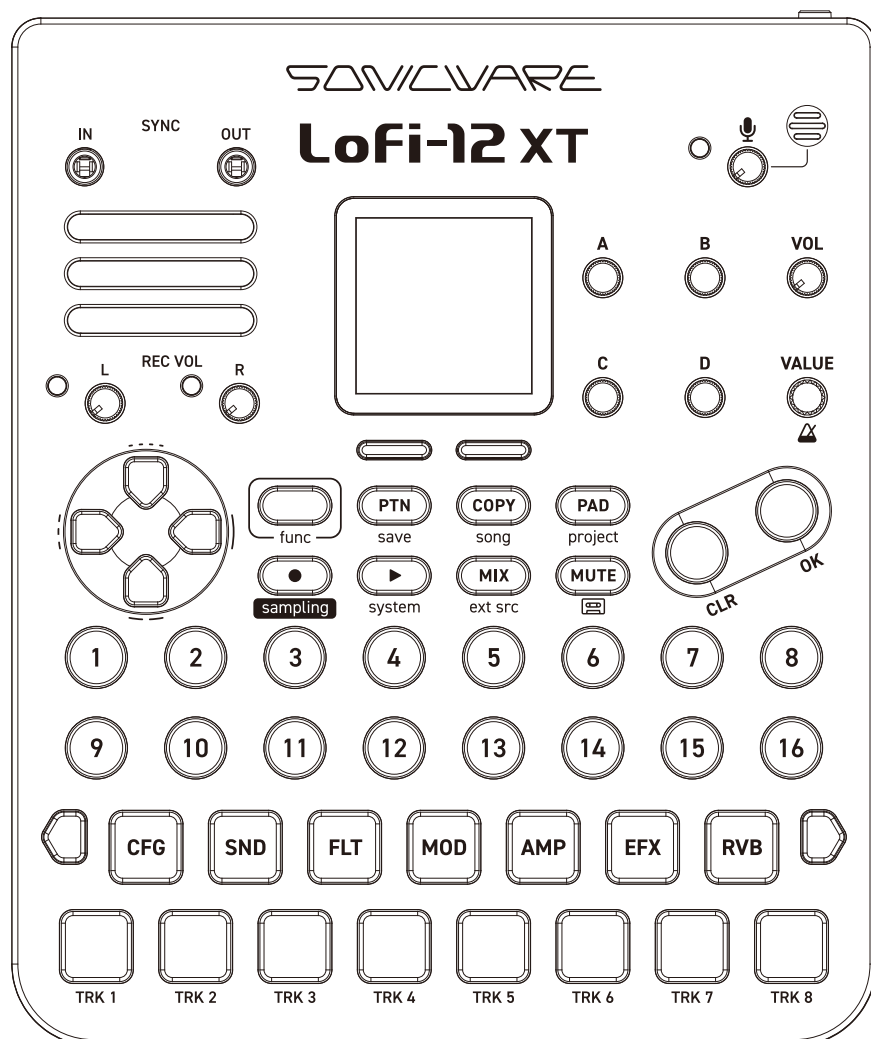


# LoFi-12 XT

## Manual

Rev.4



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## FCC regulation warning (for USA)

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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---

## Important safety precautions

You must read the following precautions in order to use the product safely and prevent accidents.

### **WARNING !**

**Failure to follow these precautions could result in serious harm to the user or even death.**

- Operation using an AC adapter

Do not do anything that could exceed the ratings of outlets and other electrical wiring equipment.

Disconnect the AC adapter from the outlet when lightning occurs and when not using it for a long time.

- Operation using batteries

Use commercially available 1.5V AA batteries.

Carefully read the precautions of the batteries being used.

Be sure to insert the batteries with +/– ends oriented correctly.

Do not use new and old batteries together. Do not use batteries of different types together.

Remove the batteries when they will not be used for a long time.

If a leak occurs, thoroughly wipe the battery compartment and battery terminals to remove the leaked fluid.

- Do not open the case and disassemble or modify the product.
- Do not drop, strike or apply excessive force to the unit.
- Do not put liquid on or in the unit.
- Do not put foreign objects into the case.
- Do not use at a loud volume. Doing so could generate loud volumes that might lead to hearing loss.
- When transferring this unit, use the individual packing box and cushioning material that it came with when purchased new.
- When the unit is powered on, do not wrap it in cloth, plastic or other materials.
- Do not step on or apply pressure to the power cord.
- Do not use in the following environmental conditions. Doing so could cause malfunction.
  - Locations in direct sunlight, environments that exceed 40° C, or near stoves and other heat sources
  - Locations with extremely low or high temperatures
  - Locations with extremely high humidity or where the product could become wet
  - Locations with frequent vibrations or much dust or sand
- If the unit becomes broken or malfunctions, immediately turn the power off and stop using it.

### **Usage Precautions**

Failure to follow these precautions could cause injury to the user and physical damage.

- When connecting cables or working with the power of the unit, minimize the input levels of connected devices or turn them off.
- Cleaning
  - If the screen or the case become dirty, wipe them gently with a soft cloth.
  - Do not use chemicals, including alcohol, benzene, thinner or cleansers.
  - If this does not clean them, wipe them with a slightly damp cloth that has been wrung out well.
  - Do not turn the power on until the product is completely dry.

# Introduction

---

Thank you very much for purchasing a SONICWARE Lofi-12 XT.

The Lofi-12 XT is an 8-track compact groovebox that can make any sound into a pleasant lo-fi / low-res sound.

We hope you enjoy using it for many years.

## Key features of the Lofi-12 XT

---

- 12/24kHz Early-Digital Sound Sampling with 12BIT Sampler mode
- Intuitive & Non-stop Beat Making with Mighty 8-Track Sequencer
- Powerful Signal Processing  
8 × Insert FX, Delay, Reverb and Master FX
- Effortless Background Mix-Tape Recording
- Versatile Connectivity with Other Devices
- Extensive Sample Libraries of over 2,500 samples

## Perform live anywhere

Battery power, a built-in speaker and a microphone enable sampling, producing and performing anywhere.

By connecting a smartphone or PC/Mac and using the audio interface functions, you can quickly livestream music you have made.

## Synchronize with all kinds of devices

By using the USB connector in addition to the MIDI/SYNC connectors, you can connect and synchronize multiple devices, including external synthesizers, drum machines and PCs, to use them together.

It can be synchronized with the Liven series, ELZ\_1 play, and even Teenage Engineering's PO series.

Also, by bridging clock synchronization signals between different types of connectors, such as generating MIDI clock from its SYNC IN connection, it can be useful at the center of live performances.

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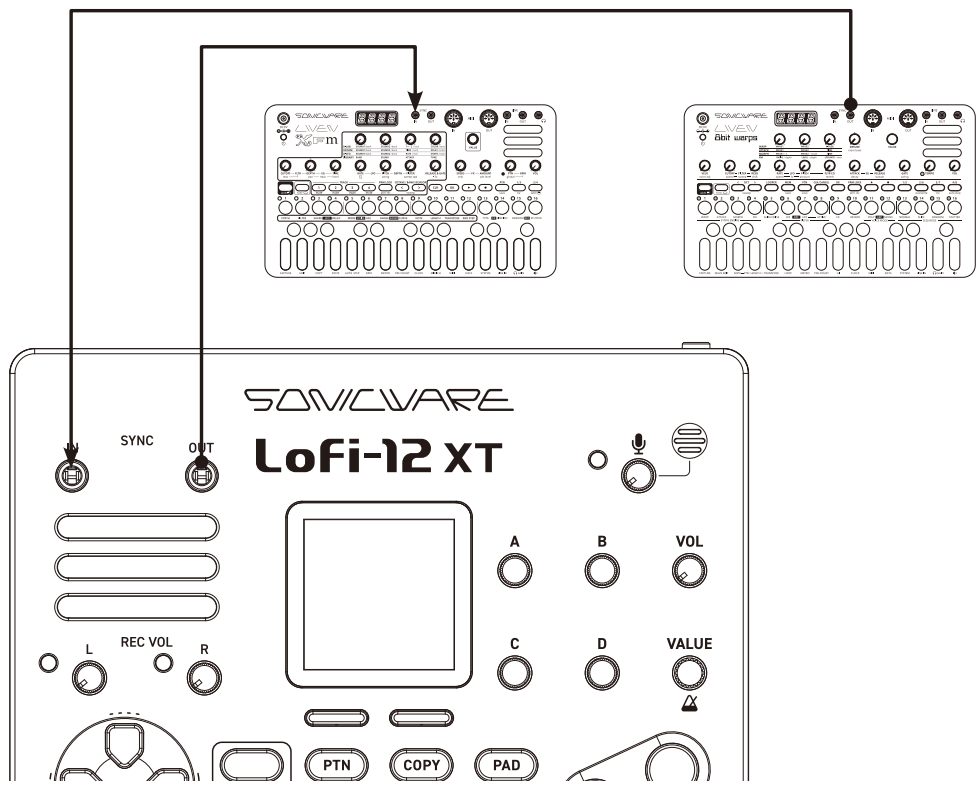
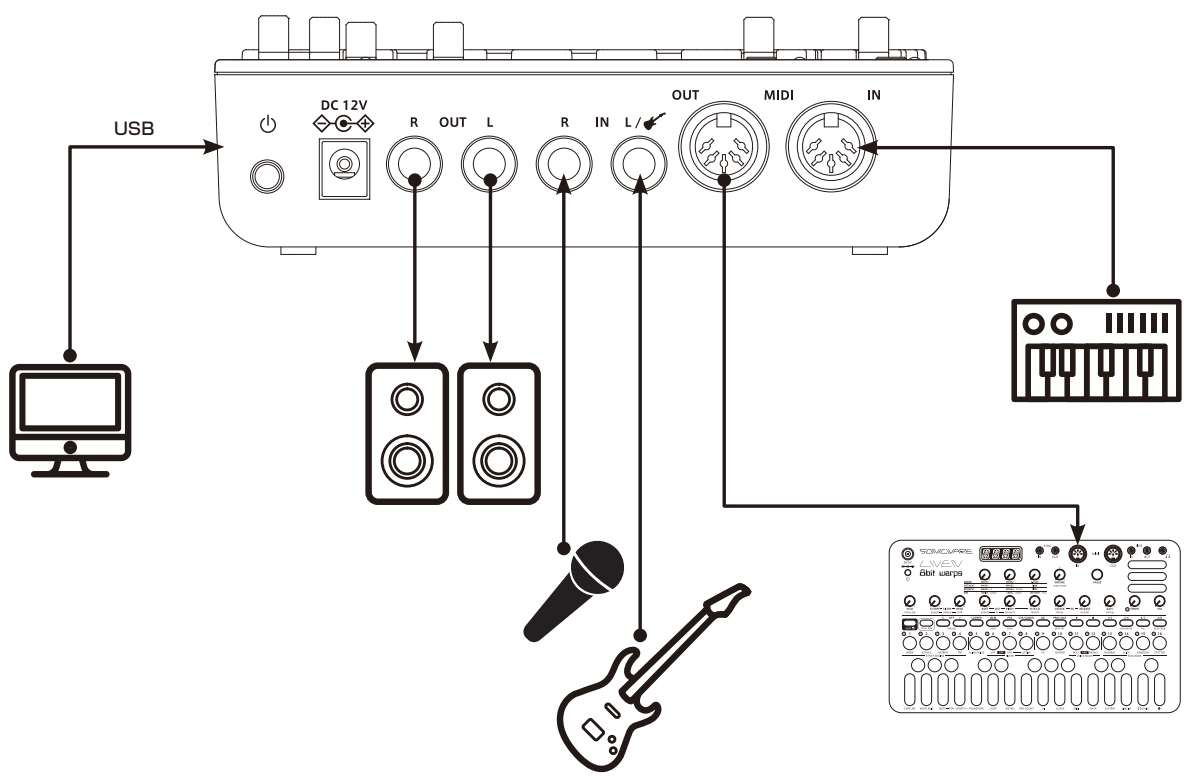




# Names of parts

<b>1 : SYNC In/Out</b> Input and Output for SYNC signals.	<b>2 : Mic</b> Built-in Mic with gain knob to adjust input volume.	<b>3 : Speaker</b> Built-in speaker.	<b>4 : Recording gain knobs</b> Adjust input volume of INPUT L and R.
<b>5 : Display</b>	<b>6 : Control knobs</b> Turn-and-press type knobs for A-D parameters on the screen.	<b>7 : VOL knob</b> Adjust headphones and speaker volume.	<b>8 : VALUE knob</b> Adjust master volume. Press to open the TEMPO MENU. This knob is also the Tempo LED.
<b>9 : Auxiliary buttons</b> Select items displayed at the bottom of the screen.	<b>10 : D-pad</b> Use for 7 re-trigger divisions from 8th to 64th notes. And menu cursor movement and item selection.		
<b>11 : function button</b> Press this button with other buttons to switch to the submenu.	<b>PTN</b> Open the PATTERN SELECT menu.	<b>COPY</b> Copy & Paste Tracks, Parameters or Steps.	<b>PAD</b> Switch to PAD mode.
	<b>save</b> Open the PATTERN SAVE menu.	<b>song</b> Open the SONG SELECT menu.	<b>project</b> Open the PROJECT MENU.
<b>REC</b> Record sequence data.	<b>Play</b> Play/Stop a pattern or song.	<b>MIX</b> Launch the MIXER.	<b>MUTE</b> Mute the track(s).
<b>sampling</b> Open the SAMPLING page.	<b>system</b> Open the SYSTEM MENU.	<b>ext src</b> Open the USB & EXT IN page.	<b>mix tape</b> Open the MIX TAPE page.
<b>12 : OK</b> Used to confirm in MENUs.	<b>13 : CLR</b> Use to cancel a step or exit from a menu screen.	<b>14 : STEP's</b> Press with the Track Pad: Direct data entry. <i>Press function button simultaneously to edit the data.</i>	
<b>15 : Page Switches</b> Select the page(bar) to edit. <i>In PAD mode, these become scale shift switches.</i>	<b>16 : Parameter Pads</b> Press the parameter to edit. <i>Press the function button simultaneously to select in PAD mode.</i>	<b>17 : Track Pads</b> Select a TRACK and trigger its sound. <i>Press the function button simultaneously to select without sounding.</i>	<b>18 : Power Switch</b> Press and hold to power on and off.
<b>19 : DC12V</b> Connect DC power supply.	<b>20 : Output L/R</b> Stereo line level audio output.	<b>21 : Input L/R</b> L Input can be connected to an E.Guitar. R Input can be connected to a Dynamic Microphone.	<b>22 : MIDI In/Out</b> Input and Output for MIDI signal.
<b>23 : USB Connector</b> Connect to a PC/MAC to manage data and use the Audio Interface function.	<b>24 : Storage Card</b> Lofi-12 XT internal data storage card.	<b>25 : Headphone Out</b> Stereo headphones output.	

# Connection example



# Basic Operations – General

---

## Preparing a power supply

An AC adapter is included.



or

6 AA batteries



**Use only the included AC adapter. Using an AC adapter with different specifications could cause damage.**

The following Battery Low icon will appear on the display if the remaining battery charge is low. Replace the batteries immediately.



When using nickel-metal hydride batteries or lithium batteries, change the battery setting.  
(→ P.164)

## Starting up

- 1 Press and hold the POWER switch until Lofi-12 XT appears on the display.



## Turning the unit off

- 1 Press and hold the POWER switch until the display turns off.

# Basic Operations

---

## Adjusting the overall volume

The volume from the speaker, headphones and the LINE OUT can be adjusted.

  
**VALUE**

Master Level	
0 - 127	This can be adjusted from $-\infty$ to +3 dB with 0 dB as the middle value (100).

## Adjusting the speaker and headphones volume





The volume from the speaker and headphones can be adjusted.

  
**VOL**

Speaker/HeadPhone Volume	
0 - 127	This can be adjusted from $-\infty$ to +6 dB with 0 dB as the middle value.

If you want to always mute the built-in speaker without connecting headphones, see "Muting the built-in speaker". (→ P.160)

## Direction, OK and CLR buttons

To keep this manual from becoming too complex, not every item that can be operated using the direction,  and  buttons is explained. On many screens, the direction,  and  buttons can be used in addition to the knobs.

# Basic Operations

---

## Control and VALUE knobs

Use the Control and VALUE knobs to change/adjust parameters shown on the screen.

These knobs are also switches. They are mainly used in the following two ways.



Turn

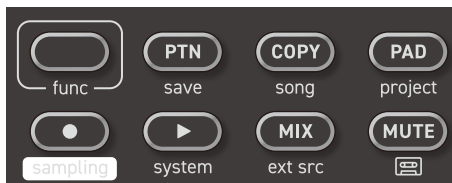


Push

If a parameter has a control knob with a downward pointing arrow, that parameter can be turned on/off or switched functions, by **pushing** it.

## Function button

Some Lofi-12 XT buttons have two functions.



In the example above, the secondary functions of the **PTN** and **COPY** buttons are “save” and “song”.

Pressing these buttons while pressing the **func** button will open their secondary menus.

In this manual, operations while pressing the **func** button will be shown as follows.



By using the function button with knobs, values can be skipped. Parameters with large value ranges, for example, can be set quickly by pressing the function button while operating their controls.


# Basic Operations

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## 15 PADs



## PARAMETER PAD

Pressing these 7 parameter pads will open parameter editing pages. Some pages have sub-pages that can be opened by pressing the  Auxiliary buttons.

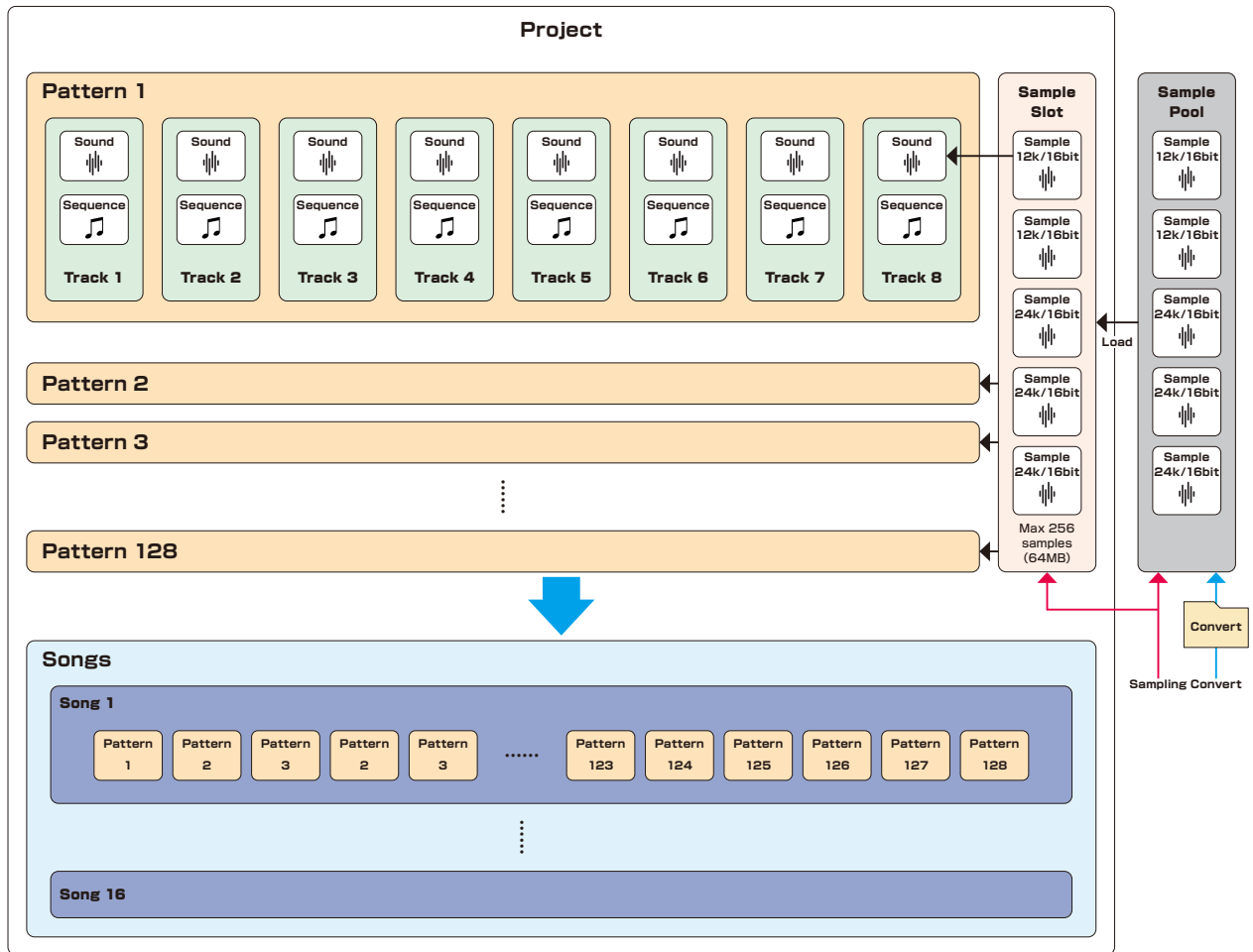
These sub-pages can also be opened by pressing the same parameter pad again.

