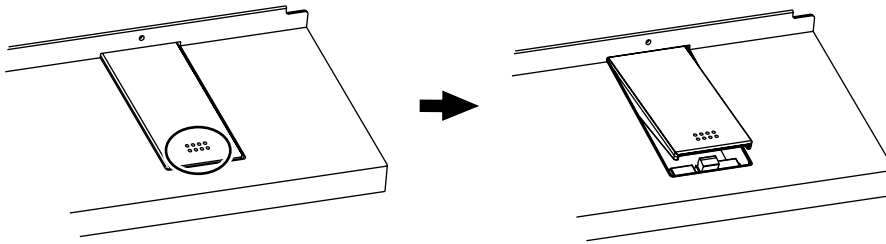# Using External Memories

If you install separately available external memory or a floppy disk drive, you'll be able to save songs you've recorded and listen to commercially available music data.
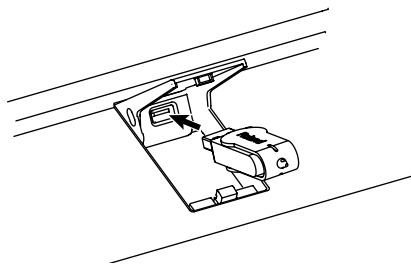
■ Connecting and Ejecting a External Memory

1. Press the External Memory port cover and open the cover.

Press the cover in; the cover will open.

2. Connect the external memory to the External Memory port.

3. Press the cover in again to close the cover.

   * *Always keep the Ext Memory port cover closed except when connecting and disconnecting external memory.*

Locking the External Memory Port Cover

When connecting external memory (sold separately), you can lock the memory port cover to prevent theft of the connected external memory.

1. Connect the external memory to the external memory port.

2. Press the External Memory port cover to close the cover.

3. Secure the lock using the anti-theft lock screws included with the instrument.
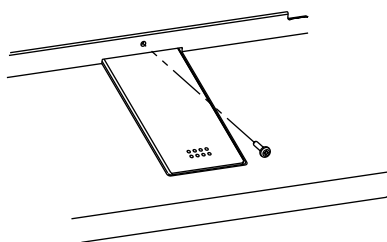
MEMO

If connecting an optional floppy disk drive, substitute "floppy disk" wherever the term "external memory" appears here.

NOTE

Use external memory available from Roland. Proper functioning cannot be guaranteed if other external memory products are used.

NOTE

Take care not to lose the anti-theft lock screws. Also be sure to use only the included screws to secure the anti-theft lock.
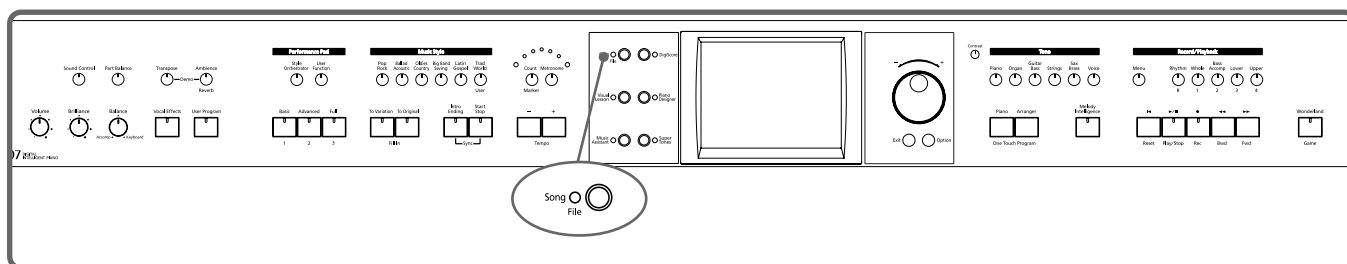
■ Formatting Media (Format)

The process of preparing external memory or disks so that they can be used with the KR-107 is called "initialization" (formatting).

In certain cases, particularly with floppy disks, the media is formatted for a specific type of device. If the media format does not match the KR-107's, you will not be able to use that media with the KR-107.

1. **Connect the external memory to the external memory port.**

2. **Press the [Song/File] button.**

3. **Touch <File>.**

A "File screen" like the one below appears.

Song File Menu

Information	Delete
Save	Format Media
Copy	

4. **Touch <Format>.**

The following screen appears.

| NOTE |

When a external memory is initialized, all of the data saved on the external memory is erased. If you're formatting a used external memory for reuse, be sure to check first to make sure the external memory doesn't contain any data you don't want to lose.

| NOTE |

When initializing floppy disks, check to make sure that the disk's write protect tab is slid to the "write" position.

| NOTE |

Do not eject the floppy disk while data is being read from or written to the disk. This may scratch the disk's magnetic surface, rendering the disk unusable. (The disk drive's indicator lights brightly while data is being read from or written to the disk. At all other times, the indicator is lit more dimly, or is not lit at all.)

Chapter 5

```
┌─────────────────────────────────┐
│          Format Media           │
│                                 │
│                                 │
│        ┌──────────────────┐ ┌──┐┌──┐│
│  Media │ External Memory  │ │← ││→ ││
│        └──────────────────┘ └──┘└──┘│
│                                 │
│                        ┌───────┐│
│                        │Execute││
│                        └───────┘│
└─────────────────────────────────┘
```
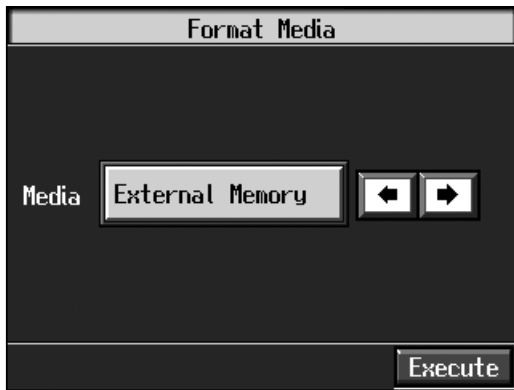
Press the [Exit] button to go back to the previous screen.

5. **Touch <Media> ** ** to select the storage media to be initialized.**

6. **Touch <Execute>.**

A confirmation screen appears. If you want to quit the initialization, touch <Cancel>.

7. **Touch <OK>.**

Initialization of the external memory begins.

When initialization is completed, you're returned to the previous screen.

[NOTE]

Do not remove the storage media until the initialization is completed.

[NOTE]

If "Error" appears on screen, take a look at "Error Messages" (p. 169).

Chapter 5

Saving Songs

A recorded performance is discarded when you switch off the power or choose another song. Storing recorded performances and other data to external memories or the Favorites is called "saving." Be sure to save important songs to external memories or Favorites.

What are "Favorites?"

You can register songs you are currently practicing or particularly like to "Favorites," allowing you to select these songs easily (p. 68).
When you register a song on a external memory to Favorites, you can then play back the song without connecting the external memory to the external memory connector.

If a recorded performance is saved to Favorites, the performance won't be erased when the power is turned off.

Preparations for Saving Data

When saving to external memories, connect the external memory to the external memory port.

1. Press the [Song/File] button.

2. Touch <File>.

3. Touch <Save>.

The following "Save Song screen" appears.

```
            Save Song
  Song   [ New Song      ] [ Rename ]
                ↓
  Media  [ External Memory ]  [←] [→]
  File   [ 1:            ]  [↓] [↑]

                        [ Execute ]
```

MEMO

Substitute the words "floppy disk drive" for "external memory" if using a separately purchased floppy disk drive.

MEMO

When using a new strage media, first initialize (format) the external memory on the KR. Take a look at "Formatting Media (Format)" (p. 99).

NOTE

Some commercially available music files cannot be saved because they are copy protected.

MEMO

When saving to floppy disks, first check to make sure that the floppy disk's protect tab is set to the "Write" position (p.*).

MEMO

If not handled with care, a floppy disk can be damaged, or the data on it become corrupted, making playback impossible. We recommend saving your songs on two different floppy disks.

MEMO

When you want to clear all of the content saved to the "Favorites" and restore the settings to the original factory condition on the KR, refer to "Formatting the User Memory" (p. 150).

Determining the name of the song to be saved

4. Touch <Rename>.

The following "Rename screen" appears.

```
┌──────────────────────────────────┐
│             Rename                │
│  ┌─────────────────┐ ┌──┐┌──┐┌───┐│
│  │ New Song        │ │ ← ││ → ││Ins││
│  └─────────────────┘ └──┘└──┘├───┤│
│                              │Del││
│                              └───┘│
│ ┌───┐┌───┐┌───┐┌───┐┌───┐         │
│ │ABC││DEF││GHI││JKL││MNO│         │
│ └───┘└───┘└───┘└───┘└───┘         │
│ ┌───┐┌───┐┌───┐┌───┐┌───┐         │
│ │PQR││STU││VWX││YZ ││   │         │
│ └───┘└───┘└───┘└───┘└───┘         │
│                        ┌────────┐ │
│                        │A-a-0-! │ │
│                        └────────┘ │
└──────────────────────────────────┘
```

When you touch [←] [→] , the cursor moves.

When you touch the icon for the letter or character to be input, the character appears
at the cursor location. For example touching <ABC> in succession cycles you
through the available choices in that character group ("A"→"B"→"C"...).
Each touch of <A-a-0-!> cycles the type of characters through "English (upper case),"
"English (lower case)," "numerals," "symbols," then back to "English (upper case)."
When you touch <Del>, the character at the cursor position is deleted.
When you touch <Ins>, a space is inserted at the cursor position.

5. When you have finished with the name, press the [Exit] button.

Determining the Save Destination

6. Touch <Media> [←] [→] to select the save-destination storage media.

Touch <Disk> if you are saving to a external memory; touch <Favorites> if you are
saving to Favorites.

7. Touch <File> [↓] [↑] to select the save-destination song number.

If a song name is displayed with a number a song is already saved to that number.
If you select a number with a previously saved song and then proceed to save a new
song, the previously saved song will be erased. If you do not want to lose a saved
song, select a number with no song name indicated in the save-destination column.

Selecting the Save Setting (when saving to external memories)

8. Touch <Save Setting>.

9. Touch "Tone Compatibility" [↓] [↑] to select the tone compatibility
format.

Some Tones are unique to the KR. Data that is recorded using these tones may not play back correctly on other Roland Digital Pianos or Music Players. When you want to save data so that it can be played back on another devices, save the data with "MT" set as the Tone compatibility format.

	Display	Explanation
Tone Compatibility	**KR**	The song is saved as data capable of reproducing performances with richness of expression using this unit's special Tones.
	MT	Data is saved in a form that can also be played on the Roland Digital Pianos or Music Players other than this unit. You can listen to songs saved in this format on the Roland HP-G/R series and KR series keyboards as well as on Roland MT series devices.

<Note>

When data saved with "MT" as the Tone compatibility format is played back on this instrument, some of the nuances that were part of the performance at the time the data was recorded may be altered.

Even with data saved with "MT" as the Tone compatibility format, an exact reproduction of the original performance may be unobtainable when using GS devices other than Roland Pianos and Music Players.

10. Touch <File Format> ⬇️ ⬆️ to select the file format.

The resulting file format will be different depending on whether <Save> or <As SMF> is chosen, as described below.

	Display	Explanation
File Format	**Save**	Saves the song in this unit's format. You can listen to songs saved in this format on the Roland HP-G/R series and KR series keyboards as well as on Roland MT series devices. This format is called "i-format".
	Save As SMF	Saves the song as an SMF (Standard MIDI Files). Songs saved in this SMF format can be listened to on many instruments that can play SMF music files (p. 183). A song recorded using commercial music files can't be saved in "Save As SMF" format for reasons of copyright protection.

11. Press the [Exit] button.

Save

12. Touch <OK> to start saving.

The time required for saving ranges from several seconds to half a minute or more.

Don't take the external memory out of the external memory port until the saving process is finished.

Press the [Exit] button to return to the Song File screen.

[NOTE]

Depending on the playback instrument, some notes may drop out or sound different.

[NOTE]

Never turn off the power while the saving operation is in progress. Doing so will damage the KR's internal memory, making it unusable.

[MEMO]

It's a good idea to get into the habit of moving the write-protect tab on the floppy disk to the "Protect" position when you've finished saving your data. Keeping the tab at "Protect" prevents operations that could erase your songs by mistake.

Deleting Saved Songs

This deletes songs that have been saved on external memories, or to Favorites.

To delete a song on a external memory, first connect the external memory to the external memory port.

1. **Press the [Song/File] button.**

2. **Touch <File>.**

The "Song File screen" appears.

3. **Touch <Delete>.**

A "Delete Song screen" appears.

```
                Delete Song

   Media   External Memory    ◄  ►

   File     3:Etude, op.10    ▼  ▲


                                Execute
```

4. **Touch <Media>** ◄ ► **to select the storage media.**

5. **Touch <File>** ▼ ▲ **to select the song to be deleted.**

6. **Touch <Execute>.**

The selected song is deleted.

Do not eject the external memory from the external memory port until the operation is finished.

Press the [Exit] button to return to the Song File screen.

(NOTE)

Never turn off the power while the operation is in progress. Doing so will damage the KR's internal memory, making it unusable.

Copying Songs on External Memories to Favorites

You can take songs saved on external memories and copy them to Favorites.

You can also copy songs in Favorites to external memories.

1. Connect the external memory with the song to be copied to the external memory port.

2. Press the [Song/File] button.

3. Touch <File>.

4. Touch <Copy>.

The following "Copy Song screen" appears.

Specifying the Copy Source

5. Touch the <Media> ⬅ ➡ to select the copy source storage media.

6. Touch the <File> ⬇ ⬆ to select the song you want to copy.

When "Copy All" is selected, all of the songs on the external memory are copied to Favorites.

Specifying the Copy Destination

7. Touch <Favorites> ⬇ ⬆ to select the copy destination for the song.

If a song name is displayed with a number, a song is already saved to that number.

If you select a number with previously saved song data and proceed to copy to that location, the previously saved song will be erased. If you don't want to erase a previously saved song, choose a number with no song name appears in the destination column.

8. Touch <Execute>.

Do not eject the external memory from the external memory port until the copy is finished.

The song from the external memory is copied to Favorites.

■ Copying Songs Saved in Favorites to External Memories

Songs that've been saved to Favorites can be copied onto external memories.

In this case, in the "Copy Song screen" in Step 4 above, touch the arrow icon in the center to point the arrow upwards. This sets the KR to copy the song in Favorites to the external memory.

The rest of the procedure is identical to that used for copying songs from external memories to Favorites.

NOTE

Never turn off the power while the operation is in progress. Doing so will damage the KR's internal memory, making it unusable.

MEMO

Some song data cannot copy because they are copy protected.

Chapter 6 User Program Registration

Saving Performance Settings (User Program)

Any collection of settings, including those describing the current status of your data selections or settings Automatic Accompaniment, can be saved to the [User Program] button. You can then call up the stored settings by pressing the [User Program] button. Saving your preferred combinations of Music Styles and Tones, as well as other frequently used settings, makes it more convenient.

You can register up to 36 User Programs to the KR.
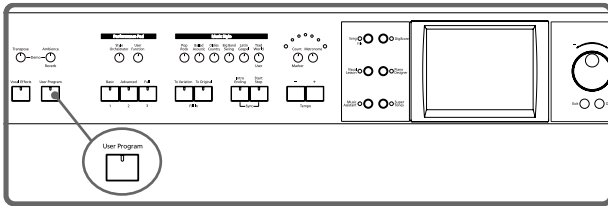
→ *For more on what can be registered to a User Program, refer to "Parameters Stored in the User Program" (p. 182).*

1. Set the Music Style, Tone, and other data until the settings are the way you want them.

2. Press the [User Program] button.

A "User Program screen" like the one shown below appears.

3. Touch <Write>.

A "Write User Program screen" like the following appears.

Determining the name of the User Programs

4. Touch <Rename>.

A "Rename screen" like the following appears.

When you touch ◄ ►, the cursor moves.

When you touch the icon for the character to be input, the character appears of the cursor potion.
For example, touching the <ABC> icon in succession cycles you through the available choices in that character group (A→B→C→A...).

Each touch of <A-a-0-!> cycles the type of characters through "English (upper case)," "English (lower case)," "numerals," "symbols," then back to "English (upper case)."

When you touch <Del>, the character at the cursor position is deleted.

When you touch <Ins>, a space is inserted at the cursor position.

5. When you have finished with the name, press the [Exit] button.

You're returned to the Write User Program screen.

Determining the write destination

6. Touch ▲ ▼ to select the write-destination number.

7. Touch <Write>.

The confirmation message appears.

8. Touch <OK>.

The current performance settings are saved to the [User Program] button.

* **Never turn off the power while the display indicates <Writing...>. Doing so will damage the KR's internal memory, making it unusable.**

→ *You can restore the content registered to the [User Program] button to the original factory settings. Refer to "Restoring the Factory Settings (Factory Reset)" (p. 148).*

Calling Up Saved User Programs

You can easily call up settings saved to the [User Program] button.

1. **Press the [User Program] button.**

The "User Program screen" appears.

Touch the scroll bar and drag up or down to scroll through the screen and display other options.

Touch the page icons to change pages.

2. **Touch the name of the User Program you want to call up.**

When you touch the name of the User Program, the buttons or other performance settings instantly change to the previously saved settings.

■ Changing the Way User Programs Are Called Up

When calling up User Programs, you can prevent the settings for Automatic Accompaniment from switching by not touching the touch screen for a few moments.

1. **Press the [User Program] button.**

2. **Press the [Option] button in the lower part of the screen.**

A settings screen like the following appears.

3. **Touch <Instant> or <Delayed> to select the setting.**

Display	Explanation
Instant	Immediately after a User Program name is touched, the Automatic Accompaniment settings also switch.
Delayed	The Automatic Accompaniment settings switch after you touch and road the User Program name for a few moments.

Press the [Exit] button to return to the User Program screen.

Saving the User Program Sets

You can take the 36 User Programs saved to the [User Program] button and save them as a set to a floppy disk, or to user memory.

When saving to an external memory, first connect an external memory to the external memory port.
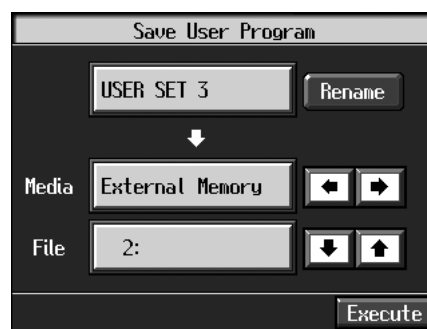
→ *For more on working with the disk drive, refer to "Using External Memories" (p. 98).*

1. **Press the [User Program] button.**

2. **Touch <File>.**

3. **Touch <Save>.**

A "Save User Program screen" like the following appears.

Giving a name to a set of User Programs

4. **Touch <Rename>.**

The Rename screen appears.

When you touch [←] [→], the cursor moves.

When you touch the icon for the character to be input, the character appears at the cursor position. For example touching the <ABC> icon in succession cycles you through the available choices in that character group (A→B→C→A...).

Each touch of <A-a-0-!> cycles the type of characters through "English (upper case)," "English (lower case)," "numerals," "symbols," then back to "English (upper case)."

When you touch <Del>, the character at the cursor position is deleted.

When you touch <Ins>, a space is inserted at the cursor position.

5. **When you have finished with the name, press the [Exit] button.**

Chapter 6

Determining the save destination

6. Touch <MEdia> ⬆️ ⬇️ to select the save-destination strage media.

Touch <Disk> if you are saving to a floppy disk; touch <User> if you are saving to user memory.

7. Touch <File> ⬆️ ⬇️ to select the save-destination User Program number.

If a User Program set name is displayed, a User Program set saved to that saved to that number is already.

If you select a number with previously saved User Program set data, then save a new set of data to that same number, the older User Program set will be deleted. If you don't want to lose any previously saved User Programs, select a number in the save-destination column that does not yet have a name.

Save

8. Touch <Save> to begin the save.

Press the [Exit] button to return to the User Program File screen.

> * **Never turn off the power or eject the external memory from the external memory port while the operation is in progress. Doing so will damage the KR's internal memory, making it unusable.**

→ *When clearing the set of saved User Programs, refer to "Deleting Saved User Program Sets" (p. 110).*

■ Loading Saved User Program Sets

User Programs that have been saved on floppy disks or in user memory can be called up, on an individual set basis, to the [User Program] button.

> * *Note that calling up these User Programs results in the deletion of all User Programs currently recorded to the [User Program] button.*

When loading a set of User Programs from an external memory, first connect the external memory to the external memory port.

→ *For more on working with the external memory, refer to "Using External Memories" (p. 98).*

1. Press the [User Program] button.

2. Touch <File>.

3. Touch <Load>.

A "Load User Program screen" like the following appears.

Specifying the set of User Programs to be loaded

4. Touch < ◀ > < ▶ > to select the storage media to be read from.

5. Touch the name of User Program to load.

6. Touch <Load>.

The confirmation message appears.

7. Touch <OK>.

The selected User Programs are loaded to the [User Program] button.

> * **Never turn off the power or eject the external memory from the external memory port while the operation is in progress. Doing so will damage the KR's internal memory, making it unusable.**

Deleting Saved User Program Sets

You can delete individual User Program sets saved to external memories or in user memory.

When deleting a set of User Programs on an external memory, first connect the external memory to the external memory port.

→ *For more on working with the external memory, refer to "Using External Memories" (p. 98).*
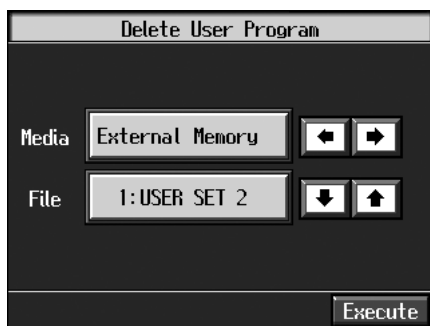
1. Press the [User Program] button.

2. Touch <File>.

3. Touch <Delete>.

A "Delete User Program screen" like the following appears.

```
┌─────────────────────────────────┐
│        Delete User Program       │
│                                  │
│                                  │
│  Media  ┌─────────────┐ ┌──┐┌──┐ │
│         │External Memory│ │◄ ││► │ │
│         └─────────────┘ └──┘└──┘ │
│  File   ┌─────────────┐ ┌──┐┌──┐ │
│         │1:USER SET 2 │ │▼ ││▲ │ │
│         └─────────────┘ └──┘└──┘ │
│                                  │
│                        ┌───────┐ │
│                        │Execute│ │
│                        └───────┘ │
└─────────────────────────────────┘
```

4. Touch <Media> **[▲] [▼]** to select the strage media.

5. Touch **[▲] [▼]** to select the set of User Programs to be deleted.

6. Touch <Delete>.

A screen like the one shown below appears.

```
┌───────────────────────┐
│   OK to delete file?   │
│    Are you sure ?      │
│                        │
│ ┌────────┐   ┌───────┐ │
│ │ Cancel │   │  OK   │ │
│ └────────┘   └───────┘ │
└───────────────────────┘
```

7. Touch <OK>.

The selected User Programs are deleted.

Touching <Cancel> cancels deleting the file.

* ***Never turn off the power or eject the external memory from the external memory port while the operation is in progress. Doing so will damage the KR's internal memory, making it unusable.***
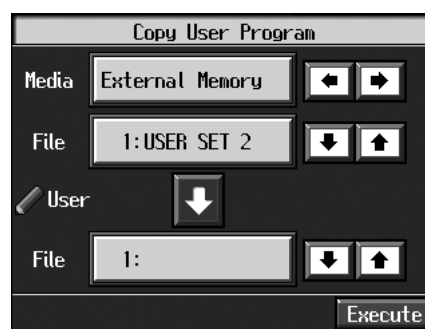
Copying Sets of User Programs on Floppy Disks to the User Memory

You can copy sets of User Programs saved on external memories and to user memory.
You can also copy sets of User Programs saved in user memory and to external memories.

1. Insert the external memory with the settings to be copied in the disk drive.

2. Touch the [User Program] button.

3. Touch <File>.

4. Touch <Copy>.

A "Copy User Programs screen" like the following appears.

```
┌─────────────────────────────────┐
│        Copy User Program         │
│                                  │
│  Media  ┌─────────────┐ ┌──┐┌──┐ │
│         │External Memory│ │◄ ││► │ │
│         └─────────────┘ └──┘└──┘ │
│  File   ┌─────────────┐ ┌──┐┌──┐ │
│         │1:USER SET 2 │ │▼ ││▲ │ │
│         └─────────────┘ └──┘└──┘ │
│  ✎ User      ┌──┐                │
│              │▼ │                │
│              └──┘                │
│  File   ┌─────────────┐ ┌──┐┌──┐ │
│         │1:           │ │▼ ││▲ │ │
│         └─────────────┘ └──┘└──┘ │
│                        ┌───────┐ │
│                        │Execute│ │
│                        └───────┘ │
└─────────────────────────────────┘
```

Specifying the copy source

5. Touch <Media> **[▲] [▼]** to select the strage media.

6. Touch <File> **[▲] [▼]** to select the set of User Programs you want to copy.

When "All" is selected, all of the sets of User Programs on the floppy disk are copied to user memory.

Specifying the copy destination

7. Touch <User> **[▲] [▼]** to select the copy destination for the set of User Programs.

If a User Program name is displayed, already a User Program saved to that number is already.
If you select a number with User Programs data, and then copy data to that number, the previously saved User Programs are deleted. If you do not want to delete the saved User Programs, select a number in the save-destination column for which no name is displayed.

8. Touch <Execute>.

The set of User Programs on the floppy disk is saved to user memory.

Chapter 6

*   *Never turn off the power or eject the external memory from the external memory port while the operation is in progress. Doing so will damage the KR's internal memory, making it unusable.*

■ Coping Sets of User Programs Stored in the User Memory to Floppy Disks

You can take User Program sets saved in user memory and copy them to floppy disks.

In this case, in the Copy User Programs screen in Step 4 above, touch the large arrow icon in the center to get the arrow to point up. This sets the KR to copy the User Program set in the user memory to the floppy disk.

The rest of the procedure is identical to that used for copying sets of User Program set from external memories to user memory.

Using the Pedal to Switch User Programs

You can assign the function of the sequential switching of the "User Programs" to the pedal. That way, each time you depress the pedal, the KR107 switches to the next User Program.

Great for use in concerts and similar situations, this allows you to prepare and save your User Programs in the sequence they are to be used, and then call up User Programs in the appropriate order while you perform, simply by depressing the pedal.

1. Press the [User Program] button.

2. Touch <Pedal> in the lower part of the screen.

A "Copy User Programs screen" like the following appears.

■ Selecting the Pedal Used for Switching Settings (Pedal Shift)

3. Touch <Pedal Shift> ⬆ ⬇ to select the setting.

Display	Explanation
Off	You can use a function assigned to the pedal.
Left Pedal	The left pedal is dedicated to switching User Programs. The function assigned to the left pedal cannot be used.
Center Pedal	The center pedal is dedicated to switching User Programs. The function assigned to the center pedal cannot be used.

Press the [Exit] button to return to the User Program screen.

■ Sequential Loading of User Program Sets Stored in External Memory (Load Next)

When using the pedal to switch your User Programs, you can also call up sequential sets of User Programs as saved to external memory. This feature is called the "Load Next" function.

3. Touch <Load Next> ⬆ ⬇ to select the setting.

Display	Explanation
Off	Switches Load Next off. The next press of the pedal after the 36th User Program is called up returns you to the first User Program of the same User Program set.
On	Switches Load Next on. The next press of the pedal after the 36th User Program has been called up takes you to the first User Program in the next User Program set.

Press the [Exit] button to return to the User Program screen.

Chapter 6

Simultaneously Switching User Program and Transmitting PC Numbers

You can have PC (Program Change) numbers be transmitted to an external MIDI device when you switch the User Program on the KR.

You can register PC number settings to each of the User Programs, just as you can with button settings and other settings preferences.

Calling Up the Performance Settings to Be Set

1. Press the [User Program] button, then touch the name of the performance setting you want to set.

Setting the Transmission of the PC

2. Touch <PC Set> in the User Program screen.

The following type of screen appears.

3. Touch [↑] [↓] for the parameter and make the settings.

Display	Description
Tx PC Channel	This prevents the PC number from being transmitted (Off), or sets the transmission channel (Channel 1–16).
Bank Select MSB	Sets the Bank Select MSB.
Bank Select LSB	Sets the Bank Select LSB.
Program Change	Sets the Program Change messages (Program Numbers).

4. Press the [Exit] button.

The User Program screen returns to the display.

Touch <Write> to save the setting to the User Program. For more detailed information, refer to "Saving Performance Settings (User Program)" (p. 107).

Chapter 7 Creating and Editing Songs

Multitrack Recording with 16 Parts (16-Track Sequencer)

Multitrack recording always you to listen to previously recorded material while continuing to add performances of other parts.

The KR is capable of multitrack recording of up to sixteen parts. Since each part's performance is recorded using one tone, you can layer performances, using up to sixteen tones for the data in one song. The function used to layer these sixteen parts, one at a time, is called the "16-Track Sequencer."

16-Track Sequencer
You can record performances for up to 16 parts, overlaying them part by part, to create a single song.

16-Track Sequencer and Track Buttons

In addition to the "16-Track Sequencer" function, the "Track Buttons" (p. 83) are another of the unit's playing/recording functions.

These five "Track buttons" are used for organizing the 16-Track Sequencer's sixteen parts. This allows you to use the 16-Track Sequencer to add more sounds to performances recorded with the Track buttons, and make even more detailed edits of the songs.
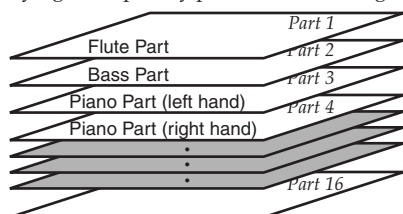
You can easily play back the original song data with the 16-Track Sequencer, mute parts by pressing the Track buttons, and more.

The Track buttons correspond to 16-track sequencer parts as shown below.

Track button	Part
[R/Rhythm]	D (10), S (11)
[1/Whole]	1
[2/Bass Accomp]	2, 5–9, 12–16
[3/Lower]	3
[4/Upper]	4

Since the 16-Track Sequencer records one tone to one part, you cannot use Layer performance (p. 25), Split performance (p. 26), or other such functions to record two or more tones simultaneously. Also, you can't record the performance with Automatic Accompaniment.

When you want to record with Automatic Accompaniment, then you should use the Track buttons for recording. (Refer to "Recording With Accompaniment" (p. 92))

Commercially Available Music Files

Commercially available song file recorded in Roland's SMF format is also composed of sixteen parts.

By loading the song file from the floppy disk and using the 16-Track Sequencer, you can then also edit the song file.

→ *Although with commercially available Roland SMF music data, Part 11 is included in the [2/Bass Accomp] track button, other tracks match to the corresponding Track buttons.*

* *With some commercially available music files, you cannot edit the data.*

■ The 16-Track Sequencer Screen

When recording with 16-track Sequencer, display the 16-track Sequencer screen.

1. Press the [Menu] button.

The Menu screen appears.

2. Touch <16trk Sequencer>.

A "16-track Sequencer screen" like the one shown below appears.

