

Startup Guide

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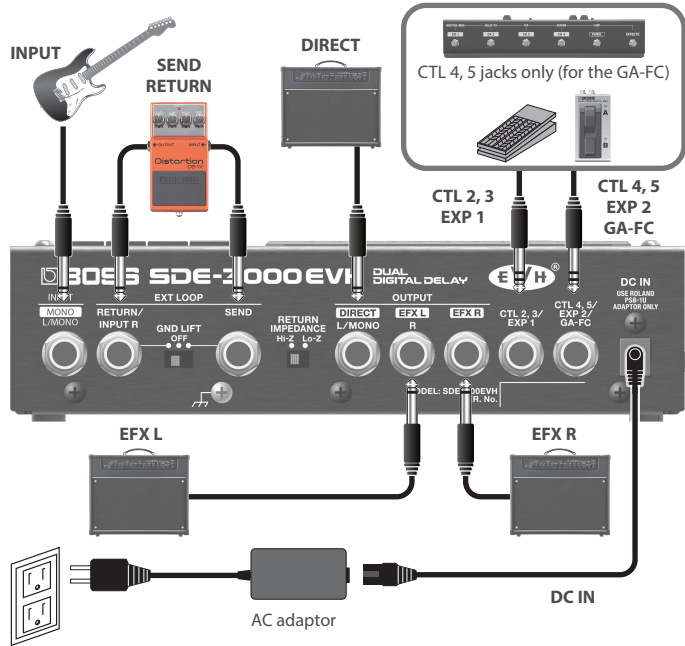
The SDE-3000EVH features two digital delays (SDE-3000) that have been extended to stereo specifications.
DIGITAL DELAY 1 (DDL1)/DIGITAL DELAY 2 (DDL2)

Connecting Your Equipment (Rear Panel/Side Panel)

- * To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.
- * For a comprehensive group of all potential cabling methods and diagrams, please refer to “SDE-3000EVH Players Guide”.

DIRECT OUT + STEREO OUT (factory settings)

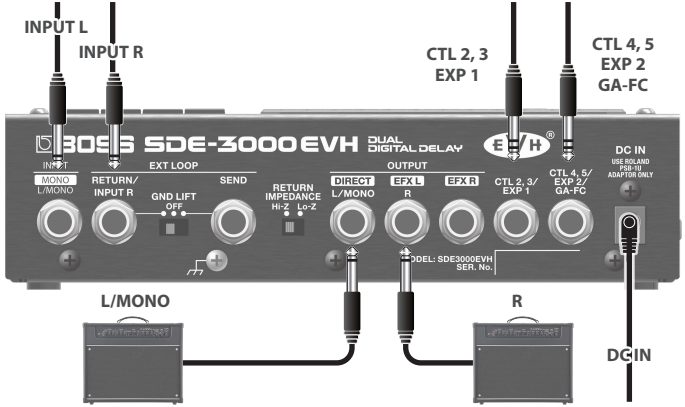
The direct sound without delay applied is output from the DIRECT jack, and the effect sound is output in stereo from the EFX L and R jacks.



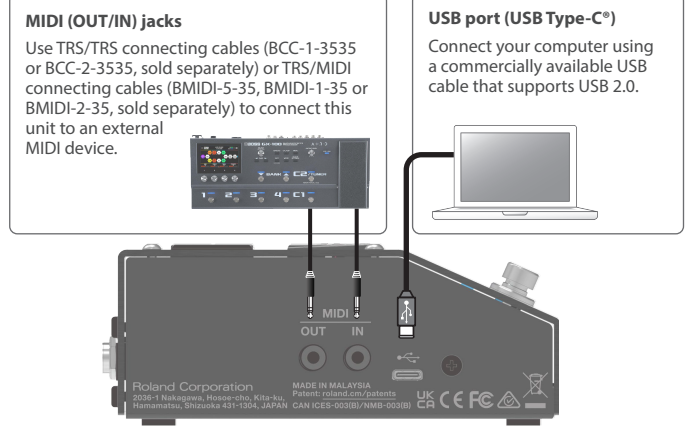
STEREO IN/OUT

The sound is input in stereo, and the direct sound and the effect sound are mixed and output.