## TRACK PAD

Pressing any of the 8 track pads to select a track and trigger the sample assigned to the track.

Edit each track by switching pages using the parameter pads.

# Lofi-12XT Project Structure



# Lofi-12XT Project Structure

---

## Project overview

Projects are collections of patterns, songs and sample slots, which will be explained later. All data used by the Lofi-12 XT are saved in projects.

Up to 256 samples (64 MB maximum) from the pool on the card can be added into each project for use.

The Lofi-12 XT can save up to 256 projects.

## Track overview

The Lofi-12 XT is a groovebox with an 8-track sequencer.

Tracks contain both sound settings and sequences (performance data).

The 8 tracks of the Lofi-12 XT can each have sequences made with different sounds.

## Pattern overview

A pattern is a combination of the 8 tracks. With lengths of 1-128 steps, patterns can be used as the smallest units in making songs.

The Lofi-12 XT can save a total of 128 patterns in a project.

## Song overview

Songs can be played back as single pieces of music. The playback order and repetition of patterns along with the number of bars can be set for a song.

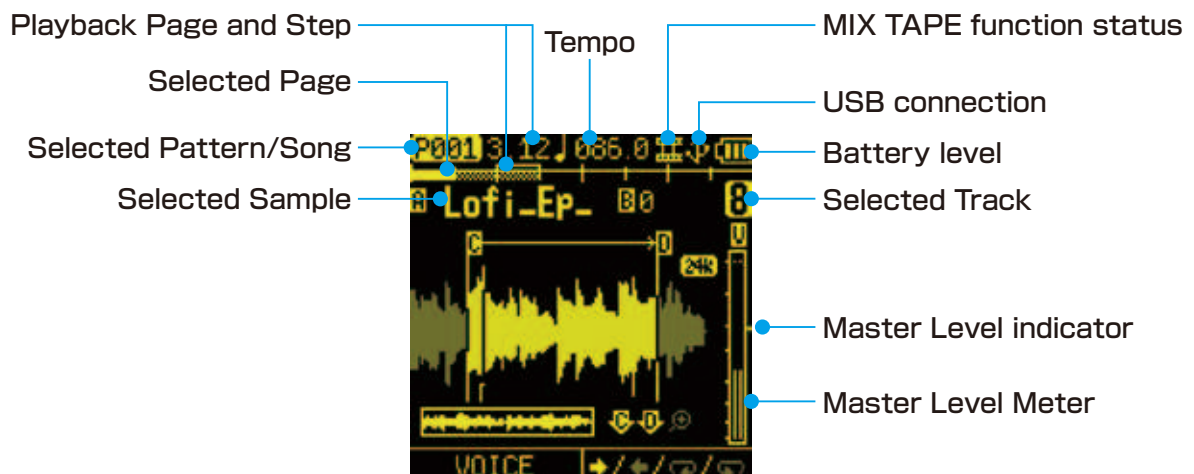
Each project can save up to 16 songs. Up to 99 patterns can be added to a Song.



# Pattern Playback and Basic Functions

## Common display items on the screens

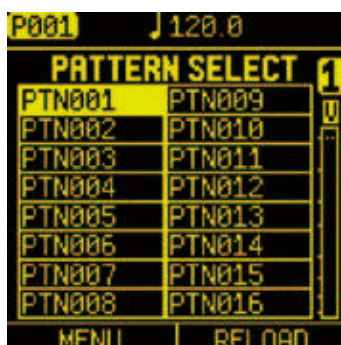
The Lofi-12 XT has a different screen display depending on the selected function, but the following display items are common.



# Pattern Playback and Basic Functions

## Selecting patterns

- 1 Press **PTN** to open PATTERN SELECT.
- 2 Press **STEP**.  
This selects a pattern.  
(STEP 1 for pattern 1... STEP 16 for pattern 16)
- 3 Press the **OK** button to enter a pattern.



## Playing patterns

- 4 Press **PLAY**.  
Press PLAY again to stop.



- When you press **OK** in procedure 3, the default behavior is to return to the parameter editing page that was last open. However, this behavior can be changed in the system settings. (→ P.156)
- If a different pattern is selected during pattern playback, it will be readied but will not start playing immediately.  
Playback will switch to the selected pattern after the playing pattern completes.  
(You can also switch patterns immediately by pressing **func** + **OK**.)
- Press **OK** + **PLAY** to play a song (→ P.125).
- Press **CLR** + **PLAY** to stop all sound immediately.


## Selecting pattern 17 and higher

Press **Page switches** and **TRACK PAD** after procedure 1 to change 16 chunks, enabling selection of pattern 17 and higher.

# Pattern Playback and Basic Functions

---

## Reloading patterns

- 1 Press **PTN**.
- 2 Press  Auxiliary right button **RELOAD**.
- 3 Select the item to reload and press the **OK** button.

RELOAD	
SEQUENCE	Reload STEP DATA stored in the sequencer.
PARAMETER	Reload track settings.
ALL	Reload all settings and sequences in the pattern.
SEND EFX	Reload Send FX settings.

## Adjusting the volume of individual patterns

- 1 Hold **func** and turn  VALUE.

PATTERN LEVEL	
0 - 127	Pattern levels can be set in a range of $-\infty$ - +3 dB. ( <i>The value 100 is 0 dB.</i> )

# Pattern Playback and Basic Functions

## Play a pattern from another project

**1** Press **func** + **PAD** project to open the PROJECT MENU.

**2** Select SELECT/NEW in the PROJECT MENU.



**3** Select one of the preset projects and press the **OK** button.



**4** Select YES to save the current project and press the **OK** button.



Once the project is opened, follow the ●STEPS on (→ P.18) to play a pattern.

# Pattern Playback and Basic Functions

## Changing the tempo

- 1 Press VALUE to open the TEMPO MENU.  
Turn A - D knobs to edit.




TEMPO MENU		
A knob	BPM	<b>40 - 250:</b> Set the pattern tempo
A (Push)	TAP	Set Tempo by tapping
B knob	SWING	<b>0% - 75%:</b> Set the SWING amount
C knob	METRONOME	<b>0 - 16:</b> Adjust Metronome volume
C (Push)	OFF/ON	METRONOME ON / OFF
D knob	P-COUNT	<b>1 - 16:</b> Set the pre-count number
D (Push)	OFF/ON	Pre-count ON / OFF
Auxiliary left button	GLBL, PTN	<b>PTN:</b> Whenever a different pattern is selected, the BPM is reset using the tempo saved in that pattern.  <b>GLBL:</b> The current global BPM value will continue to be used even when a different pattern is selected.

# Pattern Playback and Basic Functions

---



- Select global BPM mode to maintain a consistent tempo during the jam session. Use pattern BPM mode when you want the tempo to change with each pattern.
  - Press the  Auxiliary right button **RELOAD** to reload the pattern's TEMPO settings.
- 

## Changing tempo

- 1 Turn the  A knob in the TEMPO MENU to change the tempo. Turn it while holding down  to change in increments of 0.1.



## Setting the swing

- 1 Turn the  B knob in TEMPO MENU to adjust the SWING amount.





- SWING can be set for each track individually on the CONFIG page. (→ P.66)
- 

## Setting the metronome

- 1 Press the  C knob in TEMPO MENU to turn on the metronome.
- 2 Turn the  C knob to adjust the metronome volume.

## Setting the pre-count

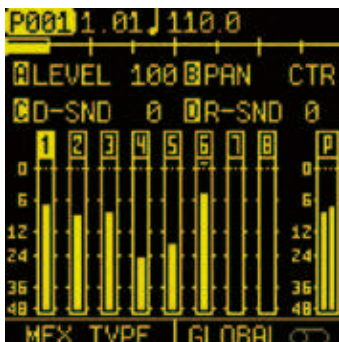
- 1 Press the  D knob in TEMPO MENU to turn on precount.
  - 2 Turn the  D knob to set the precount number.
-

# Pattern Playback and Basic Functions

## MIXER

- 1 Press the **MIX** button to open the MIXER page.
- 2 Press a **TRACK PAD** to select that track for editing.

## Adjusting the mixer



MIXER		
A knob	LEVEL	<b>0 - 127:</b> Track level
B knob	PAN	<b>L63 - L1, CTR, R1 - R63:</b> Track panning
C knob	DELAY SEND	<b>0 - 127:</b> Send amount to delay effect
D knob	REVERB SEND	<b>0 - 127:</b> Send amount to reverb effect
Auxiliary left button	MFX TYPE	Open Master FX page
Auxiliary right button	GLOBAL OFF/ON	<b>OFF:</b> Use the settings saved in the pattern.  <b>ON:</b> The current settings are saved and used as global settings.

# Pattern Playback and Basic Functions

## Setting the master effect











The Lofi-12 XT has a master effect that is applied after the mixer.













MASTER FX		
A knob	TYPE	Change the effect type  <b>FILTER</b> : Filter  <b>SC-COMP</b> : Side-chain compressor  <b>COMP</b> : Compressor  <b>ISOLATOR</b>  <b>REMIX</b>  <b>SNIP LOOP</b>
B knob 	ON/OFF	Turn ON/OFF Master FX You can also press the  button to switch between ON and OFF.
Auxiliary left button	MFX PARAM	Go to Master FX Parameters page.
Auxiliary left button	MIXER	Go to Mixer page. It can also be displayed by pressing .
Auxiliary right button	GLOBAL OFF/ON	<b>OFF</b> : Use the settings saved in the pattern.  <b>ON</b> : The current settings are saved and used as global settings.






# Pattern Playback and Basic Functions

FILTER 1/2		
 C knob	FREQ	<b>0 - 127:</b> Filter cutoff frequency
 D knob	RESONANCE	<b>0 - 127:</b> Filter resonance
FILTER 2/2		
 A knob	TYPE	<b>LPF, HPF, BPF:</b> Filter type selection
SC-COMP 1/2		
 C knob	RATIO	<b>0 - 127:</b> Compressor ratio value
 D knob	THRESHOLD	<b>0 - 127:</b> Compressor threshold value
SC-COMP 2/2		
 C knob	ATTACK	<b>0 - 127:</b> Compressor attack time
 D knob	RELEASE	<b>0 - 127:</b> Compressor release time
 A knob	SIDE CHAIN SOURCE	<b>NONE, TRACK1 - 8, EXT IN, USB:</b> Selecting a track to set as the side-chain source
 B knob  B (Push)	TARGET	<b>1 - 8, S, E, U:</b> Select tracks to apply compressor to. Switch target tracks ON/OFF by pushing the knob.  By selecting S, E, U, compression can also be applied to the send effect, External input and USB audio.

# Pattern Playback and Basic Functions

COMP1/2		
 C knob	RATIO	<b>0 - 127:</b> Compressor ratio value
 D knob	THRESHOLD	<b>0 - 127:</b> Compressor threshold value
COMP 2/2		
 A knob	ATTACK	<b>0 - 127:</b> Compressor attack time
 B knob	RELEASE	<b>0 - 127:</b> Compressor release time
 D knob	GAIN	<b>0 - 127:</b> Compressor make up gain
ISOLATOR 1/2		
 C knob	L-GAIN	<b>-63 - 0 - 63:</b> Low frequency gain amount
 D knob	M-GAIN	<b>-63 - 0 - 63:</b> Mid frequency gain amount
ISOLATOR 2/2		
 A knob	H-GAIN	<b>-63 - 0 - 63:</b> High frequency gain amount
 B knob	GAIN	<b>-63 - 0 - 63:</b> Isolator gain amount
REMIX		
 C knob	REPEAT	<b>0 - 127:</b> Set speed of repeats

# Pattern Playback and Basic Functions

SNIP LOOP 1/2		
 C knob	LENGTH	<b>1/1, 1/2, 1/4, 1/8, 1/12, 1/16, 1/24, 1/32, 1/48, 1/64, 1/128:</b> Snip the loop audio by the selected length.  The LENGTH can also be changed to multiples of 1/4 - 1/32 by pressing the D-Pad.
 D knob	DEPTH	<b>0 - 127:</b> Adjust the amount of audio that will be looped back within the selected LENGTH.
SNIP LOOP 2/2		
 A knob	BAL	<b>-63 - 0 - 63:</b> Adjust the mix amount between the playback audio and loop audio.

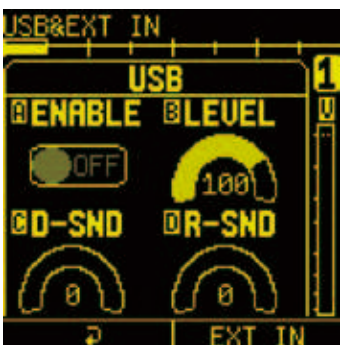
# Pattern Playback and Basic Functions






## External input function

Lofi-12 XT can not only use USB and external input audio for sampling, but also use them as tracks.

The USB and analog inputs can also be sent to Reverb/Delay effects individually.

1 Press **func** + **MIX** ext src.



USB&EXT IN		
 A knob	ENABLE	<b>OFF, ON:</b> Turn ON/OFF input audio monitoring
 B knob	LEVEL	<b>0 - 127:</b> Adjusting external audio level
 C knob	D-SND	<b>0 - 127:</b> Send amount from the EXT IN/USB to the delay effect
 D knob	R-SND	<b>0 - 127:</b> Send amount from the EXT IN/USB to the reverb effect
 Auxiliary right button	EXT IN/USB	<b>EXT IN:</b> EXT IN audio settings page  <b>USB:</b> USB audio settings page

# Pattern Playback and Basic Functions


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- When USB is selected as the recording source, the USB setting for ext src is disabled and the EXT IN setting is reflected in the USB input.
  - When using analog inputs, use the REC VOL knob to adjust the input level. If the REC VOL is turned all the way to the left, no audio will be input.
-

# Track Operations

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With the Lofi-12 XT, select 8 track pads and use 6 track parameter pads and 1 send effect parameter pad to change settings.  
Pressing a  TRACK PAD will select the corresponding track and simultaneously play the loaded sample.





## Selecting samples

- 1 Press the  TRACK PAD to select the track.  
The assigned sample will play back.



- 2 Turn the A knob on the SND page to select a sample (slot).

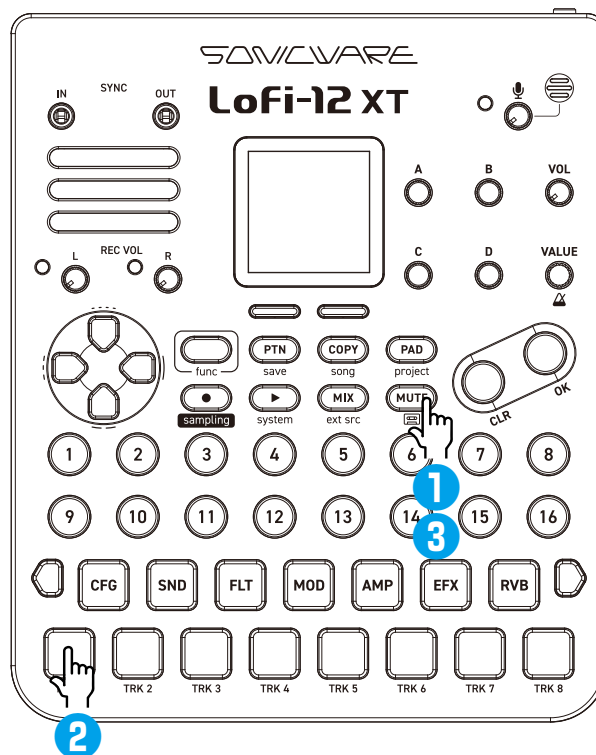


- A track can be selected without playing the sample by pressing the  TRACK PAD while pressing the  button.
- A  TRACK PAD that has a sample assigned will be lit green.  
The selected  TRACK PAD will be lit white.

# Track Operations

## Muting tracks

- 1 Press the **MUTE** button.
- 2 Press the ☐ TRACK PAD(s) you want to mute.  
☐ TRACK PAD(s) for muted tracks will be lit yellow.  
Press yellow ☐ TRACK PAD(s) to unmute that track(s).
- 3 Press **MUTE** (lit yellow) to exit MUTE mode



- By pressing a ☐ TRACK PAD while holding the **MUTE** button, the selected track can be muted/unmuted directly.
- A track can be selected by pressing **func** + ☐ TRACK PAD even in MUTE mode.
- By changing mute mode( → P.157), tracks can be played by pressing track pads even if the tracks are muted.

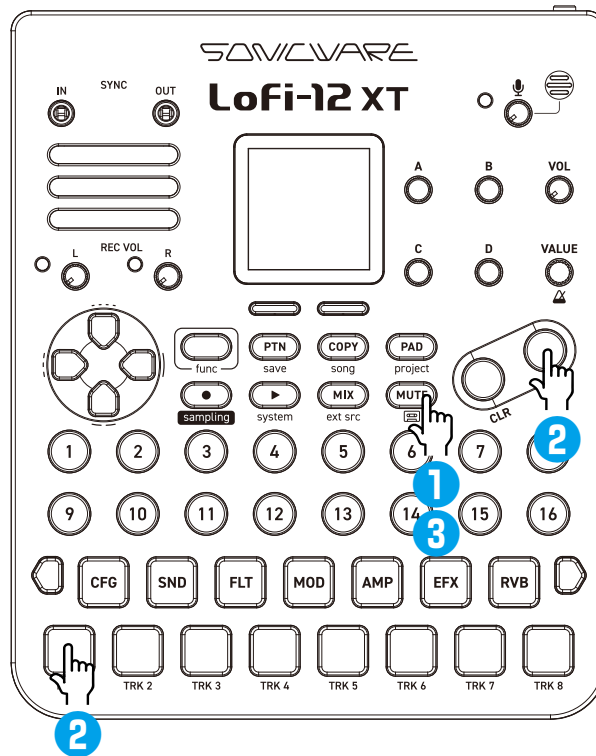
# Track Operations

## Setting Global mute

- 1 Press **MUTE** to activate MUTE mode.
- 2 While pressing **OK** button, press the **TRACK PAD(s)** you want to mute.  
The muted **TRACK PAD(s)** light bright yellow.

The globally muted tracks will remain muted after pattern switching.

- 3 Press **MUTE** (lit yellow) to exit MUTE mode.






# Track Operations

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## Using the D-pad Roll

The D-pad Roll can be played by pressing a  TRACK PAD while pressing D-pad direction buttons.

This operation can be also recorded in the sequencer.

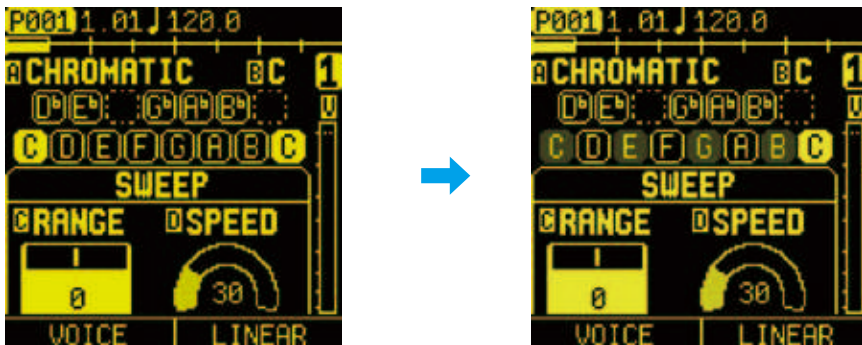
D-PAD	
Right	8th note
Down + right	Quarter note triplet
Down	16th note
Down + left	8th note triplet
Left	32nd note
Up + left	16th note triplet
Up	64th note
Up + right	None



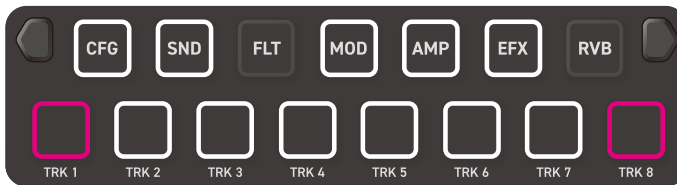
- While playing the D-pad Roll, you can control the velocity by changing the amount of pressure on the  TRACK PAD.
  - While playing rolls, the roll speed will match changes made to the D-pad direction.
  - You cannot perform ROLL using the D-pad while the Mixer screen is displayed.
-

# Track Operations

## Playing in PAD mode



- 1 Press **PAD** to enter PAD mode.  
Press **PAD** on the SND page to display the PAD page.



