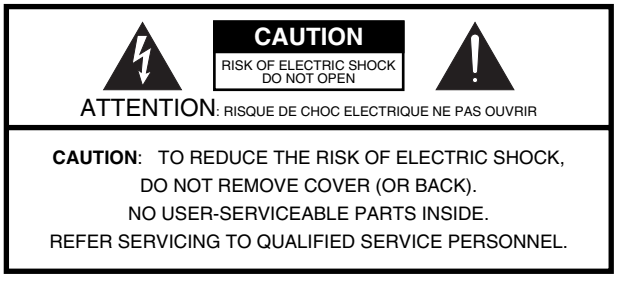
RM-700

Roland Digital Piano

Owner's Manual

Before using this unit, carefully read the sections entitled: "IMPORTANT SAFETY INSTRUCTIONS," "USING THE UNIT SAFELY" (p. 6), and "Important Notes" (p. 9).
These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, owner's manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

WARNING: To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture.



The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

INSTRUCTIONS PERTAINING TO A RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS.

IMPORTANT SAFETY INSTRUCTIONS
SAVE THESE INSTRUCTIONS

WARNING - When using electric products, basic precautions should always be followed, including the following:

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with a dry cloth.
7. Do not block any of the ventilation openings. Install in accordance with the manufacturers instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Only use attachments/accessories specified by the manufacturer.
12. Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.

13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

For the U.K.

IMPORTANT: THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE.

BLUE: NEUTRAL
BROWN: LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:
The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.
The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.
Under no circumstances must either of the above wires be connected to the earth terminal of a three pin plug.

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Look at All You Can Do with the RM-700!

Full-fledged Piano Performance

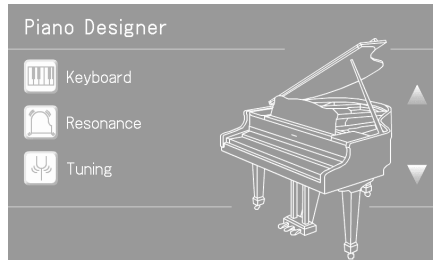
Piano Sounds with Rich Resonance and Wide-Ranging Expressiveness

The stereo multi-sampled piano sound generator vividly reproduces even the sound of the hammer striking the strings and the subtle sound of a key being released, faithfully delivering the sound of a high-quality concert grand piano.

"Ivory Feel" Keyboard Provides Grand Piano Touch and Feel

The "Ivory Feel Keyboard" uses cutting-edge technology to reproduce the tactile sensation of ivory and ebony, considered to be the ultimate materials for a piano keyboard. Together with the "Progressive Hammer Action II (PHA II)" mechanism, which simulates the distinctive touch of a piano action, you can enjoy the playing feel and response that top-level performers expect from a grand piano.

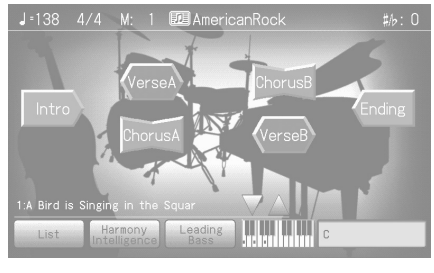
Use "Piano Designer" to Customize Your Piano Sound p. 29



This feature simulates the sound and expressive power of the grand piano, including aspects such as the sympathetic resonance of the piano strings, the way in which the sound is affected by the opened or closed position of the piano lid, and the subtle sounds that occur when the damper pedal is pressed to release the strings. You can create your own personalized piano sound by adjusting these factors to your taste.

Enjoy Performing

Enjoy Performing with Automatic Accompaniment p. 52



Built into the RM-700 are a broad range of Music Styles (rhythm and automatic accompaniment patterns) that cover favorite musical genres from around the world.

The "One Touch Song" function makes it easy to add the ideal accompaniment or sound to the songs you want to play.

Use "Slide Show" and "Anime" to Visually Enhance Your Performance p. 90, p. 94

"Slide Show" automatically switches between images at the specified timing. By using this in conjunction with the "Anime" function, which displays graphics or text in time with your keyboard performance or the song playback, you can enjoy a variety of images that change along with the performance.

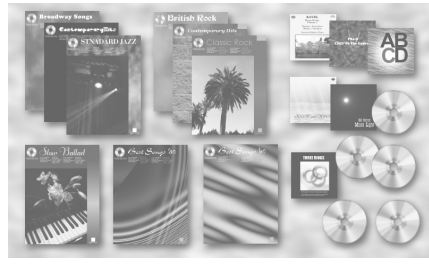
Enjoy the Music Visually With the Piano Roll Screen p. 96

The on-screen keyboard can automatically move according to the notes while a song plays, or you can watch a visual representation of the pitch and duration of the notes. This means that you can enjoy music not just with your ears, but also with your eyes.

Take Advantage of a Wide Range of Music File p. 75

The RM-700 supports the GM2 specification—the universal standard for SMF music file. You can connect separately available USB memory or a CD drive (or floppy disk drive) and take advantage of a rich variety of SMF music file.

You can also play back music CD or audio/MP3 format songs, or use VIMA TUNES (CD-ROMs produced for VIMA) to enjoy music and slide shows.



Learn and Practice Enjoyably

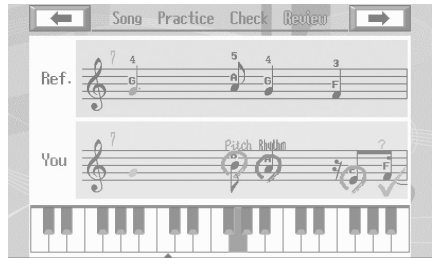
DigiScore p. 106

The "DigiScore" function can display notation in the display not only for the internal songs but also for SMF format songs or performances you've recorded on the RM-700.

This convenient function lets you perform while viewing the notation, or check a performance that you've recorded.

Visual Lesson p. 99

As you play along with the accompaniment, this function evaluates and grades your playing. You can view the results as musical notation to see how it differs from the model. You can also print your performance results as notation.



Wonderland p. 98

This lets you have fun listening to the sound of various instruments and playing musical games. It's an enjoyable way to discover new enjoyment of sound and musical instruments.

Playing Hint p. 78

Some of the internal songs let you take advantage of "Playing Hints," which provide suggestions for your performance as the song progresses.

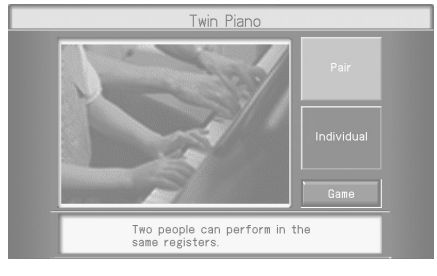
You can also view information about the song or a profile of the composer.

Twin Piano p. 104

This function lets you split the keyboard into left and right regions so that two people can perform in the same register.

When one person is mirroring the other's playing, this is an easy way to check whether the two are playing the identical notes.

You can also have fun with "Twin Piano Games" for enjoyably practicing music in a game-like fashion.



USING THE UNIT SAFELY

INSTRUCTIONS FOR THE PREVENTION OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

About ⚠WARNING and ⚠CAUTION Notices

⚠WARNING	Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
⚠ CAUTION	Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly. * Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets.

About the Symbols

⚠	The △ symbol alerts the user to important instructions or warnings.The specific meaning of the symbol is determined by the design contained within the triangle. In the case of the symbol at left, it is used for general cautions, warnings, or alerts to danger.
	The ⃠ symbol alerts the user to items that must never be carried out (are forbidden). The specific thing that must not be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the unit must never be disassembled.
	The ● symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the power-cord plug must be unplugged from the outlet.

ALWAYS OBSERVE THE FOLLOWING

⚠WARNING

Do not disassemble or modify

- Do not open or perform any internal modifications on the unit.

Do not repair or replace parts

- Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

Never install the unit in any of the following locations

- Never install the unit in any of the following locations.
  - Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
  - Damp (e.g., baths, washrooms, on wet floors); or are
  - Exposed to steam or smoke; or are
  - Subject to salt exposure; or are
  - Humid; or are
  - Exposed to rain; or are
  - Dusty or sandy; or are
  - Subject to high levels of vibration and shakiness.

Do not place in an unstable location

- Make sure you always have the unit placed so it is level and sure to remain stable. Never place it on stands that could wobble, or on inclined surfaces.

⚠WARNING

Connect the power cord to an outlet of the correct voltage

- The unit should be connected to a power supply only of the type described in the operating instructions, or as marked on the rear side of unit.

Use only the included power cord

- Use only the attached power-supply cord. Also, the supplied power cord must not be used with any other device.

Do not bend the power cord or place heavy objects on it

- Do not excessively twist or bend the power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock hazards!

Avoid extended use at high volume

- This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist.

Do not insert foreign objects

- Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit.

⚠WARNING

Turn off the power if an abnormality or malfunction occurs

- Immediately turn the power off, remove the power cord from the outlet, and request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page when:
  - The power-supply cord or the plug has been damaged; or
  - If smoke or unusual odor occurs
  - Objects have fallen into, or liquid has been spilled onto the unit; or
  - The unit has been exposed to rain (or otherwise has become wet); or
  - The unit does not appear to operate normally or exhibits a marked change in performance.

Do not allow children to use without supervision

- In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.

Do not drop or subject to strong impact

- Protect the unit from strong impact.
  (Do not drop it!)

Do not share an outlet with an unreasonable number of other devices

- Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords—the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.

Do not use overseas

- Before using the unit in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

Do not recharge, heat, or disassemble the batteries

Do not incinerate or submerge in water

- Batteries must never be recharged, heated, taken apart, or thrown into fire or water.

Do not use a CD-ROM in an audio CD player or DVD player

- DO NOT play a CD-ROM disc on a conventional audio CD player or DVD player. The resulting sound may be of a level that could cause permanent hearing loss. Damage to speakers or other system components may result.

⚠WARNING

Do not place containers of water on the device

- Do not put anything that contains water (e.g., flower vases) on this unit. Also, avoid the use of insecticides, perfumes, alcohol, nail polish, spray cans, etc., near the unit. Swiftly wipe away any liquid that spills on the unit using a dry, soft cloth.

Never expose battery to excessive heat

- Never expose Battery to excessive heat such as sunshine, fire or the like.

⚠ CAUTION

Place in a well ventilated location

- The unit should be located so that its location or position does not interfere with its proper ventilation.

Grasp the plug when connecting or disconnecting the power cord

- Always grasp only the plug on the power-supply cord when plugging into, or unplugging from, an outlet or this unit.

Periodically wipe the dust off the power cord plug

- At regular intervals, you should unplug the power plug and clean it by using a dry cloth to wipe all dust and other accumulations away from its prongs. Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time. Any accumulation of dust between the power plug and the power outlet can result in poor insulation and lead to fire.

Manage cables for safety

- Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children.

Do not stand or place heavy objects on this device

- Never climb on top of, nor place heavy objects on the unit.

Do not connect or disconnect the power cord with wet hands

- Never handle the power cord or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit.

⚠ CAUTION

Cautions when moving this unit

- If you need to move the instrument, take note of the precautions listed below. At least two persons are required to safely lift and move the unit. It should be handled carefully, all the while keeping it level. Make sure to have a firm grip, to protect yourself from injury and the instrument from damage.

  - Check to make sure the knob bolts securing the unit to the stand have not become loose. Fasten them again securely whenever you notice any loosening.
  - Disconnect the power cord.
  - Disconnect all cords coming from external devices.
  - Raise the adjusters on the stand (p. 22).
  - Close the lid.
  - Fold down the music stand.

Unplug the power cord from the AC outlet before cleaning

- Before cleaning the unit, turn off the power and unplug the power cord from the outlet (p. 19).

If there is a possibility of lightning strike, disconnect the power cord from the AC outlet

- Whenever you suspect the possibility of lightning in your area, pull the plug on the power cord out of the outlet.

Cautions when using batteries

- If used improperly, batteries may explode or leak and cause damage or injury. In the interest of safety, please read and observe the following precautions (p. 20).

  - Carefully follow the installation instructions for batteries, and make sure you observe the correct polarity.
  - Avoid using new batteries together with used ones. In addition, avoid mixing different types of batteries.
  - Remove the batteries whenever the unit is to remain unused for an extended period of time.
  - If a battery has leaked, use a soft piece of cloth or paper towel to wipe all remnants of the discharge from the battery compartment. Then install new batteries. To avoid inflammation of the skin, make sure that none of the battery discharge gets onto your hands or skin. Exercise the utmost caution so that none of the discharge gets near your eyes. Immediately rinse the affected area with running water if any of the discharge has entered the eyes.
  - Never keep batteries together with metallic objects such as ballpoint pens, necklaces, hairpins, etc.

⚠ CAUTION

Cautions when dispose batteries

- Used batteries must be disposed of in compliance with whatever regulations for their safe disposal that may be observed in the region in which you live.

Caution when opening/closing the lid

- Be careful when opening/closing the lid so you do not get your fingers pinched (p. 20). Adult supervision is recommended whenever small children use the unit.

Cautions when using the bench

- When using the bench, please observe the following points:

  - Do not use the bench as a toy, or as a stepping stool.
  - Do not allow two or more persons to sit on the bench.

  - Do not sit on the bench if the bolts holding the bench legs are loose. (If the bolts are loose, immediately re-tighten them using the supplied tool.)
  - When opening or closing the seat lid, be careful not to pinch your fingers. In particular, be careful not to pinch your fingers in the folding metal supports.

Keep small items out of the reach of children

- Always keep the following parts including with the RM-700 and small components that may be removed out of the reach of small children to avoid accidental ingestion of these parts.

  - Included Parts
  - External memory anti-theft lock securing screw
  - Removable parts
  - Screws fastening the stand
  - Screws fastening music rest
  - the thumbscrew fastening the headphone hook

Important Notes

Power Supply

- Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.
- To prevent malfunction, switch off the piano's power before you install or replace the batteries in the included remote control unit.
- Batteries are supplied with the Remote Control. The life of these batteries may be limited, however, since their primary purpose was to enable testing.
- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.
- Although the LCD and LEDs are switched off when the POWER switch is switched off, this does not mean that the unit has been completely disconnected from the source of power. If you need to turn off the power completely, first turn off the POWER switch, then unplug the power cord from the power outlet. For this reason, the outlet into which you choose to connect the power cord's plug should be one that is within easy reach and readily accessible.

Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.
- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Also, do not allow lighting devices that normally are used while their light source is very close to the unit (such as a piano light), or powerful spotlights to shine upon the same area of the unit for extended periods of time. Excessive heat can deform or discolor the unit.
- When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.
- Do not allow rubber, vinyl, or similar materials to remain on the unit for long periods of time. Such objects can discolor or otherwise harmfully affect the finish.
- Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.
- Do not paste stickers, decals, or the like to this instrument. Peeling such matter off the instrument may damage the exterior finish.

Maintenance

- To clean the unit, use a dry, soft cloth; or one that is slightly dampened. Try to wipe the entire surface using an equal amount of strength, moving the cloth along with the grain of the wood. Rubbing too hard in the same area can damage the finish.
- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Repairs and Data

- Please be aware that all data contained in the unit's memory may be lost when the unit is sent for repairs. Important data should always be backed up on an external memory, or written down on paper (when possible). During repairs, due care is taken to avoid the loss of data. However, in certain cases (such as when circuitry related to memory itself is out of order), we regret that it may not be possible to restore the data, and Roland assumes no liability concerning such loss of data.

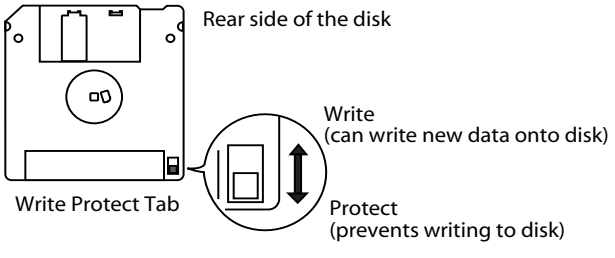
Additional Precautions

- Please be aware that the contents of memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit. To protect yourself against the risk of loosing important data, we recommend that you periodically save a backup copy of important data you have stored in the unit's memory on an external memory.
- Unfortunately, it may be impossible to restore the contents of data that was stored in the unit's memory or on an external memory once it has been lost. Roland Corporation assumes no liability concerning such loss of data.
- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- A small amount of heat will radiate from the unit during normal operation.
- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially when it is late at night).
- When you need to transport the unit, pack it in shock-absorbent material. Transporting the unit without doing so can cause it to become scratched or damaged, and could lead to malfunction.
- Do not apply undue force to the music stand while it is in use.

- Use only the specified expression pedal (EV-5/7; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.
- Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear. For information on cable specifications, contact the manufacturer of the cable.
- Before opening or closing the keyboard lid, always make sure that no pets or other small animals are located on top of the instrument (in particular, they should be kept away from the keyboard and its lid). Otherwise, due to the structural design of this instrument, small pets or other animals could end up getting trapped inside it. If such a situation is encountered, you must immediately switch off the power and disconnect the power cord from the outlet. You should then consult with the retailer from whom the instrument was purchased, or contact the nearest Roland Service Center.

Floppy Disk Handling
(Using Optional Floppy Disk Drive)

- Floppy disks contain a plastic disk with a thin coating of magnetic storage medium. Microscopic precision is required to enable storage of large amounts of data on such a small surface area. To preserve their integrity, please observe the following when handling floppy disks:
  - Never touch the magnetic medium inside the disk.
  - Do not use or store floppy disks in dirty or dusty areas.
  - Do not subject floppy disks to temperature extremes (e.g., direct sunlight in an enclosed vehicle). Recommended temperature range: 10 to 50˚C (50 to 122˚F).
  - Do not expose floppy disks to strong magnetic fields, such as those generated by loudspeakers.
- Floppy disks have a "write protect" tab which can protect the disk from accidental erasure. It is recommended that the tab be kept in the PROTECT position, and moved to the WRITE position only when you wish to write new data onto the disk.



- The identification label should be firmly affixed to the disk. Should the label come loose while the disk is in the drive, it may be difficult to remove the disk.
- Store all disks in a safe place to avoid damaging them, and to protect them from dust, dirt, and other hazards. By using a dirty or dust-ridden disk, you risk damaging the disk, as well as causing the disk drive to malfunction.

USB Memory Handling

- When connecting USB memory, firmly insert it all the way in.
- Do not touch the pins of the USB memory connector, or allow them to become dirty.
- USB memory is made using high-precision electronic components, so please observe the following points when handling it.
  - To prevent damage from static electrical charges, discharge any static electricity that might be present in your body before handling USB memory.
  - Do not touch the terminals with your fingers or any metal object.
  - Do not bend or drop USB memory, or subject it to strong impact.
  - Do not leave USB memory in direct sunlight or in locations such as a closed-up automobile. (Storage temperature: 0–50 degrees C).
  - Do not allow USB memory to become wet.
  - Do not disassemble or modify USB memory.
- When connecting USB memory, position it horizontally with the external memory connector and insert it without using excessive force. The external memory connector may be damaged if you use excessive force when inserting USB memory.
- Do not insert anything other than USB memory (e.g., wire, coins, other types of device) into the external memory connector. Doing so will damage the external memory connector.
- Do not apply excessive force to the connected USB memory.
- If you will not be using USB memory for an extended period of time, close the USB memory cover.

Handling the CDs (CD-ROMs)

- When handling the discs, please observe the following.
  - Do not touch the recording surface of the disc.
  - Do not use in dusty areas.
  - Do not leave the disc in direct sunlight or an enclosed vehicle.
- Avoid touching or scratching the shiny underside (encoded surface) of the disc. Damaged or dirty CD-ROM discs may not be read properly. Keep your discs clean using a commercially available CD cleaner.
- Keep the disc in the case.
- Do not keep the disc in the CD drive for a long time.
- Do not put a sticker on the label of the disc.
- Wipe the disc with a soft and dry cloth radially from inside to outside. Do not wipe along circumference.
- Do not use benzine, record cleaner spray or solvents of any kind.
- Do not bend the disc. Bending discs may prevent proper reading and writing of data, and may further result in malfunction.

Cautions when Using a CD

- CDs that contain both music tracks and data will not play correctly.
- For playback of commercially available CDs, this device supports playback only for discs bearing the "COMPACT disc DIGITAL AUDIO" logo, which indicates the official CD standard. We cannot guarantee that this device will correctly play discs that do not comply with the CD standard, such as music discs that use copy-protection technology.
- The RM-700 is unable to play back music discs that use copy-protection technology.
- For details on music discs that use copy-protection technology, please contact the distributor of the disc.
- You cannot save songs on a CD or delete a song from a CD, nor can you format a CD.

Copyright

- Recording, duplication, distribution, sale, lease, performance, or broadcast of copyrighted material (musical works, visual works, broadcasts, live performances, etc.) belonging to a third party in part or in whole without the permission of the copyright owner is forbidden by law.
- This product can be used to record or duplicate audio or visual material without being limited by certain technological copy-protection measures. This is due to the fact that this product is intended to be used for the purpose of producing original music or video material, and is therefore designed so that material that does not infringe copyrights belonging to others (for example, your own original works) can be recorded or duplicated freely.
- Do not use this unit for purposes that could infringe on a copyright held by a third party. We assume no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this unit.

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* MMP (Moore Microprocessor Portfolio) refers to a patent portfolio concerned with microprocessor architecture, which was developed by Technology Properties Limited (TPL). Roland has licensed this technology from the TPL Group.

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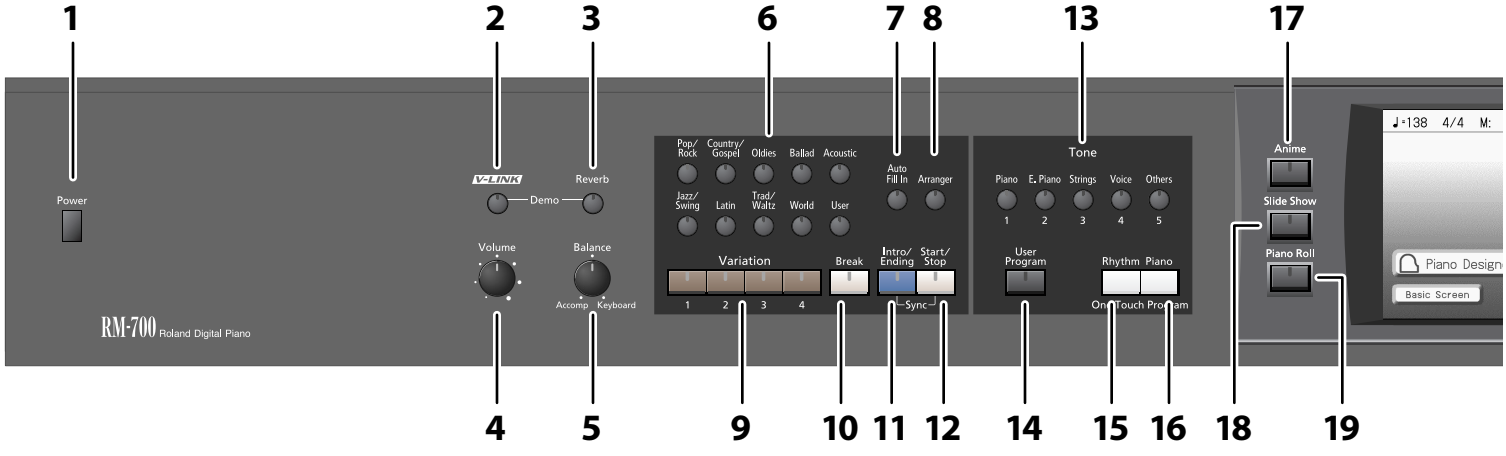
Conventions Used in This Manual

This manual uses the following conventions in the interest of simpler, more concise instructions.

- Button names are enclosed in square brackets "[ ]," as in One Touch Program [Piano] button.
- On screen text is enclosed in angled brackets "< >," as in <Execute>.
- The act of lightly contacting the Touch Screen with your finger is called "touching."
- An asterisk (*) or a **NOTE** at the beginning of a paragraph indicates a note or precaution. These should not be ignored.
- (p. **) refers to pages within the manual.

Panel Descriptions



Front Panel

1. [Power] switch
Pressed to switch the power on and off (p. 21).

2. [V-LINK] button
This button turns the V-LINK function on/off (p. 196).

3. [Reverb] button
Adds reverberation to the sound (p. 42).

MEMO By holding down the [V-LINK] button and pressing the [Reverb] button you can access the Demo screen (p. 26).

4. [Volume] knob
Adjusts the overall volume (p. 22).

5. [Balance] knob
Changes the volume balance for sounds played with the keyboard and for songs and accompaniments (p. 70).

6. Rhythm buttons
Selects a Music Style for automatic accompaniment (p. 59). Pressing the [User] button selects a User Style that you've made yourself or a Music Style on external memory (p. 61).

7. [Auto Fill In] button
A fill-in will automatically be added when you press a [Variation] button to change the accompaniment or Rhythm arrangement (p. 66).

8. [Arranger] button
This button turns the Arranger function on/off (p. 62).

9. Variation [1]–[4] buttons
Pressed to switch the arrangement of the accompaniment (p. 66).

10. [Break] button
Stop the Rhythm at the end of that measure (Break; p. 66).

11. [Intro/Ending] button
Play an intro or ending during automatic accompaniment (p. 54).

12. [Start/Stop] button
Starts and stops automatic accompaniment (p. 63).

MEMO By holding down the [Intro/Ending] button and pressing the [Start/Stop] button you can enable the Synchro Start setting (p. 63).

13. [Tone] buttons
Select the Tones that will be played from the keyboard (p. 34).

14. [User Program] button
Used to call up or register a user program (p. 149).

15. One Touch Program [Rhythm] button
Makes the optimal settings for playing with automatic accompaniment (p. 54).

16. One Touch Program [Piano] button
Makes the optimal settings for a piano performance (p. 28).

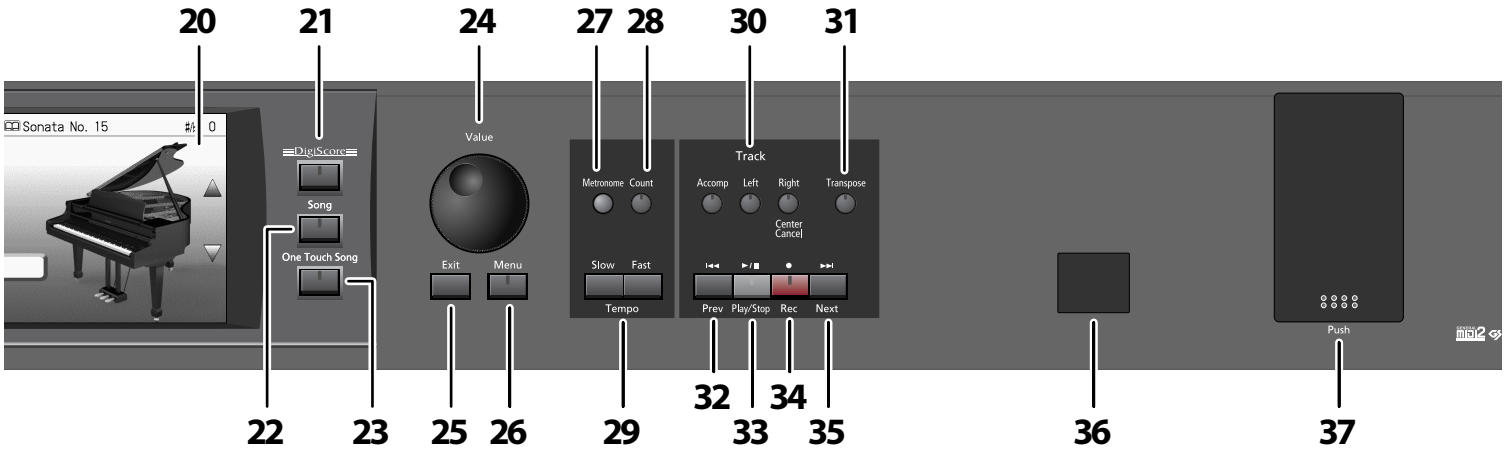
17. [Anime] button
This button lets you change the image in time with your performance (p. 94).

18. [Slide Show] button
This button switches to the slide show screen (p. 90).

19. [Piano Roll] button
This button switches to the piano roll screen (p. 96).

20. Touch Screen
This lets you perform a variety of operations just by touching the screen.

21. [DigiScore] button
This button switches to the musical score display (p. 106).



22. [Song] button

This button switches to the song select screen. You can select a song by touching in the screen (p. 75).

23. [One Touch Song] button

This button turns the One Touch Song function on/off (p. 52).

24. [Value] dial

Use this to change on-screen values.

25. [Exit] button

Pressed to exit the currently displayed screen.

26. [Menu] button

This button switches to the Menu screen.

27. [Metronome] button

Activates the built-in metronome (p. 49).

28. [Count] button

You can change the count settings (p. 115).

29. Tempo [Slow] [Fast] buttons

Adjusts the tempo (p. 113).
Press the [Slow] and [Fast] buttons at the same time to return to the original tempo.

30. [Track] buttons

Used to play back or record each track of a song (p. 77, p. 116, p. 131).
If a music CD or audio/MP3 format song is selected, you can use the [Right] button to turn the Center Cancel function on/off (p. 85).

31. [Transpose] button

Transposes the pitch of the keyboard or the song being played (p. 122).

32. [I◄◄(Prev)] button

Returns the song playback start location to the beginning of the song, or rewinds the song (p. 76).

33. [► / ■(Play/Stop)] button

Starts and stops playback or recording a song (p. 76).

34. [●(Rec)] button

When pressed, this button places the instrument in recording standby (p. 125, p. 136).

35. [►►I(Next)] button

Selects the next song, or fast-forwards the playback (p. 76).

36. Infrared Receiver

Point the remote control at this sensor when using the remote control to operate the RM-700 (p. 83).

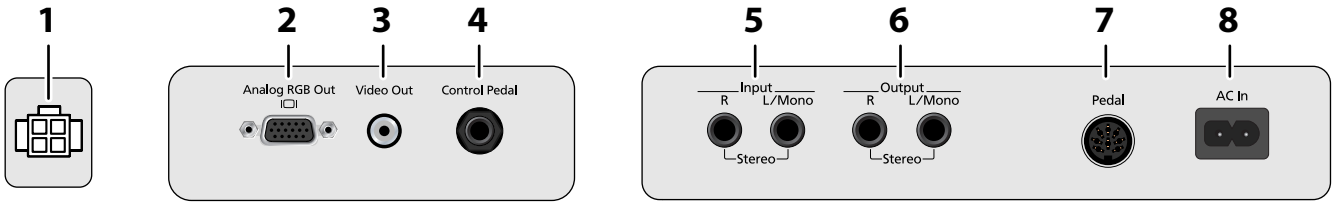
37. External Memory connector

Connects an USB memory to play (p. 75) and save songs (p. 134).

* Be sure to close the cover of the External Memory connector after connecting USB memory to the External Memory connector.

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

Bottom Panel (Rear)



1. **Speaker connector**
   Connect the speaker cable of the stand (p. 19).

2. **Analog RGB Out connector**
   Connect an external display (p. 192).

   * This cannot be used simultaneously with the Video Out jack.

3. **Video Out jack**
   Connect a television here (p. 193).

   * This cannot be used simultaneously with the Analog RGB Out connector.

4. **Control Pedal jack**
   You can connect the expression pedal here and use it as a volume pedal, or you can assign a variety of other functions for the pedal to control (p. 192).

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

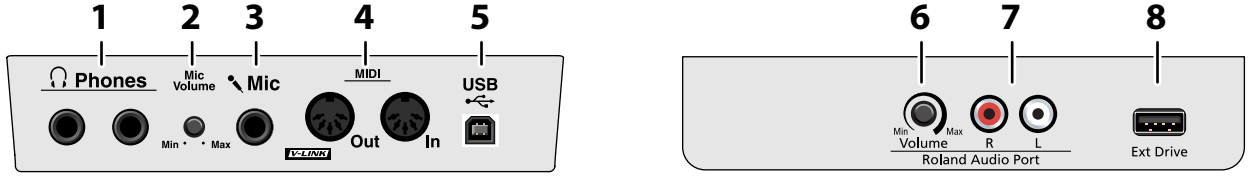
5. **Input jacks R, L /Mono**
   These jacks can be connected to another sound generating device or an audio device, so that the sound of that device will be output from the RM-700's speakers (p. 199).

6. **Output jacks R, L/Mono**
   These jacks can be connected to your audio system to enjoy more powerful sound. Or, you can connect recording equipment and record your performances (p. 199).

7. **Pedal connector**
   Connect the pedal cable of the stand to this connector (p. 19).

8. **AC In**
   Connect the included power cord here (p. 19).

Bottom Panel (Front Left/Right)



Front Left

1. **Phones jacks**
   Connect headphones to these jacks. The RM-700 allows you to use two headphones simultaneously (p. 22).

2. **Mic Volume knob**
   Adjusts the volume level for the microphone (p. 25).

3. **Mic jack**
   Used for connecting microphones (p. 25).

4. **MIDI Out/In connectors**
   These can be connected to an external MIDI device to exchange performance data (p. 196).

5. **USB connector**
   You can connect a computer and exchange performance data between the instrument and the computer (p. 200).

Front Right

6. **Roland Audio Port Volume knob**
   This knob adjusts the volume of the input from the Roland Audio Port (p. 195).

7. **Roland Audio Port**
   Here you can connect a portable audio player or similar device (p. 195).

8. **Ext Drive connector**
   Connect a USB CD drive here (p. 25).

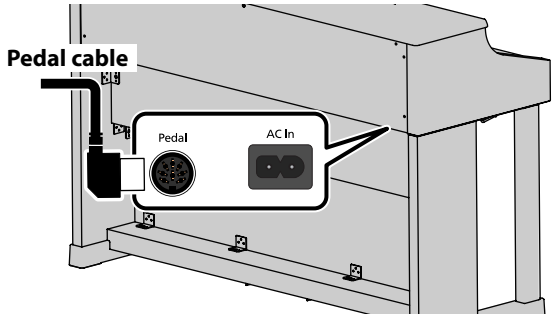
   * Use the separately sold CD-01A.

   * A floppy disk drive (FD-01; sold separately) can also be connected here.

Before You Start Playing

Connect the Pedal Cable

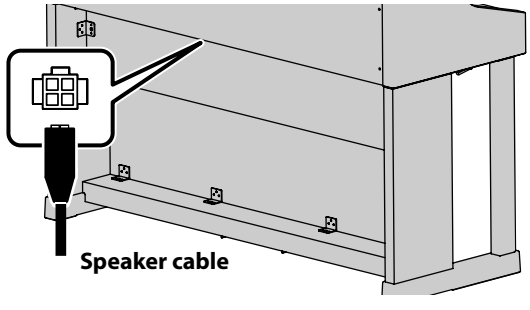
1. **Insert the pedal cable into the Pedal connector on the rear bottom panel of the RM-700.**



Connect the Speaker Cable

1. **As shown in the diagram, connect the speaker cable leading from the speaker box of the stand to the speaker connector located on the rear bottom panel of the RM-700.**

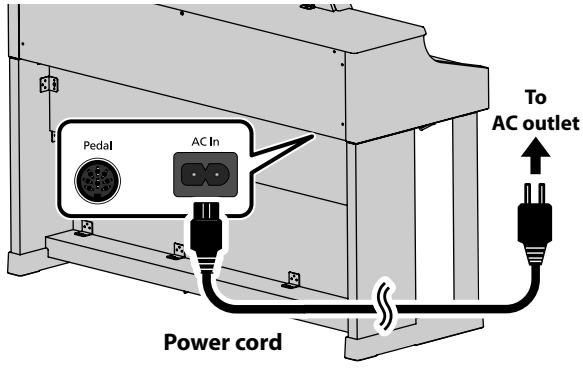
   Push the speaker cable in until it clicks into position.



Connect the Power Cord

1. **Insert the included power cord into the AC inlet on the rear bottom panel of the RM-700, and then plug it into an electrical outlet.**

NOTE Be sure to use the supplied power cord.

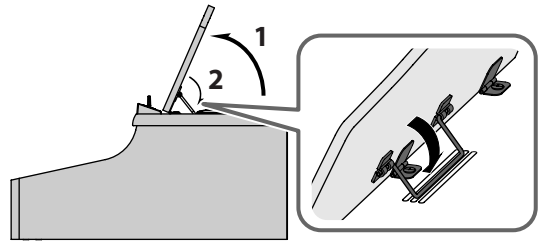


Setting Up the Music Rest

1. **Grasping the music rest with both hands, lift it toward you until its in the upright position.**

2. **Use the support on the back of the music rest to keep the stand in place.**

   The angle of the music rest can be set to any of three positions.



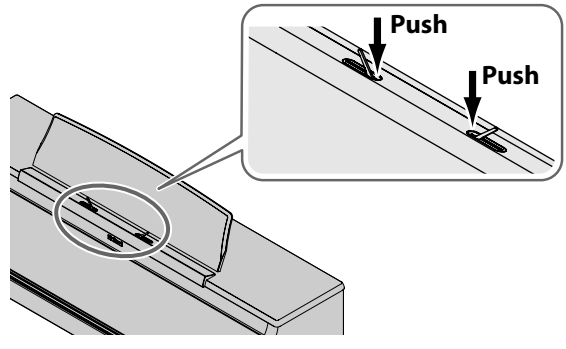
Folding Down the Music Rest

1. **Raise the support located on the back of the music rest, then gently fold down the music rest.**

Using the Music Holders

You can use the holders to hold pages in place.

When not using the holders, leave them folded down.



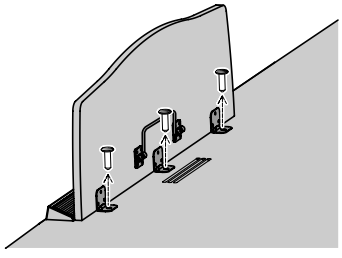
Removing the Music Rest

You can remove the music rest from the piano.

This allows you to place a notebook computer or an external display on the piano.

1. Position the music rest so it's upright, then remove the three screws, as shown.

You can remove the screws using a coin.



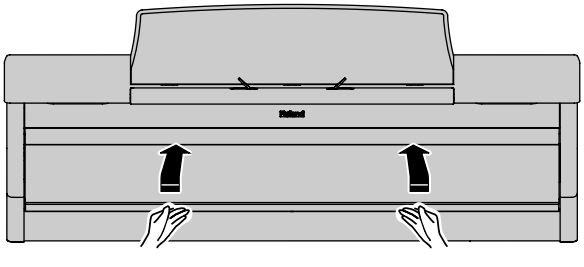
NOTE

- Be careful not to lose the screws that you removed from the music rest, or put them where they might be swallowed by small children.

Opening/Closing the Lid

1. To open the lid, use both hands to lift it lightly, and slide it away from yourself.

2. To close the lid, pull it gently toward yourself, and lower it softly after it has been fully extended.



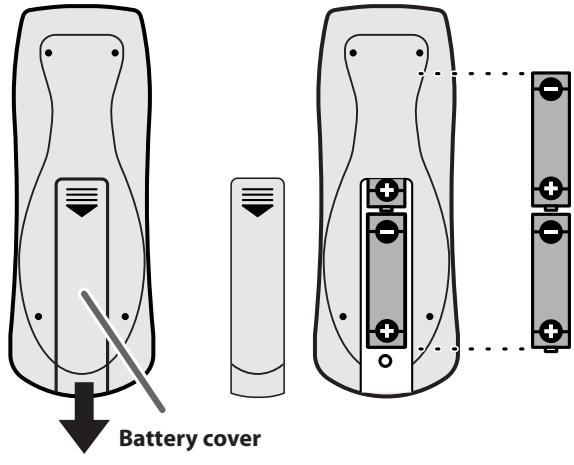
NOTE

- When opening and closing the lid, be careful not to let your fingers get caught. If small children will be using the RM-700, adult supervision should be provided.
- If you need to move the piano, make sure the lid is closed first to prevent accidents.

Installing Batteries in the Remote

Install the included batteries (two) into the remote control unit.

Remote (rear)



1. Slide the cover located on the rear of the remote to open it.

2. Insert the two LR6 (AA) type batteries in the orientation shown on the remote.

* Be sure to observe the correct polarity (+, -) for each battery.

3. Slide the cover closed.

NOTE

- If used improperly, batteries may explode or leak and cause damage or injury. In the interest of safety, please read and observe the following precautions.
  - Avoid using new batteries together with used ones. In addition, avoid mixing different types of batteries.
  - Remove the batteries whenever the unit is to remain unused for an extended period of time.
  - If a battery has leaked, use a soft piece of cloth or paper towel to wipe all remnants of the discharge from the battery compartment. Then install new batteries. To avoid inflammation of the skin, make sure that none of the battery discharge gets onto your hands or skin. Exercise the utmost caution so that none of the discharge gets near your eyes. Immediately rinse the affected area with running water if any of the discharge has entered the eyes.
  - Never keep batteries together with metallic objects such as ballpoint pens, necklaces, hairpins, etc.

Turning the Power On/Off

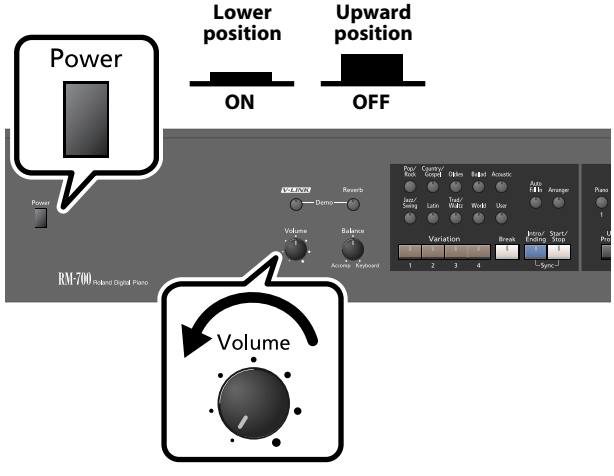
NOTE

Once the connections have been completed, turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.

Turning the Power On

1. **Turn the [Volume] knob all the way to the left to minimize the volume.**

2. **Press the [Power] switch.**



The power will turn on, several images will appear in the RM-700's screen, and then the Piano screen (p. 27) will appear.

After a brief interval, the RM-700 will be ready to produce sound when you play the keyboard.

NOTE

This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally.

3. **Use the [Volume] knob to adjust the volume (p. 22).**

Turning the Power Off

1. **Turn the [Volume] knob all the way to the left to minimize the volume.**

2. **Press the [Power] switch.**

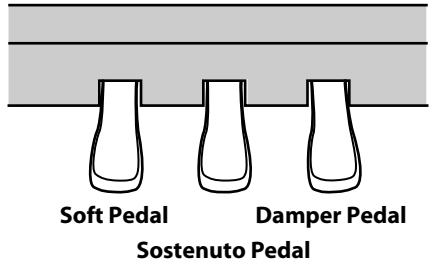
The screen will disappear, and the power will turn off.

MEMO

If you need to turn off the power completely, first turn off the [Power] switch, then unplug the power cord from the power outlet. Refer to **"Power Supply"** (p. 9).

About the Pedals

The pedals have the following functions, and are used mainly for piano performance.



Damper pedal (right pedal)

While this pedal is pressed, notes will be sustained even after you take your fingers off the keys.

The length of the sustain changes subtly according to the extent to which the pedal is depressed.

On an acoustic piano, holding down the damper pedal will allow the remaining strings to resonate in sympathy with the sounds that you played from the keyboard, adding a rich resonance.

The RM-700 simulates this damper resonance.

MEMO

You can modify the sound of the damper releasing the string and the sound of the sympathetic vibration. Refer to the Piano Designer function (p. 29) settings "Damper Noise" and "Damper Resonance."

Sostenuto pedal (center pedal)

This pedal sustains only the sounds of the keys that were already played when you pressed the pedal.

Soft pedal (left pedal)

When you hold down this pedal and play the keyboard, the sound will have a softer tone.

The softness of the sound changes subtly depending on the extent to which the pedal is depressed.

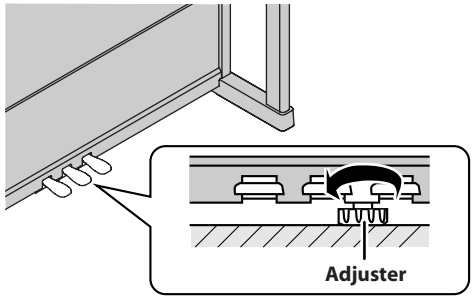
MEMO

You can switch the function of the sostenuto pedal. Refer to "Assigning the Function of the Pedals (Left Pedal/Center Pedal/Expression Pedal)" (p. 179)

About the Adjuster

When you move the RM-700 or if you feel that the pedals are unstable, adjust the adjuster located below the pedals as follows.

- Rotate the adjuster to lower it so that it is in firm contact with the floor. If there is a gap between the pedals and the floor, the pedals may be damaged. In particular when placing the instrument on carpet, adjust this so that the pedals firmly contact the floor.

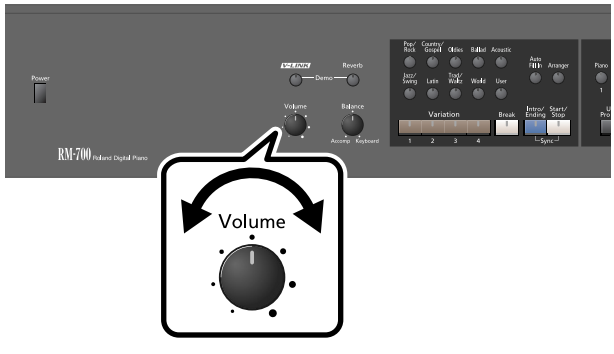


Adjusting the Volume

Here's how to adjust the overall volume

If headphones are connected, use the [Volume] knob to adjust the headphone volume.

1. Turn the [Volume] knob to adjust the overall volume.



MEMO

- You can also use the remote control to adjust the volume. Refer to "Button Functions" (p. 84).

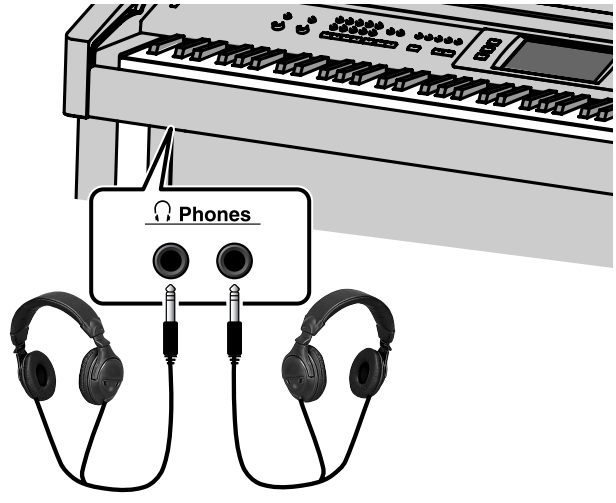
NOTE

- Even if the [Volume] knob is raised, you won't hear any sound if the volume has been set to "0" using the remote's VOLUME [-] [+] buttons or if the [MUTE] button was pressed.

Connecting Headphones

You can use headphones to enjoy the RM-700 without disturbing those around you, such as at night. Since the RM-700 has two headphone jacks, two people can also use headphones simultaneously.

If you're using only one set of headphones, you may connect them to either of the two headphone jacks.



1. Plug the headphones into the Phones jack located at the bottom left of the piano.

If headphones are connected, no sound will be output from the RM-700's speakers.

2. Use the RM-700's [Volume] knob to adjust the headphone volume.

MEMO

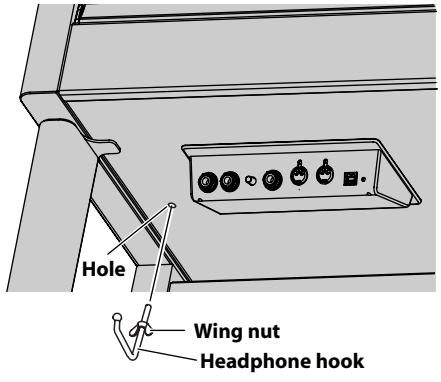
- If the Twin Piano mode is set to "Individual," separate sounds will be heard from each Phones jack (p. 105).

NOTE

- Use Stereo headphones.
- To prevent damage to the cord's internal conductors, avoid rough handling. When using headphones, mainly try to handle either the plug or the headset.
- Your headphones may be damaged if the volume of a device is already turned up when you plug them in. Minimize the volume before you plug in the headphones.
- Excessive input will not only damage your hearing, but may also strain the headphones. Please enjoy music at an appropriate volume.

Attaching the Headphone Hook

Whenever you are not using the headphones, you can hang them on the headphone hook of the RM-700.



1. **Press and twist the headphone hook included with the RM-700 into the hole in the bottom left of the RM-700 (refer to the figure above).**

2. **Turn the headphone hook wing nut to secure the headphone hook.**

NOTE

- Do not hang anything other than headphones on the headphone hook. Doing so may damage the instrument or the hook.

Connecting USB Memory

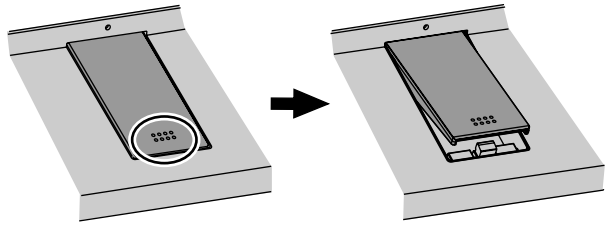
You can connect USB memory to the External Memory connector, and play back songs that were saved on the USB memory. Songs you've recorded on the RM-700 can also be saved to USB memory.

NOTE

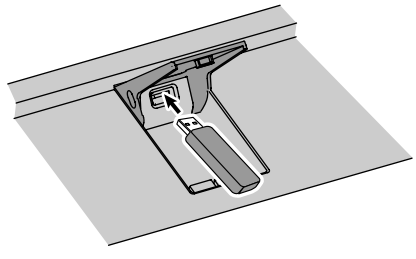
Use USB memory sold by Roland. We cannot guarantee operation if any other USB memory is used.

1. **Press the External Memory connector cover and open the cover.**

   Press the cover in; the cover will open.



2. **Connect the USB memory to the External Memory connector.**



NOTE

Make sure that the memory is plugged in all the way. Do not use excessive force.

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

NOTE

- Always keep the External Memory connector cover closed except when connecting and disconnecting external memory.

Formatting the USB Memory

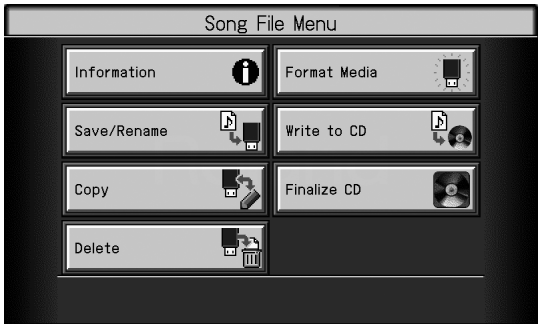
Before using newly purchased USB memory, you'll need to format (initialize) it on the RM-700.

1. Press the [Song] button, getting indicator to light.

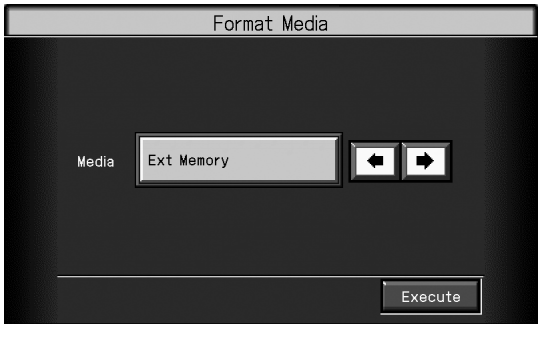
The Song selection screen appears.

2. Touch < File >.

The "Song File Menu" screen appears.



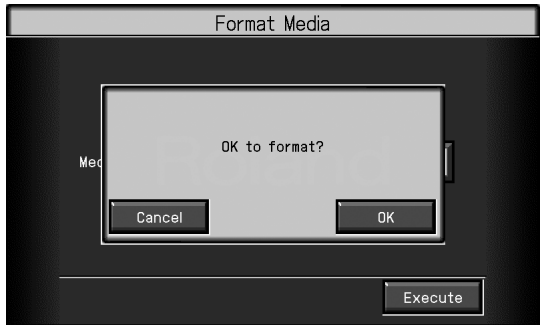
3. Touch < Format Media >.



4. Touch ◀ ▶ to select "Ext Memory."

5. Touch < Execute >.

A confirmation message appears.



* If you want to quit the initialization, touch < Cancel >.

6. Touch < OK >.

Initialization of the USB memory begins.

NOTE

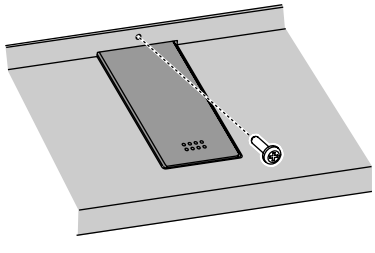
- Never disconnect the USB memory or turn off the power while the "Formatting..." indication is shown.

Locking the External Memory Connector Cover

To prevent theft or loss of the USB memory connected to the External Memory connector, you can lock the External Memory connector cover.

