ul>
MIN	Set the minimum (MIN) value
MAX	Set the maximum (MAX) value
PREF	<ul style="list-style-type: none"><li>• <b>MEMORY:</b> Changes the settings per memory.</li><li>• <b>SYSTEM:</b> Makes the settings the same for all memories.</li></ul>

Here's how to set the multi settings.

1. Set the minimum (MIN) value using the [1], [2], [3], [D. LEVEL] and [E. LEVEL] knobs.
2. Press the [MEMORY] knob.
3. Set the maximum (MAX) value using the [1], [2], [3], [D. LEVEL] and [E. LEVEL] knobs.
4. Press the [MEMORY] knob.

### SEND/RETURN

Sets the function for the SEND/RETURN jack.

Parameter	Value
SEND/RETURN	<ul style="list-style-type: none"><li>• <b>SEND:</b> Selects the signal that is output to the SEND jack. <b>DIRECT, EFFECT</b><ul style="list-style-type: none"><li>* When this is set to DIRECT, you can adjust the RETURN volume using the [D. LEVEL] knob. When this is set to EFFECT, you can make adjustments using the [E. LEVEL] knob.</li></ul></li><li>• <b>PREFERENCE:</b> If you want to change the SEND settings per memory, set this to "MEMORY." <b>MEMORY, SYSTEM</b></li></ul>

SYSTEM	
Parameter	Value
MODE	Switches to settings that are suitable for a guitar or a bass. <b>GUITAR, BASS</b>
EFFECT OUTPUT	You can switch to settings more appropriate for playback devices. Use the "AMP" setting for guitar/bass amps, and the "LINE" setting for equipment like monitor speakers. <b>AMP, LINE</b>
DISPLAY CONTRAST	Adjusts the contrast of the display. <b>1-16</b>
MEMORY EXT MIN	Sets the minimum (MIN) and maximum (MAX) values for selectable memories. <b>1-128</b>
MEMORY EXT MAX	* You can select all memories with [MEMORY] knob.
EXP PDL HOLD	Specifies whether or not the operational status of the EXP PEDAL's FUNCTION is carried over when memories are switched. <b>ON, OFF</b> * You can adjust this if the EXP PEDAL's PREF parameter is set to MEMORY.

MIDI	
Parameter	Value
RX CH	Specifies the MIDI receive channel. If this is "OFF," MIDI messages are not received. <b>1-16, OFF</b>
TX CH	Specifies the MIDI transmit channel. If this is "OFF," MIDI messages are not transmitted. When set to "Rx," the unit transmits on the same channel as the RX CH. <b>1-16, Rx, OFF</b>
PC IN	Sets whether program change messages are received (ON) or not (OFF). <b>ON, OFF</b>
PC OUT	Specifies whether program change messages are transmitted (ON) or not (OFF). <b>ON, OFF</b>
CC IN	Specifies whether control change messages are received (ON) or not (OFF). This unit can use CC messages it receives to control the same operations as a knob or footswitch via MIDI. <b>ON, OFF</b>

## Various Settings (Menu)

Parameter	Value
CC OUT	Specifies whether control change messages are transmitted (ON) or not (OFF). <b>ON, OFF</b>
PARAM1 CC	
PARAM2 CC	
PARAM3 CC	
D. LEVEL CC	
E. LEVEL CC	
ON/OFF SW CC	Specifies the controller number corresponding to each controller.
CTL1 CC	<b>OFF, #1–31, #64–95</b>
CTL2 CC	
CTL3 CC	
EXP CC	
EFFECT CC	
SYNC	Specifies the tempo clock to which this unit synchronizes. <b>INTERNAL:</b> Synchronizes to the internal tempo. <b>AUTO:</b> Normally synchronizes to the internal tempo, but if a MIDI clock is received via the MIDI IN connector, the tempo synchronizes to the MIDI clock. If you're using the SY-200 as a remote device, choose "AUTO."
CLOCK OUT	Sets whether to output the internal clock. <b>ON, OFF</b>

Parameter	Value
MIDI THRU	Specifies whether MIDI messages received at the MIDI IN connector are retransmitted as-is from the MIDI OUT connector (ON) or are not retransmitted (OFF). <b>ON, OFF</b>

### MIDI PC MAP

Use the program change map to customize which memories on the SY-200 correspond to which program change messages sent from an external MIDI device, switching to the memory in question.

Parameter	Value
PC#1–PC#128	<b>OFF, 1–128:</b> Sets the memory number (1–128) that corresponds to the program number. If this is "OFF," the effect turns off.