Icon	Explanation
<1>–<16>	Touch to select the part to be recorded, or the part whose settings are to be changed. The button for the selected part changes color.
2	This Part to be played back
—	The Part not to be played back (Muted Part)
2	Parts that do not have performance data recorded to them.
Solo	Only the selected Part is played back.
Mute	This allows you to prevent the sound for the selected part from playing.
Clear	The performance data for the selected part is deleted.
Options	This displays the Part Settings screen, in which you can make detailed settings for each part. For details refer to p. 114.
Tone Set	The Tone Set screen appears. For details refer to p. 115.

113

■ Modifying the Settings of Each Part

You can change the Tones and volume, as well as mute the playback, for each individual part in songs recorded with the 16-track Sequencer and the internal songs.

→ *Because commercially available Roland SMF music files are also made up of 16 Parts, you can change the settings for the individual Parts and play them back in the same way.*

First, select the song for which the settings are to be made (p. 64).

1. **Display the 16-track Sequencer screen (p. 113).**

2. **Touch the screen to choose the Part for which you want to make settings.**
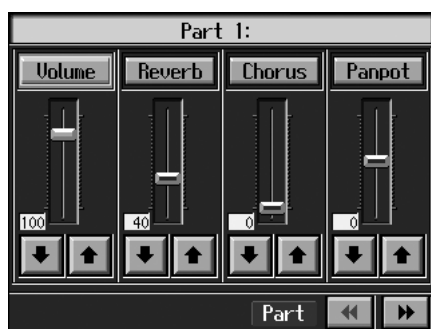
   Change the settings for the selected Part.

Display	Function
Solo	Only the selected Part is played back.
Mute	Toggles playback of the selected Part to on or off.
Clear	The performance data for the selected part is deleted.

* *When you touch <Clear>, a message asking you to confirm the deletion appears. To erase the recorded sound, touch <OK>. If you don't want to erase the recorded sound, touch <Cancel>. Once a performance has been erased, it can't be restored.*

* *You cannot touch <Clear> during playback of the song.*

3. **Touch <Options> to make more detailed settings for the selected part.**

   A screen like the one shown below appears.

   You can change the Tone for the selected Part by pressing a Tone button while this screen is displayed. When selecting Part 10 or 11, you can touch <Drum Set> to select the drum set or effect sound.
   The Part name and tone name are displayed at the top of the screen.

4. **Touch** ⬆⬇ **for the corresponding item to change the setting.**

   You can adjust the values by touching the desired

parameter and turning the dial or by touching and dragging the slider.

Display	Explanation
Volume	Changes the volume level.
Reverb	Changes the amount of reverb effect applied to the sound.
Chorus	Changes the amount of chorus applied.
Panpot	Shifts the direction from which the sound is heard between left and right. Touch ⬆ to shift the sound to the right, or touch ⬇ to shift it to the left.

What's Panpot?

Panpot is the control that determines the placement of the sound in the stereo sound field between left and right speakers. By altering the Panpot setting, you can change the perceived location of the sound between the left and right speakers.

When you press the [▶/■ (Play/Stop)] button, you hear what the song sounds like as you change the settings. When you press the [▶/■ (Play/Stop)] button, playback of the song stops.

5. **Touch** ◀◀ ▶▶ **to make settings for other parts.**

   The Part name appears at the upper part of the screen.

   Change the settings for other parts as needed.

6. **Hold down the [● (Rec)] button and press the [|◀ (Reset)] button.**

   This operation set the changes in the settings.

   The song can then be saved to a floppy disk or to user memory.

   If you do not want to delete a song after changing the settings for the individual parts, save the song to a floppy disk or to user memory (p. 101).

* *You cannot save the settings that determine whether sounds for each individual part are played or not (solo and mute).*

Chapter 7

If the following message appears

If you try to display another screen after you've changed the song's settings for each Part, a message like the one below may appear.

Song setup was modified
change original setup?

Cancel   OK

Touch <OK> to change the song's settings.

Touch <Cancel> to discard the changes you're made.

■ Getting the Most Suitable Part Tones for the Musical Genre (Tone Set)

"Tone Set" is a function that automatically assigns the most suitable tones for the selected musical style.

When you're creating a song, you can assign Tone sets, then change the Tones to suit the ideas you have for your song.

1. **Display the 16-track Sequencer screen (p. 113).**

2. **Touch <Tone Set> in the lower part of the screen.**

A screen like the one shown below appears.

Tone Set

Piano Lesson Pop Rock Jazz

Big Band Classical A Cappella Country

3. **Touch the screen to select a musical genre.**

4. **Press the [Exit] button.**

The 16-track Sequencer screen appears.

Tones for each part are assigned automatically.

* *In some genres, some parts may have no tone assigned.*

■ Recording a Performance

❍ Step 1 Prepare for Recording

Selecting the song to record

1. **Hold down the [Song] button and press the [● (Rec)] button.**

The following screen is displayed if there is any previously recorded performance or any song with changed settings.

OK to delete Song?
Are you sure?

Cancel   OK

Touch <Yes> to delete the song.

If you want to overwrite while recording, select a song.

→ *If a song has already been recorded, or if the song's settings have been changed, the "OK to delete Song?" confirmation prompt appears when you touch <0: (Song Name)>. For more information, take a look at "If the following screen appears" (p. 89).*

Determining the song's beat and tempo

2. **Press the [Metronome] button to select the beat (p. 43).**

→ *You can't change a song's beat once it's been recorded. If you want to compose a song whose beat changes partway through the song, take a look at "Changing the Beat in the Middle of a Song (Beat Map)" (p. 127).*

3. **Press the Tempo [-] and [+] buttons to set the basic tempo of the song.**

If you do not need the metronome sound, press the [Metronome] button once more.

→ *When using song data that has already been recorded, the recording is made using the source song's basic tempo. To change the basic tempo of a song, please refer to "Changing the Tempo of Recorded Songs" (p. 127).*

❍ **Step 2 Start Recording**

If necessary, choose a recording method.

For more on how to record, refer to p. 116.

If you record for the first time, there's no need to select the recording method.

Selecting the Part to Record

1. **Display the 16-track Sequencer screen (p. 113).**

2. **Touch the number for the Part you want to record.**

The button for the touched part being set turns orange.

You can only record drum sounds or effect sounds on Part D (10) or Part S (11). You can select drum sets or effect sounds by selecting Part D (10) or Part S (11) and touching <Drum Set>.

Selecting the sound to play

3. **Use the Tone buttons to choose a Tone to play.**

After selecting a Tone, press the [Exit] button to call up the "16-Track Sequencer screen."

Recording the performance

4. **Press the [|◀ (Reset)] button.**

Recording will start at the beginning of the song. If you want to record from a point other than the beginning, use the [◀◀ (Bwd)] and [▶▶ (Fwd)] buttons to select another measure to begin.

5. **Press the [● (Rec)] button and watch the indicator is light up.**

The KR is put in recording standby.

6. **Press the [▶/■ (Play/Stop)] button.**

A two-bar count-in sounds, then recording starts.

* *You cannot use the performance pads when recording with the 16-track sequencer.*

7. **Press the [▶/■ (Play/Stop)] button.**

Recording stops.

When one part is recorded, continue by selecting and recording another part. Continue layering parts to finish recording the song.

→ *You only need to follow the procedure described in "Step 1 – Prepare for Recording" when you're recording the first Part. For the second Part and after, you can skip step 1 and proceed from "Step 2 Start Recording."*

* *Any performance that has been recorded is deleted when the power to the KR is turned off. It is a good idea to save song data to a floppy disk or user memory. For more information, refer to "Saving Songs" (p. 101).*

Changing the Recording Method (Rec Mode)

You can use any of the four methods below to record with the KR.

Although you will normally be using "Replace Recording," where previously recorded material is erased when new sounds are recorded, you'll find that you can record songs easily by using this method in combination with other recording methods.

Replace Recording (p. 117)

This is the normal method for recording. New material is recorded as previously recorded material is erased.

Mix Recording (p. 117)

New notes are recorded on top of notes previously recorded.

This convenient feature makes it easy for you to record melodies over prerecorded accompaniment.

Loop Recording (p. 117)

Specified measures are recorded repeatedly, while new notes are combined with existing music. A convenient feature for creating rhythm parts. Loop Recording allows you to record over and over within a selected segment, adding a different percussion sound with each pass.

Punch-in Recording (p. 118)

You can re-record only a specified passage as you listen to a recorded performance.

→ *Immediately after the power is turned on, Replace Recording is selected.*

Changing the Recording Method

1. **Press the [Menu] button.**

The Menu screen appears.

2. Touch <Rec Mode>.

A "Rec Mode screen" like the following appears.

```
                Rec Mode

        ┌──────────┐    ┌──────────┐
        │ Replace  │    │ Arranger │
        │          │    │   Stop   │
        │  ↓    ↑  │    │  ↓    ↑  │
        └──────────┘    └──────────┘
          Rec Mode        Rec Stop

```

3. Touch <Rec Mode> [↑] [↓] to select the recording mode.

Display	Recording Method
Replace	Replace Recording
Mix	Mix Recording
Loop	Loop Recording
Auto Punch-In/Out	Punch-in recording of the interval between set markers.
Manual Punch-In/Out	Punch-in recording starting from the point at which the pedal, the Performance Pad or the [● (Rec)] button is pressed. For more about Punch In Recording, refer to p. 118.
Tempo	You can add tempo changes to a recorded composition. See p. 127.

4. Press the [Exit] button.

Returns to the Menu screen.

■ Recording While Erasing the Previous Recording (Replace Recording)

The recording process where previous material is erased as new material is recorded is called "replace recording." This setting is in effect when you turn on the power.

1. In the "Rec Mode screen" (p. 116), select <Replace>.

Press the [Exit] button to return to the Menu screen.

The KR is set to the replace recording mode.

Record the performance using the procedures described in Chapter 4 (p. 89), "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 113).

■ Layering a Recording Over Previously Recorded Sounds (Mix Recording)

You can record a performance layered over a previously recorded performance. This method is called "Mix Recording."

1. In the "Rec Mode screen" (p. 116), select <Mix>.

Press the [Exit] button to return to the Menu screen.

Record the performance using the procedures described in "Recording While Selecting the Track Buttons (Redoing Recordings)" (p. 95), "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 113), or other methods.

* *After you have finished with mix recording, return to the usual replace recording mode.*

■ Repeated Recording at the Same Location (Loop Recording)

You can record a specified passage over and over, layering sounds with each pass. This method is called "Loop Recording." This is handy when recording a Rhythm Part.

For example, use this method to make a Loop Recording of a four-measure segment. First record the bass drum, the snare drum next, then the hi-hat and so on, layering a different instrument onto the same four measures. After you have finished recording the four-measure rhythm pattern, you can then use the procedure in "Copying Measures (Copy)" (p. 122) to create as many copies of the four measures as you need to complete your Rhythm part.

1. Place A and B markers at the beginning and end of the passage you want to record.

Take a look at "Setting Markers for Repeated Practice (Marker)" (p. 84).

If you haven't recorded anything yet, then use "Blank Recording" to create the necessary number of measures before placing the markers.

What is Blank Recording?

Blank Recording is recording a number of silent measures with no content.

1. Set the basic tempo and beat of the song.

2. Hold down the [● (Rec)] button and press the [►/■ (Play/Stop)] button.

The indicators for the [● (Rec)] and [►/■ (Play/Stop)] buttons both light up, then after two measures of the count sound, recording begins.

3. Without performing anything, record only the required number of measures, then press the [►/■ (Play/Stop)] button.

The indicators for the [● (Rec)] and [►/■ (Play/Stop)] buttons both go out, and recording stops.

2. In the Rec Mode screen (p. 116), select <Loop>.

Press the [Exit] button to return to the menu screen.

The recording method changes to loop recording.

3. Press the [● (Rec)] button.

4. Press the Track button for the track to be recorded.

The KR is put in recording standby.

5. Press the [►/■ (Play/Stop)] button to begin recording.

Recording starts from Marker A.

When the song reaches Marker B, it then returns to Marker A, where recording continues.

Each time the recording is looped, the newest sounds are layered over previously recorded sounds.

6. When you press the [►/■ (Play/Stop)] button, recording stops.

* After you have finished with loop recording, return to the usual replace recording mode (p. 116).

Loop Recording Shortcut

You can also use the method described below to set Loop Recording.

1. Place A and B markers at the beginning and end of the passage you want to record.

Take a look at "Setting Markers for Repeated Practice (Marker)" (p. 84).

If you haven't recorded anything yet, then perform "Blank Recording" for the necessary number of measures before placing the markers.

2. Touch the <Repeat> icon in the Marker screen (p. 84).

This sets the loop recording mode.

Start a recording.

* After you have finished with loop recording, touch the <Repeat> icon in the "Marker screen" once more to return to the usual replace recording mode.

■ Re-Recording Part of Your Performance (Punch-in Recording)

You can re-record part of a passage as you listen to a recorded performance. This recording method is called "Punch-in Recording." This convenient function lets you record over a specified points in a part as you listen to a prerecorded performance in another section.

User Punch-In Recording by the following two methods:

Recording the Region Defined by Markers A and B (Auto Punch-In/Out)

Before you start recording, place markers A and B to define the passage you want to re-record. Make the setting for punch-in recording, and re-record just the passage between markers A and B.

Recording From the Point at Which the Pedal or Buttons Are Pressed (Manual Punch-In/Out)

You can play back a performance and depress the pedal at the desired place to start re-recording. Depressing the pedal a second time cancels recording and returns you to playback.

Instead of pressing the pedal, you can press a performance pad or the[● (Rec)] button to start and cancel recording.

○ Recording a Passage Specified by Markers

1. Before you start re-recording, place markers A and B to define the passage.

Following the procedures described in "Setting Markers

for Repeated Practice (Marker)" (p. 84), use Markers A and B to specify the passage.

2. **In the Rec Mode screen (p. 116), select <Auto Punch-In/ Out>.**
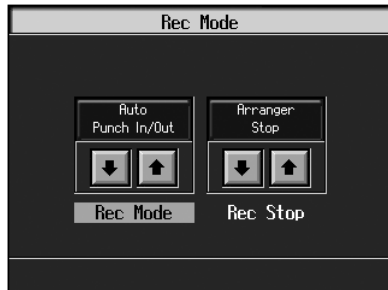
This changes the recording mode to "Punch-In Recording."

Press the [Exit] button to return to the Menu screen.

3. **Begin recording.**

Begin recording using the procedures described in "Recording While Selecting the Track Buttons (Redoing Recordings)" (p. 95) or "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 113).

Up until the specified passage, the previously recorded performance plays back.

When you reach the specified passage, sounds are erased as recording starts; begin playing now.

When you reach the end of the specified passage, recording stops, and the KR returns to playback of the previously recorded performance.

4. **When you press the [►/■ (Play/Stop)] button, the song stops.**

❍ **Starting Recording from the Measure Specified by Buttons and Pedals**

If using the Performance Pads or pedals, you must first change the function of the pedals and Pads. Follow the procedures in "Assigning Functions to Pedals and Performance Pads (Pedal Setting/User Functions)" (p. 142), and assign <Auto Punch-In/Out> to the buttons or pedal.

1. **In the Rec Mode screen (p. 116), select <Manual Punch-In/Out>.**

This changes the recording mode to "Punch-In Recording."

Press the [Exit] button to return to the Menu screen.

2. **Begin recording.**

Begin recording using the procedures described in "Recording While Selecting the Track Buttons (Redoing Recordings)" (p. 95) or "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 113).

The previously recorded performance will be played back.

Press the pedal to which Punch In/Out is assigned (p. 139), a performance pad, or the [[● (Rec)]] button to begin recording, then start your performance.

Recording stops when you press the pedal, the Performance Pad, or the [● (Rec)] button again, and the previously recorded performance is played back.

3. **When you press the [►/■ (Play/Stop)] button, the performance stops.**

* *When you're finished with Punch-In Recording, return to the ordinary Replace Recording mode. Take a look at "Changing the Recording Method" (p. 116).*

Chapter 7

Composing an Accompaniment By Entering Chords (Chord Sequencer)

You can enter a chord progression and choose the places where the accompaniment pattern will change to create an accompaniment for a song. This feature is called "Chord Sequencer."

Thanks to the chord sequencer, you can create an accompaniment ahead of time and play along with your right hand.

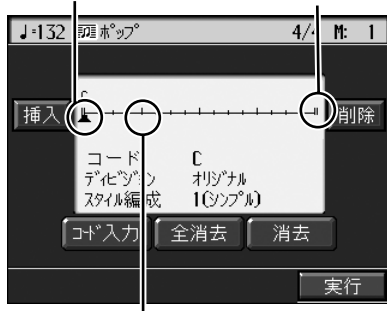**1.** **Press the [Menu] button and watch the indicator light up.**

The Menu screen appears.

2. **Touch <Chord Sequencer>.**

The screen like the one shown below is called "Chord Sequencer screen."

This is the "cursor." The cursor shows where the chord change or other information is input.

This is the end of the song. When continuing to add input, insert measures by touching <Ins>.

This indicates the position where the accompaniment pattern (Division) or the Style Orchestrator changes.

Display	Explanation
Ins	One measure is inserted before the measure where the cursor is positioned.
Del	The measure in which the cursor is positioned is deleted.
Chords	Allows input of chords without playing the keyboard. Refer to "Inputting Chords without Playing the Keyboard" (p. 121).
All Clear	Deletes all of the data that's been input.
Clear	Deletes the data at the cursor position.
Execute	Records the input chord progression. Touch this icon when you have finished inputting all of the chords.

3. **Press a Music Style button or the touch screen to select a Music Style (p. 50).**

4. **Press the [Exit] button.**

You are returned to the Chord Sequencer screen.

5. **Enter the chord progression and the accompaniment pattern.**

Refer to "Inputting Chords with the Chord Sequencer."

6. **When you have finished inputting all the data, touch <Execute>.**

The accompaniment you've composed is registered at "0: New Song."
When storage of the data is complete, return to the Menu screen.

Now, press the [►/■ (Play/Stop)] button, and try playing the melody along with the accompaniment you created.

* *Songs you've created are discarded as soon as you turn off the power. If you do not want to delete the song, save it to a floppy disk or to user memory. Refer to "Saving Songs" (p. 101).*

Inputting Chords with the Chord Sequencer

Change the accompaniment arrangements
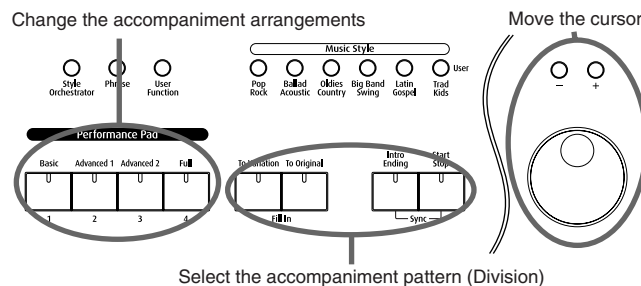
Move the cursor

Select the accompaniment pattern (Division)

1. **Use the dial to move the cursor to the input position.**

Use the [◄◄ (Bwd)] and [►► (Fwd)] buttons to move the cursor one measure at a time.

2. **Enter the chord progression and the changes in the accompaniment pattern and arrangement.**

Just as when performing with Automatic Accompaniment, press the keys to specify a chord, and press a button to select the accompaniment pattern (p. 57). You can change the Style Orchestrator with the Performance Pads (p. 58).

3. **Touch <Ins> once to insert one measure before the measure where the cursor is currently positioned.**

If you touch <Del>, the measure where the cursor is currently positioned is deleted, while the measures that follow are moved forward.

To remove what you have input, move the cursor to the position with input you want to delete, then touch <Clear>. This deletes the entered setting.

→ *You can only insert an intro at the beginning of a song. When you add an intro, the number of bars corresponding to the length of the intro is inserted automatically.*

Functions That Can Be Assigned to the Pedals and the Performance Pads

→ *For instructions on assigning functions, refer to "Assigning Functions to Pedals and Performance Pads (Pedal Setting/ User Functions)" (p. 142).*

- Inputting a short Intro and Ending
  Assign "Intro 2/Ending 2" to a pedal or pad.

- Inputting a "Variation" or "Original" without a Fill-In
  Assign "Original/Variation" to a pedal or pad.

- Using the keyboard to input slash chords (such as Fm/C)
  Assign "Leading Bass" to a pedal or pad.

- Inputting a break somewhere within the song
  Assign "Break" to a pedal or pad.

- Insert half fill-ins (fill-ins lasting half a measure)
  Assign "Half Fill In" to a pedal or pad.

Check the accompaniment you inserted

Here's how to play back as much of the accompaniment as you have input.

1. **Press the [◄◄ (Reset)] button to return to the beginning of the song.**

2. **When you press the [►/■ (Play/Stop)] button, the performance is played back.**

3. **Playback stops when you press the [►/■ (Play/Stop)] button once more.**

■ Inputting Chords without Playing the Keyboard

You can use <Chords> at the bottom right of the Chord Sequencer screen to specify chords on the screen.

1. **At the Chord Sequencer screen, touch <Chords>.**

   A screen like the one shown below appears.
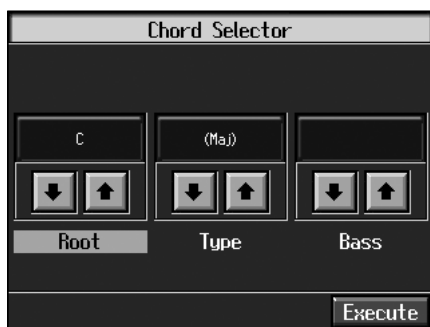
2. **Touch ⬆ ⬇ in each to specify the chords.**

3. **Touch <Execute> to enter the chord.**

   You are returned to the Chord Sequencer screen.

Editing Songs

There are many ways you can edit performances recorded using the KR Track button or 16-track sequencer.

■ Basic Operation of the Editing Functions

* *While songs are being loaded, the measure number in the upper right of the screen is highlighted (text and background are inverted). Start editing the song only after the measure number is no longer highlighted.*

Selecting the editing function

1. **Press the [Menu] button and watch the indicator light up.**
   The Menu screen appears.

2. **Touch <Song Edit>.**
   A "Song Edit screen" like the following appears.

3. **Touch an editing function to select that function.**

   For more detailed information, refer to the corresponding page for each function.

Function	Explanation	Page
Undo	Undoes editing operations that have been performed.	p. 122
Copy	Copies measures and internal rhythm patterns.	p. 122, p. 137
Quantize	Evens out sounds in recorded performances.	p. 123
Delete	Deletes measures.	p. 123
Insert	Inserts a blank measure.	p. 124
Transpose	Transposes parts individually.	p. 124
Erase	Erases data in measures, creating blank measures.	p. 125
Part Exchange	Exchanges the sounds in parts.	p. 125
Note Edit	Allows corrections to be made note by note.	p. 126
PC Edit	Allows editing of the Tones changes that occur during a song.	p. 126

→ *"PC" stands for "Program Change," which is a command that tells an instrument to change the sound it's using. With songs that rely on the use of a variety of sounds, a "PC" needs to be located at every point within the song where the Tone is to be changed*

* *Some edits can't be undone, not even by choosing "Undo." We recommend saving songs to floppy disks or to user memory before editing. For more on how to save songs, refer to "Saving Songs" (p. 101).*

Editing

4. **Touch the item to be edited.**

The background of the item being set turns orange.

5. **Set the value with the [-] [+] buttons or the dial.**

To cancel the operation once it is underway, press the [Exit] button.

6. **When you're done making all the settings, touch <Execute>.**

When you are finished editing the setting, return to the "Song Edit screen."
Press the [Exit] button to return to the Menu screen.

→ *You can play back edited songs by pressing the [►/■ (Play/Stop)] button in the "Song Edit screen."*

■ Undoing Edits (Undo)

You can cancel an editing operation that you've just carried out. This is handy when you want to undo an edit and restore data to the way it was before.

* *There are some edits that can't be restored.*

At Step 3 of "Selecting the editing function" (p. 121), select <Undo>.

Editing functions that can be undone appear on screen.
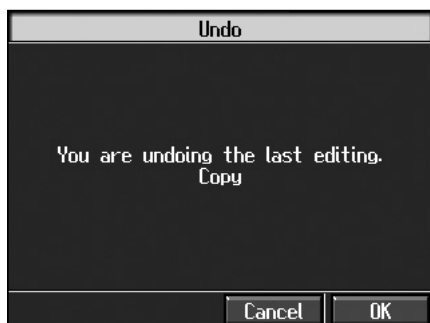
If you touch <Cancel>, the undo is cancelled, and you're returned to the Song Edit screen.

If you touch <OK>, the confirmation message appears on screen. Touch <OK> to undone the most recent edit.

■ Copying Measures (Copy)

You can copy a portion of a performance to a different bar in the same Part or to a measure in another Part. This is handy when you're composing a song that repeats a similar phrase.

Ex. To copy measures 5-7 to measure 8.

At Step 3 of "Selecting the editing function" (p. 121), select <Copy>.

A screen like the one shown below appears.
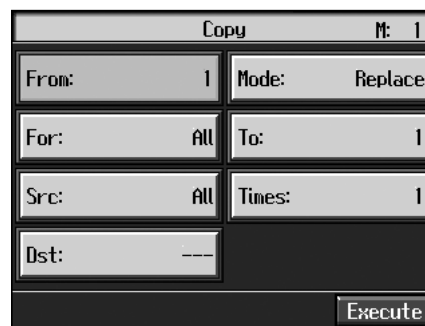
Item	Content
From	Measure number of the first measure of the segment to be copied
For	Number of measures to be copied
Src	Copy-source Track button or part number Choosing "All" copies all Parts. "- - -" appears in the <Dst> column. If you choose a Track button, you can only copy to the selected Track button. You cannot copy to the other Track buttons.
To	Copy-destination measure number When "End" is selected, the data is copied to the end of the song.
Times	Number of times the data is to be copied
Dst	Copy-destination part number
Mode	Data can be copied in the following three ways:
	Replace If there is a performance recorded at the copy destination, this previous recording is erased, and the copied data is written in its place.
	Mix If there is a performance recorded at the copy destination, the copied data is layered over the previous recording. If the Tones used for the copy source and copy destination are different, the copy-destination Tone is used.

Item	Content
Mode	**Insert** If there is a performance recorded at the copy destination, the copied portion is inserted without erasing the previous recording. The song is lengthened by the number of inserted measures.

■ Correcting Timing Discrepancies (Quantize)

You can correct for timing discrepancies in a recorded performance by automatically aligning the music with the timing you specify. This is called "Quantizing."

As an example, let's say that the timing of some quarter-notes in a performance is a little off. In this case, you can quantize the performance with quarter-note timing, thus making the timing accurate.

Example: Quarter-note resolution

Actual note data

Note data after quantization

Example: Sixteenth-note resolution
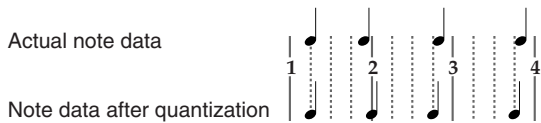
Actual note data

Note data after quantization

At Step 3 of "Selecting the editing function" (p. 121), select <Quantize>.

A screen like the one shown below appears.
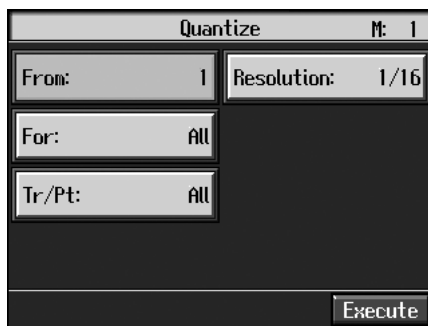
Item	Content
From	Measure number of the first measure of the segment to be quantized
For	Number of measures to be quantized
Tr/Pt	Track button or part number to be quantized Choosing "All" quantizes the same passage in all Parts.

Item	Content
Resolution	Quantization timing Select one of the following values 1/2 (half note), 1/4 (quarter note), 1/6 (quarter-note triplet), 1/8 (eighth note), 1/12 (eighth-note triplet), 1/16 (sixteenth note), 1/24 (sixteenth-note triplet), 1/32 (thirty-second note)

When finished with the Quantize settings, return to the Song Edit screen.

■ Deleting Measures (Delete)

You can delete a part of a performance measure by measure. When a portion of a performance is deleted, the rest of the performance is shifted up to fill the gap. Erasing measures in a specified passage is called "deleting."

Ex. To delete measures (bars) 5-8
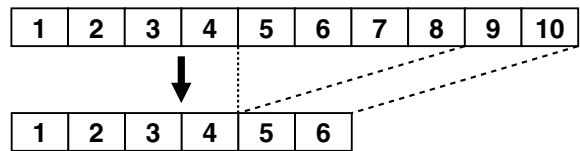
At Step 3 of "Selecting the editing function" (p. 121), select <Delete>.

A screen like the one shown below appears.

Item	Content
From	Measure number of the first measure of the segment to be deleted
For	Number of measures to be deleted
Tr/Pt	Track button or part number to be deleted When "All" is selected, the same portion of all parts is deleted.

Chapter 7

■ Inserting Blank Measures (Insert)

You can add a blank measure at a location you specify. This addition of a blank measure is called "insertion."

Ex. To insert measures (bars) 5-7
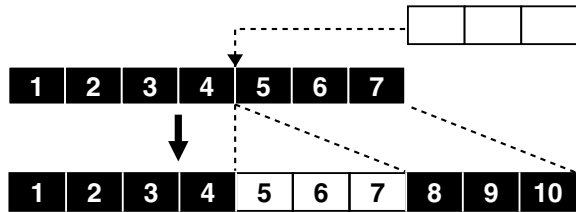
At Step 3 of "Selecting the editing function" (p. 121), select <Insert>.

A screen like the one shown below appears.
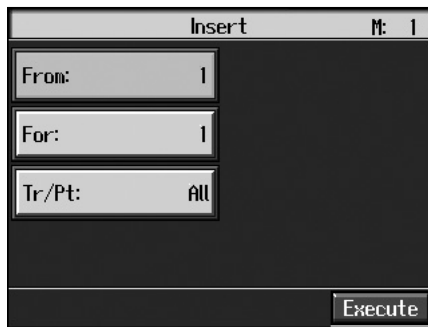
Item	Content
From	Measure number of the first measure of the segment to be inserted
For	Number of measures to be inserted
Tr/Pt	Track button or part number where data will be inserted. When "All" is selected, blank measures are inserted at the same place in all parts.

■ Transposing Individual Parts (Transpose)

You can transpose specified parts and tracks individually.

At Step 3 of "Selecting the editing function" (p. 121), select <Transpose>.

A screen like the one shown below appears.
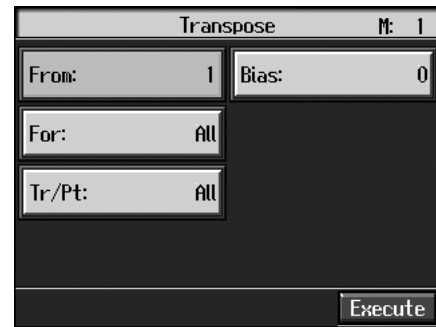
Item	Content
From	Measure number of the first measure of the segment to be transposed
For	Number of measures to be transposed
Tr/Pt	Track button or part number to be transposed. When "All" is selected, the same portion of all parts is transposed.
Bias	The range of transposition. You can select the range to transpose the data, from -24 (two octaves down) to +24 (two octaves up), adjustable in semitones.