- ➔ Refer to “Configuring the Settings of This Unit (SETUP)” for how to edit the input/output settings.



- * Use only the specified expression pedal. By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.
- * Connect this to an external earth or ground if necessary.



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

Turning the Power On

- * Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

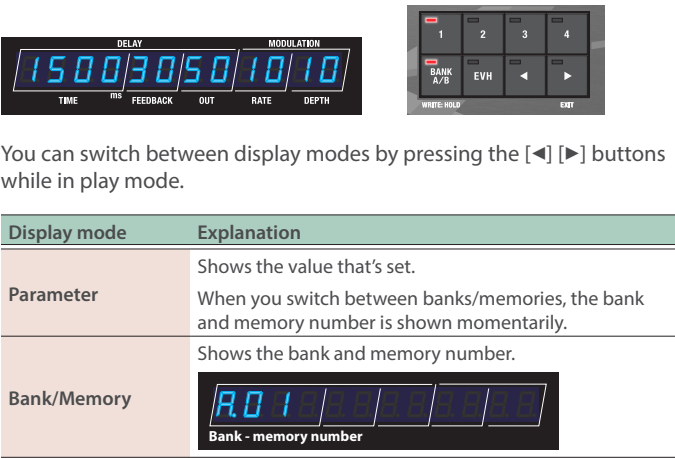
- 1. Connect the AC adaptor to the DC IN jack.**
This turns the power on.
- 2. Turn on any connected devices first, and then your guitar amp and related equipment.**
 - * Do this in reverse order when turning off the power.
 - * Unsaved data is lost when the power turns off. Before turning the power off, save the data that you want to keep.
 - * The bank and memory number that you were using when you turned the power off are stored in memory, and are recalled when you turn the unit back on.

Before using this unit, carefully read the sections entitled: “USING THE UNIT SAFELY” and “IMPORTANT NOTES” (supplied on a separate sheet).
After reading, keep the document(s) where it will be available for immediate reference.

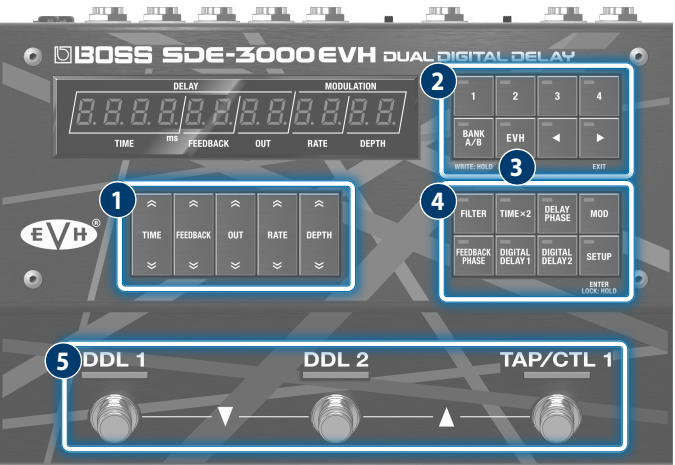
Play Mode

The unit enters “play mode” after you turn on the power and the unit is ready to be played.

The TIME/FEEDBACK/OUT/RATE/DEPTH values for the delay are shown in the display, and the indicators light to show which bank and memory number is selected.



Basic Operations (Top Panel)