# Appendix

## Restoring the Factory Settings

(Factory Reset)

Here's how to restore the SY-200 to its factory defaults. You can also restore just the system settings or part of the memories. Select the range to initialize using the "FROM" and "TO" parameters.

### 1. Press the [MENU] button.

The unit enters MENU mode.

### 2. Select "FACTORY RESET."

### 3. Turn knobs [1] and [3] to edit the range you wish to initialize.

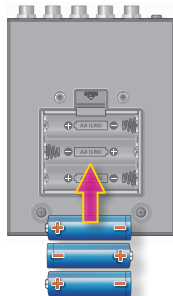
Parameter	Explanation
FROM, TO	<b>SYSTEM:</b> System parameter settings <b>001-128:</b> Memory settings

### 4. Use the [MEMORY] knob to select "OK," and then press the [MEMORY] knob.

## Changing the Batteries

Insert the batteries facing the correct way, as shown in the illustration.

- \* Batteries should always be installed or replaced before connecting any other devices. This way, you can prevent malfunction and damage.
- \* If operating this unit on batteries, please use alkaline batteries.
- \* Even if batteries are installed, the unit will turn off if you connect or disconnect the power cord from the AC outlet while the unit is turned on, or if you connect or disconnect the AC adaptor from the unit. When this occurs, unsaved data may be lost. You must turn off the power before you connect or disconnect the power cord or AC adaptor.
- \* When turning the unit over, be careful so as to protect the buttons and knobs from damage. Also, handle the unit carefully; do not drop it.
- \* If you handle batteries improperly, you risk explosion and fluid leakage. Make sure that you carefully observe all of the items related to batteries that are listed in "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (leaflet "USING THE UNIT SAFELY" and the Owner's Manual).
- \* "BATTERY LOW" will appear on the display if the batteries are low. Replace them with new ones.

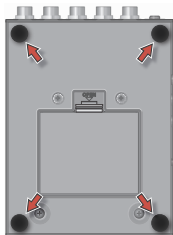


### Attaching the Rubber Feet

You can attach the rubber feet (included) if necessary.

Attach them in the locations shown in the illustration.

- \* When turning the unit over, be careful so as to protect the buttons and knobs from damage. Also, handle the unit carefully; do not drop it.
- \* Using the unit without rubber feet may damage the floor.



### Main Specifications

<b>Power Supply</b>	Alkaline battery (AA, LR6) x 3, AC adaptor (sold separately)
<b>Dimensions</b>	101 (W) x 138 (D) x 63 (H) mm / 4 (W) x 5-7/16 (D) x 2-1/2 (H) inches (excluding rubber feet) 101 (W) x 138 (D) x 65 (H) mm / 4 (W) x 5-7/16 (D) x 2-9/16 (H) inches (including rubber foot)
<b>Weight</b>	700 g / 1 lb 9 oz (including batteries)
<b>Accessories</b>	Owner's Manual Leaflet "USING THE UNIT SAFELY" Alkaline battery (AA, LR6) x 3 Rubber foot x 4
<b>Options (sold separately)</b>	AC adaptor: PSA-S series Footswitch: FS-5U Dual footswitch: FS-6, FS-7 Expression pedal: FV-500H, FV-500L, EV-30, Roland EV-5 MIDI/TRS connecting cable: BMIDI-5-35

- \* 0 dBu = 0.775 Vrms
- \* This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.

[https://roland.cm/sy-200\\_spec](https://roland.cm/sy-200_spec)







## CAUTION

### Keep small items out of the reach of children

To prevent accidental ingestion of the parts listed below, always keep them out of the reach of small children.



- Accessories

Rubber foot x 4 (p. 16)

### Handle the ground terminal carefully

If you remove the screw from the ground terminal, be sure to replace it; don't leave it lying around where it could accidentally be swallowed by small children. When refastening the screw, make that it is firmly fastened, so it won't come loose.



### Repairs and Data

- Before sending the unit away for repairs, be sure to write down the needed information. Although we will do our utmost to preserve the data stored in your unit when we carry out repairs, in some cases, such as when the memory section is physically damaged, restoration of the stored content may be impossible. Roland assumes no liability concerning the restoration of any stored content that has been lost.

### Additional Precautions

- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, try to make a habit of writing down the needed information.
- Roland assumes no liability concerning the restoration of any stored content that has been lost.
- Never strike or apply strong pressure to the display.
- When disposing of the packing carton or cushioning material in which this unit was packed, you must observe the waste disposal regulations that apply to your locality.
- Do not use connection cables that contain a built-in resistor.

### Intellectual Property Right

- This product includes third party open source software.  
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