1. Press the External Memory connector cover to close the cover.

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

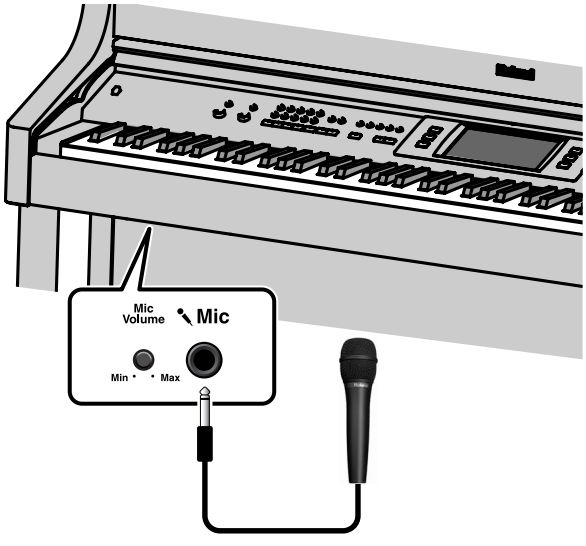


NOTE

- 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.

Connecting a Microphone

You can connect a microphone to the Mic jack, and enjoy sing-alongs or tell a story while you play.



1. **Connect a microphone (sold separately) to the Mic jack on the lower-left area of the instrument.**

2. **Rotate the [Mic Volume] knob on left side of the Mic jack to adjust the volume level for the microphone.**

Some Notes on Using a Microphone

- Be careful of high volume levels when using microphone late at night or early in the morning.
- When connecting a microphone to the RM-700, be sure to lower the volume. If the volume control is too high when the microphone is plugged in, noise may be produced by the speakers.
- Howling could be produced depending on the location of microphones relative to speakers. This can be remedied by:
  - Changing the orientation of the microphone.
  - Relocating microphone(s) at a greater distance from speakers.
  - Lowering volume levels.

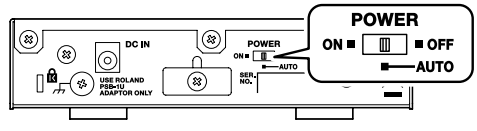
Connecting a CD Drive

You can connect a separately available CD drive (CD-01A) and play back music CDs or CD-ROMs containing SMF music data. You can also write songs for which the audio has been recorded to a CD to create a music CD.

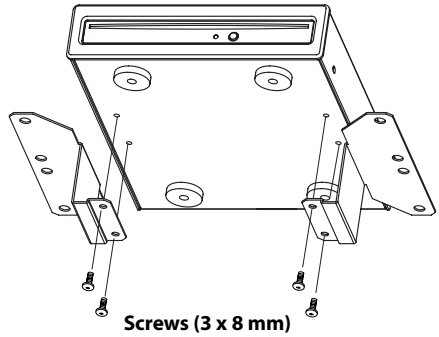
MEMO You can also play songs on VIMA TUNES (VIMA CD-ROMs) sold by Roland.

Attaching a CD Drive

1. **Turn the CD drive's power "AUTO."**

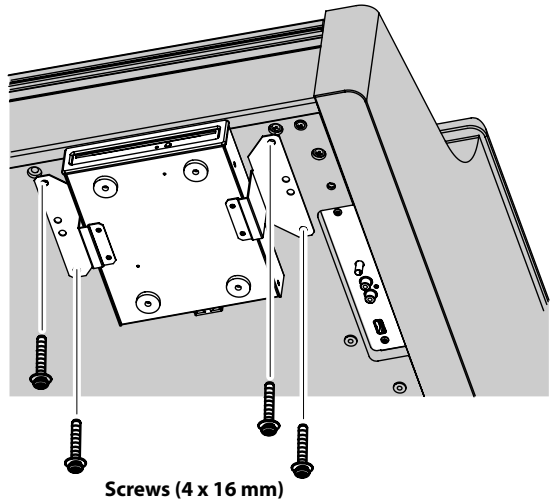


2. **Use the screws (3 x 8 mm) to attach the holders to the CD drive.**



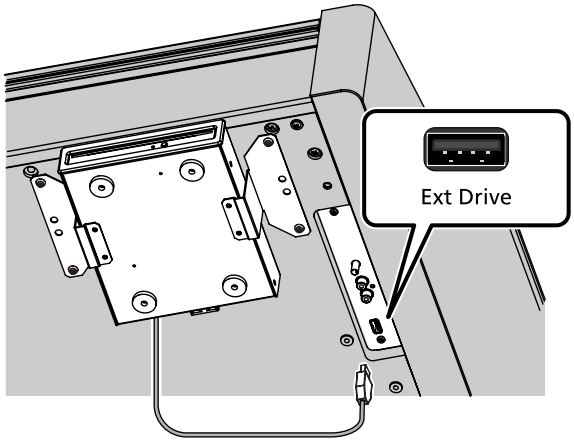
Screws (3 x 8 mm)

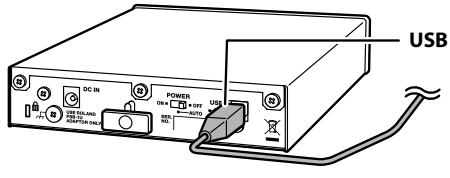
3. **As shown in the illustration, fasten the CD drive using the screws (4 x 16 mm) and the screw holes located on the bottom of the RM-700.**



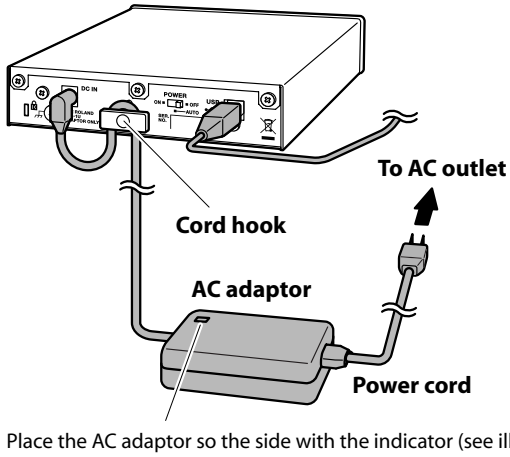
Screws (4 x 16 mm)

4. Use a USB cable to connect the CD drive's USB connector to the Ext Drive connector on the RM-700's front bottom panel.





5. Connect the AC adaptor included with the CD drive to the CD drive's DC IN jack.



Place the AC adaptor so the side with the indicator (see illustration) faces upwards and the side with textual information faces downwards.
The indicator will light when you plug the AC adaptor into an AC outlet.

6. Connect the AC adaptor to an AC outlet.

MEMO

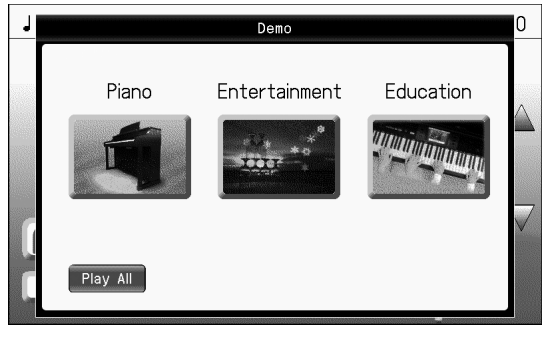
To prevent the inadvertent disruption of power to your unit (should the plug be pulled out accidentally), and to avoid applying undue stress to the AC adaptor jack, anchor the power cord using the cord hook, as shown in the illustration.

Experiencing the RM-700 Demo

You can experience three different demos that introduce the most important functions.

1. While holding down the [V-LINK] button, press the [Reverb] button.

The demo menu screen appears.



2. Touch the demo that you want to experience.

The demo image will appear in the RM-700's display.

* If you touch **< Play All >**, the three demos will continue playing consecutively until you press the [Exit] button.

3. To end the demo, press the [Exit] button.

NOTE

• All rights reserved. Unauthorized use of this material for purposes other than private, personal enjoyment is a violation of applicable laws.

MEMO

• You can set things so the Demo starts playing automatically. For details, see "Automatically Starting the Demo (Auto Start)" (p. 187).

Main Screens

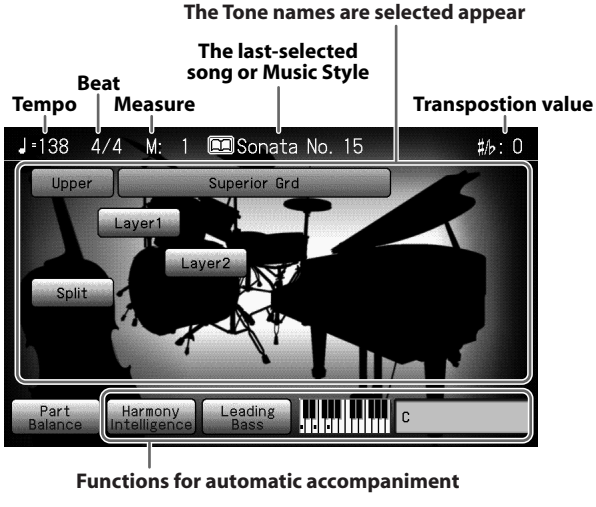
Piano Screen

Immediately after the power is turned on, the Piano screen is displayed.

The Piano screen will also appear when you press the One Touch Program [Piano] button.

Basic Screen

From the Piano screen, you can touch <Basic Screen> to access the Basic screen.



Follow either of the procedures described below to display it.

- **From the Piano screen, press the [Tone] button and then press the [Exit] button.**
- **Press the One Touch Program [Rhythm] button.**

  The Basic screen appears and the settings are made for automatic accompaniment.

Playing the Keyboard Like a Piano (One-Touch Piano)

You can create the optimal settings for a piano performance with the press of a single button.

Thanks to the superb playing feel of its ivory feel keyboard, and its high-quality, grand piano sounds, the RM-700 allows you to experience piano performance as it truly should be.

1. Press the One Touch Program [Piano] button.

The Piano screen appears.

When you press the One Touch Program [Piano] button, the RM-700 will switch to the following settings, regardless of the current panel settings.

- The piano sound "Superior Grd" will be selected.
- If the keyboard has been split into upper and lower sections (p. 39), the keyboard returns to a single section.
- The pedals return to their usual functions (p. 21).
- The effect is automatically set to "Damper Resonance" (p. 31).

MEMO

- Since this instrument faithfully reproduces real acoustic piano action and response, keys played in the top one-and-one-half-octave range continue to resonate, regardless of the damper pedal action, and the tone in this range is audibly different. The Transpose setting (p. 122) can also be used to change the range that is unaffected by the damper pedal.

Creating Your Own Piano Sound (Piano Designer)

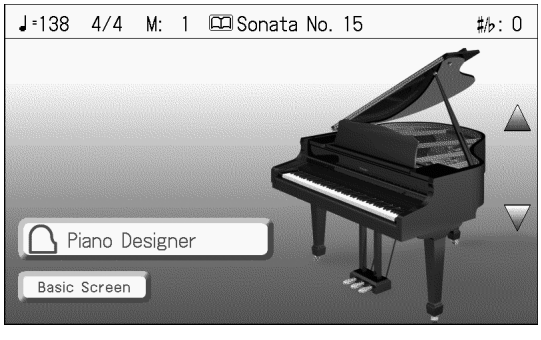
The RM-700 lets you make detailed adjustments to the piano sound as desired. This function is called "Piano Designer."

NOTE Some of the "Piano Designer" functions apply only to specific sounds.

MEMO You can use the Memory Backup operation (p. 189) to store the "Piano Designer" settings in internal memory.

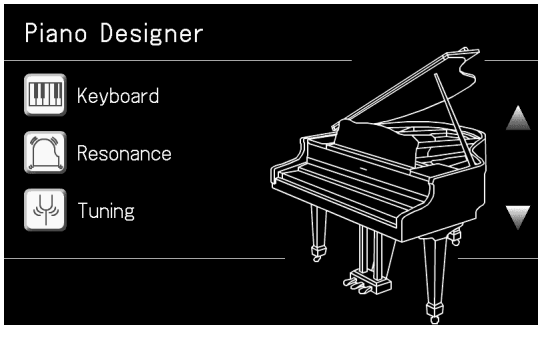
1. Press the One Touch Program [Piano] button.

The Piano screen appears.



2. Touch <Piano Designer>.

The "Piano Designer" screen appears.

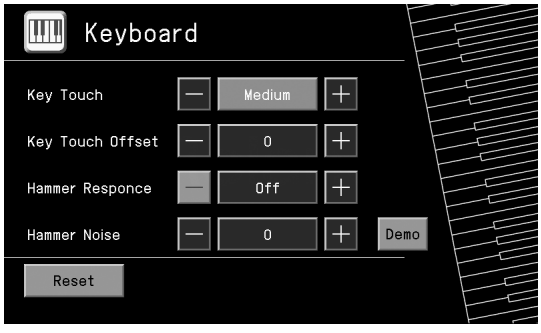


3. Touch <Keyboard>–<Tuning>.

4. To change the setting, touch [−] [+] for the item you want to specify.

5. Press the [Exit] button when you've finished making settings.

Keyboard



MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

Adjusting the Keyboard Touch (Key Touch)

You can adjust the touch (playing feel) of the keyboard.

* This setting applies to all tones.

Setting	Explanation
Fixed	The sound plays at one set volume, regardless of the force used to play the keys.
Super Light	This setting produces the lightest keyboard touch.
Light	You can achieve fortissimo (ff) play with a less forceful touch than usual, so the keyboard feels lighter. This setting makes it easy to play, even for children.
Medium	This sets the standard keyboard touch. You can play with the most natural touch. This is the closest to the touch of an acoustic piano.
Heavy	You have to finger the keyboard more forcefully than usual in order to play fortissimo (ff), so the keyboard touch feels heavier. Dynamic fingering adds even more feeling to what you play.
Super Heavy	This setting produces the heaviest keyboard touch.

Making Fine Adjustments to the Key Touch (Key Touch Offset)

This lets you make further detailed adjustments to the keyboard sensitivity as appropriate for the strength of your fingers.

* This setting applies to all tones.

Setting	Explanation
-10–0–9	Higher settings will produce a heavier playing feel.

Changing the Timing of Sounds According to the Force Used to Press the Keys (Hammer Response)

This adjusts how your playing strength will affect the timing at which the note sounds. This is called the "Hammer Response" function.

On an acoustic piano, pressing a key moves a hammer, which strikes a string to produce sound. If you press the key softly, the hammer will move slowly, meaning that it will take slightly longer (in comparison to a strongly-played note) from the moment you press the key until the sound is produced.

If the Hammer Response function is turned on, the time between the moment you press a key until the sound is heard will change depending on the strength with which you play. As you play more softly, this time will become longer.

* This setting applies to all tones.

Setting	Explanation
Off, 1–10	Higher settings will produce slower response. The Hammer Response function is not active when the value is set to "Off."

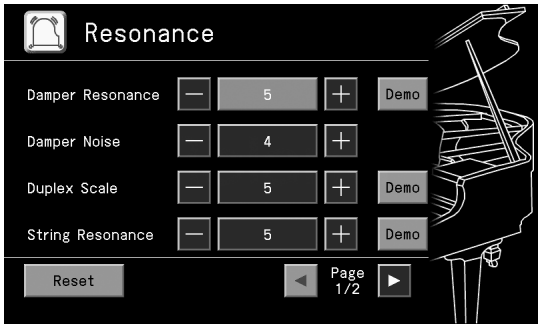
Adjusting the Sound of Hammers Striking Strings (Hammer Noise)

You can adjust the sound produced when the hammer of an acoustic piano strikes the string.

Setting	Explanation
-2–0–2	Higher settings will produce a louder sound of the hammer striking the string.

MEMO You can touch <Demo> to access the demo screen.
By touching the screen you can hear the change in the sound produced by the different settings.
Press the [Exit] button to return to the previous screen.

Resonance



MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

Adjusting Resonance when the Damper Pedal is Depressed (Damper Resonance)

You can change the volume of the damper pedal resonance.

On an acoustic piano, depressing the damper pedal makes the notes you play resonate with other strings, adding rich reverberations and fatness to the sound. The damper pedal on the RM-700 recreates this resonance (Damper Resonance) when depressed.

Setting	Explanation
Off, 1–10	The resonance volume decreases as the value is lowered, while raising the value increases the volume of the Damper Resonance. The Damper Resonance function is not active when the value is set to "Off."

MEMO You can touch <Demo> to access the demo screen.
By touching the screen you can hear the change in the sound produced by the different settings.
Press the [Exit] button to return to the previous screen.

Adjusting the Sound Heard at String Release When the Damper Pedal is Depressed (Damper Noise)

You can adjust the damper noise of the acoustic piano sound (the sound of the damper releasing the strings when you press the damper pedal).

NOTE This setting is ignored when Damper Resonance is set to "Off."

Setting	Explanation
Off, 1–10	Larger values produce correspondingly greater damper noise. The Damper Noise function is not active when the value is set to "Off."

Adjusting the Sympathetic Vibrations of an Acoustic Piano's Duplex Scale (Duplex Scale)

"**Duplex Scale**" refers to a system that causes sympathetic vibrations in the sections of the string toward the front and toward the back.

It can produce sound that is richer and brighter by adding the string's higher harmonics.

Because no damper (sound-stopping mechanism) is applied to the front or back sections of the string, the resonating sounds linger even after the sound of the string stops when you release the played key.

Setting	Explanation
Off, 1–10	Higher settings will make the sympathetic vibration louder. The Duplex Scale function is not active when the value is set to "Off."

MEMO You can touch <Demo> to access the demo screen.
By touching the screen you can hear the change in the sound produced by the different settings.
Press the [Exit] button to return to the previous screen.

Producing the Resonance of the Strings when the Keys Are Played (String Resonance)

When you play the keys on an acoustic piano, the strings that are already playing resonate as well. The function that reproduces this effect is called "String Resonance."

Setting	Explanation
Off, 1–10	The resonance level decreases as the value is decreased, while increasing the value increases the amount of resonance. The String Resonance function is not active when the value is set to "Off."

MEMO You can touch <Demo> to access the demo screen.
By touching the screen you can hear the change in the sound produced by the different settings.
Press the [Exit] button to return to the previous screen.

Playing Sounds When the Keys Are Released (Key Off Resonance)

You can play the "key off" sound (the subtle sound produced when the keys are released) obtained when playing an acoustic piano.

Setting	Explanation
Off, 1–10	The volume of the Key Off sound decreases as the value is lowered, while raising the value increases the volume of the Key Off sound. The Key Off Resonance function is not active when the value is set to "Off."

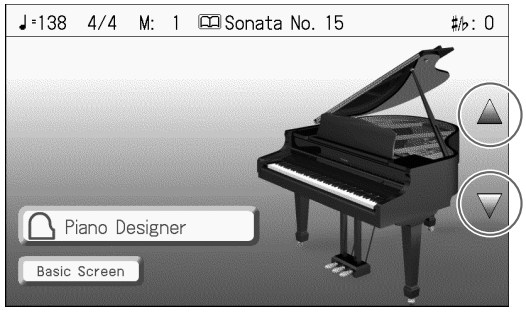
MEMO You can touch <Demo> to access the demo screen.
By touching the screen you can hear the change in the sound produced by the different settings.
Press the [Exit] button to return to the previous screen.

Opening or Closing the Lid to Change the Resonance (Lid)

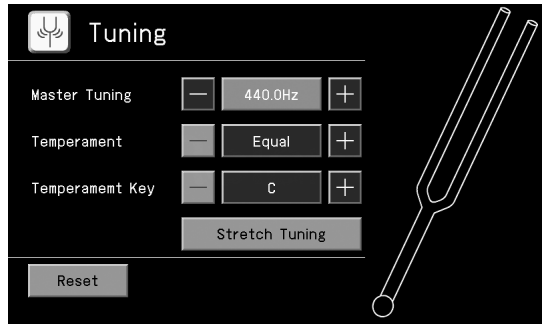
Adjusts the extent to which the lid of the grand piano is open.

Setting	Explanation
0–6	As the value decreases, the lid seems to close more, producing a softer sound. increasing the value opens the lid more, producing a brighter sound.

MEMO You can also adjust the openness of the lid by touching ▽△ in the Piano screen or the Piano Designer screen. Doing so will also change the Lid setting.



Tuning



MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

Tuning to Other Instruments' Pitches (Master Tuning)

In situations such as when playing ensemble with other instruments, you can tune the RM-700's standard pitch to the pitch of another instrument.

The standard pitch generally refers to the pitch of the note that's played when you finger the middle A key.

This tuning of all the instruments to a standard pitch is called "Master Tuning."

* This setting applies to all tones.

Setting
415.3 Hz–440.0 Hz–466.2 Hz

Changing the Tuning (Temperament)

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.

* This setting applies to all tones.

Setting	Explanation
Equal	This temperament divides the octave into 12 equal parts. All intervals will be slightly out of tune by the same amount.
Just Major	This temperament makes the 5th and 3rd intervals pure. It is unsuitable for playing melodies and modulation is not possible, but it produces beautifully harmonious chords.

Setting	Explanation
Just Minor	Just intonation differs between major and minor keys. The same results as major can be obtained in a minor key.
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. It allows you to play in all keys (third method).
Meantone	This temperament is a partial compromise of just intonation in order to allow modulation.
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.
Werckmeister	This temperament is a combination of meantone and Pythagorean temperaments. It allows you to play in all keys. (First method, number three.)

Setting the Temperament Key

When playing with tuning other than equal temperament, you need to specify the tonic note for tuning the song to be performed (that is, the note that corresponds to C for a major key or to A for a minor key).

If you choose an equal temperament, there's no need to select a tonic note.

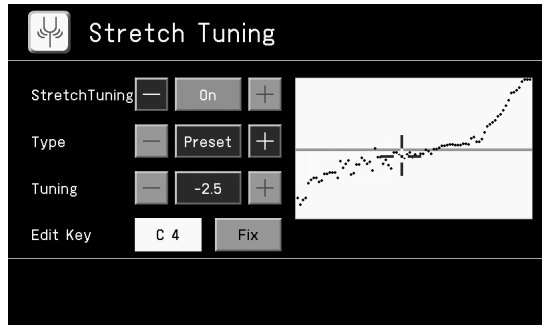
* This setting applies to all tones.

Setting
C, C#, D, Eb, E, F, F#, G, Ab, A, Bb, B

* When performing in ensemble with other instruments, be aware that depending on the key, there may be some shifting of the pitch. Tune the RM-700 to the fundamental pitch of the other instruments.

Setting the Tuning Curve (Stretch Tuning)

Touch <Stretch Tuning> to access the Stretch Tuning screen.



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.

Stretch Tuning

Setting	Explanation
On, Off	Specifies whether Stretch Tuning will be used (On) or not used (Off).

Type

Setting	Explanation
Preset	This is the tuning curve pre-specified for the RM-700.
User	This is the tuning curve modified by the user.
Type1–14	You can choose from fourteen different tuning curves.

Tuning

Setting	Explanation
-50–+50	Adjusts the pitch of the specified key.

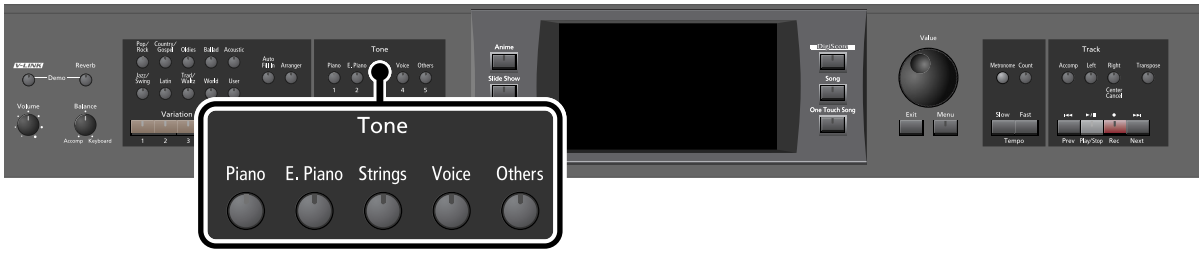
Edit Key

Setting	Explanation
A0–C8	To specify the key whose pitch you want to adjust, play it on the keyboard. If you touch <Fix> so it's lit, this will be fixed at the currently selected key. This lets you tune while listening to the sound.

Performing with a Variety of Tones (Tone Buttons)

The RM-700 comes with a many built-in instrument sounds and effects. This lets you enjoy perform in a wide range of musical styles. The built-in sounds are called "Tones." The sounds are organized into five tone groups, which are assigned to the Tone buttons.

MEMO For more about the names of Tones, take a look at the "Tone List" (p. 207).



1. Press any one of the Tone buttons to select a tone group.

You'll see that button's indicator light up. The screen displays the tone names included in the tone group you've selected.

* If you press the [Others] button, additional tone groups will be displayed. Touch an icon to select the desired tone group.

This screen is called the "Tone selection screen."

2. Touch a tone name to select the tone.

- Tones indicated by EX is called an "EX voice." These voices are especially recommended.
- Tones indicated by 88 is 88 keys stereo multi-sampling piano tones.
- Tones indicated by red EX or 88 mark produce the "Key Off Sound." What "Key Off Sound" does is recreate the tonal changes produced when the fingers are released from the keys.
- Touch the page icons ◄ ► to change pages.
- If you touch <Alphabetical>, the sounds will be shown in alphabetical order. However, even when sorted in alphabetical order, the piano sound "Superior Grd" will be shown in first place.
- You can touch <Demo> for an audio demonstration of a particular tone.
- You can touch <Effects> to make settings for the effects applied to each sound (p. 47).
- You can do searches for tones according to search parameters or by name by touching <Search> (p. 35).
- If a VIMA TUNES song is selected (p. 75), you'll be able to select <VIMA TUNES> as the tone group.
  If you select <VIMA TUNES> as the tone group, you'll be able to select recommended tones.

Using Keywords to Search for Tones (Tone Search)

You can search for tones that match the conditions you set for instrument or musical style. You can also search the tones using the first character of the tone name.

1. Press any Tone button.

The tone selection screen appears.

2. Touch <Search>.

The "Tone Search" screen appears.

Searching by Conditions

3. Touch <Category> or <Genre>, then use the [Value] dial to select the search conditions.

MEMO In condition search, tones satisfying all of the selected search criteria are sought.

4. Touch <Search>.

The search results appear in the display. Touch the tone name to select the tone.

Searching by Tone Name

3. Touch <By Name>.

Touch <By Key> to go to the condition search screen.

4. Decide which character is to be used for the search.

The selected character appears in the middle of the screen.

Enter the character you're searching for. For example, touching <ABC> in succession cycles you through the available choices in that character group ("A"→"B"→"C"...).

Touch <A-0> to toggle between alphabets and numerals.

5. Touch <Search>.

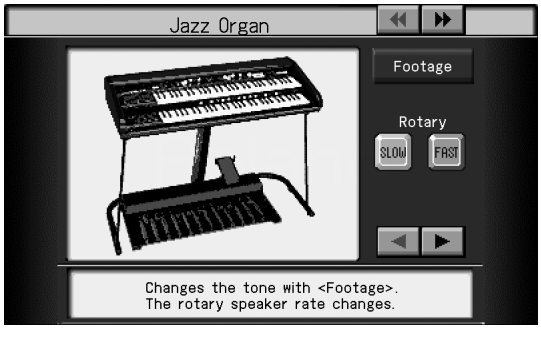
The search results appear in the display. Touch the tone name to select the Tone.

Using Super Tones

Here's how to select particularly recommended sounds in addition to the sounds you select by pressing a button.

1. **Press the [Menu] button so its indicator is lit.**
2. **Touch <Play>.**
3. **Touch <Super Tones>.**

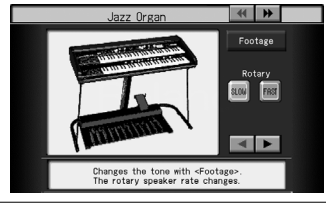
   A screen like the following will appear.



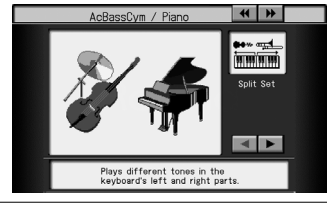
- Touch ◀◀ ▶▶ to select the musical genre.
- Touch ◀ ▶ to select other sounds in the same genre.
- Touch Rotary <SLOW> <FAST> to change the speed of the rotary effect (p. 37).

The sounds are organized into the following genres.

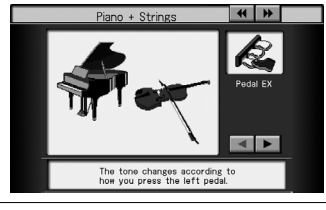
Organ
Select these to play with organ Tones.



Split Set
These let you play with different Tones on the right and left sides of the keyboard.



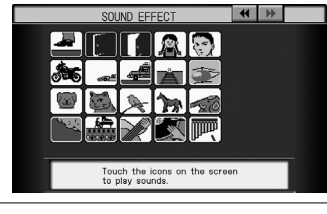
Pedal EX Tone
These Tones change when the left pedal is pressed.



Drum
Select these to play with percussion instrument sounds. A different percussion instrument plays with each key you press.

EX Tone
These are truly realistic sounds which can reproduce even the finest nuances of a particular instrument's expressive capabilities.

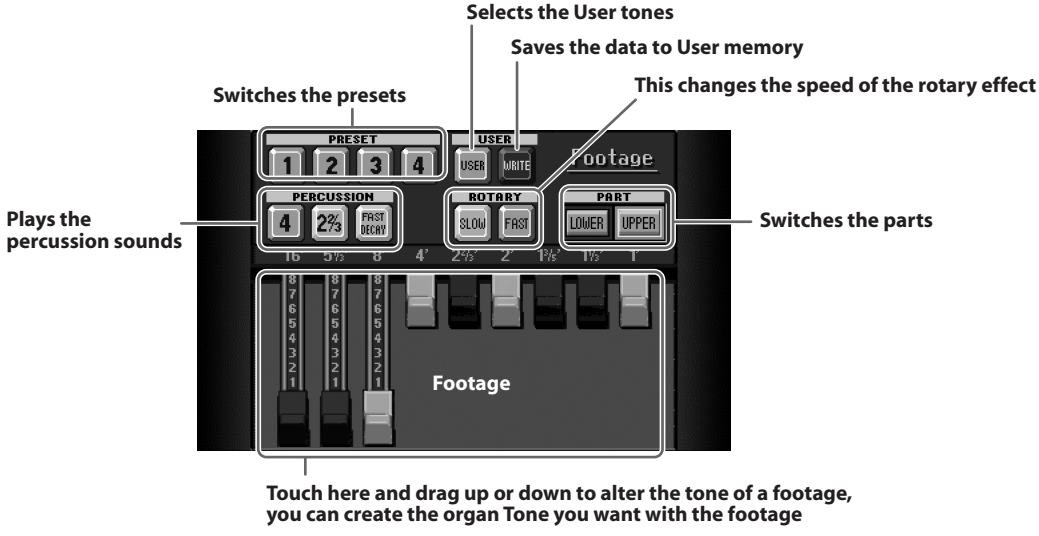
SOUND EFFECT
These produce special effects. A different sound effect is produced with each key you press.



Using Jazz Organ

1. Select Jazz Organ, and touch <Footage>.

The following screen appears.



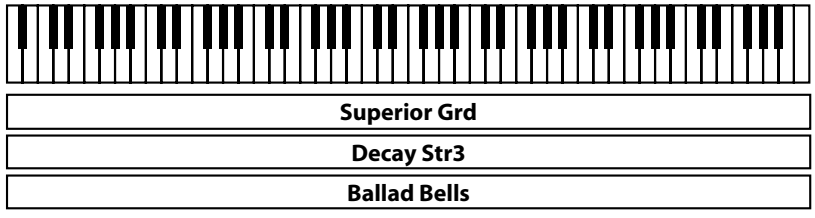
PRESET	You can choose from four different pre-specified footage settings.
USER	You can recall footage settings that you've created. When you touch <WRITE>, the footage settings at that time will be written.
PERCUSSION	You can use PERCUSSION <4> or <2 2/3> to change the tone when it is played. Touching PERCUSSION <FAST DECAY> makes the accent time shorter.
ROTARY	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.
PART	Selects the part to which the footage settings will be added.
Footage	A device for combining different frequencies to create a desired sound is called "Footage." The numbers displayed originally referred to the lengths of the pipes on a pipe organ. The length of pipe used to produce the reference pitch (the fundamental) for the keyboard is eight feet. Reducing the pipe to half its length produces a pitch one octave higher; conversely, doubling the pipe length creates a pitch one octave lower. Therefore, a pipe producing a pitch one octave below that of the reference of 8′ (eight feet) would be 16′; for one octave above the reference, the pipe would be 4′, and to take the pitch up yet another octave it would be shortened to 2′. Try experimenting by touching different icons to change the tone, and find one you like. * When all bars are pushed in all the way (0), there will be no sound when you play the keyboard.

NOTE If PERCUSSION is on, the "1'" footage will not be heard.

Performing with Multiple Sounds Layered Together (Layer)

By using the "Layer" feature, you can play two or more tones at the same time.

For instance, it's possible to play the Tones for both Piano and Strings simultaneously.



1. In the Basic screen, touch <Layer 1>.

The tone that was sounding before you switched to layer performance, plus the tone indicated in the lower part of the display, are now played together.

Here, the tone appearing in the upper part of the display is called the "upper tone," and the tone appearing in the lower part of the display is called the "layer tone."

In the same manner, you can touch <Layer 2> to layer further sounds.

Changing the Tones

2. Touch the name of the tone to be changed.

Touch here to highlight the tone name.

3. Press a Tone button to select the new tone (p. 34).

4. When you have selected the tone, press the [Exit] button.

The display returns to the Basic screen.

Cancelling the Layer

5. Touch <Layer 1>.

Touch <Layer 2> to have <Layer 2> play as well.

The <Layer 1> and <Layer 2> icons are dimmed, and the Layer performance is cancelled.

Now when you play the keys, only the tone indicated on the screen is sounded.

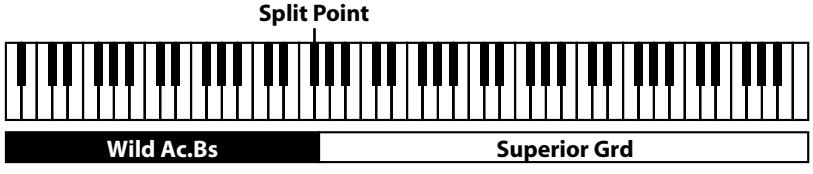
MEMO

- You can change the balance of the upper tone and layer tone volume. For instructions, refer to "Adjusting the Volume Balance for Each Performance Part (Part Balance)" (p. 70).

Playing Different Tones with the Left and Right Hands (Split)

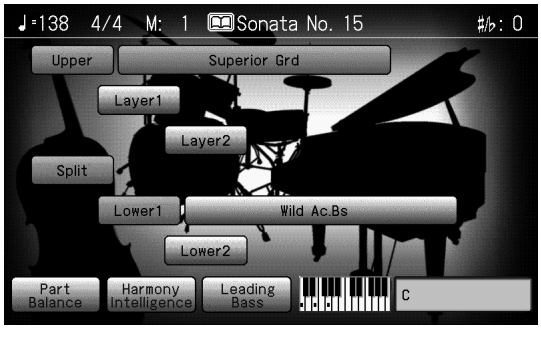
Dividing the keyboard into right-hand and left-hand areas, then playing different sounds in each section is called "split performance." The boundary key is called the "split point."

The split point key is included in the left-hand keyboard area. Each time power to the keyboard is turned on, the split point is reset to "F#3."



MEMO You can change the split point; refer to "Changing the Keyboard's Split Point (Split Point)" (p. 178).

1. In the Basic screen, touch <Split>.



The tone sounding prior to the split performance is played in the right-hand section of the keyboard, and the tone indicated at the left of the screen is played in the left-hand section of the keyboard.

Here, the tone appearing at the upper of the display is called the "upper tone," and the tone appearing at the lower of the display is called the "lower tone."

You can turn the tones on and off by touching <Lower 1> or <Lower 2>.

Changing the Tones

2. Touch the name of the tone to be changed.

3. Press a Tone button to select the tone (p. 34).

4. When you have selected the tone, press the [Exit] button.

The display returns to the Basic screen.

Cancelling the Split

5. Touch <Split>.

The <Split> icons are dimmed, and the Split performance is cancelled.

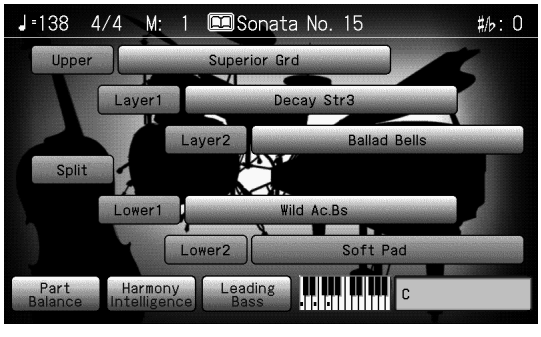
When you play the keys, only the tone indicated on the screen is sounded.

MEMO

- You can change the volume balance between the upper and lower parts of the keyboard; refer to "Adjusting the Volume Balance for Each Performance Part (Part Balance)" (p. 70).
- When the keyboard has been divided into upper and lower sections, the damper pedal is applied to only the upper section. If you want to add lingering reverberations to the notes of the lower section, refer to "Assigning the Function of the Pedals (Left Pedal/Center Pedal/Expression Pedal)" (p. 179).

Turning On Layer and Split Performance Simultaneously

Turning on either Layer Performance or Split Performance allows you to divide the keyboard into a upper and a lower part and play with two Tones layered in the upper part.



Shifting the Keyboard Pitch in Octave Steps (Octave Shift)

When using layer performance (p. 38*) or split performance (p. 39), you can change the pitch of the keyboard's sound in octave units. This function is called "Octave Shift."

For example, when playing a Layer performance, if you change the pitch of one of the tones and then layer it, it changes the impression created with the tone.

NOTE You can't change the Octave Shift setting for Upper unless you're using Split performance.

1. In the Basic screen, touch <Layer1> or <Split>.

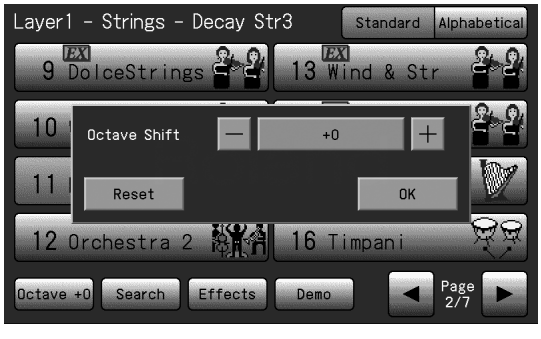
The RM-700 switches to layer performance or split performance.

2. To apply Octave Shift, touch the name of the tone you've selected.

3. Press the Tone button to display the Tone selection screen.

4. In the lower left of the screen, touch <Octave>.

The "Octave Shift" screen appears.



5. Touch [−] [+] to adjust the pitch of the sound.

The sound can be changed from two octaves lower than the original sound (-2) to two octaves above the original (+2).

* If you touch <Reset>, the setting will return to its factory-set value.

6. When you've specified the desired value, touch <OK>.

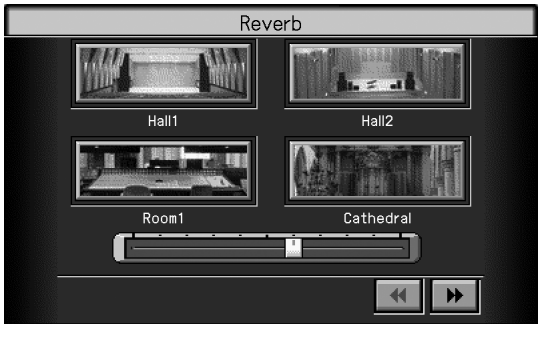
Adding Reverberation to the Sound (Reverb)

Apply a reverb effect to the notes you play with the RM-700.

Reverb makes it sound as if you are playing in a concert hall.

1. Press the [Reverb] button so its indicator is lit.

The "Reverb" screen appears.



2. Touch an icon to select the performance space.

* Touch ◀◀ ▶▶ to switch between screens.

Display	Explanation
Hall1	Hall with bright reverberation
Hall2	Hall with warm reverberation
Room1	Room reverberation
Cathedral	High-ceilinged cathedral
Ground	Wide open space with no reverberations
Room2	Small room
Lounge	Larger room
Studio	A recording studio
Gymnasium	In a gymnasium
Hall3	Large concert hall reverberation
Dome	A domed ballpark
Cave	Adds the extended reverberations found inside a cave
GS Room1	Reproduces an indoor-type reverb. Provides a clear, expansive reverberation.
GS Room2	
GS Room3	
GS Hall1	Reproduces the reverberation found in a hall. Gives reverberation with a greater sense of depth than GS Room.
GS Hall2	
GS Plate	Reproduces a plate echo (reverberation created using the vibrations of a metal plate).
GS Delay	A delayed sound that is added to the original, similar to the reflected sounds of mountain echoes.
GS Pan Delay	The reflected sounds are panned (shifted) laterally.

3. Touch the slider beneath the icons to adjust the effect selected.

Touch and slide the knob on the screen to the right for a deeper reverb, and to the left for less.

You can also move the slider with the [Value] dial.

When you press the [Exit] button, the reverb effect is activated, and you return to the previous screen.

MEMO No effect is applied when the slider is moved all the way to the left. In this case, the button's indicator won't light up when you press the [Reverb] button.

Cancelling the Effect

4. Press the [Reverb] button so its indicator is light go out.

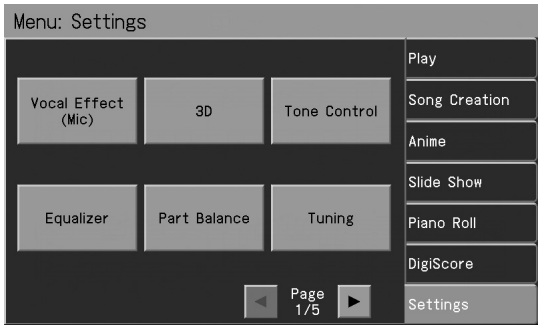
The reverb effect is eliminated.

Giving the Sound More Spatial Depth (3D)

The RM-700 provides a "3D" function, which creates the sense of spatial depth that you experience when playing a grand piano. This function adds the natural resonance and spaciousness that are characteristic of an acoustic piano.

NOTE If you turn 3D on, "Vocal Effect" will turn off (p. 86).

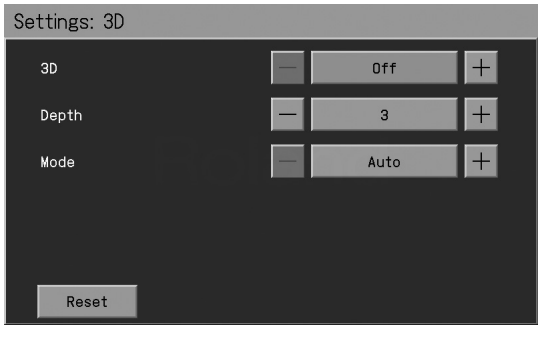
1. **Press the [Menu] button so its indicator is lit.**
2. **Touch <Settings>.**



* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. **Touch <3D>.**

The "3D" screen appears.



4. **Touch <3D> — + to turn it "On."**
5. **Touch <Depth> — + to adjust the depth.**

Setting	Explanation
1–4	Increasing the value will increase the spatial depth of the sound.

6. **Touch <Mode> — + to switch the mode.**

Setting	Explanation
Auto	This selects settings that are adjusted for use with headphones when headphones are connected. When no headphones are connected, settings adjusted for speakers are selected.
Speaker	Settings adjusted for listening to sounds through speakers are selected.
Headphones	Settings adjusted for listening to sounds through headphones are selected.

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

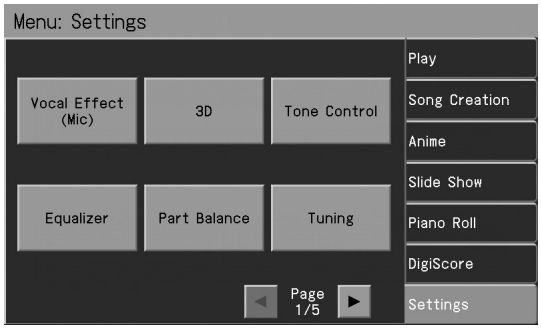
7. **Press the [Exit] button when you've finished making settings.**

Changing the Brightness of the Sound (Brilliance)

You can adjust the brightness of the sound heard.

NOTE The Brilliance setting has no effect during audio recording (p. 136).

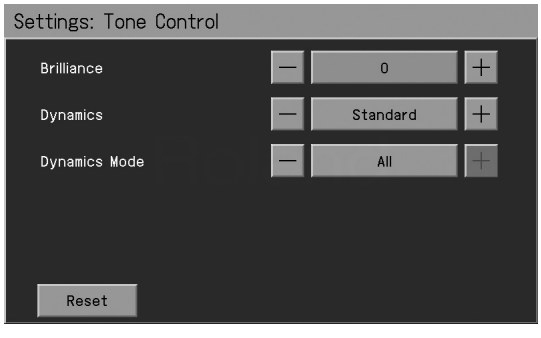
1. **Press the [Menu] button so its indicator is lit.**
2. **Touch <Settings>.**



* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. **Touch <Tone Control>.**

The "Tone Control" screen appears.



4. **Touch <Brilliance> — + to adjust the setting.**

Setting	Explanation
-10–0–10	"0" is the standard brightness. Values below 0 will produce a more mellow sound. Values above 0 will make the sound brighter.

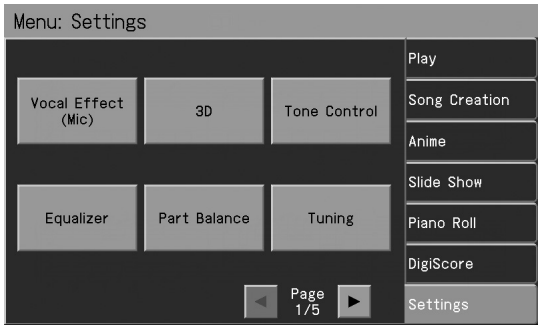
MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. **Press the [Exit] button when you've finished making settings.**

Adding Liveliness to the Sound (Dynamics)

You can add liveliness to the sound to give it superb clarity and distinctness.

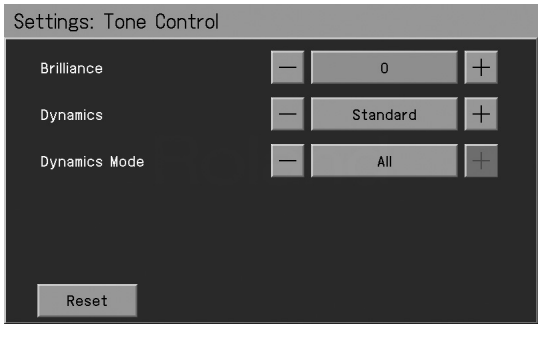
1. **Press the [Menu] button so its indicator is lit.**
2. **Touch <Settings>.**



* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. **Touch <Tone Control>.**

The "Tone Control" screen appears.



4. **Touch <Dynamics> — + to adjust the setting.**

Setting	Explanation
Off	Dynamics sound control is turned off.
Standard	The typical dynamics will be applied.
Sharp	Creates a sound with boosted bass and treble.
Clear	Produces a sound with chords in the low registers that are clear and distinct.
Power	Creates a sound with boosted bass.

5. **Touch <Dynamics Mode> — + to adjust the setting.**

Setting	Explanation
All	Dynamics will be applied to all sounds.
Except Audio	Dynamics will be applied to sounds other than audio.

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

6. **Press the [Exit] button when you've finished making settings.**

Applying Effects to the Sound (Effects)

You can apply a wide range of different effects to the notes you play on the keyboard.

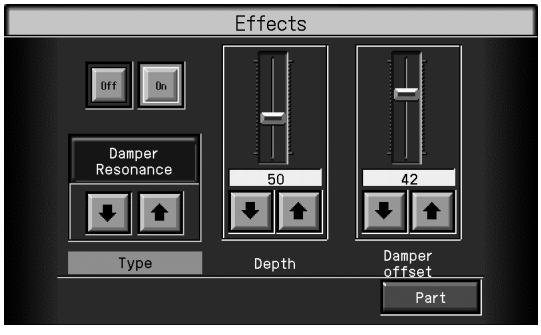
MEMO For more on the effect types, refer to the "Effects List" (p. 217).

1. Press the Tone button to select a Tone (p. 34).

The Tone selection screen appears.

2. Touch <Effects>.

The "Effects" screen appears.



Applying Effects to the Sound

3. Touch <ON>.

The effect selected with <Type> will be applied.

Selecting the Type of Effect

4. Touch <Type> [−] [+] to select the type of effect.

Setting the Effect

The parameters that can be set change according to the type selected in Step 4.

5. Touch [▼] [▲] for the parameter being set to select the value.

You can also move the slider with the [Value] dial.

Press the [Exit] button to return to the Tone selection screen.

Cancelling the Effect

6. In the Effects screen, touch <OFF>.

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 upper tone, layer tone, and lower tone. In such instances, you can select which effect is to have priority.

1. Press the Tone button to select a Tone (p. 34).

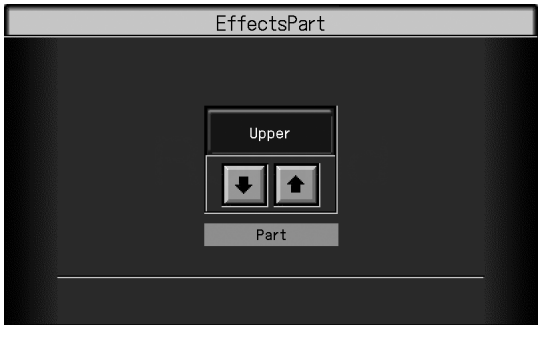
The Tone selection screen appears.

2. Touch <Effects>.

The "Effects" screen appears.

3. Touch <Part>.

The "EffectsPart" screen appears.



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

Setting	Explanation
Upper, Layer1, Layer2, Lower1, Lower2	The effect will be applied to the selected part and other parts to which the same effect has been applied.

5. Press the [Exit] button when you've finished making settings.

Using the Metronome

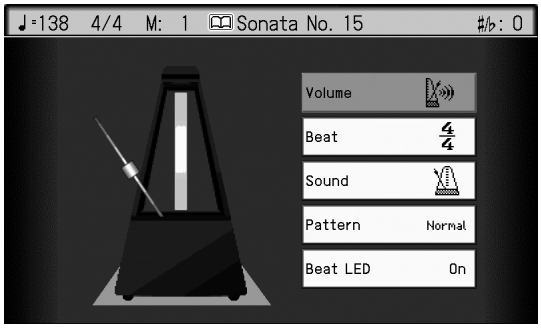
The RM-700 features a built-in metronome.

During playback of the song and accompaniment, the metronome plays at that tempo and beat.

Using the Metronome

1. Press the [Metronome] button so its indicator is lit.

You will hear the metronome. The following screen appears.



* You can press the [Exit] button to have the metronome continue to play while you return to the previous screen.

Stopping the Metronome

2. Press the [Metronome] button once more, and the indicator light goes out.

Changing the Metronome Settings

Adjusting the Tempo

You can adjust the tempo of the metronome. The tempo and beat of the metronome changes automatically if you use an Automatic Accompaniment or play back a song.

1. Press the Tempo [Slow] or [Fast] buttons to adjust a tempo.

Setting	Explanation
♩=10–500	Pressing the Tempo [Slow] and [Fast] buttons simultaneously returns the selected song accompaniment to the basic tempo.

Changing the Volume

The volume of the metronome can be adjusted to ten different levels.

1. **In the Metronome screen, touch <Volume>.**

2. **Adjust the volume with the [Value] dial.**
   Turning the [Value] dial clockwise will increase the volume. Choose "OFF" to silence the metronome sound.

Changing the Beat of the Metronome

1. **In the Metronome screen, touch <Beat>.**

2. **Select the beat with the [Value] dial.**

Setting	Explanation
2/2, 0/4, 2/4–7/4, 3/8, 6/8, 9/8, 12/8	When "0/4" is selected, only the upbeat will sound.

Changing the Type of Sound

You can change the sound the metronome makes.

1. **In the Metronome screen, touch <Sound>.**

2. **Select the sound with the [Value] dial.**

Displayed	Explanation	Displayed	Explanation
	Normal metronome sound		Electronic metronome sound
	"1, 2, 3" in Japanese		"1, 2, 3" in English
	Dog and cat sounds		Wood block
	Triangle and castanet		Hand clap

Changing How the Metronome Beat (Pattern) Sounds

You can set the Metronome to play at even smaller intervals.

1. **In the Metronome screen, <Pattern>.**
2. **Select the pattern with the [Value] dial.**

Displayed	Explanation	Displayed	Explanation
Normal	Usual sound		Dotted half-note intervals
	Half-note intervals		Dotted quarter-note intervals
	Quarter-note intervals		Dotted eighth-note intervals
	Eighth-note intervals		Sixteenth-note intervals
+Doubl	Single back beat added	+Tripl	Triplet rhythm added
+Shufl	Shuffle rhythm added		

Turning Off the Beat Light (Beat Indicator)

The beat light flashes in time with the metronome, Music Styles, and song tempos, but you can set it so that it stays off at all times.

1. **In the Metronome screen, <Beat LED>.**
2. **Use the [Value] dial to choose "Off."**

Automatic Accompaniment

"Automatic accompaniment" is a function that adds an accompaniment consisting of various instruments such as drums, guitar, and bass—all you need to do is specify chords from the keyboard.

Performing a song with the Ideal Automatic Accompaniment and Sounds (One Touch Song)

The "One Touch Song" function makes it easy to choose the ideal automatic accompaniment and sounds for the song you've selected.

1. Press the [One Touch Song] button.

The following screen appears.

Touch the screen to switch performance patterns.

The title of the selected song is displayed here

MEMO For more about <Harmony Intelligence>, refer to p. 67.

2. Touch ▽△ to choose a song.

* You can also use the [Value] dial to choose a song.