*   *You cannot transpose performances of the drum sets and sound effect sets (such as the Rhythm Track).*

Chapter 7

■ Making Measures Blank (Erase)

You can delete the performance data in a specified block of measures, turning them into blank measures without reducing the length of the song. This process is called "erasing."

Ex. To erase measures (bars) 5-8

Blank measures
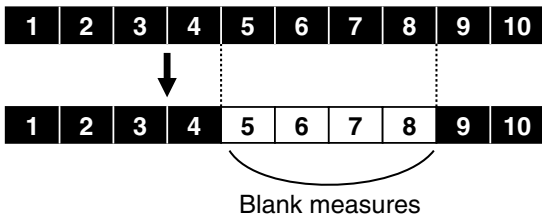
Follow the steps in "Selecting the editing function" (p. 121) to choose <Erase>.

A screen like the one shown below appears.

Item	Content
From	Measure number of the first measure of the segment to be erased
For	Number of measures to be erased
Tr/Pt	Track button or part number to be erased When "All" is selected, the same portion of all parts is erased.
Event	Select from the following types of performance data to erase:
	All All performance data, including notes, tempos, tones switches, volume changes, etc., are erased.
	Tempo Tempo data is erased. Erasing the tempo data for all measures results in a single, constant tempo.
	Prog.Change Erases the data for switching Tones (p. 122).
	Note Erases only notes.
	Except Notes Erases all of the performance data except for the notes.

Item	Content
Event	**Expression** Erases Expression (volume change) information.
	Lyric Erases only lyrics.

■ Exchanging Parts (Part Exchange)

You can exchange the notes recorded for a particular part with the notes recorded for another part. This process of exchanging parts is called "part exchange."

At Step 3 of "Selecting the editing function" (p. 121), select <Part Exchange>.

A screen like the one shown below appears.
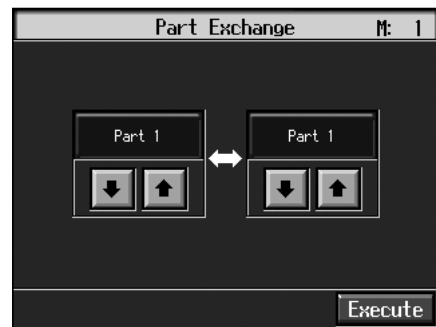
Touch each [↑] [↓] to choose Parts you want to exchange.

■ Correcting Notes One by One (Note Edit)

You can make corrections in a recorded performance one note at a time. This process of making changes in individual notes is called "note editing."

You can make these corrections by using note editing:
- Deleting misplayed notes
- Changing the scale of a single note
- Changing the force used in playing a single key (velocity)
- Change the fingering

At Step 3 of "Selecting the editing function" (p. 121), select <Note Edit>.

A screen like the one shown below appears.

Location Pitch Velocity
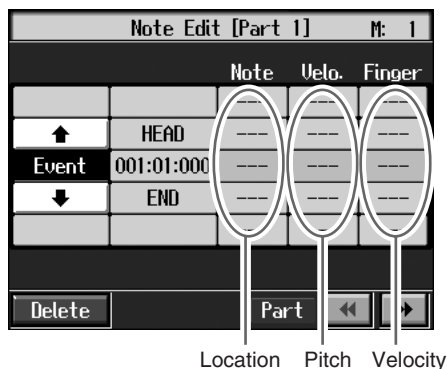
The note-location display uses "Measure: Beat: Tick" as the format. A tick is a unit of time that's shorter than a beat.

Touch [◀◀] [▶▶] to select the part with the note to be corrected. The Part number appears at the top of the screen.

Use the [◀◀ (Bwd)] button and the [▶▶ (Fwd)] button or use < ↑ > < ↓ > in the upper part of the screen to find the note to be corrected.

When you've found the note you want to correct, touch "Pitch" or "Velocity" for the note.

Use the [-] [+] buttons and the dial to correct the pitch or velocity. If you want to delete the note, touch <Delete>.

When you're done making all the settings, press the [Exit] button.

Return to the Song Edit screen.

■ Modifying the Tone Changes in a Song (PC Edit)

In some songs, the instrument sound changes during the course of the song (that is, the Tone changes in the middle of a Part). In such songs, an instruction to switch the Tone is inserted at the place where you want the sound to change. This instruction is called a "Program Change" (PC), and actions such as deleting program changes, or changing the selected Tone by them are called "PC editing."

*   *It is not possible to insert a program change into a measure or beat that does not contain a program change.*

At Step 3 of "Selecting the editing function" (p. 121), select <PC Edit>.

A screen like the one shown below appears.

Location Tone name
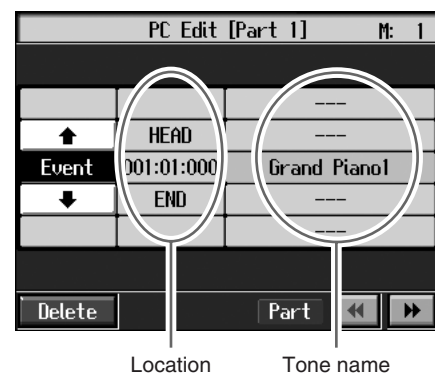
The PC-location display uses "Measure: Beat: Tick" as the format. A tick is a unit of time that's shorter than a beat.

Touch [◀◀] [▶▶] to select the part with the program change to be edited.

The Part number appears at the top of the screen.

Use the [◀◀ (Bwd)] button and the [▶▶ (Fwd)] button or use < ↑ > < ↓ > in the upper part of the screen to find the program change to be edited.

When you've found the Program Change you want to modify, touch "Tone Name" on the screen.

Press a Tone button to select a Tone group, then select a Tone with the [-] [+] buttons and the dial. When selecting Part 10 or 11, select the drum set or effect sound.

If you want to delete the Program Change, touch <Delete>.

When you're done making all the settings, press the [Exit] button.

Chapter 7

Changing the Beat in the Middle of a Song (Beat Map)

You can create songs that have beat changes during the course of the song.

* *You can't change a song's beat once it's been recorded. Before recording the performance, determine the beat to be used.*

1. **Press the [Menu] button.**

The Menu screen appears.

2. **Touch <Beat Map>.**

A screen like the one shown below appears.
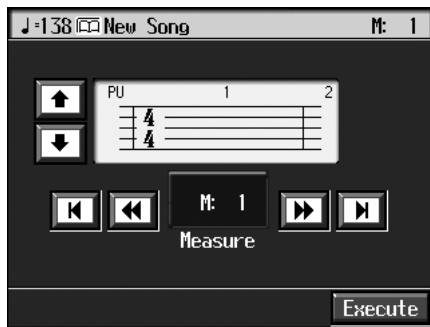
3. **Use < ◀◀ >< ▶▶ > in the screen or the [◀◀ (Bwd)] and [▶▶ (Fwd)] buttons to move to the measure whose beat you want to change.**

The measure number appears in the top-right area of the screen.

Touch < I◀ > to move to the beginning of the song.

Touch < ▶I > to move to the end of the song.

4. **Touch ⬆ ⬇ in each to set the beat.**

5. **Touch <Execute>.**

The beat change starts with the measure you selected. Repeat Steps 3–5 to make beat settings in other measures as needed.

Recording the performance

6. **Press the [Exit] button twice.**

The screen displayed before you pressed the [Menu] button appears.

7. **Press the [I◀ (Reset)] button to return the measure number to "1."**

8. **Start a recording.**

Record the performance using the procedures described in "Chapter 5 Recording and Saving the Performance" (p. 89). Specify the measure, then change the beat.

Changing the Tempo of Recorded Songs

You can change the basic tempo of a composition. The basic tempo was initially set when the song was recorded.

1. **Press the Tempo [-] and [+] buttons to choose a tempo.**

2. **Hold down the [● (Rec)] button and press the [I◀ (Reset)] button.**

The song's basic tempo changes.

The change in basic tempo is discarded when you turn off the power or choose a different song. Save important song data to floppy disks or to user memory (p. 101).

* *If the song you're working on has tempo changes, press the [I◀ (Reset)] button to go back to the beginning of the song before you carry out this operation.*

Changing the Tempo Within the Song

You can add tempo changes to a recorded composition.

The KR stores song tempo information and performance data separately. Therefore, when making changes to the tempo in a song, you must record the changes in the tempo information independently of the performance data.

This recording of the tempo is called "Tempo Recording."

■ Adjusting the Tempo While Listening to a Song

You can add ritardando and other such gradual tempo changes.

Setting the Rec Mode to "Tempo"

1. **Press the [Menu] button.**

The Menu screen appears.

2. **Touch <Rec Mode>.**

A screen like the one shown below appears.

3. Touch the <Rec Mode> [↑] [↓] to select <Tempo>.

This makes the setting for tempo recording.

Press the [Exit] button a number of times to switch to the screen where the measure number is indicated in the upper right of the screen.

When the KR goes into Tempo Recording, the tempo indication is highlighted.

Recording the Tempo

4. Use the [◄◄ (Bwd)] and [►► (Fwd)] buttons to move slightly before the measure where you want to change the tempo.

5. Press the [● (Rec)] button and watch the indicator is flashing.

The KR is put in recording standby.

6. When you press the [►/■ (Play/Stop)] button, recording begins.

7. When you get to the place where you want to change the tempo, use the Tempo [-] and [+] buttons or the dial to vary the tempo as desired.

8. When you press the [►/■ (Play/Stop)] button, recording stops.

The song's tempo changes.

* *You cannot record performances while in Tempo Recording mode. When you're finished tempo recording, go back to the ordinary Replace Recording. Take a look at "Changing the Recording Method (Rec Mode)" (p. 116).*

■ Adjusting the Tempo at a Particular Measure

You can create a tempo change at the beginning of a selected measure. This is handy when you want to make a sudden change in tempo.

First, carry out Steps 1–3 of "Changing the Tempo Within the Song" (p. 127) to make the "Tempo Recording" settings.

1. Use the [◄◄ (Bwd)] and [►► (Fwd)] buttons to move to the measure where you want to change the tempo.

The measure number appears in the top-right area of the Basic screen.

2. Press the [● (Rec)] button and watch the indicator is flashing.

The KR is put in recording standby.

3. Use the [-] [+] buttons or the dial to change the tempo.

4. Press the [►/■ (Play/Stop)] button.

The song's tempo changes starts with the measure you selected.

→ *While tempo recording is being used to write tempo, the tempo display in the screen will be highlighted.*

5. When you press the [►/■ (Play/Stop)] button, the change in tempo stops.

* *You cannot record performances while in Tempo Recording mode. When you're finished tempo recording, go back to the ordinary Replace Recording. Take a look at "Changing the Recording Method (Rec Mode)" (p. 116).*

→ *If you want to restore the previous tempo, delete the tempo data at the place where the tempo was recorded. For an explanation of how to delete the information of tempo settings, refer to "Making Measures Blank (Erase)" (p. 125).*

Tempo Recording Shortcut

Hold down the [● (Rec)] button and press one of the Tempo [-] [+] buttons to switch to the Tempo Recording settings. Record tempo information. In this case, tempo recording is canceled when recording ends.

Chapter 8 Creating Music Styles

Creating Original Styles (User Styles)

Although the KR features a variety of internal Music Styles, you can also create your own. These original Styles are called "User Styles."

You can use either of the two methods described below to create a User Style.

Style Composer

With this method, you combine internal Music Styles to create new Styles. You can create a new Style by selecting from among the Rhythm, Bass, Accompaniment 1, Accompaniment 2, Accompaniment 3, Accompaniment 4, Accompaniment 5, and Accompaniment 6 parts in different styles.

Style Converter (p. 131)

Create a new Style by extracting the portions you need from songs composed with the 16-track sequencer.

When you're composing a song, there's no need to specify all the chords. You can specify just some of the chords, and the KR automatically chooses the other chords and arranges the Style.

Style Converter features an "Auto mode" that allows you to easily create Styles from songs with a single chord, and a "Manual mode," in which you create Styles from songs with three kinds of chords–major, minor, and seventh chords.

■ Creating New Styles by Combining Internal Music Styles (Style Composer)

You can create a new style by selecting from among the Rhythm, Bass, Accompaniment 1, Accompaniment 2, Accompaniment 3, Accompaniment 4, Accompaniment 5, and Accompaniment 6 parts in different Styles. This function is called the "Style Composer."

* You can only combine the KR's built-in Styles.

Displaying the Style Composer Screen

1. Press the [Menu] button.

The Menu screen appears.

2. Touch <Style Composer>.

* If a User Style has already been recorded, a message like the one shown below appears.
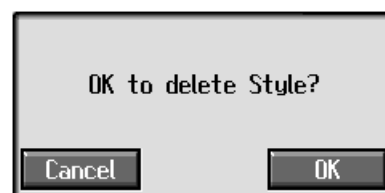
Touch <Cancel> to return to the Menu screen. Save User Styles to floppy disks, or to user memory (p. 134).

When you touch <OK>, the previously recorded User Style is deleted, and a new User Style is created.

A "Style Composer screen" like the one shown below appears.

Display	Part
R	Rhythm
B	Bass
A1	Accompaniment 1
A2	Accompaniment 2
A3	Accompaniment 3
A4	Accompaniment 4
A5	Accompaniment 5
A6	Accompaniment 6

Icon	Function
All Clear	Deletes all of the settings.
Mute	You can mute the sound of particular Parts in specific Divisions. For more information, take a look at "Muting Parts for a particular division" (p. 130).
Clear	Deletes the Styles in selected parts.
Options	The Part Settings screen is displayed, allowing you to make detailed settings to each part. For more information, take a look at "Editing the volume and effect settings for each Part" (p. 131).
Execute	Records the created Style to the Music Style [User] button. Touch this when you have finished creating the Style.

Selecting the Styles assigned to each part

3. **Touch the part to be set.**

The button for the touched part being set turns orange.

4. **Press an Music Style button, then select a Style with the touch screen or the [-]/[+] buttons and the dial.**

When you have decided on a Style, press the [Exit] button to display the Style Composer screen.

5. **Repeat steps 3 and 4 to determine the Styles for each Part.**

Deciding on a Style

6. **Touch <Execute>.**

You have created a new Style.

The User Style is recorded to the Music Style [User] button. Try playing with the new Style.

* *If you turn off the power or record a new User Style, any User Style you've previously recorded is lost. If you do not want to delete the Style, save it to a floppy disk or to user memory. Take a look at "Saving a User Style" (p. 134).*

❍ **Muting Parts for a particular division**

You can mute the sound of particular Parts in specific Divisions.

For example, all parts are played when you use a "Variation" accompaniment pattern, whereas if you select the "Original" accompaniment pattern, every part other than "Accompaniment 1" is muted. With this arrangement, when the accompaniment pattern changes from the original to the variation, it creates a more elaborate effect in the accompaniment.

→ *For more on Divisions, refer to the "Style Arrangements" (p. 131).*

1. **Touch the Style Composer screen to choose the Part you want to mute out.**

2. **Press the Fill In [To Variation] or [To Original] button to switch to the division that you want to mute.**

3. **Touch <Mute> on the screen.**

The Part you chose is only muted out in the Division you selected.

If you want to hear the muted-out Part, touch <Mute> again.

* *To mute out a Division that changes after a few seconds (intro, ending, or fill-in), touch <Mute> immediately after switching to the Division.*

Chapter 8

❍ **Editing the volume and effect settings for each Part**

Displaying the Part settings screen

1. At the Style Composer screen, touch <Part>.

A screen like the one shown below appears.

```
                Rhythm:
  ┌─────────┬────────┬────────┬────────┐
  │ Volume  │ Reverb │ Chorus │ Panpot │
  └─────────┴────────┴────────┴────────┘
       │         │        │        │
      100       40        0        0
  ┌──┬──┐  ┌──┬──┐  ┌──┬──┐  ┌──┬──┐
  │↓ │↑ │  │↓ │↑ │  │↓ │↑ │  │↓ │↑ │
  └──┴──┘  └──┴──┘  └──┴──┘  └──┴──┘
  ┌──────────┐            ┌──────┬──┬──┐
  │ Drum Set │            │ Part │◄◄│►►│
  └──────────┘            └──────┴──┴──┘
```
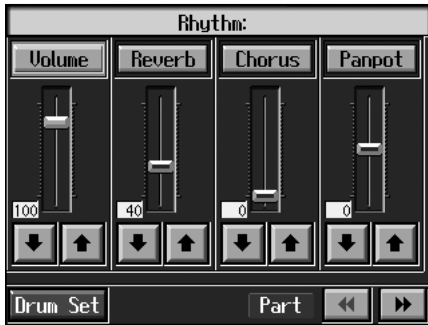
Modifying the settings of each part

2. Touch the [◄◄] [►►] to select the part with the settings to be changed.

The part name and Tone name are indicated in the upper part of the screen.

3. Touch [↑] [↓] for each parameter to change the value.

You can also change the values by touching each parameter name and then using the dial.

Display	Explanation
Volume	Adjusts the volume.
Reverb	Adjusts the amount of reverb effect applied to the sound.
Chorus	Adjusts the amount of chorus effect applied to the sound.
Panpot	Changes the left-right direction from which the sound appears to come. When you touch [↑], the sound moves to the right; touch [↓] to move the sound to the left.

You can change the Tone for the selected Part by pressing a Tone button to change the Tone while this screen is displayed. When selecting Rhythm Part, you can touch <Drum Set> to select the drum set or effect sound.

Finishing the settings

4. Press the [Exit] button.

The Style Composer screen appears.

■ Creating a Style from a Song You Composed Yourself (Style Converter)

You can take a song you've composed yourself and extract the portions you need to create your own original Style. When you're composing a song, there's no need to specify all the chords. You can specify some of the chords, and the KR automatically chooses the other chords and arranges the style. This function is called the "Style Converter."

Style Converter features an "Auto mode" that allows you to easily create Styles from songs with a single chord, and a "Manual mode," in which you create Styles from songs with three kinds of chords–major, minor, and seventh chords.

When creating a song in order to create an music style, it's good practice to consider the arrangement of the music style.

Style Arrangements

Music Styles created with the Style Converter function are composed of eight parts: "Rhythm," "Bass,""Accompaniment 1,""Accompaniment 2," "Accompaniment 3,""Accompaniment 4,""Accompaniment 5," "Accompaniment 6."

A song progresses in predictable a sequence, such as intro, melody A, melody B, bridge and ending.

With the KR, such changes in songs are allocated to the following six performance states. We call these six parts of a song "Divisions."

Division	Performance division
Intro	The intro is played at the start of a song.
Ending	This is played at the end of a song.
Original	This is a basic accompaniment pattern.
Variation	This is a developmental accompaniment pattern. It is a variation on an Original.
Fill-In To Variation	This is a one-measure phrase inserted at a juncture where the mood changes. It is used to make a song more lively.
Fill-In To Original	This is a one-measure phrase inserted at a juncture where the mood changes. It is used to make a song more sedate.

You can make a song more lively or more restrained by increasing or reducing played parts by Divisions. You can also modify a song by changing the Tone of the parts in the Divisions.

❍ Creating Styles in Auto Mode

Points to note when creating songs

- Use one of the major, minor, or diminished seventh chords to create the song. We recommend using diminished seventh chords to compose the song.
- It is convenient to record the sounds shown below for the Parts of the 16-track sequencer.

Rhythm	Bass	Accomp 1	Accomp 2	Accomp 3
D (10)	2	7	8	9

→ *When using parts other than Part 2, 7, 8, 9, and D, refer to "Changing an Extracted Part" (p. 133).*

Creating songs

1. **Use the 16-track sequencer to record the song.**

Record the song after referring to "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 113) and other related sections.

When using music data, first select a song (p. 64).

Displaying the Style Converter screen

2. **Press the [Menu] button.**

The Menu screen appears.

3. **Touch <Style Converter>.**

* *If no song for use in creating a new Style is selected, the message "Please select a song" appears. Use the [Select/Listen to a Song] button to select a song (p. 64), then start the procedure again.*

* *If a User Style has already been recorded, a message like the one shown below appears.*

```
OK to delete Style?

Cancel          OK
```
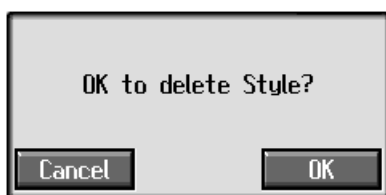
Touch <Cancel> to return to the Menu screen. Please save the User Style on a floppy disk or in the internal memory (p. 134). When you touch <OK>, the previously recorded User Style is deleted, and a new User Style is created.

A "Style Converter screen" like the one shown appears.

```
♩=138 ▭ Sonate No.15        4/4 M:  1
Conv.Mode:    Auto    Division:     Intro
Chord Root:      C    From:            1
Chord Type:  Major    For:           ---
                            Play    Part
                                 Execute
```

Parameter Name	Settings Content
Conv.Mode	Switches the mode (Auto/Manual)
Chord Root	Chord root for the segment to be extracted
Chord Type	Chord type for the segment to be extracted (major/minor/seventh)
Division	Division
From	Measure number of the first measure of the segment to be extracted
For	Number of measures extracted

Making the settings

4. **Touch <Conv.Mode>, then use the [-] [+] buttons or the dial to switch the mode to "Auto."**

This makes the setting for the Auto mode.

5. **Touch <Chord Root> and <Chord Type>, then use the dial to input the chord root and type for the segment to be extracted.**

6. **Touch <Division>, then use the dial to select the Division.**

Display	Performance division
Intro	Intro
Original	Original accompaniment pattern
Fill To Vari	From the fill-in to the variation
Variation	Variation accompaniment pattern
Fill To Ori	From the fill-in to the original
Ending	Ending

* *Only one measure can be extracted when "Fill To Vari" or "Fill To Ori" is selected for the Division. The number of measures may also be limited in other Divisions.*

Chapter 8

7. Touch <From> and <For>, then use the [-] [+] buttons or the dial to select the measures to be extracted.

Touching <Play> at the bottom of the screen, you can listen to performance of the portion which you chose.

8. Repeat Steps 5–7 to create Styles for all of the Divisions.

* *If no setting is made for a Division, it uses a simple drum pattern.*

Deciding on a Style

9. When you're done making all the Division settings, touch <Execute>.

The User Style is recorded to the [User] button.

* *If you turn off the power or record a new User Style, any User Style you've previously recorded is lost. If you do not want to delete the Style, save it to a floppy disk or to user memory. Take a look at "Saving a User Style" (p. 134).*

* *The following data is saved to the User Style. If a song includes data other than this, the results you get might not be what was intended.*
   - *Keyboard performance data*
   - *Amount of Reverb effect applied*
   - *Amount of Chorus effect applied*

❍ Creating a Style in Manual Mode

When you create a Music Style in the Manual mode, you can clearly point up the differences in accompaniment for each individual chord.

Points to note when creating songs
   - Record your performance with the three chord types of diminished seventh, major, and minor.
   - It is convenient to record the sounds shown below for the Parts of the 16-track sequencer.

Chords	Rhythm	Bass	Accomp 1	Accomp 2	Accomp 3
Major	D (10)	3	4	5	6
Seventh	-	2	7	8	9
Minor	-	12	13	14	15

→ *The chords all share the same Rhythm Part.*

→ *If you want to use the performance of other part, check out "Changing an Extracted Part" (p. 133)*

Creating songs

1. Use the 16-track sequencer to record the song.

Record the song after referring to "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 113) and other related sections.
When using music data, first select a song (p. 64).

Displaying the Style Converter screen

2. Press the [Menu] button.

3. Touch <Style Converter>.

The "Style Converter screen" appears.

4. Touch <Conv.Mode>, then use the dial to switch the mode to "Manual."

This makes the setting for the Manual mode.

After that, the steps are the same as for "Creating Styles in Auto Mode" (p. 132).

When you touch <Play> in the lower part of the screen, you can listen to the performance of the part selected with <Options>.

❍ Changing an Extracted Part

You can extract and change part of a song created with 16-track sequencer.

1. At the Style Converter screen (p. 132), touch <Part>.

A screen like the one shown below appears.
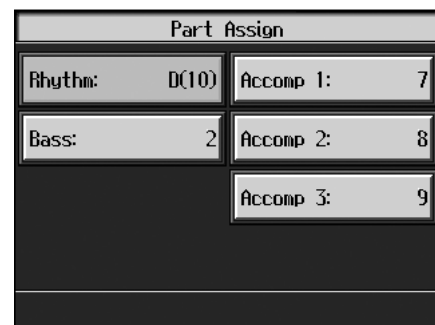
2. Touch the performance Part with settings you want to change.

3. Use the dial to specify which 16-track Sequencer performance part you want to extract.

→ *In the Manual mode, the type of chords appear at the bottom of the screen. Set the Parts for all chords.*

4. Press the [Exit] button to return to the Style Converter screen.

The Style Converter screen appears.

Saving a User Style

You can save the User Styles you create to floppy disks and the user memory. When saved to the user memory, User Styles are not deleted when the power is turned off. You can also select Styles saved to the user memory by pressing the Music Style [User] button.

You can save up to 99 User Styles in user memory.

What is the User Memory?

The user memory is the area within the instrument where User Styles created with the KR, sets of User Programs, and other such data are stored.

You can also copy User Styles and sets of User Programs saved on floppy disks.

Data saved to the user memory is not deleted, even when the KR's power is turned off.

→ *When you want to clear all of the content saved to the user memory and restore the settings to the factory settings, refer to "Formatting the User Memory" (p. 150).*

Preparations for saving data

When saving to an external memory, first connect a external memory to the external memory port.

1. Press the Music Style [User] button.

A "User Style screen" like the following appears.

If the User Style screen is not displayed, touch <User> in the lower part of the screen.

2. Touch <User>.

3. Touch <File>.

4. Touch <Save>.

A "Save Style screen" like the following appears.

NOTE

This function is not available with songs on CDs.
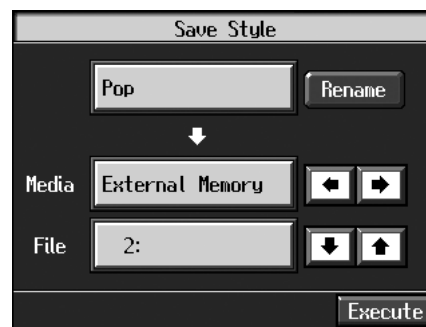
Determining the name of the Style to be saved

5. Touch <Rename>.

A "Rename screen" like the following appears.

When you touch ◄ ►, the cursor moves.

When you touch the icon for the character to be input, the character appears at the cursor position.
For example, touching the <ABC> icon in succession cycles you through the available choices in that character group (A→B→C→A...).

Each touch of <A-a-0-!> cycles the type of characters through "English (upper case)," "English (lower case)," "numerals," "symbols," then back to "English (upper case)."

When you touch <Del>, the character at the cursor position is deleted.

When you touch <Ins>, a space is inserted at the cursor position.

6. When you have finished with the name, press the [Exit] button.

Determining the save destination

7. Touch <Media> ◄ ► to select the save-destination strage media.

8. Touch [↑] [↓] to select the save-destination number.

If a Style name is displayed, a style is already saved to that number.

If you select a number with a previously saved User Style and then save to that number, the previously saved User Style is deleted. If you do not want to delete the User Style being saved, select a number in the save-destination column that does not yet have a name.

9. Touch <Save>.

The saving process starts.

* ***Never turn off the power or eject the external memory from the external memory port while the operation is in progress. Doing so will damage the KR's internal memory, making it unusable.***

■ Deleting Saved User Styles

This deletes User Styles that have been saved to floppy disks or in user memory.

When deleting a User Style on a floppy disk, first insert the floppy disk in the disk drive.

1. Press the Music Style [User] button.

A "User Style screen" appears.

If the User Style screen is not displayed, touch <User> in the lower part of the screen.

2. Touch <File>.

3. Touch <Delete>.

A "Delete Style screen" like the following appears.


```
                Delete Style

  Media   External Memory    ←  →

  File    1:New Style 1      ↓  ↑



                              Execute
```
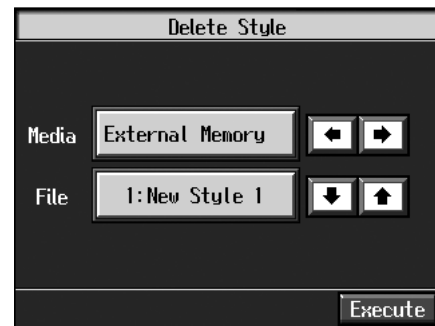
4. Touch <Media> [←] [→] to select the strage media.

5. Touch [↑] or [↓] to select the Style to be deleted.

6. Touch <Delete>.

A screen like the one shown below appears.


```
          OK to delete Style?

     Cancel                OK
```
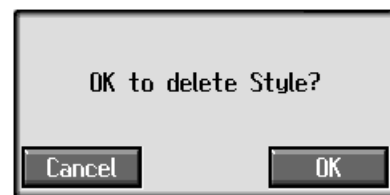
7. Touch <OK>.

The selected Style is deleted.

If you touch <Cancel>, the Style won't be deleted.

* ***Never turn off the power or eject the external memory from the external memory port while the operation is in progress. Doing so will damage the KR's internal memory, making it unusable.***

Chapter 8

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Copying Styles on External Memories to the User Memory

You can take User Styles saved on floppy disks and copy them to user memory.

You can also take User Styles saved in user memory and copy them to floppy disks.

1. **Insert the floppy disk with the Style to be copied in the disk drive.**

2. **Press the [User] button.**

   A "User Style screen" like the following appears.

   If the User Style screen is not displayed, touch <User> in the lower part of the screen.

3. **Touch <File>.**

4. **Touch <Copy>.**

   A "Copy Style screen" like the following appears.
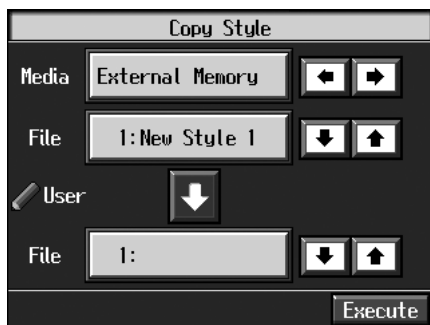
Specifying the copy source

5. Touch <Media> ⬅ ➡ to select the copy source media.

6. Touch <File> ⬆ ⬇ to select the Style you want to copy.

   When "All" is selected, all of the Styles on the floppy disk are copied to user memory.

Specifying the Copy Destination

7. Touch <User> ⬆ ⬇ to select the copy destination for the Style.

   If a Style name is displayed, a style is already saved to that number.

   If you select a number with a previously saved Style and then copy to that number, the previously saved Style is deleted. If you do not want to lose the Style being saved, select a number in the save-destination column that does not yet have a name.

8. **Touch <Execute>.**

   The Style on the floppy disk is copied to user memory.

   * ***Never turn off the power or eject the external memory from the external memory port while the operation is in progress. Doing so will damage the KR's internal memory, making it unusable.***

■ Copying Styles Saved in the User Memory to External Memories

You can take Styles saved in user memory and copy them to floppy disks.

In this case, touch the large arrow icon in the center of the "Copy Style screen" in Step 4 above so that the arrow points upwards. Turn the KR will copy user memory Styles to the floppy disk.

The rest of the procedure is identical to that used for copying Styles from floppy disks to user memory.