While in PAD mode, you can play the sample in a scale with the 15 PADs. The root note of the scale will light pink at each octave.

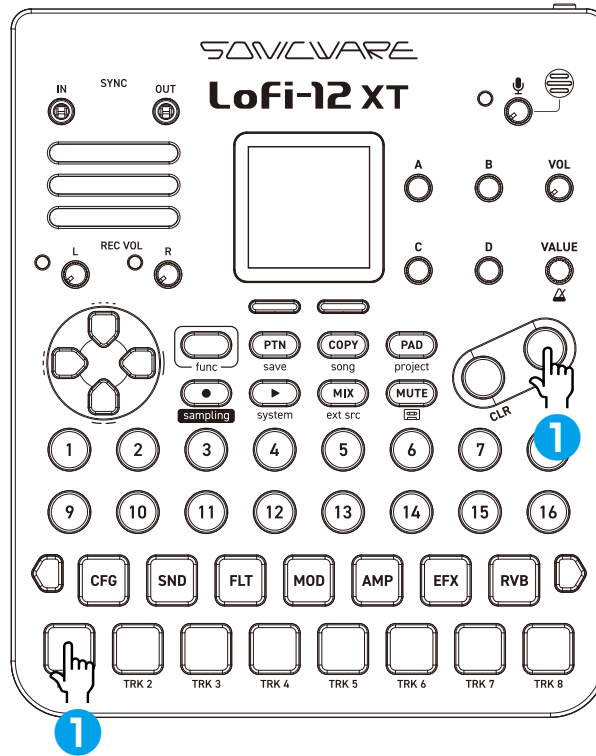


- When the voice mode is set to SLICE, you can play slices with 15 PADs. (→ P.74)
- The PAD mode screen display corresponds to the pads that are being note-on triggered.
- Pads that are members of choke groups will have their corresponding number displayed on screen.
- In PAD mode, you can switch parameter edit pages by pressing **func** + **PARAMETER PAD**, the tracks by pressing **func** + **TRACK PAD**, the pages by pressing **func** + **Page switches**.

# Track Operations







## Playing held notes

- 1 Press **OK** + **15 PADs**.  
This will hold played notes.  
Press the same pad again to release held notes. All held notes can be released by pressing **OK** + **CLR**.




- You can hold the arpeggiator by setting the voice mode to POLY and ARP.  
You can hold playing rolls by pressing **OK** + D-pad + **15 PAD**.

# Track Operations

PAD MODE		
 A knob	SCALE	Select the scale shown for the  15 PADs.
 B knob	Key	<b>C,Db,D,Eb,E,F,Gb,G,Ab,A,Bb,B:</b> Set the root note shown for the 15 PADs.
 C knob	SWEEP RANGE	<b>-11 - 11, <math>\pm 10</math>CT, <math>\pm 20</math>CT:</b> Amount of sweep Negative values will sweep down, while positive values will sweep up.
 D knob	SWEEP SPEED	<b>0 - 127:</b> Sweep speed The lower the value is, the faster the speed.
 Auxiliary right button	SWEEP CURVE	<b>LINEAR:</b> After input, the note changes linearly to the range amount.  <b>EXP:</b> After input, the note changes gradually at first and then rapidly in the latter half until it reaches the range amount.  <b>LOG:</b> After input, the note changes rapidly at first and then gradually slows until it reaches the range amount.

# Track Operations

## Changing scale

- 1 Operate  A knob on the PAD page.  
The scales that can be selected are as follows.

SCALE		
CHROMATIC	Chromatic scale	C,Db,D,Eb,E,F,Gb,G,Ab,A,Bb,B
MAJOR	Major scale	C,D,E,F,G,A,B
MINOR	Minor scale	C,D,Eb,F,G,Ab,Bb
HARM. MINOR	Harmonic minor scale	C,D,Eb,F,G,Ab,B
MELO. MINOR	Melodic minor scale	C,D,Eb,F,G,A,B
DORIAN	Dorian scale	C,D,Eb,F,G,A,Bb
PHRYGIAN	Phrygian scale	C,Db,Eb,F,G,Ab,Bb
LYDIAN	Lydian scale	C,D,E,Gb(F#),G,A,B
MIXOLYDIAN	Mixolydian scale	C,D,E,F,G,A,Bb
LOCRIAN	Locrian scale	C,Db,Eb,F,Gb,Ab,Bb
SUP. LOCRIAN	Super Locrian scale	C,Db,Eb,E,Gb,Ab,Bb
MAJOR BLUES	Major blues scale	C,D,Eb,E,G,A
MINOR BLUES	Minor blues scale	C,Eb,F,Gb,G,Bb
DIMINISHED	Diminished scale	C,D,Eb,F,Gb,Ab,A,B
COM DIM	Combined diminished (octatonic) scale	C,D,Eb,E,Gb,G,A,Bb

# Track Operations

SCALE		
MAJ. PENTA	Major pentatonic scale	C,D,E,G,A
MIN. PENTA	Minor pentatonic scale	C,Eb,F,G,Bb
RAGA1	RAGA1	C,Db,E,F,G,Ab,B
RAGA2	RAGA2	C,Db,E,Gb,G,A,B
RAGA3	RAGA3	C,Db,Eb,Gb,G,Ab,B
ARABIC	Arabic scale	C,D,E,F,Gb,Ab,Bb
SPANISH	Spanish scale	C,Db,Eb,E,F,G,Ab,Bb
GYPSY	Gypsy scale	C,Db,E,F,G,Ab,B
MINOR GYPSY	Minor Gypsy scale	C,D,Eb,Gb,G,Ab,B
EGYPTIAN	Egyptian scale	C,D,F,G,Bb
HAWAIIAN	Hawaiian scale	C,D,Eb,F,G,A,B
PELOG	Pelog scale	C,Db,Eb,G,Ab
HIRAJOSHI	Hirajoshi scale	C,D,Eb,G,Ab
IN-SEN	Insen scale	C,Db,F,G,Bb
IWATO	Iwato scale	C,Db,F,Gb,Bb
KUMOI	Kumoi scale	C,D,Eb,G,A
MIYAKO BUSHI	Miyakobushi scale	C,Db,F,G,Ab
RYUKYU	Ryukyu scale	C,E,F,G,B
CHINESE	Chinese scale	C,E,Gb,G,B

# Track Operations

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SCALE		
WHOLE TONE	Whole tone scale	C,D,E,Gb,Ab,Bb
WHOLE HALF	Whole-half scale	C,D,Eb,F,Gb,Ab,A,B
5TH INT.	5th interval	C,G



- For the scales except the chromatic scale, the 15 PADs are filled in order with only the notes of the scale.
-

# Sample File Setup

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## Sample files that can be used with Lofi-12 XT

The Lofi-12 XT is a Lo-fi/Low-res sampler that only supports 12kHz or 24kHz/16bit mono WAV files.

All the presets are included in the above file formats.

There are three ways to create sample files for use with the Lofi-12 XT.

1. Sampling with the Lofi-12 XT.
2. Converting audio files with our original Lofi convert engine that makes it easy to create the “Lofi-12 sounds”.
3. Importing audio files that you created 12kHz or 24kHz/16bit mono WAV files (up to 40 seconds) into the Pool folder.

## Limitations of sample files

The Lofi-12 XT achieves powerful browsing and search functionality by creating a database of usable files. To ensure smooth operation, the following limitations are imposed:

- The maximum number of items in a single folder is 1,024. If this limit is exceeded, CONVERT AUDIO will skip converting files in that folder. DB UPDATE will also skip registering files in that folder to the database.



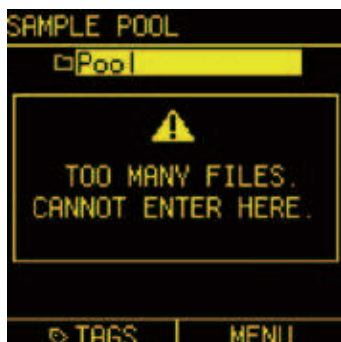
- If the full path of a folder exceeds 191 characters, the folder cannot be used.



# Sample File Setup

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- If the total number of folders and files in a hierarchy exceeds 1,024, the folder will not be converted or registered in the database.
- If TOO MANY FILES appears on the SAMPLE POOL screen, the file limit for a single folder has been exceeded.  
Files in folders that exceed the limit will not be displayed on the FILE NAME SEARCH or TAG SEARCH screens.  
Adjust the number of files in the folder.

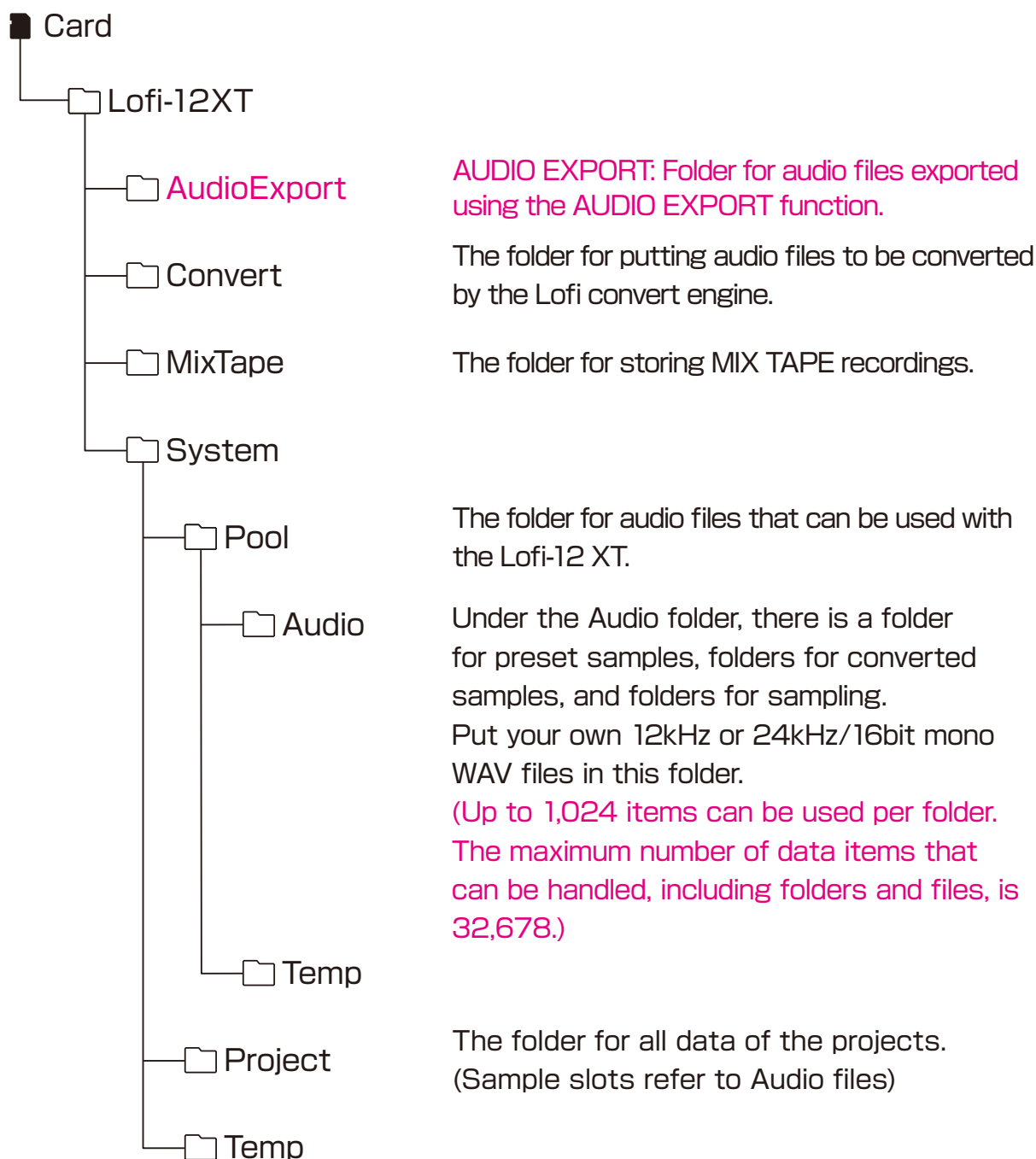


- The maximum number of usable files, including folders, in the Lofi-12 XT is 32,678. Audio files exceeding this limit cannot be used.
- WAV files with filenames longer than 64 characters, including extensions, cannot be used as they exceed the maximum character limit.
- WAV files with file names exceeding 64 characters (including the extension) cannot be used because they exceed the maximum number of characters.

# Sample File Setup

## Folder structure in the Lofi-12 XT

The folder structure on cards used in the Lofi-12 XT is as follows.



## Sample Slots

A single project has up to 256 sample slots. Sample files can be loaded into the slots for use in tracks.

# Sample File Setup – Sampling

## Sampling

1 Press **func** + **Sampling** to open the SAMPLING page.

2 Turn **A** - **D** knobs to set sampling settings.




















SAMPLING	
<b>A</b> knob	Select the recording source
<b>B</b> knob	Adjust monitoring level
<b>B</b> (Push)	Monitoring ON/OFF
<b>C</b> knob	Recording source settings
<b>D</b> (Push)	Normalize ON/OFF
<b>VALUE</b> (Push)	Auto recording ON/OFF
<b>VALUE</b>	Auto recording Threshold
<b>Auxiliary left button</b>	Select the sample rate 12kHz or 24kHz Recorded at the sample rate indicated.
<b>Auxiliary right button</b>	Turn ON to name after sampling is complete



- By turning on AUTO REC, sampling can be started automatically for input signals that exceed the set level.

# Sample File Setup – Sampling

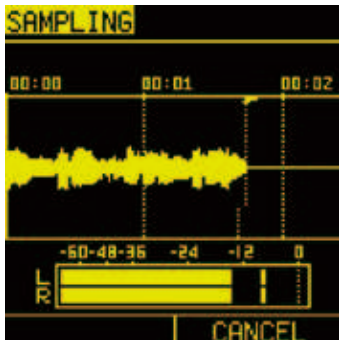
## Selecting the recording source

REC SRC			
	Built-in mic	Use built-in microphone. Set the appropriate volume using the microphone gain knob on the main unit.	
	Hi-Z	Connect and use a high-impedance instrument such as a guitar and bass. Set the gain with the  C knob.	Control input gain with  REC VOL knob
	Dynamic mic	Connect and use a dynamic microphone. Set the gain with the  C knob.	Control input gain with  REC VOL knob
	Stereo line input	Connect and use a stereo line instrument. Input signals are mixed down to mono. -20dB PAD can be turned on and off with  C knob.	Control input gain with  REC VOL knob
	Mono line input	Connect and use a mono line instrument. -20dB PAD can be turned on and off with  C knob.	Control input gain with  REC VOL knob
	USB audio input	Connect and use USB audio. Turn  C knob to select the sampling channel setting.	
	Resampling	Resample the pattern playback. Turn  C knob to select track to resample.	

# Sample File Setup – Sampling

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- 3** Press a ☐ TRACK PAD to select a track to record a sample to. Tracks that contain a sample flash red dimly. Track pads with a setting of OFF or NO FILE will flash bright red.
- 4** Press ☒ sampling or a red blinking ☐ TRACK PAD to start sampling. Sampling can be interrupted by pressing the  button **CANCEL**.



- 5** Press ☒ sampling or a red blinking ☐ TRACK PAD again to complete sampling.

Sampled files are automatically loaded into the sample slots and placed in the Pool \Audio\ 'project name' folder.



- The maximum sampling time is 40 seconds. Sampling automatically finishes when the maximum time is reached.
  - Sampling can also be started by pressing a ☐ TRACK PAD strongly and holding it. Complete sampling by releasing your finger.
-



# Sample File Setup – Converting

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## Convert audio

The Lofi-12 XT has our original Lofi convert engine that makes it easy to create the “Lofi-12 sounds” .

This convert audio feature allows you to convert common stereo audio files into the best audio files for the Lofi-12 XT.

Use the card reader mode ( → P.161) in advance to copy audio files that you want to convert to the Convert folder.

See "Folder structure in the Lofi-12 XT" ( → P.42)

## Supported WAV formats

The audio file formats that can be converted are as follows.

Sample rate	44.1kHz - 96kHz
bit depth	16bit - 24bit

The characters/symbols that can be used :

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

0123456789

!#\$%&' ( ) +,.-=@[]^\_{} ` (space)



- Audio files that use unsupported characters may not load properly and an error may occur.
  - If the file name is longer than 64 characters, the excess characters are cut from the center.
  - Audio files longer than 40 seconds will be cut to 40 seconds.
  - Unsupported audio files are not converted.
-

# Sample File Setup – Importing

---

## Converting audio files

- 1 Refer to Card Reader Mode( → P.161) to connect to your PC/ Mac and copy the audio files that you want to convert to the following location on the card.

"USB Drive:\Lofi-12XT \Convert"

- 2 In the PROJECT MENU, select CONVERT AUDIO.



All the subject files in the Convert folder will be shown.




- A maximum of 256 files can be displayed.  
Files that are not displayed will also be subject to conversion.
-




# Sample File Setup – Converting


- 3** Press  Auxiliary right button **CONVERT** to open CONVERT SETTINGS.



- 4** Select the settings you want to use to convert and press the  button to check them.

CONVERT SETTINGS	
12k	Converts at a sample rate of 12kHz
24k	Converts at a sample rate of 24kHz
L	Uses only the L channel of the stereo file.
R	Uses only the R channel of the stereo file.
L+R	Sums stereo files to Mono

- 5** Select OK and press the  button to execute the conversion. If L or R is selected, "\_L (or R)" will be added to the end of the file name after conversion is completed.

If you do not want to delete the original files after the conversion is complete, select NO when DELETE ORIGINAL FILES is displayed and press the  button.



# Sample File Setup – Converting

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- The converted samples can be used by loading them into sample slots. ( → P.52)
  - The converted samples are stored in the "Converted\_12k (or 24k)\_date tag" folder created in the Pool folder.
    - \*The folder is given a DATE tag derived from the newest file that is targeted for converting.
  - When converting mono audio files, the L, R, and L+R settings are ignored.
-

# Sample File Setup – Importing

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## Importing files that can be used with Lofi-12 XT

You can also import **12 kHz or 24 kHz/16-bit mono WAV files (up to 43 seconds)** created on your PC/Mac or other device into the Pool folder.

- 1 Refer to Card Reader Mode (→ P.161) to connect to your PC/Mac for copying the audio file to the following location on the card.

"USB Drive:\Lofi-12XT \System\Pool\Audio"

Folders can also be created to copy your audio files into.

- 2 Update the audio file database (→ P.63) to make the imported samples available.



- The imported audio files can be used by loading them into sample slots. (→ P.52)

The file format only accepts 12kHz or 24kHz/16bit mono WAV file (within 43 sec). Other file formats are not supported.

If your imported files are not shown on the sample pool screen, please check the file format.

- WAV files with file names exceeding 64 characters (including the extension) cannot be used because they exceed the maximum number of characters.

# Sample File Setup – Loading into Sample Slots

---

The Lofi-12 XT can use audio files on the card with tracks by loading into the sample slots.

Up to 256 samples (max. 64 MB) per project can be loaded into the sample slots.


## How to load samples into sample slots

There are three ways to load a sample into a sample slot.

### 1. Sample with the Lofi-12 XT

After sampling, samples are automatically loaded into sample slots. The samples are loaded in order in the empty slots.

### 2. Select and load samples on the SND page



On the SND page, press the A knob and select a sample from the TAG SEARCH or SAMPLE POOL to load. The samples are loaded in order in the empty slots.

### 3. Load with the SAMPLE SLOT in the PROJECT MENU

In the SAMPLE SLOT sub-menu in the PROJECT MENU, select a sample slot to load a sample. You can also unload a sample already loaded in the sample slot from this sub-menu.