You can touch <List> to access a list screen. Touch the name of the desired song to select it.

* Touch ◄ ► to switch pages.

3. Play the left-hand region of the keyboard.

The automatic accompaniment will start.

4. As the song progresses, touch <Intro>–<Ending> to switch the automatic accompaniment pattern.

The currently selected performance pattern will continue repeating until you select a different pattern.

* If you use Synchro Start (p. 63) at the <Intro>, the next performance pattern will automatically be selected when the performance ends.

Intro	The performance pattern that plays an introduction.
Verse	The main performance pattern.
Chorus	The climatic part of the song.
Bridge	The transition between verse and chorus of the song.
Ending	The performance pattern that plays the ending of the song.

Searching for a Song by Keyword

When the list screen is displayed, you can search for songs by tempo or musical style.

You can also search for songs by the letter of their name.

1. In the list screen, touch <Search>.

The "One Touch Song Search" screen appears.

Searching by Conditions

2. Touch the parameter you want to set, then use the [Value] dial to select the search conditions.

MEMO In a condition search, the RM-700 looks for songs satisfying all of the selected search criteria.

3. Touch <Search>.

The search results appear in the display. Touch the song name to select the song.

Searching by Song Name

2. Touch <By Name>.

Touch <By Key> to return to the Condition Search screen.

3. Decide which character you'll use for the search.

The selected character appears in the middle of the screen.

Enter the character you are searching for. For example, touching <ABC> in succession cycles you through the available choices in that character group ("A"→"B"→"C"...).

Touch <A-0> to toggle between alphabets and numerals.

4. Touch <Search>.

The search results appear in the display. Touch the song name to select the song.

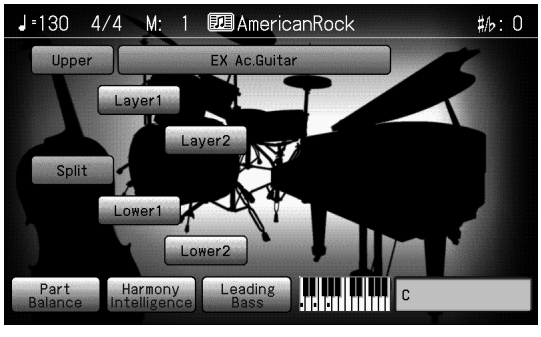
Performing Using Automatic Accompaniment (One Touch Rhythm)

"Automatic Accompaniment" is a function that automatically adds an accompaniment in a variety of musical genres—all you need to do is use your left hand to specify a chord.

The RM-700's "One Touch Rhythm" function lets you make the ideal settings for automatic accompaniment simply by pressing the One Touch Program [Rhythm] button.

1. Press the One Touch Program [Rhythm] button.

The Basic screen like the one shown below appears.



Observe the settings:

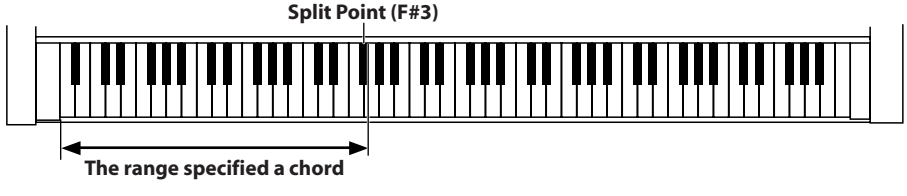
- The keyboard is split into left- and right-hand parts, with accompaniment chords specified for the left-hand side of the keyboard.
- A tone appropriate for the selected Music Style is chosen.
- The tempo and beat for the selected Music Style is set.

MEMO For instructions on selecting Music Styles, refer to "Selecting Music Styles (Music Style Buttons)" (p. 59).

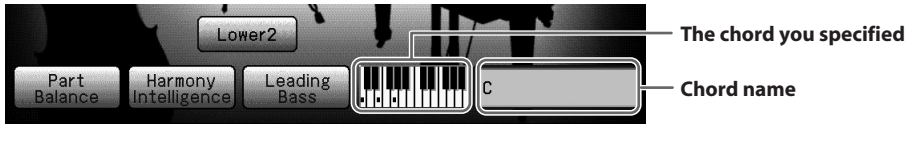
2. Play a chord on the Lower-part of keyboard.

The accompaniment begins, starting from the intro.

Play chords with the left hand, and the melody with the right.



The lower right of the screen shows the keys you pressed to specify the chord, and the name of the chord.



When you change chords in the left hand, the accompaniment also changes.

MEMO For instructions on starting and stopping the accompaniment, refer to "Starting and Stopping the Accompaniment" (p. 63).

3. Press the [Intro/Ending] button.

After the ending plays, the accompaniment stops.

MEMO

- Normally, when you change a Music Style, the tempo and tone change to selections that go well with the selected Music Style. If you do not want to change the tempo and tone, refer to "Changing Music Styles Without Changing the Tone or Tempo (Rhythm One Touch)" (p. 181).
- You can change the range in which chords are played. Please refer to "Changing the Keyboard's Split Point (Split Point)" (p. 178).

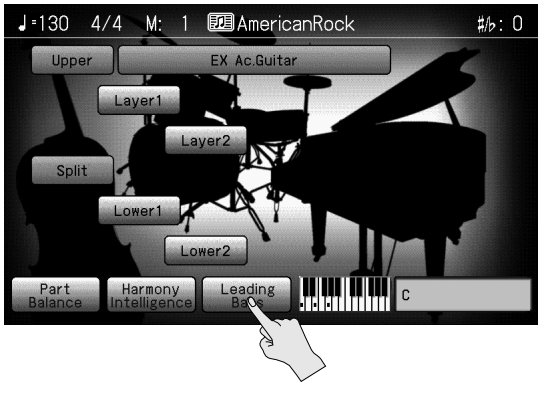
Leading Bass Function

When you use automatic accompaniment, the root of the chord you hold down will normally be sounded as the bass tone.

If you use the "Leading Bass" function, the lowest note of the chord you hold down will be played as the bass tone.

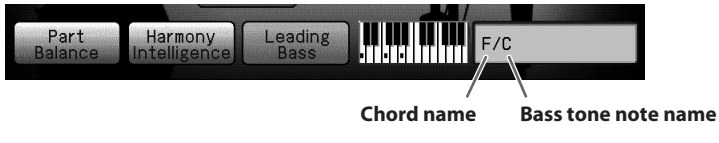
This means that if you hold down an inverted chord form, the bass tone that sounds will be different than usual.

1. In the Basic screen, touch <Leading Bass>.



The Leading Bass function is on if <Leading Bass> is lit; the function is off if this indicator is not lit.

If the Leading Bass function is on, the note name of the bass tone is shown at the right of the chord name when you specify a chord in the left-hand side of the keyboard.



MEMO

- The task of switching on/off the Leading Bass function can be assigned to a pedal. For details, refer to "Assigning the Function of the Pedals (Left Pedal/Center Pedal/Expression Pedal)" (p. 179).

Playing Chords with Simple Fingering (Chord Intelligence)

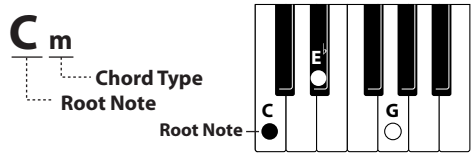
The "Chord Intelligence" feature allows you to have chords be recognized even though you've pressed only one or two keys when using automatic accompaniment.

To play a "C" chord, for example, you normally have to play the three keys C, E, and G. But with Chord Intelligence, you only have to press the C key to start a "C" chord accompaniment.

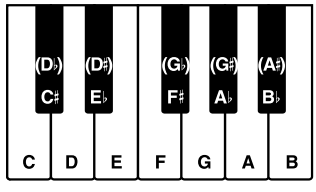
About Chords

A chord is produced when several notes are played simultaneously. Chords are indicated by the pitch of the fundamental note of the chord (the root) and the chord type, which is determined by the other notes of the chord.

For example, the C m chord is expressed in terms of the root note "C" and the chord type "m" (minor). C m is made up of the three notes "C," "E♭" and "G." "C m" is indicated as the chord name on the Basic screen.



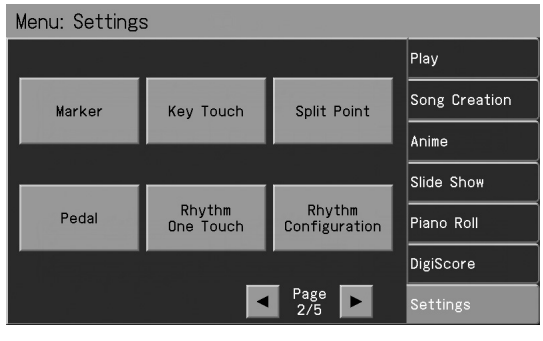
All chord roots are indicated as a letter, sometimes with ♯ or ♭ added, and correspond to the notes shown below.



MEMO For more information about chord fingering, refer to "Chord List" (p. 220).

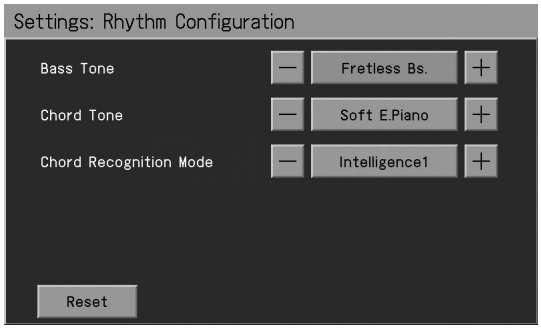
1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.



* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Rhythm Configuration>.

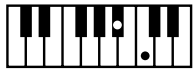
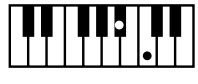
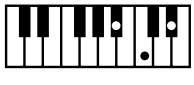
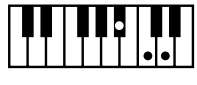
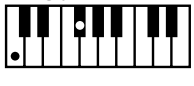


4. Touch <Chord Recognition Mode> — + to select the either "Intelligence1" or "Intelligence2."

Setting	Explanation
Intelligence1, 2	Chord Intelligence will be on. Intelligence 1 and 2 differ in the keys that you press to specify the chords.
Manual	Chord Intelligence will be off. You'll need to press all of the notes in order to specify a chord.

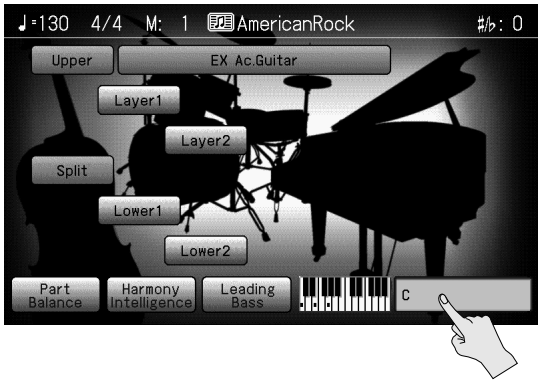
5. Press the [Exit] button when you've finished making settings.

How to play chords in the Chord Intelligence mode:

	Intelligence 1	Intelligence 2
Major	Ex: C Play the chord root.	Ex: C Play the root of the chord.
Seventh	Ex: C 7  Play the root and the second key below it.	Ex: C 7 Play the root of the chord and the white key to the left of the root.
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.	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, the third key above it, and the second key below it.	Ex: C m7  Play the root of the chord and the black and white key to the left of the root.
Diminished	Ex: C dim  Play the root and the sixth key above it.	

Viewing Chord Fingerings

Whenever you are not sure how a certain chord is fingered, you can display the notes of the chord on the screen.



1. In the Basic screen, touch the <chord name indication>.

2. Touch the root of the chord you want to learn about.

For example, if you wanted to see the fingering for a C# chord, you would touch <C>, then touch <#>.

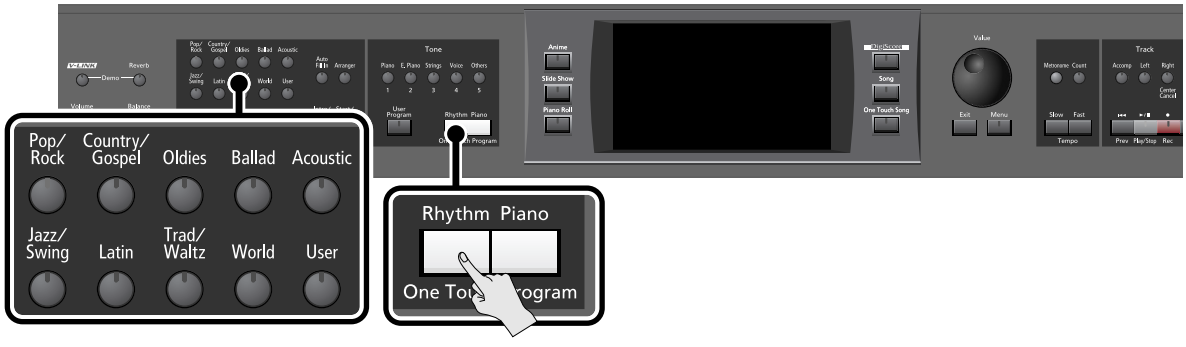
3. Press the [Exit] button to return to the Basic screen.

Selecting Music Styles (Music Style Buttons)

You can select a variety of Music Styles by pressing a Music Style button.

The ten buttons shown below are referred to as the “Music Style buttons”; they allow you to select a Music Styles organized into groups by musical genre.

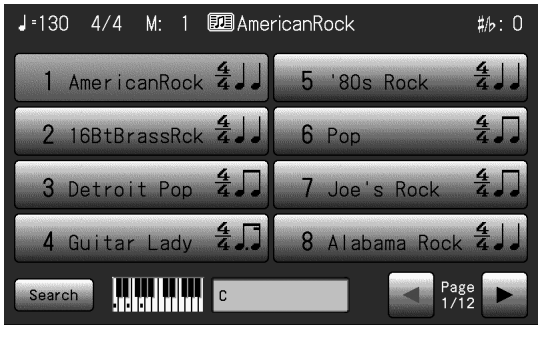
MEMO For more on the Music Style names, refer to the “Music Style List” (p. 218).



1. Press the One Touch Program [Rhythm] button.

2. Press one of the Music Style buttons to select the Music Style group.

The Music style button’s indicator will light, and a Music style screen like the following will appear.



The display will show the Music styles in the Music Style group you selected.

3. Touch a Music Style name to select the Music Style.

* Touch ◄ ► to switch pages.

MEMO You can touch <Search> to find Music Styles that match the selected criteria (p. 60).

4. When you’ve selected a Music Style, press the [Exit] button.

The display returns to the Basic screen.

Next, all you have to do is press a chord in the left side of the keyboard, and the selected accompaniment style will start playing.

Using Keywords to Search for Music Styles (Style Search)

You can search for Music Styles that match the tempo of the song, musical genre, or other criteria you set.

You can also search Music Styles using the first character of the Music Style names.

MEMO You can search for Music Styles except for those at the [User] button.

1. **Press one of the Music Style buttons.**

   The Music Style selection screen appears.

2. **Touch <Search>.**

   The "Style Search" screen appears.

Searching by Conditions

3. **Touch the parameter you want to set, then use the [Value] dial to select the search conditions.**

   MEMO In a condition search, the RM-700 looks for Music Styles satisfying all of the selected search criteria.

4. **Touch <Search>.**

   The search results appear in the display. Touch a Music Style name to select a Music Style.

Searching by Music Style Name

3. **Touch <By Name>.**

   Touch <By Key> to return to the Condition Search screen.

4. **Decide which character you'll use for the search.**

   The selected character appears in the middle of the screen.

   Enter the character you are searching for. For example, touching <ABC> in succession cycles you through the available choices in that character group ("A"→"B"→"C"...).

   Touch <A-0> to toggle between alphabets and numerals.

5. **Touch <Search>.**

   The search results appear in the display. Touch a Music Style name to select a Music Style.

Selecting an Music Style from USB Memory

The RM-700 contains a wide variety of built-in Music Styles, but you can also use Music Styles from USB memory or floppy disk.

1. Connect the USB memory containing the Music Styles to the External Memory connector.

MEMO If you want to use Music Styles from a floppy disk, connect your floppy disk drive to the Ext Drive connector.

2. Press the [User] button.

The Music Style selection screen appears.

3. Touch <Ext Memory>.

The screen for selecting USB memory Styles appears.

4. Touch the name of a Music Style to select it.

* Touch ◄ ► to switch pages.

5. When you've selected a Music Style, press the [Exit] button.

6. Press the [Start/Stop] button.

You can now perform in the selected Music Style.

Music Styles selected from USB memories are stored until the power is turned off. Even after ejecting the USB memory, by pressing the Music Style [User] button, you can perform using the most recently selected Music Style.

MEMO

- If you copy Music Styles from USB memory or floppy disk into user memory, you'll be able to access those Music Styles simply by pressing the [User] button (p. 73).

Playing Only the Rhythm of the Music Style

You can also play only the rhythm patterns of Music Styles.

1. **Select a Music Style (p. 59).**

2. **Press the [Arranger] button so its indicator is turned off.**

   The performance is set so that only the rhythm patterns are played.

3. **Press the [Intro/Ending] button.**

   The Rhythm part of accompaniment begins, starting from the Intro.

   Just as with regular Automatic Accompaniment, you can add intros and endings by pressing the [Intro/Ending] button, and make changes to the rhythm patterns with the [Auto Fill In] button (p. 66).

NOTE

- Some Music Styles do not include rhythm patterns. When you select these Style patterns, no rhythm patterns are played.

Changing the Tempo of the Automatic Accompaniment

You can adjust the tempo of the automatic accompaniment.

1. **Press the Tempo [Slow] and [Fast] buttons to change the tempo (speed) of the Automatic Accompaniment.**

   By pressing the Tempo [Slow] and [Fast] buttons simultaneously, the tempo is returned to the standard (preset) tempo for the selected Music Style.

   The value of the tempo currently set (10–500 beats per minute) can be checked in the screen.

MEMO

- You switch the Music Style while the Automatic Accompaniment is stopped, the tempo will automatically be set appropriately for that Music Style.

Starting and Stopping the Accompaniment

Pressing the One Touch Program [Rhythm] button activates Sync Start for the accompaniment (which starts the accompaniment simultaneously when you play on the lower section of the keyboard), and automatically sets an appropriate intro for the accompaniment. You can also change the way the accompaniment starts and stops.

Having the Accompaniment Start Simultaneously When You Play the Keyboard (Sync Start)

1. **Press the [Intro/Ending] button and [Start/Stop] button simultaneously, causing the indicators of both buttons to flash.**

   The Sync Start settings go into effect.

2. **Play a chord on the lower-part of keyboard.**

   The Intro will start playing as soon as you play something on the keyboard; then, after that, the accompaniment will start playing.

Starting without an Intro

1. **Press the [Intro/Ending] button and [Start/Stop] button simultaneously, causing the indicators of both buttons to flash.**

2. **Press the [Intro/Ending] button so its indicator is turned off.**

3. **Play a chord on the lower-part of keyboard.**

   The accompaniment starts without the intro.

Starting at the Press of a Button

1. **Press the [Intro/Ending] button and [Start/Stop] button simultaneously, and the indicators lights go out.**

2. **Play a chord on the lower-part of keyboard.**

   Choose the chord to be played when the accompaniment begins playing.

3. **Press the [Intro/Ending] button or the [Start/Stop] button.**

   When you press the [Intro/Ending] button, the intro plays, and the accompaniment starts.

   When you press the [Start/Stop] button, the accompaniment starts without the intro.

Chord Tones and Bass Tones

When you play the keys in the left-hand side of the keyboard while the [Start/Stop] button's indicator is not lit, chords play. This note is called the "Chord Tone," and the root of the chord being played at the same time is called the "Bass Tone."

* You can change the sound of the chord tone and bass tone. Refer to "Selecting the Bass Tone/Chord Tone" (p. 181).

Stopping Automatic Accompaniment

Stopping with an Added Ending

1. **Press the [Intro/Ending] button.**

   An ending plays and the Automatic Accompaniment stops.

Stopping at the Same Time the Button is Pressed

1. **Press the [Start/Stop] button.**

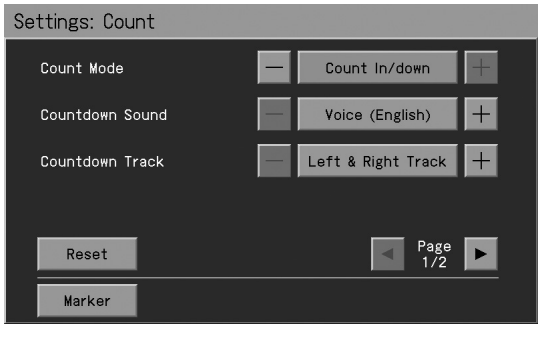
   The Automatic Accompaniment stops as soon as you press the button.

Having a Count Sound Play at the End of the Intro (Countdown)

If an intro plays before your performance, you can have a count-in sound played to the end of the intro, helping you hear when to start playing.

1. Press the [Count] button so its indicator is lit.

The "Count" screen appears.



* Touch ◄ ► to switch pages.

2. Touch <Count Mode> — + to set this to "Count In" or "Count In/down."

3. Press the One Touch Program [Rhythm] button.

4. Press the [Start/Stop] button.

The intro plays, and a countdown plays to the end of the intro.

If you've specified Count In/down, a count will also be heard before the intro.

5. To stop the countdown, press the [Count] button so its indicator is turned off.

By pressing the [Exit] button instead of the [Count] button, you can exit the "Count" screen without cancelling the count.

MEMO

- When set to "Count In/down," a count sound is added before playback of the song begins.
- For more about settings on the "Count" screen, refer to "Changing the Settings for the Count" (p. 171).
- You can touch <Marker> to move to the Marker screen (p. 118).

Adding Variety to the Accompaniment

Changing the Arrangement of the Rhythm and Accompaniment (Variation)

You can change the arrangement of the accompaniment. For each Music Style, there are four types of arrangement for the accompaniment.

1. Press the [Variation] buttons to change the arrangement of the accompaniment.

The indicator of the button you pressed will light.

The Variation [1] button produces the simplest arrangement, and the Variation [4] button produces the most florid.

For an intro or ending, Variation [1] button is the shortest and simplest.

Changing the Accompaniment Pattern (Auto Fill In/Break)

You can add variety to the automatic accompaniment by inserting a fill-in to change the pattern, or by inserting a break (i.e., stopping the accompaniment for one measure).

Button	Function
[Auto Fill In]	A fill-in will automatically be added when you press a [Variation] button to change the accompaniment or rhythm arrangement.
[Break]	Stop the Rhythm at the end of that measure (Break).

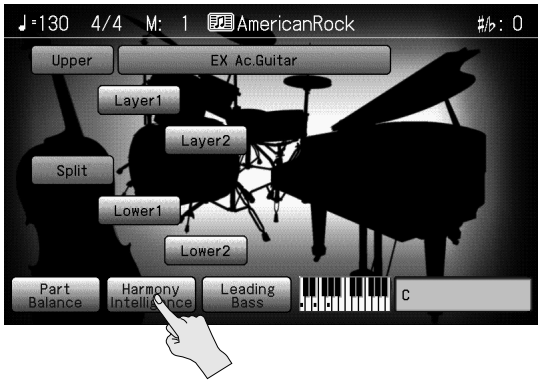
What's a "Fill In"?

A Fill In is a short phrase that is inserted at a break in the melody or at a point where the character of the song changes (between Chorus's or Verses).

Adding Harmony to the Right-Hand Part (Harmony Intelligence)

You can add harmony to the notes you play on the keyboard.

While an Automatic Accompaniment is playing, the matching harmony is automatically added to the notes you are playing with the right hand. This function is called "Harmony Intelligence."



1. In the Basic screen, touch <Harmony Intelligence>.

The "Harmony Intelligence" screen appears.

2. Touch the screen to select the desired type of harmony.

* Touch ◀◀ ▶▶ to switch the screens.

Then when you play a melody on the keyboard, a harmony style is automatically added.

MEMO

With some harmonies, Tones may change automatically. The tones will not change automatically for harmonies whose name has an "*" symbol. Also, when you play several keys at the same time, in some cases harmony may be added to one note.

3. Press the [Exit] button to return to the Basic screen.

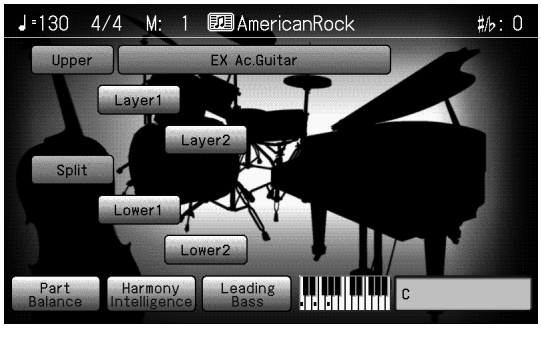
4. To cancel the Harmony Intelligence, touch <Harmony Intelligence> and the icon returns to the original color.

Playing Sounds in the Left Hand During a Performance (Lower Tone)

Normally, when using Automatic Accompaniment in a performance, sounds are not produced by playing the left-hand part of the keyboard. When you touch the <Lower 1> or <Lower 2> icon, you can have Tones from the left side of the keyboard play simultaneously with the Automatic Accompaniment.

1. Press the One Touch Program [Rhythm] button.

The Basic screen appears.

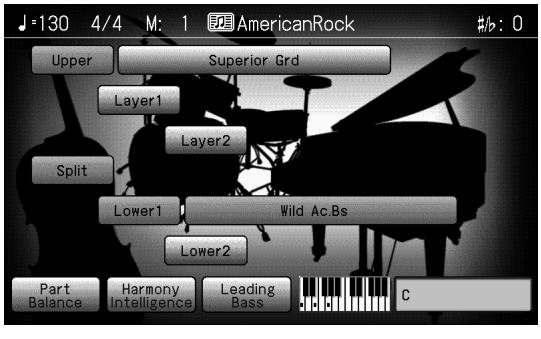


2. Touch <Lower 1>.

Now when you play a chord in the left-hand keyboard area, the notes you play will sound, and the accompaniment chord changes.

In the same manner, you can play the lower tone by touching <Lower 2>.

By touching both <Lower 1> and <Lower 2>, you can get a Layer performance for the left-hand.



Stopping the Sound in the Left-hand

3. Touch <Lower 1>.

The <Lower 1> icon returns to the original color.

To have <Lower 2> play as well, also touch <Lower 2>.

The lower Tones stop playing.

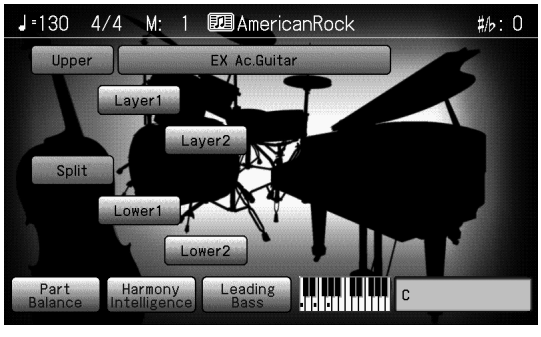
Playing the Piano with Accompaniment Added (Piano Style Arranger)

Usually with Automatic Accompaniment, you play chords on the left-hand side of the keyboard and the melody on the right-hand side. Chords can also be recognized over the entire keyboard, allowing you to perform using Automatic Accompaniment without splitting the keyboard. This function is called "Piano Style Arranger."

This makes it possible to add an accompaniment automatically as you play a song by playing chords in the ordinary way, without giving any thought to the location of a keyboard split.

1. Press the One Touch Program [Rhythm] button.

The Basic screen appears.



2. Touch <Split> to turn the Split function off.

3. Select a Music Style (p. 59).

4. Play the keyboard.

The accompaniment starts when you play a chord anywhere on the keyboard.

Adjusting the Volume Balance for Each Part (Balance)

You can adjust the volume balance between the accompaniment and the keyboard, and the volume balance for each of the parts in a Music Style.

Changing the Volume Balance Between the Accompaniment and the Keyboard (Balance Knob)

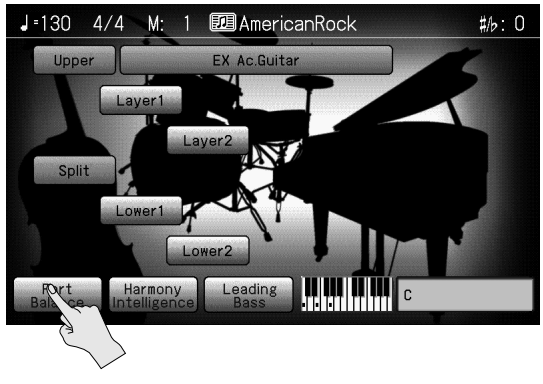
You can change the volume balance between a song and accompaniment and the notes you play on the keyboard.

1. Adjust the volume balance with the [Balance] knob.

NOTE When this knob is turned completely to the Accompaniment side, no sounds from the keyboard are audible, even when the keys are pressed. You can usually leave the knob at the center position.

Adjusting the Volume Balance for Each Performance Part (Part Balance)

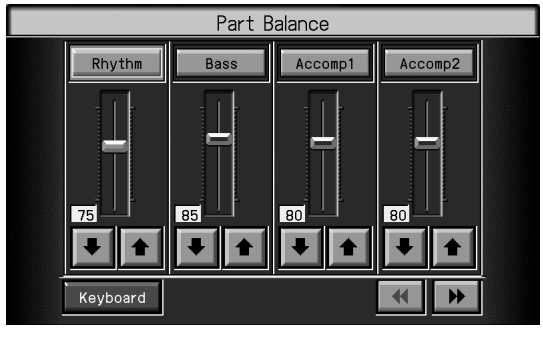
You can adjust the volume of each performance part in a Music Style, and the balance between parts when playing multiple Tones on the keyboard.



1. In the Basic screen, touch <Part Balance>.

The "Part Balance" screen appears.

* If <Accomp> is shown in the lower left of the screen, touch <Accomp>.



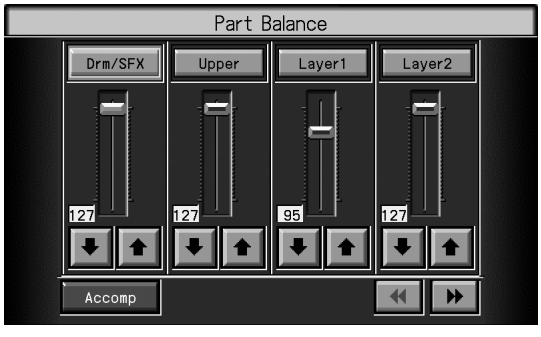
2. Touch [▼] [▲] for each part to adjust its volume.

* Touch [◀◀] [▶▶] to switch the screens.

The volume balance between the performance parts in the Music Style is indicated.

Display	Performance part
Rhythm	Music Style Rhythm Part
Bass	Music Style Bass Part
Accomp1–6	Accompaniment 1–6
Chord Tone	Chord Tone (p. 64)
Bass Tone	Bass Tone (p. 64)
Audio	Audio (music CD, audio file)

When you touch <Keyboard>, a screen like the following appears.



This shows the volume balance between the keyboard's Tones when either layer performance (p. 38) or split performance (p. 39) are used, or the volume balance when using the keyboard to play percussion instruments or sound effects (p. 36).

Display	Tone part
Drum/SFX	Percussion instruments or sound effects played with the keys
Upper	Upper Tone
Layer 1	Layer Tone 1
Layer 2	Layer Tone 2
Lower 1	Lower Tone 1
Lower 2	Lower Tone 2

When you touch <Accomp>, you return to the screen for setting the Music Style volume balance.

Copying a Music Style

Music Styles saved in external memory can be copied to user memory.

Conversely, Music Styles in user memory can be copied to external memory.

Copying a Music Style from USB Memory to User Memory

1. Connect the USB memory containing the Music Style to the External Memory connector.

MEMO If you want to use Music Styles from a floppy disk, connect your floppy disk drive to the Ext Drive connector.

2. Press the [User] button.

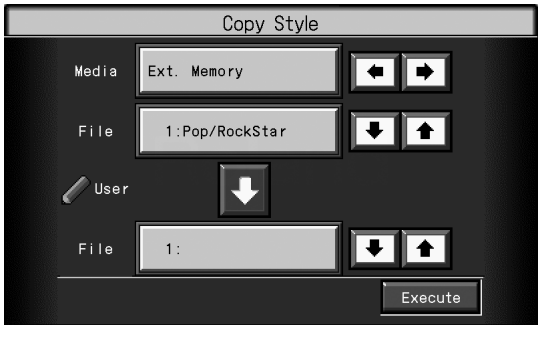
The Music Style selection screen appears.

3. Touch <File>.

The "Style File Menu" screen appears.

4. Touch <Copy>.

The "Copy Style" screen appears.



5. Touch the large arrow icon in the center of the screen to make it point downward.

6. Touch <Media> [◀][▶] to select the media containing the Music Style that you want to copy.

Choose "Ext Memory" if you want to copy a Music Style from USB memory.

Choose "Disk" if you want to copy a Music Style from floppy disk.

7. Touch <File> [▼][▲] to select the Music Style that you want to copy.

MEMO If you choose <All>, all accompaniment styles on the USB memory or floppy disk will be copied in a single operation.

8. Touch <User> [▼][▲] to select the copy-destination number.

If a Music Style name is shown for a number, that number already contains a Music Style.

9. Touch <Execute>.

The Music style will be copied.

NOTE

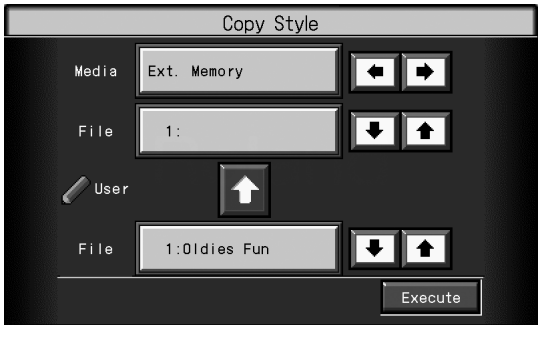
- Never disconnect the USB memory or turn off the power while the "Executing..." indication is shown.

Copying Music Styles from User Memory to USB Memory

You can copy Music Styles from user memory to USB memory.

In this case, touch the arrow icon located in the center of the "Copy Style" screen in step 5 of the above procedure, so the arrow points upwards.

In this state, you'll be copying Music Styles from user memory to USB memory.



The rest of the procedure is the same as when copying Music Styles from USB memory to user memory.

Deleting Saved Music Style

You can delete Music Styles stored in User memory or USB memory.

MEMO

If you want to delete an accompaniment style from USB memory, connect the USB memory to the External Memory connector before you continue.

1. Press the [User] button.

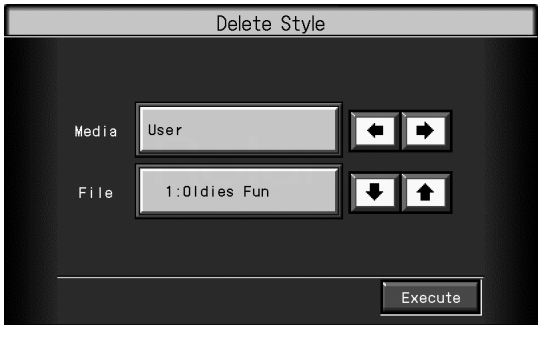
The Music Style selection screen appears.

2. Touch <File>.

The "Style File Menu" screen appears.

3. Touch <Delete>.

The "Delete Style" screen appears.



4. Touch <Media> ◀ ▶ to select the media containing the Music Style that you want to delete.

Choose "User" if you want to delete the Music Style saved in user memory, or choose "Ext Memory" if you want to delete the Music Style saved in USB memory.

5. Touch <File> ▼ ▲ to select the number of the Music Style that you want to delete.

6. Touch <Execute>.

The Music Style will be deleted.

NOTE

- Never disconnect the USB memory or turn off the power while the "Executing..." indication is shown.

Song Playback

The RM-700 lets you play back internal songs, songs that you yourself recorded, songs that are saved on USB memory (sold separately), songs from a music CD, or songs in audio/MP3 format.

You can also play back separately available VIMA TUNES songs (CD-ROMs produced for VIMA).

Playing a Song

Selecting the Song

- If you want to playing a song from USB memory, connect the USB memory to the External Memory connector.
- If you want to playing a song from a CD-ROM, insert the CD-ROM into the CD drive.

1. Press the [Song] button so its indicator is lit.

The Song selection screen appears.

2. Touch the genre icon to select the desired song genre.

MEMO

If you press the [Others] button when a VIMA TUNES song is selected, <VIMA TUNES> will appear in the sound selection screen. If you touch this <VIMA TUNES> indication, the recommended tones will be displayed.

3. Touch the name of the song to be played back.

You can also select a song by using the [◀◀ (Prev)] [▶▶ (Next)] buttons or the [Value] dial.

* Touch ◄ ► to switch pages.

MEMO "New Song" (p. 77) will be selected if you press the [◀◀ (Prev)] button after you've selected the first song in any of the genres.

SMF	Song in SMF format	Hint	Playing Hints (p. 78) are shown
Lyric	Song contains lyrics	Book	Notation available in the included "Roland 60 Classical Piano Masterpieces"
Chord	DigiScore screen contains chord indications	Audio	Music CD or song in audio format
Finger	DigiScore screen contains fingering indications	MP3	Song in MP3 format

When selecting songs in folders

1. Touch the folder name.

2. Touch the folder name once again.

After a moment, a list of songs in the folder is displayed.

* You can also open a folder by touching the folder and then pressing the [▶ / ■ (Play/Stop)] button.
* Alternatively, you can open a folder by using the [◀◀ (Prev)] [▶▶ (Next)] buttons, the remote's [◀◀] [▶▶] buttons, or the [Value] dial to select a folder, and then pressing the [▶ / ■ (Play/Stop)] button.

To exit the folder

1. Touch "Up" shown at the beginning of the list.

2. Touch "Up" once again.

- When you touch <All Song>, all of the songs in the genre you have selected are played in order, starting from the selected song. When the last song is finished, playback resumes from the first song in the genre.
- When you touch <Random>, songs selected from all of the internal songs are played in random order. When "Favorites" is selected as the genre, songs registered in "Favorites" are played back in random order.
  When "Ext Memory" or "CD" is selected as the genre, the songs in the folder appearing on the screen are played back in random order.

Playing back

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

The button indicator lights up, and playback of the song begins.

Button	Function	
[◀◀ (Prev)]	Moves to the beginning of the currently selected song. If you're at the beginning of the song, you'll move to the beginning of the previous song. Pressing this while the song is playing will rewind the song.	Pressing this while the [Menu] button's indicator is lit will move to the previous measure each time you press the button.
[▶▶ (Next)]	Moves to the beginning of the next song. Pressing this while the song is playing will fast-forward the song.	Pressing this while the [Menu] button's indicator is lit will move to the next measure each time you press the button.

Stopping the Song

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

The button indicator light goes out, and the song stops.

When the song is finished, playback stops automatically.

Press the [|◄◄ (Prev)] button to return to the beginning of the song.

Track Buttons (Accomp, Left, Right)

Each performance part of the song being played back is assigned to a track button. Use these buttons to select the performance parts that are muted or played. For more detailed information, refer to p. 116.

If the following screen appears

If you attempt to select a different song when a song has already been recorded, a screen like the following will appear.

If it is ok to delete the song you recorded, touch <OK>. If you don't want to delete the song, touch <Cancel> to cancel the song selection, and save the song you recorded (p. 134).

What is "New Song"?

"New Song" refers to a state in which no particular song is selected.

For example, when you're going to create a new song using the 16-track sequencer(p. 156), this is the state you need to start from.

In order to enter the "New Song" state, you can use one of the following methods.

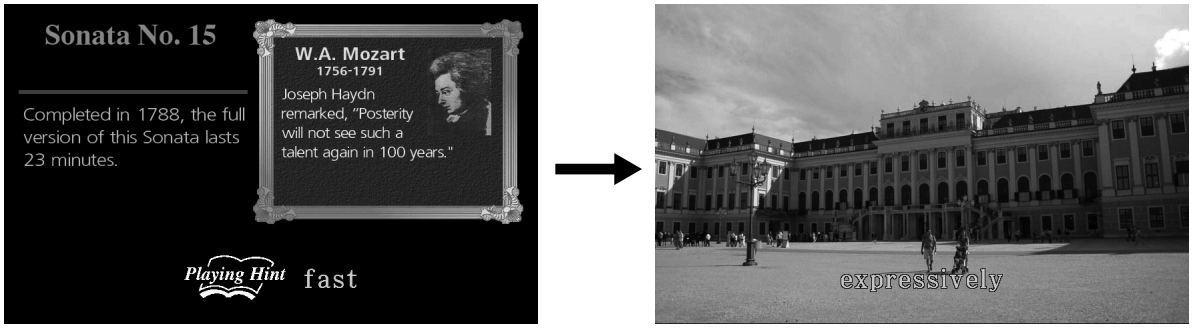
- In the song selection screen, press the [|◄◄ (Prev)] button after you've selected the first song in any of the genres.
- While holding down the [Song] button, press the [● (Rec)] button.

Viewing the Playing Hint

When you select a song that indicates **Hint** and press the [Slide Show] button so the button's indicator is lit, the screen will show information about that song and a profile of the composer. In addition, advice on how to play the song will be shown at the bottom of the screen.

This function is called "Playing Hint."

When you press the [Play/Stop] button to play the song, this advice will be shown at various points during the song.



Viewing Information About the Song

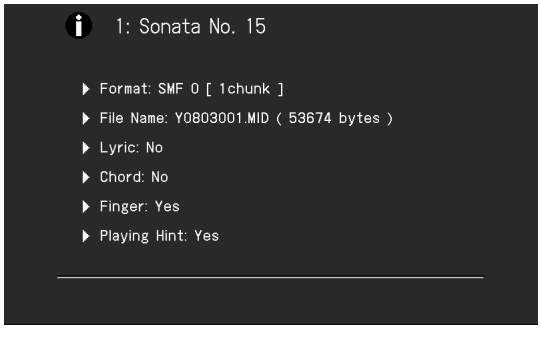
You can view information about the song, such as the file name and the data format.

1. In the Song selection screen, touch <File>.

The "Song File Menu" screen appears.

2. Touch <Information>.

The song information will be displayed.



3. Press the [Exit] button a number of times to return to the previous screen.

Saving a Song in “Favorites”

What are the “Favorites”?

“Favorites” refers to an area of memory in which you can store performances you’ve recorded on the RM-700 or have copied from a connected USB memory or CD-ROM.

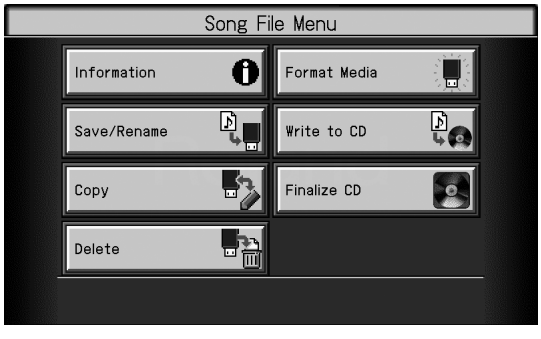
Songs you’ve copied to “Favorites” will be retained even after you turn off the power, so if you collect your favorite songs in “Favorites,” you’ll be able to easily select them when you want.

Saving an Internal Song to “Favorites”

1. **From the internal songs, select the song that you want to save to “Favorites” (p. 75).**

2. **Touch <File>.**

   The “Song File Menu” screen appears.



3. **Touch <Save/Rename>.**

   The “Save Song” screen appears.

Determining the Name of the Song to be Saved

* If you don't need to rename the song, proceed to step 8.

4. Touch <Rename>.

The "Rename" screen appears.

5. Touch [◄][►] to move the cursor.

6. Enter the desired characters.

Icon	Explanation
< ABC >–< YZ >	Enters a character at the cursor location. For example, each time you touch the <ABC> icon, the character to be entered will cycle in the order of A → B → C → A...
< A–a–0–! >	Cycles you through the available selections for the character type, in this order: "Uppercase letters," "Lowercase letters," "Numerals," "Symbols."
< Ins >	Insert a space at the cursor position.
< Del >	Delete the character at the cursor position.

7. When you've specified the desired name, press the [Exit] button.

Determining the Save Destination

8. Touch <Media> [◄][►] to select the "Favorites."

9. 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.

Save

10. Touch <Execute>.

The song will be saved.

NOTE

- Never turn off the power until saving has been completed.

Copying a Song from USB Memory to “Favorites”

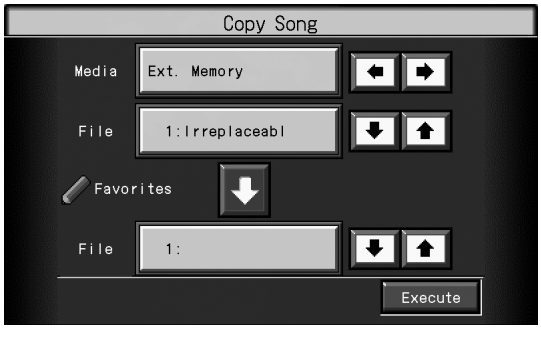
* Before you continue, connect the USB memory containing the song to the External Memory connector.

1. In the Song selection screen, touch <File>.

The “Song File Menu” screen appears.

2. Touch <Copy>.

The “Copy Song” screen appears.



3. Touch the <File> [▼][▲] to select the song you want to copy.

When “All” is selected, all of the songs on the USB memory are copied to “Favorites.”

4. Touch the large arrow icon in the center of the screen to make it point downward.

5. Touch Favorites <File> [▼][▲] 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.

6. Touch <Execute>.

The song(s) will be copied.

NOTE

- Never disconnect the USB memory or turn off the power while the “Executing...” indication is shown.

Changing the Tempo (Playback Speed) of a Song

Here's how to change the tempo of a song.

If a song is too fast for you to play or sing along comfortably, you can slow it down to a more comfortable tempo.

Changing the tempo (playback speed) will not affect the pitch. You can also change the tempo even while the song is playing.

In the case of a music CD or audio/MP3 format song, the playback speed will change.

1. Press the Tempo [Slow] [Fast] buttons to adjust the tempo (playback speed).

Pressing the Tempo [Slow] button will make the tempo slower, and pressing the Tempo [Fast] button will make the tempo faster.

- For an SMF format song, the tempo can be adjusted in a range of ♩=10–500.

- For a music CD song or an audio/MP3 format song, you can adjust the playback speed in a range of 75%–125% relative to an original playback speed of 100%.

2. To return to the normal tempo (playback speed) of the song, press the Tempo [Slow] and [Fast] buttons simultaneously.

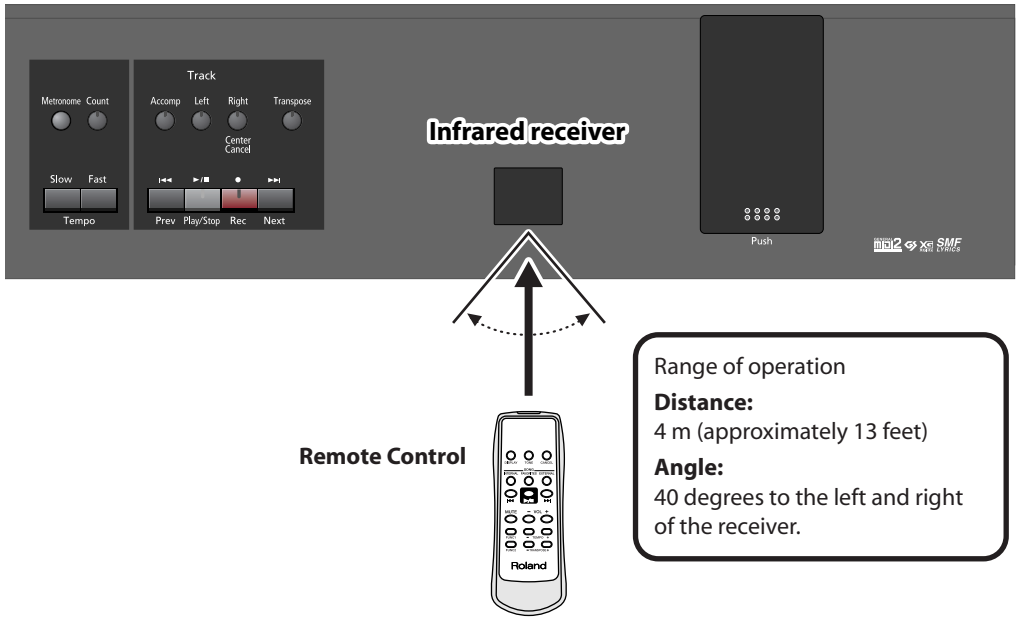
The "normal tempo (playback speed)" is the appropriate tempo that is pre-specified for each song.

Using the Remote Control

You can use the included remote control to easily start and stop performances and switch songs.

How to Use the Remote Control

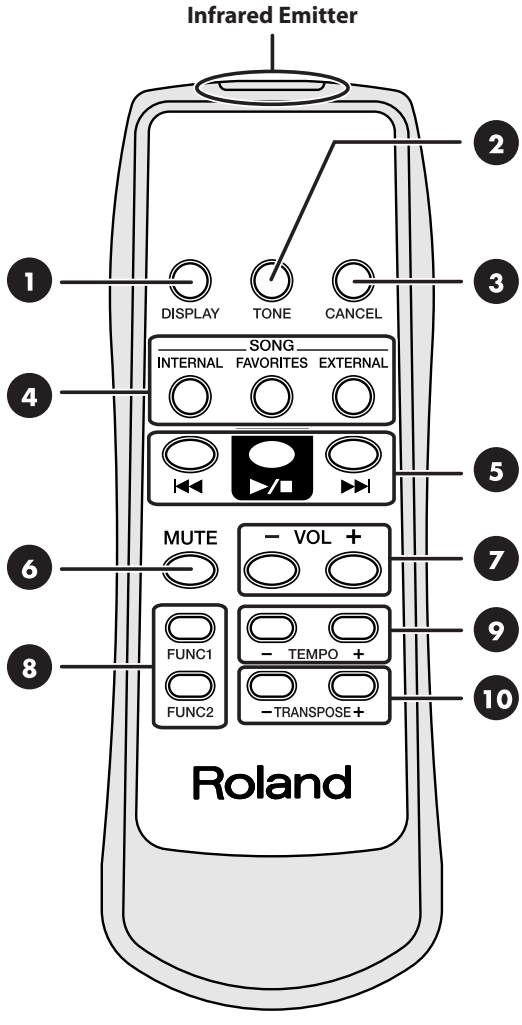
When using the remote control, aim the remote control at the infrared receiver, keeping in mind the range of operation (below).



Precautions Concerning Use of the Remote Control

- The remote control is able to transmit only one operation at a time.
- Even though you're using it within the normal recommended range, you may not obtain satisfactory results with the remote control if there are objects blocking its path, or if you're using it at an odd angle.
- It's possible that it won't work correctly if you're using it in the vicinity of equipment that emits infrared light, or if you're using other remote controls that make use of infrared light.
- The life of the battery depends on the amount and conditions of use. If the operational range of the remote control decreases, change the batteries.
- If you will not be using the remote control for a long period of time, remove the batteries.
- The remote's response may suffer if the remote's sensor is situated under spotlights or exposed to other such strong lighting

Button Functions



Button		Explanation
1	**DISPLAY**	Pressing this button cycles you through the available screens, like this: slide show → piano roll (classic) → piano roll (modern) → DigiScore → DigiScore + keyboard → the screen you specified in Video Out Mode (p. 195) → slide show →...
2	**TONE**	Each time you press this button, the sounds of the left-hand track and right-hand track will change.
3	**CANCEL**	The left-hand track and right-hand track will be the piano sound.
4	**INTERNAL**	This switches the genres of the internal songs.
	FAVORITES	Selects songs in the "Favorites."
	EXTERNAL	If USB memory, CD drive, or floppy disk drive is connected, pressing this button will select the connected media.
5	**I◀◀**	Pressing the [I◀◀] button at the beginning of the song selects the previous song. Pressing the [I◀◀] button at a point other than the beginning of the song returns you to the beginning of the song.
	► / ■	This starts and stops playback of the song. Playback alternately starts and stops each time you press the [► / ■] button. You can also assign functions to the button p. 184.
	►►I	When you press the [►►I] button, the next song is selected.
6	**MUTE**	This mutes all of the sounds.
7	**VOL -, +**	You can adjust the volume.
8	**FUNC1, FUNC2**	You can use the function assigned to these buttons. You can also change the function assigned to the button (p. 185).
9	**TEMPO -, +**	This adjusts the tempo. You can also assign functions to the button (p. 185).
10	**TRANSPOSE -, +**	This transpose the sounds from the keyboard and songs being played back. You can also assign functions to the button (p. 185).

Minimizing the Melody of a Music CD or Audio/MP3 Format Song (Center Cancel)

This function reduces the volume of the melodic portion when you play back an audio/ MP3 format song or a song from a music CD. This is convenient when you want to practice playing the melody or singing the vocal yourself.

MEMO The Center Cancel function can also be applied to the sound from a portable audio player connected to the Roland Audio Port (p. 195).

- If you want to play back a song from USB memory, connect your USB memory to the External Memory connector.
- If you want to play back a song from a CD-ROM or music CD, insert the CD into the CD drive.

1. **Select a song (p. 75).**

2. **Press the [Center Cancel] button so its indicator is lit.**
   The Center Cancel function is turned on.

3. **Press the [► / ■ (Play/Stop)] button so its indicator is lit.**
   The song will begin playing. The sound of the melody will be temporarily reduced.

4. **To cancel the Center Cancel function, press the [Center Cancel] button so its indicator is turned off.**
   The Center Cancel function is turned off.

NOTE

- Depending on the song, the melody may not disappear entirely.