Chapter 9 Various Settings

Changing the Settings for One-Touch Arranger

■ Procedure

1. **Press the One Touch Program [Arranger] button to display the Basic screen.**

2. **Touch <Functions>.**

A screen like the one shown below appears.
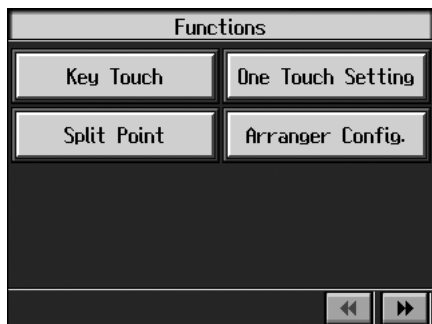
Parameter Name	Explanation
Key Touch	Refer to "Adjusting the Keyboard Touch (Key Touch)" (p. 137).
One Touch Setting	Selects the setting to be specified when the One Touch Program [Arranger] button is pressed (p. 138).
Split Point	Sets the key at which the keyboard is divided (the split point) (p. 138).
Arranger Config.	Sets the way the Automatic Accompaniment plays sounds (p. 138).

MEMO

You set the tuning and make a variety of other settings for the KR107 starting with the second page of the settings screen.

3. **Touch the name of the parameter to be set.**

Refer to the corresponding page for each function.

4. **Press the [Exit] button to return to the Basic screen.**

■ Adjusting the Keyboard Touch (Key Touch)

You can vary the touch of the keyboard when you play the keys.

At Step 3 in "Procedure" (p. 138), touch <Key Touch>.

Display	Explanation
Fixed	Notes sound at an unchanging volume level, regardless of how lightly or forcefully you play the keyboard.
Light	This sets the keyboard to a light touch. You can achieve fortissimo (ff) play with a less forceful touch than usual, so the keyboard feels lighter. This setting makes it easier for children, whose hands have less strength.
Medium	This sets the keyboard to the standard touch. You can play with the most natural touch. This setting is closest to the response of an acoustic piano.
Heavy	This sets the keyboard to a heavy touch. You have to play the keyboard more forcefully than usual in order to play fortissimo (ff), so the keyboard touch feels heavier. This setting allows you to add more expression when playing dynamically.

Touch any of the icons <Fixed>, <Light>, <Medium>, or <Heavy>, to set the key touch for the keyboard.

To make fine adjustments, touch the slider in the screen.

Move the slider to the right to add resistance, and to the right to make the key touch lighter.

MEMO

You can also change the key touch by pressing the [Piano Designer] button. For more details, refer to the Quick Start.

■ Changing the Keyboard's Split Point (Split Point)

This sets the point (the split point) where the keyboard is divided when specifying chords in the left hand while using the Automatic Accompaniment and when playing split performances (p. 26).

The setting is at "F#3" when the KR is powered up.

F#3 (Split Point)

Split Point Settings Range
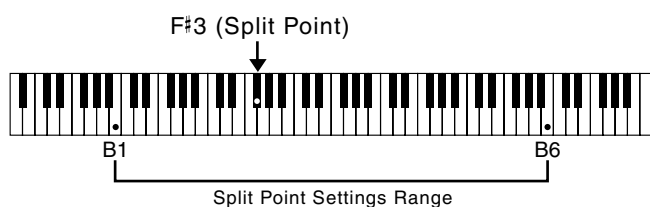
MEMO

The key you chose for the split point belongs to the left-hand section of the keyboard.

At Step 3 in "Procedure" (p. 137), touch <Split Point>.
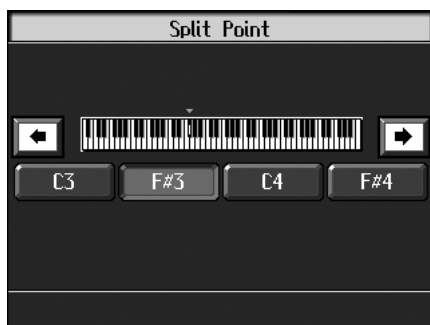
Touch either <C3>, <F#3>, <C4>, or <F#4> in the lower part of the screen.

The key you chose becomes the split point.

To set another key as the split point, touch [←] [→] in the screen, then specify the key.

You can set the split point within a range of B1 to B6.

■ Changing Music Styles Without Changing the Tone or Tempo (One Touch Setting)

Normally, when you select a Music Style, the Tone and tempo settings suitable for that Music Style are selected automatically. However, you can also set it so the tempo and Tone settings don't change when you change Music Styles.

At Step 3 "Procedure" (p. 137), touch <One Touch Setting>.
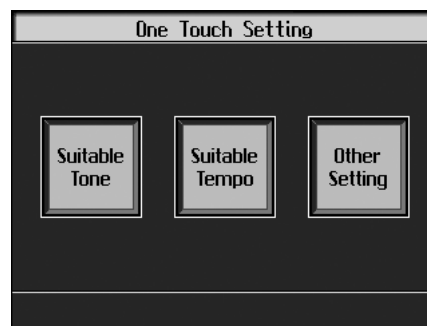
Display	Explanation
Suitable Tone	The suitable tone for a Music Style is selected automatically.
Suitable Tempo	The suitable tempo for a Music Style is selected automatically.
Other Setting	Other settings (Style Orchestrator, phrases, etc.) are changed automatically.

Touch each icon to switch individual settings on and off. All items are set to ON when you turn on the power. Parameters switched to OFF (highlighted in orange) do not change, even when the Music Style is changed.

■ Changing How Chords Are Played and Specified (Arranger Config)

This changes the settings determining how Music Styles are played, and how the keys are pressed to specify chords.

What are the Chord Tone and Bass Tone?

When the Automatic Accompaniment is stopped, and Sync Start (p. 54) is turned off, chords are produced when you play in the left-hand side of the keyboard. This is called the "chord tone," and the root of the chord that is played at the same time is called the "bass tone."

At Step 3 "Procedure" (p. 137), touch <Arranger Config>.

Chapter 9

Arranger Configuration

Accomp	Fretless Bs.	Soft E.Piano
↓ ↑	↓ ↑	↓ ↑
Accomp	Bass Tone	Chord Tone

Touch ↑ ↓ of each item to make settings.

Parameter Name	Value	Explanation
Accomp	Accomp	All Music Style parts are played.
	Chord&Bs	Only Music Style rhythm parts, chord Tones, and bass Tones are played.
Bass Tone	OFF, Acoustic Bs., A. Bass+Cymbl, Fingered Bs., Picked Bs., Fretless Bs., Slap Bass, Organ Bass, Synth Bass 101, Thum Voice	Selects the bass Tone or chord Tone. When set to "Off," no tone is played.
Chord Tone	OFF, E.Piano 1, E. Piano 2, Soft E. Piano, Hard E. Piano, Slow Strings, Strings, Choir, Doos Voice	
Chord Intelli	Intelligence 1, Intelligence 2, Manual	This selects the way chords are played with the Chord Intelligence function. When you set this to "Manual," play all of the notes describing the chord.

What is Chord Intelligence?

"Chord Intelligence" (p. 47) is the name of the function that recognizes the chords being specified for an accompaniment when only one or two keys of the chords have been pressed, which can be used while automatic accompaniment is active.

How to play chords in the Chord Intelligence mode:

• Intelligence 1
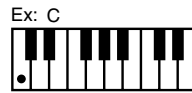
Major
Ex: C
Play the chord root.
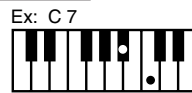
Seventh
Ex: C 7
Play the root and the second key above it.

Major Seventh
Ex: C maj 7
Play the root and the first key below it.
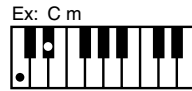
Minor
Ex: C m
Play the root and the third key above it.
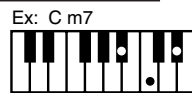
Minor Seventh
Ex: C m7
Play the root, the third key above it, and the second key below it.
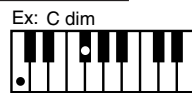
Diminished
Ex: C dim
Play the root and the sixth key above it.

• Intelligence 2
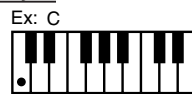
Major
Ex: C
Play the root of the chord.

Seventh
Ex: C 7
Play the root of the chord and the white key to the left of the root.
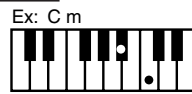
Minor
Ex: C m
Play the root of the chord and the black key to the left of the root.
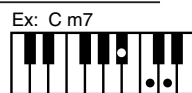
Minor Seventh
Ex: C m7
Play the root of the chord and the black and white key to the left of the root.

Placing a Marker in the Middle of a Measure

A marker is normally placed at the start of the selected measure, but you can also set it so that a marker is placed at a position partway through a measure.

MEMO

For detailed information about Marker, refer to "Setting Markers for Repeated Practice (Marker)" (p. 84).

1. **Press the [Count/Marker] button.**

The Count screen appears.

2. **Touch <Marker>.**

The Marker screen appears.

3. **Touch <Resolution>** ⬆ ⬇ **to choose the marker setting.**

Indication	Explanation
Measure	This lets you place a marker at the beginning of the measure.
Beat	This lets you place a marker at the beginning of the beat.

4. **Press the [Exit] button to go back to the Marker screen.**

Changing the Settings for the Count

MEMO

For detailed information about count, refer to "Match the Tempo Before You Begin Playing (Count)" (p. 82) and "Having a Count Sound Play at the End of the Intro (Countdown)" (p. 56).

1. **Press the [Count/Marker] button.**

The Count screen (p. 43) appears.

2. **Touch** ⬆ ⬇ **of each item to make settings.**

3. **Press the [Exit] button to return to the Metronome screen.**

Parameter Name	Value
Count Mode Specify what type of count will be added.	Count In (add a count before the performance), Countdown (add a count only before you begin playing), Count In/down (add both a count-in and a countdown)
Countdown Sound Specify the countdown sound.	Voice (JP), Voice (ENG)
Part Specify the track or part that will determine the beginning of the performance when added a countdown.	Both Tracks Lower Track Upper Track Part 1–16
Count-In Sound Specify the count-in sound.	Stick, Click, Electronic, Voice (JP), Voice (ENG), Wood Block, Triangle Castanets, Handclap Animal
Measures Specify the length (number of measures) of the count-in.	1, 2
Repeat When "Repeat" is turned ON on the Marker screen (**p. 86**) this specified whether the count-in will sound each time the range between the markers is repeated, or only the first time.	First, Every

Other Settings

You can change the tuning, the language shown on the display, and other settings to make the KR easier to use.

■ Procedure

1. Switch to the Basic screen, or press the One Touch Program [Piano] button.

2. Press the [Option] button.

A "Functions screen" like the following appears.

When you press the [Option] button on the Basic screen, the first page displayed shows the parameters for the Automatic Accompaniment settings (p. 137).
When you press the [Option] button on the Piano screen, the parameters for the piano performance settings continue into the second page (p. 138).

Parameter	Explanation
Tuning	Changing the tuning methods.
Pedal Setting	Assigns functions to the pedal and performance pad (p. 142).
Master Tune	Sets the KR's standard pitch (p. 145).
External Display	Selects the content to be shown on the connected external display (p. 163).
Language	Selects the language used in the display (p. 145).
User Image Display	Selects the image data and display used (p. 146).
Opening Message	Sets the message that appears when the power is turned on (p. 147).
MIDI Setting	Refer to p. 159.
Program Change	Refer to p. 159.
Memory Backup	Stores edited settings and other data to the KR (p. 147).
MIDI Ensemble	Refer to p. 159.
Factory Reset	Restores the content stored with Memory Backup to the original factory settings (p. 148).
V-LINK	Refer to p. 157.
Remote Control	Changing the Functions of the Remote Control's Buttons (p. 148).
USB Driver	Refer to p. 164.

Parameter	Explanation
Remote Sensor	Sets the remote sensor's on or off(p. 149)
Touch Screen	Allows for calibration of the touch screen (p. 149).

3. Touch the name of the parameter you want to set.

Refer to the corresponding page for each function.

4. Press the [Exit] button to return to the Functions screen.

■ Changing the Tuning (Tuning)

❍ Choosing the Tuning

You can play classical styles such as Baroque using historic temperaments (tuning methods).

Most modern songs are composed for and played in equal temperament, the most common tuning in use today. But at one time, there were a wide variety of other tuning systems in existence. By playing in the temperament that was in use when a composition was created, you can experience the sonorities of chords originally intended for that song.

At Step 3 in "Procedure" (p. 138), touch <Tuning>.
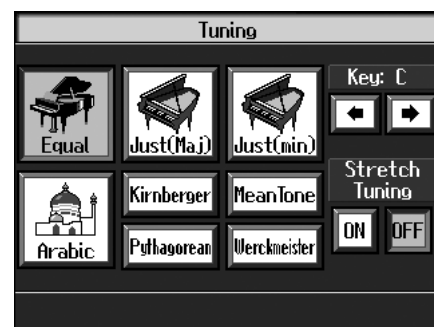
You can choose from among the eight tunings described below.

Tuning system	Characteristics
Equal	This temperament divides the octave into 12 equal parts. All intervals will be slightly out of tune by the same amount. This setting is in effect when you turn on the power.
Just (Maj)	This temperament makes the 5th and 3rd intervals pure. It is unsuited to playing melodies and cannot be transposed, but is capable of beautiful sonorities.
Just (min)	Just intonation differs between major and minor keys. The same results as major can be obtained in a minor key.

Tuning system	Characteristics
Arabic	This tuning is suitable for the music of Arabia.
Kirnberger	This temperament is a modification of meantone temperament and just intonation, allowing more freedom of modulation. Performances are possible in all keys (III).
Pythagorean	This temperament is based on the theories of the Greek philosopher Pythagoras, and has pure fourths and fifths. Chords containing a third will sound impure, but melodies will sound good.
Meantone	This temperament is a partial compromise of just intonation in order to allow modulation.
Werkmeister	This temperament is a combination of meantone and Pythagorean temperaments. It allows you to play in all keys. (First method, number three.)

Touch any one of the icons to choose the tuning system.

When playing in a temperament other than equal temperament, you must specify the tonic (the note corresponding to C for a major key, or to A for a minor key) of the key in which you will play.

Touch <Key> [◄] [►] to select the tonic.

If you have selected equal temperament, it is not necessary to select the tonic.

❍ Setting the Tuning Curve (Stretch Tuning)

Pianos are generally tuned so that the low range is flatter and the high range is sharper than equal tempered pitches. This method of tuning is unique to the piano, and is known as "stretched tuning."

A graph that shows the changes in pitch of actual tuning compared with the changes in equal temperament pitch is called a tuning curve. Changing the tuning curve produces subtle variations in the reverberations of the chords you play.

Touch the Stretch Tuning <ON> or <OFF> icon to select the tuning curve.

When set to "ON," the tuning curve features extended low and high ranges (Stretch Tuning). It is suitable for piano solos. This setting is selected when the power is turned on.

When set to "OFF," the standard tuning curve is used. It is suitable when playing in an ensemble with other instruments.

■ Assigning Functions to Pedals and Performance Pads (Pedal Setting/User Functions)

You can assign a variety of functions to the left and center pedals, the expression pedals, and the performance pads.

You can call up the assigned functions just by pressing the corresponding pedal or pad.

NOTE

Use only the specified expression pedal (EV-7/5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

❍ Assigning Functions to Pedals

At Step 3 "Procedure" (p. 137), touch <Pedal Setting>.

Touch [↑] [↓] to assign functions to each of the pedals.

NOTE

Pressing the One Touch Program [Piano] button restores the piano performance functions to the pedals (p. 18).

❍ Assigning Functions to Performance Pads

1. Press the [User Function] button and watch the indicator light up.

A screen like the one shown below appears.

2. Touch [↑] [↓] to assign functions to each of the Performance Pads.

MEMO

If you set the pedal as a dedicated switch for selecting User Programs, the function assigned to the pedal cannot be used. Refer to "Using the Pedal to Switch User Programs" (p. 111).

❍ **Functions that can be assigned (Pedals, Performance Pads)**

Function	Explanation
Leading Bass	Toggles the Leading Bass function* on or off. The function stays on as long as the pedal to which this is assigned is pressed. When assigned to a Performance Pad, this is alternately switched on and off each time the pad is pressed.
No Chord	Only the Moving Keys Rhythm part is played. After No Chord is switched on, specifying a chord by playing the actual keys cancels the function, and all of the accompaniment parts are played.
Break	During the performance of Automatic Accompaniment, the accompaniment stops for one measure only.
Fill In to Variation	Performs the same function as the Fill In [To Variation] button (p. 57).
Fill In to Original	Performs the same function as the Fill In [To Original] button (p. 57).
Fill In	A fill-in is inserted, but the accompaniment pattern after that doesn't change.
Half Fill In to Variation	This plays a fill-in half a measure long, then switches to the Variation accompaniment pattern.
Half Fill In to Original	This plays a fill-in half a measure long, then switches to the Original accompaniment pattern.
Original/ Variation	This changes the accompaniment pattern without inserting a fill-in.
Arranger Reset	When this function is used during Automatic Accompaniment, the accompaniment returns to the beginning of the Division (p. 46).
Intro 1/ Ending 1	Performs the same function as the [Intro/Ending] button (p. 54). Intro 1 and Ending 1 are played.
Intro 2/ Ending 2	Performs the same function as the [Intro/Ending] button (p. 54). Intro 2 and Ending 2 are played.
Arranger Start/Stop	Performs the same function as the [Start/Stop] button (p. 54).
Orchestrat or Up	This changes the accompaniment to a more elavorate arrangement (p. 58).
Orchestrat or Down	Changes the accompaniment to a simpler arrangement (p. 58).

Function	Explanation
Melody Intelligence	Turns the Melody Intelligence function on and off (p. 59).
Fade In/Out	This starts Automatic Accompaniment with a fade-in (where the volume gets progressively louder), ends it with a fade-out (where the volume gets progressively softer), then stops.
Rotary Slow/Fast	This switches the speed of the rotary effect* when you perform with an organ Tone.
Glide	While the pedal or Performance Pad is held down, the pitch of the sound drops temporarily, returning to the original pitch when the pedal or Pad is released. This can be effective for simulating the performance of instruments like a Hawaiian guitar.
Composer Play/Stop	Performs the same function as the [▶/■ (Play/Stop)] button (p. 64).
Page Fwd 1	Press the pedal or the Pad turns the notation appearing on the KR display to the next page while the performance of a song is stopped.
Page Bwd 1	Press the pedal or the Pad turns the notation appearing on the KR display to the preceding page while the performance of a song is stopped.
Page Fwd 2	Press the pedal or the Pad turns the notation appearing on the external display to the next page while the performance of a song is stopped.
Page Bwd 2	Press the pedal or the Pad turns the notation appearing on the external display to the preceding page while the performance of a song is stopped.
Punch In/ Out	During Punch-in Recording, this starts and stops recording (p. 118).
Tap Tempo	You can set the tempo according to the interval at which the pedal or pad is pressed (p. 81).

* What is the leading bass function?

The function that sounds the lowest note of a fingered chord as the bass tone is called "Leading Bass." When this function is turned on, the Bass Tone changes when chord inversions are used. Usually the tonic of the chord you play sounds as the bass tone.

* What is the rotary effect?

This adds a sort of spinning effect to the organ sound, similar to the sound when a rotary speaker is used.

Changing the speed increases or decreases the speed of this spinning effect.

Chapter9

❍ **Functions that can be assigned (Pedals Only)**

Function	Explanation
Replay	Pressing the pedal during playback of a song stops the playback. When the pedal is released, playback resumes from the beginning of the measure that was playing when the pedal was pressed. When the pedal is pressed in rapid succession, the playback will resume backs up the same number of measures as the number of times the pedal is pressed.
Upper Soft	The pedal functions as a soft pedal (p. 18).
Upper Sostenuto	The pedal functions as a sostenuto pedal (p. 18).
Lower Damper	Applies a damper pedal effect to the sounds in the left-hand side of the keyboard.
Bend Up	This raises the pitch of notes you play on the keyboard.
Bend Down	This lowers the pitch of notes you play on the keyboard.
Pedal EX1	When the pedal is pressed during a layer performance, the Tone volume changes between two levels, depending on how firmly the pedal is pressed. Pressing the pedal with "Pedal EX1" selected increases the layer Tone volume. The layer Tone is played at a fixed volume, regardless of how forcefully the keys are played.
Pedal EX2	Pressing the pedal with "Pedal EX2" selected increases the layer Tone volume.
Pedal EX3	Pressing the pedal with "Pedal EX3" selected increases the layer Tone volume, while the volume of the left-hand Tone is decreased. The layer Tone is played at a fixed volume, regardless of how forcefully the keys are played.
Pedal EX4	Pressing the pedal with "Pedal EX4" selected increases the layer Tone volume, while the volume of the right-hand Tone is decreased.

[NOTE]

The effect may not be applied correctly when you press a pedal if "Pedal EX1–4" is assigned to more than one pedal.

MEMO

Using the "Bend Up" or "Bend Down" function during a split performance (p. 25) changes the pitch of sounds in the right-hand side of the keyboard. Additionally, the range in which the pitch can change when the Bender effect is used is called the "bend range"; refer to "Changing the Bend Range (Pedal Setting)" (p. 145).

❍ **Functions that can be assigned (Expression Pedals Only)**

Function	Explanation
Expression Pedal	Adjusts the overall volume.
Bend Up	This raises the pitch of notes you play on the keyboard.
Bend Down	This lowers the pitch of notes you play on the keyboard.
Pedal EX1	When the pedal is pressed during a layer performance, the Tone volume changes between two levels, depending on how firmly the pedal is pressed. Pressing the pedal with "Pedal EX1" selected increases the layer Tone volume. The layer Tone is played at a fixed volume, regardless of how forcefully the keys are played.
Pedal EX2	Pressing the pedal with "Pedal EX2" selected increases the layer Tone volume.
Pedal EX3	Pressing the pedal with "Pedal EX3" selected increases the layer Tone volume, while the volume of the left-hand Tone is decreased. The layer Tone is played at a fixed volume, regardless of how forcefully the keys are played.
Pedal EX4	Pressing the pedal with "Pedal EX4" selected increases the layer Tone volume, while the volume of the right-hand Tone is decreased.

Chapter 9

■ Changing the Bend Range (Pedal Setting)

The effect of smoothly raising or lowering the pitch of a played note is called the "bender effect."

You can assign the bender function to a pedal, then apply the bender effect by depressing and releasing the pedal.

You can also make a setting that determines how much the pitch of the note changes when you apply the bender. The maximum range of change in pitch is called the "bend range."

At Step 3 "Procedure" (p. 137), touch <Pedal Setting>.

Touch <Bend Range> [↑] [↓] to adjust the bend range setting.

You can set this to any value within a range of 1 to 12 (in half-tone steps, up to one octave).

■ Changing Standard Pitch (Master Tune)

"Standard pitch" generally refers to the pitch that is heard when you play middle A. When performing in an ensemble with other instruments, adjust the standard pitch so that the instruments of the ensemble match. Tuning all the instruments to a standard pitch is called "master tuning."

At Step 3 in "Procedure" (p. 141), touch <Master Tune>. A screen like the one shown below appears.

Touch [↑] [↓] to change the pitch.

Standard pitch can be set to any value from 415.3–466.2 Hz.

■ Changing the Language (Language)

Five choices are available for the language used in displaying information on the screen.

At Step 3 in "Procedure" (p. 141), touch <Language>.

A screen like the one shown below appears.

Touch [↑] [↓] to select the language.

Available settings

English, Japanese, German, French, Spanish

NOTE

German, Spanish, and French are displayed for some functions. Other screens will be displayed in English.

■ Selecting Images To Be Shown on the KR and External Displays (User Image Display)

You can have image data from computers and other devices shown on the onboard display, or on an external display you've connected. You can store two types of image data, "KR-display-use" data, and "external-display-use" data.

MEMO

"KR-display-use" images appear on the KR's display when the instrument's power is turned on. Refer to the procedure in "Changing the Settings for Showing Images with the External Display (External Display)" (p. 163) to set the instrument so the "external-display-use" image is displayed on the external display.

At Step 3 in "Procedure" (p. 141), touch <User Image Display>.

A screen like the one shown below appears.

Selecting the display to be set

1. Touch <KR Display> or <Ext. Display>.

Select the setting either for "KR-display-use" or "external-display-use" images.

Selecting the images to be displayed

First, take a floppy disk to which the image data stored in the KR has been saved, and insert the floppy disk in the disk drive.

2. Touch <File>.

A screen like the one shown below appears.

3. Touch the name of the stored image data.

When you touch <Preview>, you can then show the selected image data on the display selected in Step 1.

4. Touch <Save>.

The selected image data is stored.

5. Press the [Exit] button to return to the previous screen.

To clear the stored image data, touch <Erase>.

○ Image data that KR can display

Size	320 x 240 pixels (for KR display) 640 x 480 pixels (for external display)
Color	1/4/8 bit (2/16/256 colors)
Format	BMP format * The KR cannot deal with compressed image data.
Name	1–8 characters in length (lowercase is ok). A filename extension of ".BMP" (uppercase characters) must be added after the name. The following characters can be used to name an image. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z a b c d e f g h i j k l m n o p q r s t u v w x y z 0 1 2 3 4 5 6 7 8 9 # $ % & ' ( ) - @ ~ { } ^ _ ! * If you use a character that cannot be used in a name, it will be replaced by another character when displayed.

■ Changing the Screen Message When the Power Is Turned On (Opening Message)

You can modify this screen to show your favorite phrase when the power is turned on.

At Step 3 in "Procedure" (p. 141), touch <Opening Message>.

A screen like the one shown below appears.

```
         Opening Message
 ┌────────────┐  ↑      Ins
 │ ▌          │ ← → 
 │            │  ↓      Del
 └────────────┘
  ABC   DEF   GHI   JKL   MNO
  PQR   STU   VWX   YZ
              A-a-0-! All Clear Execute
```

Use [←] [↑] [→] [↓] to move the cursor.

When you touch the character icon, the character is input where at the position.

When you touch the icon for the character to be input, the character appears at the cursor position. For example, touching the <ABC> icon in succession cycles you through the available choices in that character group (A→B→C→A...).

Each touch of <A-a-0-!> cycles the type of characters through "English (upper case)," "English (lower case)," "numerals," "symbols," then back to "English (upper case)."

When you touch <Del>, the character at the cursor position is deleted.

When you touch <Ins>, a space is inserted at the cursor position.

When you have finished inputting the characters, touch <Execute>.

NOTE

Never turn off the power while the display indicates <Executing...>. Doing so will damage the KR's internal memory, making it unusable.

MEMO

If you touch <All Clear> at the bottom of the screen and then touch <Execute>, the display reverts to the screen that normally appears when you turn on the power to the instrument.

■ Remembering the Settings Even When the Power is Turned Off (Memory Backup)

Normally, the various settings revert to their default values when the power is turned off. However, you can specify that the settings will be remembered even when the power is turned off. This function is called "Memory Backup."

MEMO

For more on the settings stored using Memory Backup, refer to "Parameters Stored in Memory Backup" (p. 182).

At step 3 in "Procedure" (p. 141), touch <Memory Backup>.
A screen like the one shown below appears.

```
        Memory Backup
 
   Stores settings in internal memory.
 
                       Execute
```
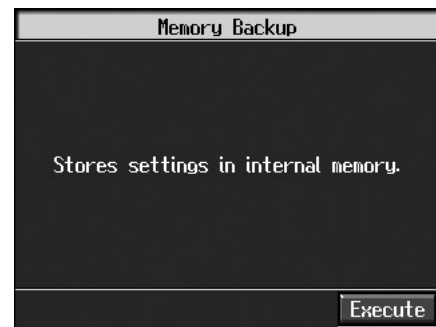
Touch <Execute>.
The confirmation message appears on screen.
Touch <OK> to store the setting.
When the setting has been stored in memory, the previous screen will reappear.

NOTE

Never turn off the power while the display indicates <Executing...>. Doing so will damage the KR's internal memory, making it unusable.

■ Restoring the Factory Settings (Factory Reset)

You can return the content stored with "Memory Backup" (p. 147) and the User Programs (p. 107) to their original factory settings. This operation is referred to as "Factory Reset."

NOTE

When you perform a Factory Reset, all settings that have been stored in memory up to then are erased and reset to their factory defaults.

MEMO

This operation does not return the touch screen calibration settings to the original factory condition. To return the touch screen calibration settings to the original factory settings, refer to "Returning the touch screen calibration settings to the original factory settings" (p. 150)

MEMO

When you want to restore the content registered to the KR's User memory to the factory condition, refer to "Formatting the User Memory" (p. 150).

At step 3 in "Procedure" (p. 141), touch "Factory Reset."

A screen like the one shown below appears.

```
┌─────────────────────────────────┐
│          Factory Reset          │
├─────────────────────────────────┤
│                                 │
│   This will restore all the internal │
│   memory contents to factory presets. │
│                                 │
│                                 │
│                      Execute    │
└─────────────────────────────────┘
```

Touch <Execute>.

The confirmation message appears on screen.

Touch <OK> to restore the original factory settings.

When the setting is changed, the previous screen returns.

When you touch <Cancel>, the settings are left untouched, and you're returned to the previous screen.

NOTE

Never turn off the power while the display indicates <Executing...>. Doing so will damage the KR's internal memory, making it unusable.

■ Changing the Functions of the Remote Control's Buttons

You can change the functions assigned to the remote control's buttons.

At step 3 in "Procedure" (p. 141), touch <Remocon Setting>. A screen like the one shown below appears.

```
┌─────────────────────────────────┐
│        Remote Controller        │
├─────────────────────────────────┤
│  All Song    Lyric              │
│   Play       Color      Zoom    │
│   ↓  ↑       ↓  ↑       ↓  ↑    │
│   PLAY       FUNC1      FUNC2   │
│                        ◄◄  ►►   │
└─────────────────────────────────┘
```

Changing the [►/■] (PLAY) Button Functions

6. Touch <PLAY> ↑ ↓ to assign functions to [►/■] (PLAY) button.

Display	Explanation
All Song	Songs are played back continuously in sequence, starting from the currently selected song. **Internal Song** Songs in the selected genre are played back continuously. **"Favorites" Songs** Songs registered to the "Favorites" are played back in sequence. **Songs on External Memories** Songs within the selected folder are played back continuously.
One Song	Only the selected song is played back. Playback stops when the song is finished.
Random	The songs are played back in random order. **Internal Song** The songs in all genres are played back in random order. **"Favorites" Songs** Songs registered to the "Favorites" are played back in random order. **Songs on External Memories** Songs within the selected folder are played back in random order.

7. Press the [Exit] button to return to the Functions screen.

Changing the TEMPO [-] [+] Button and the TRANSPOSE [+] [-] Button Functions

4. Touch <TEMPO> or <TRANSPOSE> ⬆️ ⬇️ to assign functions to TEMPO [-] [+] and TANSPOSE [-] [+] button.

Display	Explanation
Tempo	Changes the tempo. Pressing [-] slows the tempo down; pressing [+] speeds up the tempo.
Notation	Scrolls the score in the external display. Press [-] to return to the previous page; press [+] to advance to the next page.
Transpose	Transposes the song. Pressing [-] lowers the pitch in semitone steps; pressing [+] raises the pitch in semitone steps.
Bwd/Fwd	Fast forwards and rewinds the song. When [-] is pressed, the song rewinds; when [+] is pressed, the song is fast forwarded.