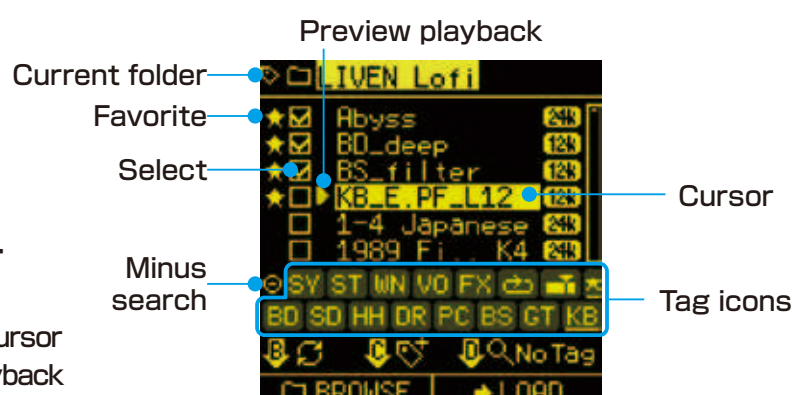
# Sample File Setup – Loading into Sample Slots

## Select a sample and load it into a sample slot

- 1 On the SND page, push the  knob. TAG SEARCH opens.
- 2 Search for the samples and select a sample, then press the  Auxiliary right button **LOAD**.  
The sample is loaded in order to an empty slot.

## TAG SEARCH operation

TAG SEARCH is useful when searching for samples of a desired sound category from the vast sample library.



### Move cursor position

By moving the cursor to a preview playback position, the sample can be played and previewed.

You can preview it again by pressing the D-pad left button.

### Page left switch

Holding it and press one of the 15 PADs will exclude samples with those Tags from the search.



### OK button

This selects the sample.

By moving the cursor while pressing the OK button, you can select multiple samples consecutively.

### OFF (no pads lit)

All samples are shown except samples without Tags (The samples without Tags can be shown by pushing the D knob).

### ON (pads lit blue)

The samples with the Tags are shown. By pressing multiple pads, you can narrow down the target samples.














### Minus ON (lit yellow)

You can exclude samples with specific Tags by pressing a pad while holding down the page left switch.

## Sample File Setup – Loading into Sample Slots

TAG		
	BD	Bass Drum
	SD	Snare
	HH	Hi Hats
	DR	Drum
	PC	Percussion
	BS	Bass
	GT	Guitar
	KB	Keyboard
	SY	Synthesizer
	ST	Strings
	WN	Wind
	VO	Voice
	FX	FX
		Loop
		Slice
 Page Fwd Switch		Favorite

# Sample File Setup – Loading into Sample Slots

TAG SEARCH			
	Select sample		
	Exit TAG SEARCH		
D-pad	Move cursor		
 B (Push)	Update the audio file database to the latest state. The update process usually takes about 3 minutes.		
 C (Push)	Switch to TAG EDIT mode	 C (Push) (TAG EDIT MODE)	<b>SAVE TAG</b> Finish TAG EDIT mode
 D (Push)	Show samples that do not have set tags		
 Auxiliary left button	<b>BROWSE</b> Switch to the SAMPLE POOL.	 Auxiliary right button	<b>LOAD</b> Load selected files to the track and sample slots If multiple files are selected, they will be loaded sequentially to empty slots.
		 +  Auxiliary right button	<b>DELETE</b> Delete the selected sample files.
 15 PADS	Turn on/off tags shown	 Page left switch +  15 PADS	<b>Minus search</b> Turn on/off the tags not shown.



- By opening a folder in the SAMPLE POOL, you can search only the files within the selected folder.





# Sample File Setup – Loading into Sample Slots

---

## Tagging samples

Lofi-12 XT can set 15 tags to samples.

By setting tags, you can quickly access the samples you want to use.

- 1** Push the C knob to enter TAG EDIT mode.
- 2** Select the sample and press  15PADs to add tags.  
Pads of the selected tags are lit green (except for Favorites)
- 3** Push the C knob to save the tags.  
To cancel the tagging, press the  button.



- 
- Tag information is stored in the audio file.
-




# Sample File Setup – Loading into Sample Slots

---

## Selecting samples from the SAMPLE POOL and loading them into sample slots

- 1 On the SND page, push the A knob to open TAG SEARCH.

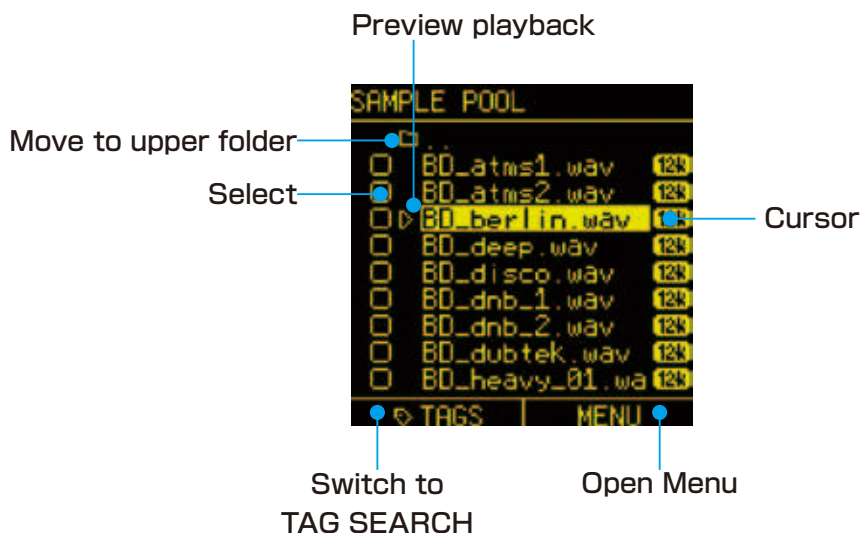


- 2 Press the Auxiliary left button **BROWSE** to open the SAMPLE POOL.

# Sample File Setup – Loading into Sample Slots

## SAMPLE POOL operations

If you know the sample you want, or if you want to load all the files in a folder into the sample slots, file selection in the SAMPLE POOL may be convenient.



### Move cursor position

By moving the cursor to a preview playback position, the sample can be played and previewed.

You can preview it again by pressing the D-pad left button.

### CLR button

Move to upper folder



### OK button

This selects the sample.

By moving the cursor while pressing the OK button, you can select multiple samples consecutively.


# Sample File Setup – Loading into Sample Slots

---

## SAMPLE POOL operations

SAMPLE POOL MENU	
LOAD SELECTED	This will load the selected sample into the track/sample slots.
FILE NAME SEARCH	This will search for file names within the displayed folder.
SELECT ALL	This will select all samples in the displayed folder.
DESELECT ALL	This will cancel selection of samples.
DELETE	This will delete the selected samples.






- If a folder is opened in SAMPLE POOL, when selecting TAG SEARCH by pressing  Auxiliary left button **TAGS**, only files in that folder can be targeted for TAG SEARCH.
-





# Sample File Setup – Loading into Sample Slots

---

## Loading files into sample slots

- 1** Select samples and press the  button.
- 2** Press  Auxiliary right button to open MENU.
- 3** Select LOAD SELECTED and press the  button.

## Deleting files

- 1** Select samples and press the  button.
- 2** Press  Auxiliary right button to open MENU.
- 3** Select DELETE and press the  button.
- 4** Select YES and press the  button.



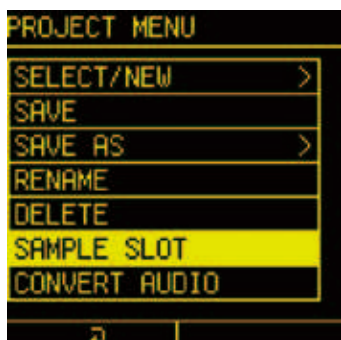
- 
- Deleted files cannot be recovered. Please use this function carefully.
-

# Sample File Setup – Loading into Sample Slots

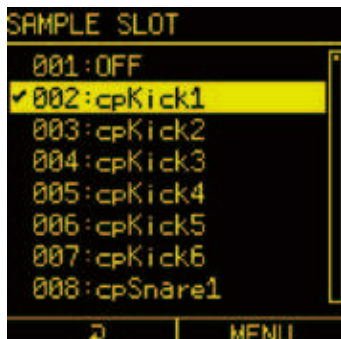
SAMPLE SLOT in the PROJECT MENU allows you to load a sample into a selected sample slot. You can also unload a sample that has already been loaded into a sample slot.

## Loading a sample into a selected sample slot

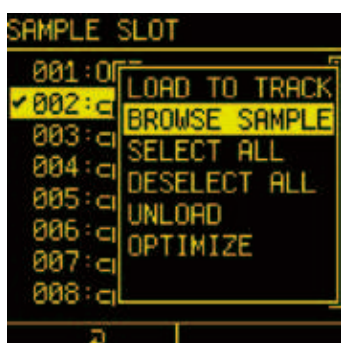
- 1 In the PROJECT MENU, select SAMPLE SLOT to open the SAMPLE SLOT Screen.



- 2 Select a sample slot and press the **OK** button to add a check mark. If you select a slot that already has a sample loaded, it will be loaded into the closest EMPTY slot higher than the selected slot.



- 3 Press **Auxiliary right button** to open the SLOT MENU and select BROWSE SAMPLE, then press the **OK** button.



You can load a sample into the selected sample slot by following the procedure "Loading samples from the SAMPLE POOL" on ( → P.57)

## Sample File Setup – Loading into Sample Slots

---

SLOT MENU	
LOAD TO TRACK	This loads the selected sample slot to the already selected track. This can be used when one slot is selected.
BROWSE SAMPLE	This opens the SAMPLE POOL.
SELECT ALL	This selects all sample slots.
DESELECT ALL	This deselects all slots.
SELECT UNUSED	This selects all sample slots not used in current project.
UNLOAD	This removes the samples from the selected sample slots.
OPTIMIZE	This defragments sample slot memory (64 MB) to free up space. Fragmentation is caused by loading and unloading samples.

# Sample File Setup – Loading into Sample Slots



---

## Updating the audio file database

If you have added audio files or shared project data to the SD card, please update the audio file database.

- 1 On the SND page, push the A knob to open TAG SEARCH.



- 2 Push the B knob.
- 3 Select YES and press the  button to update the database to the latest state.



- If you do not update the database, newly added audio files will not appear in the SAMPLE POOL/TAG SEARCH.
- The update process usually takes about 3 minutes.  
If the number of audio files on the card is large, it may take longer.



# Functions of Parameter Pads / CFG (Configuration) page

On the CFG (Configuration) page, settings can be edited for track sounds and step sequencers as well as sequence effects.

Press the  pad to open the CFG page.

## Sequence settings



CONFIG		
 A knob	LEN	<b>1 - 128:</b> Number of steps in sequence
 B knob	NOTE	<b>Note length of step:</b> <b>1/1</b> (whole note) <b>1/2</b> (half note) <b>1/4</b> (quarter note) <b>1/2T</b> (half note triplet) <b>1/8</b> (8th note) <b>1/4T</b> (quarter note triplet) <b>1/16</b> (16th note) <b>1/8T</b> (8th triplet) <b>1/32</b> (32nd note) <b>1/16T</b> (16th triplet) <b>1/64</b> (64th note)



# CFG (Configuration) page

---

🔊C knob	TRANSP	<b>-24 - +24:</b> Track transposition setting (semitone) If you don't want the transpose setting to be reflected in the 15 PADs, turn off <b>TRANSP</b> in PAD settings in the SYSTEM MENU.
🔊D knob	CHOKES	<b>OFF:</b> Choke group not set.  <b>SELF:</b> Turns off the voice that is sounding when the same note is re-triggered.  <b>1 - 4:</b> When any track within the same choke group is triggered, another track that is currently sounding in the same choke group will be silenced (note-off).



- Turning the 🔊A knob will change the step by 16 steps at a time. The value can be increased 1 step at a time by pushing the 🔊A knob.
- 

## Copying and extending sequences






A sequence that has been created can be duplicated.

- 1 While pressing the **func** button, turn the 🔊A knob to duplicate. Each duplication will double the LEN setting.

# CFG (Configuration) page

## Setting sequencer effects

The Lofi-12 XT has sequence effect functions, including Random that can randomize phrases, Stutter that repeats playback of pressed steps and Dice that sets the probability of notes sounding.

SEQ MODE		
 A knob	SWING	<b>PTN:</b> Following the amount of swing that set in TEMPO MENU.  <b>0% - 75%:</b> This sets the amount of swing in current track. Ignoring the swing setting in TEMPO MENU.
 B knob	RND STP (enabled when RANDOM selected)	<b>OFF, 1 - 16:</b> This sets the minimum step unit for randomization during random playback.
 C knob	DICE	<b>25% - 100%:</b> The probability of a note sounding can be set to 25 - 100%.
 D knob	Q-TIZE	<b>0% - 100%:</b> Adjusts the quantize of the micro timing of the notes. At 0%, quantize is disabled and the sequence is played back as per the recorded micro timing. At 100%, quantize follows the beat.
 Auxiliary right button	SEQ MODE	<b>NORMAL:</b> Sequences will be played back normally.  <b>RANDOM:</b> Sequence phrases will be played back randomly.  <b>STUTTER:</b> Steps being pressed will play back repeatedly.

# SND (Sound) page

Sample and voice mode settings can be made on the SND (Sound) page.

Press the **SND** pad to open the SND page.











Edit the parameters with the **knobs** and the **Auxiliary buttons**.

## Editing a sample



SOUND		
<b>knob A</b>	SAMPLE SLOT	<b>1 - 256:</b> Sample (slot) selection. You can also press <b>func</b> + <b>knob A</b> to display the sample slots and select a sample. (Press <b>knob A</b> or <b>OK</b> to determine, or <b>CLR</b> to cancel.)
	PITCH	<b>-1200 - +1200:</b> This changes the pitch.
	SEMITONE	<b>-12st ~ +12st:</b> This changes the semitone It can be changed up or down by 12 semitones.
<b>knob B</b> (Push to change Pitch mode)	REPITCH TO TEMPO	<b>HALF, 1BAR, 2BARS, 3BARS, 4BARS, 8BARS:</b> By setting the number of bars in the selection, the pitch is changed so that the sample is the right length for the tempo. <b>Samples are always pitch-shifted within a range of one octave up or down.</b>

# SND (Sound) page



Press  B knob	This switches PITCH/REPITCH TO TEMPO.	
Press  +  B knob	This switches PITCH/SEMITONE.	
 C knob	START	This sets the playback starting position in the sample.
 D knob	END (LENGTH)	This sets the playback range of the sample.
 Auxiliary right button	Playback mode	<p><b>1SHOT:</b> When you press the  track pad, the sample will play from START to END (LENGTH).</p> <p><b>1SHOT(REVERSE):</b> When you press the  track pad, the sample will play from END (LENGTH) to START.</p> <p><b>LOOP:</b> While holding down the  track pad, the sample will loop between the START and END (LENGTH) points.</p> <p><b>LOOP(REVERSE):</b> While holding down the  track pad, the sample will loop in reverse from END to START within the LENGTH range.</p>



- When the playback mode is changed to 1SHOT/1SHOT(REVERSE), AMP ENV is automatically turned ON. If you want the sample to play to the end without releasing, such as a drum loop, set AMP ENV to OFF.  
When changed to LOOP, AMP ENV is automatically turned OFF and GATE playback is enabled. If you want the sample to release when the pad is released, set AMP ENV to ON.
  - Pushing the Ⓐ knob to open TAG SEARCH, you can load samples into the sample slots.  
See TAG SEARCH (→ P.53)
  - Push the Ⓒ and Ⓓ knobs to enter waveform magnification/reduction mode. (The magnifying glass icon will light.)
-

# SND (Sound) page

## Difference in playback method between 1SHOT/LOOP setting and AMP envelope On/Off setting




1SHOT/LOOP	AMP ENV	PLAYBACK
	ON	Standard one-shot playback with AMP envelope. When you release your finger from the pad, the sound fades according to the AMP envelope settings.
	OFF	One-shot playback without AMP envelope. Even when you release your finger from the pad, the sound continues to play until the end of the sample's length setting. This allows you to trigger a note on the first STEP and have the entire sample play in a loop.
	ON	While the pad is pressed, the start/end (length) range of the sample is played repeatedly. When you release your finger from the pad, the sound fades according to the AMP envelope settings. For example, this is suitable for play a single-cycle sample.
	OFF	Gate playback, which plays only as long as the pad is pressed. When you release your finger from the pad, the sound is cut off.

# SND (Sound) page




## Editing the track voice mode

Press the  Auxiliary left button **VOICE** on the SND page.



VOICE		
 A knob	VOICE	<b>MONO, POLY, SLICE:</b> This selects the voice mode.
 B knob	GLIDE (when VOICE is MONO)	<b>0 - 127:</b> This adjusts GLIDE.
	ARP (when VOICE is POLY)	<b>OFF:</b> An arpeggiator will not be used for playback  <b>UP, DOWN, UPDOWN, DOWNUP UP &amp; DOWN, DOWN &amp; UP, RANDOM, UP1OCT, UP2OCT, DOWN 1OCT, DOWN2OCT, ORDER:</b> (→ P.73)
 C knob	12BIT	<b>ON, OFF:</b> This turns 12-bit sampler mode on/off. When on, the bit rate will be dropped to 12-bit, re-creating the sound of old samplers.

# SND (Sound) page


VOICE		
 D knob	VELOCITY SENSITIVITY	<p><b>0 - 127:</b> This sets the velocity sensitivity of the track. The velocity range increases as this value becomes higher. When set to 0, notes will always sound with a velocity of 127. <b>Pressing the  D knob will instantly set the value to 0.</b> See “Adjusting pad sensitivity” for details about the velocity setting of the unit ( → P.158)</p>
 Auxiliary right button	LEGATO (when VOICE is MONO)	<p><b>OFF:</b> A single voice will be output and each note retriggers the sound.</p> <p><b>ON:</b> A single voice will be output and additional notes will not retrigger the sound.</p>
	SLICE (when VOICE is SLICE)	This opens the SLICE/CHOP Screen.



# SND (Sound) page


## GLIDE setting (when MONO)

Glide can be set when the VOICE mode is set to MONO.


The  Auxiliary right button can also be pressed to turn on LEGATO, which causes a single voice to be output without retriggering.

## Arpeggiator settings (when POLY)













The arpeggiator function can be used when the VOICE mode is set to POLY.

By pressing multiple  15 PADS when in PAD mode, the arpeggiator can play one note at a time synchronized with the current BPM and NOTE settings. ( → P.64)

The arpeggiator sequence will be according to the type.

Using the PLAY ORDER type, the sequence will be played back in the order that the  15 PADS were pressed.

When a track has an arpeggiator set, the D-pad Roll function will be disabled.

ARPEGGIATOR			
UP		RANDOM	
DOWN		UP+1	
UP DOWN		UP+2	
DOWN UP		DOWN-1	
UP&DOWN		DOWN-2	
DOWN&UP		PLAY ORDER	 Notes are sounded in the order played on the keyboard

# SND (Sound) page

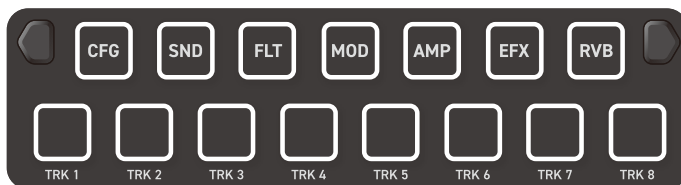
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## Slice mode

When the VOICE mode is set to SLICE, samples can be sliced into up to **16** parts.

By using the auto slice function, waveforms can be analyzed and automatically divided into suitable slices.


The levels and pitches of sample slices can be adjusted for each of the ☐ 15 PADs and ☒ **RVB** + ☐ **Page switch right button** they are assigned to.



- The slices are assigned to the 15 PADs in the order of ☒ **TRK1** to ☒ **TRK8**, ☒ **CFG** to ☒ **RVB** and ☒ **RVB** + ☐ **Page switch right button**.
  - Selected slices can be muted using PAD mode and MUTE modes (→ P.31).
-

# SND (Sound) page

## Slicing samples (Manual slicing)








- 1 On the VOICE page, turn the A knob to select SLICE.



- 2 Press the  Auxiliary right button **SLICE**.










- 3 Use the following to create slices.

CHOP/SLICE	
 A knob	Move the locator
 A (Push)	Add slice point
 B knob	Move slice point
 C knob	Move waveform display
 D knob	Zoom waveform display in/out
	Clear slice point
 Auxiliary left button <b>M/A/E</b>	Switch to auto slice mode

# SND (Sound) page




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- Slice points can also be added by pressing  button. You can also select a slice point with the D-pad left and right buttons.
  - During sample playback, the  15 PADs,  +  Page switch right button can be pushed at any time to add a slice point.
  - Slices can be selected by pressing the  15 PADs,  +  Page switch right button.
  - Slices created outside the START and END (LENGTH) range cannot be played.
-








# SND (Sound) page

## Slicing samples (Automatic slicing)

- 1 On the VOICE page, turn the A knob to select SLICE.
- 2 Press the Auxiliary right button **SLICE**.
- 3 Press the Auxiliary left button **M/A/E** on the CHOP/ SLICE Screen to select A.