Adding Effects to Microphone Vocals (Vocal Effect)

With a microphone connected, you can add effects to the microphone vocals.

Adding effects to the vocals is referred to as "Vocal Effect."

NOTE If you turn Vocal Effect on, "3D" (p. 44) will turn off.

Adding Harmony to Match the Song

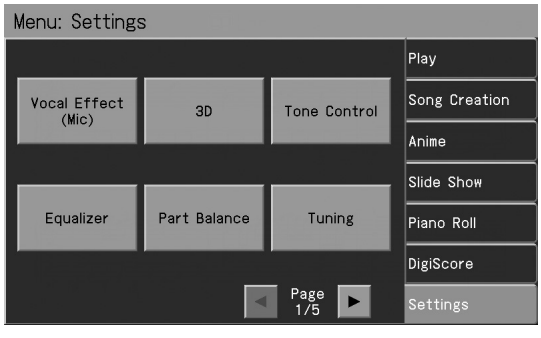
When you sing along with a song that has the " Chord " indication by its title, such as the internal songs or VIMA TUNES (CD-ROMs produced for VIMA), you can use the "Vocal Harmony" function, which uses the chord data included in the song to automatically generate harmony that is suitable for the song.

MEMO Unless you're playing back a song for which Chord appears next to its name, this function analyzes your keyboard performance to detect the chords you play, and automatically generates the most suitable harmony for those chords.

MEMO You can add a backing chorus in addition to the harmony effect. Refer to "Adding a Backing Chorus to the Harmony (Backing Choir)" (p. 175).

1. **Press the [Menu] button so its indicator is lit.**

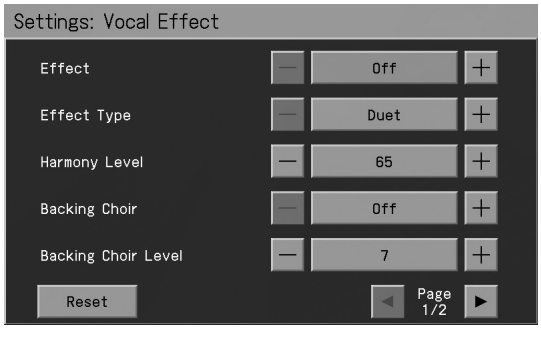
2. **Touch <Settings>.**



* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. **Touch <Vocal Effect (Mic)>.**

The "Vocal Effect" screen appears.



4. **Touch <Effect> — + to turn it "On."**

MEMO The task of switching on/off the Effect can be assigned to a pedal (p. 179).

5. Touch <Effect Type> [−] [+] to choose one of the following settings.

Setting	Explanation
Duet	One voice of harmony will be added to your vocal.
Trio	Two voices of harmony will be added to your vocal.
Quartet	Three voices of harmony will be added to your vocal.

MEMO The task of switching the harmony type can be assigned to a pedal (p. 179).

6. Touch <Harmony Level> [−] [+] to specify the volume of the harmony.

Setting
0–127

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

7. Press the [Exit] button when you've finished making settings.

8. Select a song that has the Chord indication.

9. Press the [►/■ (Play/Stop)] button to play the song.

10. Sing into the microphone.

Harmony appropriate for the song will be added to your voice.

Modifying Your Voice (Transformer)

Here's how you can transform a female voice into a male voice, or give your voice a robot-like character.

1. Perform steps 1–4 of "Adding Harmony to Match the Song."

5. Touch <Effect Type> [−] [+] to choose one of the following settings.

Setting	Explanation
Kids	Your voice will be given a child-like character.
Bear	Your voice will be given a character suggestive of a large animal.
Robot	Your voice will be given a robot-like character.
Duck	Your voice will be given a duck-like character.
Alien	Your voice will be given a character suggestive of a space alien.
Computer	Your voice will be given a computer-like character.
Female	A male voice will be given the character of a female voice.
Male	A female voice will be given the character of a male voice.
Pitch Correct	The pitch of your voice will be corrected to match the melody of the song. * If you select this setting, you won't hear the vocal from the microphone unless the song is playing.

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

6. Press the [Exit] button when you've finished making settings.

7. Sing into the microphone.

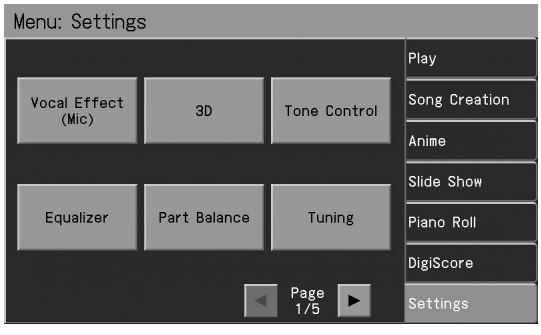
The effect will be applied to the sound from the microphone.

Adding Echo to Vocals (Echo)

You can add echo to vocals arriving via the microphone. This will make singing more enjoyable.

1. **Press the [Menu] button so its indicator is lit.**

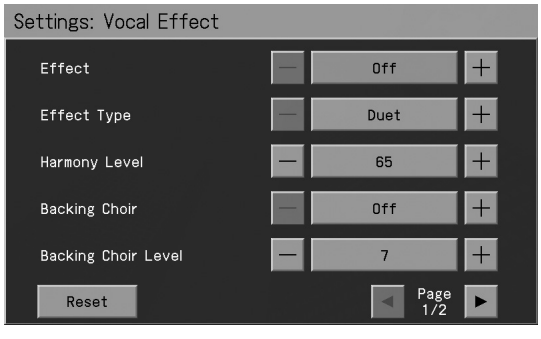
2. **Touch <Settings>.**



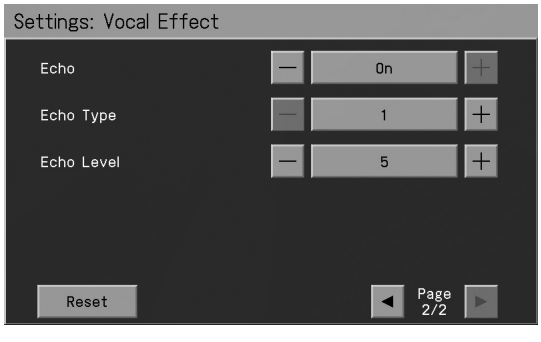
* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. **Touch <Vocal Effect (Mic)>.**

The "Vocal Effect" screen appears.



4. **Touch ◄ ► to change pages.**



5. **Touch <Effect Sw> — + to turn it "On."**

6. Touch <Echo Type> [−] [+] to choose one of the following settings.

Setting	Explanation
1	A beautiful reverberation will be added.
2	A karaoke-type echo will be added.

7. Touch <Echo Level> [−] [+] to adjust the depth of the echo.

Setting	Explanation
1–10	Higher values produce a greater amount of echo.

8. Press the [Exit] button when you've finished making settings.

9. Sing into the microphone.

The specified echo will be applied to the sound from the microphone.

Playing Photos Automatically (Slide Show)

"Slide Show" is a function that switches between images at a specified interval of time. By displaying images while a song plays, you can enjoy music and images simultaneously.

The slide show can also be viewed on an external display or television connected to the RM-700.

MEMO While a Slide Show is being displayed, pressing the [Exit] button will return the RM-700's own display to its previous screen while leaving the Slide Show visible on an external display.

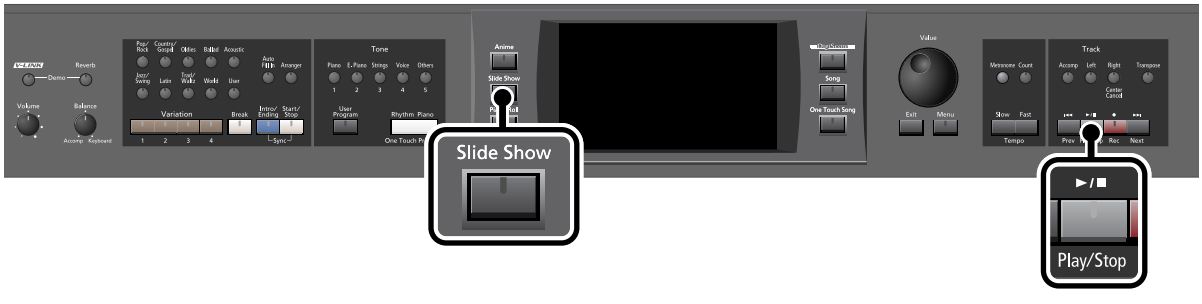
MEMO You can specify how the transition will occur between images (photos) in the slide show. For details, refer to "Selecting the Type of Slide Show (Type)" (p. 173).

Enjoying a Slide Show Along with Internal Songs or VIMA TUNES

You can watch a slide show while listening to one of the RM-700's internal songs or VIMA TUNES (CD-ROMs produced for VIMA).

The RM-700's internal songs provide slide show images that are appropriate for each song.

This means that when you play back an internal song, a slide show suitable for that song can be automatically shown on the display. Songs on VIMA TUNES (CD-ROMs produced for VIMA) also provide slide show images suitable for each song, making it easy for you to enjoy a slide show without having to provide your own images.



1. **Select an internal song or a VIMA TUNES song (p. 75).**
2. **Press the [Slide Show] button so its indicator is lit.**
3. **Press the [► / ■ (Play/Stop)] button to play back the song.**
   A slide show suitable for the character of the song will be shown on the display.
4. **To stop slide show, press the [Slide Show] button to turn off its indicator.**
5. **Press the [► / ■ (Play/Stop)] button to stop the song.**

MEMO

- If you play back a song that does not have slide show images (such as a song you recorded), the default slide show will appear.

Selecting the Type of Image Used for the Slide Show (Picture Category)

The slide show images built into the RM-700 are organized into several "categories" according to the depicted object or the atmosphere of the image.

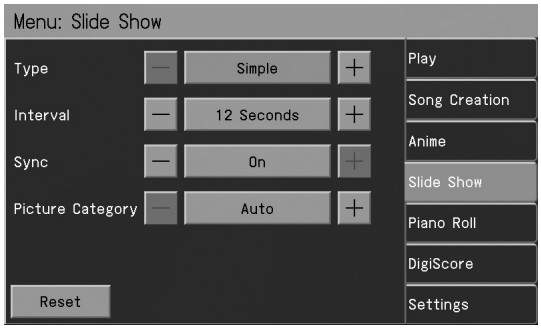
The internal songs and VIMA TUNES (CD-ROMs produced for VIMA) songs specify slide show images that are suitable for the mood of that song, but you can also switch categories to enjoy slide shows that are different than usual.

1. Press the [Menu] button so its indicator is lit.

2. Touch <Slide Show>.

The "Slide Show" screen appears.

MEMO Press the [Slide Show] button so its indicator is lit, and then press the [Menu] button so its indicator is lit; the "Slide Show" screen will appear.



3. Touch <Picture Category> [−] [+] to switch the category.

Category	Explanation
Auto	The slide show images specified for each song will be used.
1: Kids, 2: Animal, 3: Goods, 4: Love, 5: Dream, 6: Abstract, 7: Urban, 8: Sea, 9: Summer, 10: Sunset, 11: Star, 12: Sky, 13: Nature, 14: Sad, 15: Heal, 16: Japan, 17: Enka, 18: Mountain, 19: River, 20: Tree, 21: Flower, 22: Bar, 23: Morning, 24: Rain, 25: Rock, 26: Holiday, 27: Winter, 28: Europe	

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

4. Press the [Exit] button when you've finished making settings.

MEMO

- For information on the other parameters that can be set in the "Slide Show" screen, refer to "Slide Show Settings" (p. 173).

Watching a Slide Show with Digital Camera Photos

Photos of your vacation or family pet can be shown in the display as a slide show. They can also be shown on the larger screen of a television or display connected to the RM-700.

Simply use a USB cable included with your digital camera to connect your digital camera to the RM-700.

You can perform while displaying the slide show, or play back a song to add background music.

Image data that can be displayed	
Size	Recommended: 640 x 480 pixels or smaller and 200 kilobytes or less (Images of 1280 x 960 pixels or smaller and 400 kilobytes or less are supported) * If you are taking photographs for the purpose of displaying them on the RM-700, we recommend that you set your camera to an image size of 640 x 480 pixels beforehand. * Taking a photograph at a resolution that is larger than recommended will not improve the quality of the image shown in the screen. In addition, a resolution that is higher than the screen size will mean that the amount of data is unnecessarily greater, lengthening the time required to switch to the specified image.
Format	JPEG format (.JPG)

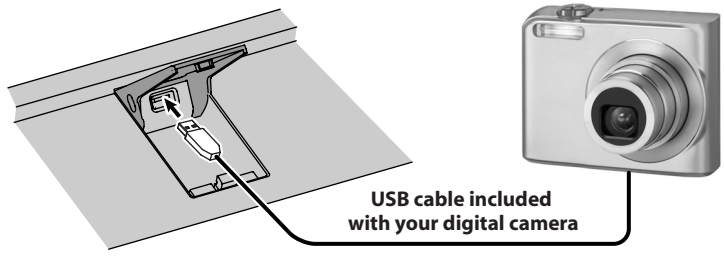
MEMO

You can only connect a digital camera that supports USB mass storage class or PTP format. For details, refer to the owner's manual of your digital camera.

1. **Make sure that your digital camera contains the photos you want to view as a slide show.**

2. **Select the song that you want to play (p. 75).**

3. **Use a USB cable to connect your digital camera to the RM-700's External Memory connector.**



4. **Press the [Slide Show] button so its indicator is lit.**

5. **Press the [► / ■ (Play/Stop)] button so its indicator is lit.**

   The photos in your digital camera will be displayed as a slide show.

   When all of the photos have been displayed, the slide show will begin again from the first photo.

NOTE

- You can't operate the digital camera from the RM-700.

Watching a Slide Show with Photos Saved on USB Memory

Photos (images) saved on USB memory can be displayed as a slide show.

1. On your computer, prepare the images that you want to display.

Image data that can be displayed	
Size	800 x 480 pixels (recommended) (Images of 1280 x 960 pixels or smaller and 400 kilobytes or less are supported) * If you use images that are larger than the recommended size, it may take longer to switch images.
Format	JPEG format (.JPG)

2. Connect the USB memory to your computer, and create a folder named "_PICTURE" on the USB memory.

3. Place the images you want to display in the "_PICTURE" folder.

4. Connect the USB memory containing the images you want to display to the RM-700's External Memory connector.

5. Select the song that you want to play, and play back the song.

6. Press the [Slide Show] button so it's lit.

The images in the USB memory will be displayed as a slide show on the display.

NOTE

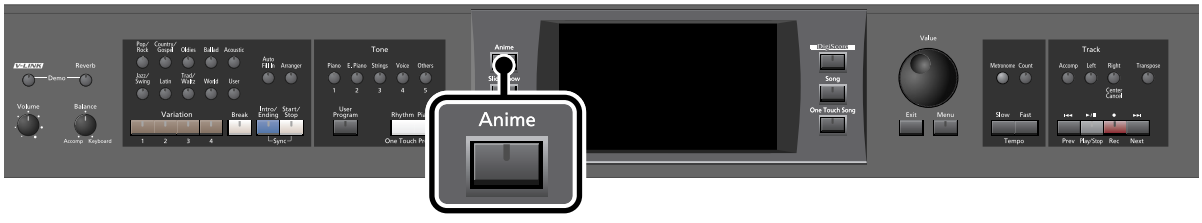
- Some images may not be displayed in the slide show if 500 or more images are contained in a single folder.

Having the Image Change According to Your Performance (Anime)

"Anime" is a special effect that displays graphics or text on the screen in synchronization with your keyboard performance or the sounds of the song that is playing, and moves the graphics or text while they gradually disappear.

The Anime effect can also be used together with the Slide Show.

When you're performing along with a song, you can create even greater visual impact by adding animation to the successively changing images.

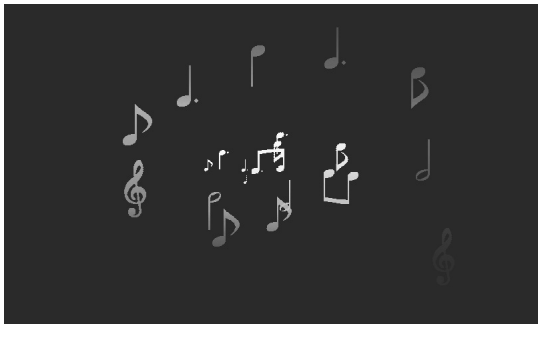


1. Press the [Anime] button so its indicator is lit.

Anime effect will turn on.

2. Play the keyboard or play back a song (p. 75).

Each time you play a key, graphics or text will appear, and will move around the screen as they gradually disappear.



3. To stop using Anime effect, press the [Anime] button to turn off its indicator.

NOTE

- Even if you switch the slide show type (p. 173) while the Anime effect is operating, the change will not be reflected.

MEMO

- You can assign the pedal to control the Anime effect. For details, refer to "Assigning the Function of the Pedals (Left Pedal/Center Pedal/Expression Pedal)" (p. 179).

Changing the Anime type

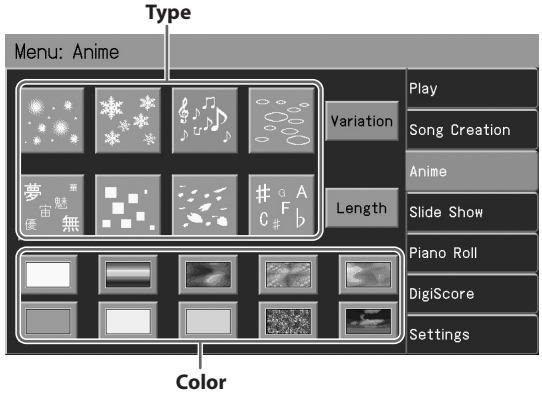
You can change the graphics or text and the color and type of the characters that are shown in the display by the Anime effect.

1. Press the [Anime] button so its indicator is lit.

2. Touch <Anime>.

The "Anime" screen appears.

MEMO Press the [Anime] button so its indicator is lit, and then press the [Menu] button so its indicator is lit; the "Anime" screen will appear.



3. Touch the screen to choose the Type and Color.

* You can switch the variation type by touching <Variation> so the button is lit. For each type, "variation types" with differing types of change are provided.
* Each time you touch <Length>, the button color will change in the order of Orange → Red → Gray (normal) → Orange... When the button is Orange or red, the Anime effect will operate as follows.

Orange	The graphics or text in the screen will move faster, and the time until they fade and disappear will also be shorter.
Red	The graphics or text in the screen will retain their original clarity until they disappear abruptly.

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

5. Play the keyboard or play back a song.

The "Anime" effect will operate with the type and color you specified.

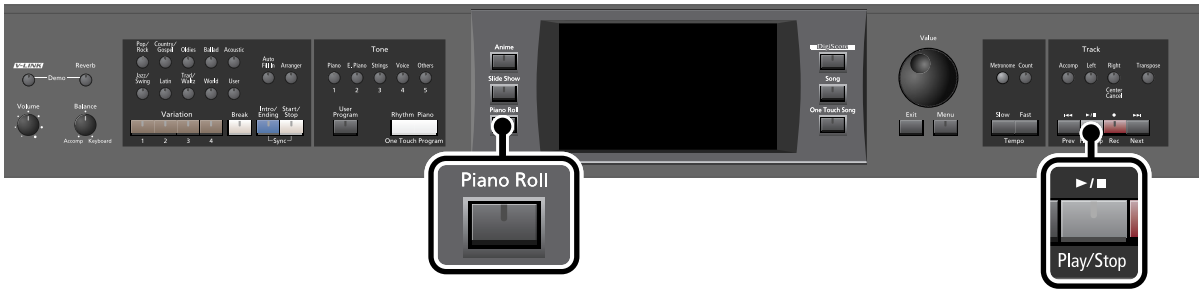
Watching the Notes while a Song Plays (Piano Roll)

The RM-700 provides an on-screen simulation of a player piano.

When you play back a song while viewing the classic-type piano roll screen, the on-screen keyboard will move automatically and the notes will be shown in the screen. This provides a visual indication of the pitch and duration of each note. For even more enjoyment, the RM-700 also provides Roland's own modern-type piano roll screen which lets you change the background image (wallpaper) and specify how the notes will appear.

The piano roll screen can be shown not just in the RM-700's built-in display but also on a large external display or television so that everyone can enjoy it.

NOTE You can't display the piano roll screen for a song from a music CD and an audio/MP3 format.

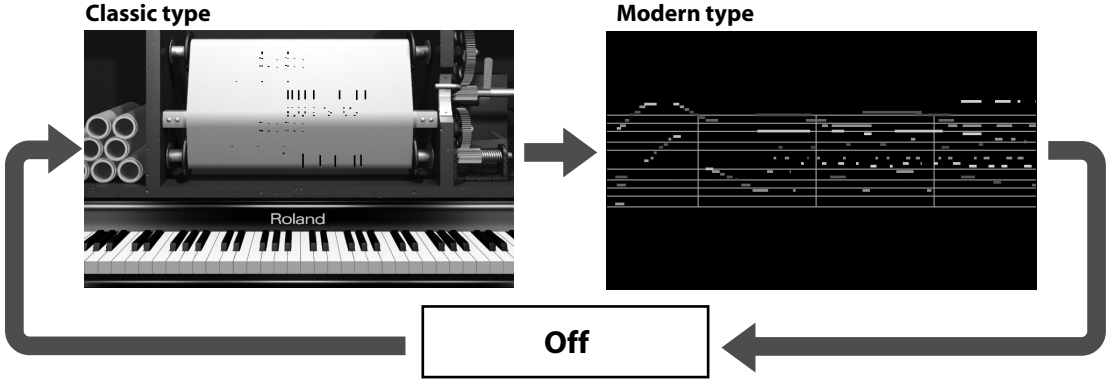


1. Press the [Piano Roll] button so its indicator is lit.

The Piano Roll screen appears.

2. Press the [Piano Roll] button to switch the type of piano roll screen.

Pressing the [Piano Roll] button repeatedly cycles you through the available choices for the piano roll screen, in this order: piano roll screen (classic type) → piano roll screen (modern type) → piano roll screen off → piano roll screen (classic type),... etc.



3. Press the [► / ■ (Play/Stop)] button to play back the song.

The song will play, and the notes will be shown in the screen.

MEMO Even while the song is playing, you can press the [Piano Roll] button to switch the type of piano roll screen.

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

NOTE

- If Drums or SFX are selected as the sound, the on-screen keys will not move when you play the keyboard.

MEMO

- You can change the color of the piano for the classic type piano roll screen, and switch the background image or display method for the modern type piano roll screen.

  → "Piano Roll Screen Settings" (p. 174)

Playing in a Wonderland of Sound

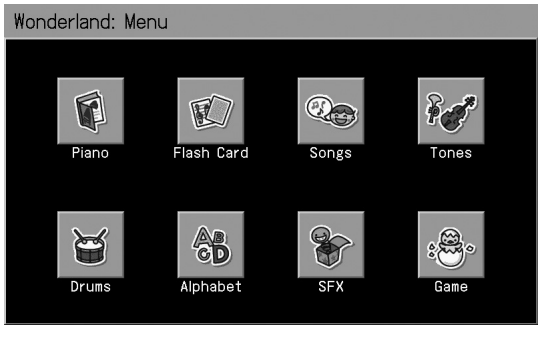
"Wonderland" allows children to experience a variety of sounds and internal songs with easy operation and enjoyable animation.

1. Press the [Menu] button so its indicator is lit.

2. Touch <Play>.

3. Touch <Wonderland>.

The Wonderland Menu screen appears.



4. Touch the screen to select an item.

Item	How it is used
Piano	Learn how the piano is constructed.
Flash Card	In this game, you play the notes shown on the cards.
Songs	Listen to the internal songs.
Tones	Select a picture of an instrument to hear the sound of that instrument. Play the keyboard to play the selected instrument.
Drums	Select a picture of a percussion instrument to hear the sound of that instrument. Play the keyboard to play the selected percussion instrument.
Alphabet	Use the keyboard to become familiar with the alphabet.
SFX	Listen to a wide variety of sound effects.
Game	In this game, you try to the tone name, chords, and rhythms that you hear.

5. Try playing as you view the screen.

6. To exit Wonderland, press the [Exit] button a number of times.

Playing Songs Using the Lesson Functions (Visual Lesson)

You can enjoy your practices with the RM-700's Lesson function (Visual Lesson).

Play along with the accompaniment, and your score appears in the display showing how well you played. In addition, in the Check screen you can see the results shown as notation, allowing you to confirm just what you played.

You can select the course and practice songs to match your current abilities. You can also supplement your stock of practice songs with additional music files.

1. **Press the [Menu] button so its indicator is lit.**

2. **Touch <Play>.**

3. **Touch <Visual Lesson>.**

The "Visual Lesson" screen appears.

Selecting the Course

4. **Touch the screen to select the course that you want to practice.**

Selecting the Song

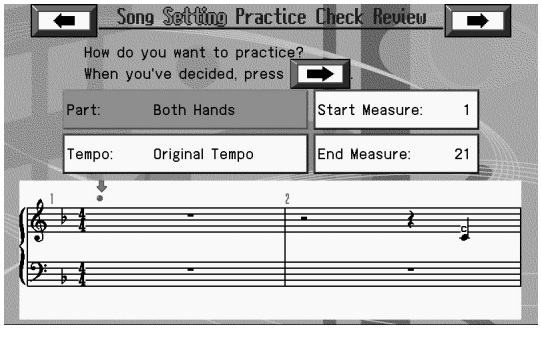
5. Touch the screen to select the song that you want to practice.

- You can audition the sound by pressing the [►/■ (Play/Stop)] button.
- You can adjust the tempo by pressing the Tempo [Slow] [Fast] buttons.
- You can also play the metronome sound by pressing the [Metronome] button.

6. When you've selected a song, touch ➡ in the lower right of the screen.

* If you selected <Beginner> or <Challenge>, proceed to step 8.

If you selected <Repertoire>, a screen like the following appears.

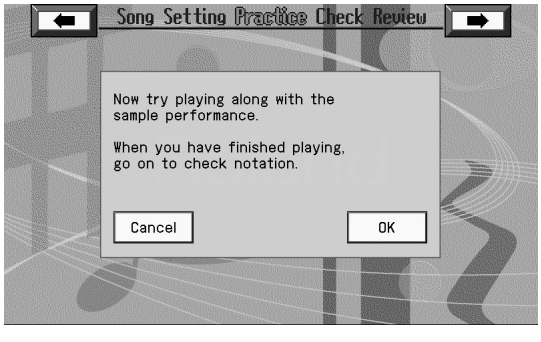


7. Touch the item to be specified, and set the value with the [Value] dial.

Item	Value	Explanation
Part	Both Hands, Right Hand, Left Hand	This selects the part to be practiced.
Tempo	Much Slower, Slower, A Little Slower, Original Tempo	This sets the tempo for your practice.
Start Measure	(song top) –	This sets the starting measure.
End Measure	– (song end)	This sets the ending measure.

8. After you've specified the various items, touch ➡ in the center of the screen.

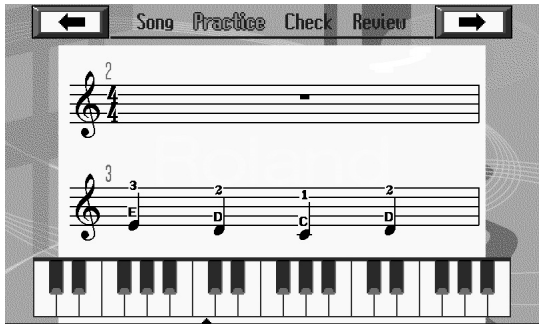
The following screen appears.



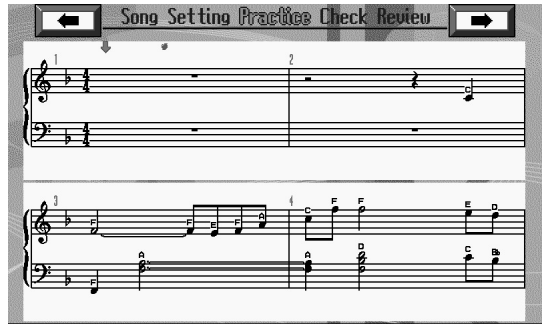
9. After reading the message in the screen, touch <OK>.

The notation will appear and the accompaniment will start.

<Beginner>



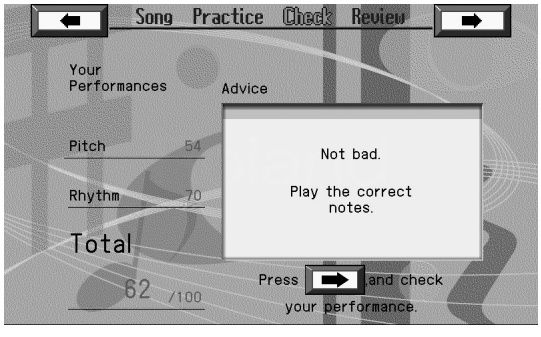
<Challenge> / <Repertoire>



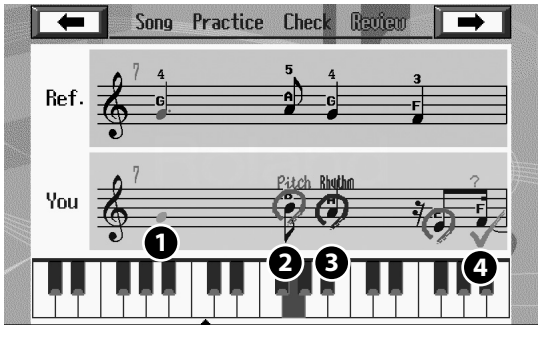
10. Play along with the accompaniment.

* If you stop playing before the end of the song, the song playback stops, and the screen showing the graded result appears.

When you finish playing, your performance will be scored.



11. Touch at the bottom of the screen to see how well you did.



1 Grayed Out
The proper note was not played.

2 Pitch (Red)
The pitch was incorrect.

3 Rhythm (Blue)
The timing of the accent was off.

4 ? (Green)
A note not in the notation was played.

- If you touch either "Ref.(reference)" or "You" and then press the [▶ / ■ (Play/Stop)] button, the performance of the selected part will be played back.
- If you touch either "Ref." or "You" and then turn the [Value] dial, you'll be able to hear the notes of the selected part while checking your results.
- You can touch a note to hear that note play.
- You can drag over the notation to play back the part for the region over which you dragged.
- You can play the keyboard to verify the key for a note. (Beginner course only)
- Press the [◀◀ (Prev)] button, the notation is switched, and going back one measure in the notation each time the button is pressed.
- Press the [▶▶ (Next)] button, the notation is switched, and advancing one measure in the notation each time the button is pressed.

12. Touch in the upper right of the screen.

The following screen appears.

<Beginner> / <Challenge>

<Repertoire>

13. Touch the item that you want to choose next.

- If you want to practice the same song again, touch <Try Again>.
- If you want to practice another song, touch <Song Select>.
- If you want to change the settings for the lesson content, touch <Setting>. (Repertoire course only)
- If you are finished with Visual Lesson, touch <Exit>.
- You can touch <Export> to save your performance result as an image file. For details, refer to “Saving Notations as Image Data” (p. 111).

Practicing with Internal Songs and Songs on USB Memory

Not only can you practice the songs prepared for use in Visual Lesson, you can also practice other RM-700 internal songs and songs saved on USB memory.

* When practicing songs saved on USB memory, be sure to have the USB memory connected to the RM-700's External Memory connector first.

MEMO

If you want to use a song on USB memory with Visual Lesson, use parts 3 and 4 to record the parts you'll be practicing, and use part 2 and parts 5–16 to record the accompaniment.

NOTE

You can't use Visual Lesson with a music CD or an audio/MP3 format song.

1. In the practice song selection screen, touch <Preset/File>.

A screen will appear, allowing you to select internal songs or USB memory songs.

* If you touch <Lesson Song>, you'll return to the screen where you can select a practice song for Visual Lesson.

2. Touch ◀ ▶ to select a genre.

3. Touch a song name to select a song.

- You can scroll the list by touching the scroll bar and sliding it up or down.
- You can switch pages by touching ▲▲ ▼▼.

NOTE

- Depending on the data size of the song, it may not play all the way to the end when using Visual Lesson. In such cases, you'll need to reduce the data size of the song by using the functions described in "Editing Songs" (p. 163). One solution would be to extract the portion that you want to practice.

Splitting the Keyboard Into Two Sections for Four-Hand Performances (Twin Piano)

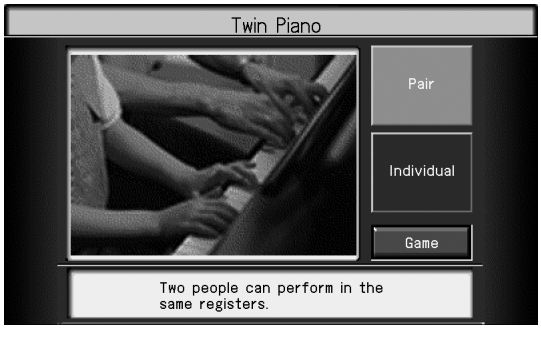
You can divide the keyboard into two separate sections, allowing two people to perform in the same registers.
By dividing the keyboard into two sections, you can use the instrument as though they were two pianos.
Even when playing in tandem, its easy to see whether or not the two players' performances are matching.

1. Press the [Menu] button so its indicator is lit.

2. Touch <Play>.

3. Touch <Twin Piano>.

The "Twin Piano" screen appears.



The following occurs with Twin Piano set to ON.

- The keyboard is divided into two sections which can be played with "Middle C" placed at the center of each section.
- The same tone (Superior Grd) is sounded by both sections.
- The right pedal now functions as the damper pedal for the right keyboard section, and the left pedal functions as the damper pedal for the left keyboard section.
- If you were performing using the split or layer feature before you turned on Twin Piano, the split or layer feature will be turned off.
- 3D and Damper Resonance will be off.

MEMO After you've turned Twin Piano on, you can press the [Tone] button to switch sounds.

4. To exit Twin Piano, press the [Exit] button.

Changing the Way in Which the Sound is Heard (Twin Piano Mode)

You can choose one of two ways in which the sound will be produced.

1. In the "Twin Piano" screen, touch <Pair> or <Individual> to select the Twin Piano mode.

Setting	Explanation
Pair	Notes played in the keyboard's right zone will be heard more loudly from the right speaker than from the left speaker. Conversely, notes played in the keyboard's left zone will be heard more loudly from the left speaker than from the right speaker.
Individual	Notes played in the keyboard's right zone will be heard only from the right speaker. Notes played in the keyboard's left zone will be heard only from the left speaker. * When you play the left keyboard area, sound will not be heard from the headphones connected to the right Phones jack. Similarly, when you play the right keyboard area, sound will not be heard from the left headphones. * Reverb will be off.

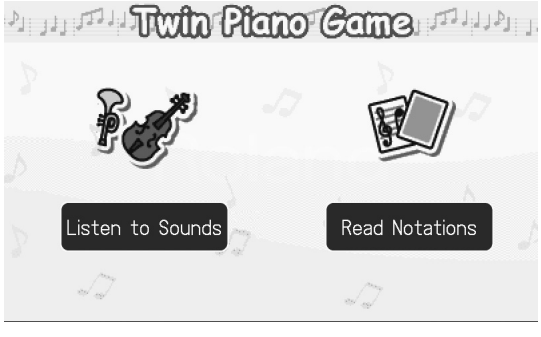
NOTE You will hear a clicking sound when you switch the Twin Piano Mode, but this does not indicate a malfunction.

Enjoying Twin Piano Games

The RM-700 features an ear training game that makes use of the Twin Piano function. You can enjoy games such as listening to notes played in the left part of the keyboard and playing the same notes in the right side, or displaying notes played in the left part of the keyboard on the screen and playing the same note in the right side, all while getting real ear training practice.

1. In the "Twin Piano" screen, touch <Game>.

The "Twin Piano Game" screen appears.



2. Touch either <Listen to Sounds> or <Read Notations> to select the desired game.

Game	How it is used
Listen to Sounds	After listening to the note for a key played by the player using the left section of the keyboard, the player on the right plays the note he or she thinks is the same. * Several seconds after the player on the left poses the question, the note played appears in the notation to provide a hint.
Read Notations	The player using the left section of the keyboard plays a note to pose a question. That note is indicated in the notation. The player on the right looks at the screen and then plays the note he or she thinks is the same. * The player on the left should continue holding down the key for several seconds after presenting the question. * No sounds are played when the player on the left presses the keys for the question

3. One person presses a key in the left part of the keyboard to present a question.

4. The other person responds by pressing a key in the right part of the keyboard.

Displaying the Notation (DigiScore)

The RM-700 can display notations not only for the internal songs, but for music files and performances recorded with the RM-700.

This is very convenient for performing while reading the music and for checking songs that have been recorded. When you play back a music file with lyrics, the lyrics appear on screen.

NOTE A notation cannot be displayed for a song from a music CD and an audio/MP3 format.

Selecting the song

- If you want to play back a song from USB memory, connect your USB memory to the External Memory connector first.
- If you want to play back a song from CD-ROM, insert the CD-ROM into your CD drive first.

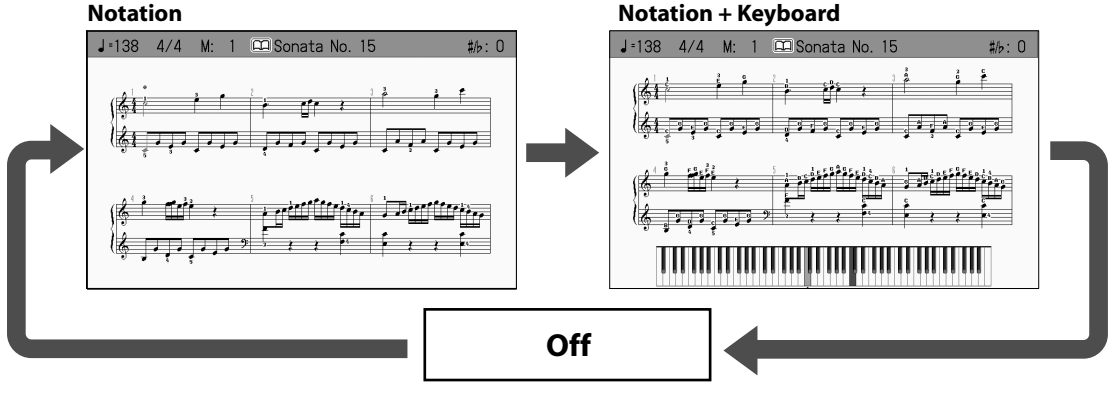
1. Select the song that you want to play back (p. 75).

2. Press the [DigiScore] button so its indicator is lit.

The notation of the selected song appears.

3. You can switch the type of notation screen by pressing the [DigiScore] button several times.

The RM-700 provides two types of notation screen. Each time you press the [DigiScore] button, the screen will change as follows.



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

The song will begin playing, and the notation pages will turn automatically as the song progresses.

5. Press the [► / ■ (Play/Stop)] button to stop the song.

Notes about the DigiScore

- In some internal songs, the fingering is displayed. The fingering numbers shown in the screen indicate one possible fingering.

MEMO You can add fingering numbers by using the Note Edit feature of the Song Edit function. For details, refer to "Editing Songs" (p. 163).

- Chord names can be displayed in some of the internal songs and recorded performances using the RM-700's Chord Sequencer (p. 162).
- When displaying the notation for a song from USB memory, or CD-ROM, or internal memory, it will take some time for the data to be read from USB memory, CD-ROM, or internal memory, so you may have to wait for a while before the notation appears.
- The displayed notation is generated from the music files, and gives priority to easy visibility in the screen rather than the accurate depiction of complex or sophisticated performances. For this reason, it may differ from commercially available printed scores. In particular, it is not suitable for depicting sophisticated or difficult pieces that require a detailed notation.
- In some cases, lyrics or notes in the notation screen may fall outside of the displayed area of the screen, and may not be visible.
- Notes will not appear in the screen if you select a part that contains no performance data. To change the part that's displayed, refer to "Detailed Settings for DigiScore" (p. 109).

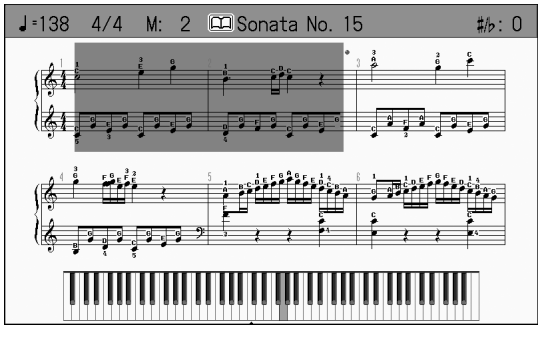
Touching Notes to Confirm the Sounds (Touch the Notes)

In the Notation screen, you can have notes played by touching the notes on the screen.

When you display the keyboard in the screen (p. 106), the keys on the keyboard for the notes you touch are then shown in the display. This allows you confirm notes by sight, sound, and touch.

If you drag your finger across the notation while the song is stopped, the portion you've dragged across will play back.

This allows you to easily play back phrases you like.



MEMO If you touch a note while the song is playing, the song will continue playing from the location you touched.

Scrolling the Notation Along with the Performances (Auto Sync DigiScore)

You can have the notation displayed in the screen scroll automatically as you play, even when the song is not being played back. No more frantically trying to turn to the next page in the notation while you are performing.

This also lets you play difficult passages more slowly and otherwise practice at your own pace.

* Auto Sync DigiScore is linked to the performance of the part shown in the screen. The notation does not scroll if you are playing a part that is not currently displayed.

When the Bouncing Ball is Blue

- Start playing at the point where the ball is bouncing.
- The bouncing ball follows along and the notation scrolls as you play.

When the Bouncing Ball is Red

- If nothing is played for a short while, the bouncing ball turns red. At this time, if you play a phrase near the position of the bouncing ball, the ball automatically moves to the point in the notation where you are playing.

When you play four or more notes while the bouncing ball is red, the ball moves to the point where you are playing.

When you play fewer than four notes, the bouncing ball does not jump to the new position, and the notation does not scroll.

The bouncing ball will move within the range of the notation displayed on the external display or television. If you start playing at a point that is not currently shown in the external display or television, the bouncing ball does not jump to the new position, and the notation does not scroll.

NOTE

- Under certain conditions, the bouncing ball may not move as expected.

MEMO

- You can change the Auto Sync DigiScore settings. Refer to p. 109.

Detailed Settings for DigiScore

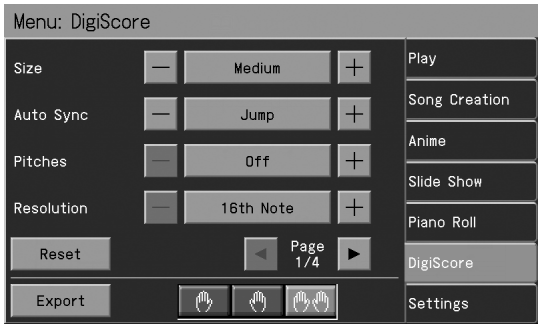
You can change the part appearing on the notation display and change the manner in which the notation is displayed.

1. Press the [Menu] button so its indicator is lit.

2. Touch <DigiScore>.

The "DigiScore" screen appears.

MEMO Press the [DigiScore] button so it's lit, then press the [Menu] button so it's lit; the "DigiScore" setting screen will appear.



You can select the parts to be displayed in the notation by touching the three icons at the lower left of the screen.

Icon	Description
	The upper part and lower part are displayed.
	The upper part is displayed.
	The lower part is displayed.

3. To change the setting, touch [−] [+] for the item you want to specify.

* Touch [◄] [►] to switch pages.

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

Item	Setting	
Size Sets the notation size.	Small, Medium, Large, Extra Large	
Auto Sync Sets the function whereby the notation screen scrolls automatically as you play, even if the song is not played back.	Off	The notation screen does not scroll automatically.
	Jump	The notation screen scrolls automatically. When the bouncing ball is blue, playback begins from the point in the notation where the ball is set. When the bouncing ball is red, and you start playing a phrase at a point in the notation close to where the ball is located, the ball moves to the point where you are playing. This position is determined after you play at least four notes of the phrase.
	Next Note	The notation screen scrolls automatically from the current position in the song as you play.

Item	Setting	
Pitches Sets whether or not the note names appear in the music. * The note name is not shown if the Size is set to "Small."	Off	Not displayed.
	C, D, E	The pitch names (C, D, E) are displayed.
	Do, Re, Mi (Fixed)	The pitch names (fixed Do) are displayed.
	Do, Re, Mi (Movable)	The syllable names (movable Do) are displayed.
Resolution Sets the minimum note length indicated in the notation.	16th Note	Notes down to sixteenth notes are indicated.
	32nd Note	Notes down to thirty-second notes are indicated.
Key Notation is displayed in the specified key.	Auto	Key is switched automatically.
	b x 5–0–# x 6	Notation is displayed in the specified key.
Lyrics This setting determines whether or not lyrics in songs that contain lyrics data appear in the notation.	On	The lyrics are displayed.
	Off	Not displayed.
Finger Numbers This setting determines whether or not the fingering in songs that contain fingering data appears in the notation.	On	The fingering is displayed.
	Off	Not displayed.
Chords This setting determines whether or not chord names in songs that contain chord data appears in the notation.	On	The chord names are displayed.
	Off	Not displayed.
Grand Staff Specify the parts that will be shown in the left-hand part notation and the right-hand part notation.	Upper & Lower	The right-hand part is shown in the upper part notation, and the left-hand part is shown in the lower part notation.
	Part 1–16	The performance of the selected part will be detected automatically, and shown in the right-hand part notation and the left-hand part notation.
Upper Part Selects the part to display when "Upper" is selected as the part to be displayed.	Right Track, Part 1–16	
Lower Part Selects the part to display when "Lower" is selected as the part to be displayed.	Left Track, Part 1–16	
Bouncing Ball This setting determines whether or not the animated ball is shown bouncing in time with the song as it is played back.	On	The bouncing ball is displayed.
	Off	Not displayed.
Clef R Determines whether treble or bass clef is shown in the notation for the right-hand part.	Auto	Display is switched automatically.
	G Clef	G (treble) clef is displayed in the notation.
	F Clef	F (bass) clef is displayed in the notation.
Clef L Determines whether a treble or bass clef is shown in the notation for the left-hand part.	Auto	Display is switched automatically.
	G Clef	G (treble) clef is displayed in the notation.
	F Clef	F (bass) clef is displayed in the notation.
Color Notation This settings determines whether or not the note in the current position is colored.	On	The note is displayed in color.
	Off	Not displayed.
Start Position This specifies the timing at which the notation will start to be displayed.	First Note	The notation will be shown from the first note.
	Song Top	The notation will be shown from the intro of the song.

MEMO If you save a song whose Key setting you've modified, the song will be saved at the specified key.

Saving Notations as Image Data

You can take notations that are displayed on the RM-700 and save them to external memories. You can also use saved image data to your computer.

NOTE You cannot save copyrighted song data.

NOTE Other than for your own personal enjoyment, use of the notations that are output without the permission of the copyright holder is prohibited by law.

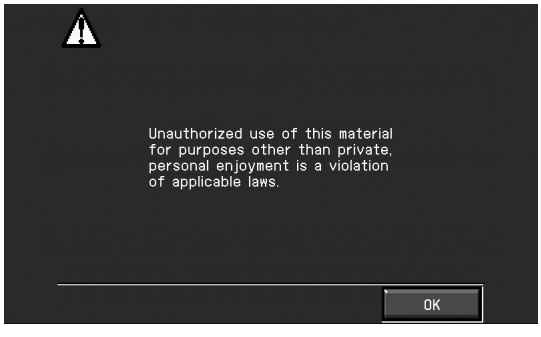
1. **Insert the USB memory onto which you want to save the image data in the RM-700's External Memory connector.**

2. **Select the song that you wish to play back (p. 75).**

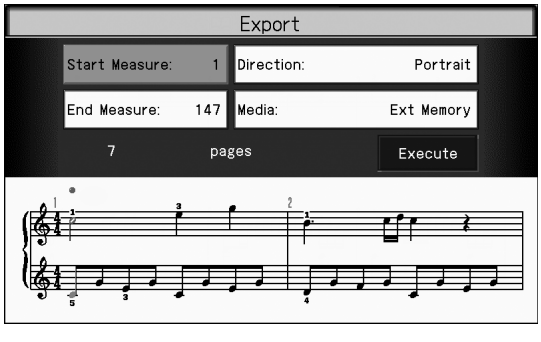
3. **Press the [DigiScore] button so its indicator is lit.**
   The notation of the selected song appears.

4. **Press the [Menu] button so its indicator is lit.**

5. **Touch <Export>.**
   The following message appears.



6. **Touch <OK>.**
   The following screen appears.



7. Touch the respective parameter and set the range of image data and other settings with the [Value] dial.

Item	Setting	Description
Start Measure	(song top) –	Selects the measure at which output begins.
End Measure	– (song end)	Selects the measure at which output ends.
Direction	Portrait, Landscape	Sets the orientation of the notation being output.
Media	Ext Memory, Disk	Selects the media for the save destination.

8. Touch <Execute>.

The notation is saved to the external memory as image data in BMP (bitmap) format.

NOTE Do not remove the external memory while "save" is in progress.

Saving Your Visual Lesson Performance Results

If you want to save your Visual Lesson performance results as graphic data, proceed as follows.

1. In step 12 of Visual Lesson (p. 102), touch <Export>.

2. Execute steps 5 through 8 of "Saving Notation as Image Data."

Adjusting the Tempo

This changes the song and Music Style tempos.

If songs seem difficult to play at their original speed, you may find it helpful to first practice with the tempo slowed down. Then, after becoming more familiar with the song, you can practice it at a gradually faster tempo.

Changing the tempo has no effect on the pitch of the notes. And you can change the tempo even when the song is in progress.

1. Adjusting the Tempo with the Tempo [Slow] [Fast] buttons.

Pressing the Tempo [Slow] [Fast] buttons simultaneously returns the selected Music Style or song to the basic tempo.

The value of the tempo currently set (10–500 beats per minute) can be checked in the screen.

Using the Pedal to Set the Tempo (Tap Tempo)

You can specify the tempo by pressing the pedal at the desired interval. This function is called "Tap Tempo."

By using the Tap Tempo function, you can quickly set the tempo you are thinking of, without specifying the tempo in numerical terms.

Assigning Functions to the Pedals

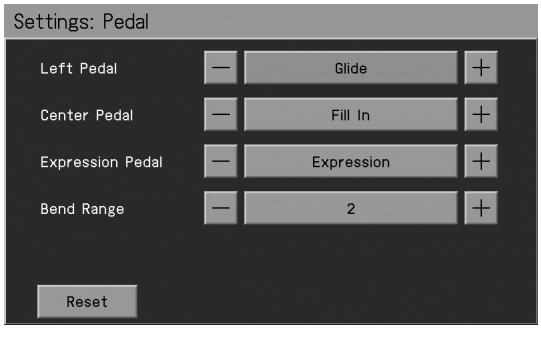
1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Pedal>.

The "Pedal" screen appears.



4. Touch <Left Pedal> or <Center Pedal> — + to select "Tap Tempo."

NOTE The pedal to which the "Tap Tempo" function is assigned will no longer operate as a piano performance pedal (soft pedal or sostenuto pedal).

5. Press the [Exit] button when you've finished making settings.

Specifying the Tempo

6. Press the pedal to which you assigned "Tap Tempo" two or more times.

The tempo will be set to the interval at which you pressed the pedal.

Playing Back at a Fixed Tempo (Tempo Mute)

If a song has tempo changes, it helps to practice the song first at a steady tempo. Overriding tempo changes is called "Tempo Muting."

1. Hold down the [► / ■ (Play/Stop)] button and press one of the Tempo [Slow] [Fast] buttons.

When tempo muting is in effect, the tempo display appears in reverse video.

Cancel the Tempo Mute Setting

1. Hold down the [► / ■ (Play/Stop)] button and press one of the Tempo [Slow] [Fast] buttons.

Tempo muting is canceled.

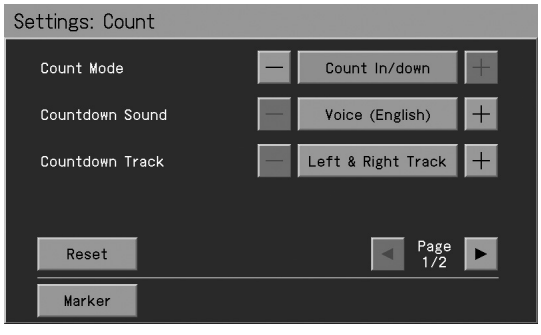
* Tempo Mute will also be cancelled when you select a different song.

Match the Tempo Before You Begin Playing (Count In)

When you're playing along with a song, you can listen to the tempo before you start playing by adding a count-in.
This audible count before the song playback is called a "Count In."

1. Press the [Count] button so its indicator is lit.

The "Count" screen appears.



* Touch ◄ ► to switch pages.

2. Touch <Count Mode> — + to set this to "Count In" or "Count In/Down."

With this setting, two measures count down before the song playback starts.

Cancelling the Count In

1. Press the [Count] button so its indicator is turned off.

By pressing [Exit] instead of the [Count] button, you can close the Count settings screen without cancelling the count.