5. Press the [Exit] button to return to the Functions screen.

Changing the [FUNC1] [FUNC2] Button Functions

4. Touch <FUNC1> <FUNC2> ⬆️ ⬇️ to assign functions to [FUNC1] [FUNC2] button.

Display	Explanation
Track 3	Each time the [FUNC] button is pressed, the left-hand track is switched on or off. When turned off, the sound from the left-hand track does not play.
Track 4	Each time the [FUNC] button is pressed, the right-hand track is switched on or off. When turned off, the sound from the right-hand track does not play.
Pedal	Pressing the button while the song is playing back stops the playback. When you release the button, playback resumes from the beginning of the measure being played when you pressed the button. Pressing the button a number of times in rapid succession moves the playback position back by the same the number of measures, after which playback resumes.
Zoom	Displays an enlarged notation.
Repeat	Playback repeats within the marked range.

5. Press the [Exit] button to return to the Functions screen.

[NOTE]

The remote control buttons' original function assignments are restored when the power is turned off. If you want to save the changed settings, carry out the memory backup (p. 147).

■ Switching the Remote Sensor On and Off (iR function)

You set the Remote Sensor to On (active) or Off (disabled).

When switched on, infrared transmission of song data and remote control information is received.

At step 3 in "Procedure" (p. 141), touch "iR function."

A screen like the one shown below appears.

Touch <ON> or <OFF>

■ Calibrating the Touch Screen (Touch Screen)

If you've been using the touch screen for some time, the pointer may be shifted, making the KR react incorrectly. You should correct this displacement when necessary by performing calibration (repositioning).

At step 3 in "Procedure" (p. 141), touch "Touch Screen."

A screen like the one shown below appears.

Touch <Execute>.

Touch the points indicated.

[NOTE]

Do this carefully, because touching a location that's different from the one indicated for the pointer may make the

displacement even worse. Be sure to touch the pointer accurately.

When the calibration is finished, touch <Write> to store the settings.

NOTE

> If you don't write them to memory, the calibration settings will be discarded as soon as the power is switched off.

Returning the touch screen calibration settings to the original factory settings

If you touch <Factory Reset> in the above screen, the touch screen calibration settings revert to the original factory settings.

Selecting the Part to Which the Effect is Added (EffectsPart)

You may find effects not being applied to certain parts when different effects are applied to the right-hand tone, layer tone, and left-hand tone. In such instances, you can select which effect is to have priority.

1. Press any tone button, and select the tone (p.**).

2. Touch <Effect>.

3. Touch <Part>.

```
            EffectsPart



              Upper

             ⬇    ⬆
              Part

```

4. Touch ⬆ ⬇ to select the part which the effect is added.

The effect will be applied to the selected part and other parts to which the same effect has been applied.

Formatting the User Memory

The KR features an internal storage area where you can save recorded performances and User Styles. This space is called the "User Memory."

The following content is stored to the user memory.
- Content registered to the "Favorites" (p. 68)
- Sets of saved User Programs (p. 108)
- User Styles saved on user memory (p. 134)
- Image files set with the "User Image settings" (p. 146)

To delete all of the content held in the user memory and restore the original factory settings, carry out the following procedure.

1. Press the [Song/File] button.

2. Touch <File>.

3. Touch <Format>.

4. Touch ⬆ ⬇ to select "User Memory."

5. Touch <Execute>.

A screen like the one shown below appears.

```
Favorite Songs, Music Styles,
User Programs, User images,
and other data saved in User
memory will be completely
erased.
Do you want to proceed?

 Cancel              OK
```

6. Touch <OK>.

All of the content in the user memory is deleted.
If you touch <Cancel>, the deletion is cancelled, and you're returned to the previous screen.

NOTE

> **Never turn off the power while the display indicates <Executing...>. Doing so will damage the KR's internal memory, making it unusable.**

MEMO

> Carrying out this operation does not initialize any settings other than the user memory settings. To restore settings other than those for the user memory to the original factory settings, carry out Factory Reset (p. 148).

Automatically Starting the Quick Tour

You can set the instrument so that the Quick Tour starts automatically with no operation required.

1. Hold down the [Transpose] button and press the [Ambience/Reverb] button.

The Quick Tour screen appears.

2. Press the [Option] button.

A screen like the one shown below appears.

3. Touch ⬆ ⬇ of each parameter to make settings.

Item	Display	Explanation
Auto Start	ON, OFF	This setting determines whether or not Auto Demo starts when no adjustment or other operation is performed within a fixed period of time.
BGM	ON, OFF	This setting determines whether or not background music is added when Auto Demo begins.

When Auto Start is set to "On," the demo starts playing automatically when the KR-107's power is switched on. The demo stops playing if the instrument is operated in any way. After operation has ceased, and a period of five to ten minutes passes without the instrument being touched, the demo automatically starts again. When Auto Start is set to "Off," the demo does not start unless you touch the icon in the Demo screen.

4. Press the [Exit] button to return to the Quick Tour screen.

→ *This setting is saved even after the power is turned off.*

* *For more information about Quick Tour, refer to the Quick Start.*

Adjusting the Piano Designer Resonance

You can made precise changes to the Piano Designer "Resonance" setting.

More of the resonance effect is applied as the value is increased.

1. Press the [Piano Designer] button.

2. Press the [Option] button.

A screen like the one shown below appears.

3. Touch ⬆ ⬇ of each item to make settings.

Item	Explanation
String resonance	With an acoustic piano, playing a note causes the strings for other keys already being pressed to resonate. The function that reproduces this resonant sound is called "String Resonance."
Damper Resonance	When the damper pedal on an acoustic piano is pressed, the sound of the key that is played causes other strings to resonate, adding rich reverberation and breadth to the sound. This function reproduces the resonant sound created by pressing the damper pedal (Damper Resonance).
Key-off Resonance	This reproduces the "key off" sound (the subtle sound made when the keys are released) produced when playing an acoustic piano.

Registor Music Assistant

1.

2.

3.

```
          Music Assistant Editor
   ┌─────────────────────────────┐
   │                             │
   │  Name:        Do-Re-Mi   │ Rename │
   │                             │
   │                             │
   │  Tempo:        ♩=127     │ ◄  ► │
   │                             │
   │  ┌──────┐ ┌──────┐          │
   │  │ Save │ │Delete│          │
   └─────────────────────────────┘
```

4.

Disabling Functions Other Than Piano Performance (Panel Lock)

The "Panel Lock" function locks the KR in a state where only piano performance can be used, and all buttons will be disabled. This prevents the settings from being inadvertently modified even if children press the buttons accidentally.

* *In the Panel Lock state, only the grand piano sound can be played.*

1. Turn down the volume all the way.

2. Press the [Power] switch to turn off the power.

3. While holding down the [Wonderland/Game] button, press the [Power] switch and turn on the power.

Then, continue to hold down the button for a few seconds.

All buttons except for piano play are disabled.

Adjust the volume. When you play the keyboard, the grand piano sound will be heard.

To undo the Panel Lock function, turn the volume down to the minimum, and turn on the power once again.

Detailed Song Playback Settings

■ Changing the Tone Settings When Playing Back Songs (Play Mode)

With the normal setting, GS tones (sounds that are compatible with other GS instruments) will normally be used to play back song data. By changing this setting, you can play back song using KR-specific tones for certain portions of the data.

MEMO

For detailed information about GS, refer to "About the KR Sound Generator" (p. 183).

1. Press the [Menu] button.

The Menu screen appears.

Touch [◄◄] [►►] to switch the screens.

2. Touch <Play Mode>.

A screen like the one shown below appears.

```
          Music Files Playback Mode
   ┌─────────────────────────────────────┐
   │  ┌────┐  GS-compliant tones used for │
   │  │ GS │  playback. Result is same as that │
   │  └────┘  from any other GS instrument. │
   │                                       │
   │  ┌────┐  Use KR tones for some tones. │
   │  │ KR │  Performance becomes more     │
   │  └────┘  expressive.                  │
   │                                       │
   └─────────────────────────────────────┘
```
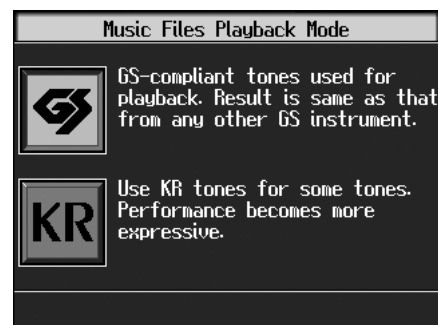
3. Touch the icon to choose the setting.

Icon	Explanation
GS	Playback uses GS-compatible tones for performances that sound like other GS instruments.
KR	Playback uses KR tones for greater expressiveness. However, differences may appear when playing back using devices other than the KR.

4. Press the [Exit] button to go back to the Menu screen.

5. After changing this setting, try selecting the song once again.

For more detailed information about selecting a song, refer to "Playing a Song" (p. 64).

Chapter 9

■ Viewing Song Information (Information)

You can view file names and other information concerning songs.

1. Press the [Song/File] button.

2. Touch <File>.

3. Touch <Information>.

A song information is displayed.

■ Hiding the Lyrics (Lyrics)

Some commercially available music files for use in karaoke, as well as some of the internal songs include lyrics data. When you play such music files, the lyrics automatically appear in the screen. If you do not want lyrics to appear automatically, set this to "OFF."

1. Press the [Menu] button.

The Menu screen appears.

Touch ◀◀ ▶▶ to switch the screens.

2. Touch <Lyrics>.

A screen like the one shown below appears.

```
          Lyrics

            ON
          ▼   ▲
```

3. Touch ▼ ▲ to select the setting.

Display	Explanation
ON	Lyrics are displayed automatically (when performance data containing lyrics is played back).
OFF	Lyrics are not displayed, even if the song data being played back contains lyrics data.

4. Press the [Exit] button to return to the Menu screen.

MEMO

Even when this is set to "OFF," you can still have the lyrics be displayed by touching <lyrics> when it appears in the Piano or Basic screen (p. 20).

MEMO

The screen may be switched when you press the button while the Lyrics screen is displayed. To have the lyrics displayed again, touch <**~lyrics~**> on the Piano or Basic screen, or stop playback of the song, then press the [▶/■ (Play/Stop)] button.

■ Changing the Parts Assigned to the Track Buttons During SMF Playback (Track Assign)

Normally, when playing back Roland Piano Digital-compatible SMFs (p. 183), the left-hand part is assigned to the [3/Lower] button, and the right-hand part is assigned to the [4/Upper] button. However, assignment of the right-hand and left-hand parts may differ with some SMF data.
If you cannot get the right-hand and left-hand parts to work well set on "Auto," then change the setting to "2/1 Part" or "3/4 Part."

MEMO

This setting is effective with SMF format song data. This is not effective with the internal songs.

1. Press the [Menu] button.

The Menu screen appears.

Touch ◀◀ ▶▶ to switch the screens.

2. Touch <Track Assign>.

A screen like the one shown below appears.

```
        Track Assign

            Auto
          ▼   ▲
```
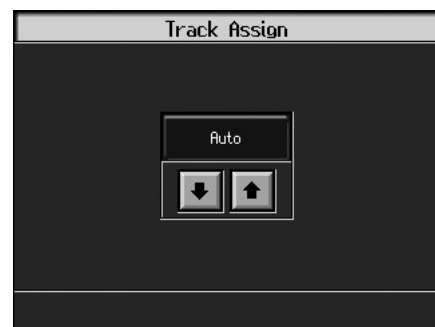
3. Touch ▼ ▲ to select the setting.

Display	Explanation
Auto	The part assigned to each track will be determined automatically, depending on the song data.
2/1 Part	Part 1 will be assigned to the right-hand track, part 2 to the left-hand track, and part 3 to the user track.
3/4 Part	Part 4 will be assigned to the right-hand track, part 3 to the left-hand track, and part 1 to the user track.

Chapter9

4. **Press the [Exit] button to return to the Menu screen.**

After changing this setting, try selecting the song once again.

For more detailed information about selecting a song, refer to "Playing a Song" (p. 64).

Chapter 10 Connecting External Devices

You can connect the KR to external devices such as audio equipment, MIDI instruments and computer.

❍ Connecting an External Display or Television

You can connect a computer monitor or other external display or a television to the KR107, enabling you to display the Song Select screen, your favorite images, song lyrics, and notations on a larger screen.

❍ Connecting Video Equipment

With a V-LINK compatible device connected, you can switch images with the keyboard.

❍Connecting MIDI Devices (p. 158)

You can connect a MIDI sequencer and record performance data from the KR, or play performance data from the KR on the sequencer. Also, when you connect a MIDI sound module, you can perform on the KR and hear the sounds played through the MIDI sound module.

❍ Connecting Audio Equipment (p. 161)

The KR has high-quality built-in stereo speakers, but you can also hook it up a stereo system for an even more impressive sound.

You can also connect it to a tape recorder or other recording equipment and record your performances.

❍ Connecting a Computer (p. 163)

You can use a sequencer program (such as Roland Visual-MT) to record performance data from the KR and play performance data from the program on the KR.

❍Connecting an Expression Pedal

You can connect an expression pedal to the KR.

> **Insert the pedal cable into the Pedal connector on the rear panel of the KR107.**

[NOTE]

Use only the specified expression pedal (EV-7/5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

Connecting an External Display or Television

You can connect a computer monitor or other external display or a television to the KR107, enabling you to display the Song Select screen, your favorite images, song lyrics, and notations on a larger screen.

MEMO

You can switch screens with the remote. For details, see "Using the Remote Control" (p. 32).

> You cannot simultaneously use both an external display and a television with the KR107. Moreover, neither the external display nor the television will be able to display properly if both are connected at the same time.
>
> When using an external display, connect the display to the Ext Display connector, but do not connect a television to the Video Out connector.
>
> If using a television, connect the television to the Video Out connector, but do not connect any external display to the Ext Display connector.

■ Connecting an External Display

Displays That Can Be Connected to This Instrument

In general, a great many of the VGA monitors and multiscan monitors that are available on the market are compatible with this instrument. However, before you connect any monitor, make sure it meets the following specifications:

Resolution	640 x 480 pixels
Horizontal scan frequency	31.5 kHz
Vertical scan frequency	60 Hz
Connector	3-row, 15-pin D-Sub type
Signal	Analog

[NOTE]

Confirm that the display to be used is compatible with the frequencies mentioned above. Using a display that is not compatible with the above frequencies may result in incorrect image output when images move, and in certain cases may even damage the display.

Making the Connections

NOTE

To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

D-sub 15 pin (Mini) D-sub 15 pin (Mini)

Ext Display

KR Bottom
Ext Display Connector

Display Cable
(Sold separately)
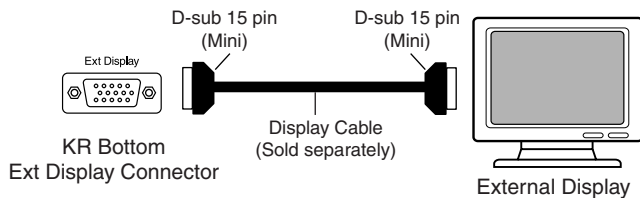
External Display

1. **Turn off the power to the KR107 and the display to be connected.**

2. **Use display cable (sold separately) to connect the display to the Ext Display connector on the KR107.**

NOTE

You cannot display information or images with an external display when a television is connected to the Video Out jack. To use an external display, first disconnect the television from the Video Out jack, then connect the external display.

3. **Switch on the KR107.**

4. **This sets the display format (p. 157).**

5. **Switch on the connected display.**

MEMO

For more on handling the external display, refer to your display's owner's manual.

MEMO

You can also remove the music rest, then place the display there so that it faces forward. For instructions on removing the music rest, refer to "Removing the Music Stand" (p. 19).
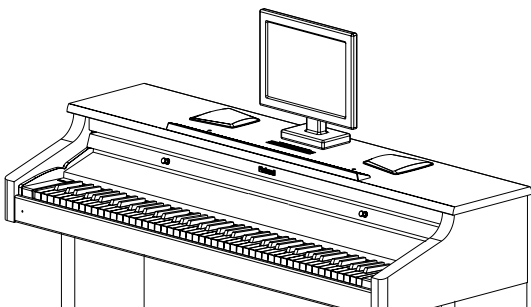
When using the KR107 with a display placed on it, be sure to note the following precautions.

• Make sure the display sits stably on the KR107 before use.

• Do not let the base of the display rest on any of the music rest's moving parts. Keep the base of the display within one of the areas shown by the dotted lines in the illustration below.

Areas for placing the display
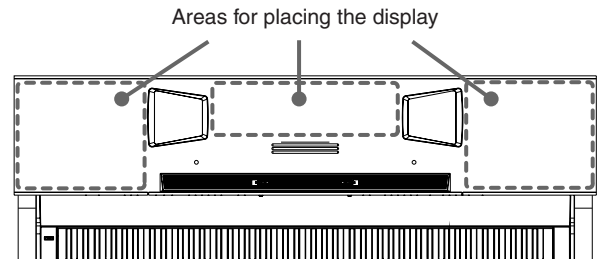
• If you are placing the display on top of the KR, we recommend using a liquid crystal display (LCD). If using a cathode ray tube (CRT) display, take extra care to ensure that the display rests stably on the instrument.

Turning the Power Off

After use, turn off the power using the following procedure.

1. **Turn the volume all the way down on the KR107.**

2. **Turn off the KR107.**

3. **Turn off the connected display.**

■ Connecting a Television

Video Cable
(Sold separately)

Video Out

KR107's Jack Panel
Video Out jack
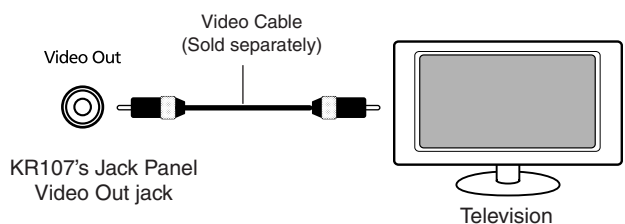
Television

Making the Connections

Always be sure to use the following procedure when connecting a television.

NOTE

You cannot display information or images with a television when an external display is connected to the Ext Display connector. To use an television, first disconnect the external display from the Ext Display connector, then connect the external display.

1. **Turn off the power to the KR107 and the television to be connected.**

2. **Use a video cable (sold separately) to connect the KR107's Video Out jack with the television's video input jack.**

3. **Turn on the power to the KR107.**

4. **This sets the display format (p. 157).**

5. **Turn on the power to the television.**

Chapter10

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■ Changing the Settings for Showing Images with the External Display and the Television (External Display)

This selects the content shown on the external display or the television connected to the KR.

1. Switch to the Basic screen, or press the One Touch Program [Piano] button.

2. Press the [Option] button.

3. Touch <Ext Display>.

A screen like the following appears.
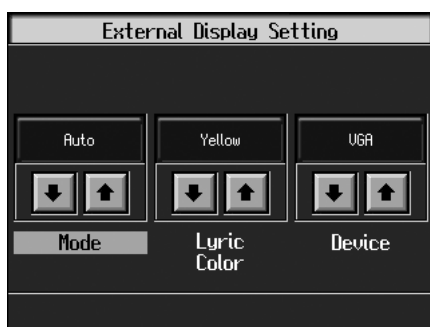
4. Touch the parameter 🔼 🔽 to make the settings.

5. Press the [Exit] button to return to the Function screen.

■ Explanation of Each Items

Mode

Settings Value	Explanation
Auto	The display of notations, lyrics, notation + keyboard, and image data are switched automatically.
Song List	The Song select screen is normally displayed.
Lyrics	The Lyrics screen is normally displayed. However, lyrics are displayed only when playing back music files that contains lyrics data.
Notation	The Notation screen is normally displayed.
Notation and Keyboard	The notation and keyboard are displayed.
Panel	Screens are shown the same way they appear in the KR107's display.
User Image Display	The User Image is normally displayed

Notes When Switching the Display on External Displays and Televisions

- Lyrics are not displayed with audio CDs.
- You cannot display any lyrics screen when playing back music data that does not include lyrics data.
- The internal songs include a number of jazz pieces that are played in an improvised fashion, and you may find notes not conforming to measure lines, odd divisions of the parts played in the left and right hand, and other such features that do not match what is shown in the notation.

Lyric Color

Selects the color used for lyric in the display.

Value: White, Black, Red, Yellow, Green, Blue, Cyan, Magenta

Device

If you find that the image quality of the television is poor, try switching the television format.

Value: VGA, PAL, NTSC

Connecting Video Equipment (V-LINK)

Connecting the KR107 to a V-LINK compatible image device allows you to control the images with the KR107.

V-LINK (**V-LINK**) is functionality promoted by Roland that allows linked performance of music and visual material. By using V-LINK-compatible video equipment, visual effects can be easily liked to, and made part of the expressive elements of a performance.

NOTE

To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.
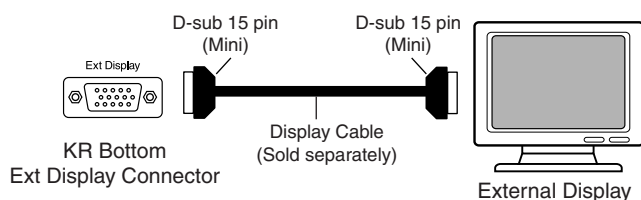
Connection Examples:
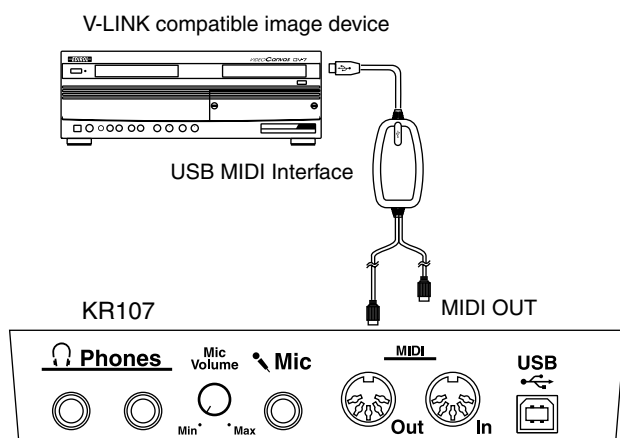
■ Using the V-LINK function

1. Switch to the Basic screen, or press the One Touch Program [Piano] button.

2. Press the [Option] button.

3. Touch <V-LINK>.

4. Touch <ON>.

Switches to Image Control mode.
You can control images using the twelve keys at the left end of the keyboard.
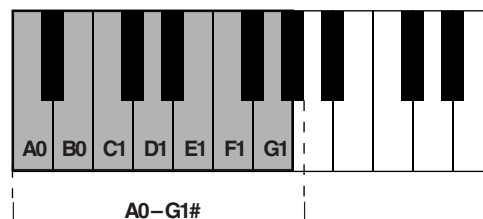
While V-LINK is switched on, no sound is produced when you press any of the twelve keys at the left end of the keyboard.

5. Touch <OFF> to cancel the V-LINK function.

Connecting MIDI Devices

By connecting an external MIDI device and exchanging performance data, you can control one device from the other. For instance, you can output sound from the other instrument or switch Tones on the other instrument.

What's MIDI?

MIDI, short for "Musical Instrument Digital Interface," was developed as a universal standard for the exchange of performance data between electronic instruments and computers.

The KR is equipped with MIDI connectors and a Computer connector to let it exchange performance data with external devices. These connectors can be used to connect the KR to an external device for even greater versatility.

* *A separate publication titled "MIDI Implementation" is also available. It provides complete details concerning the way MIDI has been implemented on this unit. If you should require this publication (such as when you intend to carry out byte-level programming), please contact the nearest Roland Service Center or authorized Roland distributor.*

■ Connectors
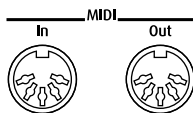
MIDI Out Connector

Connect this to the MIDI In connector on an external MIDI device using a MIDI cable (sold separately).

Performance data when you play the keyboard or depress a pedal is sent from this connector to the external MIDI connector.

MIDI In Connector

Connect this to the MIDI Out connector on an external MIDI device using a MIDI cable (sold separately).

This receives MIDI messages that are sent from external MIDI devices. The KR receiving MIDI messages can output sounds, exchange tones and perform other operations.

* *External MIDI devices can't be used for remotely changing the Tones played by the KR's keyboard.*

■ Making the Connections

* *To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.*

1. Turn the volume all the way down on the KR and on the device you're about to connect.

2. Switch off the power to the KR and the device you're about to connect.

3. Use a MIDI cable (sold separately) to connect the MIDI connectors to each other.

Please refer to the connection examples below.

4. Switch on the power to the KR and the connected device.

5. Adjust the volume level on the KR and the connected device.

6. You should also set the MIDI settings as needed.

For details on the MIDI-related settings, refer to p. 159–p. 161.

Connection Examples:

Setup with a MIDI Sequencer
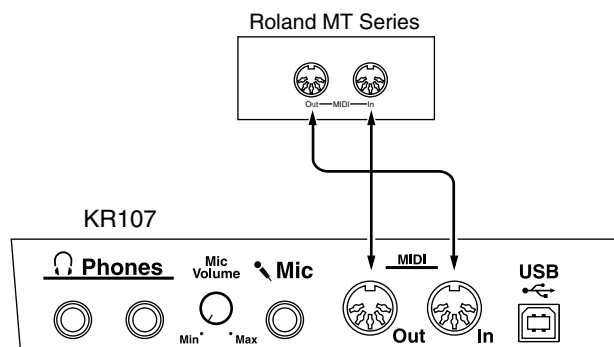
* *When the KR is connected to a MIDI sequencer, set it to Local OFF. Refer to "Disconnecting the Keyboard from the Internal Sound Generator (Local On/Off)" (p. 160).*

Connecting with a MIDI Sound Module
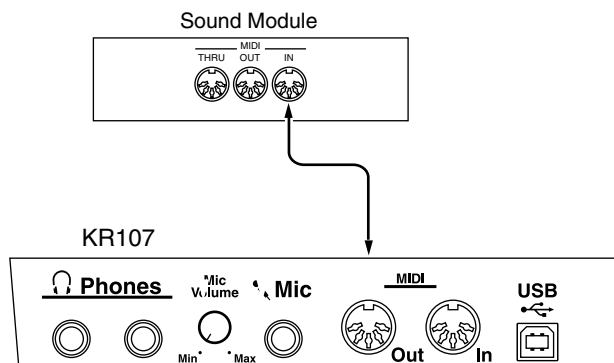
Performing in Ensemble with MIDI Instruments (MIDI Ensemble)

You can connect an electronic percussion device or other MIDI instrument to the KR's MIDI In connector for ensemble playing. Making the MIDI settings for the instrument connected to the MIDI In connector is easy. The sounds from the connected MIDI instrument are played from the KR's speaker.

1. **Switch to the Basic screen, or press the One Touch Program [Piano] button.**

2. **Press the [Option] button.**

3. **Touch <MIDI Ensemble>.**

   A screen like the following appears.

4. **Select the method for using the MIDI In connector.**

Displayed	Meaning
Normal	Normal setting. Make changes in Tone and other settings from the connected device.
Pad	Select this when you have percussion pads (such as Roland's SPD-20 Total Percussion Pad) connected to the KR's MIDI In connector. You do not need to make any MIDI settings on the KR. Select pad Tones and make other settings from the connected pads (for further details, refer to the Owner's Manual provided with the pads).
Keyboard	Select this when you have a keyboard (such as a Roland A-37 or AX-7 MIDI Keyboard Controller) connected to the KR's MIDI In connector. You can select tones for the connected keyboard from the KR. No MIDI settings need be made on the KR.

5. **When "Keyboard" is selected in Step 4 above, use**
   [↑] [↓] to select the Tone.

   The connected keyboard plays using the selected Tone.

MIDI Settings

You can make MIDI settings like those described below.

"MIDI Setting Screen"

Display	Explanation
Tx Channel	Chooses the MIDI send channel (p. 160).
Local Control	Switches Local Control on or off (p. 160).

"Program Change Screen"
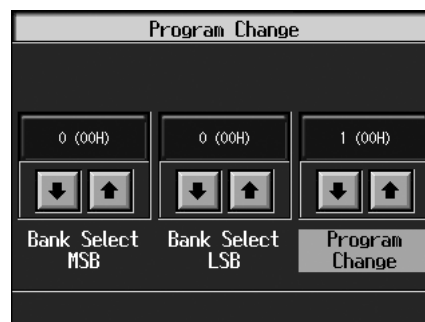
Display	Explanation
Bank Select MSB	Sends Bank Select MSB messages (p. 161).
Bank Select LSB	Sends Bank Select LSB messages (p. 161).
Program Change	Sends Program Change messages (Program Numbers) (p. 161).

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Making the Settings

1. Switch to the Basic screen, or press the One Touch Program [Piano] button.

2. Press the [Option] button.

3. Touch <MIDI Setting> or <Program Change>.

4. Touch ⬆ ⬇ to make the setting for each item.

Press the [Exit] button to return to the Functions screen.

■ Selecting the Transmit Channel (Tx Channel)

MIDI organizes things into "channels," which are numbered from 1 through 16. Simply connecting a cable is not enough for communication to take place. The connected devices must be set to use the same MIDI channels. Otherwise, no sound will be produced, and no sounds can be selected.

Select the transmit channel (1–16) of the KR.

The channel setting is at "1" when the KR is powered up.

If the keyboard has been split into right-hand and left-hand sections, messages from the left-hand section are fixed at "3."

The KR receives messages on all channels from 1 through 16.

■ Disconnecting the Internal Sound Generator and Keyboard (Local Control)

When connecting a MIDI sequencer, set Local Control to "OFF." The setting is at "Local Control ON" when the KR is powered up.

As illustrated, information describing what has been played on the keyboard is passed to the sound module over two different routes, (1) and (2). As a result, you hear overlapping or intermittent sounds. To prevent this from happening, route (1) must be disabled, by setting the unit to what is known as "Local Off."

Each note played is sounded twice
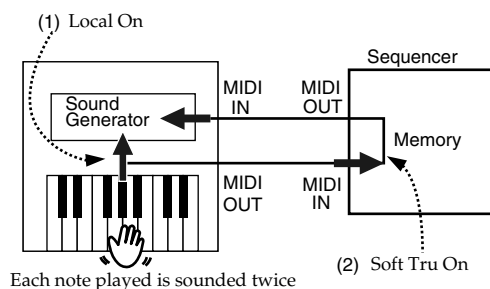
Local On: The keyboard and internal sound generator are connected.
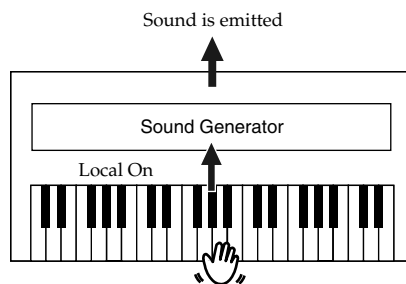
Local Off: The keyboard and internal sound generator are separated. No sound will be produced by the keyboard when it is played.
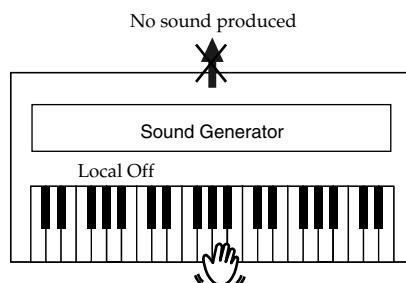
→ *When connecting a unit in the Roland MT series, you don't need to switch off Local Control. MT units transmit Local Off messages when their power is switched on. First turn on the power to the KR-107, then after a few moments, play a note on the KR-107; when you turn on the power to the MT Series device, Local Off is automatically enabled for the KR-107.*

■ Sending Tone Change Messages (Program Change/Bank Select MSB/Bank Select LSB)

A Program Change is a message that means "change to the Tone of the specified number." The device that receives this changes to the Tone of the corresponding number.