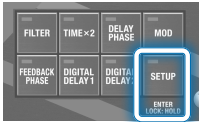
Area	Controller/Explanation						
1 Control	[TIME] button: Adjusts the delay time. [FEEDBACK] button: Adjusts the delay feedback level. A setting of zero produces a single delay. [OUT] button: Adjusts the output level for the delay sound. [RATE] button: Adjusts the cycle of the delay modulation. [DEPTH] button: Adjusts the depth of the delay modulation. A setting of zero turns the modulation off. MEMO Long-press a button to make its value change rapidly.						
2 Memory	[1]–[4] buttons: Selects the memories. [BANK A/B] button: Switches between memory bank A (lights up red) and B (lights up green).						
3 [EVH] button	Press the “EVH” (Eddie Van Halen) button to recall this well-known setting. [EVH] button: Switches between EVH 1–4 (lights up red) and EVH 5–8 (lights up green). * Detailed settings are not shown. Also, you can’t edit or save the setting. * You can only operate the [OUT] button.						
4 Delay settings	[FILTER] button: Delay filter. If this is on, a natural-sounding effect is obtained when you’re using the delay as an echo. [TIME x 2] button: Switches between delay ranges. <table><tr><th colspan="2">Delay time</th></tr><tr><td>Off (x 1)</td><td>0–1500 ms</td></tr><tr><td>On (x 2)</td><td>0–3000 ms</td></tr></table> [DELAY PHASE] button: Inverts the phase of the delay sound. [MOD] button: Turns the modulation on/off. [FEEDBACK PHASE] button: Inverts the phase of the delay sound’s feedback. [DIGITAL DELAY 1] button (DDL1) / [DIGITAL DELAY 2] button (DDL2): Switches between DDL1 and DDL2 parameter view. [SETUP] button: Configures the system parameters. Long-press the button to turn the lock on/off. Other button operations are disabled when the lock feature is enabled.	Delay time		Off (x 1)	0–1500 ms	On (x 2)	0–3000 ms
Delay time							
Off (x 1)	0–1500 ms						
On (x 2)	0–3000 ms						
5 Switches	[DDL 1] switch / [DDL 2] switch: Switches the DIGITAL DELAY 1/2 on and off. Press the [DDL 1] and [DDL 2] switches together to select the previous memory. [TAP/CTL 1] switch: Press this switch in specific intervals to set the delay time. You can also use the functions assigned in SETUP. Press the [DDL 2] and [TAP/CTL 1] switches together to select the next memory.						

Configuring the Settings of This Unit (SETUP)

Here’s where you set the system parameters.

As an example, the following shows how to change the IN/OUT settings.

- 1. Press the [SETUP] button.**



The parameter to set is shown in the display.



- 2. Press the [SETUP] (ENTER) button.**

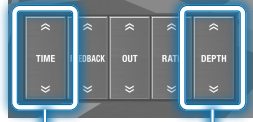
The display indicates “in”.



MEMO

Press the [TIME] button to select other parameters.
For details, refer to “Reference Manual” (Roland website).

- 3. Use the [DEPTH] buttons to change the value.**



Select the parameter Edit the value

Parameter	Value/Explanation
[TIME] button	[DEPTH] button
in (Input Setting)	MONO (MONO): Inputs from the INPUT L/MONO jack. STEREO (STEREO): Inputs in stereo from the INPUT L/MONO jack and the RETURN/INPUT R jack.

MEMO

When “in” (Input Setting) is set to “MONO” (MONO), the send/return circuit is enabled.

- 4. To exit the settings, press the [▶] (EXIT) button several times to return to play mode.**

Saving to Memory (WRITE)

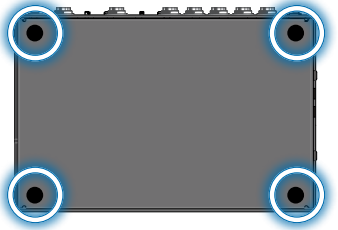
- 1. Long-press the [BANK A/B] (WRITE) button.**
The write menu appears.
- 2. Press the [SETUP] (ENTER) button.**
- 3. To change the write destination, use the [DEPTH] button to select a memory number.**
Press the [▶] (EXIT) button if you want to cancel and return to the write menu.
- 4. Press the [BANK A/B] (WRITE) button to save the memory.**
When the memory is finished saving, the unit switches to the write destination memory and returns to play mode.

Attaching the Rubber Feet

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

Attach them in the locations shown in the illustration.

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



Reference Manual / Players Guide (Roland Website)

Refer to the website listed below for detailed documentation on how to operate this unit.

https://roland.cm/sde3000evh_om