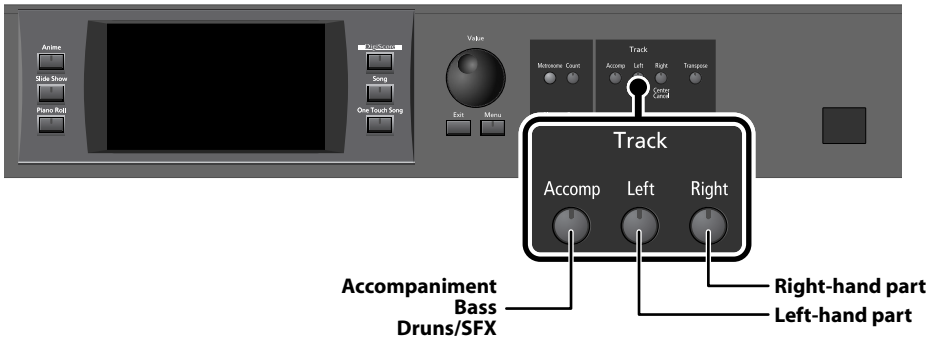
MEMO

- You can have a count sound be played before the song starts playing back by holding down the [|◄◄ (Prev)] button while you press the [►/■ (Play/Stop)] button.The status of the Count settings won't be affected by your use of this procedure.
- For more about other settings on the Count settings screen, refer to "Changing the Settings for the Count" (p. 171).

Muting Some Parts Before Playing (Track Buttons)

With commercially available music files for piano lessons, the part for each hand can be played back independently. This makes it easy to practice hands separately. For example, you can follow along with your right hand while you listen to that same right-hand part be played, or you can practice the left-hand part while the right-hand part plays.

A music file for piano lessons may be assigned to the Track buttons as shown below.



By using these Track buttons, you can eliminate the sound of specific parts. This is referred to as "muting."

By recording your own performances to the Track Buttons in this fashion, you can mute parts the same way. For details, refer to "Recording While Selecting the Track Buttons (Redoing Recordings)" (p. 131).

NOTE You cannot mute individual parts separately in audio/MP3 format or music CD song.

MEMO If a single Track button includes more than one instrument and you want to mute just one of those instruments, refer to "Modifying the Settings of Each Part" (p. 157).

MEMO When playing back SMF files for Roland Piano Digital series instruments, and the [Left] button and [Right] button do not correctly control the lower/ upper performances, please change the "Track Assign" settings.
Please refer to "Changing the Parts Assigned to the Track Buttons During SMF Playback (Track Assign)" (p. 182).

1. Select the song that you wish to play back (p. 75).

Selecting the Part that You'll be Playing

2. Press any one of the Track buttons to make the button's indicator light go dark.

The sound for the selected part no longer plays.

For example, when practicing the right hand, press the [Right] button.

When you play back the song, the right-hand performance will not sound.

Practice your right-hand performance along with the left-hand playback.

Playing Back a Song

3. Press the [► / ■ (Play/Stop)] button so its indicator is lit.

The song will begin playing back.

The part you selected in step 2 will not sound. Once again press the button you selected in step 2.

The button's indicator will light up, and the part will be heard once again. Even while the song is playing, you can press the track buttons to mute or un-mute the sound.

Stopping the Song

4. Press the [► / ■ (Play/Stop)] button so its indicator is turned off.

The song will stop.

Using the Sound of a Specific Part as a "Guide" (Mute Volume)

If desired, you can specify that the sound of a track will play at a reduced volume rather than going completely silent when you press a track button and turn off its indicator.

This setting lets you play a specific part at a reduced volume and use it as a "guide" for your playing.

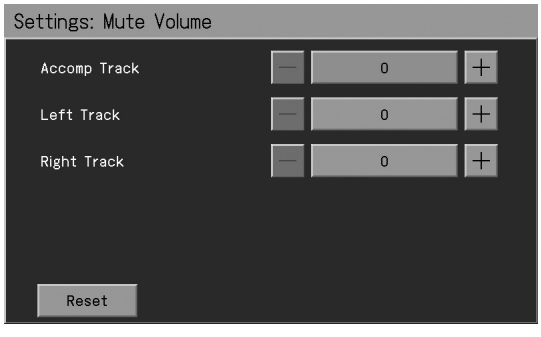
1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Mute Volume>.

The "Mute Volume" screen appears.



4. Touch — + for <Accomp Track>, <Left Track>, or <Right Track> to specify the volume for each track when it is muted.

Value
0–80

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. Press the [Exit] button when you've finished making settings.

Setting Markers for Repeated Practice (Marker)

By setting markers at points in a song that you want to practice repeatedly, you can then easily go to and repeat play back of the selected measures.

Placing a Marker within a Song

You can place two separate markers (Marker A and Marker B) in one song. These markers are placed at the beginning of a measure. Placing markers is a handy way to start playback at the same place as many times as you like. You can add markers or move to a marker even while playback is in progress.

1. **Select the song in which you'll set the markers (p. 75).**

2. **Press the [Menu] button so its indicator is lit.**

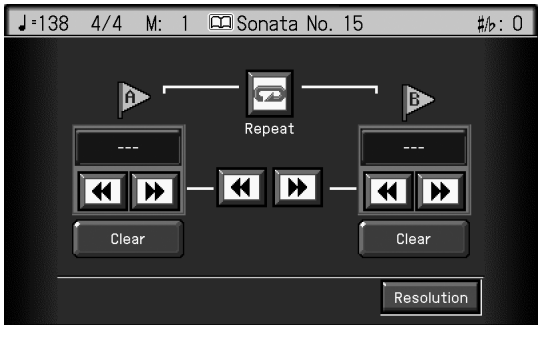
3. **Touch <Settings>.**

   * The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

4. **Touch <Marker>.**

   The Marker screen appears.

   MEMO You can also access the Marker screen by touching <Marker> in the "Count" screen (p. 115).



Placing Markers

5. **Go to the measure where you want to set a marker using the [I◄◄ (Prev)] and [►►I (Next)] buttons.**

   The measure number shown in the upper part of the screen will change.

6. **Touch <- - -> for Marker A.**

   Marker A is placed at the beginning of the measure you selected.

   "- - -" on the screen will change to the number of the measure where you placed the marker.

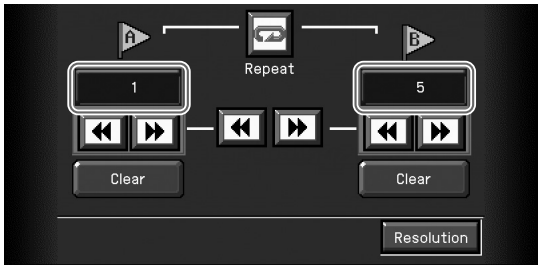
7. **In the same way, touch the Marker B <- - -> to set Marker B.**

   Marker B is placed.

   * It is not possible to assign marker B to the same location or a measure before marker A.

Playback from a Marker Location

1. **At the marker screen, touch the measure number of the marker you want to go to.**



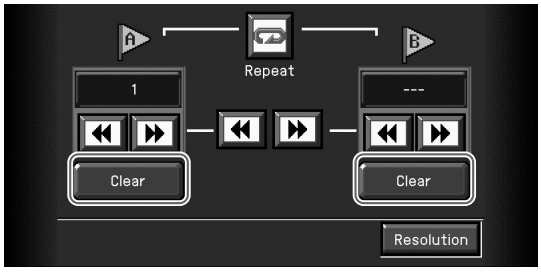
Playback will start from wherever Marker A or Marker B are set.

When you play the song, playback starts from the position of the marker.

With the song playing back, playback will continue if you touch Marker A or Marker B on the Marker screen.

Erasing a Marker

1. **Touch <Clear> for the marker you want to erase.**

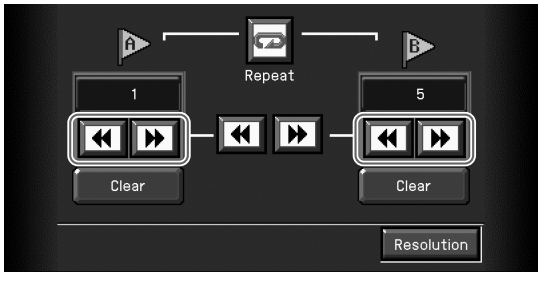


The marker disappears and the on-screen display changes to "- - -."

Moving a Marker

You can move a marker that has been placed in a song. You can also move the section of music defined by Markers A and B forward or back, without changing the number of measures of marked.

1. **In the Marker screen, touch ◀◀ or ▶▶ for the marker to be moved.**

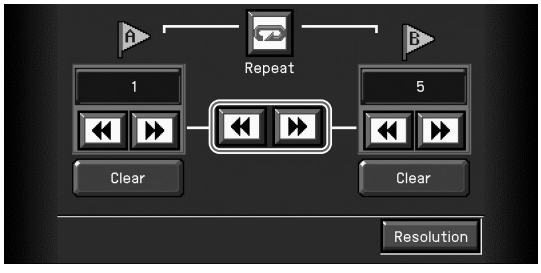


When you touch ◀◀, the marker is moved to a previous part of the song.

When you touch ▶▶, the marker is moved to a later part of the song.

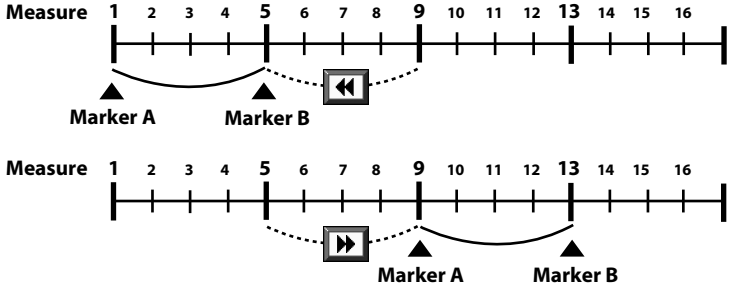
Moving Markers A and B without Changing the Interval Between Them

1. In the Marker screen, touch ⏪ or ⏩ in the middle of the screen.



For example, if you have Marker A set at the beginning of the fifth measure, and Marker B set at the beginning of the ninth measure, when you touch ⏪ in the middle of the screen, Marker A is moved to the beginning of the first measure, and Marker B is moved to the beginning of the fifth measure.

Touch ⏩ to shift Marker A to the beginning of the ninth measure and Marker B to the beginning of the thirteenth measure.



Playing Back the Same Passage Over and Over

You can play back a particular passage over and over. This is convenient when you want to focus on a passage.

1. First, set Marker A and Marker B to define the measures you want to repeat.

For instance, suppose you want to play back the passage from the fifth through eighth measures over and over. You should place Marker A at the beginning of the fifth bar and Marker B at the beginning of the ninth bar.

2. Touch <Repeat> in the Marker screen.

The setting is made for repeated playback of the passage from marker A to marker B.

When you play the song, the marked section of music plays back repeatedly.

When <Repeat> is On

- If neither Marker A nor Marker B is set, the song is played back from the beginning to the end.
- If you only place marker A, playback repeats from marker A to the end of the song.
- If you only place marker B, playback repeats from the beginning of the song to marker B.

Cancelling Repeat Playback

3. In the Marker screen, touch <Repeat> to turn off the button's illumination.

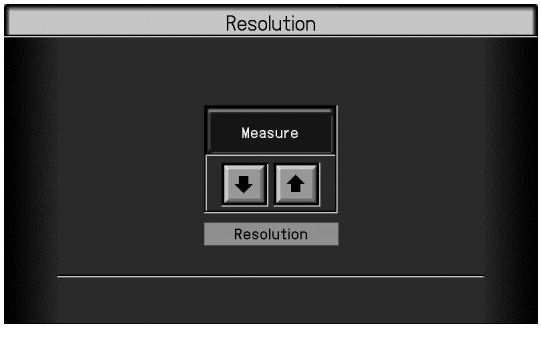
Repeat playback is cancelled.

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.

1. In the Marker screen, touch <Resolution>.

The "Resolution" screen appears.



2. 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.

3. Press the [Exit] button when you've finished making settings.

Transposing Keyboard Sounds and Songs Played Back (Transpose)

By using the "Transpose function," you can transpose your performance without changing the notes you play. For example, even if the song is in a difficult key with many sharps (♯) or flats (♭), you can transpose it to a key that is easier for you to read and play.

You can also use this function to play back a song in a different key.

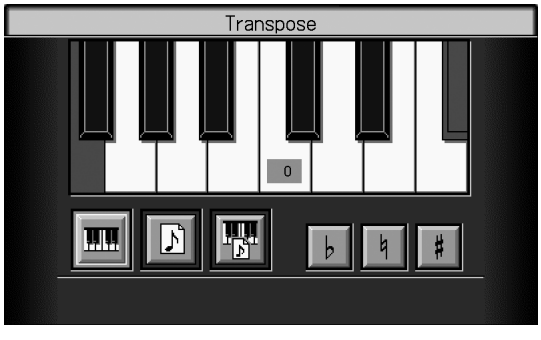
When accompanying a vocalist, you can easily transpose the pitch to a range that is comfortable for the singer, while still playing the notes as written (i.e., with the same fingering positions).

MEMO You can also transpose the sound of a music CD or the sound from a portable audio player connected to the Roland Audio Port (p. 195).

1. Select the song that you want to transpose (p. 75).

2. Press the [Transpose] button.

The "Transpose" screen appears.



3. Touch the Transpose icon.

Icon	Target	Settings Value
	Keyboard sound	-6–0–5
	Song to be played back	-6–0–5
	Keyboard sounds, songs being played back	-6–0–5

4. Touch the screen keyboard ♯ or ♭, to select the transposition value.

- Each time you press ♯ or ♭, it transposes the key by a semitone. When you touch ♮, a value of "0" is set.
- You can also use the [Value] dial to change the transposition value.
- When you transpose a song or the keyboard, the [Transpose] button's indicator lights up. As you play the keyboard or play back the song, the notes are transposed.
- When you press the [Exit] button, the transposition remains in effect, and you're returned to the previous screen.

MEMO The transposition value reverts to "0" when you turn off the power or select another song.

Cancelling Transposition

5. Press the [Transpose] button so its indicator is turned off.

Transposition is cancelled.

The next time you press the [Transpose] button, illuminating the indicator, the music is transposed by the value set here.

Recording and Saving the Performance

The RM-700 lets you record your own performances.
You can record yourself playing along with a song, or play back your recorded performance and listen to it.

The RM-700 lets you record in the following ways.

SMF recording	Your performance will be recorded as an SMF format song. • Recording only your own keyboard performance • Recording your performances using automatic accompaniment • Recording your performance along with an internal song or SMF music data from USB memory or a CD
Audio recording	Your performance will be recorded as an audio file. • Recording only your own keyboard performance • Recording your performances using automatic accompaniment • Recording your performance along with an internal song or SMF format song from USB memory or a CD • Recording your performance along with an audio song from USB memory or a CD • Recording your performance along with a song from a music CD • Recording performances and vocals • Recording audio input from the Roland Audio Port **NOTE** Even if you've made equalizer or brilliance settings, they will not be used for audio recording. **NOTE** You can't record your performance along with an MP3 format song.

Note: USB memory is required for audio recording.

Since audio recording writes the data directly to USB memory, you can't recording unless USB memory is connected to the External Memory connector.

You must connect your USB memory to the External Memory connector before recording.

If the following screen appears

If you attempt to select a different song when a song has already been recorded, a screen like the following will appear.

If it is ok to delete the song you recorded, touch <OK>. If you don't want to delete the song, touch <Cancel> to cancel the song selection, and save the song you recorded (p. 134).

SMF Recording

Recording a New Song (New Song)

Here's how to record your keyboard performance without using an internal song or automatic accompaniment.

Settings for Recording Performances

1. Press One Touch Program [Piano] button.

This sets the RM-700 for performance without the use of Automatic Accompaniment.

2. Decide on the tone of the performance (p. 34).

Use the Tone buttons and the touch screen to select the tone.

When you have finished choosing the settings, press the [Exit] button to display the Basic screen.

Recording Settings

3. Press the [● (Rec)] button.

The following screen appears.

* If you decide not to record, touch <Cancel>.

4. Touch <SMF>.

The [● (Rec)] button will light, and the following screen appears.

* If you decide not to record, touch <Cancel>.

This screen will not appear if "New Song" is selected.
In this case, proceed to step 6.

5. Touch <NewSong>.

The [►/■ (Play/Stop)] button will blink, and the RM-700 will enter recording-standby mode.

6. Decide on the tempo and beat.

If necessary, press the [Metronome] button to play the metronome.

When you have finished making the settings, press the [Exit] button to display the Basic screen.

Start Recording

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

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

Even without pressing the [►/■ (Play/Stop)] button, recording starts when you play the keyboard. There is no count-in played when you start by playing rather than pushing the [►/■ (Play/Stop)] button.

When recording starts, the [►/■ (Play/Stop)] and [● (Rec)] buttons' indicators light up.

Stop Recording

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

Recording stops.

The performance is recorded to the [Right] button.

Play Back the Recorded Performance

9. Press the [I◄◄ (Prev)] button, then press the [►/■ (Play/Stop)] button.

The recorded performance is played back.

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

Track Buttons Assignments for Recorded Performances

When you record only a keyboard performance, the performance will be assigned to the track buttons as follows.

- **Normal performance (playing a single Tone from the entire keyboard)**
  The performance is recorded to the [Right] button.
- **Layer performance**
  The performance is recorded to the [Right] button.
- **Split performance**
  The lower part of the keyboard is recorded to the [Left] button, and the upper part of the keyboard is recorded to the [Right] button.
- **Layer performance and Split performance**
  The lower part of the keyboard is recorded to the [Left] button, and the upper part of the keyboard is recorded to the [Right] button.
- **Drum set or sound effect performance**
  Recorded on the [Accomp] button.

Recording With Accompaniment

Try recording a performance along with the Automatic Accompaniment.

Settings for Recording Performances

1. Press the One Touch Program [Rhythm] button.

This chooses the setting for Automatic Accompaniment.

2. Decide on the Music Style.

When you have finished choosing the settings, press the [Exit] button to display the Basic screen.

Recording Settings

3. Press the [● (Rec)] button.

The following screen appears.

* If you decide not to record, touch <Cancel>.

4. Touch <SMF>.

The [● (Rec)] button will light, and the following screen appears.

This screen will not appear if "New Song" is selected.
In this case, proceed to step 6.

* If you decide not to record, touch <Cancel>.

5. Touch <NewSong>.

The [▶ / ■ (PLAY/STOP)] button will blink, and the RM-700 will enter recording-standby mode.

6. Decide on the tempo.

Start Recording

7. Play a chord on the lower part of the keyboard.

An Automatic Accompaniment intro starts, and recording starts at the same time.

Stop Recording

8. Press the [Intro/Ending] button.

An ending plays, then the Automatic Accompaniment, and recording stop at the same time.

Play Back the Recorded Performance

9. Press the [I◀◀ (Prev)] button, then press the [▶ / ■ (Play/Stop)] button.

The recorded performance is played back.

When you press the [▶ / ■ (Play/Stop)] button, playback stops.

MEMO

- You can change how recording is stopped when recording a performance with Automatic Accompaniment. To learn how, see "Changing How Recording Stops" (p. 132).

Track Buttons Assignments for Recorded Performances

Performances that have been recorded using Automatic Accompaniment are assigned to the track buttons as shown below.

Track button	Performance Recorded
[Accomp]	The automatic accompaniment and the chord tone/bass tone are recorded here. In addition, drum sets and sound effects that are selected with the keys in a performance are recorded to this track.
[Left]	When the RM-700 is set so that sounds from performances on the left-hand side of the keyboard are played while the Automatic Accompaniment sounds (p. 68), your own performance on the left-hand side of the keyboard is recorded here.
[Right]	Your own performance on the right-hand side of the keyboard is recorded here. When using Piano Style accompaniment (p. 69), the performance played on the keyboard is recorded here.

Recording Along With a Song

Try recording along with internal songs and songs on external memories.

Here, record your right-hand performance along with the song accompaniment.

Settings for Recording Performances

1. Press the One Touch Program [Piano] button.

2. Select a song (p. 75).

3. Decide on the tone and tempo of the performance.

MEMO The song tempo is stored within the song you selected.

4. Press the [DigiScore] button to view the notation.

Recording Settings

5. Press the [● (Rec)] button.

The following screen appears.

* If you decide not to record, touch <Cancel>.

6. Touch <SMF>.

The [● (Rec)] button will light, and the following screen appears.

* If you decide not to record, touch <Cancel>.

7. Touch <Add On>.

The following screen appears.

Selecting the Track to Record

8. Press the track button for the track that you want to record (i.e., the track that you want to play yourself).

The indicator of the button you pressed will blink, and the RM-700 enters recording-standby mode.

Since in this example we will record the upper part performance, press the [Right] button to make the button's indicator light blink.

NOTE Only the automatic accompaniment and the drum set or SFX set can be recorded to the [Accomp] button.

Start Recording

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

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

Even without pressing the [► / ■ (Play/Stop)] button, recording starts when you play the keyboard. There is no count-in played when you start by playing rather than pushing the [► / ■ (Play/Stop)] button.

When recording starts, the [► / ■ (Play/Stop)] and [● (Rec)] buttons' indicators light up.

Stop Recording

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

Recording stops.

Play Back the Recorded Performance

11. Press the [I◄◄ (Prev)] button, then press the [► / ■ (Play/Stop)] button.

The recorded performance is played back.

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

Recording While Selecting the Track Buttons (Redoing Recordings)

When you want to re-record, specify the Track button for the performance you want to re-record, and then record again.

When you select a previously recorded Track button and re-record, everything from the point at which you begin recording up to the point where you stop recording will be replaced by the newly re-recorded performance.

1. Access the DigiScore screen (p. 106).

2. Use the [Value] dial to move to the measure that you want to re-record.

3. Press the [● (Rec)] button.

The following screen appears.

This screen will not appear if USB memory is not connected to the External Memory connector.

In this case, proceed to step 5.

* If you decide not to record, touch <Cancel>.

4. Touch <SMF>.

The [● (Rec)] button will light, and the following screen appears.

This screen will not appear if "New Song" is selected.

In this case, proceed to step 6.

* If you decide not to record, touch <Cancel>.

5. Touch <Add On>.

The [►/■ (Play/Stop)] button will blink, and the RM-700 will enter recording-standby mode.

6. Press the Track button for the track you want to re-record.

The indicator for the selected Track button starts blinking.

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

Rerecording the Accompaniment Part of Automatic Accompaniment

When rerecording an Automatic Accompaniment performance, set Sync Start (p. 63), then specify a chord or press the [Start/Stop] button.

8. Press the [►/■ (Play/Stop)] button to stop recording.

If you also want to rerecord the ending of the Automatic Accompaniment, press the [Intro/Ending] button.

MEMO

- The song tempo is stored within the song you selected. If you want to change the tempo of the recorded song, refer to "Changing the Tempo of Recorded Songs" (p. 169) and "Changing the Tempo Within the Song" (p. 169).

Deleting Recorded Performances

You can use the following method to delete a recorded performance.

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

   The following screen appears.

2. **Touch <OK>.**

   This deletes the recorded song.

   When you touch <Cancel>, the song selection screen or basic screen appears and the recorded song is not deleted.

Deleting the Performance on Specific Tracks

You can select and delete performances on specific tracks.

1. **Hold down the Track button for the track containing the performance you want to delete, then press the [● (Rec)] button.**

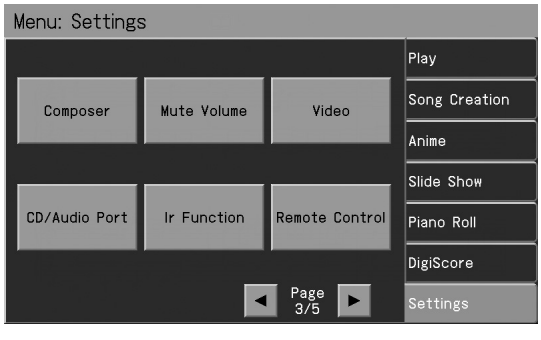
   The Track button's light goes dark, and the recorded music is deleted.

Changing How Recording Stops

When recording an Automatic Accompaniment performance, you can change the accompaniment and the way recording mode stops.

1. **Press the [Menu] button so its indicator is lit.**

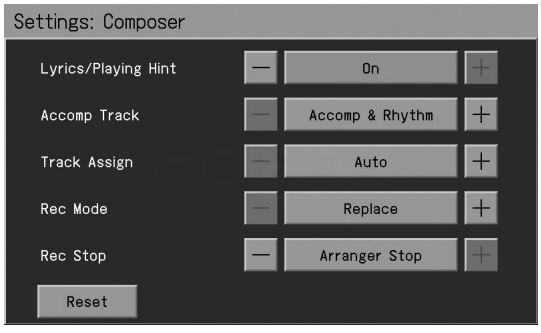
2. **Touch <Settings>.**



* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Composer>.

The "Composer" screen appears.



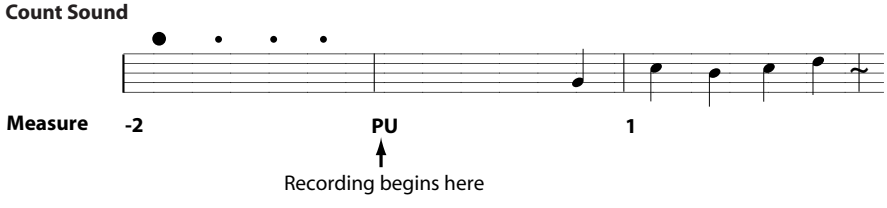
4. Touch <Rec Stop> [−] [+] to switch between "Arranger Stop" and "Composer Stop."

Display	Explanation
Arranger Stop	Recording stops at the same time the Automatic Accompaniment stops.
Composer Stop	Recording does not stop, even when the Automatic Accompaniment stops. When you press the [►/■ (Play/Stop)] button, recording stops.

5. Press the [Exit] button when you've finished making settings.

Recording Songs Starting with Pickups

You can record songs that start with pickup beats (songs that start on a beat other than the measure's first beat).

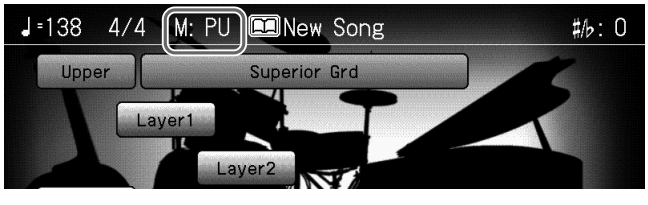


1. Prepare for recording as described in steps 1–5 of "Recording a New Song (New Song)" (p. 125).

If the [● (Rec)] button's indicator is not lit, press the [● (Rec)] button so the indicator is lit. The RM-700 is put in recording standby.

2. Press the [I◄◄ (Prev)] button one time.

The measure number in the upper of the Basic screen changes to "PU," and the RM-700 is set to record a song starting with a pickup.



3. Start recording.

After a one-measure count, recording begins.

Saving Songs

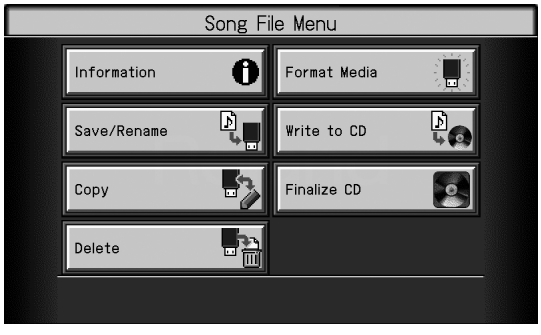
If you record a performance and then simply turn off the RM-700's power without saving it, the recorded performance will disappear. If you want to keep the recording, you must save it to "Favorites."

1. Press the [Song] button so its indicator is lit.

The Song selection screen appears.

2. Touch <File>.

The "Song File Menu" screen appears.



3. Touch <Save/Rename>.

The "Save Song" screen appears.

Determining the Name of the Song to be Saved

* If you don't need to rename the song, proceed to step 8.

4. Touch <Rename>.

The "Rename" screen appears.

5. Touch [◄][►] to move the cursor.

6. Enter the desired characters.

Icon	Explanation
< ABC >–< YZ >	Enters a character at the cursor location. For example, each time you touch the <ABC> icon, the character to be entered will cycle in the order of A → B → C → A...
< A–a–0–! >	Cycles you through the available selections for the character type, in this order: "Uppercase letters," "Lowercase letters," "Numerals," "Symbols."
< Ins >	Insert a space at the cursor position.
< Del >	Delete the character at the cursor position.

7. When you've specified the desired name, touch <Execute>.

Determining the Save Destination

8. Touch <Media> [◄][►] to select the save-destination storage media.

9. 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.

Save

10. Touch <Execute>.

The song will be saved.

NOTE

- Never disconnect the USB memory or turn off the power while the "Saving..." indication is shown.

Audio Recording

NOTE You must connect USB memory to the External Memory connector. Audio recording is not possible if USB memory is not connected.

Recording a New Song (New Song)

Here's how to record your keyboard performance without using an internal song or automatic accompaniment.

Settings for Recording Performances

1. Press One Touch Program [Piano] button.

This sets the RM-700 for performance without the use of Automatic Accompaniment.

2. Decide on the tone of the performance (p. 34).

Use the Tone buttons and the touch screen to select the tone.

When you have finished choosing the settings, press the [Exit] button to display the Basic screen.

Recording Settings

3. Press the [● (Rec)] button.

The following screen appears.

* If you decide not to record, touch <Cancel>.

4. Touch <Audio>.

The [● (Rec)] button will light, and the following screen appears.

This screen will not appear if "New Song" is selected.

In this case, proceed to step 6.

* If you decide not to record, touch <Cancel>.

5. Touch <NewSong>.

The [►/■ (Play/Stop)] button will blink, and the RM-700 will enter recording-standby mode.

Start Recording

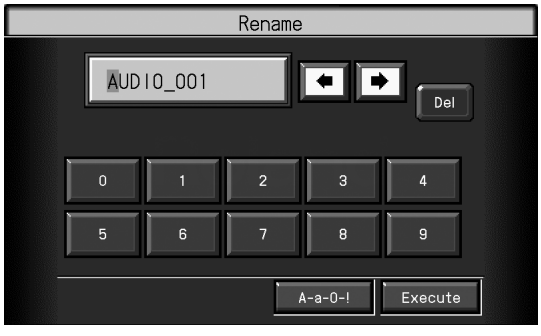
6. Press the [►/■ (Play/Stop)] button.

When recording starts, the [►/■ (Play/Stop)] and [● (Rec)] buttons' indicators light up.

Stop Recording

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

Recording will stop, and the "Rename" screen appears.



* If you don't need to rename the song, proceed to step 10.

8. Touch ◄ ► to move the cursor.

9. Enter the desired characters.

Icon	Explanation
< ABC >–< YZ >	Enters a character at the cursor location. For example, each time you touch the <ABC> icon, the character to be entered will cycle in the order of A → B → C → A...
< A–0 >	Switches between entering letters and numbers.
< Del >	Delete the character at the cursor position.

10. When you've specified the desired name, touch <Execute>.

The recorded song will be saved to USB memory.

Play Back the Recorded Performance

11. Press the [Song] button so its indicator is lit.

The Song selection screen appears.

12. Touch <Ext Memory>, and then select the song that you recorded.

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

The recorded performance is played back.

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

Recording With Accompaniment

Try recording a performance along with the Automatic Accompaniment.

Settings for Recording Performances

1. Press the One Touch Program [Rhythm] button.

This chooses the setting for Automatic Accompaniment.

2. Decide on the Music Style.

When you have finished choosing the settings, press the [Exit] button to display the Basic screen.

Recording Settings

3. Press the [● (Rec)] button.

The following screen appears.

* If you decide not to record, touch <Cancel>.

4. Touch <Audio>.

The [● (Rec)] button will light, and the following screen appears.

This screen will not appear if "New Song" is selected.
In this case, proceed to step 6.

* If you decide not to record, touch <Cancel>.

5. Touch <NewSong>.

The [▶ / ■ (Play/Stop)] button will blink, and the RM-700 will enter recording-standby mode.

6. Decide on the tempo.

Start Recording

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

When recording starts, the [► / ■ (Play/Stop)] and [● (Rec)] buttons' indicators light up.

8. Play the keyboard or press the [Start/Stop] button.

Automatic accompaniment will start.

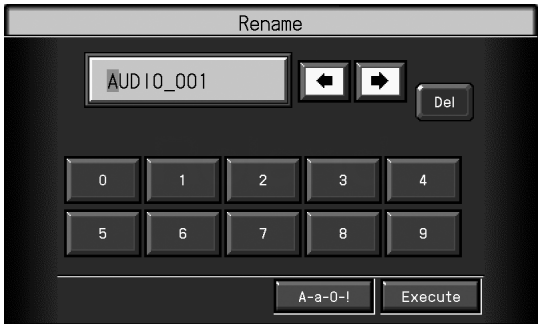
Stop Recording

9. Press the [Intro/Ending] or [Start/Stop] button.

Automatic accompaniment will stop.

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

Recording will stop, and the "Rename" screen appears.



* If you don't need to change the name of the song, proceed to step 13.

11. Touch ◄ ► to move the cursor.

12. Enter the desired characters.

Icon	Explanation
< ABC >–< YZ >	Enters a character at the cursor location. For example, each time you touch the <ABC> icon, the character to be entered will cycle in the order of A → B → C → A...
< A–0 >	Switches between entering letters and numbers.
< Del >	Delete the character at the cursor position.

13. When you've specified the desired name, touch <Execute>.

The recorded song will be saved to USB memory.

Play Back the Recorded Performance

14. Press the [Song] button so its indicator is lit.

The Song selection screen appears.

15. Touch <Ext Memory>, and then select the song that you recorded.

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

The recorded performance is played back. When you press the [► / ■ (Play/Stop)] button, playback stops.

Recording Along With a Song

Try recording along with internal songs and songs on external memories.

Settings for Recording Performances

1. **Select a song (p. 75).**
2. **Decide on the tone and tempo of the performance.**
3. **Press the [DigiScore] button to display the notation.**

Recording Settings

4. **Press the [● (Rec)] button.**

   The following screen appears.

* If you decide not to record, touch <Cancel>.

5. **Touch <Audio>.**

   The [● (Rec)] button will light, and the following screen appears.

* If you decide not to record, touch <Cancel>.

6. **Touch <Add On>.**

   The [▶ / ■ (Play/Stop)] button will blink, and the RM-700 will enter recording-standby mode.

Start Recording

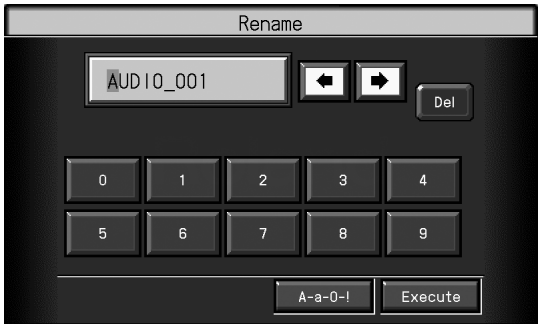
7. Press the [► / ■ (Play/Stop)] button.

When recording starts, the [► / ■ (Play/Stop)] and [● (Rec)] buttons' indicators light up.

Stop Recording

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

Recording will stop, and the "Rename" screen appears.



* If you don't need to change the name of the song, proceed to step 11.

9. Touch [◄] [►] to move the cursor.

10. Enter the desired characters.

Icon	Explanation
< ABC >–< YZ >	Enters a character at the cursor location. For example, each time you touch the <ABC> icon, the character to be entered will cycle in the order of A → B → C → A...
< A–0 >	Switches between entering letters and numbers.
< Del >	Delete the character at the cursor position.

11. When you've specified the desired name, touch <Execute>.

The recorded song will be saved to USB memory.

Play Back the Recorded Performance

12. Press the [Song] button so its indicator is lit.

The Song selection screen appears.

13. Touch <Ext Memory>, and then select the song that you recorded.

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

The recorded performance is played back. When you press the [► / ■ (Play/Stop)] button, playback stops.

Deleting Saved Songs

This deletes songs that have been saved on USB memory, or to "Favorites."

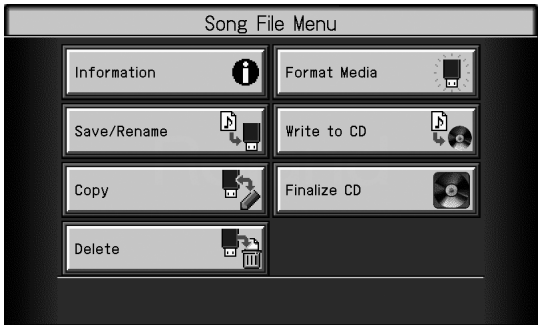
* To delete a song on a USB memory, first connect the USB memory to the External memory connector.

1. Press the [Song] button so its indicator is lit.

The Song selection screen appears.

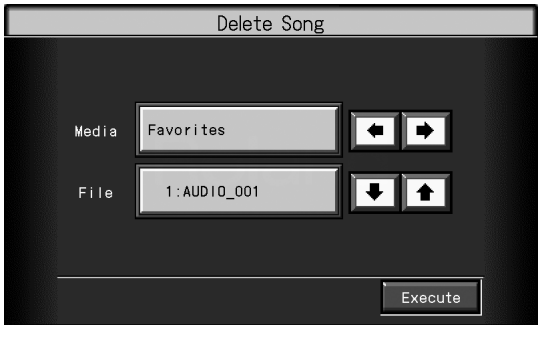
2. Touch <File>.

The "Song File Menu" screen appears.



3. Touch <Delete>.

The "Delete Song" screen appears.



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.

NOTE

- Never turn off the power or eject the USB memory while the display indicates "Executing..."

Copying Songs from USB Memory to “Favorites”

Songs that’ve been saved on USB memory can be copied to “Favorites.”

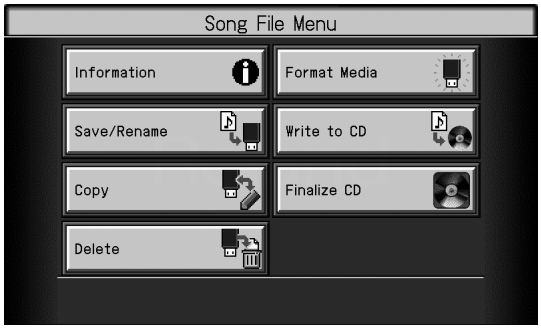
* Before you continue, connect the USB memory containing the song to the External Memory connector.

1. Press the [Song] button so its indicator is lit.

The Song selection screen appears.

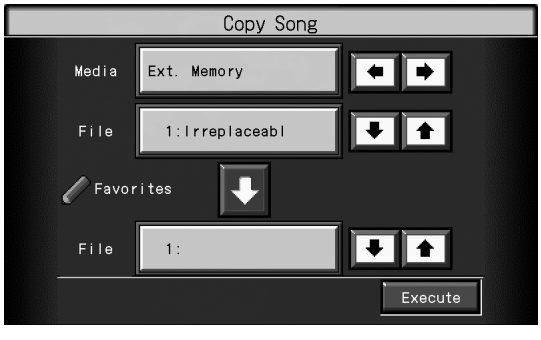
2. Touch <File>.

The “Song File Menu” screen appears.



3. Touch <Copy>.

The “Copy Song” screen appears.



4. Touch the <File> [▼][▲] to select the song you want to copy.

When “All” is selected, all of the songs on the USB memory are copied to “Favorites.”

5. Touch the large arrow icon in the center of the screen to make it point downward.

6. Touch Favorites <File> [▼][▲] 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.

7. Touch <Execute>.

The song from the USB memory is copied to “Favorites.”

NOTE

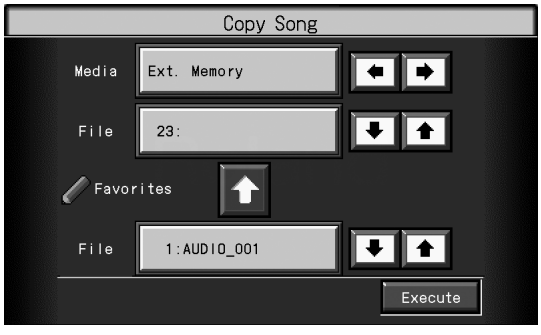
- Never turn off the power or eject the USB memory while the display indicates “Copying...”

Copying Songs from “Favorites” to USB Memory

Songs that’ve been saved in “Favorites” can be copied to USB memory.

As described in step 5 of “Copying Songs from USB Memory to ‘Favorites’,” touch the arrow icon in the center of the screen to make the arrow point upward.

This sets the RM-700 to copy the song in “Favorites” to the USB memory.



The rest of the procedure is identical to that used for copying songs from USB memory to “Favorites.”

NOTE

- Some song data cannot copy because they are copy protected.
- Never turn off the power or eject the USB memory while the display indicates “Copying...”

Creating a Music CD

Here's how you can create a music CD by writing audio-recorded songs to a CD-R disc.
After you've finished writing the songs, carry out the "Finalize" process to complete your music CD.

Note When Creating a Music CD

- **You can't write SMF format songs to a CD-R.**
- **A song that's shorter than four seconds cannot be written to CD-R.**

Usable discs	Unused CD-R, or unfinalized CD-R
Maximum recording time	650 MB: approximately 74 minutes, 700 MB: approximately 80 minutes
Number of recordable songs	Maximum of 99 songs

What's finalization?

Finalization is the process of writing final information (the number of songs, the song numbers, the playback times, etc.) to a CD-R disc. When you "finalize" a CD-R disc that was recorded or written by the RM-700, that disc will be playable as a music CD in another CD player.

* After finalization, it will no longer be possible to record or write additional material to that disc. You should finalize the disc when you have completed your music CD and don't need to write or record any more data.

Writing Songs to a CD-R Disc

* Before you continue, connect the USB memory containing the audio-recorded songs to the External Memory connector.

1. **Insert an unused CD-R disc or an unfinalized CD-R disc into the CD drive.**

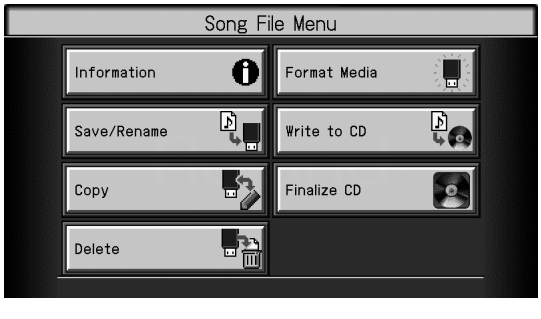
2. **Press the [Song] button so its indicator is lit.**

   The Song Selection screen appears.

3. **Select the audio/MP3 format song that you want to write to the CD-R.**

4. **Touch <File>.**

   The "Song File Menu" screen appears.



5. Touch <Write to CD>.

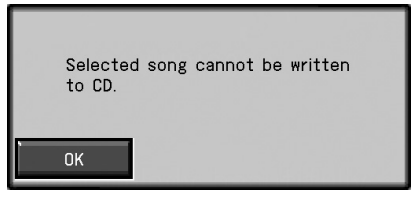
The following screen appears.

6. Touch <OK>.

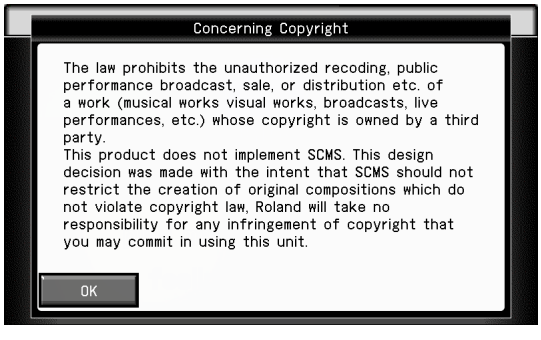
* If you decide not to write, touch < Cancel >.

If a CD-R disc is inserted in the CD drive, and you select a song that's less than four seconds in length and touch <Write to CD>, the message shown at right will appear.

If this occurs, touch <OK> and then re-select a song that can be written to disc.

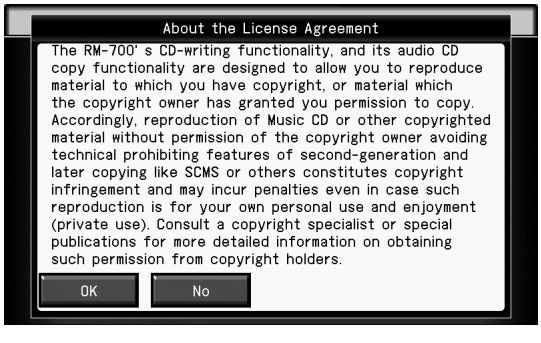


The following screen ("Concerning Copyrights") appears.



7. Touch <OK>.

The following screen ("About the License Agreement") appears.



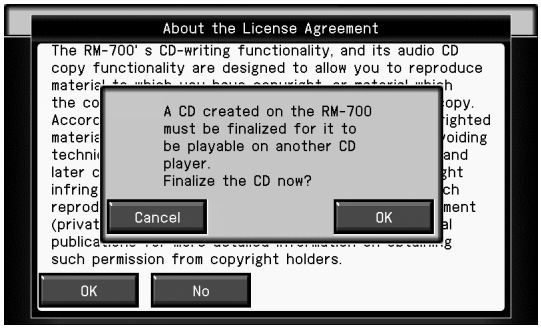
* If you decide not to write, touch <No>.

8. Touch < OK >.

The song will be written to the disc.

NOTE Never turn off the power while the "Writing..." indication is shown.

When writing has been completed, the following screen appears.



OK	When writing is finished, the disc will be finalized to complete the music CD. No further data can be written to a CD-R disc that has been finalized, even if space remains on the disc.
Cancel	The disc will not be finalized when writing is finished. After the tracks have been written, you will still be able to add more tracks if space remains on the disc.

9. Touch <OK> or <Cancel>.

If you touch <OK>, finalization will begin, and when it is completed you will return to the Song File Menu screen.

NOTE Never turn off the power while the "Executing..." indication is shown.

* If you touch <Cancel>, you will return to the main screen.

If You Want to Write Additional Songs to the Disc

10. Repeat steps 3–9 as necessary.

NOTE

- We cannot guarantee that a music CD created on the RM-700 will play on all CD players. Depending on your CD player's support for CD-R discs, music CDs you create may not play correctly.

Preparing a CD-R Disc for Playback on Another CD Player (Finalize)

After you've written the desired songs to a CD-R, you'll need to perform the following "Finalize" operation so that the CD can be played by a conventional CD player as a music CD.

1. Insert an unfinalized CD-R disc into the CD drive.

2. Press the [Song] button so its indicator is lit.

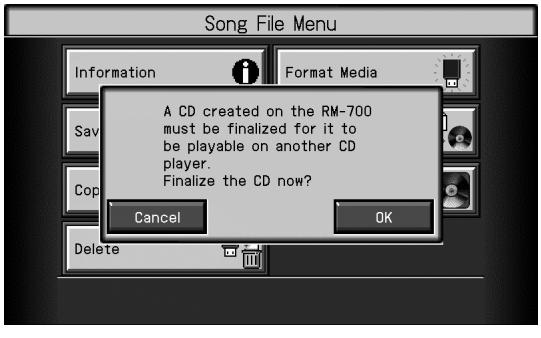
The Song Selection screen appears.

3. Touch <File>.

The "Song File Menu" screen appears.

4. Touch <Finalize CD>.

A screen like the following appears.



OK	The disc will be finalized to complete the music CD. No further data can be written to a CD-R disc that has been finalized, even if space remains on the disc.
Cancel	The disc will not be finalized when writing is finished. After the tracks have been written, you will still be able to add more tracks if space remains on the disc.

5. Touch <OK>.

Finalization will begin, and when it is completed you will return to the Song File Menu screen.

NOTE

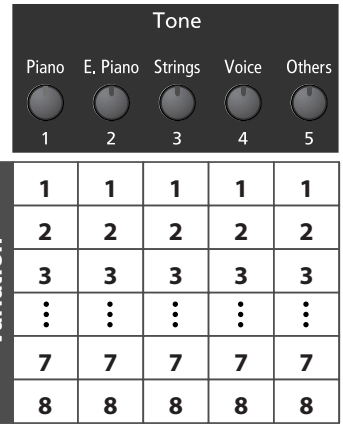
- Never turn off the power while the "Executing..." indication is shown.
- We cannot guarantee that a music CD created on the RM-700 will play on all CD players. Depending on your CD player's support for CD-R discs, music CDs you create may not play correctly.

Saving Your Performance Settings (User Program)

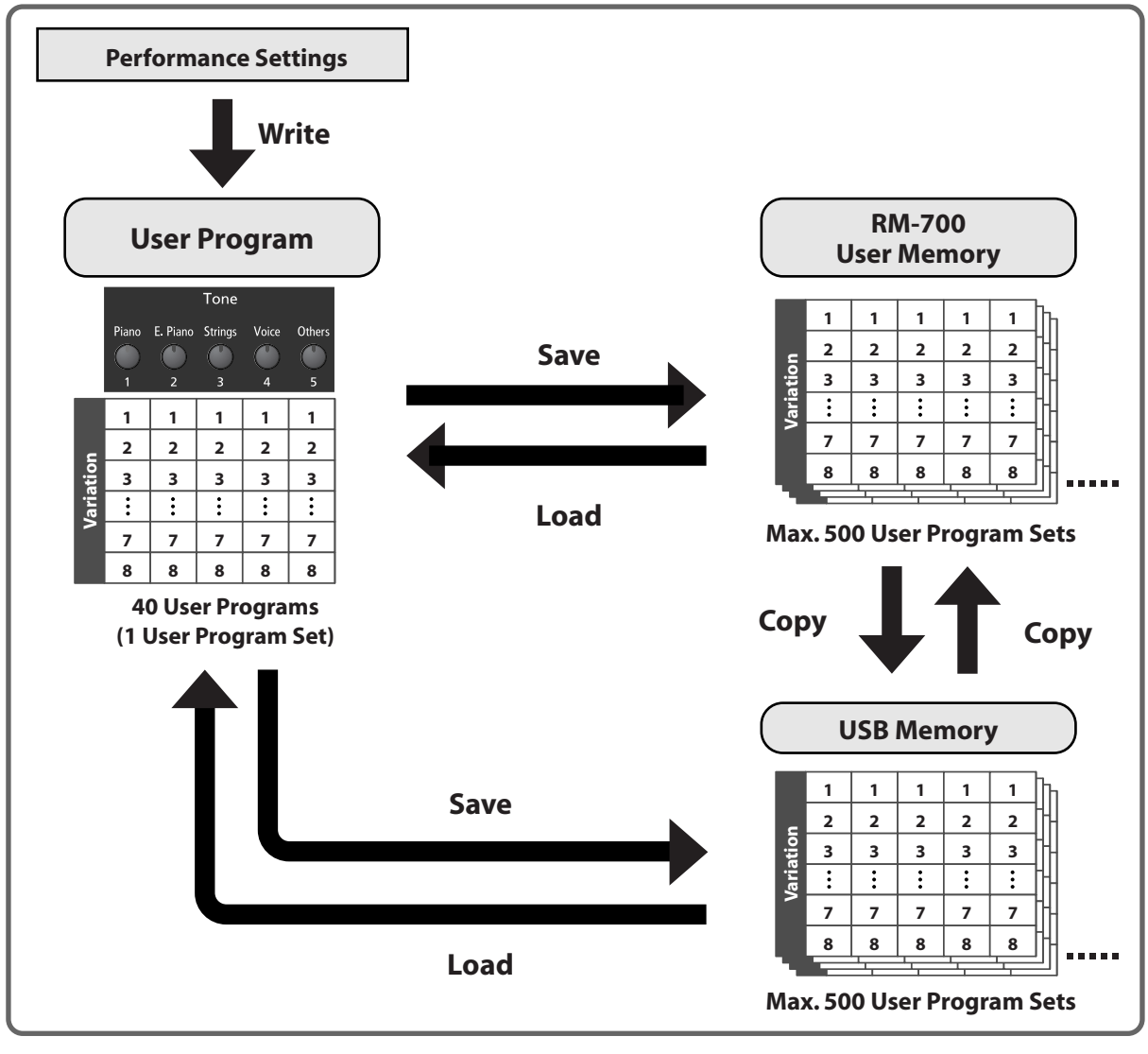
The currently selected buttons and automatic accompaniment settings can all be saved as a "user program." Up to forty user programs can be stored in the RM-700.

Buttons [1] through [5] can each hold eight user programs.

In addition, these forty user programs can be saved to external memory in a single file, and you can load this file back into the RM-700 when desired.



MEMO For details on the settings that are saved in a user program, refer to p. 225.



Storing a “User Program”

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

2. Press the [User Program] button so its indicator is lit.

The User Program selection screen appears.

3. Touch <Write>.

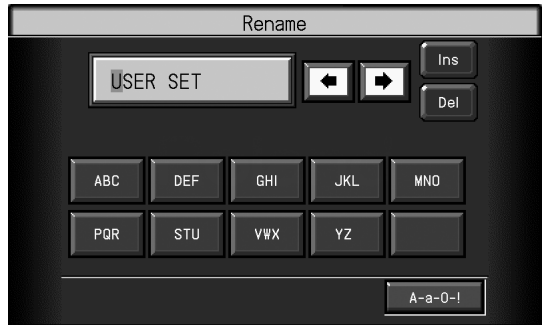
The “Write User Program” screen appears.

Determining the name of the User Programs

* If you don’t need to rename the user program, proceed to step 8.

4. Touch <Rename>.

The “Rename” screen appears.



5. Touch [◀][▶] to move the cursor.

6. Enter the desired characters.

Icon	Explanation
< ABC >–< YZ >	Enters a character at the cursor location. For example, each time you touch the <ABC> icon, the character to be entered will cycle in the order of A → B → C → A...
< A–a–0–! >	Cycles you through the available selections for the character type, in this order: “Uppercase letters,” “Lowercase letters,” “Numerals,” “Symbols.”
< Ins >	Insert a space at the cursor position.
< Del >	Delete the character at the cursor position.

7. When you’ve specified the desired name, press the [Exit] button.

Determining the Write Destination

8. Touch [▼][▲] to select the write-destination number.

9. Touch <Execute>.

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

NOTE

- Never turn off the power while the “Writing...” indication is shown.