When you choose a Program Change message (Program Number), the Program Number will be transmitted to the MIDI device connected to the KR. The MIDI device that receives the Program Number changes the tone to the corresponding Program Number.

Normally, the Tone is selected from the 128 Tones available. Some MIDI devices, however, have more than 128 Tones. With such devices, the Tone is selected through a combination of Program Change messages and Bank Select messages. There are two parts of a Bank Select message: the MSB (Controller 0, with a value of 0–127) and the LSB (Controller 32, with a value of 0–127).

* *Some MIDI instruments can't handle Bank Select messages. Others can handle Bank Selects, but do not recognize the LSB part.*

■ Sending Recorded Performance Data to a MIDI Device (Composer MIDI Out)

When Composer Out is active, you can send performance data recorded with the KR to a connected MIDI device or computer.

When you turn on the power, this is set to "OFF" (data is not sent).

1. Press the [Menu] button.

2. Touch <Composer MIDI Out>.
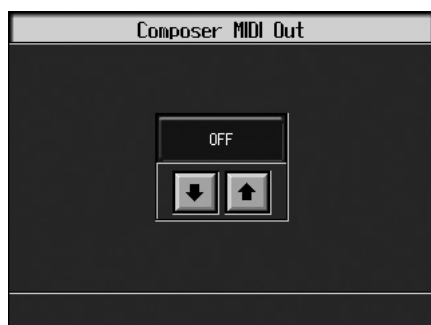
3. Touch [↑] [↓] to set ON or OFF.

4. Press the [Exit] button to return to the Menu screen.

Connecting to Audio Equipment

When you connect the KR to audio equipment, you can play the sounds from the KR through the speakers on the audio equipment or record your performances on a tape recorder or other recording device.

When connecting, please use audio cables (sold separately) with standard phone plugs.

■ Connectors
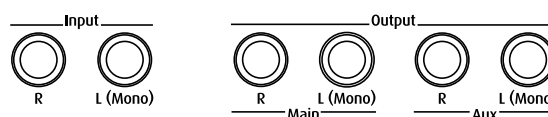
Output (Main) Jacks

You can connect audio equipment using audio cables (sold separately) and play the sounds from the KR through the speakers on the connected equipment, or record your performances on a tape recorder or other recording device.

If the input of the connected device is monaural, you must use the L (Mono) jack.

Input Jacks

You can connect another sound source, such as audio equipment or an electronic instrument, using audio cables (sold separately). Play the sounds from the connected device through the speakers on the KR.

If the input of the connected device is monaural, you must use the L (Mono) jack.

* *You cannot use the KR to adjust the volume of the connected sound generating device.*

* *When connection cables with resistors are used, the volume level of equipment connected to the inputs jacks may be low. If this happens, use connection cables that do not contain resistors, such as those from the Roland PCS series.*

■ Making the Connections

* *To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.*

### Playing Sounds from the KR Through the Speakers on Audio Equipment or Recording Your Performances on a Recording Device
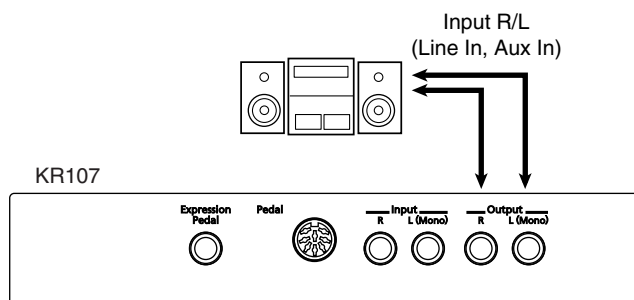
Input R/L
(Line In, Aux In)

KR107

Expression Pedal   Pedal   Input   Output
R   L (Mono)   R   L (Mono)

1. Turn the volume all the way down on the KR and on the device you're about to connect.

2. Turn off the power to the KR and other connected equipment.

3. Use audio cables (sold separately) to make the connection.

4. Switch on the KR.

5. Switch on the connected device.

6. Adjust the volume level on the KR and the connected device.

Recording KR Performances on a Recording Device

7. Start recording with the connected device.

8. Play the keyboard.

9. When the performance ends, stop recording on the connected equipment.

Playing Audio Equipment Sounds Through the Speakers on the KR
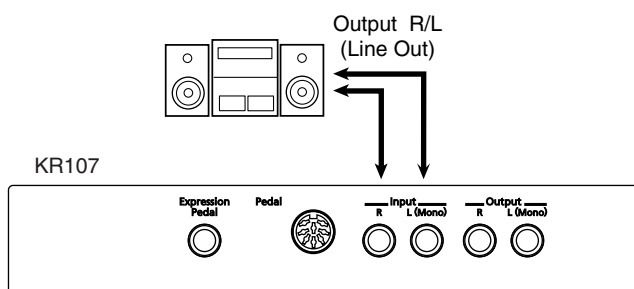
Output R/L
(Line Out)

KR107

Expression Pedal   Pedal   Input   Output
R   L (Mono)   R   L (Mono)

1. Turn the volume all the way down on the KR and on the device you're about to connect.

2. Turn off the power to the KR and other connected equipment.

3. Use audio cables (sold separately) to make the connection.

4. Turn on the connected equipment.

5. Turn on the KR.

6. Adjust the volume level on the KR and the connected device.

After use, turn off the power using the following procedure.

1. Turn the volume all the way down on the KR and on the device you're about to connect.

2. Turn off the KR.

3. Turn off the connected equipment.

Chapter 10

Connecting a Computer

■ Connect to the MIDI Connectors

You can use a USB MIDI interface cable (sold separately) to connect the KR to your computer.

If the KR is connected to a computer in which sequencer software such as Roland's "Visual MT" is installed, a song you've recorded on the KR can be saved on your computer.

Connection examples

* *To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.*

* *In order to make connections to your computer, you must install "MIDI driver" software on your computer. For details, refer to the owner's manual for your MIDI interface.*

Use a USB MIDI interface cable to connect the USB connector of your computer to the MIDI connectors of the KR.

Bottom left of the KR
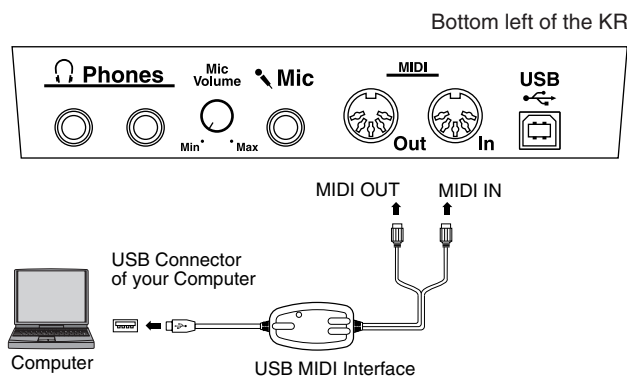
■ Connect to the USB Connector

You can connect you computer with a USB cable to the USB connector, located on the left underside of the KR-107, and exchange MIDI data between the instrument and the computer. You can use the KR to play SMF data created with the computer and exchange performance data in the same manner as with MIDI devices connected to the MIDI connectors.

Connecting your computer to the KR107 for the first time requires installation of the "USB Driver" (on the included CD-ROM) to the computer.

The correct driver and the installation procedure will depend on your system and on the other programs you are using. Be sure to read the Readme file on the CD-ROM before installation.

Windows XP/2000
→ \W2kXP\Readme_E.htm
Windows Me/98/98SE
→ \W98Me\Readme_E.htm
Mac OS X
→ \Driver (Mac OS X)\Readme_e.htm

* *Only MIDI data can be transmitted using USB.*

* *To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.*

* *USB cables are not included. Consult your Roland dealer if you need to purchase.*

* *Turn on the power to the KR107 before starting up MIDI applications on the computer. Do not turn the KR107 on or off while any MIDI application is running.*

* *If not using USB, disconnect the USB cable from the KR107.*

* *If during the transmission/reception of data, the computer switches to energy-saving mode or suspended mode, or if the KR107's power is switched on or off, the computer may freeze, or the KR107's operation may become unstable.*

* *Do not connect or disconnect the USB cable while the KR107's power is on+++++++++++++.*

For more on system requirements, refer to the "USB Installation Guide." However, note that the KR107 is not compatible with Mac OS 9.

Connection examples

Bottom left of the KR
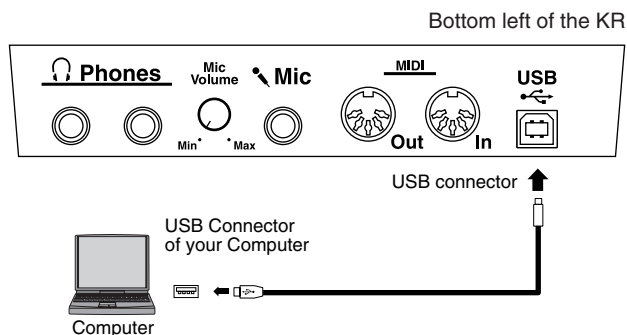
1. **Turn off the power to the KR107 and the computer.**

2. **Start up the computer.**

3. **Connect the KR-107 and the computer with a USB cable.**

4. **Turn on the power to the KR-107.**

→ *Refer to the owner's manual that came with your computer*

■ Making the Settings for the USB Driver

This sets the USB driver used when you have a computer connected to the USB connector.

1. **Open the Basic screen or press the One Touch [Piano] button.**

2. **Touch the [Setting] button.**

3. **Touch <USB Driver>.**

4. **Touch [↑] [↓] to select the driver type.**

	Indication	Description
USB Driver	Original	Select this when using the supplied driver with a USB connection. Under ordinary circumstances, use this mode.
	Original 2	This is an auxiliary mode. It is not normally used.
	Generic	Select this when using a generic USB driver included with the OS with a USB connection.

5. **After changing the settings, turn the power off, then on again.**

Troubleshooting

If you think there's a problem, read this first.

Case	Cause/Remedy
The power doesn't come on	Is the power cord connected and plugged in correctly? (p. 16)
The button doesn't work	Is the panel locked? (p. 152) Turn the power off, then back on.
Nothing appears on screen	The KR uses a liquid-crystal screen, so text may not be displayed when the ambient temperature is below freezing.
Vertical lines appear in the screen/Color is "washed out" at the edges of the screen	These occur due to the nature of a liquid crystal display, and do not indicate a malfunction. They can be minimized by adjusting the brightness of the screen (p. 19).
The touch screen doesn't respond correctly	The positioning of the touch screen may become displaced if some time has passed since it was last used. Take a look at "Calibrating the Touch Screen (Touch Screen)" (p. 149) to correct the positioning.
Depressing a pedal has no effect, or the pedal effect doesn't stop	Is the pedal connected correctly? Make sure the pedal cord extending from the stand is securely connected to the pedal connector on the rear of the unit (p. 16).
	Has a different function been assigned to the pedal? See "Assigning Functions to Pedals and Performance Pads (Pedal Setting/User Functions)" (p. 142).
	Normal pedal operation is automatically enabled when the One Touch Program [Piano] button is pressed (p. 18).
The volume level of the instrument connected to Input jacks is too low	Could you be using a connection cable that contains a resistor? Use a connection cable that does not contain a resistor.
external memory+++++	+++++++++++
Low hum coming from external device	Do you have different external devices plugged into different power outlets? When connecting external devices, always draw power from the same outlet.
Mic volume has changed+++++	Vocal Effect++++++++++++
Remocon is not affected+++++	++++++++++++

Case	Cause/Remedy
++++++++++	
Images not shown on external display when external display is connected	Is the external display properly connected (p. 154)?
	Is the external display's power turned on?
	Are you using a display that is compatible with the KR? Refer to "Displays That Can Be Connected to This Instrument" (p. 154).
	Do you have a television and external display connected at the same time? Connect only one of these.
	Are the KR's settings correct? Follow the instructions in "Selecting Images To Be Shown on the KR and External Displays (User Image Display)" (p. 146) to set the "External Display" image. Also refer to "Changing the Settings for Showing Images with the External Display and the Television (External Display)" (p. 156).
yokosen+++++	++++++++++++
television+++++	++++++++++++

No sound is heard

Case	Cause/Remedy
No sound is heard	Is the volume level of the KR (p. 18) or connected device turned all the way down?
	Are headphones plugged in? (p. 18) +++++++++++
	Has the Balance knob been moved all the way to the right or left? Has the volume been set to "0" using the Part Balance? (p. 62)
	Are all sliders in the Equalizer screen at the minimum level? (p. 33)
	Has the footage been adjusted so that all frequency components aren't sounded? (p. 15 in the Quick Start)
	Is the speaker cable connected and plugged in correctly?
	V-LINK++++++++++++
No sound is heard (when a MIDI instrument is connected)	Have all devices been switched on?
	Are the MIDI cables connected correctly? (p. 158)
	Does the MIDI channel match the connected instrument? (p. 160)

Troubleshooting

Case	Cause/Remedy
No sound is heard when the keyboard is played	Has Local Control been set to "Off"? When Local Control is set to Off, no sound is produced by playing the keyboard. Set Local Control to On (p. 160).
Not all played notes are sounded	The maximum number of notes can play simultaneously is 128. Frequent use of the damper pedal during automatic accompaniment or when playing along with a song on floppy disk may result in performance data with too many notes, causing some notes to drop out.

The sound is strange	
Sounds are heard twice (doubled) when the keyboard is played	Is the KR in layer play? (p. 25)
	When the KR is connected to an external sequencer, set it to the Local OFF mode (p. 160). Alternatively, the sequencer could be set so its Soft Thru feature is OFF.
The tuning or pitch of the keyboard or song is off	Have you set transpose? (p. 87)
	Are the settings for the "Temperament" and "Stretch Tuning" correct? (p. 141)
	Is the setting for the "Master Tune" correct? (p. 145)
Effects cannot be applied to Tones	If different effects have been selected for the right-hand, left-hand, Layer, and other Tones, and the effects for the Parts don't match, only one of the effects is applied. It's not possible to apply more than one effect at the same time, so when a performance has been recorded on multiple tracks or when playing along with a song as it's played back, the desired effect may not be applied.+++++Are the settings for the part to which the effect is applied assigned to any part other than the one to which you want to have the effect applied?
A note doesn't stop playing	Have the Chord Tone and Bass Tone been changed? (p. 138) Some Chord Tone and Bass Tone notes may be sounded continuously.

Case	Cause/Remedy
The Tone has changed	During automatic accompaniment, changing the Music Style automatically changes the Tones and tempo of the upper part of the keyboard to match the new Music Style. If you want to change only the Music Style without also altering the tempo and Tone, check out "Changing Music Styles Without Changing the Tone or Tempo (One Touch Setting)" (p. 138).
	When a performance made along with a Music Files tune has been recorded, recording the performance to button [1/Whole] may make the Tones for buttons [3/Lower] and [4/Upper] change as well.
Reverberation still audible even with Reverb turned off	Since the KR's piano sounds faithfully reproduce the sense of spaciousness and reverberation of an actual acoustic piano's sound, a certain amount of reverberation is still perceptible, even with the reverb effect deactivated.
Sound from the Output jacks is not right	Have you made the correct Advanced 3D settings for use with headphones? Changing the Advanced 3D "Mode" to "Headphones" or "Auto" and connecting a pair of headphones configures the settings for use with headphones.
In the upper range, the sound changes abruptly beyond a certain key	On an acoustic piano, notes in the upper one and a half octaves of the keyboard continue to sound until they decay naturally, regardless of the damper pedal. There is a difference in the timbre as well. Roland pianos faithfully simulate such characteristics of the acoustic piano. The range that is unaffected by the damper pedal will change depending on the Key Transpose setting.
A High-pitched whine is produced	**When listening through headphones:** Some of the more flamboyant and effervescent piano tones feature an ample high-end component, which may make the sound appear to have metallic reverberation added. Since this reverberation becomes particularly audible when supplemented by heavy reverb, you may be able to diminish the problem by reducing the amount of reverb applied to the sound. **When listening through speakers:** Here, a different cause (such as resonance produced by the KR) would be suspect. Consult your Roland dealer or nearest Roland Service Center.

Case	Cause/Remedy
The bass range sounds odd, or there is a vibrating resonance	**When listening through speakers:** Playing at loud volumes may cause instruments near the KR to resonate. Resonation can also occur with fluorescent light tubes, glass doors, and other objects. In particular, this problem occurs more easily when the bass component is increased, and when the sound is played at higher volumes. Use the following measures to suppress such resonance. • Place speakers so they are 10–15 cm from walls and other surfaces. • Reduce the volume. • Move the speakers away from any resonating objects. **When listening through headphones:** Here, a different cause (such as resonance produced by the KR) would be suspect. Consult your Roland dealer or nearest Roland Service Center.

The automatic accompaniment doesn't play correctly

Case	Cause/Remedy
Can't select a tone or Music Style	Press the [Exit] button several times to return to the Basic screen (p. 20), and then select a tone or Music Style.
Automatic accompaniment is not heard	Has the Balance knob been moved all the way to the right? (p. 62)
	Have you pressed the One Touch Program [Arranger] button? If the One Touch Program [Arranger] button has not been pressed, only the rhythm pattern is played (p. 53).
	Is the 16-track Sequencer screen displayed? (p. 113)
Chord Intelligence can't be used	Has Chord Intelligence been switched off? (p. 138)
	Is the setting for "Piano Style Arranger" active? (p. 61)
Accompaniment tempo becomes unstable	In certain cases, such as when playing Music Styles on floppy disks, the accompaniment may lag when excessive amounts of performance data are used.

Song doesn't play back correctly

Case	Cause/Remedy
Song doesn't play back	Does the screen indicate message, like "OK to delete song?" (p. 89) The internal songs cannot be played back while recorded performance data remains in the KR's memory. Try playing back the song after deleting the performance data.

Case	Cause/Remedy
Only the sound of a particular instrument in a song does not play	Is the light for the Track button extinguished? (p. 83) If the button light is out, the music on that track is not heard. Press the track button so the light is illuminated.
	Have song settings been changed for each Part on the 16-Track sequencer screen (p. 114)?
Pressing the [◄◄ (Reset)] button doesn't return to the beginning of the song	Some music files may contain settings that stop play at a point partway through the song. Press the [◄◄ (Reset)] button several times more to return to the beginning of the tune.
	Has a Marker placed in the song? (p. 84)
The [►► (Fwd)] and [◄◄ (Bwd)] buttons don't work	The fast-forward and reverse buttons are ignored while music files is being read in. Wait until processing finishes.
	If you attempt to play back performance data that contains more data than the entire capacity of the KR's memory, you may find that operations other than playback (such as rewind or fast forward) become unavailable.
There is a slight delay before playback of a song on external memory starts	There are two types of SMF music files: format 0 and format 1. If the song uses SMF format 1 data, there will be a slight delay until playback starts. Refer to the booklet that came with the music files you're using to determine the format type.
Lyrics are not indicated properly in the display	With some music files, the lyrics cannot be displayed correctly.
	If you press a button while the lyrics are being shown in the display, the lyrics will disappear. To recall them, touch <lyrics> in the Piano or Basic screen, or press the [►/■ (Play/Stop)] button.
	In the notation screen, some lyrics or notes could extend beyond the edges of the screen, and not be displayed.
Notation is not indicated properly in the display	If you select a part that does not contain performance data, notes will not be displayed in the notation. Change the part that is displayed (p. 75).
	The notation screen feature is particularly unsuitable for the display of difficult, complex musical works that demand accurate notation. Refer to "Notes Regarding the Notation Display" (p. 73).
	In the notation screen, some lyrics or notes could extend beyond the edges of the screen, and not be displayed.

Troubleshooting

Case	Cause/Remedy
Song becomes unstable	In certain cases, such as when playing songs on floppy disks, the song may lag when excessive amounts of performance data are used.
internal song cannot +++++	remocon [MUTE]+++++++++++++
Unable to play back audio files	The KR107 can play back audio files in the following format. • ".WAV" extension • 16bit linear • Sampling rate of "44.2 kHz" • Stereo

Can't record

Can't record	Has one of the track buttons for recording been selected? (p. 95)
	Has the setting for "Punch-in Recording" (p. 118) or "Tempo Recording" (p. 127) been made? Select the replace recording method (p. 117).
	It is not possible to record while the notation is being generated. Once the unit has finished generating the notation (i.e., when the measure number in the screen is no longer highlighted), try the operation once again.
	Audio file You cannot include audio files in recordings.
Tempo of recorded song or metronome is off	If you select an internal song in which the tempo changes during the song, and then record, the tempo will change in the same way for the performances that are recorded on the other tracks. The tempo of the metronome will also change in the same way.
	If you record additional material without erasing the previously recorded song, the song will be recorded at the first-recorded tempo. Please erase the previously recorded song before you re-record (p. 96).
The recorded performance has disappeared	Any performance that has been recorded is deleted when the power to the KR is turned off or a song is selected. A performance cannot be restored once it's been deleted. Be sure to save it on a floppy disk or User Memory before you turn off the power (p. 101).

Error Messages

Indication	Meaning
Error 01:	You can only read the music file. It can not be saved.
Error 02:	An error occurred during writing. The storage media's protect tab may be in the "Protect" (writing prohibited) position, or the storage media may not yet be initialized.
Error 10:	No storage media is inserted. Insert the storage media and try again.
Error 11:	There is not sufficient free memory in the save destination. Either insert other storage media or delete unneeded files and try again.
Error 14:	An error occurred during writing. The storage media may be corrupted. Insert other storage media and try again. Alternatively, you can initialize the storage media.
Error 15:	The file is unreadable. The data format is not compatible with the RG-7.
Error 16:	Data was not called up in time for playback of the song. After waiting several seconds, you may be able to play back the song by pressing the [▶/■] button again.
Error 17:	The selected image data cannot be displayed. Prepare image data that can be used with the RG-7 (p. **).
Error 30:	The internal memory capacity of the RG-7 is full.
Error 40:	The RG-7 cannot deal with the excessive MIDI data sent from the external MIDI device. Reduce the amount of MIDI data sent to the RG-7.
Error 41:	A MIDI cable has been disconnected. Connect it properly and securely.
Error 43:	A MIDI transmission error has occurred. Check the MIDI cable and connected MIDI device.
Error 51:	There may be a problem with the system. Repeat the procedure from the beginning. If it is not solved after you have tried several times, contact the Roland service center.
Error 65:	The Ext Memory port was subjected to excessive current. Check the storage media to confirm that no damage has occurred to it.

Tone List

[Piano]

NaturalGrand
Vintage EP
FM E.Piano
Natural Hps.
Vibraphone
Ariel Piano
Natural Gnd2
Honky-tonk
'60sE.Piano1
Phase Clav.2
Morning Lite
Jazzy Vib+Gt
Piano Str2
Piano Oohs
Rock Piano
NaturalMello
Stage EP
Stage Phazer
Vibrations
Celesta
Marimba
Xylophone
NaturalC.Hps
Clav.
Music Box
Glockenspiel
Grand Piano1
Grand Piano2
MellowPiano1
PianoStrings
Bright Piano
DetunedPiano
Honky-tonk 2
MellowPiano2
PianoKidsCho
Air Grand
Ballad Piano
UprightPiano
Mono Piano
FM+SA EP
MIDI Piano1
EG+E.Piano 1
EG+E.Piano 2
Bell Piano
E. Grand
Mild E.Grand
Soft E.Piano
Phase EP
E.Piano 1
Pop E.Piano
Tremolo EP
'60sE.Piano2
E.Piano 2
EP Phase
St.FM EP
EP Legend
Harpsichord
Coupled Hps.
Harpsichord2
Comp Clav.
Reso Clav.
Phase Clav.
Pulse Clav
Celesta 2
Soft Marimba
Vibe Tr.
Marimba Tr.
Kalimba
Music Box 2
Music Bell
Music Bell 2
Tubular-bell
Church Bell
Ballad Bells
Bell Monitor
Timeline
Vibra Bells

[Organ]

ChurchOrgan1
Combo Jz.Org
Ballad Organ
German Acco.
Blues Harp
L-Organ
Jazz Organ1
Masked Opera
Grand Pipe
Theater Org.
La Seine
ParisRomance
Mellow Bars
Organ 1
Organ 2
Lower Organ1
Trem. Organ
'70s E.Organ
'60s Organ
Jazz Organ2
Jazz Organ3
Jazz Organ4
Chorus Organ
Perc. Organ
Rock Organ1
Rotary Organ
Rotary Org.S
Rotary Org.F
ChurchOrgan2
Pipe Organ
Trem.Flute
Organ Flute
Nason flt 8'
Organ Bass
Pipe Org. Bs
Digi Church
VS Organ
Metalic Org.
CheeseOrgan
Accordion Fr
AccordionFr2
Accordion It
Bright Acco.
Soft Acco.
Bandoneon
Harmonica

[Guitar / Bass]

EX Nylon Gtr
EX Steel Gt.
Jazz Guitar2
Fl.Gtr Roll
Mandolin
JC Chorus Gt
TC Clean ff
Overdrive Gt
DistortionGt
Amore Story
EX A.Guitar2
Uncle Martin
Flamenco Gtr
Jazz Guitar
Wild Ac.Bs
A.Bass+Cymbl
Acoustic Bs.
Fingered Bs.
Picked Bass
Fretless Bs.
Nylon Guitar
Requint Gtr
EX Ac.Guitar
Steel-str.Gt
12-str.Gt
Steel + Body
Nylon+Steel
EX A.Guitar3
Steel Vox
Ukulele
Hawaiian Gt
Clean Gt.
JC Clean Gt.
Mid Tone GTR
TC Rear Pick
Acid Guitar
Open Hard
Feedback Gt.
Power Guitar
Guitar Pinch
Mystic Gtr
Funk Gt.
Funk Gt.2
Muted Gt.
Muted Dis.Gt
Rock Rhythm
Dist Rtm GTR
Wah Brush Gt
Wood Bass
W.Bass+Ride
Rockabilly
Finger Slap
Mr.Smooth
Slap Bass 1
Slap Bass 2
Synth Bass 1
Jungle Bass
Hammer
SynthBass101
ResoSH Bass
Acid Bass
Clavi Bass
Synth Bass 2
Beef FM Bass
Attack Pulse
Rubber Bass
Sitar
Sitar 2
Banjo
Shamisen
Koto
Taisho Koto

[Strings]

DolceStrings
Velo Strings
Dolce Qrt
Lunar Strngs
R&B SoftPad
Wind & Str
Aerial Harp
Violin
Cello
Harp Strings
Mellow Str
EX Orchestra
Slow Violin
PizzicatoStr
Strings
Oct Strings
Strings 2
DecayStrings
Bright Str
Slow Strings
SlowStrings2
Legato Str
Warm Strings
Sahara Str
Decay Str2
Tremolo Str
Orchestra
Orchestra 2
Farewell
Choir Str
Bell Strings
Pearly Harp
Harp
St. Harp
Viola
Contrabass
Santur
Yang Qin
Yang Qin 2
Er Hu
Soft Pad
Soft Pad 2
Syn.Strings1
Syn.Strings2
Syn.Slow Str
OB Strings
JP Saw Str
Timpani
Warm JP Str
OrchestraHit
Good Old Hit
Euro Hit
6th Hit
Bass Hit
Philly Hit
Philly Hit 2
Mix Hit 1
Mix Hit 2

[Sax/Brass]

BlowAltoVib
PowerBrass 2
Sax Section
Flute
Good Old Day
Brass Sect 2
EX Tp&Shake
Super Tenor
AltoSax Soft
Soprano Sax
Clarinet
Oboe
EX Trumpet
Flugel Horn
Pan Flute
Qu Di
SuperF.Horns
Angel Pipes
Trumpet
Tp Shake
Bright Tp.
Warm Tp.
Dark Trumpet
Romantic Tp
Trombone
Trombone 2
Twin bones
Bones Sect.
Bright Tb.
Tuba
MutedTrumpet
MuteTrumpet2
MuteTrumpet3
French Horns
French Horn2
OrchestraBrs
Brass 1
Brass 2
BrassSection
PowerBrass
Pop Orch
Contemp'Orch
Brass sfz
Brass Fall
Trumpet Fall
EX Alto Sax
AltoSax + Tp
Alto Sax
Grow Sax
BreathyTenor
Tenor Sax
Tenor Sax 2
Tenor Sax f
Tenor Sax B
Baritone Sax
English Horn
Bassoon
Piccolo
Flute 2
Recorder
Bottle Blow
Shakuhachi
Whistle
Ocarina
Bagpipe
Lochscape
Andes Mood
HimalayaPipe
Wide SynBrss
DeepSynBrass
Jump Brass
Saw Brass1
Saw Brass2
Synth Brass1
Synth Brass2
DetuneSawBrs
Pro Brass
SynBrass sfz

[Voice]

Aerial Choir
Jazz Scat
Kid's Choir
Dreaming Box
Rich Choir
Angels Choir
Boys Choir
Opera Voice
Mellow Choir
Holy Voices
Mystic Str
Trancy X
HPF Slicer
Side Band X
Glasswaves
Church Choir
Voice Oohs
Voice Oohs 2
Choir Hahs
Decay Choir
Doos Voice
Doot Accent
Dat Accent
Bap Accent
Thum Voice
Humming
SynVox