- 4 Use the following to create slices.

CHOP/SLICE	
 A knob	Adjust sensitivity
 A (Push)	Execute automatic slicing
 B knob	Move slice point
 C knob	Move waveform display
 D knob	Zoom waveform display in/out
	Clear slice point
 Auxiliary left button <b>M/A/E</b>	Switch to even slice mode







- You can select a slice point with the D-pad left and right buttons.

# SND (Sound) page







## Slicing samples (Even slicing)

Slicing a sample to even lengths from the starting position.

- 1 On the VOICE page, turn the  A knob to select SLICE.
- 2 Press the  Auxiliary right button **SLICE**.
- 3 Press the  Auxiliary left button **M/A/E** on the CHOP/ SLICE Screen to select A.
- 4 Press the  Auxiliary left button **M/A/E** on the CHOP/ SLICE Screen again to select E.





- 5 Use the following to create slices.

CHOP/SLICE	
 A knob	Move a point starting to slice
 B knob	Adjust the length of each slice
 C knob	Move waveform display
 D knob	Zoom waveform display in/out
	Clear slice point
 Auxiliary left button <b>M/A/E</b>	Switch to manual slice mode

# SND (Sound) page

---



- By adjusting the B knob, you can evenly divide the sample into up to 16 slices.
  - By turning the D knob to zoom into the waveform, you can adjust the slice width more precisely.
  - You can select a slice point with the D-pad left and right buttons.
-

# SND (Sound) page

---

## Adjusting slice parameters

- 1 Press the  Auxiliary right button on the CHOP/ SLICE Screen.



- 2 Press  to enable PAD mode.









- 3 Press one of the  15 PADs to which slices are assigned to select it for editing.



# SND (Sound) page

## 4 Use the following to edit slices.

PAD MODE (SLICE)		
 A knob	CHOKE	<b>NONE, 1 - 4:</b> This sets the choke group for the slice.
 B knob	Change of editing object	<b>ALL:</b> Edit all slices at once.  <b>EACH:</b> Edits only the selected slice.  If pressed simultaneously, all pressed slices will be edited.
 C knob	PITCH	<b>-1200 - 1200:</b> This sets the pitch for the slice.
	SEMITONE	<b>-12st - +12st:</b> It can be changed a slice pitch up or down by 12 semitones.
Press  +  C knob	This switches PITCH/SEMITONE.	
 D knob	LEVEL	<b>0 - 127:</b> This sets the volume for the slice.



- When multiple pads are pressed simultaneously, the settings of the pad that was last highlighted by the cursor will be applied to the other selected pads.

# SND (Sound) page

---

## Saving slice data

You can save the edited slice information by pressing **func** + **OK** buttons on the CHOP/SLICE page.

The saved slice information is written directly to the audio file, so you can use it with the same settings even if you change the project or pattern.

- 1 Press **func** + **OK** buttons.



- 2 Select YES to save slice information.




- If you do not save the slice information to the audio file, it will be saved to the pattern when you **SAVE** the pattern.
-

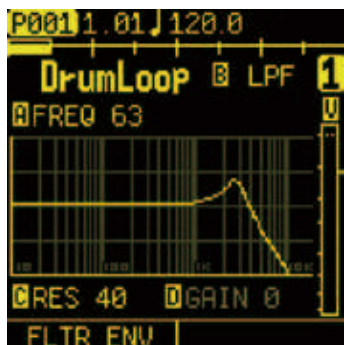
# FLT (Filter) page





The FLT (Filter) page is used to set a filter on the track.

Press the  pad to open the FLT page.

Press the  Auxiliary buttons as necessary to open the desired parameter page for editing.

## Editing the filter



FILTER		
 A knob	FREQ	<b>0 - 127:</b> Frequency setting
 B knob	TYPE	<b>OFF, LPF, HPF, BPF, LSF, HSF, PEQ:</b> Filter type selection
 C knob	RESONANCE (BPF:BAND WIDTH)	<b>0 - 127:</b> Filter resonance If BPF is selected, this will be bandwidth.
 D knob	GAIN (unavailable for LPF, HPF, BPF)	<b>-63 - 0 - 63:</b> Amount of LSF, HSF, PEQ Gain

# FLT (Filter) page

## Adjusting filter envelopes




FLTR ENV		
A knob	EG ATTACK	<b>0 - 127:</b> Envelope attack setting
B knob	EG RELEASE	<b>0 - 127:</b> Envelope release setting
B (Push)	ASR/AR	Switches envelope type  <b>ASR:</b> Attack-Sustain-Release type envelope  <b>AR:</b> Attack-Release type envelope
C knob	EG DELAY	<b>0 - 127:</b> Time until filter envelope starts
D knob	EG DEPTH	<b>0 - 127:</b> Envelope modulation depth
 Auxiliary right button	EG INVERT	<b>OFF, ON:</b> Envelope inversion

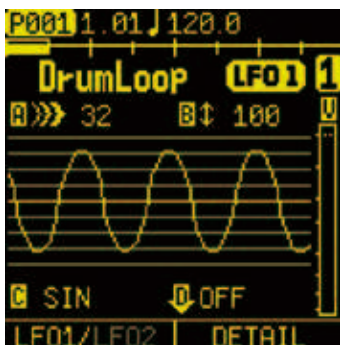
# MOD (Modulation) page



Each track has 2 LFOs that can be assigned to different targets.

Press the  pad to open the MOD page.






Press the  Auxiliary buttons as necessary to open the desired parameter page for editing.

## Editing LFO1 and LFO2

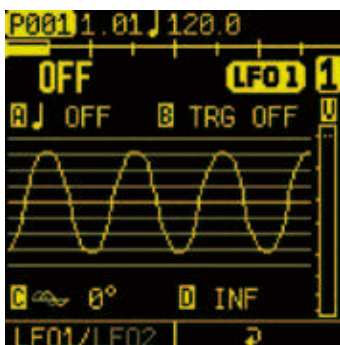


LFO1/2		
 A knob	RATE	<b>0 - 127:</b> Modulation speed The frequency of the LFO can be changed in a range of 0 - 30 Hz.
	SYNC SPEED (When SYNC is set to other than OFF.)	<b>-63 - 0 - +64:</b> This adjusts the speed relative to the tempo.
 B knob	DEPTH	<b>0 - 127:</b> Modulation depth The higher value is, the greater the amount of change. Set to 0 for no change.

# MOD (Modulation) page

LFO1/2		
 C knob	WAVESHAPE TYPE	<b>SIN, SQR, TRI, SAW, RSAW, RAND, SMRND, LOG, RLOG, PLS10, PLS25, PLS75, PLS90, STEP2, STEP3, STEP4, STEP5, STEP6, STEP7:</b> LFO waveshape selection
 D knob	ASSIGN	 <b>D (Push):</b> Select the modulation target. ( → P.88)
		 <b>D knob:</b> Adjust the MOD target parameter
 Auxiliary left button	LFO1/LFO2	Switch between LFO1 and LFO2

# MOD (Modulation) page



MOD DETAIL		
Ⓐ knob	SYNC	<b>OFF</b> <b>1/1</b> (whole note) <b>1/2</b> (half note) <b>1/4.</b> (dotted quarter note) <b>1/4</b> (quarter note) <b>1/8.</b> (dotted 8th note) <b>1/2T</b> (half note triplet) <b>1/8</b> (8th note) <b>1/16.</b> (dotted 16th note) <b>1/4T</b> (quarter note triplet) <b>1/16</b> (16th note) <b>1/8T</b> (8th triplet) <b>1/32</b> (32nd note) <b>1/16T</b> (16th triplet) <b>1/64</b> (64th note)
Ⓑ knob	TRIG MODE	<b>TRG OFF:</b> Trigger off setting  <b>0 - 100:</b> The LFO will restart at the same time as the trigger. The higher value is the longer fade-in until reaching the maximum value.
Ⓒ knob	PHASE	<b>0° - 359° :</b> This sets the LFO starting position.
Ⓓ knob	COUNT	<b>INF, 1 - 50:</b> This sets the number of times the LFO repeats.

# MOD (Modulation) page

---

## Modulation targets


ASSIGN
PITCH
SAMPLE START
SAMPLE LENGTH
FLT FREQ
FLT RESO
LF01 SHAPE
LF01 DEPTH
LF01 PHASE
LF01 SYNC
LF01 RATE
LF02 SHAPE
LF02 DEPTH
LF02 PHASE
LF02 SYNC
LF02 RATE
AMP ATTACK
AMP RELEASE
AMP LEVEL
AMP PAN
SEND DELAY
SEND REVERB



# AMP page







The AMP page is used to set amp envelope on the track.

Press the  pad to open the AMP page.





Press the  Auxiliary buttons as necessary to open the desired parameter page for editing.

## Editing envelope, panning and volume



AMP		
 A knob	EG ATTACK	<b>0 - 127:</b> Envelope attack setting Sets the time it takes to reach the volume setting after note on.
 B knob	EG RELEASE	<b>0 - 127:</b> Envelope release setting Sets the time until the volume goes to 0 after note off.
 B (Push)	ASR/AR	Switching envelope type  <b>ASR:</b> Attack-Sustain-Release type envelope The sound continues to be played as long as the  TRACK PAD is held down, and the length set by EG RELEASE is played after the  TRACK PAD is released.  <b>AR:</b> Attack-Release type envelope Regardless of how long the  TRACK PAD is held down, the length set by EG RELEASE is played back.

# AMP page

 C knob	PAN	<b>L63 - CTR - R63:</b> Track panning adjustment
 D knob	VOL	<b>0 - 127:</b> TRACK volume adjustment Sets the maximum volume of the Amp envelope.
 Auxiliary right button	ENV	<b>ON:</b> Enable Amp Envelope  <b>OFF:</b> Amp Envelope will be disabled.  In the case of 1SHOT, the entire sample range set by LENGTH will be played.  For LOOP, the sample will loop only while the  TRACK PAD is pressed (gate playback).

# AMP page

---

## Adjusting amount of send to SEND FX



SEND		
A knob	DELAY SEND	<b>0 - 127:</b> Send amount from the track to the delay effect
B knob	REVERB SEND	<b>0 - 127:</b> Send amount from the track to the reverb effect




- PAN, DELAY SEND, and REVERB SEND share parameters with the mixer.
-

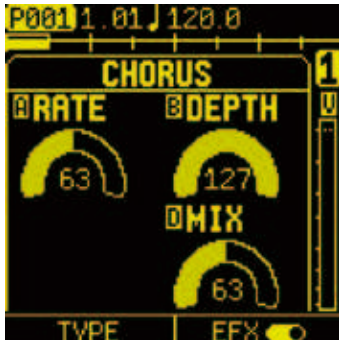
# EFX (Effect) page

---

On the Lofi-12 XT, one insert effect can be set for each track.



## Setting the effect

- 1 Press the  pad to open the EFX page.







- 2 Press the  Auxiliary left button **TYPE** to select EFX TYPE.



- 3 Select the effect to use, and press the  button.
- 4 Press the  Auxiliary right button to turn on EFX.


# EFX (Effect) page

EFX TYPE				
EFX TYPE	 A knob	 B knob	 C knob	 D knob
CHORUS	RATE	DEPTH		MIX
FLANGER	RATE	DEPTH	FEEDBACK	MIX
PHASER	RATE	STAGE	INVERT	MIX
INDELAY	TIME	FEEDBACK	BPM SYNC	BALANCE
VIBRATO	RATE	DEPTH	BPM SYNC	
AUTO WAH	TYPE	SENS	DEPTH	Q
TREMOLO	RATE	DEPTH	BPM SYNC	
RING MOD	TYPE	RATE	DEPTH	MIX
DETUNE	RATE	DEPTH		MIX
OVER DRIVE	GAIN	TONE		LEVEL
CRUSHER	SAMPLE RATE	BIT RATE	CUTOFF	BALANCE
LO & HI EQ	LOW-FREQ	HIGH-FREQ	LOW-GAIN	HIGH-GAIN
LPF	CUTOFF	RESO		
HPF	CUTOFF	RESO		
BPF	CUTOFF	RESO		
ISOLATOR	CUTOFF	BALANCE		
TILT FILTER	CUTOFF	BALANCE		
VINYL NOISE	CUTOFF FREQ	CUTOFF LEVEL	NOISE LEVEL	
WOW & FLUTTER	WOW	FLUTTER		
S. MAXIMIZER	GAIN	FREQ		LEVEL
STOMP COMP	SENS	ATTACK		LEVEL
RACKCOMP	ATTACK	RELEASE	RATIO	THRESHOLD

# RVB (Reverb/Delay) page





The Lofi-12 XT has Delay and Reverb send effects.  
Send amounts can be adjusted on the AMP page and the mixer.

Press the  pad to open the RVB (Reverb/Delay) page.

Press the  Auxiliary buttons (left for DELAY and right for REVERB) to open the parameter page desired for editing.

## Editing Delay and Reverb








REVERB/DELAY		
 A knob	Delay Mix	<b>0 - 127:</b> Delay mix amount
 B knob	Reverb Mix	<b>0 - 127:</b> Reverb mix amount
 C knob	Input Mute	<b>OFF, ON:</b> This mutes input to the Delay.
 D knob	Delay to Reverb Send	<b>0 - 127:</b> This adjusts the amount of Delay sent to the Reverb.

# RVB (Reverb/Delay) page



DELAY		
A knob	TIME	<b>0 - 127:</b> Delay time setting If BPM SYNC is set, this setting is disabled.
B knob	FEEDBACK	<b>0 - 127:</b> Feedback amount setting
C knob	BPM SYNC	<b>OFF</b> <b>1/1</b> (whole note) <b>1/2</b> (half note) <b>1/4.</b> (dotted quarter note) <b>1/4</b> (quarter note) <b>1/8.</b> (dotted 8th note) <b>1/2T</b> (half note triplet) <b>1/8</b> (8th note) <b>1/16.</b> (dotted 16th note) <b>1/4T</b> (quarter note triplet) <b>1/16</b> (16th note) <b>1/8T</b> (8th triplet) <b>1/32</b> (32nd note) <b>1/16T</b> (16th triplet) <b>1/64</b> (64th note)
D knob	WIDTH	<b>0 - 127:</b> This adjusts the stereo width of the effect sound. Set this to 127 for ping-pong delay.
Auxiliary right button	GLOBAL OFF/ON	<b>OFF:</b> Use the settings saved in the pattern.  <b>ON:</b> The current settings are saved and used as global settings.

# RVB (Reverb/Delay) page

REVERB		
 A knob	PRE DELAY	<b>0 - 127:</b> Pre-delay time
 B knob	DECAY	<b>0 - 127:</b> Decay time
 C knob	LO CUT	<b>0 - 127:</b> This adjusts the gain of the low-cut EQ. The higher the value, the more low frequencies will be cut.
 D knob	HI DAMP	<b>0 - 127:</b> This adjusts the attenuation of high frequencies. The higher the value, the less high frequencies are attenuated.
 Auxiliary right button	GLOBAL OFF/ON	<b>OFF:</b> Use the settings saved in the pattern.  <b>ON:</b> The current settings are saved and used as global settings.



# Creating Patterns / Step Sequencer Overview

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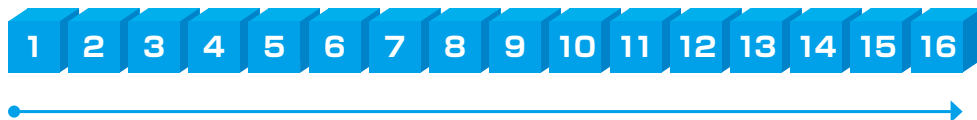
## Overview

The Lofi-12 XT step sequencer can play multiple steps in order (a sequence) with performance and parameter data.



Steps contain note data and parameter data.

Sequences contain multiple steps.



Sequences play in order from the first step.

A pattern is a combination of 8track sequencers. With lengths of 1-128 steps, patterns can be used as the smallest units in making songs.

## Lofi-12 XT step sequencer features

The sequencer in the Lofi-12 XT has the following features.

### Three input methods

#### Step recording

Record notes to each step with the sequencer stopped

#### Real-time recording

Record notes to steps by playing the keyboard

#### Direct recording

Record notes to steps directly during sequencer playback

# Step Sequencer Overview

---





## Flexible sequencing

### Sequences with up to 128 steps

The number of steps can be set from 1 - 128 as desired for each track

### Support for various note lengths

The length of each step can be set from 1/64th note to 1 bar

 (lit red)	Note
 (lit orange)	Parameter Lock
 (lit yellow)	Note and Parameter Lock
 (lit yellow-green)	Tied note (Indicated when REC is on)







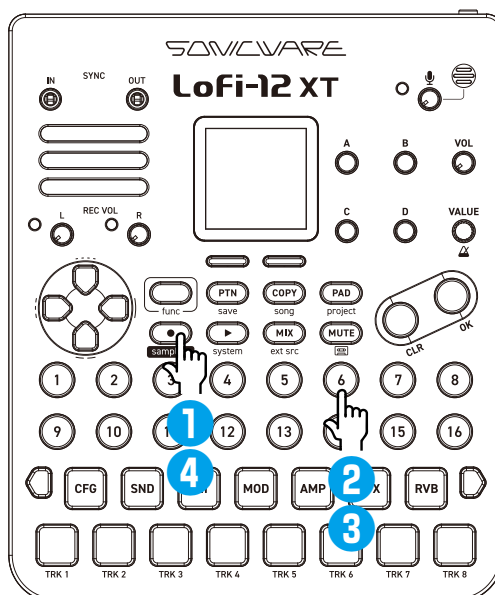
- Sequencer settings can be changed on the CFG page. CFG page details ( → P.64)
  - The Lofi-12 XT can generate a maximum of 20 notes simultaneously (20-voice polyphony).
-






# Creating Sequences – Step recording

Using step recording, sequences can be created carefully while playback is stopped.

## Basic operations

- 1 When stopped, press  (lights red).
- 2 Press the  STEP for the position where you want to input.  
The input STEP will light red.  
Press the same  STEP again to clear it.
- 3 Repeat procedure 2 to create the sequence.
- 4 Press  to end step recording.





- In PAD mode, the selected  STEP blinks green, and pressing the  15 PADs will input a note to the step.  
When a note is entered, the  STEP changes to blinking green and red.
- In PAD mode, you can delete notes by pressing  + .

# Creating Sequences – Step recording


---

## Selecting steps 17 and higher

After procedure 1, press the page switch to select steps 17 and higher.





While pressing the page switch, pressing a TRACK PAD that is lit blue will also select it.

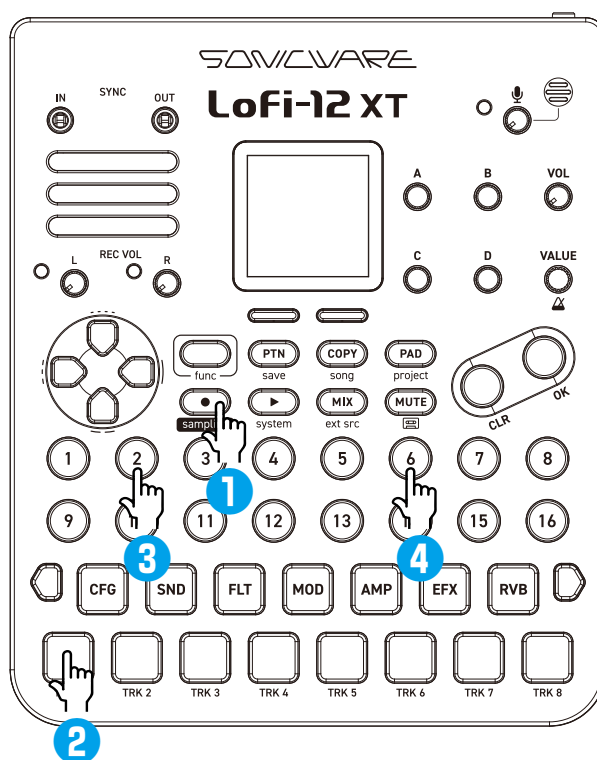












- The page switch is enabled/disabled according to the LEN (length) setting on the CFG page.
-

# Creating Sequences – Step recording

## Inputting tied-notes (long sounds)

- 1 Press  while stopped to start step recording (lit red).
- 2 Press and hold a  TRACK PAD.
- 3 Press the  STEP at the position where you want to start inputting notes.
- 4 Press the  STEP where you want the note to end.  
Tied notes are entered from the start step to the end step.