MEMO

- 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. 190).

Calling Up Saved User Programs

1. Press the [User Program] button so its indicator is lit.

The User Program selection screen appears.

2. Press one of the [1]–[5] buttons to recall the user program that was stored at that button.

The current performance settings will change to the settings of the selected user program.

* By touching ◄ ►, you can switch between screens without recalling a user program.

3. Touch the name to select a variation for the user program.

The current performance settings will change to the settings of the selected user program.

* You can also use the [Value] dial to select variations.

* Information about which variation you've selected from the eight that are available is stored to the [1]–[5] buttons.

Saving the User Program Sets

You can take the 40 user programs saved to the [User Program] button and save them as a set to a USB memory, or to user memory.

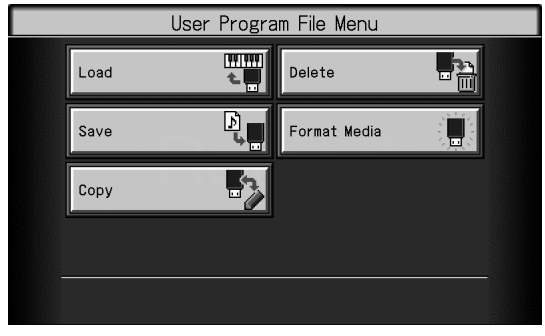
* If you want to save the user program set to USB memory, connect your USB memory to the External Memory connector now.

1. Press the [User Program] button so its indicator is lit.

The User Program selection screen appears.

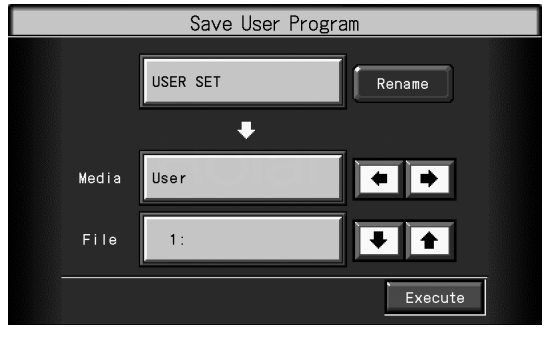
2. Touch <File>.

The "User Program File Menu" screen appears.



3. Touch <Save>.

The "Save User Program" screen appears.

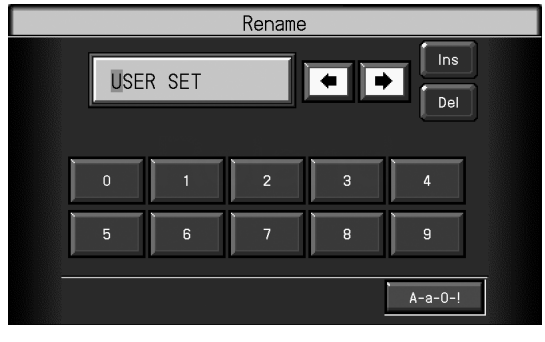


Giving a Name to a Set of User Programs

* If you don't need to rename the user program, proceed to step 8.

4. Touch <Rename>.

The "Rename" screen appears.



5. Touch [◄][►] to move the cursor.

6. Enter the desired characters.

Icon	Explanation
< ABC >–< YZ >	Enters a character at the cursor location. For example, each time you touch the <ABC> icon, the character to be entered will cycle in the order of A → B → C → A...
< A–a–0–! >	Cycles you through the available selections for the character type, in this order: "Uppercase letters," "Lowercase letters," "Numerals," "Symbols."
< Ins >	Insert a space at the cursor position.
< Del >	Delete the character at the cursor position.

7. When you've specified the desired name, press the [Exit] button.

Determining the Save Destination

8. Touch <Media> [◄][►] to select the save- destination storage media.

9. Touch <File> [▼][▲] to select the save-destination user program number.

Where there is a name shown for a number, it means that there is a user program set stored there.

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.

Saving

10. Touch <Execute>.

* The user program set will be saved.

NOTE

- Never disconnect the USB memory or turn off the power while the "Saving..." indication is shown.

Loading Saved User Program Sets

Here's how a user program set you saved to USB memory or user memory can be loaded back into the RM-700.

NOTE

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

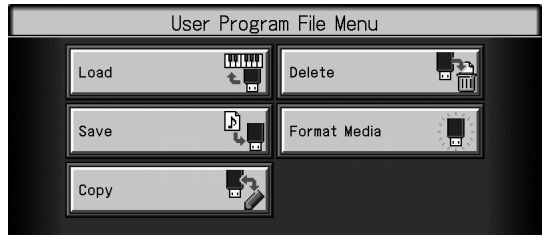
* If you want to load from USB memory, connect your USB memory to the External Memory connector now.

1. Press the [User Program] button so its indicator is lit.

The User Program selection screen appears.

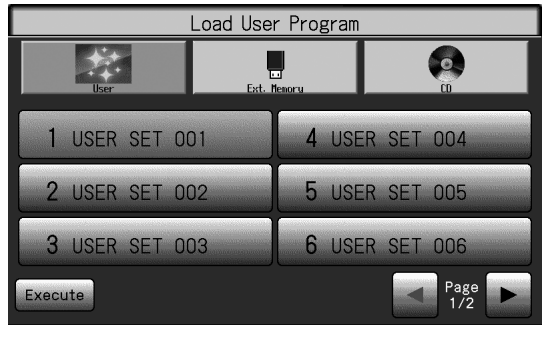
2. Touch <File>.

The "User Program File Menu" screen appears.



3. Touch <Load>.

The "Load User Program" screen appears.



Specifying the Set of User Programs to be Loaded

4. Touch an icon to select the storage media to be read from.

5. Touch the name of user program to load.

6. Touch <Execute>.

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

NOTE

- Never disconnect the USB memory or turn off the power while the "Loading..." indication is shown.

Deleting Saved User Program Sets

You can delete individual user program sets saved to USB memory or in user memory.

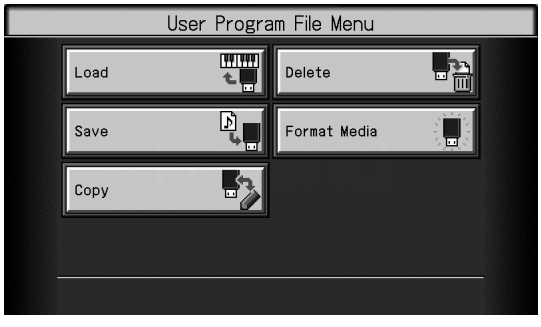
* If you want to delete a user program set from USB memory, connect your USB memory to the External Memory connector now.

1. Press the [User Program] button so its indicator is lit.

The User Program selection screen appears.

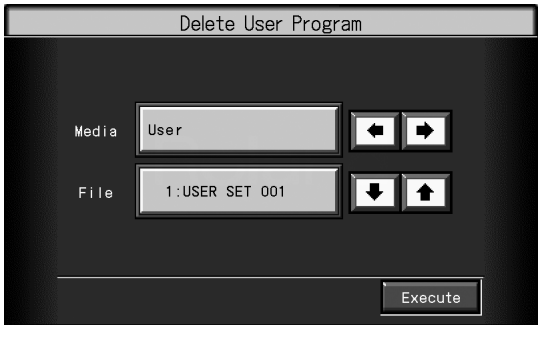
2. Touch <File>.

The "User Program File Menu" screen appears.



3. Touch <Delete>.

The "Delete User Program" screen appears.



4. Touch <Media> to select the storage media.

5. Touch to select the set of user programs to be deleted.

6. Touch <Execute>.

The selected user programs are deleted.

NOTE

- Never disconnect the USB memory or turn off the power while the "Executing..." indication is shown.

Copying Sets of User Programs on USB Memory to the User Memory

You can copy sets of user programs saved on USB memory to user memory.

You can also copy sets of user programs saved in user memory to USB memory.

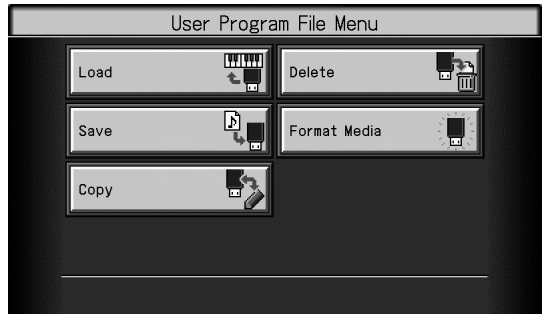
1. Connect the USB memory with the settings to be copied to the External Memory connector.

2. Press the [User Program] button so its indicator is lit.

The User Program selection screen appears.

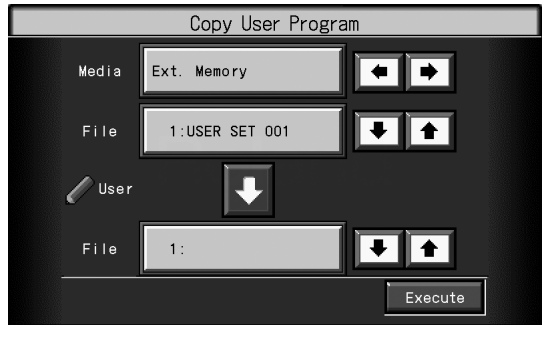
3. Touch <File>.

The "User Program File Menu" screen appears.



4. Touch <Copy>.

The "Copy User Program" screen appears.



Specifying the Copy Source

5. Touch <Media> to select the storage 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 USB memory are copied to user memory.

7. Touch the large arrow icon in the center to point the arrow downwards.

Specifying the Copy Destination

8. Touch <User> [▼][▲] to select the copy destination for the set of user programs.

Where there is a name shown for a number, it means that there is a user program set stored there.

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.

9. Touch <Execute>.

The set of user programs on the USB memory is saved to user memory.

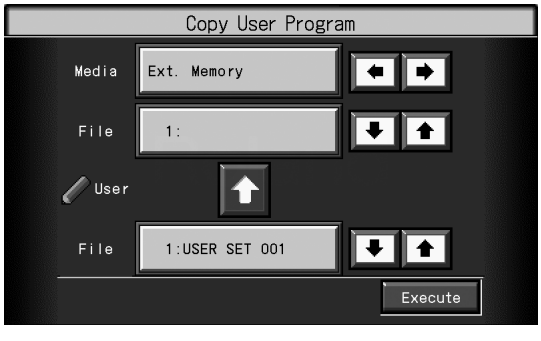
NOTE

- Never disconnect the USB memory or turn off the power while the "Copying..." indication is shown.

Coping Sets of User Programs Stored in the User Memory to USB Memory

You can take user program sets saved in user memory and copy them to USB memory.

In this case, in the Copy user programs screen in Step 7 above, touch the large arrow icon in the center to get the arrow to point up.



This sets the RM-700 to copy the user program set in the user memory to the USB memory.

The rest of the procedure is identical to that used for copying sets of user program set from USB memory to user memory.

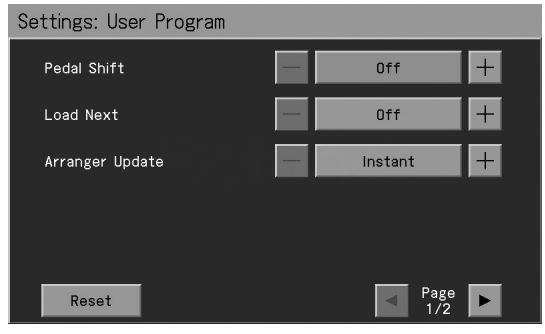
User Program Settings

1. Press the [User Program] button so its indicator is lit.

The User Program selection screen appears.

2. Touch <Settings>.

The following screen appears.



* There are two setting screen. Touch [◄][►] to switch screens.

3. To change the setting, touch [−][+] for the item you want to specify.

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

4. Press the [Exit] button when you've finished making settings.

Using the Pedal to Switch User Programs (Pedal Shift)

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 RM-700 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.

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.

Sequential Loading of User Program Sets Stored (Load Next)

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

Display	Explanation
Off	Switches Load Next off. The next press of the pedal after the 40th 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 40th user program has been called up takes you to the first user program in the next user program set.

Changing the Timing at Which Arranger Settings are Recalled (Arranger Update)

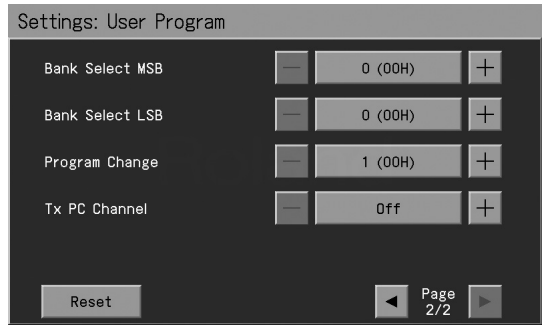
If desired, you can specify that when you recall a stored user program, the settings for automatic accompaniment will not change unless you continue pressing one of the [1]–[5] buttons for a short while or continue touching the user program name shown in the screen for a short while.

Display	Explanation
Delayed	If you press and immediately release one of the [1]–[5] buttons, or touch and immediately release the user program name shown in the screen, only the settings that are not related to automatic accompaniment will change. If you hold down one of the [1]–[5] buttons or continue touching the user program name shown in the screen, the automatic accompaniment settings will also change.
Instant	When you touch one of the [1]–[5] buttons or touch the user program name shown in the screen, the contents of the corresponding user program will be selected immediately.

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 RM-700.

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



Bank Select MSB/Bank Select LSB

Value
0 (00H)–127 (7FH)

Program Change

Value
1 (00H)–128 (7FH)

Tx PC Channel

Value	Explanation
Off	This prevents the PC number from being transmitted.
Channel 1–16	Sets the transmission channel.

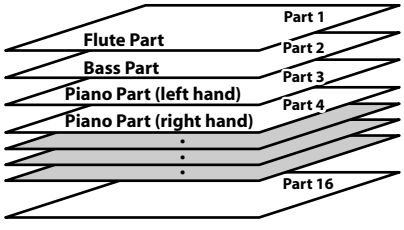
NOTE **You can't edit music CD songs or audio/MP3 format songs.**

Multitrack Recording with 16 Parts (16-Track Sequencer)

"Multitrack Recording" refers to the process whereby you listen to the playback of parts that have already been recorded while you play the music for another part you are recording, thus adding material to the previous recording.

The RM-700 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. 116) are another of the unit's playing/recording functions.

These three "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
[Accomp]	1, 2, 5–16
[Lower]	3
[Upper]	4

Since the 16-Track Sequencer records one tone to one part, you cannot use Layer performance (p. 38), Split performance (p. 39), 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. 127, p. 138)

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 external memory and using the 16-Track Sequencer, you can then also edit the song file.

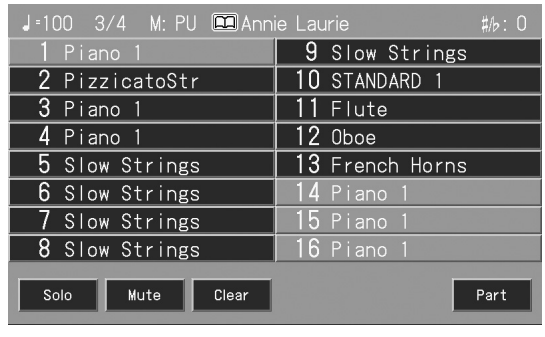
NOTE With some commercially available music files, you cannot edit the data.

The 16-Track Sequencer Screen

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

1. **Press the [Menu] button, getting indicator to light.**
2. **Touch <Song Creation>.**
3. **Touch <16 Track Seq.>**

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



Display	Explanation
1–16	The sound assigned to each part will be displayed. The part you selected by touching the screen. **Parts displayed as dark:** A performance has been recorded for these parts. **Parts displayed as light:** A performance has not been recorded for these parts.
<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.
<Part>	This displays the Part Settings screen, in which you can make detailed settings for each part. For details refer to p. 157.

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.

MEMO 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. 75).

1. Display the 16-track Sequencer screen (p. 156).

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

Change the settings for the selected Part.

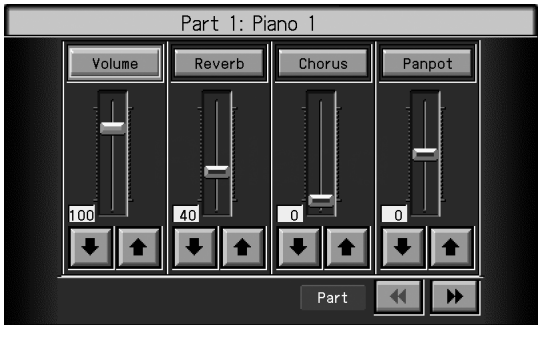
Display	Function
<Solo>	Only the selected Part is played back.
<Mute>	Toggles playback of the selected Part to on or off.
<Clear>	The performance data for the selected part is deleted.

NOTE 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.

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

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

The following screen appears.



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

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.

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 [I◀◀ (Prev)] button.

This operation set the changes in the settings.

If you do not want to delete a song after changing the settings for the individual parts, save the song to a USB memory or to user memory (p. 134).

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

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.

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

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

Recording a Performance

Step 1 Prepare for Recording

Selecting the Song to Record

1. Select "New Song" by pressing the [● (Rec)] button while you hold down the [Song] button (p. 77).

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

Touch <OK> to delete the song.

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

Determining the Song's Beat and Tempo

2. Press the [Metronome] button to select the beat (p. 49).

MEMO 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. 169).

3. Press the Tempo [Slow] and [Fast] buttons to set the basic tempo of the song.

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

MEMO 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. 169).

Step 2 Start Recording

If necessary, choose a recording method.

For more on how to record, refer to the following paragraph.

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. 156).

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 10 or Part 11. You can select drum sets or effect sounds by selecting Part 10 or Part 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. Hold down the [▶ / ■ (Play/Stop)] button and press the [|◀◀ (Prev)] button.

Recording will start at the beginning of the song.

If you want to record from a point other than the beginning, use the [|◀◀ (Prev)] and [▶▶| (Next)] buttons to select another measure to begin.

5. Press the [● (Rec)] button so its indicator is lit.

The RM-700 is put in recording standby.

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

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

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.

MEMO 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."

NOTE Any performance that has been recorded is deleted when the power to the RM-700 is turned off. It is a good idea to save song data to an external memory or user memory. For more information, refer to "Saving Songs" (p. 134).

Changing the Recording Method (Rec Mode)

You can use any of the four methods below to record with the RM-700. 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.

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

Replace Recording (p. 159)

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

Mix Recording (p. 160)

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. 160)

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.

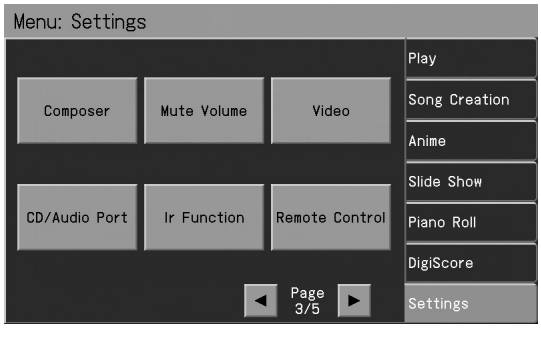
Punch-in Recording (p. 161)

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

Changing the Recording Method

1. Press the [Menu] button so its indicator is lit.

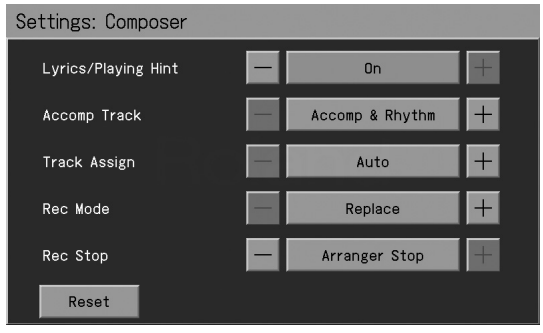
2. Touch <Settings>.



* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Composer>.

The "Composer" screen appears.



4. 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 or the [● (Rec)] button is pressed. For more about Punch In Recording, refer to p. 161.
Tempo	You can add tempo changes to a recorded composition. Refer to p. 169.

5. Press the [Exit] button when you've finished making settings.

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," select <Replace>.

2. Record the performance using the procedures described in p. 125–p. 131, "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 156).

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," select <Mix> (p. 159).**
2. **Record the performance using the procedures described in "Recording While Selecting the Track Buttons (Redoing Recordings)" (p. 131), "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 156), 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. 164) 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. 118).

   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. **Press the [● (Rec)] button, select SMF recording, and then 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," select <Loop> (p. 159).**
3. **Press the [● (Rec)] button.**
4. **Press the track buttons that you don't want to record, so the indicators of those buttons are turned off.**

   The button of the track that you're recording will start blinking, and the RM-700 will enter recording-standby mode.
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. 159).

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.**

   Refer to "Setting Markers for Repeated Practice (Marker)" (p. 118).

   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. 118).**

   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. 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 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. 118), use Markers A and B to specify the passage.

2. In the "Rec Mode," select <Auto Punch In/Out> (p. 159).

3. Begin recording.

Begin recording using the procedures described in "Recording While Selecting the Track Buttons (Redoing Recordings)" (p. 131) or "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 156).

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 RM-700 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 Pedals

If using the pedals, you must first change the function of the pedals. Follow the procedures in "Assigning the Function of the Pedals (Left Pedal/Center Pedal/Expression Pedal)" (p. 179), and assign <Auto Punch In/Out> to the pedal.

1. In the "Rec Mode," select <Manual Punch In/Out>.

2. Begin recording.

Begin recording using the procedures described in "Recording While Selecting the Track Buttons (Redoing Recordings)" (p. 131) or "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 156).

The previously recorded performance will be played back.

Press the pedal to which Punch In/Out is assigned (p. 179), or the [● (Rec)] button to begin recording, then start your performance.

Recording stops when you press the pedal, 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.

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 so its indicator is lit.

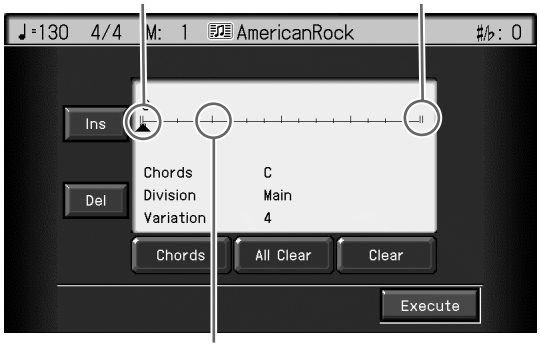
2. Touch <Song Creation>.

3. Touch <Chord Seq.>.

The Chord Sequencer screen appears.

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) 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. 163)
<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.

4. Press a Music Style button or the touch screen to select a Music Style (p. 59).

5. Press the [Exit] button.

You are returned to the Chord Sequencer screen.

6. Enter the chord progression and the accompaniment pattern.

Refer to "Inputting Chords with the Chord Sequencer."

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

When storage of the data is complete, return to the Song Creation screen.

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

NOTE

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 an external memory or to user memory. Refer to "Saving Songs" (p. 134).

Inputting Chords with the Chord Sequencer

1. Use the [Value] dial to move the cursor to the input position.

Use the [⏮ (Prev)] and [⏭ (Next)] 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. 66).

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.

MEMO

- 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.
- An ending can be inserted only at the end of the song. Once you insert an ending, no further measures can be added.

Functions that can be accessed after they've been assigned to a pedal

MEMO For instructions on assigning functions, refer to "Assigning the Function of the Pedals (Left Pedal/Center Pedal/Expression Pedal)" (p. 179).

Using the keyboard to input slash chords (such as Fm/C)

Assign "Leading Bass" to a pedal.

Inputting the accompaniment only for the rhythm part

Assign "No Chord" to a pedal.

Check the Accompaniment You Inserted

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

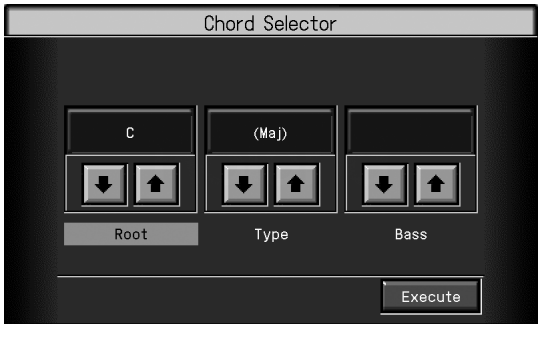
1. **Press the [I◀◀ (Prev)] button to rewind the song.**
2. **When you press the [▶ / ■ (Play/Stop)] button, the performance is played back.**
3. **Playback stops when you press the [▶ / ■ (Play/Stop)] button once more.**

Inputting Chords without Playing the Keyboard

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

1. **Touch <Chords>.**

   The following screen 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 RM-700 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 so its indicator is lit.**
2. **Touch <Song Creation>.**
3. **Touch <Song Edit>.**

   The "Song Edit" screen appears.

4. **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. 164
Copy	Copies measures	p. 164
Quantize	Evens out sounds in recorded performances.	p. 165
Delete	Deletes measures.	p. 165
Insert	Inserts a blank measure.	p. 166
Transpose	Transposes parts individually.	p. 166
Erase	Erases data in measures, creating blank measures.	p. 167
Part Exchange	Exchanges the sounds in parts.	p. 167
Note Edit	Allows corrections to be made note by note.	p. 168
PC Edit	Allows editing of the Tones changes that occur during a song.	p. 168

MEMO "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.

NOTE Some edits can't be undone, not even by choosing "Undo." We recommend saving songs to external memories or to user memory before editing. For more on how to save songs, refer to "Saving Songs" (p. 134).

Editing

5. Touch the item to be edited.

6. Set the value with the [Value] dial.

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

7. 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.

MEMO 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.

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

At Step 4 of "Selecting the Editing Function" (p. 163), select <Undo>.

Editing functions that can be undone appear on screen.

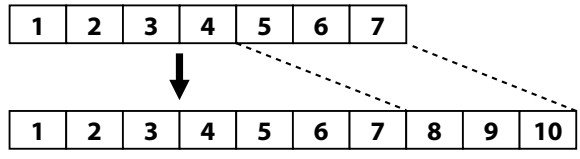
If you touch <Cancel>, the undo is cancelled, and you're returned to the Song Edit screen.

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

Copying Measures (Copy)

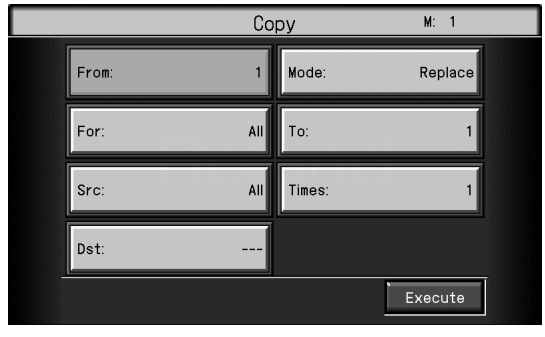
You can copy a portion of a performance to a different bar in the same Part or to a measure in another Part. This is handy when you're composing a song that repeats a similar phrase.

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



At Step 4 of "Selecting the Editing Function" (p. 163), 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, you can only copy to the selected Track. You cannot copy to the other Track.
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.
	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.
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

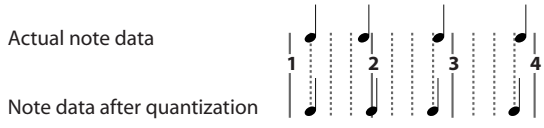
Correcting Timing Discrepancies (Quantize)

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.

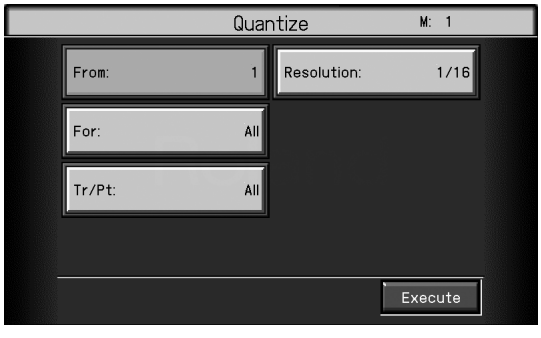
Example: Quarter-note resolution

Example: Sixteenth-note resolution



At Step 4 of "Selecting the Editing Function" (p. 163), select <Quantize>.

The following screen 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.
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)

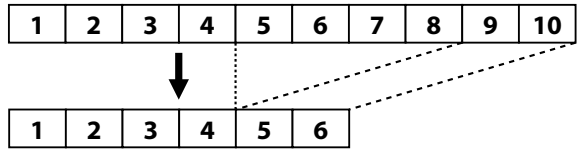
When finished with the Quantize settings, return to the Song Edit screen.

Deleting Measures (Delete)

You can delete a part of a performance by measure. When a portion of a performance is deleted, the rest of the performance is shifted up to fill the gap.

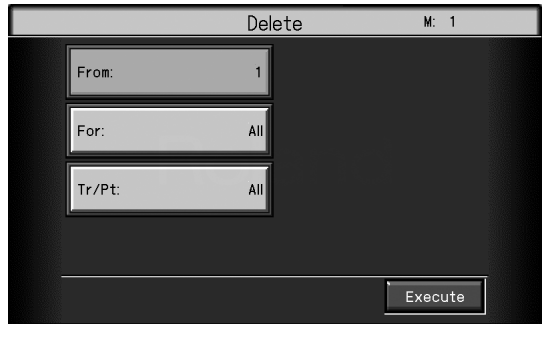
Erasing measures in a specified passage is called "deleting."

Ex. To delete measures (bars) 5–8



At Step 4 of "Selecting the Editing Function" (p. 163), select <Delete>.

The following screen appears.

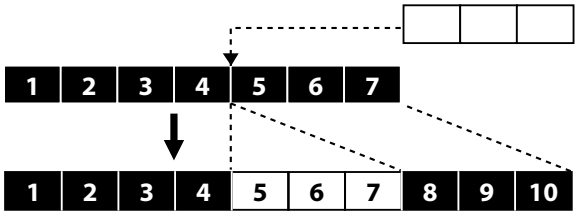


Item	Content
From	Measure number of the first measure of the segment to be deleted
For	Number of measures to be deleted
Tr/Pt	Track button or part number to be deleted When "All" is selected, the same portion of all parts is deleted.

Inserting Blank Measures (Insert)

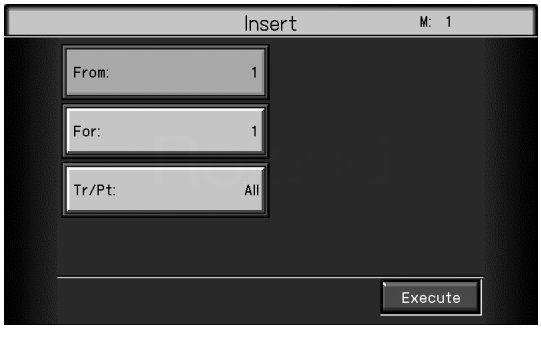
You can add a blank measure at a location you specify. This addition of a blank measure is called "insertion."

Ex. To insert measures (bars) 5–7



At Step 4 of "Selecting the Editing Function" (p. 163), select <Insert>.

The following screen appears.



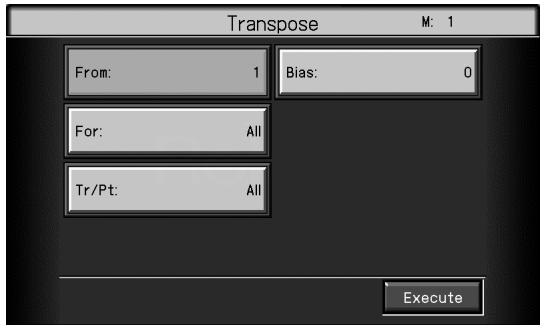
Item	Content
From	Measure number of the first measure of the segment to be inserted
For	Number of measures to be inserted
Tr/Pt	Track button or part number where data will be inserted When "All" is selected, blank measures are inserted at the same place in all parts.

Transposing Individual Parts (Transpose)

You can transpose specified parts and tracks individually.

At Step 4 of "Selecting the Editing Function" (p. 163), select <Transpose>.

The following screen appears.



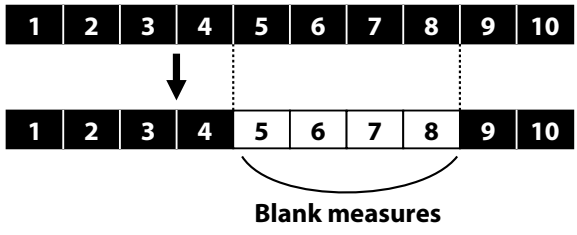
Item	Content
From	Measure number of the first measure of the segment to be transposed
For	Number of measures to be transposed
Tr/Pt	Track button or part number to be transposed When "All" is selected, the same portion of all parts is transposed.
Bias	The range of transposition You can select the range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

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

Making Measures Blank (Erase)

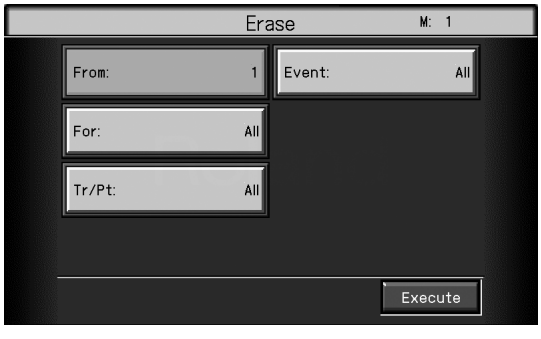
You can delete the performance data in a specified block of measures, turning them into blank measures without reducing the length of the song. This process is called "erasing."

Ex. To erase measures (bars) 5-8



At Step 4 of "Selecting the Editing Function" (p. 163), select <Erase>.

The following screen appears.



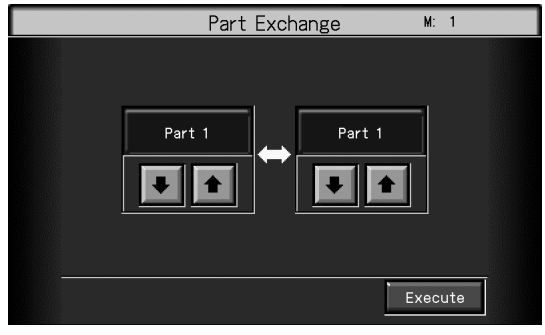
Item	Content
From	Measure number of the first measure of the segment to be erased
For	Number of measures to be erased
Tr/Pt	Track button or part number to be erased When "All" is selected, the same portion of all parts is erased.
Event	Select from the following types of performance data to erase:
	All 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. 168).
	Note Erases only notes.
	Except Notes Erases all of the performance data except for the notes.
	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 4 of "Selecting the Editing Function" (p. 163), select <Part Exchange>.

The following screen appears.



Touch each ↓ ↑ to choose Parts you want to exchange.

Correcting Notes One by One (Note Edit)

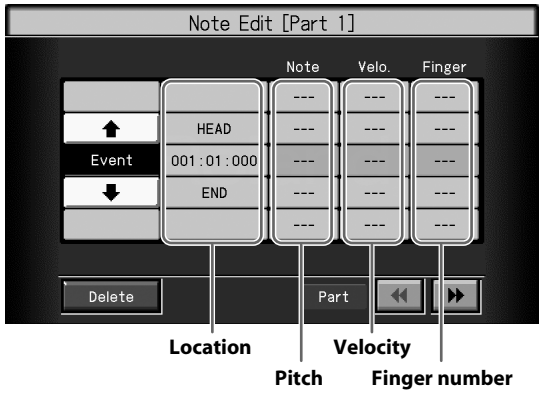
You can make corrections in a recorded performance one note at a time. This process of making changes in individual notes is called "note editing."

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 finger number

At Step 4 of "Selecting the Editing Function" (p. 163), select <Note Edit>.

The following screen appears.



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 [I◀◀ (Prev)] and [▶▶I (Next)] buttons or use <▲><▼> on the screen to find the note to be corrected.

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

Use the dial to correct the pitch, velocity, or finger number. If you want to delete the note, touch <Delete>.

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

You will return to the "Song Edit" screen.

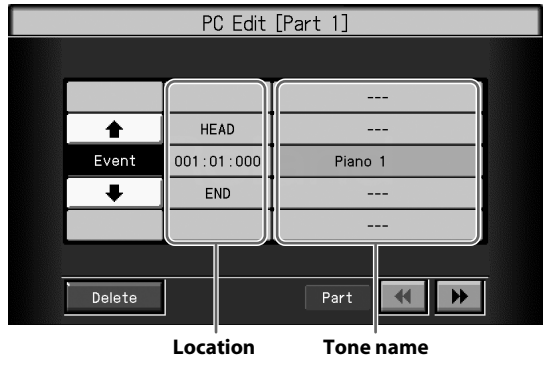
Modifying the Tone Changes in a Song (PC Edit)

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."

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

At Step 4 of "Selecting the Editing Function" (p. 163), select <PC Edit>.

The following screen appears.



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 [I◀◀ (Prev)] and [▶▶I (Next)] buttons or use <▲><▼> on 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 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.

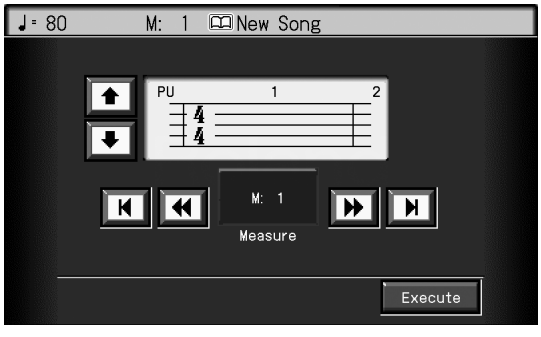
Changing the Beat in the Middle of a Song (Beat Map)

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

NOTE 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 so its indicator is lit.**
2. **Touch <Song Creation>.**
3. **Touch <Beat Map>.**

   The following screen appears.



4. **Use [◀◀] [▶▶] in the screen or the [I◀◀ (Prev)] and [▶▶I (Next)] 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.

5. **Touch [▼] [▲] in each to set the beat.**
6. **Touch <Execute>.**

   The beat change starts with the measure you selected.

   Repeat Steps 4–6 to make beat settings in other measures as needed.

Recording the Performance

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

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

8. **Start a recording.**

   Record the performance using the procedures described in "Recording and Saving the Performance" (p. 124). 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 [Slow] and [Fast] buttons to choose a tempo.**
2. **Hold down the [● (Rec)] button and press the [I◀◀ (Prev)] button.**

   The song's basic tempo changes.

NOTE

- The change in basic tempo is discarded when you turn off the power or choose a different song. Save important song data to external memory or to user memory (p. 134).
- If the song you're working on has tempo changes, press the [I◀◀ (Prev)] 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 RM-700 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.

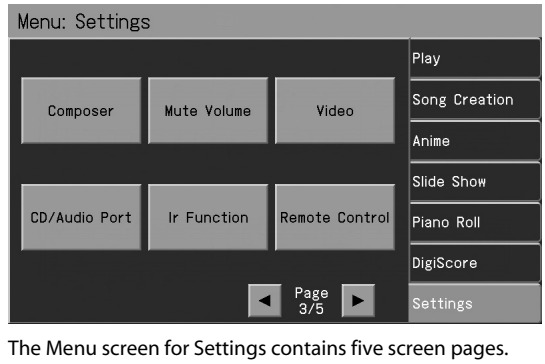
This recording of the tempo is called "Tempo Recording."

Adjusting the Tempo While Listening to a Song

You can add ritardando and other such gradual tempo changes.

Setting the Rec Mode to "Tempo"

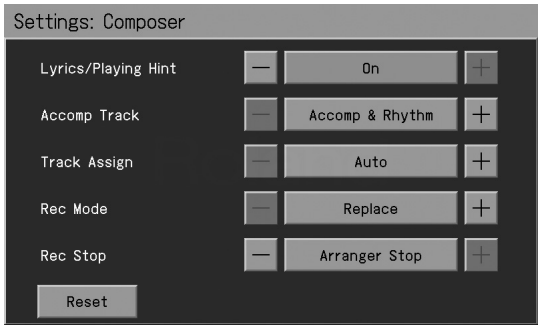
1. **Press the [Menu] button so its indicator is lit.**
2. **Touch <Settings>.**



* The Menu screen for Settings contains five screen pages.
Touch [◀] [▶] to switch between the pages.

3. Touch <Composer>.

The "Composer" screen appears.



4. 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 RM-700 goes into Tempo Recording, the tempo indication is highlighted.

Recording the Tempo

5. Access the DigiScore screen (p. 106), and use the [Value] dial to move to a point slightly earlier than the measure at which you want to change the tempo.

6. Press the [● (Rec)] button so its indicator is flash.

The RM-700 is put in recording standby.

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

8. When you get to the place where you want to change the tempo, use the Tempo [Slow] and [Fast] buttons or the dial to vary the tempo as desired.

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

The song's tempo changes.

NOTE You cannot record performances while in Tempo Recording mode. When you're finished tempo recording, go back to the ordinary Replace Recording.

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 1–4 of "Changing the Tempo Within the Song" (p. 169) to make the "Tempo Recording" settings.

1. Access the DigiScore screen (p. 106), then use the [Value] dial to move to the measure for which you want to change the tempo.

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

2. Press the [● (Rec)] button so its indicator is flash.

The RM-700 is put in recording standby.

3. Use the Tempo [Slow] [Fast] 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.

MEMO 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.

NOTE You cannot record performances while in Tempo Recording mode. When you're finished tempo recording, go back to the ordinary Replace Recording.

MEMO 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. 167).

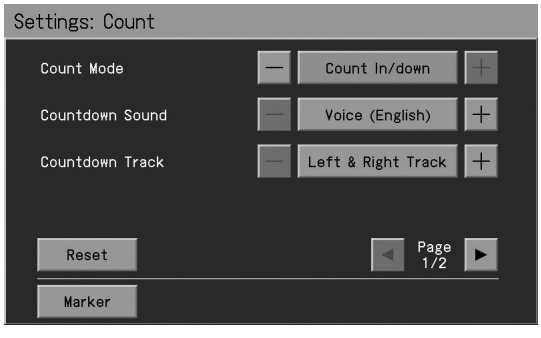
Tempo Recording Shortcut

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

Changing the Settings for the Count

1. Press the [Count] button so its indicator is lit.

The "Count" screen appears.



2. To change the setting, touch [—] [+] for the item you want to specify.

* There are two setting screens. Touch [◄] [►] to switch pages.

MEMO

If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

3. Press the [Exit] button when you've finished making settings.

MEMO

- For more about Count Mode, refer to "Match the Tempo Before You Begin Playing (Count In)" (p. 115).

Countdown Sound

Setting	Explanation
Voice (English), Voice (Japanese)	Specifies the count-down sound.

Countdown Track

Setting	Explanation
Left & Right Track, Left Track, Right Track, Part 1–16	Specifies the track or part that will determine the beginning of the performance when adding a countdown.

Count In Sound

Setting	Explanation
Stick, Click, Electronic, Voice (Japanese), Voice (English), Wood Block, Triangle & Castanets, Hand Clap, Animal	Specifies the count-in sound.

Count In Measure

Setting	Explanation
1, 2	Specifies the length (number of measures) of the count-in.

Count In Repeat

Setting	Explanation
First Time, Each Time	When <Repeat> is turned on in the "Marker" screen (p. 118), this specifies whether the count-in will sound each time the range between the markers is repeated, or only the first time.

Formatting the User Memory

The RM-700 provides a memory area in which you can store performances you've recorded, as well as Music Styles you've copied from external memory.

This area is called "user memory."

The following content is stored to the user memory.

- Songs that have been saved (p. 134)
- Sets of saved User Programs (p. 150)
- Music styles you've copied to the [User] button (p. 72)

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] button so its indicator is lit.

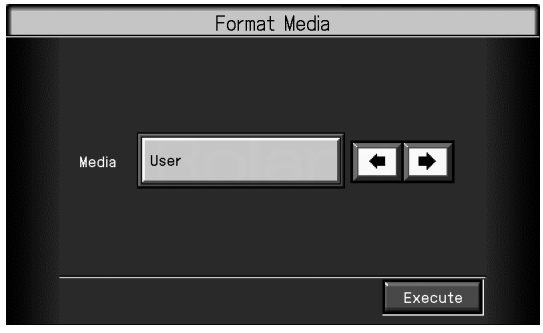
The Song selection screen appears.

2. Touch <File>.

The "Song File Menu" screen appears.

3. Touch <Format Media>.

The "Format Media" screen appears.



4. Touch [◀][▶] to select "User."

5. Touch <Execute>.

A confirmation message appears.

* If you touch <Cancel>, the deletion is cancelled.

6. Touch <OK>.

All of the content in the user memory is deleted.

NOTE

- Never turn off the power while the "Formatting..." indication is shown.

MEMO

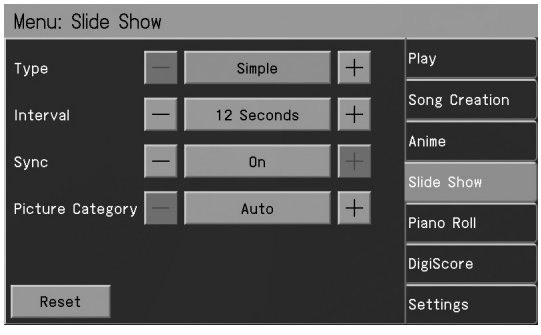
- This operation will not initialize any settings other than the contents of user memory. If you want to return settings other than user memory to the factory-set state, please execute Factory Reset (p. 190).

Slide Show Settings

1. **Press the [Menu] button so its indicator is lit.**

2. **Touch <Slide Show>.**

   The "Slide Show" screen appears.



3. **To change the setting, touch [−] [+] for the item you want to specify.**

MEMO

If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

4. **When you're finished making settings, press the [Exit] button.**

MEMO

- For more about Picture category, refer to "Selecting the Type of Image Used for the Slide Show (Picture Category)" (p. 91).

Selecting the Type of Slide Show (Type)

You can specify how transitions between images are to occur when you play back a slide show.

Setting	Explanation
Simple	One image will simply fade-out while the next image fades-in.
Block	The image will be divided into blocks that change separately.
Pop	The image will switch using rapid movement and color combination.
Mix	Simple, block, and pop types will be combined.

Selecting the Interval at which Images will Change (Interval)

You can specify the interval at which images will change when you play back a slide show.

Setting
5 Seconds, 8 Seconds, 12 Seconds, 4 Measures, 6 Measures, 8 Measures

MEMO

- Note that if you're playing a music CD or audio/MP3 format song, images will be switched at 12-second intervals even though you've specified a setting of 4 Measures, 6 Measures, or 8 Measures.
  If you play back an internal song or SMF music files, the images will change at the number of measures you've specified.

Synchronizing the Slide Show and Song (Sync)

This setting specifies whether images will be switched in synchronization with the song playback.

Setting	Explanation
Off	The images will not be switched in synchronization with the song playback
On	Images will be switched in synchronization with the song playback.

Piano Roll Screen Settings

1. **Press the [Menu] button so its indicator is lit.**

2. **Touch <Piano Roll>.**

   The "Piano Roll" screen appears.

3. **To change the setting, touch [−] [+] for the item you want to specify.**

* Settings for Piano Roll are divided into two separate screens. Touch [◄] [►] to switch between Classic Type and Modern type.

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

4. **Press the [Exit] button when you've finished making settings.**

Classic Type

Specifying the Color of the Piano (Cabinet)

You can specify the cabinet color of the player piano shown in the classic type piano roll screen.

Setting	Explanation
Wood	A piano with a wood grain (brown) cabinet is shown in the screen.
Black	A piano with a black cabinet is shown in the screen.
White	A piano with a white cabinet is shown in the screen.

Specifying the State of the Door of the Player Piano (Door)

You can specify the state of the door of the player piano shown in the classic type piano roll screen.

Setting	Explanation
Open	The piano is shown with a completely open door.
Half Open	The piano is shown with a half-open door.
Closed	The piano is shown with a closed door.

Displaying Bar Lines and Measure Numbers (Measure Display)

You can specify whether bar lines and measure numbers will be shown in the classic type piano roll screen.

Setting	Explanation
On	Bar lines and measure numbers will be shown.
Off	Bar lines and measure numbers will not be shown.

Modern Type

Specifying the Direction in which the Piano Roll Screen Moves (Viewpoint)

You can specify how the note bars will move when the modern type piano roll screen is shown.

Setting	Explanation
Horizontal	The note bars will move from right to left.
Vertical	The note bars will move from the foreground away to the background.

Selecting the Background Image (Background)

Setting
None, Music Score, Lightning, Castle, Space

Selecting the Foreground Image (Frame)

Setting
None, Picture Frame, Film Roll

Vocal Effect Settings

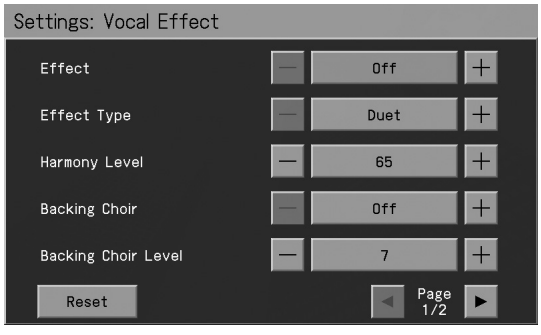
1. **Press the [Menu] button so its indicator is lit.**

2. **Touch <Settings>.**

   * The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. **Touch <Vocal Effect (Mic)>.**

   The "Vocal Effect" screen appears.



4. **To change the setting, touch — + for the item you want to specify.**

   * There are two setting screens. Touch ◄ ► to switch pages.

MEMO

If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. **Press the [Exit] button when you've finished making settings.**

MEMO

- For more about Effect Sw, Effect Type, and Harmony Level, refer to "Adding Effects to Microphone Vocals (Vocal Effect)" (p. 86).

Adding a Backing Chorus to the Harmony (Backing Choir)

This setting lets you add a backing chorus to the harmony when you've selected "Duet," "Trio," or "Quartet."

Setting	Explanation
Off	A backing chorus will not be added.
Gregorian, Gospel, Classical Choir, Boys choir	

Adjusting the Volume of the Backing Choir (Backing Choir Level)

Setting
1–10

Changing the Equalizer Settings

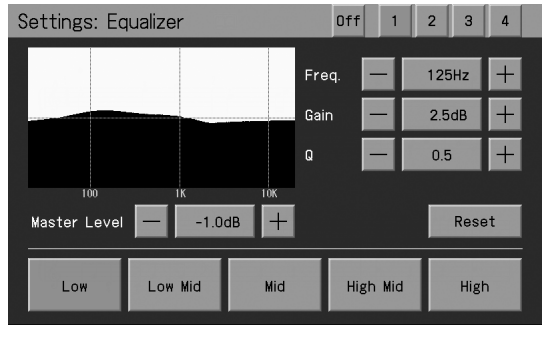
1. **Press the [Menu] button so its indicator is lit.**

2. **Touch <Settings>.**

   * The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. **Touch <Equalizer>.**

   The "Equalizer" screen appears.



4. **Touch a button from <1> through <4> to select an equalizer number.**

5. **Touch a button from <Low> through <High> to select the frequency band for which you want to adjust the settings.**

6. **To change the setting, touch — + for the item you want to specify.**

MEMO

If you touch <Reset>, the currently selected setting (parameter) will be reset.

7. **Press the [Exit] button when you've finished making settings.**

Parameter	Setting	Explanation
Equalizer Number	1–4, OFF	Selects a set of preset equalizer settings. If you select "OFF," the equalizer will be turned off.
Master Level	-12–+12dB	Adjusts the overall volume of the RM-700.
Low Freq.	16–16000 (Hz)	Frequency point in the low-frequency range. Generally, this changes the level at and below this frequency.

Parameter	Setting	Explanation
Low Gain	-12–+12dB	Adjusts the level of the low-frequency range.
Low Q	0.5, 1.0, 2.0, 4.0, 8.0	Changes the bandwidth of the low-frequency range. The bandwidth affected by the controls narrows as the value increases.
Low Mid Freq.	16–16000 (Hz)	Frequency point in the low-frequency range to midrange. This changes the level of the specified bandwidth centered on this frequency.
Low Mid Gain	-12–+12dB	Adjusts the level of the low-frequency range to midrange.
Low Mid Q	0.5, 1.0, 2.0, 4.0, 8.0	Changes the bandwidth of the low-frequency range to midrange. The bandwidth affected by the controls narrows as the value increases.
Mid Freq.	16–16000 (Hz)	Frequency point in the mid-frequency range. This changes the level of the specified bandwidth centered on this frequency.
Mid Gain	-12–+12dB	Adjusts the level of the mid-frequency range.
Mid Q	0.5, 1.0, 2.0, 4.0, 8.0	Changes the bandwidth of the mid-frequency range. The bandwidth affected by the controls narrows as the value increases.
High Mid Freq.	16–16000 (Hz)	Frequency point in the mid- to high-frequency range to midrange. Generally, this changes the level at and over this frequency.
High Mid Gain	-12–+12dB	Adjusts the level of the mid- to high-frequency range.
High Mid Q	0.5, 1.0, 2.0, 4.0, 8.0	Changes the bandwidth of the mid- to high-frequency range. The bandwidth affected by the controls narrows as the value increases.
High Freq.	16–16000 (Hz)	Frequency point in the high- frequency range. This changes the level of the specified bandwidth centered on this frequency.
High Gain	-12–+12dB	Adjusts the level of the high-frequency range.
High Q	0.5, 1.0, 2.0, 4.0, 8.0	Changes the bandwidth of the high-frequency range. The bandwidth affected by the controls narrows as the value increases.

NOTE Sounds may become distorted as the Gain level increases.