Analog Voice	Warm SquPad	Glockenspiel	Choir	Fiddle
InfinitePhsr	Voyager	Music Box	Pop Voice	Shanai
X Super Saws	Film Cue	Vibraphone	SynVox	Tinkle Bell
Fat Stacks	HumanKindnes	Vibe.w	OrchestraHit	Agogo
Frgile Saws	Bowed Glass	Marimba	Trumpet	Steel Drums
SuperSawSlow	Metal Pad	Marimba w	Trombone	Woodblock
Electrostars	Orbiting	Xylophone	Trombone 2	Castanets
Bending Logo	Visionary	Tubular-bell	Tuba	Taiko
2600 Sine	Halo Pad	Church Bell	MutedTrumpet	Concert BD
Square Wave	JP8 Sqr Pad	Carillon	French Horns	Melo. Tom 1
Mg Square	Vox Sweep	Santur	French Horn2	Melo. Tom 2
JP8 Square	Consolament	Organ 1	Brass 1	Synth Drum
LM Square	JP-8 Phase	Organ 2	Brass 2	808 Tom
Syn.Square	Sweep Pad	Pop Organ 1	Synth Brass1	Elec Perc.
CC Solo	Sweep Pad 2	Detuned Or.1	Synth Brass2	Reverse Cym.
Sleeper	Ice Rain	Detuned Or.2	Synth Brass3	Gt.FretNoise
Dual Sqr&Saw	Clavi Pad	Church Org.1	Synth Brass4	Gt.Cut Noise
Jupiter Lead	Toy Box	Church Org.2	AnalogBrass1	String Slap
Sinetific	Soundtrack	Church Org.3	AnalogBrass2	Breath Noise
FM Lead 1	Crystal	Full Organ	Soprano Sax	Fl.Key Click
FM Lead 2	Syn Mallet	Jazz Organ1	Alto Sax	Seashore
Saw Wave	ChristmasBel	Rock Organ	Tenor Sax	Rain
Saw	Clear Bells	Reed Organ	Baritone Sax	Thunder
Doctor Solo	Himalaya Ice	Accordion Fr	Oboe	Wind
Mg Lead	Glittery Pad	Accordion It	English Horn	Stream
P5 Saw Lead	Atmosphere	Harmonica	Bassoon	Bubble
JP SuperSaw	Harpvox	Bandoneon	Clarinet	Bird
Rhythmic Saw	Nylon Harp	Nylon-str.Gt	Piccolo	Dog
Natural Lead	Nylon + EP	Nylon Gt.2	Flute	Horse-Gallop
SequencedSaw	HollowReleas	Nylon Gt.o	Recorder	Bird 2
Waspy Synth	Tubulence	Ukulele	Pan Flute	Telephone 1
Velo SawLead	Landing Pad	Steel-str.Gt	Bottle Blow	Telephone 2
Attack Lead	Shangri-La	12-str.Gt	Shakuhachi	DoorCreaking
DelyResoSaws	Motion Pad	Mandolin	Whistle	Door
Wezcoast	Brightness	Jazz Guitar	Ocarina	Scratch
Syn.Calliope	Org Bells	Hawaiian Gt	Square Wave	Windchime
JP8 Pulse	Goblin	Clean Gt.	Square	Helicopter
LM PureLead	Saturn Siren	Chorus Gt.	Sine Wave	Car-Engine
Orgaenia	RandomEnding	Muted Gt.	Saw Wave	Car-Stop
Chiffer Lead	Echo Drops	Funk Gt.	Saw	Car-Pass
Cheese Saw	Echo Bell	Funk Gt.2	Doctor Solo	Car-Crash
JP OctAttack	Echo Pan	Overdrive Gt	Syn.Calliope	Siren
Charang	Echo Pan 2	DistortionGt	Chiffer Lead	Train
Reso Saw	Big Panner	Feedback Gt.	Charang	Jetplane
Wire Lead	Ai-yai-a	Gt.Harmonics	Solo Vox	Starship
2600 SubOsc	Saturn Rings	Gt. Feedback	5th Saw Wave	Burst Noise
Solo Vox	Star Theme	Acoustic Bs.	Bass & Lead	Applause
RAVE Vox	Rising Osc	Fingered Bs.	Fantasia	Laughing
5th Saw Wave	Galaxy Way	Picked Bs.	Warm Pad	Screaming
Freeze Synth	12th Planet	Fretless Bs.	Polysynth	Punch
Bass & Lead	PolySweep Nz	Slap Bass 1	Space Voice	Heart Beat
Fat & Perky	En-co-re	Slap Bass 2	Bowed Glass	Footsteps
Delayed Lead	Piano 1	SynthBass101	Metal Pad	Gun Shot
Fantasia	Piano 1w	Synth Bass 1	Halo Pad	Machine Gun
Fantasia 2	Piano 1d	Synth Bass 2	Sweep Pad	Lasergun
New Age Pad	Piano 2	Synth Bass 3	Ice Rain	Explosion
New Age Pad2	Piano 2w	Synth Bass 4	Soundtrack	
Sugar Key	Piano 3	Rubber Bass	Crystal	
FreezinNight	Piano 3w	Violin	Syn Mallet	
New Year Day	Honky-tonk	Slow Violin	Atmosphere	
Warm Pad	Honky-tonk 2	Viola	Brightness	
Sine Pad	E.Piano 1	Cello	Goblin	
Nu Epic Pad	E.Piano 2	Contrabass	Echo Drops	
Hollow Pad	'60s E.Piano	Tremolo Str	Echo Bell	
Decay Pad	E.Piano 1v	PizzicatoStr	Echo Pan	
Polysynth	E.Piano 2v	Harp	Star Theme	
P5 Poly	Detuned EP 1	Timpani	Sitar	
Poly King	Detuned EP 2	Strings	Sitar 2	
Octave Stack	Harpsichord	Orchestra	Banjo	
Hoovercraft	Coupled Hps.	Slow Strings	Shamisen	
DOC Stack	Harpsi.w	Syn.Strings1	Koto	
Bustranza	Harpsi.o	Syn.Strings2	Taisho Koto	
Space Voice	Clav.	Syn.Strings3	Kalimba	
Heaven II	Celesta	Choir Aahs	Bagpipe	

Drum Set List

* -----: No sound.
* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

#	POP	ROCK	JAZZBRUSH	HIP HOP	VOX DRUM
21	R&B Snare	R&B Snare	R&B Snare	Jungle BD 2	R&B Snare
22	Rock Snare m 1	Pop Snare m 2	Pop Snare m 1	Metronome E.Click	Rock Snare m 1
23	Rock Snare m 2	Pop Snare m 1	Pop Snare m 2	Metronome Pi	Rock Snare m 2
24	Pop Snare m 1	Pop Snare m 1	Pop Snare m 1	Concert SD	Pop Snare m 1
25	Pop Snare Ghost	Pop Snare Ghost	Pop Snare Ghost	Snare Roll	Pop Snare Ghost
26	Pop Snare m 1	Pop Snare m 2	Pop Snare m 1	Finger Snap	Pop Snare m 1
27	Finger Snap	Finger Snap 2	Finger Snap 2	High Q	Finger Snap
28	TR-707 Claps	TR-707 Claps	TR-707 Claps	Slap	TR-707 Claps
29	Hand Clap [EXC7]	Hand Clap [EXC7]	Hand Clap [EXC7]	Scratch Push [EXC7]	Hand Clap [EXC7]
30	Hand Clap 2 [EXC7]	Hand Clap 2 [EXC7]	Hand Clap 2 [EXC7]	Scratch Pull [EXC7]	Hand Clap 2 [EXC7]
31	Hand Clap	Hand Clap	Hand Clap	Sticks	Hand Clap
32	Pop Pedal HH [EXC1]	Pop Pedal HH [EXC1]	Pop Pedal HH [EXC1]	Square Click	Pop Pedal HH
33	Gospel Hand Clap	Gospel Hand Clap	Gospel Hand Clap	Metronome Click	Gospel Hand Clap
34	Snare Roll	Snare Roll	Snare Roll	Metronome Bell	Vox Dut
35	Pop Kick 2	Rock Kick 2	Jazz Kick 2	Jungle BD 2	Vox Dom
C2 36	Pop Kick 1	Rock Kick 1	Jazz Kick 1	HipHop BD1	Vox Tuush
37	Pop Side Stick	Rock Side Stick	Jazz Snare Swing 1	TR-808 Rimshot	Vox Hehho
38	Pop Snare s 1	Rock Snare s 1	Jazz Snare 1	Power Snare 1A	Vox Doyear
39	Pop Snare Ghost	Pop Snare Ghost	Jazz Snare Swing 2	TR-707 Clap	Vox Thu!
40	Pop Snare s 2	Rock Snare s 2	Jazz Snare 2	Power Snare 2A	Vox That
41	Pop Low Tom f	Rock Low Tom f	Jazz Low Tom f	Low Tom 2	Vox Aahhh
42	Pop CHH 1 [EXC1]	Rock CHH 1 [EXC1]	Pop CHH 1 [EXC1]	Pop CHH 1 [EXC1]	Vox Tu
43	Pop Low Tom	Rock Low Tom	Jazz Low Tom	Low Tom 1	Vox Dooh
44	Pop CHH 2 [EXC1]	Rock CHH 2 [EXC1]	Pop CHH 2 [EXC1]	Pedal Hi-hat 3 [EXC1]	Vox Ptu
45	Pop Mid Tom f	Rock Mid Tom f	Jazz Mid Tom f	Mid Tom 2	Vox Down
46	Pop OHH [EXC1]	Rock OHH [EXC1]	Pop OHH [EXC1]	Pop OHH [EXC1]	Vox Pa
47	Pop Mid Tom	Rock Mid Tom	Jazz Mid Tom	Mid Tom 1	Vox Bom
C3 48	Pop High Tom f	Rock High Tom f	Jazz High Tom f	High Tom 2	Vox Toear
49	Pop Crash Cymbal 1	Rock Crash Cymbal	Jazz Crash Cymbal 1	Crash Cymbal 3	Vox Aahhu
50	Pop High Tom	Rock High Tom	Jazz High Tom	High Tom 1	Vox Toya
51	Pop Ride Cymbal 1	Rock Ride Cymbal 1	Jazz Ride Cymbal 1	Ride Cymbal 1	Vox Thu
52	Pop Chinees Cymbal	Pop Chinees Cymbal	Jazz Chinees Cymbal	Reverse Cymbal	Vox Cheey
53	Pop Ride Bell	Pop Ride Bell	Jazz Ride Cymbal 2	Ride Bell	Vox Cymm
54	Tambourine 2	Tambourine 2	Tambourine 2	Shake Tambourine	Vox Tub
55	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal	Vox Pruru
56	Cha Cha CowBell	Cha Cha CowBell	Cha Cha CowBell	TR-808 Cowbell	Vox Tut
57	Pop Crash Cymbal 2	Chinees Cymbal	Jazz Crash Cymbal 2	Crash Cymbal 2	Vox Tyun
58	Vibra-slap	Vibra-slap	Vibra-slap	Vibra-slap	Vox Tdum
59	Pop Ride Cymbal 2	Pop Ride Cymbal 3	Jazz Ride Cymbal 3	Ride Cymbal 2	Vox Afahhhh
C4 60	High Bongo 1	High Bongo 1	High Bongo 1	High Bongo 2	High Bongo 1
61	Low Bongo 1	Low Bongo 1	Low Bongo 1	Low Bongo 2	Low Bongo 1
62	Mute High Conga 1	Mute High Conga 1	Mute High Conga 1	Mute High Conga 2	Mute High Conga 1
63	Open High Conga 1	Open High Conga 1	Open High Conga 1	Open High Conga 2	Open High Conga 1
64	Low Conga 1	Low Conga 1	Low Conga 1	Low Conga 2	Low Conga 1
65	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale
66	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale
67	High Agogo	High Agogo	High Agogo	High Agogo	High Agogo
68	Low Agogo	Low Agogo	Low Agogo	Low Agogo	Low Agogo
69	Shaker 3	Shaker 3	Shaker 3	Cabasa	Shaker 3
70	Shaker 4	Shaker 4	Shaker 4	Maracas	Shaker 4
71	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]
C5 72	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]
73	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]
74	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]	HipVibraslap [EXC3]	Long Guiro [EXC3]
75	Claves	Claves	Claves	TR-808 Claves	Claves
76	High Wood Block	High Wood Block	High Wood Block	High Wood Block	High Wood Block
77	Low Wood Block	Low Wood Block	Low Wood Block	Low Wood Block	Low Wood Block
78	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]	High Hoo [EXC4]	Mute Cuica [EXC4]
79	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]	Low Hoo [EXC4]	Open Cuica [EXC4]
80	Mute Triangle1 [EXC5]	Mute Triangle1 [EXC5]	Mute Triangle1 [EXC5]	Mute Triangle2 [EXC5]	Mute Triangle1 [EXC5]
81	Open Triangle 1 [EXC5]	Open Triangle 1 [EXC5]	Open Triangle 1 [EXC5]	Open Triangle 2 [EXC5]	Open Triangle 1 [EXC5]
82	Shaker	Shaker	Shaker	Shaker	Shaker
83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6 84	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree
85	Castanets	Castanets	Castanets	Castanets	Castanets
86	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]
87	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]
88	Cana	Cana	Cana	Applause 2	Cana
89	Hi-Timbale Flam	Hi-Timbale Flam	Hi-Timbale Flam	HipHop SD 2	Hi-Timbale Flam
90	Lo-Timbale Flam	Lo-Timbale Flam	Lo-Timbale Flam	LoFi SD Rim	Lo-Timbale Flam
91	Timbale Phrase	Timbale Phrase	Timbale Phrase	TR-808 Clap	Timbale Phrase
92	Shekere 1	Shekere 1	Shekere 1	Room Snare 1	Shekere 1
93	Shekere 2	Shekere 2	Shekere 2	Standard 1 Snare 2A	Shekere 2
94	Low Bongo Mute	Low Bongo Mute	Low Bongo Mute	Room Snare 2	Low Bongo Mute
95	High Bongo Mute	High Bongo Mute	High Bongo Mute	Standard 1 Snare 1	High Bongo Mute
C7 96	----	----	----	Standard 1 Snare 2B	----
97	----	----	----	----	----
98	----	----	----	----	----
99	----	----	----	----	----
100	Flamenco Hand Clap	Flamenco Hand Clap	Flamenco Hand Clap	----	Flamenco Hand Clap
101	Flamenco Hand Clap	Flamenco Hand Clap	Flamenco Hand Clap	----	Flamenco Hand Clap
102	Bongo CowBell	Bongo CowBell	Bongo CowBell	----	Bongo CowBell
103	----	----	----	Tape Rewind	----
104	Bongo CowBell	Bongo CowBell	Bongo CowBell	Phono Noise	Bongo CowBell
105	----	----	----	Room Snare 1	----
106	----	----	----	Room Snare 2A	----
107	----	----	----	Elec Snare 4A	----
C8 108	----	----	----	Elec Snare 4B	----

* -----: No sound.
* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

Note	STD CHINA	STANDARD 1	STANDARD 2	STANDARD 3	ROOM
21	----	----	----	----	----
22	----	----	----	----	----
23	----	----	----	----	----
24	Bar Chime	Bar Chime	Bar Chime	Bar Chime	Bar Chime
25	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll
26	Finger Snap	Finger Snap	Finger Snap	Finger Snap	Finger Snap
27	High Q	High Q	High Q	High Q	High Q
28	Slap	Slap	Slap	Slap	Slap
29	Scratch Push [EXC7]	Scratch Push [EXC7]	Scratch Push [EXC7]	Scratch Push [EXC7]	Scratch Push [EXC7]
30	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Scratch Pull [EXC7]
31	Sticks	Sticks	Sticks	Sticks	Sticks
32	Square Click	Square Click	Square Click	Square Click	Square Click
33	Metronome Click	Metronome Click	Metronome Click	Metronome Click	Metronome Click
34	Metronome Bell	Metronome Bell	Metronome Bell	Metronome Bell	Metronome Bell
35	Standard 1 Kick 1	Standard 1 Kick 1	Standard 2 Kick 2	Standard 3 Kick 2	Room Kick 2
C2 36	Standard 1 Kick 2	Standard 1 Kick 2	Standard 2 Kick 1	Standard 3 Kick 1	Room Kick 1
37	Side Stick 1	Side Stick 1	Side Stick 2	Side Stick 2	Side Stick 2
38	Standard 1 Snare 1	Standard 1 Snare 1	Standard 2 Snare 1	Standard 3 Snare 1	Room Snare 1
39	TR-909 Clap	TR-909 Clap	TR-808 Clap	TR-808 Clap	TR-808 Clap
40	Standard 1 Snare 2	Standard 1 Snare 2	Standard 2 Snare 2	Standard 3 Snare 2	Room Snare 2
41	Low Tom 2	Low Tom 2	Low Tom 2	Low Tom 2	Room Low Tom 2
42	Close Hi-hat1 [EXC1]	Close Hi-hat1 [EXC1]	Closed Hi-hat 2 [EXC1]	Closed Hi-hat 3 [EXC1]	Closed Hi-hat 4 [EXC1]
43	Low Tom 1	Low Tom 1	Low Tom 1	Low Tom 1	Room Low Tom 1
44	Pedal Hi-hat 1 [EXC1]	Pedal Hi-hat 1 [EXC1]	Pedal Hi-hat 2 [EXC1]	Pedal Hi-hat 2 [EXC1]	Pedal Hi-hat 2 [EXC1]
45	Mid Tom 2	Mid Tom 2	Mid Tom 2	Mid Tom 2	Room Mid Tom 2
46	Open Hi-hat 1 [EXC1]	Open Hi-hat 1 [EXC1]	Open Hi-hat 2 [EXC1]	Open Hi-hat 3 [EXC1]	Open Hi-hat 4 [EXC1]
47	Mid Tom 1	Mid Tom 1	Mid Tom 1	Mid Tom 1	Room Mid Tom 1
C3 48	High Tom 2	High Tom 2	High Tom 2	High Tom 2	Room High Tom 2
49	Crash Cymbal 1	Crash Cymbal 1	Crash Cymbal 1	Crash Cymbal 1	Crash Cymbal 1
50	High Tom 1	High Tom 1	High Tom 1	High Tom 1	Room High Tom 1
51	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1
52	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal
53	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell
54	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine
55	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal
56	Cowbell	Cowbell	Cowbell	Cowbell	Cowbell
57	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2
58	Vibra-slap	Vibra-slap	Vibra-slap	Vibra-slap	Vibra-slap
59	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2
C4 60	----	High Bongo 1	High Bongo 1	High Bongo 1	High Bongo 1
61	----	Low Bongo 1	Low Bongo 1	Low Bongo 1	Low Bongo 1
62	----	Mute High Conga 1	Mute High Conga 1	Mute High Conga 1	Mute High Conga 1
63	Cana	Open High Conga 1	Open High Conga 1	Open High Conga 1	Open High Conga 1
64	Ban Gu 1	Low Conga 1	Low Conga 1	Low Conga 1	Low Conga 1
65	Taiko 1	High Timbale	High Timbale	High Timbale	High Timbale
66	Nao Bo [EXC8]	Low Timbale	Low Timbale	Low Timbale	Low Timbale
67	Taiko 2	High Agogo	High Agogo	High Agogo	High Agogo
68	Xiao Bo 1 [EXC8]	Low Agogo	Low Agogo	Low Agogo	Low Agogo
69	Taiko 3	Cabasa	Cabasa	Cabasa	Cabasa
70	Open High HuYinLuo 2 [EXC8]	Maracas	Maracas	Maracas	Maracas
71	Taiko 4	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]
C5 72	Taiko 5	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]
73	Open High HuYinLuo 1	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]
74	Taiko 6	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]
75	Shou Luo 1	Claves	Claves	Claves	Claves
76	Mute Low HuYinLuo 2	High Wood Block	High Wood Block	High Wood Block	High Wood Block
77	Shou Luo 2	Low Wood Block	Low Wood Block	Low Wood Block	Low Wood Block
78	Xiao Bo 2	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]
79	Ban Gu 2	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]
80	Xiao Bo 3	Mute Triangle1 [EXC5]	Mute Triangle1 [EXC5]	Mute Triangle1 [EXC5]	Mute Triangle1 [EXC5]
81	Open High HuYinLuo 3	Open Triangle 1 [EXC5]	Open Triangle 1 [EXC5]	Open Triangle 1 [EXC5]	Open Triangle 1 [EXC5]
82	Mute High HuYinLuo	Shaker	Shaker	Shaker	Shaker
83	Mute Low HuYinLuo 1	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6 84	----	Bell Tree	Bell Tree	Bar Chime	Bell Tree
85	----	Castanets	Castanets	Castanets	Castanets
86	----	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]
87	----	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]
88	----	----	----	----	----
89	----	----	----	----	----
90	----	----	----	----	----
91	----	----	----	----	----
92	----	----	----	----	----
93	----	----	----	----	----
94	----	----	----	----	----
95	----	----	----	----	----
C7 96	----	----	----	----	----
97	Open Sagat	----	----	----	----
98	Close Sagat	----	----	----	----
99	Ban Gu 1	----	----	----	----
100	Ban Gu 3	----	----	----	----
101	----	----	----	----	----

Drum Set List

* -----: No sound.
* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

Note	POWER		ELECTRONIC		TR-808/909		DANCE	
21	----		----		----		----	
22	----		----		----		----	
23	----		----		----		----	
24	Bar Chime		Bar Chime		Bar Chime		Bar Chime	
25	Snare Roll		Snare Roll		Snare Roll		Snare Roll	
26	Finger Snap		Finger Snap		Finger Snap		Finger Snap	
27	High Q		High Q		High Q		High Q	
28	Slap		Slap		Slap		Slap	
29	Scratch Push	[EXC7]	Scratch Push 2	[EXC7]	Scratch Push 2	[EXC7]	Scratch Push 2	[EXC7]
30	Scratch Pull	[EXC7]	Scratch Pull 2	[EXC7]	Scratch Pull 2	[EXC7]	Scratch Pull 2	[EXC7]
31	Sticks		Sticks		Sticks		Sticks	
32	Square Click		Square Click		Square Click		Square Click	
33	Metronome Click		Metronome Click		Metronome Click		Metronome Click	
34	Metronome Bell		Metronome Bell		Metronome Bell		Metronome Bell	
35	Power Kick2		Elec Kick 2		TR-909 Kick		TR-808 Kick 2	
C2 36	Power Kick1		Elec Kick 1		TR-808 Kick		HipHop BD1	
37	Side Stick 2		Side Stick 2		TR-808 Rimshot		Side Stick 2	
38	Dance Snare1		Elec Snare 1		TR-808 Snare 1		Power Snare 2	
39	TR-808 Clap		TR-808 Clap		TR-808 Clap		TR-808 Clap	
40	Power Snare 1		Elec Snare 2		TR-909 Snare 1		Elec Snare 3	
41	Power Low Tom 2		Elec Low Tom 2		TR-808 Low Tom 2		Elec Low Tom 2	
42	Closed Hi-hat 4	[EXC1]	Closed Hi-hat 3	[EXC1]	TR-808 CHH	[EXC1]	CR-78 CHH	[EXC1]
43	Power Low Tom 1		Elec Low Tom 1		TR-808 Low Tom 1		Elec Low Tom 1	
44	Pedal Hi-hat 2	[EXC1]	Pedal Hi-hat 2	[EXC1]	TR-808 CHH	[EXC1]	TR-808 CHH	[EXC1]
45	Power Mid Tom 2		Elec Mid Tom 2		TR-808 Mid Tom 2		Elec Mid Tom 2	
46	Open Hi-hat 4	[EXC1]	Open Hi-hat 3	[EXC1]	TR-808 OHH	[EXC1]	CR-78 OHH	[EXC1]
47	Power Mid Tom 1		Elec Mid Tom 1		TR-808 Mid Tom 1		Elec Mid Tom 1	
C3 48	Power High Tom 2		Elec High Tom 2		TR-808 High Tom 2		Elec High Tom 2	
49	Crash Cymbal 1		Crash Cymbal 1		TR-808 Cymbal		Crash Cymbal 1	
50	Power High Tom 1		Elec High Tom 1		TR-808 High Tom 1		Elec High Tom 1	
51	Ride Cymbal 1		Ride Cymbal 1		Ride Cymbal 1		Ride Cymbal 1	
52	Chinese Cymbal		Reverse Cymbal		Chinese Cymbal		Reverse Cymbal	
53	Ride Bell		Ride Bell		Ride Bell		Ride Bell	
54	Tambourine		Tambourine		Tambourine		Tambourine	
55	Splash Cymbal		Splash Cymbal		Splash Cymbal		Splash Cymbal	
56	Cowbell		Cowbell		TR-808 Cowbell		TR-808 Cowbell	
57	Crash Cymbal 2		Crash Cymbal 2		Crash Cymbal 2		Crash Cymbal 2	
58	Vibra-slap		Vibra-slap		Vibra-slap		Vibra-slap	
59	Ride Cymbal 2		Ride Cymbal 2		Ride Cymbal 2		Ride Cymbal 2	
C4 60	High Bongo 1		High Bongo 1		High Bongo 1		High Bongo 1	
61	Low Bongo 1		Low Bongo 1		Low Bongo 1		Low Bongo 1	
62	Mute High Conga 1		Mute High Conga 1		TR-808 High Conga		Mute High Conga 1	
63	Open High Conga 1		Open High Conga 1		TR-808 Mid Conga		Open High Conga 1	
64	Low Conga 1		Low Conga 1		TR-808 Low Conga		Low Conga 1	
65	High Timbale		High Timbale		High Timbale		High Timbale	
66	Low Timbale		Low Timbale		Low Timbale		Low Timbale	
67	High Agogo		High Agogo		High Agogo		High Agogo	
68	Low Agogo		Low Agogo		Low Agogo		Low Agogo	
69	Cabasa		Cabasa		Cabasa		Cabasa	
70	Maracas		Maracas		TR-808 Maracas		TR-808 Maracas	
71	Short Hi Whistle	[EXC2]	Short Hi Whistle	[EXC2]	Short Hi Whistle	[EXC2]	Short Hi Whistle	[EXC2]
C5 72	Long Low Whistle	[EXC2]	Long Low Whistle	[EXC2]	Long Low Whistle	[EXC2]	Long Low Whistle	[EXC2]
73	Short Guiro	[EXC3]	Short Guiro	[EXC3]	Short Guiro	[EXC3]	Short Guiro	[EXC3]
74	Long Guiro	[EXC3]	Long Guiro	[EXC3]	Long Guiro	[EXC3]	Long Guiro	[EXC3]
75	Claves		Claves		TR-808 Claves		TR-808 Claves	
76	High Wood Block		High Wood Block		High Wood Block		High Wood Block	
77	Low Wood Block		Low Wood Block		Low Wood Block		Low Wood Block	
78	Mute Cuica	[EXC4]	Mute Cuica	[EXC4]	Mute Cuica	[EXC4]	High Hoo	[EXC4]
79	Open Cuica	[EXC4]	Open Cuica	[EXC4]	Open Cuica	[EXC4]	Low Hoo	[EXC4]
80	Mute Triangle1	[EXC5]	Mute Triangle1	[EXC5]	Mute Triangle1	[EXC5]	Mute Triangle1	[EXC5]
81	Open Triangle 1	[EXC5]	Open Triangle 1	[EXC5]	Open Triangle 1	[EXC5]	Open Triangle 1	[EXC5]
82	Shaker		Shaker		Shaker		Shaker	
83	Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell	
C6 84	Bell Tree		Bell Tree		Bell Tree		Bell Tree	
85	Castanets		Castanets		Castanets		Castanets	
86	Mute Surdo	[EXC6]	Mute Surdo	[EXC6]	Mute Surdo	[EXC6]	Mute Surdo	[EXC6]
87	Open Surdo	[EXC6]	Open Surdo	[EXC6]	Open Surdo	[EXC6]	Open Surdo	[EXC6]
88	----		----		----		----	

* -----: No sound.

* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

■SFX Set

Note	JAZZ	BRUSH	ORCHESTRA	SFX Set
21	-----	-----	-----	-----
22	-----	-----	-----	-----
23	-----	-----	-----	-----
24	Bar Chime	Bar Chime	Bar Chime	-----
25	Snare Roll	Snare Roll	Snare Roll	-----
26	Finger Snap	Finger Snap	Finger Snap	-----
27	High Q	High Q	Closed Hi-hat 3 [EXC1]	-----
28	Slap	Slap	Pedal Hi-hat 2 [EXC1]	-----
29	Scratch Push [EXC7]	Scratch Push [EXC7]	Open Hi-hat 3 [EXC1]	-----
30	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Ride Cymbal 1	-----
31	Sticks	Sticks	Sticks	-----
32	Square Click	Square Click	Square Click	-----
33	Metronome Click	Metronome Click	Metronome Click	-----
34	Metronome Bell	Metronome Bell	Metronome Bell	-----
35	Jazz Kick 2	Jazz Kick 2	Jazz Kick 1	-----
C2 36	Jazz Kick 1	Jazz Kick 1	Concert BD	-----
37	Side Stick 2	Side Stick 2	Side Stick 2	-----
38	Jazz Snare 1	Brush Tap	Concert SD	-----
39	Hand Clap 3	Brush Slap	Castanets	High Q
40	Standard 2 Snare 2	Brush Swirl	Concert SD	Slap
41	Low Tom 2	Brush Low Tom 2	Timpani F	Scratch Push [EXC7]
42	Closed Hi-hat 3 [EXC1]	Brush Closed Hi-hat [EXC1]	Timpani F#	Scratch Pull [EXC7]
43	Low Tom 1	Brush Low Tom 1	Timpani G	Sticks
44	Pedal Hi-hat 2 [EXC1]	Pedal Hi-hat 2 [EXC1]	Timpani G#	Square Click
45	Mid Tom 2	Brush Mid Tom 2	Timpani A	Metronome Click
46	Open Hi-hat 3 [EXC1]	Brush Open Hi-hat [EXC1]	Timpani A#	Metronome Bell
47	Mid Tom 1	Brush Mid Tom 1	Timpani B	Guitar sliding Finger
C3 48	High Tom 2	Brush High Tom 2	Timpani c	Guitar cutting noise (up)
49	Crash Cymbal 1	Brush Crash Cymbal	Timpani c#	Guitar cutting noise (down)
50	High Tom 1	Brush High Tom 1	Timpani d	String slap of double bass
51	Ride Cymbal 1	Brush Ride Cymbal	Timpani d#	Fl.Key Click
52	Chinese Cymbal	Chinese Cymbal	Timpani e	Laughing
53	Ride Bell	Brush Ride Bell	Timpani f	Screaming
54	Tambourine	Tambourine	Tambourine	Punch
55	Splash Cymbal	Splash Cymbal	Splash Cymbal	Heart Beat
56	Cowbell	Cowbell	Cowbell	Footsteps1
57	Crash Cymbal 2	Crash Cymbal 2	Concert Cymbal 2	Footsteps2
58	Vibra-slap	Vibra-slap	Vibra-slap	Applause
59	Ride Cymbal 2	Ride Cymbal 2	Concert Cymbal 1	Door Creaking
C4 60	High Bongo 1	High Bongo 1	High Bongo 1	Door
61	Low Bongo 1	Low Bongo 1	Low Bongo 1	Scratch
62	Mute High Conga 1	Mute High Conga 1	Mute High Conga 1	Wind Chimes
63	Open High Conga 1	Open High Conga 1	Open High Conga 1	Car-Engine
64	Low Conga 1	Low Conga 1	Low Conga 1	Car-Stop
65	High Timbale	High Timbale	High Timbale	Car-Pass
66	Low Timbale	Low Timbale	Low Timbale	Car-Crash
67	High Agogo	High Agogo	High Agogo	Siren
68	Low Agogo	Low Agogo	Low Agogo	Train
69	Cabasa	Cabasa	Cabasa	Jetplane
70	Maracas	Maracas	Maracas	Helicopter
71	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Starship
C5 72	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Gun Shot
73	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]	Machine Gun
74	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]	Lasergun
75	Claves	Claves	Claves	Explosion
76	High Wood Block	High Wood Block	High Wood Block	Dog
77	Low Wood Block	Low Wood Block	Low Wood Block	Horse-Gallop
78	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Birds
79	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]	Rain
80	Mute Triangle1 [EXC5]	Mute Triangle1 [EXC5]	Mute Triangle1 [EXC5]	Thunder
81	Open Triangle 1 [EXC5]	Open Triangle 1 [EXC5]	Open Triangle 1 [EXC5]	Wind
82	Shaker	Shaker	Shaker	Seashore
83	Jingle Bell	Jingle Bell	Jingle Bell	Stream
C6 84	Bell Tree	Bell Tree	Bell Tree	Bubble
85	Castanets	Castanets	Castanets	Cat
86	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Bird
87	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]	BabyLaughing
88	-----	-----	Applause	Boeeeen
89	-----	-----	-----	Glass & Glam
90	-----	-----	-----	Ice Ring
91	-----	-----	-----	Crack Bottle
92	-----	-----	-----	Pour Bottle
93	-----	-----	-----	Car Horn
94	-----	-----	-----	R.Crossing
95	-----	-----	-----	SL 1
C7 96	-----	-----	-----	SL 2
97	-----	-----	-----	Seal
98	-----	-----	-----	Fancy Animal
99	-----	-----	-----	Elephant
100	-----	-----	-----	Bike
101	-----	-----	-----	-----
102	-----	-----	-----	Small Club
103	-----	-----	-----	-----
104	-----	-----	-----	-----
105	-----	-----	-----	-----

Effects List

Effect Type	Explanation
Equalizer	This is a four-band stereo equalizer (low, high).
Spectrum	This is a stereo spectrum.
Enhancer	Adds sparkle and tightness to the sound.
Isolator	Adds a special effect to the sound by cutting the volume in varying ranges.
Low Boost	Boosts the volume of the lower range, creating powerful lows.
High Pass Filter	@@@@@@@@@@@@@@@@@@@@@@
Overdrive	Creates a soft distortion similar to that produced by vacuum tube amplifiers.
Distortion	Produces a more intense distortion than Overdrive.
Overdrive2	This is an overdrive that provides heavy distortion.
Distortion2	This is a distortion effect that provides heavy distortion.
Speaker Simulator	Simulates the speaker type and mic settings used to record the speaker sound.
Guitar Amp Simulator	This is an effect that simulates the sound of a guitar amplifier.
Phaser	A phase-shifted sound is added to the original sound and modulated.
Multi Stage Phaser	Extremely high settings of the phase difference produce a deep phaser effect.
Infinite Phaser	A phaser that continues raising/lowering the frequency at which the sound is modulated.
Stereo Flanger	It produces a metallic resonance that rises and falls like a jet airplane taking off or landing.
3D Flanger	This applies a 3D effect to the flanger sound.
2Band Flanger	A flanger that lets you apply an effect independently to the low-frequency and high-frequency ranges.
Auto Wah	Cyclically controls a filter to create cyclic change in timbre.
Humanizer	Adds a vowel character to the sound, making it similar to a human voice.
Ring Modulator	This is an effect that applies amplitude modulation (AM) to the input signal, producing bell-like sounds.
Tremolo	Cyclically modulates the volume to add tremolo effect to the sound.
Auto Pan	Cyclically modulates the stereo location of the sound.
Slicer	By applying successive cuts to the sound, this effect turns a conventional sound into a sound that appears to be played as a backing phrase.
Compressor	Flattens out high levels and boosts low levels, smoothing out fluctuations in volume.
Limiter	Compresses signals that exceed a specified volume level, preventing distortion from occurring.
Stereo Chorus	This is a stereo chorus.
Hexa Chorus	Uses a six-phase chorus (six layers of chorused sound) to give richness and spatial spread to the sound.
Tremolo Chorus	This is a chorus effect with added Tremolo (cyclic modulation of volume).
Space D	Produces a transparent chorus effect.
3D Chorus	This applies a 3D effect to the chorus sound.
2 Band Chorus	A chorus effect that lets you apply an effect independently to the low-frequency and high-frequency ranges.