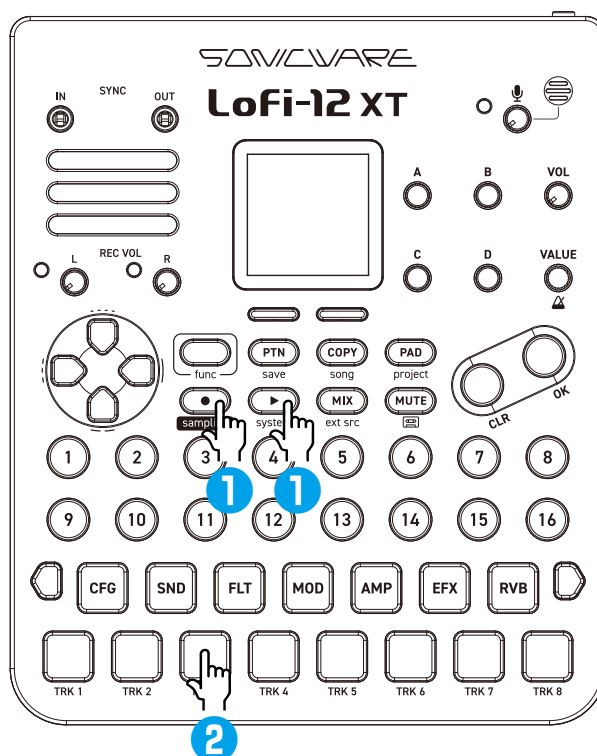
- When  is lit red, the  STEPs are lit yellow-green to indicate the tied notes. When  is off, it is indicated by pressing  + the  STEP of the note.
- In PAD mode, the selected  STEP blinks green, and pressing the  15 PADS will input a note to the step. When a note is entered, the  STEP changes to blinking green and red, and the end step of the tied note blinks green and yellow-green.
- In PAD mode, you can delete notes by pressing  + .








# Creating Sequences – Real-time recording

Sequences can be created in real time while playing the  15 PADs.

## Basic operations

- 1 After pressing , press .
- 2 The pattern will start playing. Press the  TRACK PAD when you want to input them.



- If you want to start over again during real-time recording, press  +  TRACK PAD to easily clear the notes you have recorded. In PAD mode, press  +  +  TRACK PAD to clear the notes.
- If you want to clear only the note of a specific step, press  + the  STEP.

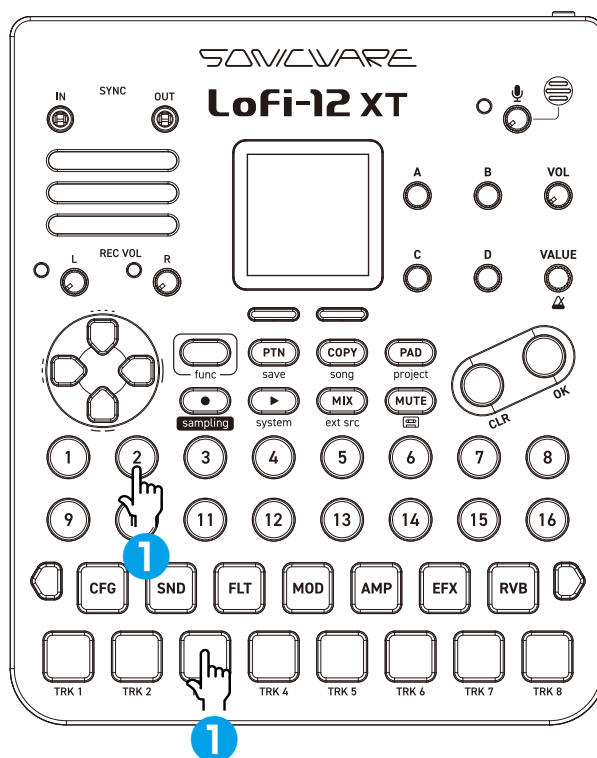
# Creating Sequences – Direct recording

With direct recording, notes can be input on steps directly both when stopped and playing back.

This is particularly useful for building up sequences while performing by directly inputting notes during playback.

## Basic operations

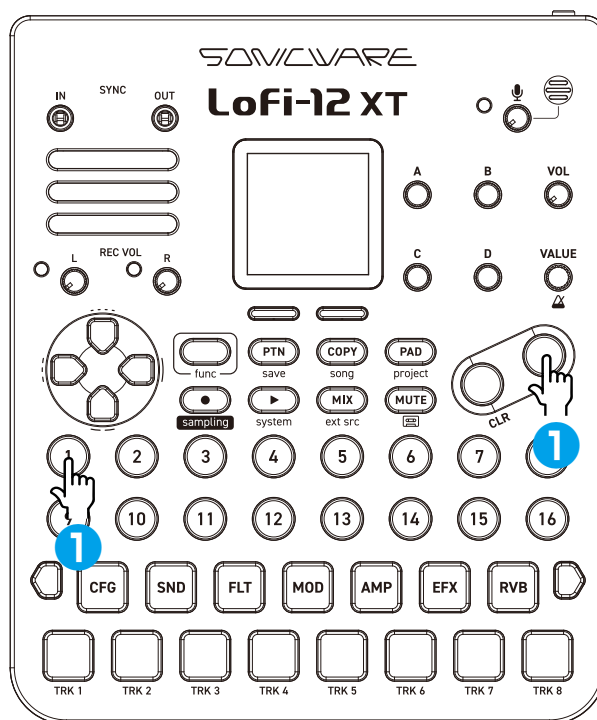
- 1 While pressing a ☐ TRACK PAD, press the ☒ STEP at the desired position to input a note.



# Creating Sequences – preview

## Confirming notes inputted in a step

- 1 While holding **OK**, press the **STEP** at the position you want to check. the notes (including parameter locks) inputted in that step will sound.



- Even if the **STEP** is not lit, sound will play if a tie note is entered.
- If only parameter lock is inputted, the settings will be applied to the sound of the next pad trigger.



# Creating Sequences – preview

---

## Starting sequence playback from a specific step (Locate function)

- 1 While holding the ● STEP, press ► .  
Playback will start from the step you are holding.

When the clock source is set to MIDI, playback start position can also be changed by receiving the MIDI Song Position Pointer sent from an external device.

If a MIDI Stop command is received, playback will resume from the stopped position when a MIDI Continue command is received.



- When starting playback from a middle step, if other tracks have different step lengths, those tracks will advance their steps in advance and start playback simultaneously.
  - The locate function is disabled during song playback.
  - To change the settings for sending/receiving MIDI Song Position Pointer, refer to ( → P.155)
  - While REC is lit, receiving MIDI Song Position Pointer is disabled.
-




# Creating Sequences – Clear note

---

## Clearing a note

- 1 While holding down , press the STEP you want to clear.

## Clearing tied notes

- 1 Press  (lit red)
- 2 Holding  and press the STEP (lit yellow-green) at the position you want to clear.  
This clears all consecutive tied notes from the step you pressed to the end.  
Pressing the start step clears the note including the tied notes.

# Parameter Locking

---

The Lofi-12 XT has a parameter locking function that can record knob operations to steps.

This allows sounds to be changed over time and is useful for creating patterns with great expressiveness.

Parameter locking data can be input in the following three ways.

## Direct input

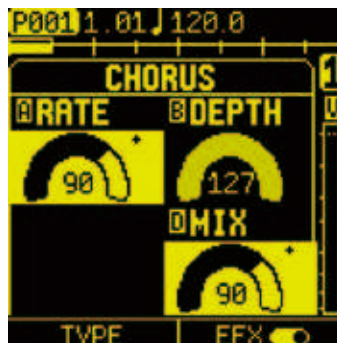
Turning knobs while pressing ●STEP is the fundamental method of direct input.

## Real-time input

Record the operation of knobs during playback in real-time in this method.






Parameters that are parameter locked are indicated by + marks.

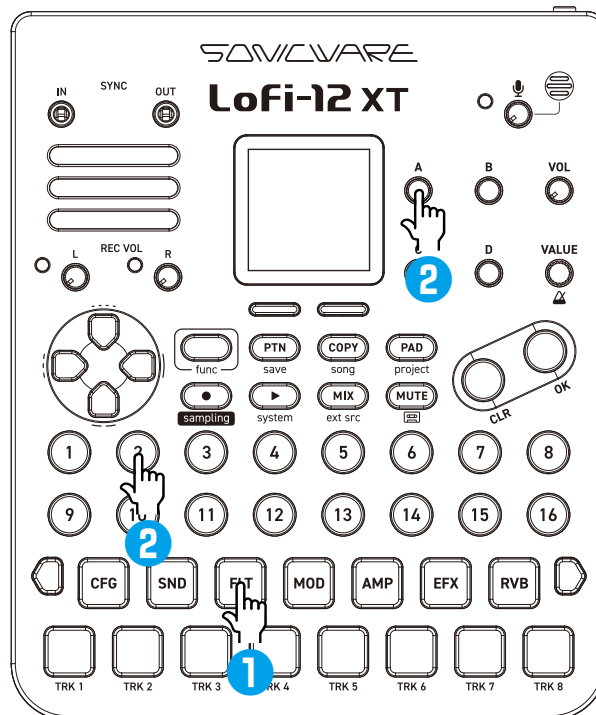


While a ●STEP is pressed, the locked parameters are highlighted.

# Parameter Locking – Direct input

## Using direct input



- 1 Press a  PARAMETER PAD to open the page where you want to record parameter locking.
- 2 While pressing a , turn the  A - D knobs.




# Parameter Locking – Direct input



---

## Clearing parameter lock information

- 1 Press  +  (lit orange) for which parameter lock has been input.





-  STEPs to which both NOTE and parameter lock information are input are lit yellow.

If you only want to delete the parameter lock, you can press  +  and delete it from the STEP DATA menu.

For details on the STEP DATA menu (→ P.111)






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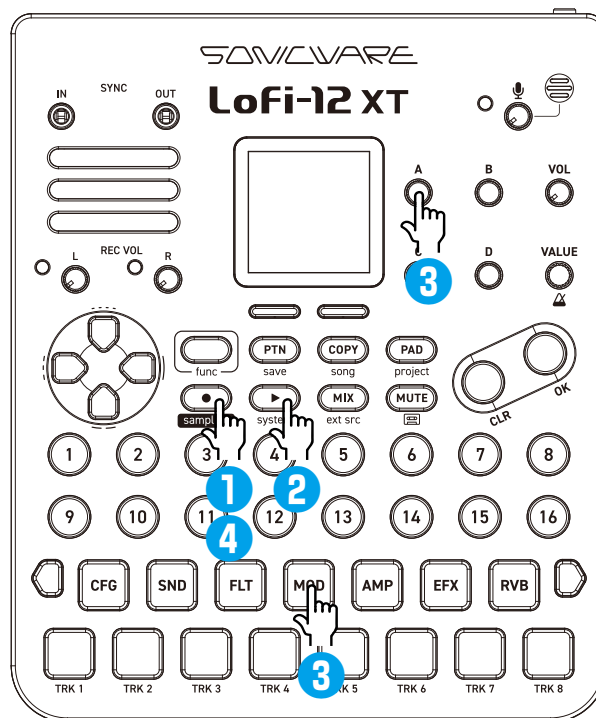
## Clearing all locking for any parameter at once



- 1 While holding down , press the  A - D knob for the parameter with locking you want to clear. All applicable parameter lock information for the track will be cleared.

# Parameter Locking – Real-time input

## Inputting in real time (parameter recording)

- 1 Press  (lights red).
- 2 Press  to play the pattern.
- 3 Press the pad for the  parameters you want to record.
- 4 And use the  A - D knobs to record them.
- 5 Press  to end real-time input.



- Notes and parameter lock data on a track can be cleared all at once by pressing  +  TRACK PAD at the same time.

# Editing Sequences

Steps that have notes, parameter locks and other data already input can be selected and edited.

## Editing step data

- 1 Press the **func** button at the same time as a key for a **STEP** that already has data input to open the STEP DATA MENU.
- 2 Use the **A** knob to select the parameter to edit and turn **B** to adjust the parameter.

Pressing a **PAD** to enter PAD mode will display the notes inputted in the step as green lights on the **15** pads. The currently selected note on the screen will be shown with a red light.



STEP DATA	
<b>A</b> knob	Select parameter
<b>B</b> knob	Adjust parameter
<b>C</b> knob	Adjust MICRO TIMING
<b>Auxiliary right button</b>	UNDO, REDO
<b>func</b> + <b>CLR</b>	Delete selected data



- UNDO/REDO can be used on the most recently adjusted parameter or deleted data.
- The direction L-R buttons can be used to change the selected step.

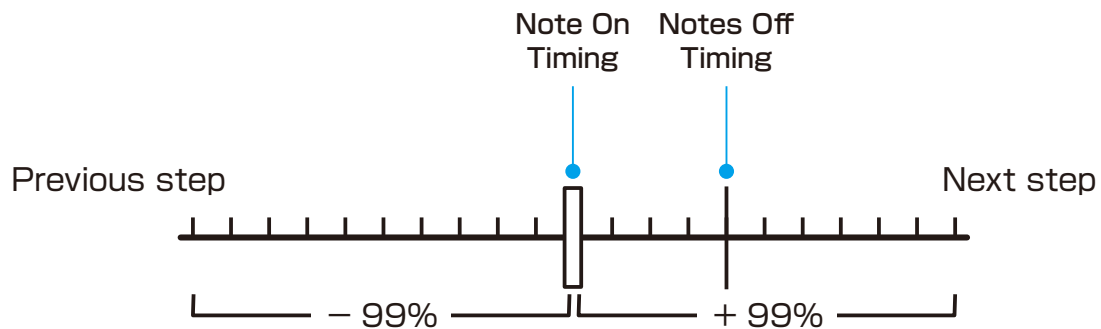
# Editing Sequences

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## MICRO TIMING

The Lofi-12 XT sequencer can record/edit MICRO TIMING information (note-on timing and note-off timing).

Real-time recording data is not quantized (resolution:  $\text{J} = 72$ ), so your performance timing is saved, and can be quantized for each track or edited by each step. Nudging steps back and forth is also easy, even with beats you have created using step and direct recording.





# Editing Sequences

---

## Editing Step Data

STEP DATA	
NOTE	
NOTE	Note (C-1 to G9)
VELOCITY	Velocity
ROLL	Roll information
OFF TIM	Note-off timing
SWP RNG	Sweep range
SWP CRV	Sweep curve
SWP SPD	Sweep speed
PRESSURE	Pressure information for Roll

# Editing Sequences

PARAMETER			
CONFIG			
DICE	SWING		
SOUND			
SMPL	PITCH	START	LENGTH
GLIDE/ARP	12BIT	VELSNS	
SWEEP RANGE	SWEEP SPEED		
FILTER			
TYPE	FREQ	RESO	EG DPTH
EG DLY	EG ATK	EG DCY	F.GAIN
MOD			
SHAPE1&2	AMP1&2	PHASE1&2	RTRG1&2
SYNC1&2	RATE1&2	COUNT1&2	SYNC SPEED1&2
AMP			
VOL	PAN	ATTACK	RELEASE
DELAY	REVERB		
EFX			
See EFX (Effect) page ( → P.93)			



# Editing Sequences

---




## Clearing steps

- 1 Press the  button with the  STEP.  
The note and parameter lock data from that step will be cleared.

## Clearing slice notes at once


- 1 Set the voice mode of the track to SLICE and display the PAD mode screen by pressing the .
- 2 Press  + the PAD corresponding to the slice you want to clear from the sequence. All notes of the target slice will be deleted from the sequence.

## Clearing track data

- 1 Press the  button with the  TRACK PAD.
- 2 Select the item to clear, and press the  button.

CLEAR TRACK DATA	
ALL	This will clear all track parameter and sequence data.
PRM	This will clear the track parameters.
NOTE	This will clear all sequence data.
LCK	This will clear parameter locking data in the sequence.



- To return the parameter pad settings to their default values, press  + PARAMETER PAD.

# Copy Functions

---

## Copying track settings to another

- 1 Holding the **COPY** button (lit green), press the **PARAMETER PAD** to copy.  
**COPY** will blink orange.
- 2 Holding the **COPY** button (lit red), press a **TRACK PAD** that is blinking orange to paste the track settings.



- The currently copied content can be cleared by pressing **CLR** + **COPY**.

Unless the copied content is cleared, it can be pasted as many times as wanted.

---

## Copying one track to another

- 1 Holding the **COPY** button (lit green), press a **TRACK PAD** to copy.  
**COPY** will blink orange.
- 2 Holding the **COPY** button (lit red), press the **TRACK PAD** that is blinking orange to paste the track settings.

## Copying steps

- 1 Holding the **COPY** button (lit green), press the **STEP** to copy.  
**COPY** will blink orange.
- 2 Holding the **COPY** button (lit red), press a **STEP** again to paste to that step.

# Saving and Managing Patterns

---

## Saving patterns

- 1 Press **func** + **PTN** to open PATTERN SAVE menu.
- 2 Press **STEP** to select the save destination pattern.  
( STEP1 = Pattern 1 ... STEP16 = Pattern 16)  
See "Selecting patterns" on ( → P.18).
- 3 Press the **OK** button to save pattern.



- Copying a pattern can be easily done using this method.
  - Saved patterns will be lost if you change the project without saving project. Be sure to save the project before changing the project.  
Saving projects ( → P.141)
  - If you have accidentally saved a pattern, you can cancel saving the pattern by reloading the project.
  - Only saving the project will not save the patterns. Be aware that they need to be saved individually.
-

# Saving and Managing Patterns

---

## Clearing (initializing) patterns

- 1 Press **CLR** + **PTN**.
- 2 Select the item to clear, and press the **OK** button.



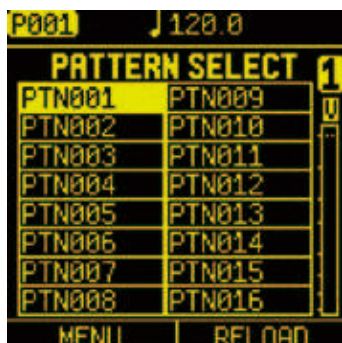
CLEAR PATTERN DATA	
ALL	Clear all parameters in the pattern.
PRM	Clear track settings.
NOTE	Clear the note information.
LCK	Clear parameter lock information.

# Saving and Managing Patterns

---

## Renaming patterns

- 1 Press **PTN**.
- 2 Press **STEP** to select the pattern for renaming.  
(STEP1 = Pattern1 ... STEP16 = Pattern16)



- 3 Press **MENU** to open the PATTERN MENU.  
Select RENAME and press the **OK** button.



- 4 After finishing, press the **OK** to save the pattern name.



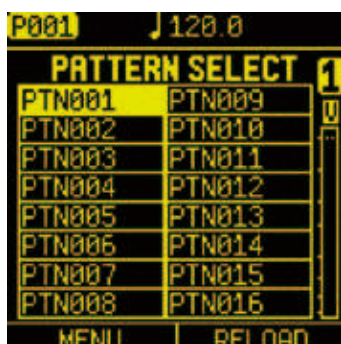
# Saving and Managing Patterns

---

## Editing tracks within a pattern

The TRACK EDIT menu allows you to swap, copy, move, and clear tracks within a pattern.

- 1 Press **PTN**.
- 2 Press **STEP** and select a pattern.  
(STEP1 = Pattern1 ... STEP16 = Pattern16)



- 3 Press **Auxiliary left button MENU** to open the PATTERN MENU.




- 4 Select EDIT CURRENT PTN and press the **OK** button to open the TRACK EDIT menu.
- 5 Select the item to edit and press the **OK** button.

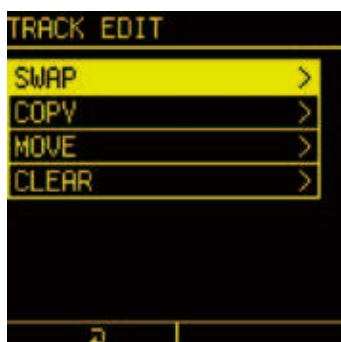






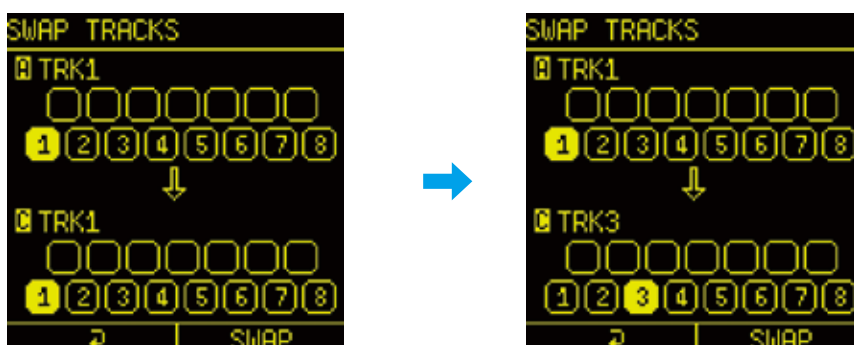
# Saving and Managing Patterns

## Swapping tracks

- 1 Select SWAP and press the  button.