MEMO

- Equalizer settings will be saved within the RM-700 when you carry out the Memory Backup procedure (p. 189).
- If you want to return the equalizer settings to their factory-set condition, execute the Factory Reset operation (p. 190).

Tuning Settings

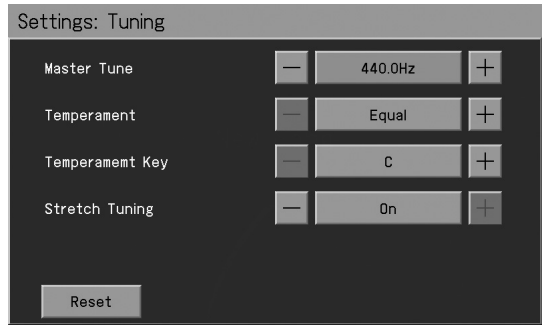
1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Tuning>.

The "Tuning" screen appears.



4. To change the setting, touch — + for the item you want to specify.

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. When you're finished making settings, press the [Exit] button.

MEMO

- Temperament-related settings can also be made in "Piano Designer" (p. 29).

Tuning to Other Instruments' Pitches (Master Tuning)

In situations such as when playing ensemble with other instruments, you can tune the RM-700's standard pitch to the pitch of another instrument.

The standard pitch generally refers to the pitch of the note that's played when you finger the middle A key.

This tuning of all the instruments to a standard pitch is called "Master Tuning."

Setting
415.3 Hz–440.0 Hz–466.2 Hz

Changing the Tuning (Temperament)

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.

Setting	Explanation
Equal	This temperament divides the octave into 12 equal parts. All intervals will be slightly out of tune by the same amount.
Just Major	This temperament makes the 5th and 3rd intervals pure. It is unsuitable for playing melodies and modulation is not possible, but it produces beautifully harmonious chords.
Just Minor	Just intonation differs between major and minor keys. The same results as major can be obtained in a minor key.
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. It allows you to play in all keys (third method).
Meantone	This temperament is a partial compromise of just intonation in order to allow modulation.
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.
Werckmeister	This temperament is a combination of meantone and Pythagorean temperaments. It allows you to play in all keys. (First method, number three.)

Setting the Temperament Key

When playing with tuning other than equal temperament, you need to specify the tonic note for tuning the song to be performed (that is, the note that corresponds to C for a major key or to A for a minor key).

If you choose an equal temperament, there's no need to select a tonic note.

Setting
C, C#, D, Eb, E, F, F#, G, Ab, A, Bb, B

* When performing in ensemble with other instruments, be aware that depending on the key, there may be some shifting of the pitch. Tune the RM-700 to the fundamental pitch of the other instruments.

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.

NOTE Stretch Tuning is valid only for the piano sound "Superior Grd."

Setting	Explanation
On	Stretch tuning will be used.
Off	Stretch tuning will not be used.

Adjusting the Keyboard Touch (Key Touch)

You can adjust the touch (playing feel) of the keyboard.

1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Key Touch>.

The "Key Touch" screen appears.

4. Touch one of <Fixed>–<Heavy> to specify the desired key touch.

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

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

5. Press the [Exit] button when you've finished making settings.

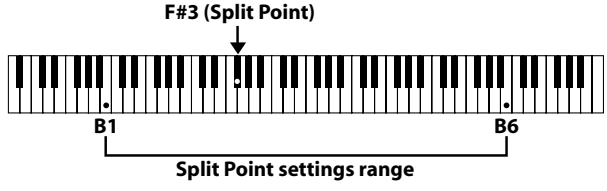
MEMO

- Key touch settings can also be made in "Piano Designer" (p. 29).

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. 39).

* The setting is at "F#3" when the RM-700 is powered up.



MEMO

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

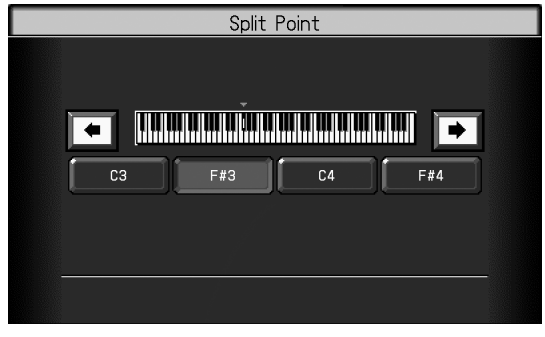
1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Split Point>.

The "Split Point" screen appears.



4. Touch one of <C3>–<F#4> to specify the split point.

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.

5. When you're finished making settings, press the [Exit] button.

Assigning the Function of the Pedals (Left Pedal/Center Pedal/Expression Pedal)

You can assign a variety of functions to the left pedal, center pedal, and expression pedal (sold separately). You can call up the assigned functions just by pressing the corresponding pedal.

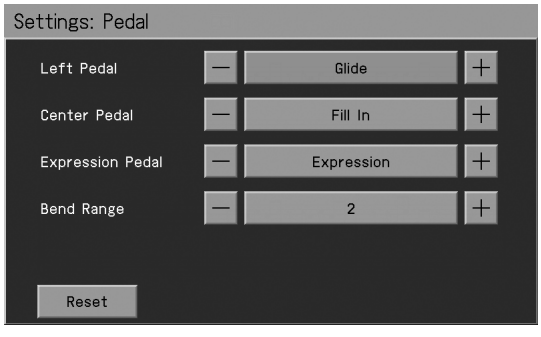
1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Pedal>.

The "Pedal" screen appears.



4. To change the setting, touch — + for the item you want to specify.

MEMO

If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. Press the [Exit] button when you've finished making settings.

MEMO

- Pressing the One Touch Program [Piano] button restores the piano performance functions to the pedals (p. 21).

Function	Explanation
Leading Bass	Toggles the Leading Bass function (p. 55) on or off. The function stays on as long as the pedal to which this is assigned is pressed.
No Chord	Only the 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	A fill-in is inserted.
Intro/Ending	Performs the same function as the [Intro/Ending] button (p. 63). Intro and Ending are played.
Rhythm Start/ Stop	Performs the same function as the [Start/Stop] button (p. 63).
Variation Up	Switches the Variation button. The Variation number will increase each time you press the pedal.
Variation Down	Switches the Variation button. The Variation number will decrease each time you press the pedal.
Harmony Intelligence	Turns the Harmony Intelligence function on and off (p. 67).
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 (p. 37) when you perform with an organ tone.
Glide	While the pedal is held down, the pitch of the sound drops temporarily, returning to the original pitch when the pedal 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. 75).
Page Fwd	The notation in the RM-700 display scrolls to the next page when you press the pedal.
Page Bwd	If a song is stopped with the score shown in the display, the notation in the RM-700 display scrolls to the preceding page when you press the pedal.
Punch In/Out	During Punch-in Recording, this starts and stops recording (p. 161).
Tap Tempo	You can set the tempo according to the interval at which the pedal is pressed (p. 113).
Composer Assist	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 Sostenuto	The pedal functions as a sostenuto pedal (p. 21).
Upper Soft	The pedal functions as a soft pedal (p. 21).

Function	Explanation
Lower Damper	Applies a damper pedal effect to the sounds in the left-hand side of the keyboard during a split performance (p. 39).
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.
Expression	Adjusts the overall volume.
EX1	Pressing the pedal during a layer performance will change the volume of the selected tone according to how deeply you press the pedal. Pressing the pedal with "EX1" selected increases the layer Tone volume. The layer Tone is played at a fixed volume, regardless of how forcefully the keys are played.
EX2	Pressing the pedal with "EX2" selected increases the layer Tone volume, while the volume of the right-hand Tone is decreased. The layer Tone is played at a fixed volume, regardless of how forcefully the keys are played.
EX3	Pressing the pedal with "EX3" selected increases the layer Tone volume.
EX4	Pressing the pedal with "EX4" selected increases the layer Tone volume, while the volume of the right-hand Tone is decreased.
Vocal Effect	The vocal effect will be turned on/off.
Vocal Effect Type	Switches the vocal effect type. Pressing the pedal cycles you through the available types, like this: "Duet" → "Trio" → "Quartet" → "Duet" → ... * You cannot use pedal operations to select types other than these.
Anime Control 1	When the Anime effect is on, the movement of the graphics or text in the screen will change.
Anime Control 2	This is a variation of Anime Control 1.
Anime Control 3	When Anime effect is on, the color of the graphics or text shown in the screen will change.
Anime Ctrl Mode	When you're varying the Anime effect by using an Anime control 1–3 assigned to a pedal, you can switch the type of change by pressing a pedal that's assigned to Anime Ctrl Mode.

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

MEMO Using the "Bend Up" or "Bend Down" function during a split performance (p. 39) changes the pitch of sounds in the right-hand side of the keyboard.

Using the Pedal to Apply the Bender Effect (Bend Range)

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."

Setting
1–12 (semitone steps)

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

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.

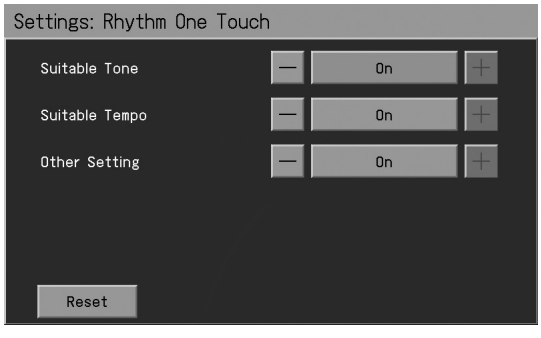
1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Rhythm One Touch>.

The "Rhythm One Touch" screen appears.



4. To change the setting, touch — + for the item you want to specify.

Setting	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 (Part Balance, etc.) are changed automatically.

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. Press the [Exit] button when you've finished making settings.

Selecting the Bass Tone/Chord Tone

When the Automatic Accompaniment is stopped, and Sync Start (p. 63) 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."

You can choose the Bass Tone and Chord Tone independently.

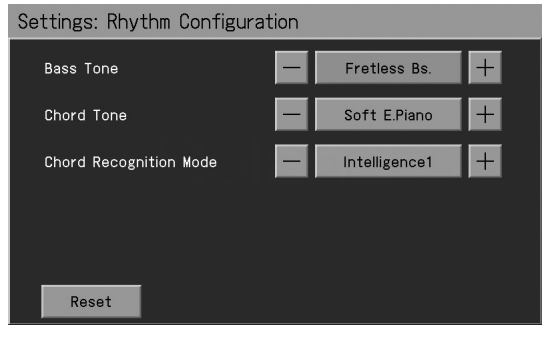
1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Rhythm Configuration>.

The "Rhythm Configuration" screen appears.



4. To change the setting, touch — + for the item you want to specify.

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. Press the [Exit] button when you've finished making settings.

MEMO

- For more about Chord Recognition Mode, refer to "Playing Chords with Simple Fingering (Chord Intelligence)" (p. 56).

Bass Tone

Setting
Off (no tone is played), Acoustic Bs., A. Bass+Cymbl, Fingered Bs., Picked Bass, Fretless Bs., Slap Bass1, Organ Bass, Synth Bass 101, Thum Voice

Chord Tone

Setting
Off (no tone is played), E.Piano 1, E. Piano 2, Soft E. Piano, Hard E. Piano, Slow Strings, Strings, Choir, Doos Voice

Composer Settings

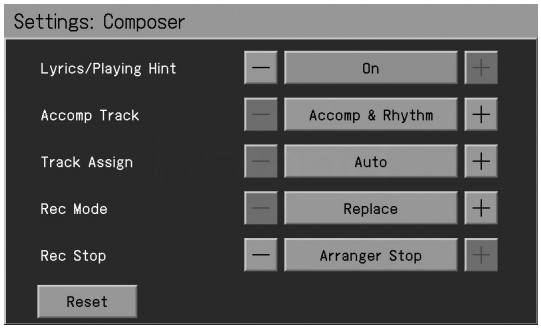
1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Composer>.

The "Composer" screen appears.



4. To change the setting, touch — + for the item you want to specify.

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. Press the [Exit] button when you've finished making settings.

MEMO

- For more about Rec Mode, refer to "Changing the Recording Method (Rec Mode)" (p. 159).
- For more about Rec Stop, refer to "Changing How Recording Stops" (p. 132).

Hiding the Lyrics and Playing Hints

Some karaoke music data or internal songs contain lyrics or playing hints. When such song data is played back, the lyrics and playing hints will be displayed in the slide show screen.

Setting	Explanation
On	When you play back song data that contains lyrics or playing hints and are viewing a slide show screen, the lyrics and playing hints will be displayed automatically.
Off	Lyrics and playing hints will not be displayed even if you are playing song data that contains lyrics or playing hints with the slide show screen displayed.

MEMO Lyrics are also displayed in the piano roll screen.

Using the [Accomp] Button to Switch the Part to be Muted (Accomp Track)

Here's how to switch the part that will be muted when you press the [Accomp] track button and turn off its light.

Setting	Explanation
Accomp & Rhythm	Both the accompaniment and rhythm will be muted.
Accomp	Only the accompaniment will be muted. (The rhythm will not be muted.)
Rhythm	Only the rhythm will be muted. (The accompaniment will not be muted.)

NOTE This setting will be applied when you select a song after changing this setting.

Changing the Parts Assigned to the Track Buttons During SMF Playback (Track Assign)

Normally, when playing back Roland Piano Digital-compatible SMFs (p. 226), the lower part is assigned to the [Left] button, and the upper part is assigned to the [Right] button. However, assignment of the upper and lower parts may differ with some SMF data.

If you cannot get the upper and lower parts to work well set on "Auto," then change the setting to "2/1 Part" or "3/4 Part."

MEMO This setting is valid only with respect to SMF format songs that reside in external storage (USB memory or CD-ROM).

Setting	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 upper part track and part 2 to the lower part track
3/4 Part	Part 4 will be assigned to the upper part track and part 3 to the lower part track.

NOTE This setting will be applied when you select a song after changing this setting.

CD/Roland Audio Port Settings

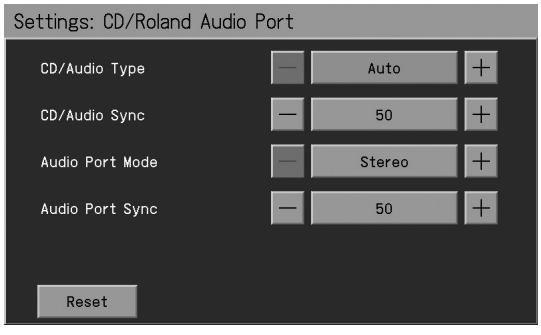
1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <CD/Roland Audio Port>.

The "CD/Roland Audio Port" screen appears.



4. To change the setting, touch — + for the item you want to specify.

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. Press the [Exit] button when you've finished making settings.

Setting the Type of CD to be Played Back (CD/Audio Type)

The RM-700 may be unable to correctly recognize the type of CD being used. In such instances, you can specify the type of CD manually.

Setting	Explanation
Auto	The CD type is detected automatically.
Type A	General CDs for Player Piano contain audio and MIDI data, and the data format may vary from one CD to the next. If the CD's data format does not match the RM-700's settings, a "beep" will sound. Certain general Automatic Piano CDs may not be playable on the RM-700.
Type B	
Stereo	Commercial Music CD (CDs other than those designed for use with the player piano)

Synchronizing the Timing of the Piano and Accompaniment (CD/Audio Sync)

With certain CDs designed to be used with the player function, the timing of the piano and accompaniment sounds may not be synchronized. However, you can synchronize the piano and accompaniment.

Setting	Explanation
0–100	The piano sound is delayed more as the value is increased.

Specifying the Type of Signal at the Roland Audio Port (Audio Port Mode)

When you've connected a CD player to the Roland Audio Port and are playing back a CD, use this setting to specify the type of CD.

Setting	Explanation
Auto	The CD type is detected automatically.
Type A	General CDs for Player Piano contain audio and MIDI data, and the data format may vary from one CD to the next. If the CD's data format does not match the RM-700's settings, a "beep" will sound. Certain general Automatic Piano CDs may not be playable on the RM-700.
Type B	
Stereo	Commercial Music CD (CDs other than those designed for use with the player piano)

Synchronizing the Timing of the Signals from the Piano and the Roland Audio Port (Audio Port Sync)

When you've connected a CD player to the Roland Audio port and are playing back a CD, use this setting to synchronize the timing of the piano sound and the CD sound.

Setting	Explanation
0–100	The piano sound is delayed more as the value is increased.

Switching the Remote Sensor On and Off (Ir Function)

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

1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Ir Function>.

The "Ir Function" screen appears.

4. Touch — + to switch On and Off.

Setting	Explanation
On	Remote control function is enabled.
Off	Remote control function is disabled. Remote control cannot be used,

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. Press the [Exit] button when you've finished making settings.

Remote Control Settings

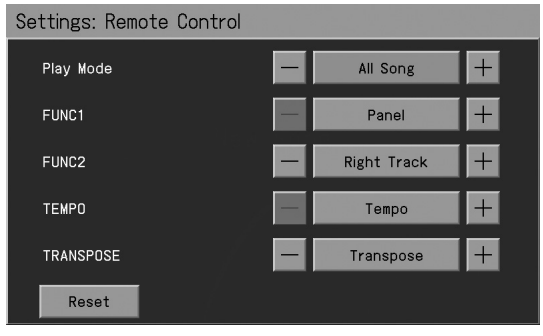
1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Remote Control>.

The "Remote Control" screen appears.



4. To change the setting, touch — + for the item you want to specify.

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. Press the [Exit] button when you've finished making settings.

Changing the [Play/Stop] Button Functions (Play Mode)

Here you can select the function that is assigned to the remote's [► / ■ (Play/Stop)] button.

Display	Explanation
One Song	Only the selected song is played back. Playback stops when the song is finished.
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 USB Memory and CD** Songs within the selected folder are played back continuously.

Display	Explanation
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 USB Memory and CD** Songs within the selected folder are played back in random order.

Changing the [FUNC1] [FUNC2] Button Functions

Here you can select the functions that are assigned to the remote's [FUNC1] button and [FUNC2] button.

Setting	Explanation
Panel	Switches on/off the function that provides for mirroring of the RM-700's display screen on a connected television or display.
Accomp Track	Each time the [FUNC 1] or [FUNC 2] button is pressed, the [Accomp] track is switched on or off. When turned off, the sound from the lower track does not play.
Left Track	Each time the [FUNC 1] or [FUNC 2] button is pressed, the [Left] track is switched on or off. When turned off, the sound from the lower track does not play.
Right Track	Each time the [FUNC 1] or [FUNC 2] button is pressed, the [Right] track is switched on or off. When turned off, the sound from the upper track does not play. Switches on/off the Center Cancel function for music CDs or audio/MP3 format songs.
Lyrics	Each time the [FUNC 1] or [FUNC 2] button is pressed, switches display of Lyrics/Playing Hints on (displayed) or off (hidden) (p. 182).
Vocal Effect	Each time the [FUNC 1] or [FUNC 2] button is pressed, switches the vocal effect on/off.
Anime	Each time the [FUNC 1] or [FUNC 2] button is pressed, switches the Anime effect on/off.
DigiScore Size	Switches the size of the notation.
Replay	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.
Repeat	Playback repeats within the marked range.
CD Eject	Ejects the CD from the CD drive.

Changing the [TEMPO] Button and the [TRANSPOSE] Button Functions (TEMPO/TRANSPOSE)

Here you can select the functions that are assigned to the remote's TEMPO [-] [+] buttons and TRANSPOSE [-] [+] buttons.

Display	Explanation
Tempo	Changes the tempo. Pressing [-] button slows the tempo down; pressing [+] button speeds up the tempo.
Notation	Scrolls the notation in the external display. Press [-] button to return to the previous page; press [+] button to advance to the next page.
Transpose	Transposes the song. Pressing [-] button lowers the pitch in semitone steps; pressing [+] button raises the pitch in semitone steps.
Bwd/Fwd	Fast forwards and rewinds the song. When [-] button is pressed, the song rewinds; when [+] button is pressed, the song is fast forwarded.
Audio Volume	Adjust the volume of a music CD or an audio-format song. Pressing [-] will reduce the volume, and pressing [+] will increase the volume. * This will not affect the audio input from the Roland Audio Port.

USB Settings

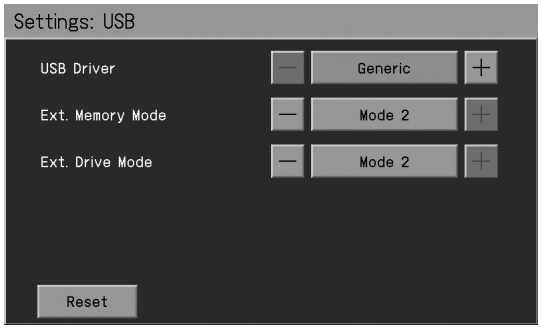
1. **Press the [Menu] button so its indicator is lit.**

2. **Touch <Settings>.**

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. **Touch <USB>.**

The "USB" screen appears.



4. **To change the setting, touch — + for the item you want to specify.**

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. **Press the [Exit] button when you've finished making settings.**

Changing the USB Driver Settings (USB Driver)

Normally, you don't need to install a driver in order to connect the RM-700 to your computer via the USB connector.

However, if some problem occurs, or if the performance is poor, using the original Roland driver may solve the problem.

If you do so, make the following setting to specify the USB driver you intend to use before you install the driver.

Setting	Explanation
Generic	Choose this if you want to use the standard USB driver that was included with your computer. Normally, you should use this mode.
Original	Choose this if you want to use a USB driver downloaded from the Roland website.

Changing the Communication Settings for USB Memory (Ext. Memory Mode)

In some cases, when USB memory is connected to the External Memory connector, it may take longer for data to be loaded, or data may fail to be loaded successfully.

If this happens, changing the communication settings for the USB memory may help.

* Changing the settings is normally not required.

Setting
Mode 1, Mode 2

Changing the Communication Settings for External Drive (Ext. Drive Mode)

In some cases, when CD drive is connected to the Ext Drive connector, it may take longer for data to be loaded, or data may fail to be loaded successfully.

If this happens, changing the communication settings for the CD drive may help.

* Changing the settings is normally not required.

Setting
Mode 1, Mode 2

Disabling the Background Music in the Evaluation Screen (Instruction Mode)

Here you can specify whether background music will play in the Visual Lesson evaluation screen.

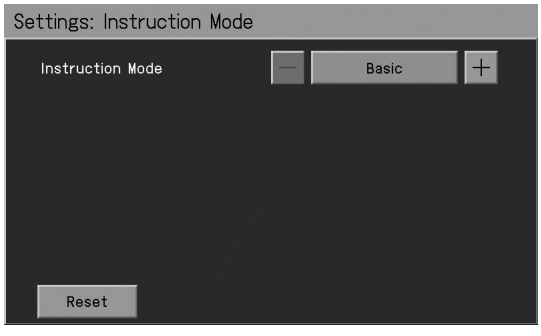
1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Instruction Mode>.

The "Instruction Mode" screen appears.



4. Touch — + to change the setting.

Setting	Explanation
Basic	Background music will be played
Expert	Background music will not be played.

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. Press the [Exit] button when you've finished making settings.

Demo Settings

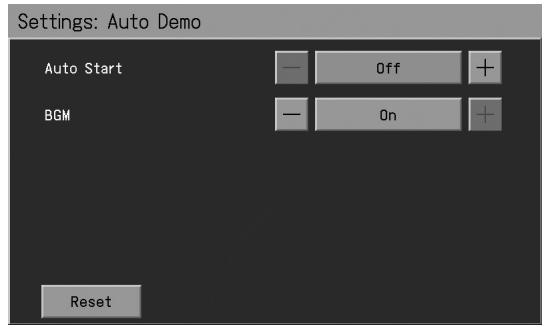
1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Auto Demo>.

The "Auto Demo" screen appears.



4. To change the setting, touch — + for the item you want to specify.

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. Press the [Exit] button when you've finished making settings.

Automatically Starting the Demo (Auto Start)

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

Setting	Explanation
On	The demo will begin automatically if no operation is performed for five minutes.
Off	The demo will not begin automatically.

Adding Background Music to the Auto Demo (BGM)

Here you can specify whether background music (BGM) will be added when the auto demo starts.

Setting	Explanation
On	Background music will be added.
Off	Background music will not be added.

Volume Settings

1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Gain>.

The "Gain" screen appears.

4. To change the setting, touch — + for the item you want to specify.

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. Press the [Exit] button when you've finished making settings.

Adjusting the Volume (Master Gain)

If you are playing the RM-700 through a connected external system, there may be cases in which the volume from your external system is too low even when the RM-700's [Volume] knob is turned to the maximum setting. In such cases, you can adjust the master gain setting as follows. Adjusting the master gain will also affect the volume of the internal speakers and headphones.

NOTE The sound may distort if you increase the volume excessively.

Setting
-12–12 dB

Adjusting the Audio Recording Level (Audio Rec Gain)

This adjusts the recording level for audio recording.

Setting
-24–6 dB

Calibrating the Touch Screen (Touch Screen)

The point detected by the touch screen may drift as you use the RM-700 for an extended time. If you notice such a drift, you can correct it by calibrating the touch screen as follows.

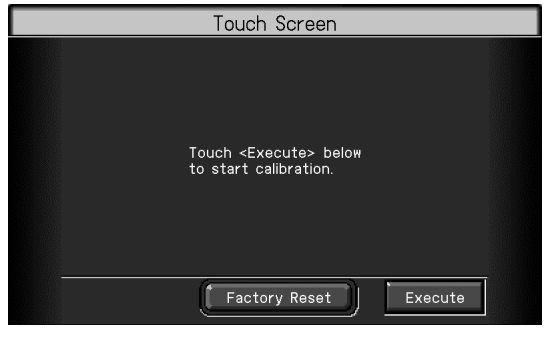
1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

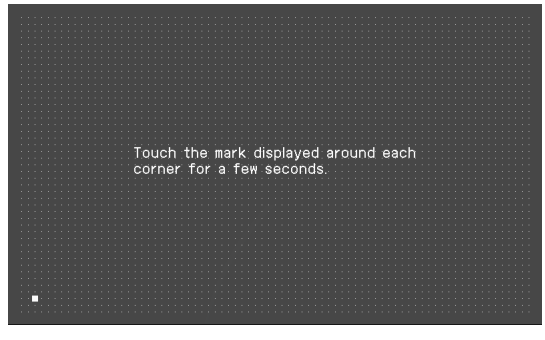
3. Touch <Touch Screen>.

The "Touch Screen" screen appears.



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

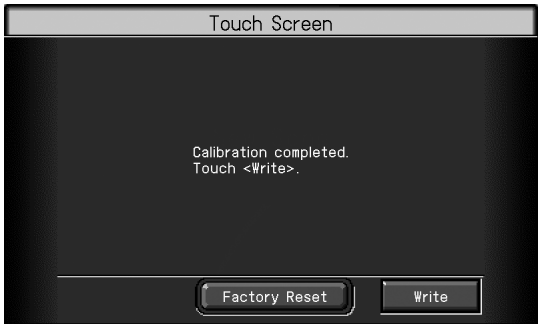
4. Touch <Execute>.



5. A point will be indicated. Touch this point.

NOTE If you touch a point other than the indicated one, the drift may become extremely severe. Be sure to touch the correct point.

When you've finished calibrating the position, the following screen appears.



6. Touch <Write>.

The settings will be written, and you will return to the Menu screen for settings.

NOTE

If you turn off the power without writing the settings, the calibration settings will be cancelled.

Changing the Language (Language)

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

1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Language>.

The "Language" screen appears.

4. Touch — + to select the language.

Setting
English, French, German, Japanese, Spanish

MEMO

If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. Press the [Exit] button when you've finished making settings.

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. 225).

1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Memory Backup>.

The "Memory Backup" screen appears.

4. Touch <Execute>.

The confirmation message appears on screen.

* If you decide to cancel the memory backup, touch <Cancel>.

5. Touch <OK>.

The settings will be stored, and you will return to the Settings Menu screen.

NOTE

- Never turn off the power while the "Executing..." indication is shown.

Restoring the Factory Settings (Factory Reset)

You can return the content stored with "Memory Backup" 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 "Calibrating the Touch Screen (Touch Screen)" (p. 188)

MEMO

When you want to restore the content registered to the RM-700's User memory to the factory condition, refer to "Formatting the User Memory" (p. 172).

1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Factory Reset>.

The following screen appears.

4. Touch <Execute>.

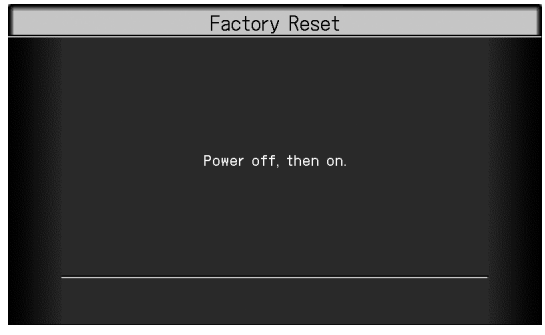
The confirmation message appears on screen.

* If you decide to cancel the factory reset, touch <Cancel>.

5. Touch <OK>.

The factory reset will be executed.

When the Factory Reset has been completed, The following screen appears.



6. Turn the RM-700's power off, then on again.

NOTE

- Never turn off the power while the "Executing..." indication is shown.

Disabling the Buttons (Panel Lock)

Once set to "Panel Lock," all buttons on the RM-700 will no longer be operable.

This prevents the settings from being inadvertently modified even if children press the buttons accidentally.

NOTE Once Panel Lock has been turned on, nothing will be shown in the screen, and the indicators of all buttons will be turned off.

Method 1

1. While holding down the One Touch Program [Piano] button, press the [Power] switch to turn the power on.

All buttons except for piano play are disabled.

Turn the [Volume] knob to Adjust the volume.

Method 2

1. While holding down the [Transpose] button, press the [V-LINK] button.

All buttons will become inoperable; you'll only be able to play the sound that you selected before Panel Lock was activated.

Turn the [Volume] knob to Adjust the volume.

Cancelling the Setting

1. Hold down the [Transpose] button and press the [V-LINK] button.

Connecting External Devices

You can connect the RM-700 to external devices such as audio equipment, MIDI instruments and computer.

Connecting an External Display or Television

Your slide shows, animation effects, and the viewing of lyrics or scores can all benefit from the use of a larger display.
That's why this instrument allows you to connect an external computer-use monitor or a television.

Connecting Portable Audio Player (p. 195)

You can connect your portable audio player to the Roland Audio Port and play its sound from the RM-700. You can also use the Transpose function (p. 122) to shift the pitch, or use the Center Cancel function (p. 85) to minimize the melody or vocal sound.

Connecting Video Equipment (p. 196)

With a V-LINK compatible device connected, you can switch images with the keyboard.

Connecting MIDI Devices (p. 196)

You can connect a MIDI sequencer and record performance data from the RM-700, or play performance data from the RM-700 on the sequencer. Also, when you connect a MIDI sound module, you can perform on the RM-700 and hear the sounds played through the MIDI sound module.

Connecting Audio Equipment (p. 199)

The RM-700 has high-quality built-in stereo speakers, but you can also hook it up a stereo system for an even more impressive sound.

Connecting a Computer (p. 200)

You can use a sequencer program to record performance data from the RM-700 and play performance data from the program on the RM-700.

Connecting an Expression Pedal

You can connect an expression pedal and use it to adjust the volume or to control another function.

Connect the expression pedal to the RM-700's rear bottom panel Control Pedal connector.

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.

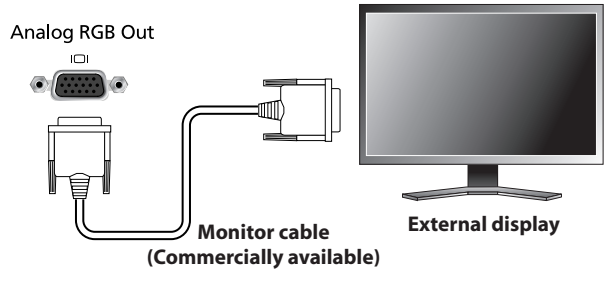
Connecting an External Display or Television

Your slide shows, animation effects, and the viewing of lyrics or scores can all benefit from the use of a larger display.
That's why this instrument allows you to connect an external computer-use monitor or a television.

MEMO You can switch screens with the remote control. For details, refer to "Using the Remote Control" (p. 83).

NOTE You can't use the Video Output jack and Analog RGB Out connector at the same time.

Connecting an External Display



Types of display that can be connected

In general, you can connect any display that is sold as a "multiscan monitor." However, to be certain, please check the following specifications before you connect your display.

Resolution	800 x 480 pixels or more
Horizontal scan rate	31.5 kHz
Vertical scan rate	60 Hz
Connector	Three-row 15-pin D-sub type
Signal	Analog

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.

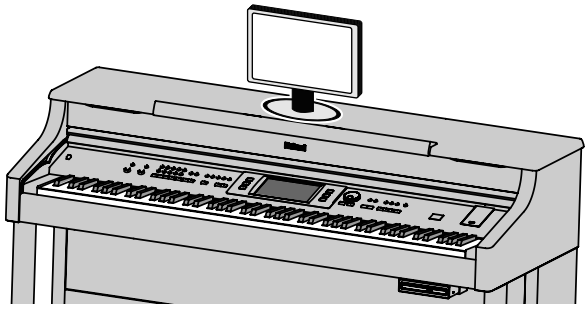
1. **Switch off the RM-700 and the display you'll be connecting (p. 21).**
2. **Use a commercially available monitor cable to connect the RM-700's Analog RGB Out connector to the analog RGB connector of your display.**
3. **Switch on the RM-700 (p. 21).**
4. **Switch on the connected display.**

MEMO For details on how to use your external display, refer to the owner's manual for your display.

5. **Set to "RGB" at "Selecting the Video Output Destination (Output Select)" (p. 195).**

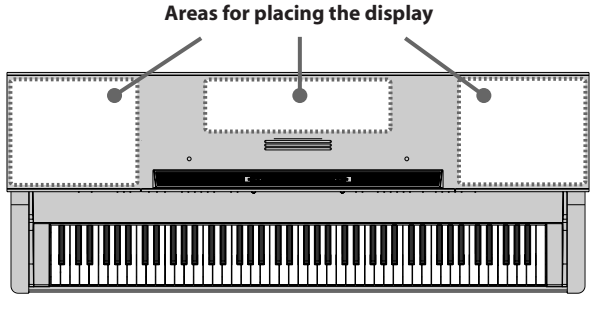
Installation of Display

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 Rest" (p. 20).



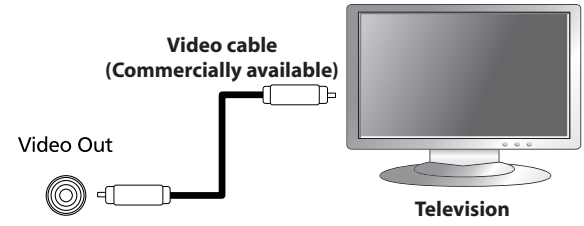
When using the RM-700 with a display placed on it, be sure to note the following precautions.

- Make sure the display sits stably on the RM-700 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.



- If you are placing the display on top of the RM-700, 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.

Connecting a Television



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.

1. **Switch off the RM-700 and the television you'll be connecting (p. 21).**
2. **Connect the RM-700 to your television, use a video cable (commercially available) to connect the RM-700's Video Out jack to the television.**
3. **Switch on the RM-700 (p. 21).**
4. **Switch on your television.**
5. **Set to "Video" at "Selecting the Video Output Destination (Output Select)" (p. 195).**
6. **(As necessary) Specify the television output format (p. 194).**
7. **Specify the aspect ratio (ratio between width and height) for your television (p. 194).**

NOTE

- There are small areas at the left and right of the screen that do not show an image; this is due to the design of the RM-700.

Switching Off Your External Display or Television

You must turn off the power of the external display or television in the following order.

1. **Minimize the volume of the RM-700 (p. 22).**
2. **Switch off the connected display or television.**
3. **Switch off the RM-700 (p. 21).**

Video Settings

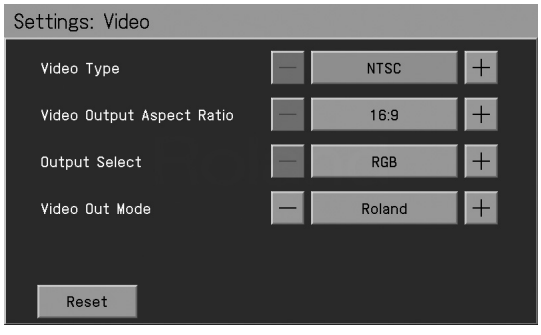
1. Press the [Menu] button so its indicator is lit.

2. Touch <Settings>.

* The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. Touch <Video>.

The "Video" screen appears.



4. To change the setting, touch — + for the item you want to specify.

MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. Press the [Exit] button when you've finished making settings.

Specifying the Television Format (Video Type)

Set the RM-700s television format to match the television format of the television that is connected.

Change this setting if the image is not correctly shown on the television.

Set this to the broadcast format used in your area.

Setting	Explanation
NTSC	NTSC is used in North America and a number of other countries including Japan.
PAL	PAL is used in many regions, including Europe and Asia.

Selecting the Aspect Ratio of the Video Output (Video Output Aspect Ratio)

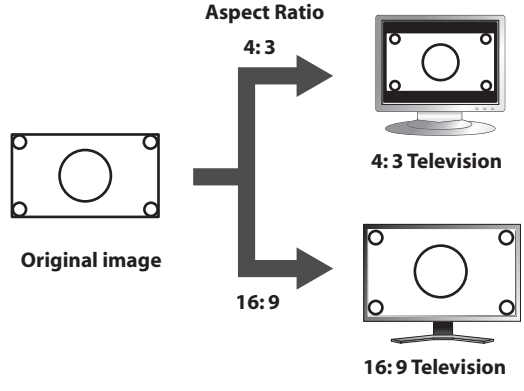
This setting changes the proportional relationship between the vertical and horizontal dimensions of the image that is output from the RM-700 to the television or display connected to the Output jack.

The RM-700's display screen has a horizontal/vertical ratio of 16:9. Televisions and displays have screen sizes with a horizontal/vertical ratio of 4:3 or 16:9 (wide screen).

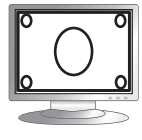
NOTE You can't change the aspect ratio of the image that is output from the Analog RGB Output connector to an external display or a television.

Setting	Explanation
16:9	Use this setting if the connected television or display has a screen aspect ratio of 16:9.
4:3	Use this setting if the connected television or display has a screen aspect ratio of 4:3.

◎ Image is displayed correctly



× Image is distorted



× Image is not completely visible

NOTE

- If the image is still not shown correctly even though you have adjusted the RM-700's aspect ratio to match the television or display you've connected, please change the settings of the connected television or display.

Selecting the Video Output Destination (Output Select)

Here's how to choose whether the image will be shown on a television connected to the Video Out jack or an external display connected to the Analog RGB Out connector.

Setting	Explanation
RGB	Analog RGB Out connector
Video	Video Out jack

NOTE If both an external display and a television are connected simultaneously, the image will appear incorrectly on both the external display and the television.

Selecting the Screen that is Shown when Slide Show, DigiScore, or Piano Roll are off (Video Out Mode)

Here you can specify what will be shown on the external display, television when the Slide Show, DigiScore, and Piano Roll are off.

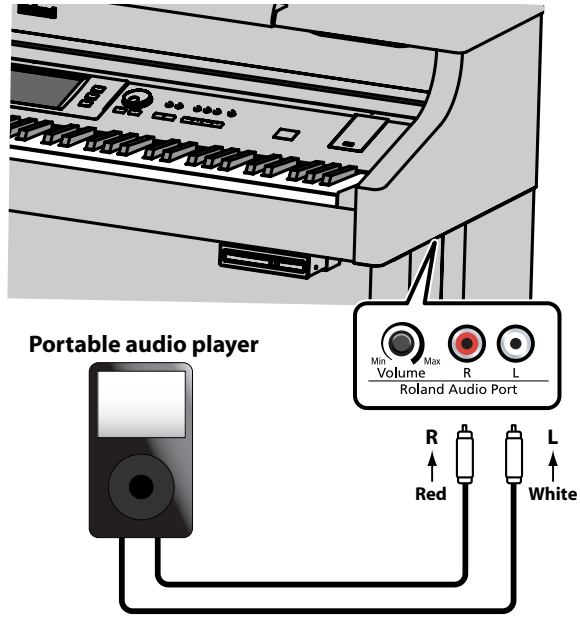
Setting	Explanation
Panel	The RM-700's display will show the same image as the television or display that is connected to the RM-700.
ROLAND	"Roland" will be displayed.
Black	Nothing will be displayed.

Connecting a Portable Audio Player

You can connect a portable audio player to the Roland Audio Port, and the music is heard from the RM-700's speakers.

1. **Turn the front right bottom panel Roland Audio Port volume knob all the way toward the left to minimize the volume.**

2. **Connect your portable audio player to the front right bottom panel Roland Audio Port.**



3. **In the song selection screen, choose "New Song (p. 77)."**

4. **Start playback on your portable audio player, and adjust the volume with the Roland Audio Port [Volume] knob.**

5. **If you want to decrease the vocal portion of the music from the portable audio player, press the [Center Cancel] button so its indicator is lit.**

MEMO

- You can change the pitch of the portable audio player. For details, refer to "Transposing Keyboard Sounds and Songs Played Back (Transpose)" (p. 122).

Connecting Video Equipment (V-LINK)

Connecting the RM-700 to a V-LINK compatible image device allows you to control the images with the RM-700.

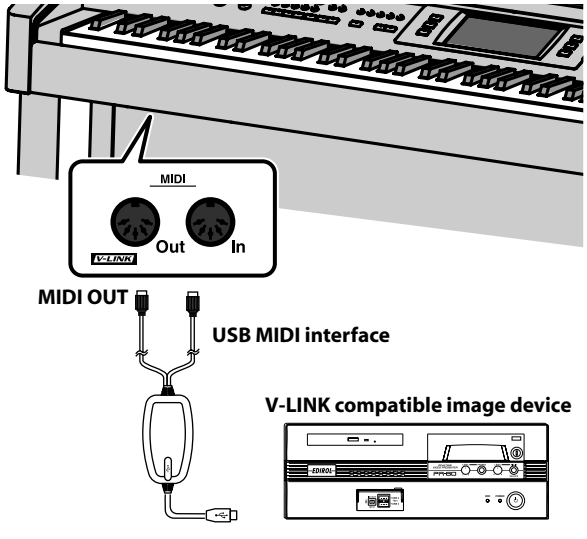
V-LINK

V-LINK (V-LINK) is a function that allows music and images to be performed together. By using MIDI to connect two or more V-LINK compatible devices, you can easily enjoy a wide range of visual effects that are linked to the expressive elements of a music 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:



1. Press the [V-LINK] button to switch the V-LINK On/Off.

Button	Explanation
Lit	The V-LINK function is switched on. You can control images using the twelve keys at the left end of the keyboard.
Unlit	The V-LINK function is switched off.

* This is set to "Off" (unlit) when you turn on the power.

NOTE

- 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.

Connecting MIDI Equipment

Performance data can be exchanged between the RM-700 and external MIDI equipment, allowing them to control each other. For example, you can play one device from the keyboard of another device, or switch sounds remotely.

What's MIDI?

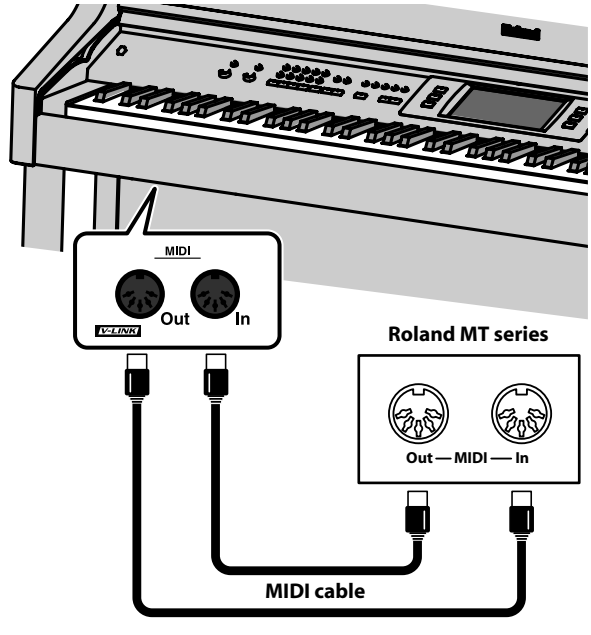
"MIDI" stands for "Musical Instrument Digital Interface." It is a universal standard that allows performance data to be exchanged among electronic musical instruments and computers.

The RM-700 provides MIDI connectors so that performance data can be transferred between it and other devices. By using these connectors to connect other devices with the RM-700, you can take advantage of a wide range of possibilities.

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.

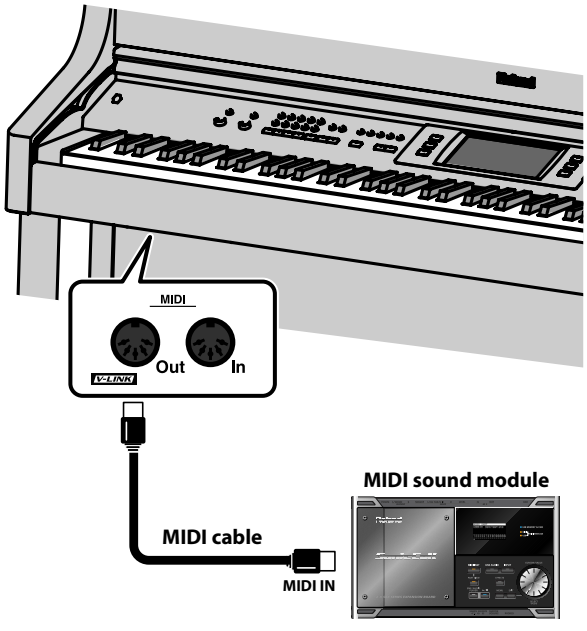
Using a MIDI Sequencer to Play the RM-700



NOTE

- When the RM-700 is connected to a MIDI sequencer, set it to "Local Off." Refer to "Disconnecting the Internal Sound Generator and Keyboard (Local Control)" (p. 198).

Playing a MIDI Sound Module from the RM-700



Making Connections

1. **Minimize the volume of the RM-700 and of the MIDI equipment you are connecting.**
2. **Switch off power to the RM-700 and the MIDI equipment you are connecting.**
3. **Use MIDI cables (commercially available) to connect the MIDI connectors to the connectors of the other equipment (refer to the figure).**
4. **Switch on power to the RM-700 and the connected MIDI equipment.**
5. **Adjust the volume of the RM-700 and the connected MIDI equipment.**
6. **If necessary, make MIDI settings.**

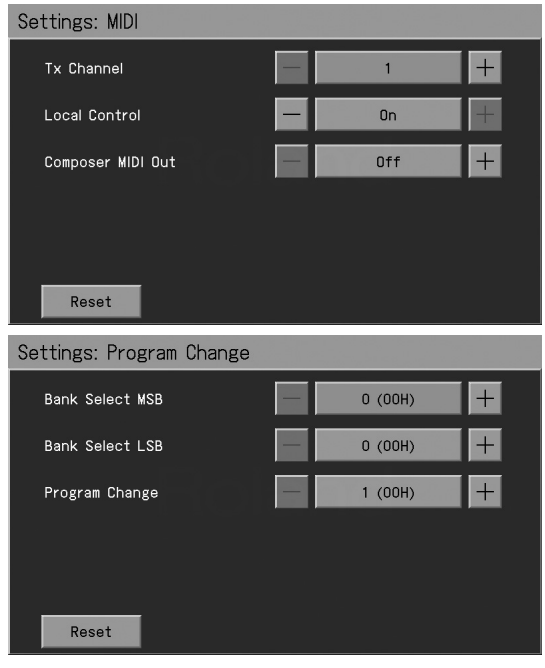
MIDI Settings

1. **Press the [Menu] button so its indicator is lit.**
2. **Touch <Settings>.**

   * The Menu screen for Settings contains five screen pages. Touch ◄ ► to switch between the pages.

3. **Touch <MIDI> or <Program Change>.**

   The following screen appears.



4. **To change the setting, touch — + for the item you want to specify.**

   MEMO If you touch <Reset>, the currently selected setting (parameter) will return to its factory setting.

5. **Press the [Exit] button when you've finished making settings.**

Changing the MIDI Transmit Channel (Tx Channel)

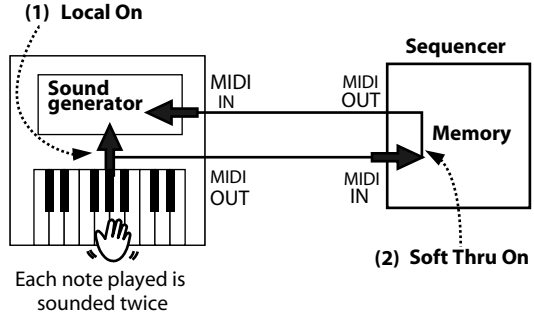
This setting specifies the MIDI channel on which the RM-700 will transmit. MIDI uses sixteen "MIDI channels," which are numbered 1 through 16. By connecting MIDI devices and specifying the appropriate MIDI channel for each device, you can play or select sounds on those devices.

The RM-700 will receive all sixteen channels (1–16).

Setting
1–16

Disconnecting the Internal Sound Generator and Keyboard (Local Control)

When you have a MIDI sequencer connected, set this parameter to Local Off. Most conventional sequencers have the Thru function set to On, so as seen in the figure, when information describing what has been played on the keyboard (1) arrives at the sound generator via two separate routes (2), notes could be sounded twice or sometimes get cut off. To prevent this, the setting called "Local Off" is used to disconnect the route in (1).

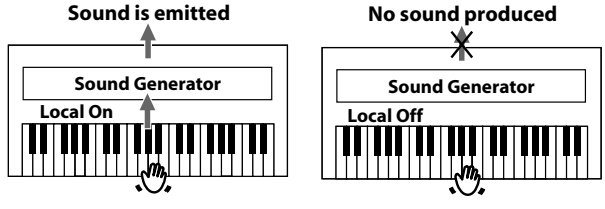


Local On:

The keyboard and the internal sound generator are in a linked state.

Local Off:

The keyboard and the internal sound generator are in an unlinked state. No sound will be produced by the keyboard when it is played.



MEMO

When a Roland MT series instrument is connected, it is not necessary to make the Local Off setting. The MT transmits a Local Off message when the power is turned on. If you turn on the power in the order of the RM-700 → MT series, Local Off will be set automatically.

Setting	Explanation
On	The Local Control is set to On. The keyboard and internal sound generator are connected.
Off	The Local Control is set to Off. The keyboard and internal sound generator are disconnected. Playing the keyboard will not produce sound.

Sending Recorded Performance Data to a MIDI Device (Composer MIDI Out)

When Composer MIDI Out is active, you can send performance data recorded with the RM-700 to a connected MIDI device or computer.

Setting	Explanation
On, Off	When you turn on the power, this is set to "OFF" (data is not sent).

Sending Tone Change Messages (Bank Select MSB/Bank Select LSB/Program Change)

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 RM-700. 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).

Bank Select MSB/Bank Select LSB

Setting
0 (00H)–127 (7FH)

Program Change

Setting
1 (00H)–128 (7FH)

NOTE

Some MIDI instruments can't handle Bank Select messages. Others can handle Bank Selects, but do not recognize the LSB part.

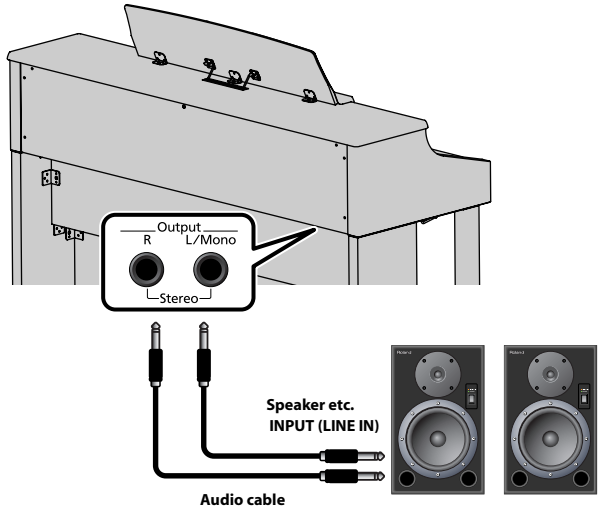
Connecting Audio Equipment

By connecting the RM-700 to your audio equipment or external speakers, you can play the RM-700's sounds from your stereo system's speakers or from other external speakers, or record your performance on a recording device.

NOTE

- If you use a connection cable that has a built-in resistor, the volume of the device connected to the input jack may be low. Please use connection cables that do not contain a resistor.
- 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 the RM-700 through Connected Speakers



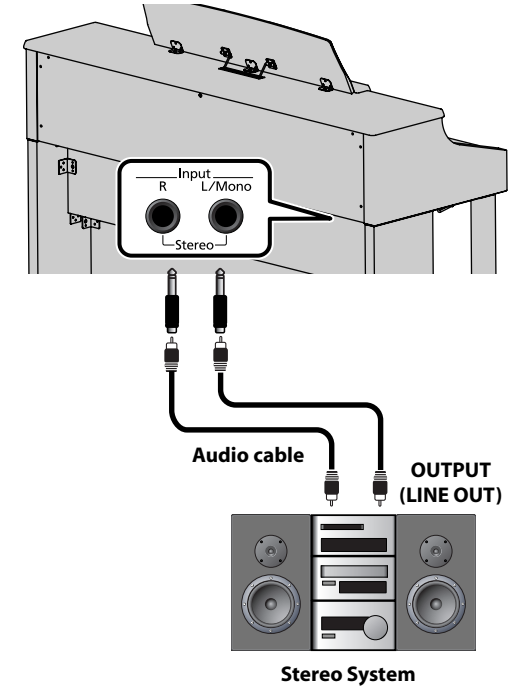
1. **Minimize the volume of the RM-700 and of the speakers you are connecting.**
2. **Switch off power to the RM-700 and the speakers you are connecting.**
3. **Make connections using separately available audio cables.**
4. **Switch on the RM-700's power.**
5. **Switch on power to the connected speakers.**
6. **Adjust the volume of the RM-700 and the connected speakers.**

   Play the RM-700's keyboard, and sound will be produced from the connected speakers (or stereo set).