Effect Type	Explanation
Rotary	The Rotary effect simulates the sound of the rotary speakers often used with the electric organs of the past.
Rotary2	This type provides modified response for the rotary speaker, with the low end boosted further.
Rotary Multi	It comprises vibrato/chorus, overdrive, and rotary effects.
Stereo Delay1	This is a stereo delay. @@@@@@@@@@@@@@@@@
Stereo Delay2	This is a stereo delay. @@@@@@@@@@@@@@@@@
Stereo Delay3	This is a stereo delay. @@@@@@@@@@@@@@@@@
Stereo Delay4	This is a stereo delay. @@@@@@@@@@@@@@@@@
Stereo Delay5	This is a stereo delay. @@@@@@@@@@@@@@@@@
Monaural Delay	This is a monaural delay.
Modulation Delay	Adds modulation to the delayed sound.
Triple Tap Delay	Produces three delay sounds; center, left and right.
3D Delay	This applies a 3D effect to the delay sound.
Tape Echo	A virtual tape echo that produces a realistic tape delay sound.
Reverse Delay	This is a reverse delay that adds a reversed and delayed sound to the input sound.
Lo-Fi	This is an effect that intentionally degrades the sound quality for creative purposes.
Telephone	This applies a telephone sound.
Gate	Cuts the reverb's delay according to the volume of the sound sent into the effect.
Overdrive -> Chorus	This effect connects an overdrive and a chorus in series.
Overdrive -> Flanger	This effect connects an overdrive and a flanger in series.
Overdrive -> Delay	This effect connects an overdrive and a delay in series.
Distortion -> Chorus	This effect connects an distortion and a chorus in series.
Distortion -> Flanger	This effect connects an distortion and a flanger in series.
Distortion -> Delay	This effect connects an distortion and a delay in series.
Enhancer -> Chorus	This effect connects an enhancer and a chorus in series.
Enhancer -> Flanger	This effect connects an enhancer and a flanger in series.
Enhancer -> Delay	This effect connects an enhancer and a delay in series.
Chorus -> Delay	This effect connects a chorus and a delay in series.
Flanger -> Delay	This effect connects a flanger and a delay in series.
Chorus -> Flanger	This effect connects a chorus and a flanger in series.
Sympathetic Resonance	On an acoustic piano, holding down the damper pedal allows other strings to resonate in sympathy with the notes you play, creating rich and spacious resonances. This effect simulates these damper resonances.

Music Style List

[Pop/Rock]

Pop
'80s Pop 1
Funky Disco
AdultContemp
Uptown Rock
EZ Listening
Strumin'Away
'70s Disco 1
SmoothContmp
Simple Rock
'60s Feelin'
16Beat Pop
Light Pop
Bright Pop
Heart Beat
Easy Pop
'80s Pop 2
'80s Pop 3
Cute Pop
LovelyShuffl
'70s Disco 2
'70s Dance
Fever Dance
Euro Dance
Hard Tekno
Big House
'90s House
House Pop
Ibiza Dance
Cool Rap
Now Hip Hop
Twostep
HipHop Beat
Hip'n Hop
Easy Hop
MorningShffl
Groovy Pop
Smile Pop
Warm Pop
Sunny Pop
Feel Good
US Groove
Steady Rock
Shuffle Rock
Dyno Rock
Power Rock
Heavy Rock
Thump Rock
Asian Pop

[Ballad/Acoustic]

ModernBallad
'80s Ballad
AcoustBallad
AcoustEzLstn
UnpluggedPop
UnplugBallad
Adult Pop 1
Adult Pop 2
6/8 Ballad
Love Beat
UnplugShuffl
CoolLiveBand
Night Ballad
GuitarShuffl
Euro Ballad
Guitar Trio
MidnightBald
Pop Ballad
Piano Pop
Love Songs
12/8 Ballad
Scat Ballad
'60s Ballad
Torch Song 1
Torch Song 2
Strings
8BeatBallad1
8BeatBallad2
Fireside
Piano Ballad
Story Ballad
SimpleBallad
ClassicBalad
Symph Ballad
R.8-Beat 1
R.8-Beat 2
R.16-Beat 1
R.16-Beat 2
R.16-Beat 3
R.16-Beat 4
R.Afro&Swing
R.5BeatSwing
R.Shuffle 1
R.Waltz 1
R.March 1
R.5-Beat
R.7-Beat
P.Pop 1
P.Classic 1
P.Night
P.Bossa Nova
P.Ragtime
P.Classic 2
P.Ballad 2
P.Swing Pop
P.Rock'nRoll
P.Concerto 1
P.Concerto 2
P.Swing
P.Shuffle
P.Boogie
P.'50s Rock
P.Latin

[Oldies/Country]

Detroit Pop
'60s Rock'n
DreamSloRock
CountryRock1
CountryBald1
Groovin R&B
Oldies 1
Clock Rock'n
CountryPop 1
SwinginCntry
Soul
Rock'n Slow
Oldies 2
CountryBald2
CountrySwing
Rock'n Fever
Country Beat
Slow Country
CountryRock2
Country Fox
Blues
R&B
Slow Dance
Twist
'60s Beach
Slow Oldies
Early Rock
Go Go Rock
Mersey Beat
CountryPop 2
Cajun
Country
Cntry Dreams
Charleston
Bluegrass
Deep Country

[Big Band/ Swing]

MidnitSloSwg
BigBand Slow
Big Band
BigBand Med
BigBand Fast
Medium Swing
Jive
Slow Swing
Quick Step
StringsSwing
Foxtrot
Swing Fox
Fox Band
Gipsy Swing
Fast Swing
JzGuitrSwing
Jazz Waltz
Blue Boogie
BigBandBalad
'30s BigBand
Big Band 2
Jazz Ballad
LooseBigBand
Smooth Jazz
A Cappella
Scat Swing
Organ Swing
Dixieland
Hawaiian
Hula

[Gospel/Latin]

Latin Pop 1
Orch Bossa
Rhumba
GospelShuffl
ContPraise 1
ContPraise 2
Gospel
Samba
ModernChaCha
Salsa
Soft Gospel
Gospel Shout
AcoustRhumba
Acoust Samba
Trad Rhumba
Gospel Pop
GospelBallad
Latin Dance
Cha Cha
Trad Tango
SunshineBosa
Jazz Bossa
Merengue
GuitarRhumba
Mambo
Fast Samba
Fast Bossa
Big Samba
Luv Bossa
Mid Bossa
Latin Pop 2
Reggae
Tango
Beguine
Oye Son
Revival
Gospel Piano
Asian Rhumba

[Trad/World]

Musical
Pub Boogie
Vienna Waltz
Kids Shuffle
Movie March
Music Hall
Orch Bolero
Orch Waltz
Holiday 1
Classic
Jing Ju
MarchingBand
March
Slow Waltz
Fast Waltz
Paris
Quiet Waltz
Holiday 2
Holiday 3
2 Beat
Lager Polka
Slow Polka
AustrianPolk
AustrianWalz
Irish
Tejano
Celtic
Musette
Scotland
Japan
Ireland
Paso Doble
China Pop
Jiang Nan
Xi Bei
SchlagerBeat
PartySchlagr
'70sSchlager
Disco Fox
Party Polka
RockSchlager
ShufflSchlgr
SimpleMarch1
SimpleMarch2
Simple Waltz
Kids 4/4
Kids 6/8
Kids
Kids Dance

Chord List

* ● symbol: Indicates the constituent note of chords.

* ★ symbol: Chord shown with an "★"can be played by pressing just the key marked with the "★" (p. 48).

C   C#   D   E♭   E   F

Cmaj7   C#maj7   Dmaj7   E♭maj7   Emaj7   Fmaj7

C7   C#7   D7   E♭7   E7   F7

Cm   C#m   Dm   E♭m   Em   Fm

Cm7   C#m7   Dm7   E♭m7   Em7   Fm7

Cdim   C#dim   Ddim   E♭dim   Edim   Fdim

Cm7 (♭5)   C#m7 (♭5)   Dm7 (♭5)   E♭m7 (♭5)   Em7 (♭5)   Fm7 (♭5)

Caug   C#aug   Daug   E♭aug   Eaug   Faug

Csus4   C#sus4   Dsus4   E♭sus4   Esus4   Fsus4

C7sus4   C#7sus4   D7sus4   E♭7sus4   E7sus4   F7sus4

C6   C#6   D6   E♭6   E6   F6

Cm6   C#m6   Dm6   E♭m6   Em6   Fm6

* ● symbol: Indicates the constituent note of chords.

* ★ symbol: Chord shown with an "★"can be played by pressing just the key marked with the "★" (p. 48).

F#	G	A♭	A	B♭	B
F#maj7	Gmaj7	A♭maj7	Amaj7	B♭maj7	Bmaj7
F#7	G7	A♭7	A7	B♭7	B7
F#m	Gm	A♭m	Am	B♭m	Bm
F#m7	Gm7	A♭m7	Am7	B♭m7	Bm7
F#dim	Gdim	A♭dim	Adim	B♭dim	Bdim
F#m7 (♭5)	Gm7 (♭5)	A♭m7 (♭5)	Am7 (♭5)	B♭m7 (♭5)	Bm7 (♭5)
F#aug	Gaug	A♭aug	Aaug	B♭aug	Baug
F#sus4	Gsus4	A♭sus4	Asus4	B♭sus4	Bsus4
F#7sus4	G7sus4	A♭7sus4	A7sus4	B♭7sus4	B7sus4
F#6	G6	A♭6	A6	B♭6	B6
F#m6	Gm6	A♭m6	Am6	B♭m6	Bm6

Internal Song List

Folks

1	Greensleeves
2	Entertainer
3	Annie Laurie
4	Londonderry Air
5	Ave Maria
6	Amazing Grace
7	Little Brown Jug
8	When The Saints Go Marchin' In
9	Stagecoach
10	Hallelujah!

Jazzy

1	Fly Free
2	Secret Agent
3	Late Night Chopin
4	Blue Sky Rag
5	Preludelight
6	Sun Daze
7	Keepers Tale
8	Count On The Blues
9	One Down And Easy
10	A Prelude To ...
11	Bach's A Boppin'
12	Kismet's Salsa
13	From Matthew's Passion
14	Roll Over Ludwig

Kids

1	Grandfather's Clock
2	Old MacDonald Had A Farm
3	Twinkle Twinkle, Little Star
4	Mary Had A Little Lamb
5	London Bridge
6	Jingle Bells
7	Silent Night, Holy Night

Kids

8	Joy To The World
9	Puppy's March
10	Frog Song
11	Little Fox
12	Lightly Row
13	The Cuckoo

EZ Classical

1	La Fille Aux Cheveux De Lin
2	La Campanell
3	Eine Kleine Nachtmusik
4	Les patineurs, Valse
5	Divertimento
6	Impromptu, Op.90-2
7	Gnossienne 1
8	Die Lorelei
9	Brindisi
10	Air sul G
11	FantaisieImpromptu
12	Grande Valse Brillante
13	Gymnopedie 1
14	Liebestraume 3
15	Mondschein
16	Nocturne No.2
17	Valse, op.64-1
18	Prelude, op.28-15
19	Traumerei
20	Turkischer Marsch(Mozart)
21	Ungarische Tanze 5
22	O'sole Mio
23	La Primavera
24	Trepak
25	Canon (Pachelbel)
26	Ombra maifu
27	Sonata (Haydn)
28	Italian Concerto

Classical

→	Song files of this genre corresponds to the included collection of printed music entitled "Roland 60 Classical Piano Masterpieces."
1	Sonate No.15
2	Liebestraume 3
3	Etude, op.10-3
4	Je te veux
5	Valse, op.64-1
6	Golliwog'sCakewalk
7	FantaisieImpromptu
8	Arabesque 1
9	Blauen Donau
10	Auf Flugeln des Gesanges
11	Mazurka No.5
12	Gymnopedie 1
13	Etude, op.25-1
14	Clair de Lune
15	Etude, op.10-5
16	Dr.GradusAdParnassum
17	Grande Valse Brillante
18	La priere d'une Vierge
19	Course en Troika
20	To The Spring
21	Valse, op.64-2
22	Radetzky Marsch
23	Traumerei
24	Moments Musicaux 3
25	Prelude, op.28-15
26	Harmonious Blacksmith
27	Ungarische Tanze 5
28	Turkischer Marsch(Beethoven)
29	Nocturne No.2
30	Fruhlingslied
31	Praludium
32	Jagerlied

	Classical
33	Menuet Antique
34	Fur Elise
35	Turkischer Marsch(Mozart)
36	Standchen
37	Humoreske
38	Blumenlied
39	Alpenglockchen
40	Menuett G dur(Beethoven)
41	Venezianisches Gondellied
42	Alpenabendrote
43	Farewell to the Piano
44	Brautchor
45	Battle of Waterloo
46	Wiener Marsch
47	Le Coucou
48	Menuett G dur(Bach)
49	Spinnerlied
50	Gavotte
51	Heidenroslein
52	Zigeuner Tanz
53	La Cinquantaine
54	Csikos Post
55	Dolly's Dreaming Awakening
56	La Violette
57	Frohlicher Landmann
58	Sonatine op.36-1(Clementi)
59	Sonatine op.20-1(Kuhlau)
60	Sonatine No.5(Beethoven)

	Practice
1	Arabesque
2	Pastoral
3	A Small Gathering
4	Innocence
5	Progress
6	The Clear Stream

	Practice
7	Gracefulness
8	The Hunt
9	Tender Flower
10	The Young Shepherdess
11	Farewell
12	Consolation
13	Austrian Dance
14	Ballad
15	Sighing
16	The Chatterbox
17	Restlessness
18	Ave Maria
19	Tarantella
20	Angelic Harmony
21	Gondola Song
22	The Return
23	The Swallow
24	The Knight Errant
25	Openness
26	Invention 1
27	Invention 2
28	Invention 3
29	Invention 4
30	Invention 5
31	Invention 6
32	Invention 7
33	Invention 8
34	Invention 9
35	Invention 10
36	Invention 11
37	Invention 12
38	Invention 13
39	Invention 14
40	Invention 15
41	Beyer 15
42	Beyer 21

	Practice
43	Beyer 25
44	Beyer 29
45	Beyer 34
46	Beyer 38
47	Beyer 42
48	Beyer 46
49	Beyer 51
50	Beyer 55
51	Beyer 60
52	Beyer 64
53	Beyer 67
54	Beyer 73
55	Beyer 78
56	Beyer 81
57	Beyer 90
58	Beyer 93
59	Beyer 98
60	Beyer 103
61	Czerny 100- 1
62	Czerny 100-10
63	Czerny 100-20
64	Czerny 100-30
65	Czerny 100-38
66	Czerny 100-43
67	Czerny 100-60
68	Czerny 100-75
69	Czerny 100-86
70	Czerny 100-96

Appendices

Parameters Stored to Internal Memory

Parameters Stored in the User Program

→ "Saving Performance Settings (User Program)" (p. 108)

Parameters that switch immediately after the User Program name is touched when <Option> on the User Program screen is set to "Delayed"

Organ	Rotary effect (Slow/Fast), Footage (Upper, Lower), Percussion
Selected Right-hand Tone, Layer Tone, Left-hand Tone	Tone, Octave Shift, Effect (Type, Control 1, Control 2, On/Off, +++++++ Part)
Bass Tone, Chord Tone	
Part Balance	Keyboard Parts
Melody Intelligent	On/Off, Type
Keyboard Mode	Split 1, Split 2, On/Off for the Part, Layer 1, Layer 2, On/Off for the Part, Keyboard Transpose, Split Point
Pedal Settings	Functions Assigning to the Left Pedal and Center Pedal Bend Range Functions Assigning to the Expression Pedal
Performance Pad Settings	User Function
Reverb	On/Off, Type, Depth
Vocal Effects	On/Off, Echo (Type, Depth), Transformer Type, Harmonist Type, Transformer/Harmonist, Music Files Part
MIDI Settings for User Program	Bank Select LSB, Bank Select MSB, Program Change, MIDI Transmit Channel
Equalizer	On/Off, Each Sliders Level, Master Level
Dynamic Emphasis	On/Off, Type

Parameters that switch after the User Program name is touched for a few moments when <Option> on the User Program screen is set to "Delayed"

Music Style	
Tempo	
Part Balance	Accompaniment Part
Arranger Settings	Accompaniment On/Off, Chord Recognize Mode, Leading Bass On/Off, Original/Variation, Sync Start On/Off, <Accomp> Setting for Arranger Configuration, Style Orchestrator, Division

Parameters Stored in Memory Backup

→ "Remembering the Settings Even When the Power is Turned Off (Memory Backup)" (p. 148)

Tone Parameters	Octave Shift
	Effects: On/Off, Type, Control 1, Control 2
System Parameters	One-Touch Piano Settings: Lid, Tuning (Tuning, Key, Stretch Tunings), Resonance (Depth), Key Touch, Hamper Response (Depth)
	Master Tune
	Effect: ++++++ Part
	Metronome: Sound
	Count-In: Measures, Sound
	Countdown: Sound
	Language
	Track Assign
	Reverb: On/Off, Type, Depth
	Advanced 3D: On/Off, On/Off for Each Part, Various Settings
	Remote Control's Setting
	External Display (Device)
	iR Function

Parameters That are Stored After the Power is Turned Off

Touch Screen	
Opening Message	
Auto Demo	Start: On/Off
	BGM: On/Off
USB Driver	
Equalizer	User Settings
Jazz Organ Footage	User Settings
Piano Designer	User Settings

Music Files That the KR Can Use

What Are Music Files?

Music Files contain information describing the details of a musical performance, such as "the C3 key on a keyboard was pressed for this amount of time, using this amount of force." By inserting the floppy disk into the disk drive on the KR, the performance information is sent from the floppy disk to the piano, and played faithfully by the piano. This is different than a CD, since the music file does not contain a recording of the sound itself. This makes it possible to erase certain parts, or to change instruments, tempos and keys freely, allowing you to use it in many different ways.

Regarding Copyright

Use of the song data supplied with the Data Disk attached to this product for any purpose other than private, personal enjoyment without the permission of the copyright holder is prohibited by law. Additionally, this data must not be copied, nor used in a secondary copyrighted work without the permission of the copyright holder.

■ The KR allows you to use the following music files

● Floppy disks saved on a Roland MT Series, or Roland Piano Digital HP-G/R and KR Series instrument

● Roland Digital Piano Compatible Music Files
  Roland's original music file is made specifically for practicing the piano. Some follow an instructional curriculum, allowing for a complete range of lessons, such as "practicing each hand separately" or "listening to only the accompaniment."

● SMF Music Files (720KB/1.44MB format)
  SMFs (Standard MIDI Files) use a standard format for music file that was formulated so that files containing music file could be widely compatible, regardless of the manufacturer of the listening device. An enormous variety of music is available, whether it be for listening, for practicing musical instruments, for Karaoke, etc.

*   If you wish to purchase SMF Music Files, please consult the retailer where you purchased your KR.

SMF with Lyrics   *SMF LYRICS*

"SMF with Lyrics" refers to SMF (Standard MIDI File) that contains the lyrics. When Music Files carrying the "SMF with Lyrics" logo are played back on a compatible device (one bearing the same logo), the lyrics will appear in its display.

■ About the KR Sound Generator

The KR come equipped with GM 2/GS sound generators.

General MIDI   GENERAL MIDI

The General MIDI is a set of recommendations which seeks to provide a way to go beyond the limitations of proprietary designs, and standardize the MIDI capabilities of sound generating devices. Sound generating devices and music files that meets the General MIDI standard bears the General MIDI logo. Music files bearing the General MIDI logo can be played back using any General MIDI sound generating unit to produce essentially the same musical performance.

General MIDI 2   GENERAL MIDI 2

The upwardly compatible General MIDI 2 recommendations pick up where the original General MIDI left off, offering enhanced expressive capabilities, and even greater compatibility. Issues that were not covered by the original General MIDI recommendations, such as how sounds are to be edited, and how effects should be handled, have now been precisely defined. Moreover, the available sounds have been expanded. General MIDI 2 compliant sound generators are capable of reliably playing back music files that carry either the General MIDI or General MIDI 2 logo.
In some cases, the conventional form of General MIDI, which does not include the new enhancements, is referred to as "General MIDI 1" as a way of distinguishing it from General MIDI 2.

GS Format   *GS logo*

The GS Format is Roland's set of specifications for standardizing the performance of sound generating devices. In addition to including support for everything defined by the General MIDI, the highly compatible GS Format additionally offers an expanded number of sounds, provides for the editing of sounds, and spells out many details for a wide range of extra features, including effects such as reverb and chorus. Designed with the future in mind, the GS Format can readily include new sounds and support new hardware features when they arrive. Since it is upwardly compatible with the General MIDI, Roland's GS Format is capable of reliably playing back GM Scores equally as well as it performs GS music files (music files that have been created with the GS Format in mind). This product supports both the General MIDI 2 and the GS Format, and can be used to play back music data carrying either of these logos.

XG lite   *XGlite*

XG is a tone generator format of YAMAHA Corporation, that defines the ways in which voices are expanded or edited and the structure and type of effects, in addition to the General MIDI 1 specification. XGlite is a simplified version of XG tone generation format. You can play back any XG music files using an XGlite tone generator. However, keep in mind that some music files may play back differently compared to the original files, due to the reduced set of control parameters and effects.

DIGITAL PIANO

Model KR-107

MIDI Implementation Chart

Function...		Transmitted	Recognized	Remarks
Basic Channel	Default Changed	1 1–16	1–16 1–16	
Mode	Default Messages Altered	Mode 3 x **************	Mode 3 Mode 3, 4 (M=1)	* 2
Note Number :	True Voice	15–113 **************	0–127 0–127	
Velocity	Note ON Note OFF	O O	O O	
After Touch	Key's Ch's	x x	O *1 O *1	
Pitch Bend		O	O	
Control Change	0, 32 1 5 6, 38 7 10 11 64 65 66 67 84 91 93 98, 99 100, 101	O O *1 O *1 O *1 O O *1 O *1 O O *1 O O O *1 O O O *1 O *1	O *1 O *1 O *1 O *1 O *1 O *1 O *1 O *1 O *1 O *1 O *1 O *1 O (Reverb) *1 O (Chorus) *1 O *1 O *1	Bank select Modulation Portamento time Data entry Volume Panpot Expression Hold 1 Portamento Sostenuto Soft Portamento control Effect1 depth Effect3 depth NRPN LSB, MSB RPN LSB, MSB
Prog Change	: True #	0–127 **************	O 0–127	Program number 1–128
System Exclusive		O	O	
System Common	: Song Pos : Song Sel : Tune	x x x	x x x	
System Real Time	: Clock : Commands	O x	x x	
Aux Message	: All sound off : Reset all controllers : Local Control : All Notes OFF : Active Sense : Reset	x x x x O x	O (120, 126, 127) O O O (123–125) O x	
Notes		* 1 O x is selectable by SysEx. * 2 Recognized as M=1 even if M≠1.		

Mode 1 : OMNI ON, POLY   Mode 2 : OMNI ON, MONO   O : Yes

Mode 3 : OMNI OFF, POLY   Mode 4 : OMNI OFF, MONO   X : No

Main Specifications

<Keyboard>

Keyboard	88 keys (Progressive hammer action keyboard with escapement)
Touch Sensitivity	100 levels
Keyboard Mode	Whole Split (adjustable split point) Layer Arranger Piano Style Arranger Manual Drums / SFX

<Sound Generator>
Conforms to GM2 / GS / XG Lite

Max. Polyphony	128 voices
Tones **(Tone Search by terms and by letters)**	6 groups 736 variations (including 8 tone wheel Organs, 18 drum sets, SFX set)
Temperament	8 types, selectable tonic
Stretched Tuning	2 types
Master Tuning	415.3 Hz–466.2 Hz (adjustable in increments of 0.1 Hz)
Transpose	Key Transpose (-6–+5 in units of semitone) Playback Transpose (-24–+24 in units of semitone)
Effects	Reverb (12 types, 127 levels) Chours, Rotary and 60 other types Advanced 3D Grand Space Dynamic Emphasis (3 types) Equalizer (5 bands, Master level)

<Arranger>

Music Styles **(Style Search by terms and by letters)**	6 groups 265 styles x 3 types (Style Orchestrator)
Music Assistant **(Search by terms and by letters)**	Over 500 sets x 6 presets Visual Music Assistant
Programmable Music Styles	Style Converter Style Composer
Melody Intelligence	24 types

<User Programs>

Internal	36
External Memory	Max. 99 sets

<Metronome>

Tempo	Quarter note = 10–500
Beat	2/2, 0/4, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 3/8, 6/8, 9/8, 12/8
Volume	10 levels
Metronome Pattern	11 patterns
Metronome Sound	8 types

<Composer>

Tracks	5 tracks / 16 tracks
Song	1 song
Note Storage	Approx. 30,000 notes
Resolution	120 ticks per quarter note
Recording Method	Realtime (Replace, Mix, Auto Punch In, Manual Punch In, Loop, Tempo) Step (Chord Sequencer) Beat Map

Edit	Copy Quantize Delete Insert Erase Transpose Part Exchange Note Edit PC Edit
Other Functions	Touch the Notes Replay Super Tones Piano Designer Visual Lesson Wonderland/Game Demo Audition Panel Lock User Image Display BMP Export V-LINK

<External Storage> USB Memory

Playable Software	Song: Standard MIDI Files (Format 0/1), Roland Original Format (i-Format)
	Music Style: MSA, MSD, MSE
	Audio File: WAV Format (44.1 kHz 16 bits linear, stereo)
Save	Song: Standard MIDI Files (Format 0), Roland Original Format (i-Format)
	Music Style: MSE

<Internal Memory>

Internal Songs **(Song Search by terms and by letters)**	Over 190 songs
User Memory	Max. 200 songs on Favorites Max. 99 User Styles Max. 99 User Program Sets

<Others>

Rated Power Output	60 W x 2
Speakers	20 cm x 2, 5 cm x 2, 10 cm x 2
Display	Bouncing Beat Indicator Graphical Color LCD 320 x 240 dot (backlit LCD)
Notation	Grand staff / G Clef staff / F Clef staff, with note name /lyrics/ chords / fingering
Language	English / Japanese / German / French / Spanish
Lyrics	Yes (built-in, external display, MIDI output)
One Touch Program	One Touch Piano One Touch Arranger
Pedals	Damper Pedal (half-pedal recognition) Soft Pedal (half-pedal recognition, functions assignable) Sostenuto Pedal (functions assignable)
Vocal Effects	Echo Voice Transformer Vocal Keyboard Harmonist

Main Specifications

Connectors	USB memory connector FDD connector Output jacks (L/Mono, R) Input jacks (L/Mono, R) Mic Input jack Headphones jack (Stereo) x 2 MIDI In connector x 2 MIDI Out connector USB connector Ext Display connector (15-pin D-Sub type) Video Out jack Expression Pedal jack
Power Supply	AC 115 V, AC 117 V, AC 220 V, AC 230 V, AC 240 V (50/60 Hz)
Power Consumption	155 W
Dimensions (including the piano stand)	1421 (W) x 550 (D) x 901 (H) mm 56 (W) x 21-11/16 (D) x 35-1/2 (H) inches **Including the music rest** 1421 (W) x 550 (D) x 1116 (H) mm 56 (W) x 21-11/16 (D) x 43-15/16 (H) inches
Weights (including the piano stand)	103 kg / 228 lbs
Accessories	Quick Start Owner's Manual Roland 60 Classical Piano Masterpieces Remote Control Dry-cell Batteries USB Installation Guide CD-ROM (Roland Digital Piano USB Driver) Power cord Headphones Hook Anti-theft lock screws
Options	USB Memory Flopy Disk Drive

*   In the interest of product improvement, the specifications and/or
     appearance of this unit are subject to change without prior
     notice.

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"**QS** **" refers to the page number in Quick Start.

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Information

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Roland Scandinavia A/S
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DENMARK
TEL: 3916 6200

FINLAND
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GERMANY
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U.A.E.
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Zabeel Road, Al Sherooq Bldg.,
No. 14, Grand Floor, Dubai,
U.A.E.
TEL: (04) 3360715

NORTH AMERICA

CANADA
Roland Canada Music Ltd.
(Head Office)
5480 Parkwood Way
Richmond B. C., V6V 2M4
CANADA
TEL: (604) 270 6626

Roland Canada Music Ltd.
(Toronto Office)
170 Admiral Boulevard
Mississauga On L5T 2N6
CANADA
TEL: (905) 362 9707

U. S. A.
Roland Corporation U.S.
5100 S. Eastern Avenue
Los Angeles, CA 90040-2938,
U. S. A.
TEL: (323) 890 3700

As of January 15, 2005 (ROLAND)