- 2 Turn  A knob to select the track to swap.
- 3 Turn  C knob to select the track swap destination.



- 4 Press  Auxiliary right button **SWAP**, select YES and press the  button.




• The Mixer settings will also be swapped.



# Saving and Managing Patterns

---

## Copying tracks

- 1 Select COPY and press the  button.



- 2 Turn  A knob to select the track to copy.
- 3 Turn  C knob to select the track to paste to.



- 4 Press  Auxiliary right button **COPY**, select YES and press the  button.



# Saving and Managing Patterns

---

## Moving tracks

- 1 Select **MOVE** and press the **OK** button.



- 2 Turn **⌚A** knob to select the track to move.
- 3 Turn **⌚C** knob to select the track move destination.




- 4 Press **⏏** Auxiliary right button **MOVE**, select YES and press the **OK** button.



# Saving and Managing Patterns

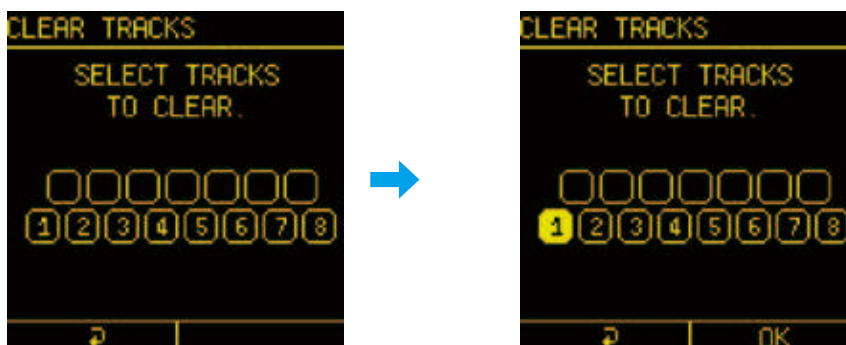
---

## Clearing tracks

- 1 Select CLEAR and press the  button.



- 2 Press  TRACK PAD to select a track to clear.



- 3 Press  Auxiliary right button **OK**, select YES and press the  button.



# SONG

---

The Lofi-12 XT has a song function that allows patterns that have been created to be specified and played back consecutively. The number of repetitions, the number of bars in each pattern and the tempo can be specified as desired to create a musical composition.

## Playing songs

- 1 Press **func** + **COPY** song to open the SONG SELECT menu.



- 2 Select a song and press the **OK** button.
- 3 Press **OK** + **▶** to play the SONG.  
While playing a song, the **▶** button lights yellow.



- While a song is playing, press **OK** + **PTN** to loop playback of the pattern (PTN lights yellow).
  - Press **PTN** again to return to song playback.
-

# SONG

---

## Editing songs

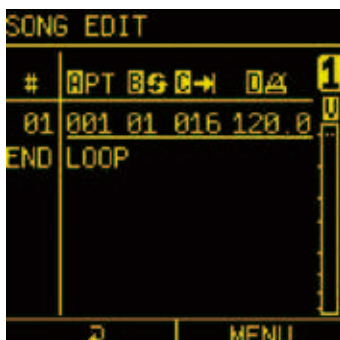
- 1 Press **func** + **COPY** song to open the SONG SELECT menu.



- 2 Move the cursor over the song you want to edit, and press the **Auxiliary right button MENU**.

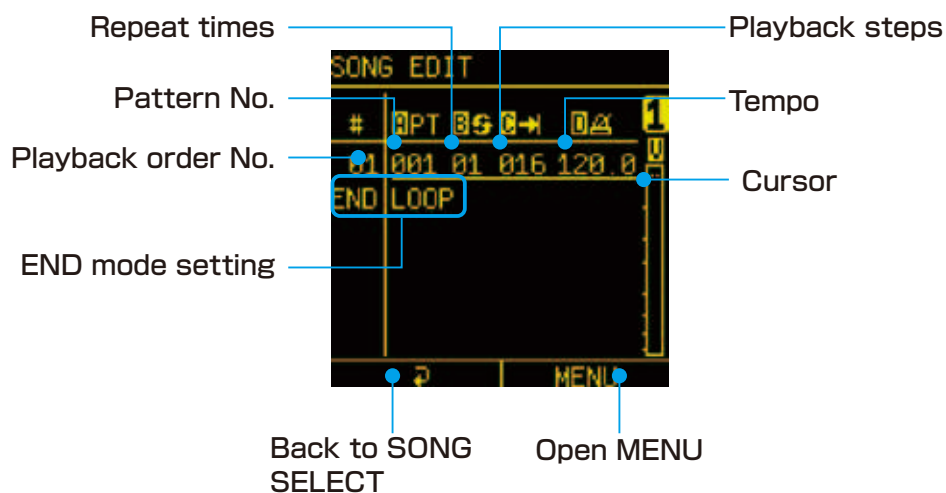


- 3 Select EDIT and press the **OK** button to open SONG EDIT.



# SONG

## SONG EDIT operations



### Move cursor position

Press D-pad to move the cursor up/down/left/right.




Editing pattern settings

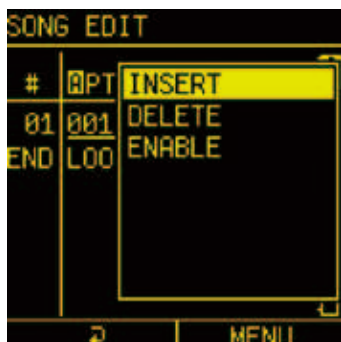
# SONG

## SONG EDIT operations

- 1 Use  A - D to edit patterns.



- 2 Press the  Auxiliary right button to insert, delete and enable/disable patterns.







SONG EDIT MENU	
INSERT	Insert a new Pattern after the selected Pattern.
DELETE	Delete the selected Pattern
ENABLE	Disable the selected Pattern



- Up to 99 patterns can be added to a song.






# SONG

SONG EDIT	
 A knob	Select pattern (the pattern name will pop up).
	(When END mode selected) <b>ONCE:</b> After the last song pattern is played, song playback will stop without looping.  <b>LOOP:</b> After the last song pattern is played, song playback will loop from the first.
 B knob	Pattern playback repetitions
 C knob	Number of steps for pattern playback
 D knob	Pattern tempo setting

**3** Repeat procedure 1-2 to create the song.

**4** When done editing, press the  Auxiliary left button to exit SONG EDIT.

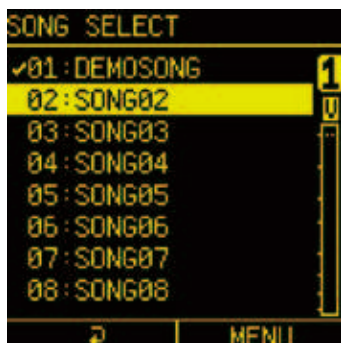


- Turn  +  C knob to increase/decrease number of steps for pattern playback in increments of 16.
- In the SONG EDIT, if you want to play from a specific row number, move the cursor to the desired location and press .

# SONG

## Renaming songs


- 1 Press **func** + **COPY** song to open the SONG SELECT menu.

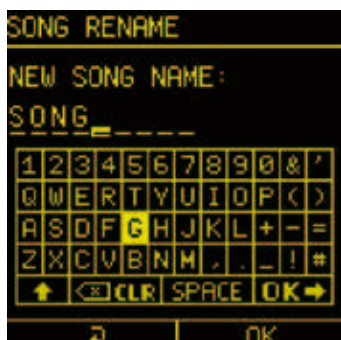


- 2 Move the cursor over the song you want to rename, and press the  Auxiliary right button **MENU**.

- 3 Select RENAME and press the  button.



- 4 Edit the name and press the  Auxiliary right button to complete renaming.



# SONG

---

## Clearing songs

- 1 Press **func** + **COPY** song to open the SONG SELECT menu.



- 2 Move the cursor over the song you want to clear, and press the **Auxiliary right button MENU**.

- 3 Select CLEAR and press the **OK** button.



- 4 Select YES and press the **OK** button.



- Use this operation with caution because clearing a song will delete it from the project and this cannot be undone.
-

# SONG

---

## Copying a song

- 1 Press **func** + **COPY** song to open the SONG SELECT menu.



- 2 Move the cursor over the song you want to copy, and press the **Auxiliary right button MENU**.

- 3 Select COPY and press the **OK** button.



- 4 Select the song you want to paste to and press the **OK** button.



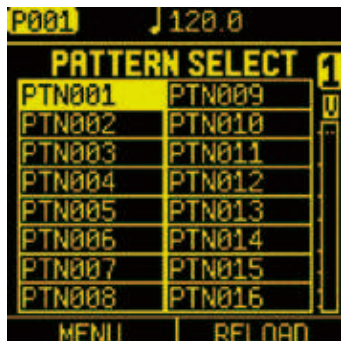
# Exporting patterns and songs (Audio Export function)

---

Using the Audio Export function, you can mix down created songs and patterns export them as stereo audio files (48kHz/16bit WAV data). Individual tracks can also be exported as audio files.

## Patterns audio export menu

- 1 Press **PTN** to display the PATTERN menu.



- 2 Press the **Auxiliary left** button MENU.

- 3 Select AUDIO EXPORT and press **OK**.



# Exporting patterns and songs (Audio Export function)

---

## Exporting a pattern as audio (MIX DOWN)

- 1 In the AUDIO EXPORT menu, select MIX DOWN and press  .




- 2 Name the file and press the  Auxiliary right button to execute the MIX DOWN.



# Exporting patterns and songs (Audio Export function)

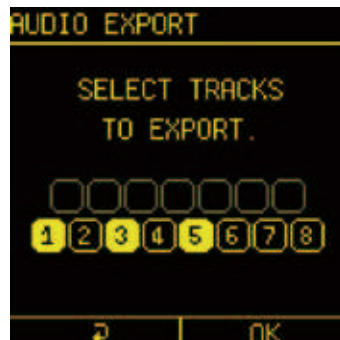
---

## Exporting individual tracks on a pattern as stem audio (INDIVIDUAL TRACKS)

- 1 In the AUDIO EXPORT menu, select INDIVIDUAL TRACKS and press .



- 2 Select the tracks to export by pressing the  PADS, then press .



# Exporting patterns and songs (Audio Export function)

---

## Songs audio export menu

- 1 Press **func** + **COPY** song to display the SONG SELECT menu.



- 2 Highlight the song you want to export as audio and press the **Auxiliary right button MENU**.

- 3 Select AUDIO EXPORT and press **OK**.






# Exporting patterns and songs (Audio Export function)

---

## Exporting a song as audio (MIX DOWN)

- 1 In the AUDIO EXPORT menu, select MIX DOWN and press .



- 2 Name the file and press the  Auxiliary right button to execute the MIX DOWN.



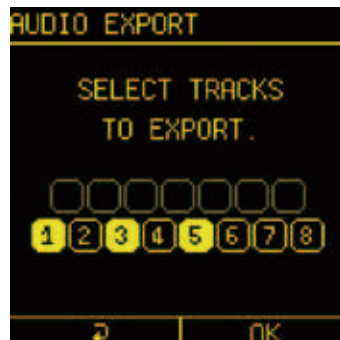
# Exporting patterns and songs (Audio Export function)

## Exporting individual tracks on a song as stem audio (INDIVIDUAL TRACKS)

- 1 In the AUDIO EXPORT menu, select INDIVIDUAL TRACKS and press **OK**.



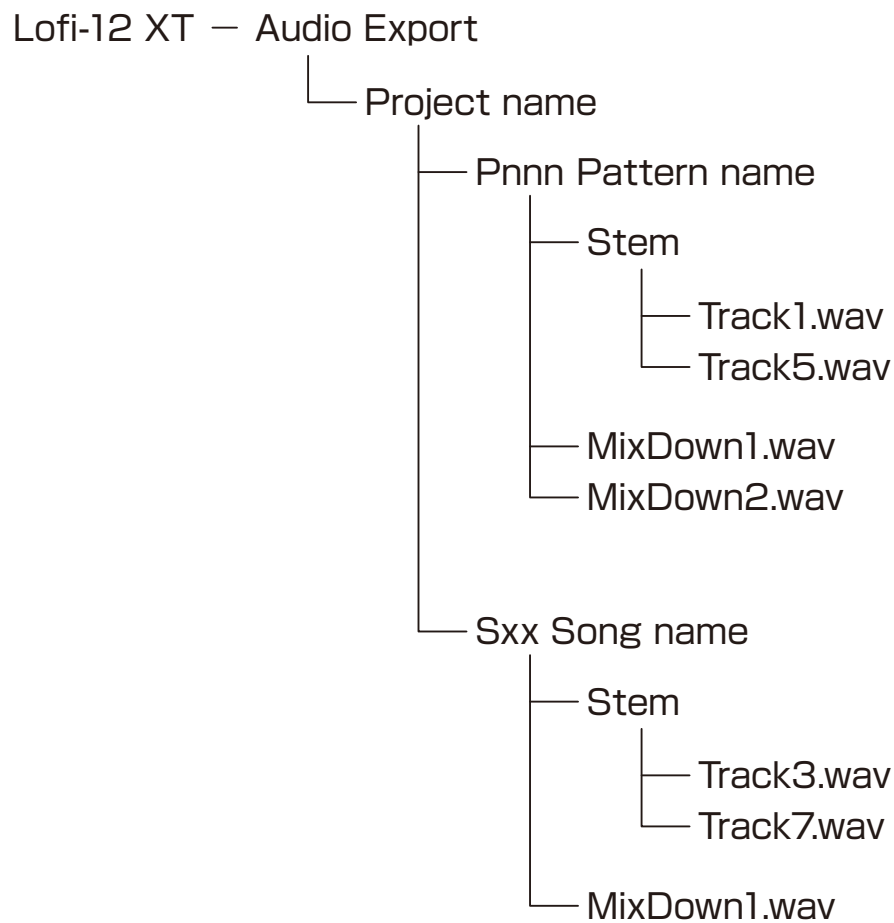
- 2 Select the tracks to export by pressing the PADs, then press **OK**.



# Exporting patterns and songs (Audio Export function)

---

## Audio export file structure



nnn: Pattern number

xx: Song number



- Exported audio files can be played on a PC/Mac but cannot be played on the Lofi-12 XT itself.
-

# Managing Projects

---

The project menu allows you to save and delete projects, manage sample slots, and convert audio files.

Select and use the menu as required.

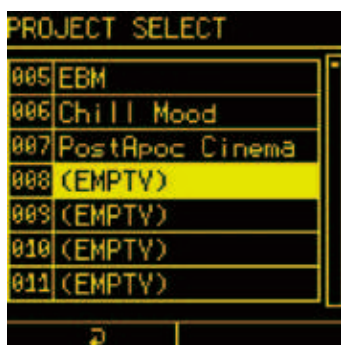
Press **func** + **PAD** project to open PROJECT MENU.

## Creating new projects

- 1 In the PROJECT MENU, select SELECT/NEW.



- 2 Select EMPTY and press the **OK** button.



- 3 Select YES to save the current project, and press the **OK** button.



# Managing Projects

---

## Saving projects

- 1 In the PROJECT MENU, select SAVE and press the  button.



- 2 Select YES and press the  button.

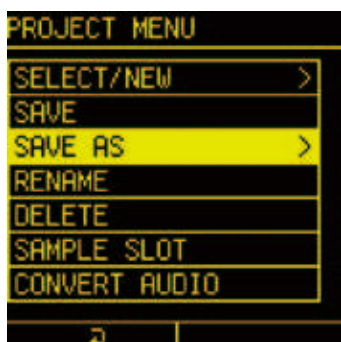


- Only saving the project will not save the patterns. Be aware that they need to be saved individually.  
See "Saving patterns" (→ P.117)
-

# Managing Projects



## Saving as a different project

- 1 In the PROJECT MENU, select SAVE AS and press the  button.



- 2 Select the save destination and press the  button.



- 3 Use the direction and  buttons to change the name. Then press the  button **OK**.



If you want to cancel saving, press the  button **Back**.



# Managing Projects

---

## Renaming projects

- 1 In the PROJECT MENU, select RENAME and press the  button.



- 2 Use the direction and  buttons to change the name. Then press the  Auxiliary right button **OK**.




# Managing Projects

---

## Deleting projects

- 1 In the PROJECT MENU, select DELETE and press the  button.



- 2 Select YES and press the  button.



- Use this operation with caution because deleting a project cannot be undone.
-



# MIX TAPE function

Lofi-12 XT is equipped with a MIX TAPE function that allows you to record the audio during playback in the background.



MIX TAPE		
Ⓐ knob	CASSETTE	<b>MICRO, MICRO ST, Type I OLD, Type I, Type II, DAT:</b> This sets the CASSETTE type (→ P.146)
Ⓑ knob	EXT SRC	<b>OFF, ON:</b> When turned ON, external audio input will also be recorded to the MIX TAPE.
Ⓒ knob	ENABLE	<b>OFF, ON:</b> When set to ON, background recording will start when a pattern is played.
Ⓓ knob	MONITOR	<b>OFF, ON:</b> When set to ON, the sound recorded by MIX TAPE will be monitored.

When the MIX TAPE is set to ENABLE, the TAPE icon appears in the upper right corner, then lights up and animates during background recording.



- MIX TAPE recording will automatically stop when there is no more sound (about -100dB) after playback stops.
- The volume of the external input does not affect the start or end of MIX TAPE recording.

# MIX TAPE function

## Changing CASSETTE type

- 1 Turn  A knob to change the TYPE.

TYPE	
DAT	Simulates the sound quality of a DAT cassette recorded at 48k/16bit.
TYPE II	Simulates the sound quality of a high position cassette tape.
TYPE I	Simulates the sound quality of a normal position cassette tape.
TYPE I OLD	Simulates the sound quality of a normal position cassette tape that has deteriorated over time.
MICRO ST	Simulates the sound quality of a micro cassette tape for stereo recording.
MICRO	Simulates the sound quality of a micro cassette tape (for mono recording).



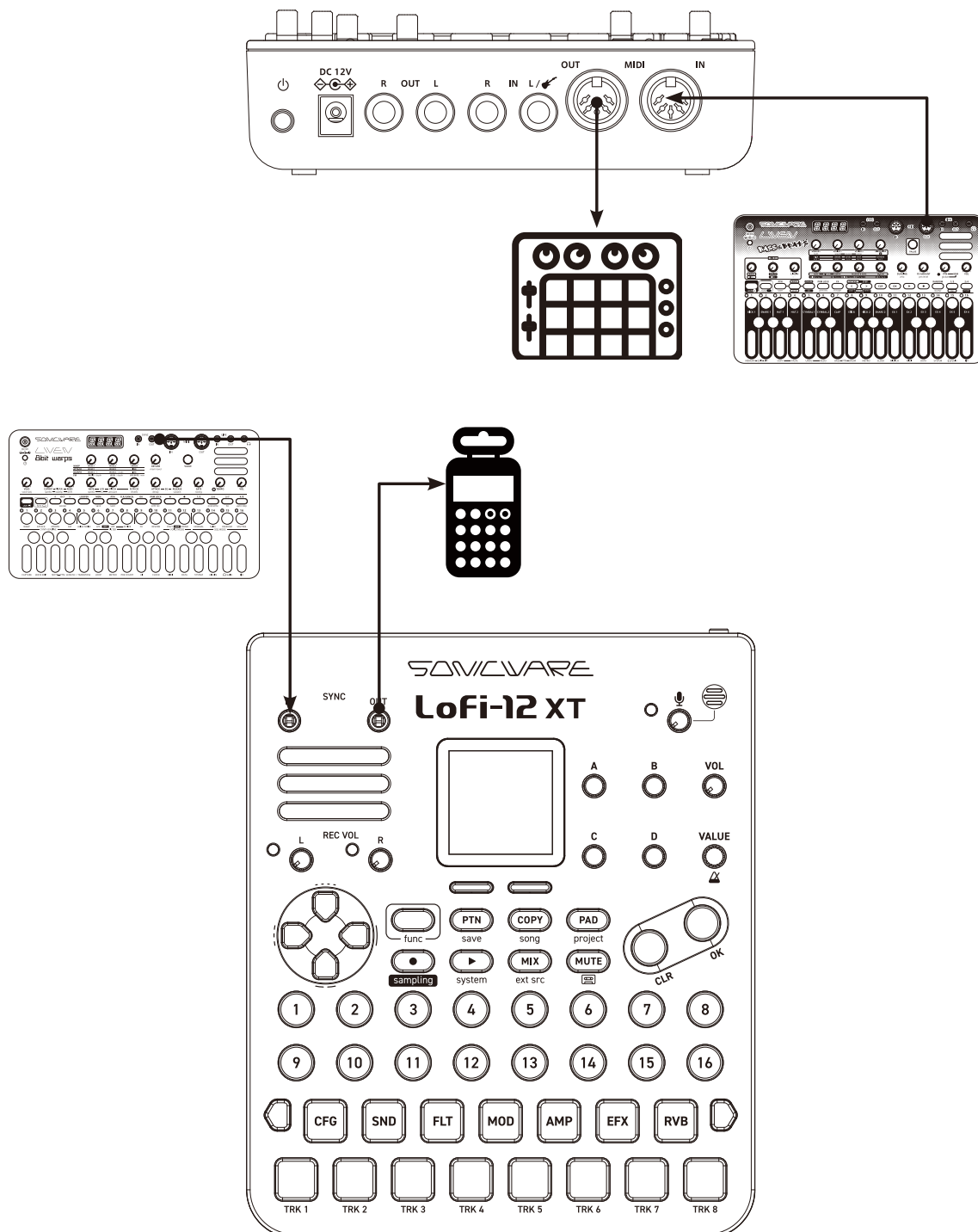
- The Mix Tape can record up to 3 hours of audio in 48kHz/16bit stereo WAV files.  
The audio files are stored in a "MixTape" folder with a maximum of 20 files (10 files x 2 folders). If the number of files exceeds this limit, all files in the older folder will be deleted and new files will be created there.
- If there is less than 8GB of free space on the external storage card, it will not record.

# Clock Synchronization with External Devices

Multiple devices, including external synthesizers and drum machines, can be connected to the MIDI and SYNC connectors, allowing them to be synchronized and used together.

## Connecting with other devices

- 1 Connect other devices to the MIDI and SYNC connectors.



# Clock Synchronization with External Devices

---

- 1 Press **func** + **▶** system to open the SYSTEM MENU.
- 2 Select CLOCK and press the **OK** button.



- 3 Set each item in the CLOCK settings.



# Clock Synchronization with External Devices

CLOCK	
SOURCE	<p><b>INTERNAL :</b> Use the built in clock. The Lofi-12 XT will operate as the master when used by itself or synchronizing other devices.</p> <p><b>MIDI:</b> The Lofi-12 XT will synchronize with MIDI clock received through the MIDI IN.</p> <p><b>SYNC:</b> The Lofi-12 XT will synchronize with clock signals received through the SYNC IN.</p>
TEMPO LED	<p>The LED (VALUE knob) will light along with the synchronized tempo.</p> <p>When set to OFF, the LED will not blink during normal playback.</p>
POLARITY IN	<p>This switches the polarity of the SYNC IN jack between <b>RISE</b> (+ / waveform rising) and <b>FALL</b> ( – / waveform falling). Set this to match the sync polarity of the connected device.</p>
POLARITY OUT	<p>This switches the polarity of the SYNC OUT jack between <b>RISE</b> (+ / waveform rising) and <b>FALL</b> ( – / waveform falling). Set this to match the sync polarity of the connected device.</p>

# MIDI

## Setting track MIDI channels

MIDI channel numbers can be set for every Lofi-12 XT tracks.

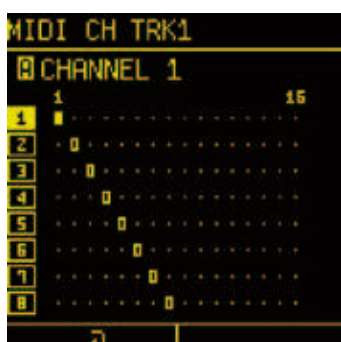
- 1 Press **func** + **▶** system to open the SYSTEM MENU.
- 2 Select MIDI and press the **OK** button to open the MIDI SETTING.



- 3 Select TRACK and press the **OK** button.



- 4 Select the track to change, and turn **⌚**A knob to change the channel.



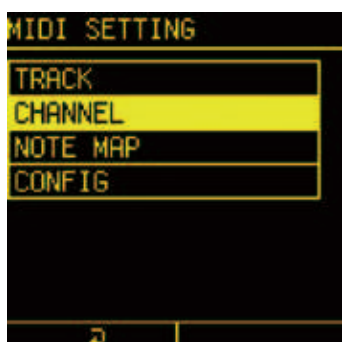
# MIDI

## Setting MIDI channels for the unit

- 1 Press **func** + **▶** system to open the SYSTEM MENU.
- 2 Select MIDI and press the **OK** button to open the MIDI SETTING.







- 3 Select CHANNEL and press the **OK** button.



- 4 Use **⌂** A - D knobs to change settings.



# MIDI

MIDI CHANNEL		
 A knob	PROJECT CHANNEL	This channel is for receiving pattern level and other parameters related to the project.
 B knob	AUTO CHANNEL	MIDI received on this channel will play the currently selected track. This is also the channel number used when the OUTPUT CHANNEL is set to AUTO.
 C knob	OUTPUT CHANNEL	Channel used for output  <b>AUTO:</b> Use the AUTO CHANNEL number  <b>TRACK:</b> Use channel numbers set for each track
 D knob	PROGRAM CHANGE CHANNEL	Channel used for sending and receiving program changes.

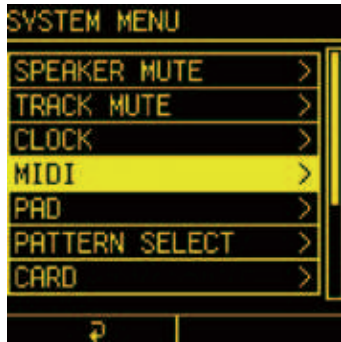


# MIDI

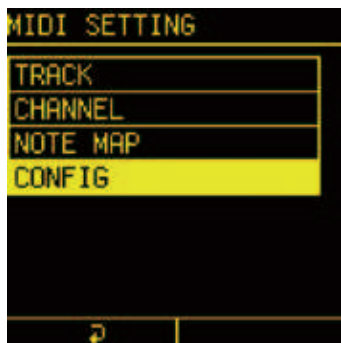
---

## Making other MIDI settings

- 1 Press **func** + **▶** system to open the SYSTEM MENU.
- 2 Select MIDI and press the **OK** button to open the MIDI SETTING.



- 3 Select CONFIG and press the **OK** button.



# MIDI



## MIDI CHANNEL 1/3

INPUT FROM	Set connectors used to receive MIDI
OUTPUT TO	Set connectors used to send MIDI
TX NOTE	Turn note transmission on/off
TX CONTROL CHANGE	Turn control change transmission on/off



## MIDI CHANNEL 2/3

CLOCK OUT	Turn clock output on/off
OUT / THRU	Switch between MIDI OUT and THRU
COMMAND	Set command data transmitting (TX) and receiving (RX)
PROGRAM CHANGE	Turn program change transmission on/off

# MIDI

---



MIDI CHANNEL 3/3	
ACTIVE SENSING	Set active sensing transmitting (TX) and receiving (RX)
SPP	<b>OFF, RX, TX, RX.TX:</b> MIDI Song Position Pointer Receive (RX) and Transmit (TX) Settings



- While REC is lit (or active), the reception of MIDI Song Position Pointer is disabled.
-

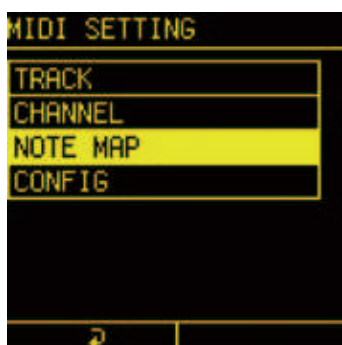
# MIDI

## Editing MIDI NOTE MAP

By editing the MIDI NOTE MAP, you can control Lofi-12 XT as a drum sound module from an external controller such as a MIDI drum pad.



- 1 Press **func** + **▶** system to open the SYSTEM MENU.
- 2 Select MIDI and press the **OK** button to open the MIDI SETTING.
- 3 Select NOTE MAP and press the **OK** button.



- 4 Press D-pad or **□** TRACK PAD to select the track to edit.
- 5 Use **⌵** A/B knobs to change settings.

# Changing mute mode

The mute behavior can be changed.

**1** Press **func** + **▶** system to open the SYSTEM MENU.

**2** Select TRACK MUTE and press the **OK** button.



**3** Turn **⌚**A knob to change it.



TRACK MUTE	
SND	This mutes sound of the track. The track will not sound until mute is turned off.
PTN	This mutes sequences of the track. Pads can still be played while the track is muted.

# Pad sensitivity setting

The pad velocity curve can be changed.

- 1 Press **func** + **▶** system to open the SYSTEM MENU.
- 2 Select PAD and press the **OK** button.



- 3 Turn **⌚**A knob to adjust it.



PAD VELOCITY	
1 - 127	Velocity is always at this fixed value.
SOFT	This is best for people who play with a light touch. The sound will be loud even when tapped lightly.
LINEAR	The velocity will change linearly in response to how hard the LED pads are tapped.
HARD	This is best for people who play with a heavy touch.

# Deactivating PAD transpose setting

You can deactivate the pad transpose setting ( → P.65).

- 1 Press **func** + **▶** system to open the SYSTEM MENU.
- 2 Select PAD and press the **OK** button.



- 3 Turn **⌵**B knob to adjust it.



TRANPOSE	
ON	This activates transpose set in CFG page.
OFF	This deactivates transpose setting.

# Mute the internal speaker

---

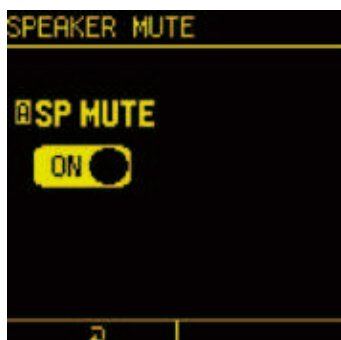
The internal speaker can be muted.

**1** Press **func** + **▶** system to open the SYSTEM MENU.

**2** Select SPEAKER MUTE and press the **OK** button.



**3** Turn **⌵**A knob to change.



SPEAKER MUTE	
ON	Mute on
OFF	Mute off



# Card functions

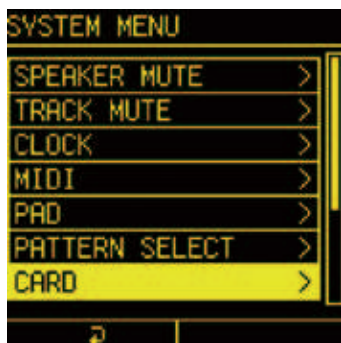
---

## Card reader mode

You can access sampling audio files, Mix Tape files, and user backup files, for example, from your PC/Mac.

This mode is also used when updating firmware.

- 1 Connect to a PC/Mac with a USB cable.
- 2 Press **func** + **▶** system to open the SYSTEM MENU.
- 3 Select CARD and press the **OK** button.



- 4 Select CARD READER and press the **OK** button.



- 5 Select YES and press the **OK** button.

# Card functions

---

## Formatting cards

- 1 Press **func** + **▶** system to open the SYSTEM MENU.
- 2 Select CARD and press the **OK** button.



- 3 Select FORMAT and press the **OK** button.



- 4 Select YES and press the **OK** button.



- Supports up to 32 GB external storage cards.
- Formatting cards takes a few minutes.
- All data on the card will be erased. It is recommended to back up the preset data to your PC/Mac.

# Card functions

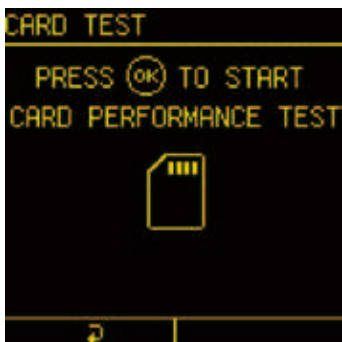
## Testing card performance

The performance of the card being used can be measured to determine whether it can be used with the Lofi-12 XT.

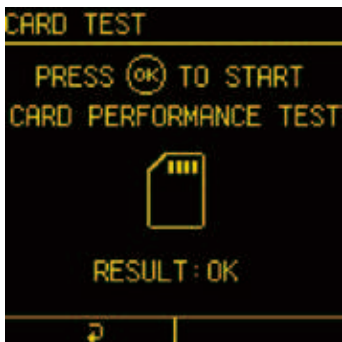
- 1 Press **func** + **▶** system to open the SYSTEM MENU.
- 2 Select CARD and press the **OK** button.



- 3 Select PERFORMANCE TEST and press the **OK** button.



- 4 Press the **OK** button to start the test.



RESULT : OK	The card can be used with the Lofi-12 XT.
RESULT : NG	The card cannot be used with the Lofi-12 XT.

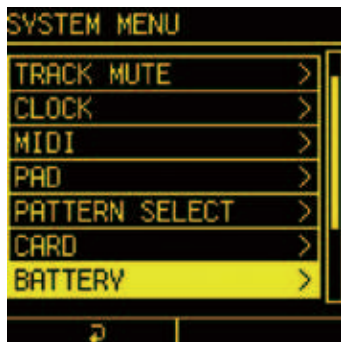
# Changing POWER Settings

## Battery setting

By setting the type of batteries used in the Lofi-12 XT, the battery icon on the screen can be displayed correctly.

**1** Press **func** + **▶** system to open the SYSTEM MENU.

**2** Select BATTERY and press the **OK** button.



**3** Turn **⌚**A knob to adjust it.



BATTERY TYPE	
Alkaline	Alkaline batteries
NiMH	Nickel-metal hydride batteries
Lithium	Lithium batteries

# Changing POWER Settings


---

## Automatic power off function

The time until automatic shutdown can be set.

- 1 Press **func** + **▶** system to open the SYSTEM MENU.
- 2 Select AUTO POWER OFF and press the **ok** button.



- 3 Turn  A knob to select a time between **20** minutes and 6 hours (or Off to disable the AUTO POWER OFF function).



# Resetting the unit to the factory default state

---

The Lofi-12 XT can be restored to its factory default settings.

**1** Press **func** + **▶** system to open the SYSTEM MENU.

**2** Select RESET and press the **OK** button.



**3** Select YES and press the **OK** button.



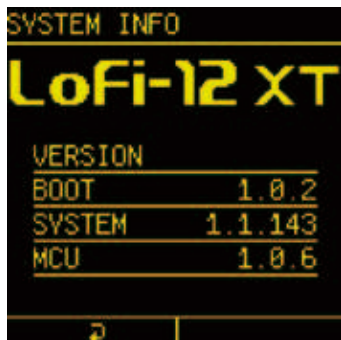
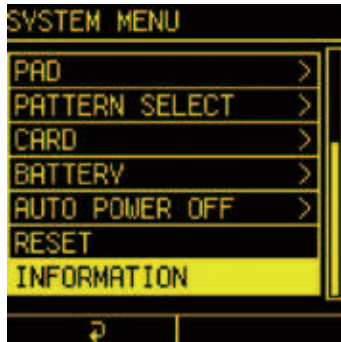
- This does not erase the data in the external card storage.  
To format the external card storage, see ( → P.162)
  - It is recommended to back up the preset data to your PC/Mac.
-

# System information

---

## Checking system version information

- 1 Press **func** + **▶** system to open the SYSTEM MENU.
- 2 Select INFORMATION and press the **OK** button.



# Firmware updates

---

The Lofi-12 XT firmware can be updated by connecting the Lofi-12 XT to a PC or Mac by USB and transferring an update file.

- 1 Copy the downloaded firmware (.bin) to the root folder on the card.

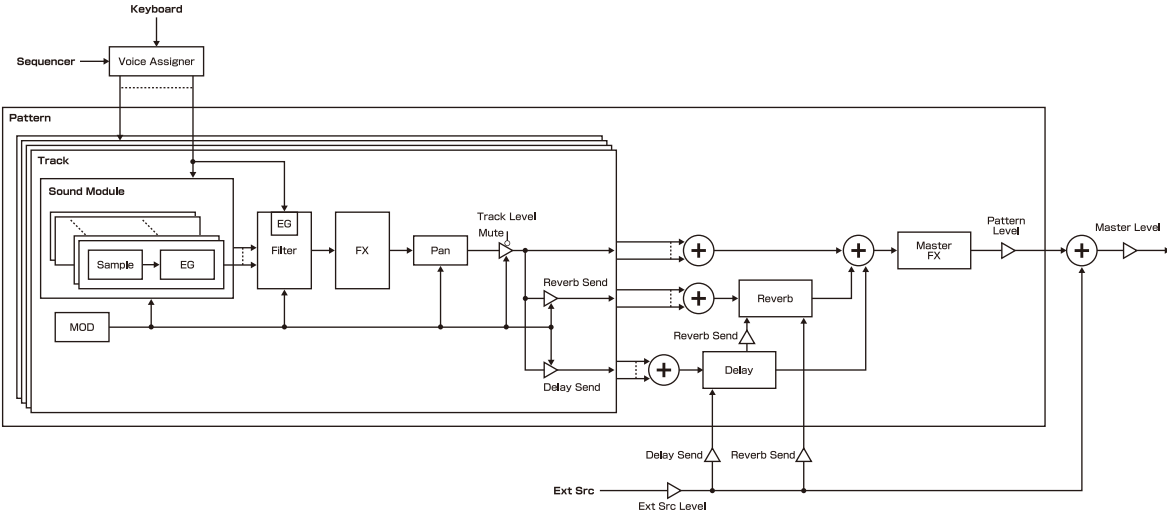
名前	種類
Lofi-12XT	ファイル フォルダー
Lofi-12 XT.bin	BIN ファイル

- 2 While pressing **PAD**, press and hold the power button.
- 3 Select SYSTEM UPDATE and press the **OK** button.
- 4 Select YES and press the **OK** button to start the update.
- 5 After it completes, press the power button to shut the unit down. Then, restart it.



# Appendix

## Sound architecture



# Hardware Specifications

Pads	15 velocity-sensitive pads with RGB LEDs
Controllers	Control knob x 5, Directional pad with 2 button controls
Display	1.5 inch OLED display
Built-in Mic	Mono x 1 (Omni-directional, 94dBSPL)
Built-in Speaker	Mono x 1 (1.5W 40hm)
Audio Inputs	INPUT L / Guitar (Switchable 10kOhm and 1MOhm impedance) [LINE Gain] PAD: -20dB [Hi-Z Gain] LOW: 0dB, NORMAL: +10dB, HI: +20dB INPUT R / Dynamic Microphone [LINE Gain] PAD: -20dB [MIC Gain] LOW: 0dB, NORMAL: +28.8dB, HI: +50dB
Audio Outputs	STEREO LINE OUTPUTS (Max +6.5dBV) <b>*The above jacks are all balanced 1/4 TRS Jack Connectors</b> PHONES jack (stereo 3.5mm mini jack type)
USB port	micro USB Type-B [USB Audio] USB 2.0 Full Speed, 48kHz-16bit Input: 2 channels, Output: 2 channels [USB MIDI] [Mass Storage Class] USB2.0 High Speed <b>*For iPhone, Apple Lightning to USB Camera Adapter required separately</b>
MIDI ports	MIDI IN (5-Pin DIN type) MIDI OUT (5-Pin DIN type)
Other connectors	SYNC IN jack (mono 3.5mm mini jack type) SYNC OUT jack (mono 3.5mm mini jack type) External storage card slot (Standard size <b>*Supports external storage cards up to 32 GB</b> ) DC IN connector
Bottom side hole	1/4"20UNC screw for tripod mounting
Size and weight	mount Width: 147mm (approx. 5.8 inch) Depth: 175mm (approx. 7.8 inch) Height: 46mm (approx. 1.8 inch) Weight: 550g (approx.1 lbs 3.5 oz)
Power supply	DC12V output AC adapter (500mA, Inner Diameter: 2.5mm, Outer Diameter: 5.5mm, Polarity: Center +) 6 AA batteries (rechargeable Ni-MH or alkaline) (Alkaline dry batteries life: approx. 4 hours) <b>*Batteries sold separately</b>
Accessories	32GB external storage card incl. 2,500+ samples Power Supply Unit Warranty <b>*USB cable and the other connection cables sold separately</b>