Turning the Power Off

1. **Minimize the volume of the RM-700 and of the connected speakers.**
2. **Switch off power to your speakers.**
3. **Switch off power to the RM-700.**

Playing the Sound of an Audio Device through the RM-700



1. **Minimize the volume of the RM-700 and of the audio device you are connecting.**
2. **Switch off power to the RM-700 and the audio device you are connecting.**
3. **Make connections using commercially available audio cables.**
4. **Switch on power to the audio device.**
5. **Switch on the RM-700's power.**
6. **Adjust the volume of the RM-700 and the connected audio device.**

Turning the Power Off

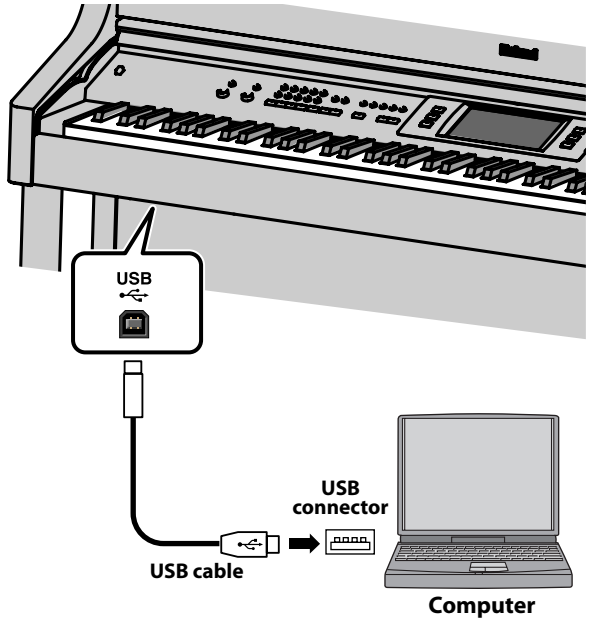
1. **Minimize the volume of the RM-700 and of the connected audio device.**
2. **Switch off power to the RM-700.**
3. **Switch off power to the connected audio device.**

Connecting Your Computer

If you use a USB cable (commercially available) to connect the USB connector to the USB connector of your computer, you'll be able to do the following things.

- Use the RM-700 to play SMF music files played back by MIDI-compatible software.
- By transferring MIDI data between the RM-700 and your sequencer software, you'll be able to enjoy a wide range of possibilities for music production and editing.

Connect the RM-700 to your computer as shown below.



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.
- Only MIDI data can be transmitted and received via USB. Data for a song recorded on the RM-700 cannot be transmitted or received.
- A USB cable is not included. If you need to obtain one, ask the dealer where you purchased the RM-700.
- Switch on power to the RM-700 before you start up the MIDI application on your computer. Don't turn the RM-700's power on/off while your MIDI application is running.

Refer to the Roland website for system requirements.

Roland website: http://www.roland.com/

If connection to your computer is unsuccessful...

Normally, you don't need to install a driver in order to connect the RM-700 to your computer. However, if some problem occurs, or if the performance is poor, using the Roland original driver may solve the problem.

For details on downloading and installing the Roland original driver, refer to the Roland website.

Roland website: http://www.roland.com/

Specify the USB driver you want to use, and then install the driver. For details, refer to "Changing the USB Driver Settings (USB Driver)" (p. 186).

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. 19)
The button doesn't work	Is the panel locked? (p. 191) Cancel the Panel Lock function. Turn the power off, then back on.
Nothing appears on screen	The RM-700 uses a liquid-crystal screen, so text may not be displayed when the ambient temperature is below freezing.
	Is the panel locked? (p. 191) Cancel the Panel Lock function.
	Could the [Anime] button be on? (p. 94) Press the [Exit] button or press the [Anime] button to turn off the Anime effect.
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. 188) to correct the positioning.
Depressing a pedal has no effect, or the pedal effect doesn't stop	Is the pedal connected correctly? (p. 19)
	Has a different function been assigned to the pedal? See "Assigning the Function of the Pedals (Left Pedal/Center Pedal/Expression Pedal)" (p. 179).
	Normal pedal operation is automatically enabled when the One Touch Program [Piano] button is pressed (p. 28).
The pedal rattles	Adjust the adjuster underneath the pedal so that the pedal presses firmly against the floor surface (p. 22).
The volume level of the instrument connected to Input jacks or Roland Audio Port is too low	Could you be using a connection cable that contains a resistor? Use a connection cable that does not contain a resistor.
Unable to read from/write to USB memory	Are you using (optional) Roland memory? Reliable performance cannot be guaranteed if you use non-Roland memory products.
	Try switching the Ext Memory Mode (p. 186).
Remote Control not functioning	No data from the remote control is received when the Remote Sensor is switched off. Check "Switching the Remote Sensor On and Off (Ir Function)" (p. 184).
Performance begins unexpectedly	Could the Auto Start setting for Auto Demo be set to "On"? (p. 187) If Auto Start is On, the demo will begin if no operation has been performed for five minutes.
No sound is heard	
No sound is heard	Is the volume level of the RM-700 (p. 22) or connected device turned all the way down?
	Are headphones plugged in? (p. 22) Has a plug remained connected to the Phones jack? When headphones or plugs are connected, the keyboard's speaker stops playing.
	Has the [Balance] knob been moved all the way to the right or left? (p. 70) Has the volume been set to "0" using the Part Balance? (p. 70)
	In the equalizer screen, could Master Level or Gain be set to the minimum? (p. 175)
	Has the footage been adjusted so that all frequency components aren't sounded? (p. 37)
	Is the speaker cable connected and plugged in correctly? (p. 19)
	Could the remote VOLUME [-] [+] buttons or the [MUTE] button be pressed to set the volume to "0"? (p. 84) Even if the [VOLUME] knob is raised, there will be no sound if the remote VOLUME [-] [+] buttons or the [MUTE] button have been pressed to set the volume to "0."
	Could a pedal be connected to the Control Pedal jack? (p. 192) If the connected pedal is assigned to the "Expression" function (p. 179), there will be no sound unless you depress the pedal. The same holds true when Expression has been assigned to the Left Pedal or Center Pedal.

Case	Cause/Remedy
No sound is heard	Could the Twin Piano mode be set to "Individual"? (p. 105) If Twin Piano is turned "On" and the mode setting is "Individual," and headphones are connected, sound will not be heard from the right-hand Phones jack when you play the left-hand side of the keyboard. Similarly, sound will not be heard from the left-hand Phones jack when you play the right-hand side of the keyboard.
	No sound from the left side is V-LINK switched on? (p. 196) When V-LINK is switched on, the twelve keys at the left end of the keyboard are used to control images, and no sounds are played with these keys.
The volume of the portable audio player connected to the Roland Audio Port is too low, or it cannot be heard at all	Is the portable audio player connected correctly? (p. 195)
	Could the Roland Audio Port Volume knob be turned to the minimum position? (p. 195) The portable audio player's volume is adjusted with the Roland Audio Port Volume knob; not by the [Volume] knob.
Can't play a CD in the CD player connected to the Roland Audio Port	Is the Roland Audio Port Mode set correctly? (p. 183) Set the type appropriately for the CD that you want to play.
No sound is heard (when a MIDI instrument is connected)	Have all devices been switched on?
	Are the MIDI cables connected correctly? (p. 196)
	Does the MIDI channel match the connected instrument? (p. 197)
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. 198).
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 external memory 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 RM-700 in layer play? (p. 38)
	When the RM-700 is connected to an external sequencer, set it to the Local Off mode (p. 198). 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. 122)
	Is the setting for the "Temperament" correct? (p. 32, p. 177)
	Is the setting for the "Master Tune" correct? (p. 32, p. 176)
	Is the settings for the "Stretch Tuning" correct? (p. 33, p. 177)
Effects cannot be applied to Tones	If different effects have been selected for the upper, lower, 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.
A note doesn't stop playing	If automatic accompaniment is stopped and Synchro Start is turned off, playing the left-hand side of the keyboard will sound a Bass Tone/Chord Tone (p. 64). The Bass Tone/Chord Tone will stop sounding when you press the One Touch Program [Rhythm] button or press the [Break] button.
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 (Rhythm One Touch)" (p. 181).
Reverberation still audible even with Reverb turned off	Since the RM-700'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. You may be able to decrease this by lowering the Key Off Resonance value (p. 32).
Sound from the Output jacks is not right	Have you made the correct 3D settings for use with headphones? (p. 44) Changing the 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 Transpose setting.

Case	Cause/Remedy
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 RM-700) would be suspect. Consult your Roland dealer or nearest Roland Service Center.
The bass range sounds odd, or there is a vibrating resonance	**When listening through speakers:** Playing at loud volumes may cause instruments near the RM-700 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 RM-700) would be suspect. Consult your Roland dealer or nearest Roland Service Center.
	If you set the volume to the maximum setting, the sound may be distorted depending on how you perform. In this case, lower the volume. Alternatively, you can lower the Master Gain (p. 188).
The automatic accompaniment doesn't play correctly	
Can't select a tone or Music Style	Access the Basic screen (p. 27), and then select a tone or Music Style (p. 34, p. 59).
Automatic accompaniment is not heard	Could the [Balance] knob be set all the way toward "Keyboard"? (p. 70)
	Could the [Arranger] button be lit? (p. 62) If the One Touch Program [Rhythm] button has not been pressed, only the rhythm pattern is played.
	Could a screen other than the Basic screen be shown? The automatic accompaniment will not sound in some screens, such as the 16-track sequencer or Twin Piano.
Chord Intelligence can't be used	Has Chord Intelligence been set to manual? (p. 56)
	Is the setting for "Piano Style Arranger" active? (p. 69)
Accompaniment tempo becomes unstable	In certain cases, such as when playing Music Styles on external memories, the accompaniment may lag when excessive amounts of performance data are used.
Song doesn't play back correctly	
Song doesn't play back	Does the screen indicate message, like "OK to delete song?" (p. 77) The internal songs cannot be played back while recorded performance data remains in the RM-700's memory. Try playing back the song after deleting the performance data.
	Is the panel locked? (p. 191) Cancel the Panel Lock function.
	Could you have played back to the end of the song? Press the [⏮ (Prev)] button to play back from the beginning of the song.
Only the sound of a particular instrument in a song does not play	Is the light for the Track button extinguished? (p. 116) If the button light is out, the music on that track is not heard. Press the track button so the light is illuminated.
	Could the part's volume be set to "0" in the 16-track sequencer? (p. 157)
Can't fast-forward or rewind	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 RM-700'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.
	In the notation screen, some lyrics or notes could extend beyond the edges of the screen, and not be displayed.

Case	Cause/Remedy
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. 109).
	The notation screen feature is particularly unsuitable for the display of difficult, complex musical works that demand accurate notation. Refer to "Notes about the DigiScore" (p. 107).
	In the DigiScore screen, some lyrics or notes could extend beyond the edges of the screen, and not be displayed.
Movement of notation or keyboard display not smooth	There may be times when a complex variety of information is being displayed or when a large amount of data is displayed at one time. Change the DigiScore settings as described below (p. 109). - Set "Bouncing Ball" to "Off" - Set "Color Notation" to "Off" - Set "Keyboard" to "Off"
Song becomes unstable	In certain cases, such as when playing songs on external memories, the song may lag when excessive amounts of performance data are used.
Unable to play back internal songs	Have you pressed the remote control's [MUTE] button, muting the sound? (p. 84)
Can't play an audio/MP3 format song	Is the song in a format that the RM-700 is able to play? For details on audio/MP3 formats, refer to "Types of Audio/MP3 files that the RM-700 can play."
A music CD song or audio/MP3 format song does not play correctly	Is the audio play level set correctly? (p. 70)
	Is the CD/Audio Type set correctly? (p. 183)
Song name in USB memory or CD-ROM is not shown	Does the file contain song information (Sequence/Track Name Meta Event)? The song name will not be shown if the song information in the file is empty or consists only of spaces.
	Is the filename extension "MID"? Files with other filename extensions cannot be handled as song data.
Song titles on a music CD are not shown	Song titles from a music CD cannot be displayed.
Song volume is low	Could the [Balance] knob be set all the way toward "Keyboard"? (p. 70)
Can't hear the vocal of a music CD / Can't hear the melody of music files	Could the [Center Cancel] button be lit? (p. 85) If the [Center Cancel] button is lit, the sound of the vocal will be muted when you play back a music CD. When you play back SMF music data, the melody will be muted. Press the [Center Cancel] button so it's turned off.
Vocal sounds from a commercially produced music CD are not minimized when you press the [Center Cancel] button	For some commercially available music CDs, the vocal portion cannot be eliminated.
Can't record	
Can't record	Has one of the track buttons for recording been selected? (p. 131))
	Has the setting for "Punch-in Recording" (p. 159) or "Tempo Recording" (p. 169) been made? Select the replace recording method (p. 159).
	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.
	You cannot overdub with MP3 format song.
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. 132).
The recorded performance has disappeared	Any performance that has been recorded is deleted when the power to the RM-700 is turned off or a song is selected. A performance cannot be restored once it's been deleted. Be sure to save it on an external memory or User Memory before you turn off the power (p. 134).

Case	Cause/Remedy
Screen on connected display or television doesn't look right	
No image is shown in the connected television or external display	Is the external display properly connected (p. 192)?
	Is the external display's power turned on?
	Is the video output destination selected correctly? (p. 195)
	Are you using a display that is compatible with the RM-700? Refer to "Types of display that can be connected" (p. 192).
	Is the television format specified correctly? (p. 194)
	Is the video output aspect ratio set correctly? (p. 194)
	Is the Video Out Mode setting appropriate? (p. 195) If this is set to "Black," nothing will be displayed if Slide Show, Piano Roll, or DigiScore are off.
	Do you have a television and external display connected at the same time? Connect only one of these.
Thin horizontal lines visible in the television screen	While narrow horizontal lines may be visible in the television screen, this is a particular characteristic of the television set and does not indicate any problem with the RM-700.
Can't see the edge of the image on the television screen	In some cases, the edge of the image may not be visible on the television screen, but this is due to the characteristics of the television and is not a malfunction on the RM-700.
Poor-quality of images displayed in television	Even when all recommended settings are used, images may still not be displayed well with the television set you are using (images may not match the screen size, and may be clustered towards the center of the screen).

Types of Audio/MP3 Files That the RM-700 Can Play

Audio

Sampling Frequency	44.1 kHz
Bit Depth	16-bit
File Extension	".wav"

MP3

Format	MPEG-1 audio layer 3
Sampling Frequency	44.1 kHz
Bit Rate	32/40/48/56/64/80/96/112/128/160/192/224/256/320 kbps, VBR (Variable Bit Rate)
File Extension	".mp3"

Error Messages

Indication	Meaning
Error: 1	You can only read the music file. It can not be saved.
Error: 2	An error occurred during writing. The external media's protect tab may be in the "Protect" (writing prohibited) position, or the external media may not yet be initialized.
Error: 3	This CD is not writable. Insert a writable CD and try the operation again.
Error: 4	An error occurred while writing to the CD. Check the connection with the CD drive, and try the operation again.
Error: 5	An error occurred while writing to the CD. The CD may have been damaged. Insert a different writable CD and try the operation again.
Error: 6	Not enough free space on the CD. Insert a different writable CD and try the operation again.
Error: 7	An error occurred while finalizing the CD. Check the connection of the CD drive, and try the operation again.
Error: 10	No external media is inserted. Insert the external media and try again.
Error: 11	There is not sufficient free memory in the save destination. Either insert other external media or delete unneeded files and try again.
Error: 14	An error occurred during writing. The external media may be corrupted. Insert other external media and try again. Alternatively, you can initialize the external media.
Error: 15	The file is unreadable. The data format is not compatible with the RM-700.
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 [▶ / ■ (Play/Stop)] button again.
Error: 17	The selected image data cannot be displayed. Prepare image data that can be used with the RM-700 (p. 92).
Error: 18	The song is in an unsupported audio/MP3 format. Use a song in an audio/MP3 format that the RM-700 supports. For details on audio/MP3 formats, refer to p. 205.
Error: 30	The internal memory capacity of the RM-700 is full.
Error: 40	The RM-700 cannot deal with the excessive MIDI data sent from the external MIDI device. Reduce the amount of MIDI data sent to the RM-700.
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 External Memory port was subjected to excessive current. Make sure that there is no problem with the external media, then turn the power off, then on again.

* External Media: USB memory, CD-ROM, etc.

Tone List

No.	Name	MSB	LSB	PC
Piano				
1	Superior Grd	0	68	1
2	SuperiorGrd2	16	67	1
3	SuperiorGrd3	8	66	2
4	Natural Hps.	0	66	7
5	Superior+EP	47	66	3
6	Superior+Str	25	64	1
7	Superior+Pad	47	64	3
8	RagtimePiano	0	66	4
9	BrightPiano2	0	64	2
10	MellowPiano3	16	69	1
11	Rock Piano 2	8	64	3
12	NaturalC.Hps	8	66	7
13	MagicalPiano	47	65	3
14	Superior+Bel	47	67	3
15	Superior+Cho	26	64	1
16	Honky-tonk 3	0	64	4
17	NaturalGrand	0	66	1
18	Natural Gnd2	8	68	2
19	NaturalMello	2	64	1
20	PianoStrings	8	66	3
21	Piano Str2	8	69	3
22	Ariel Piano	8	70	3
23	Piano Oohs	0	68	3
24	PianoKidsCho	8	68	3
25	Air Grand	8	65	3
26	MellowPiano1	16	66	1
27	MellowPiano2	16	68	1
28	Bright Piano	0	67	2
29	DetunedPiano	0	65	4
30	Honky-tonk	0	68	4
31	Honky-tonk 2	8	5	4
32	Rock Piano	8	71	3
33	Ballad Piano	16	65	1
34	UprightPiano	16	64	1
35	Mono Piano	8	65	2
36	Harpsichord	0	65	7
37	Coupled Hps.	8	5	7
38	Harpsichord2	0	64	7
E.Piano				
1	Vintage EP	0	67	5
2	Vibraphone	0	5	12
3	FM E.Piano 2	0	70	6
4	EP Belle	8	68	6
5	Pop E.Piano	16	67	5
6	'60sE.Piano2	24	5	5
7	Phase Clav.2	48	64	8
8	Mallet Isle	0	64	115
9	Stage Phazer	0	68	5
10	'70s E.Piano	16	66	5
11	FM E.Piano	0	69	6
12	Bell Monitor	0	65	15
13	Ballad Bells	0	66	9
14	Jazzy Vib+Gt	8	64	12

No.	Name	MSB	LSB	PC
15	Celesta	0	5	9
16	Marimba	0	5	13
17	'60sE.Piano1	24	67	5
18	E. Grand	0	69	3
19	Clav.	0	67	8
20	Vibrations	0	68	12
21	Tremolo EP	16	68	5
22	Music Box	0	5	11
23	Tubular-bell	0	5	15
24	Church Bell	8	5	15
25	Glockenspiel	0	5	10
26	Xylophone	0	5	14
27	FM+SA EP	8	65	6
28	MIDI Piano1	0	65	1
29	EG+E.Piano 1	0	65	3
30	EG+E.Piano 2	0	66	3
31	Bell Piano	0	67	3
32	Mild E.Grand	0	71	3
33	Stage EP	0	66	5
34	Soft E.Piano	8	64	5
35	Phase EP	8	68	5
36	E.Piano 1	16	64	5
37	E.Piano 2	0	5	6
38	EP Phase	0	67	6
39	St.FM EP	8	64	6
40	EP Legend	16	66	6
41	Comp Clav.	0	5	8
42	Reso Clav.	0	69	8
43	Phase Clav.	0	70	8
44	Pulse Clav	0	71	8
45	Celesta 2	0	65	9
46	Soft Marimba	0	64	13
47	Vibe Tr.	0	66	12
48	Marimba Tr.	0	65	13
49	Kalimba	0	5	109
50	Music Box 2	0	65	11
51	Music Bell	1	64	99
52	Music Bell 2	0	66	11
53	Timeline	8	65	15
Strings				
1	Rich Strings	0	71	50
2	Velo Strings	0	65	49
3	Dolce Qrt	0	71	49
4	EX Orchestra	0	64	64
5	Aerial Harp	0	67	47
6	Violin	0	64	41
7	Cello	0	5	43
8	PizzicatoStr	0	5	46
9	DolceStrings	0	68	50
10	Warm Strings	0	67	50
11	Decay Str3	1	65	50
12	Orchestra 2	8	66	49
13	Wind & Str	8	70	49
14	Farewell	8	67	49
15	Pearly Harp	0	69	47

No.	Name	MSB	LSB	PC
16	Timpani	0	5	48
17	Mellow Str	0	69	50
18	Strings	0	64	49
19	Oct Strings	0	66	49
20	Strings 2	0	68	49
21	DecayStrings	0	69	49
22	Bright Str	0	70	49
23	Slow Strings	0	64	50
24	SlowStrings2	0	65	50
25	Legato Str	0	66	50
26	Sahara Str	0	70	50
27	Decay Str2	1	64	50
28	Tremolo Str	0	64	45
29	Orchestra	8	5	49
30	Choir Str	32	64	53
31	Bell Strings	0	67	99
32	Harp Strings	0	66	47
33	Harp	0	5	47
34	St. Harp	0	68	47
35	Slow Violin	8	5	41
36	Viola	0	5	42
37	Contrabass	0	5	44
38	Santur	0	5	16
39	Yang Qin	0	65	47
40	Yang Qin 2	24	5	47
41	Er Hu	0	64	111
42	Syn.Strings1	0	5	51
43	Syn.Strings2	0	5	52
44	Syn.Slow Str	0	64	51
45	OB Strings	0	65	51
46	JP Saw Str	0	64	52
47	Warm JP Str	0	65	90
48	OrchestraHit	0	5	56
49	Good Old Hit	0	70	56
50	Euro Hit	0	66	56
51	6th Hit	0	65	56
52	Bass Hit	0	67	56
53	Philly Hit	0	64	56
54	Philly Hit 2	1	64	56
55	Mix Hit 1	0	71	56
56	Mix Hit 2	1	65	56
Voice				
1	Aerial Choir	8	64	53
2	Jazz Scat	0	65	55
3	Kid's Choir	0	67	53
4	Dreaming Box	0	71	99
5	AerialChoir2	8	70	53
6	Angels Choir	0	65	86
7	Rich Choir	0	64	53
8	Holy Voices	0	65	92
9	Boys Choir	0	68	53
10	Mellow Choir	0	65	53
11	Church Choir	32	68	53
12	Beauty Vox	8	65	55
13	Female Aahs	8	66	53

No.	Name	MSB	LSB	PC
14	Male Aahs	8	68	53
15	Voice Oohs	32	65	53
16	Voice Oohs 2	8	64	55
17	Opera Voice	32	71	53
18	Choir Hahs	32	70	53
19	Decay Choir	1	64	53
20	Doos Voice	0	65	54
21	Doot Accent	0	67	54
22	Dat Accent	0	68	54
23	Bap Accent	0	69	54
24	Thum Voice	0	66	54
25	Humming	0	67	55
26	SynVox	0	5	55
27	Analog Voice	0	69	55
Others				
Organ				
1	ChurchOrgan1	0	66	20
2	Combo Jz.Org	0	70	19
3	German Acco.	0	68	22
4	ChurchOrgan3	8	69	20
5	Ballad Organ	0	69	19
6	Hand Harm.	51	64	23
7	Nason flt 8'	16	66	20
8	Gospel Spin	0	71	17
9	La Seine	8	65	22
10	Trem.Flute	8	64	20
11	Light Organ	32	69	17
12	Mellow Harm	50	64	23
13	Organ Flute	0	64	20
14	Full Stops	0	69	17
15	ParisRomance	0	67	22
16	Theater Org.	16	64	20
17	Blues Perc	80	64	18
18	Blues Harp	0	68	23
19	All Skate!	82	64	18
20	B3 Sermon	89	64	18
21	L-Organ	0	67	19
22	Jazz Organ1	0	64	18
23	Mellow Bars	32	68	17
24	Organ 1	0	5	17
25	Organ 2	0	5	18
26	Lower Organ1	0	66	17
27	Trem. Organ	0	68	17
28	'70s E.Organ	32	5	17
29	'60s Organ	16	5	17
30	Jazz Organ2	32	64	18
31	Jazz Organ3	8	64	18
32	Jazz Organ4	0	65	18
33	Chorus Organ	8	5	18
34	Perc. Organ	32	68	18
35	Rock Organ1	0	64	19
36	Rotary Organ	0	68	19
37	Rotary Org.S	0	65	19
38	Rotary Org.F	0	66	19

No.	Name	MSB	LSB	PC
39	Grand Pipe	8	68	20
40	ChurchOrgan2	0	65	20
41	Pipe Organ	8	65	20
42	Masked Opera	0	70	20
43	Organ Bass	8	65	18
44	Pipe Org. Bs	32	65	18
45	Digi Church	0	64	21
46	VS Organ	32	64	17
47	Metalic Org.	32	66	17
48	CheeseOrgan	0	65	21
49	Accordion Fr	0	64	22
50	AccordionFr2	0	5	22
51	Accordion It	8	5	22
52	Bright Acco.	0	66	22
53	Soft Acco.	8	67	22
54	Bandoneon	0	5	24
55	Harmonica	0	64	23
	Guitar			
1	EX Nylon Gtr	0	71	25
2	EX Steel Gt.	0	71	26
3	JC Chorus Gt	8	5	28
4	TC Clean ff	0	68	28
5	Overdrive Gt	0	5	30
6	Fl.Gtr Roll	8	65	25
7	Flamenco Gtr	0	67	25
8	EX A.Guitar2	0	67	26
9	JC Clean Gt.	0	64	28
10	Jazz Guitar	0	5	27
11	DistortionGt	0	5	31
12	Mandolin Tr.	16	64	26
13	Uncle Martin	8	65	26
14	12-str.Gt	8	5	26
15	EX Ac.Guitar	0	66	26
16	Jazz Guitar2	0	65	27
17	Rock Rhythm	8	66	31
18	Amore Story	0	70	25
19	Nylon Guitar	0	5	25
20	Requint Gtr	32	68	25
21	Steel-str.Gt	0	5	26
22	Steel + Body	0	68	26
23	Nylon+Steel	8	68	26
24	EX A.Guitar3	0	70	26
25	Steel Vox	0	69	26
26	Ukulele	8	5	25
27	Hawaiian Gt	8	5	27
28	Clean Gt.	0	5	28
29	Mid Tone GTR	0	66	28
30	TC Rear Pick	0	67	28
31	Open Hard	0	65	28
32	Feedback Gt.	8	5	31
33	Power Guitar	8	65	31
34	Guitar Pinch	0	65	30
35	Mystic Gtr	0	69	28
36	Funk Gt.	8	5	29
37	Funk Gt.2	16	5	29
38	Muted Gt.	0	5	29
39	Muted Dis.Gt	0	64	29
40	Dist Rtm GTR	8	67	31
41	Wah Brush Gt	1	64	121
42	Acid Guitar	0	66	85
43	Sitar	0	5	105
44	Sitar 2	1	5	105
45	Banjo	0	5	106
46	Shamisen	0	5	107
47	Koto	0	5	108
48	Taisho Koto	8	5	108
	Bass			
1	Wild Ac.Bs	0	70	33
2	A.Bass+Cymbl	0	65	33
3	Acoustic Bs.	0	5	33
4	Fingered Bs.	0	5	34
5	Picked Bass	0	5	35
6	Fretless Bs.	48	64	36
7	Wood Bass	0	71	33
8	W.Bass+Ride	0	66	33
9	Rockabilly	0	69	33
10	Finger Slap	0	65	34
11	Mr.Smooth	0	64	36
12	Slap Bass 1	0	5	37
13	Slap Bass 2	0	5	38
14	Synth Bass 1	0	5	39
15	Jungle Bass	0	64	39
16	Hammer	0	65	39
17	SynthBass101	1	5	39
18	ResoSH Bass	1	64	39
19	Acid Bass	8	5	39
20	Clavi Bass	8	64	39
21	Synth Bass 2	0	5	40
22	Beef FM Bass	8	5	40
23	Attack Pulse	8	66	40
24	Rubber Bass	16	5	40
	Brass			
1	Brass & Fall	8	71	62
2	PowerBrass 2	0	65	62
3	Orch Brass 2	1	66	61
4	MariachiTp	50	64	57
5	Romantic Tp2	49	64	57
6	EX Tp&Shake	1	65	57
7	Brass Sect 2	0	69	62
8	SuperF.Horns	1	64	61
9	Contemp'Orch	8	69	49
10	MuteTrumpet3	0	68	60
11	Trombone	0	5	58
12	Flugel Horn	0	65	61
13	EX Trumpet	0	65	57
14	Trumpet	0	64	57
15	Tp Shake	0	67	57
16	Bright Tp.	0	69	57
17	Warm Tp.	0	70	57
18	Dark Trumpet	1	66	57
19	Romantic Tp	1	68	57
20	MutedTrumpet	0	5	60
21	MuteTrumpet2	0	64	60
22	Trumpet Fall	8	70	62
23	Trombone 2	1	5	58
24	Twin bones	0	66	58
25	Bones Sect.	0	68	62
26	Bright Tb.	0	65	58
27	Tuba	0	64	59
28	French Horns	0	5	61
29	French Horn2	1	5	61
30	OrchestraBrs	1	65	61
31	Pop Orch	8	68	49
32	Brass 1	0	5	62
33	Brass 2	8	5	62
34	BrassSection	8	65	62
35	PowerBrass	8	64	62
36	Brass sfz	0	67	62
37	Brass Fall	8	69	62
38	Africa Brass	80	64	64
39	Wide SynBrss	0	65	63
40	DeepSynBrass	8	64	63
41	Jump Brass	0	64	63
42	Saw Brass1	0	66	64
43	Saw Brass2	0	67	63
44	Synth Brass1	0	5	63
45	Synth Brass2	0	5	64
46	DetuneSawBrs	0	66	63
47	Pro Brass	8	66	63
48	SynBrass sfz	16	5	64
	Winds			
1	BlowAltoVib	0	67	66
2	Super Tenor	0	65	67
3	Sax Section	0	66	66
4	FluteVibAtk	52	64	74
5	JazzClariVib	50	64	72
6	ChamberWinds	0	67	69
7	Soprano Sax	0	5	65
8	AltoSax Soft	0	64	66
9	Baritone Sax	0	5	68
10	Oboe	0	5	69
11	Flute	0	64	74
12	FolkClarinet	51	64	72
13	English Horn	0	5	70
14	Bassoon	0	5	71
15	Piccolo	0	5	73
16	EX Alto Sax	0	65	66
17	AltoSax + Tp	8	66	66
18	Alto Sax	0	5	66
19	Grow Sax	8	64	66
20	BreathyTenor	8	66	67
21	Tenor Sax	0	5	67
22	Tenor Sax 2	0	66	67
23	Tenor Sax f	8	64	67
24	Tenor Sax B	8	65	67
25	Multi-Winds	0	65	69
26	Clarinet	0	5	72
27	Flute 2	0	65	74
28	Recorder	0	5	75
29	Bottle Blow	0	5	77
30	Shakuhachi	0	5	78
31	Whistle	0	5	79
32	Ocarina	0	5	80
33	Qu Di	27	5	74
34	Bagpipe	0	5	110
35	Pan Flute	0	5	76
36	Lochscape	0	65	110
37	Andes Mood	0	66	76
38	Angel Pipes	0	68	76
39	HimalayaPipe	0	67	76
	Pad/Synth			
1	LA Warm Pad	82	64	90
2	R&B SoftPad	0	68	90
3	Org Bells	0	64	101
4	Dcy ChoirPad	1	66	90
5	New Age Pad2	0	67	90
6	Clear Bells	0	65	99
7	Mystic Str	0	69	89
8	Glass Pad	0	65	93
9	Himalaya Ice	0	69	99
10	Vox Sweep	0	65	95
11	Soft Pad	0	64	90
12	Morning Lite	0	68	99
13	Lunar Strngs	1	67	90
14	Trancy X	0	66	101
15	HPF Slicer	0	67	96
16	Electrostars	8	66	82
17	Bending Logo	0	66	98
18	En-co-re	0	65	127
19	Side Band X	0	65	103
20	Glasswaves	0	64	93
21	InfinitePhsr	0	65	101
22	X Super Saws	0	67	101
23	Fat Stacks	0	66	87
24	Frgile Saws	0	67	87
25	SuperSawSlow	8	67	82
26	2600 Sine	8	5	81
27	Square Wave	0	5	81
28	Mg Square	1	5	81
29	JP8 Square	8	64	81
30	LM Square	1	66	81
31	Syn.Square	0	64	81
32	CC Solo	0	65	81
33	Sleeper	8	65	81
34	Dual Sqr&Saw	0	66	81
35	Jupiter Lead	0	70	81
36	Sinetific	0	71	81
37	FM Lead 1	1	64	81
38	FM Lead 2	0	64	88

No.	Name	MSB	LSB	PC
39	Saw Wave	0	5	82
40	Saw	1	5	82
41	Doctor Solo	8	5	82
42	Mg Lead	0	64	82
43	P5 Saw Lead	1	64	82
44	JP SuperSaw	0	65	82
45	Rhythmic Saw	8	64	82
46	Natural Lead	1	65	82
47	SequencedSaw	8	65	82
48	Waspy Synth	0	67	82
49	Velo SawLead	0	68	82
50	Attack Lead	0	69	82
51	DelyResoSaws	0	70	82
52	Wezcoast	0	71	82
53	Syn.Calliope	0	5	83
54	JP8 Pulse	0	64	83
55	LM PureLead	0	65	83
56	Orgaenia	0	66	83
57	Chiffer Lead	0	5	84
58	Cheese Saw	0	64	84
59	JP OctAttack	0	65	84
60	Charang	0	5	85
61	Reso Saw	0	64	85
62	Wire Lead	8	64	85
63	2600 SubOsc	0	65	85
64	Solo Vox	0	5	86
65	RAVE Vox	0	64	86
66	5th Saw Wave	0	5	87
67	Freeze Synth	0	65	87
68	Bass & Lead	0	5	88
69	Fat & Perky	0	68	88
70	Delayed Lead	0	65	88
71	Fantasia	0	5	89
72	Fantasia 2	0	64	89
73	New Age Pad	0	65	89
74	Sugar Key	0	67	89
75	FreezinNight	0	70	89
76	New Year Day	0	71	89
77	Warm Pad	0	5	90
78	Sine Pad	0	66	90
79	Nu Epic Pad	0	69	90
80	Hollow Pad	0	70	90
81	Soft Pad 2	0	71	90
82	Decay Pad	1	64	90
83	Polysynth	0	5	91
84	P5 Poly	0	64	91
85	Poly King	0	65	91
86	Octave Stack	0	66	91
87	Hoovercraft	0	68	91
88	DOC Stack	0	69	91
89	Bustranza	0	70	91
90	Space Voice	0	5	92
91	Heaven II	0	64	92
92	Warm SquPad	0	66	92
93	Voyager	0	68	92
94	Film Cue	0	69	92

No.	Name	MSB	LSB	PC
95	HumanKindnes	0	70	92
96	Bowed Glass	0	5	93
97	Metal Pad	0	5	94
98	Orbiting	0	66	94
99	Visionary	0	67	94
100	Halo Pad	0	5	95
101	JP8 Sqr Pad	0	64	95
102	Consolament	0	66	95
103	JP-8 Phase	0	67	95
104	Sweep Pad	0	5	96
105	Sweep Pad 2	0	64	96
106	Ice Rain	0	5	97
107	Clavi Pad	0	65	97
108	Toy Box	0	66	97
109	Soundtrack	0	5	98
110	Crystal	0	5	99
111	Syn Mallet	1	5	99
112	ChristmasBel	0	66	99
113	Vibra Bells	0	64	99
114	Glittery Pad	0	70	99
115	Atmosphere	0	5	100
116	Harpvox	0	64	100
117	Nylon Harp	0	65	100
118	Nylon + EP	0	66	100
119	HollowReleas	0	67	100
120	Tubulence	0	68	100
121	Landing Pad	0	69	100
122	Shangri-La	0	70	100
123	Motion Pad	0	71	100
124	Brightness	0	5	101
125	Goblin	0	5	102
126	Saturn Siren	0	67	102
127	RandomEnding	0	68	102
128	Echo Drops	0	5	103
129	Echo Bell	1	5	103
130	Echo Pan	2	5	103
131	Echo Pan 2	2	64	103
132	Big Panner	0	64	103
133	Ai-yai-a	1	64	103
134	Saturn Rings	1	65	103
135	Star Theme	0	5	104
136	Rising Osc	0	64	104
137	Galaxy Way	0	65	104
138	12th Planet	0	66	104
139	PolySweep Nz	8	65	126

GM2

1	Piano 1	121	0	1
2	Piano 1w	121	1	1
3	Piano 1d	121	2	1
4	Piano 2	121	0	2
5	Piano 2w	121	1	2
6	Piano 3	121	0	3
7	Piano 3w	121	1	3
8	Honky-tonk	121	0	4
9	Honky-tonk w	121	1	4

No.	Name	MSB	LSB	PC
10	E.Piano 1	121	0	5
11	Detuned EP 1	121	1	5
12	E.Piano 1v	121	2	5
13	'60s E.Piano	121	3	5
14	E.Piano 2	121	0	6
15	Detuned EP 2	121	1	6
16	E.Piano 2v	121	2	6
17	EP Legend	121	3	6
18	EP Phase	121	4	6
19	Harpsichord	121	0	7
20	Coupled Hps.	121	1	7
21	Harpsi.w	121	2	7
22	Harpsi.o	121	3	7
23	Clav.	121	0	8
24	Pulse Clav	121	1	8
25	Celesta	121	0	9
26	Glockenspiel	121	0	10
27	Music Box	121	0	11
28	Vibraphone	121	0	12
29	Vibe.w	121	1	12
30	Marimba	121	0	13
31	Marimba w	121	1	13
32	Xylophone	121	0	14
33	Tubular-bell	121	0	15
34	Church Bell	121	1	15
35	Carillon	121	2	15
36	Santur	121	0	16
37	Organ 1	121	0	17
38	Detuned Or.1	121	1	17
39	Pop Organ 1	121	2	17
40	Full Organ	121	3	17
41	Organ 2	121	0	18
42	Detuned Or.2	121	1	18
43	Jazz Organ1	121	2	18
44	Rock Organ	121	0	19
45	Church Org.1	121	0	20
46	Church Org.2	121	1	20
47	Church Org.3	121	2	20
48	Reed Organ	121	0	21
49	Puff Organ	121	1	21
50	Accordion Fr	121	0	22
51	Accordion It	121	1	22
52	Harmonica	121	0	23
53	Bandoneon	121	0	24
54	Nylon-str.Gt	121	0	25
55	Ukulele	121	1	25
56	Nylon Gt.o	121	2	25
57	Nylon Gt.2	121	3	25
58	Steel-str.Gt	121	0	26
59	12-str.Gt	121	1	26
60	Mandolin	121	2	26
61	Steel + Body	121	3	26
62	Jazz Guitar	121	0	27
63	Hawaiian Gt	121	1	27
64	Clean Gt.	121	0	28
65	Chorus Gt.	121	1	28

No.	Name	MSB	LSB	PC
66	Mid Tone GTR	121	2	28
67	Muted Gt.	121	0	29
68	Funk Gt.	121	1	29
69	Funk Gt.2	121	2	29
70	Jazz Man	121	3	29
71	Overdrive Gt	121	0	30
72	Guitar Pinch	121	1	30
73	DistortionGt	121	0	31
74	Feedback Gt.	121	1	31
75	Dist Rtm GTR	121	2	31
76	Gt.Harmonics	121	0	32
77	Gt. Feedback	121	1	32
78	Acoustic Bs.	121	0	33
79	Fingered Bs.	121	0	34
80	Finger Slap	121	1	34
81	Picked Bs.	121	0	35
82	Fretless Bs.	121	0	36
83	Slap Bass 1	121	0	37
84	Slap Bass 2	121	0	38
85	Synth Bass 1	121	0	39
86	SynthBass101	121	1	39
87	Synth Bass 3	121	2	39
88	Clavi Bass	121	3	39
89	Hammer	121	4	39
90	Synth Bass 2	121	0	40
91	Synth Bass 4	121	1	40
92	Rubber Bass	121	2	40
93	Attack Pulse	121	3	40
94	Violin	121	0	41
95	Slow Violin	121	1	41
96	Viola	121	0	42
97	Cello	121	0	43
98	Contrabass	121	0	44
99	Tremolo Str	121	0	45
100	PizzicatoStr	121	0	46
101	Harp	121	0	47
102	Yang Qin	121	1	47
103	Timpani	121	0	48
104	Strings	121	0	49
105	Orchestra	121	1	49
106	'60s Strings	121	2	49
107	Slow Strings	121	0	50
108	Syn.Strings1	121	0	51
109	Syn.Strings3	121	1	51
110	Syn.Strings2	121	0	52
111	Choir Aahs	121	0	53
112	Choir	121	1	53
113	Pop Voice	121	0	54
114	Humming	121	1	54
115	SynVox	121	0	55
116	Analog Voice	121	1	55
117	OrchestraHit	121	0	56
118	Bass Hit	121	1	56
119	6th Hit	121	2	56
120	Euro Hit	121	3	56
121	Trumpet	121	0	57

No.	Name	MSB	LSB	PC
122	Dark Trumpet	121	1	57
123	Trombone	121	0	58
124	Trombone 2	121	1	58
125	Bright Tb.	121	2	58
126	Tuba	121	0	59
127	MutedTrumpet	121	0	60
128	MuteTrumpet2	121	1	60
129	French Horns	121	0	61
130	French Horn2	121	1	61
131	Brass 1	121	0	62
132	Brass 2	121	1	62
133	Synth Brass1	121	0	63
134	Synth Brass3	121	1	63
135	AnalogBrass1	121	2	63
136	Jump Brass	121	3	63
137	Synth Brass2	121	0	64
138	Synth Brass4	121	1	64
139	AnalogBrass2	121	2	64
140	Soprano Sax	121	0	65
141	Alto Sax	121	0	66
142	Tenor Sax	121	0	67
143	Baritone Sax	121	0	68
144	Oboe	121	0	69
145	English Horn	121	0	70
146	Bassoon	121	0	71
147	Clarinet	121	0	72
148	Piccolo	121	0	73
149	Flute	121	0	74
150	Recorder	121	0	75
151	Pan Flute	121	0	76
152	Bottle Blow	121	0	77
153	Shakuhachi	121	0	78
154	Whistle	121	0	79
155	Ocarina	121	0	80
156	Square Wave	121	0	81
157	Square	121	1	81
158	Sine Wave	121	2	81
159	Saw Wave	121	0	82
160	Saw	121	1	82
161	Doctor Solo	121	2	82
162	Natural Lead	121	3	82
163	SequencedSaw	121	4	82
164	Syn.Calliope	121	0	83
165	Chiffer Lead	121	0	84
166	Charang	121	0	85
167	Wire Lead	121	1	85
168	Solo Vox	121	0	86
169	5th Saw Wave	121	0	87
170	Bass & Lead	121	0	88
171	Delayed Lead	121	1	88
172	Fantasia	121	0	89
173	Warm Pad	121	0	90
174	Sine Pad	121	1	90
175	Polysynth	121	0	91
176	Space Voice	121	0	92
177	Itopia	121	1	92
178	Bowed Glass	121	0	93
179	Metal Pad	121	0	94
180	Halo Pad	121	0	95
181	Sweep Pad	121	0	96
182	Ice Rain	121	0	97
183	Soundtrack	121	0	98
184	Crystal	121	0	99
185	Syn Mallet	121	1	99
186	Atmosphere	121	0	100
187	Brightness	121	0	101
188	Goblin	121	0	102
189	Echo Drops	121	0	103
190	Echo Bell	121	1	103
191	Echo Pan	121	2	103
192	Star Theme	121	0	104
193	Sitar	121	0	105
194	Sitar 2	121	1	105
195	Banjo	121	0	106
196	Shamisen	121	0	107
197	Koto	121	0	108
198	Taisho Koto	121	1	108
199	Kalimba	121	0	109
200	Bagpipe	121	0	110
201	Fiddle	121	0	111
202	Shanai	121	0	112
203	Tinkle Bell	121	0	113
204	Agogo	121	0	114
205	Steel Drums	121	0	115
206	Woodblock	121	0	116
207	Castanets	121	1	116
208	Taiko	121	0	117
209	Concert BD	121	1	117
210	Melo. Tom 1	121	0	118
211	Melo. Tom 2	121	1	118
212	Synth Drum	121	0	119
213	808 Tom	121	1	119
214	Elec Perc.	121	2	119
215	Reverse Cym.	121	0	120
216	Gt.FretNoise	121	0	121
217	Gt.Cut Noise	121	1	121
218	String Slap	121	2	121
219	Breath Noise	121	0	122
220	Fl.Key Click	121	1	122
221	Seashore	121	0	123
222	Rain	121	1	123
223	Thunder	121	2	123
224	Wind	121	3	123
225	Stream	121	4	123
226	Bubble	121	5	123
227	Bird	121	0	124
228	Dog	121	1	124
229	Horse-Gallop	121	2	124
230	Bird 2	121	3	124
231	Telephone 1	121	0	125
232	Telephone 2	121	1	125
233	DoorCreaking	121	2	125
234	Door	121	3	125
235	Scratch	121	4	125
236	Windchime	121	5	125
237	Helicopter	121	0	126
238	Car-Engine	121	1	126
239	Car-Stop	121	2	126
240	Car-Pass	121	3	126
241	Car-Crash	121	4	126
242	Siren	121	5	126
243	Train	121	6	126
244	Jetplane	121	7	126
245	Starship	121	8	126
246	Burst Noise	121	9	126
247	Applause	121	0	127
248	Laughing	121	1	127
249	Screaming	121	2	127
250	Punch	121	3	127
251	Heart Beat	121	4	127
252	Footsteps	121	5	127
253	Gun Shot	121	0	128
254	Machine Gun	121	1	128
255	Lasergun	121	2	128
256	Explosion	121	3	128
Drum Set				
	POP	0	65	1
	ROCK	0	64	17
	JAZZBRUSH	0	65	41
	HIP HOP	0	64	10
	VOX DRUM	0	64	64
	STD CHINA	0	64	7
	STANDARD 1	0	64	1
	STANDARD 2	0	64	2
	STANDARD 3	0	65	2
	ROOM	0	64	9
	POWER	0	0	17
	ELECTRONIC	0	0	25
	TR-808/909	0	0	26
	DANCE	0	64	26
	JAZZ	0	0	33
	BRUSH	0	64	41
	ORCHESTRA	0	0	49
	GM2 STANDARD	120	0	1
	GM2 ROOM	120	0	9
	GM2 POWER	120	0	17
	GM2 ELECTRIC	120	0	25
	GM2 ANALOG	120	0	26
	GM2 JAZZ	120	0	33
	GM2 BRUSH	120	0	41
	GM2 ORCHSTRA	120	0	49
	GM2 SFX	120	0	57
SFX				
	SOUND EFFECT	0	64	57

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.

		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 Pul [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 [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	-----	-----	-----	-----	-----
	102	-----	-----	-----	-----	-----
	103	-----	-----	-----	-----	-----
	104	-----	-----	-----	-----	-----
	105	-----	-----	-----	-----	-----
	106	-----	-----	-----	-----	-----
	107	-----	-----	-----	-----	-----
C8	108	-----	-----	-----	-----	-----

* -----: No sound.

* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

		POWER	ELECTRONIC	TR-808/909	DANCE	JAZZ
	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 2 [EXC7]	Scratch Push 2 [EXC7]	Scratch Push 2 [EXC7]	Scratch Push [EXC7]
	30	Scratch Pull [EXC7]	Scratch Pull 2 [EXC7]	Scratch Pull 2 [EXC7]	Scratch Pull 2 [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	Power Kick2	Elec Kick 2	TR-909 Kick	TR-808 Kick 2	Jazz Kick 2
C2	36	Power Kick1	Elec Kick 1	TR-808 Kick	HipHop BD1	Jazz Kick 1
	37	Side Stick 2	Side Stick 2	TR-808 Rimshot	Side Stick 2	Side Stick 2
	38	Dance Snare1	Elec Snare 1	TR-808 Snare 1	Power Snare 2	Jazz Snare 1
	39	TR-808 Clap	TR-808 Clap	TR-808 Clap	TR-808 Clap	Hand Clap 3
	40	Power Snare 1	Elec Snare 2	TR-909 Snare 1	Elec Snare 3	Standard 2 Snare 2
	41	Power Low Tom 2	Elec Low Tom 2	TR-808 Low Tom 2	Elec Low Tom 2	Low Tom 2
	42	Closed Hi-hat 4 [EXC1]	Closed Hi-hat 3 [EXC1]	TR-808 CHH [EXC1]	CR-78 CHH [EXC1]	Closed Hi-hat 3 [EXC1]
	43	Power Low Tom 1	Elec Low Tom 1	TR-808 Low Tom 1	Elec Low Tom 1	Low Tom 1
	44	Pedal Hi-hat 2 [EXC1]	Pedal Hi-hat 2 [EXC1]	TR-808 CHH [EXC1]	TR-808 CHH [EXC1]	Pedal Hi-hat 2 [EXC1]
	45	Power Mid Tom 2	Elec Mid Tom 2	TR-808 Mid Tom 2	Elec Mid Tom 2	Mid Tom 2
	46	Open Hi-hat 4 [EXC1]	Open Hi-hat 3 [EXC1]	TR-808 OHH [EXC1]	CR-78 OHH [EXC1]	Open Hi-hat 3 [EXC1]
	47	Power Mid Tom 1	Elec Mid Tom 1	TR-808 Mid Tom 1	Elec Mid Tom 1	Mid Tom 1
C3	48	Power High Tom 2	Elec High Tom 2	TR-808 High Tom 2	Elec High Tom 2	High Tom 2
	49	Crash Cymbal 1	Crash Cymbal 1	TR-808 Cymbal	Crash Cymbal 1	Crash Cymbal 1
	50	Power High Tom 1	Elec High Tom 1	TR-808 High Tom 1	Elec High Tom 1	High Tom 1
	51	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1
	52	Chinese Cymbal	Reverse Cymbal	Chinese Cymbal	Reverse 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	TR-808 Cowbell	TR-808 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	High Bongo 1
	61	Low Bongo 1	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	Mute High Conga 1
	63	Open High Conga 1	Open High Conga 1	TR-808 Mid Conga	Open High Conga 1	Open High Conga 1
	64	Low Conga 1	Low Conga 1	TR-808 Low Conga	Low Conga 1	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	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa
	70	Maracas	Maracas	TR-808 Maracas	TR-808 Maracas	Maracas
	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]	Long Guiro [EXC3]	Long Guiro [EXC3]
	75	Claves	Claves	TR-808 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 Triangle1 [EXC5]	Mute Triangle1 [EXC5]
	81	Open Triangle 1 [EXC5]	Open Triangle 1 [EXC5]	Open Triangle 1 [EXC5]	Open Triangle 1 [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	-----	-----	-----	-----	-----
	89	-----	-----	-----	-----	-----
	90	-----	-----	-----	-----	-----
	91	-----	-----	-----	-----	-----
	92	-----	-----	-----	-----	-----
	93	-----	-----	-----	-----	-----
	94	-----	-----	-----	-----	-----
	95	-----	-----	-----	-----	-----
C7	96	-----	-----	-----	-----	-----
	97	-----	-----	-----	-----	-----
	98	-----	-----	-----	-----	-----
	99	-----	-----	-----	-----	-----
	100	-----	-----	-----	-----	-----
	101	-----	-----	-----	-----	-----
	102	-----	-----	-----	-----	-----
	103	-----	-----	-----	-----	-----
	104	-----	-----	-----	-----	-----
	105	-----	-----	-----	-----	-----
	106	-----	-----	-----	-----	-----
	107	-----	-----	-----	-----	-----
C8	108	-----	-----	-----	-----	-----

* -----: No sound.
* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

		BRUSH		ORCHESTRA	
	21	-----		-----	
	22	-----		-----	
	23	-----		-----	
	24	Bar Chime		Bar Chime	
	25	Snare Roll		Snare Roll	
	26	Finger Snap		Finger Snap	
	27	High Q		Closed Hi-hat 3	[EXC1]
	28	Slap		Pedal Hi-hat 2	[EXC1]
	29	Scratch Push	[EXC7]	Open Hi-hat 3	[EXC1]
	30	Scratch Pull	[EXC7]	Ride Cymbal 1	
	31	Sticks		Sticks	
	32	Square Click		Square Click	
	33	Metronome Click		Metronome Click	
	34	Metronome Bell		Metronome Bell	
	35	Jazz Kick 2		Jazz Kick 1	
C2	36	Jazz Kick 1		Concert BD	
	37	Side Stick 2		Side Stick 2	
	38	Brush Tap		Concert SD	
	39	Brush Slap		Castanets	
	40	Brush Swirl		Concert SD	
	41	Brush Low Tom 2		Timpani F	
	42	Brush Closed Hi-hat	[EXC1]	Timpani F#	
	43	Brush Low Tom 1		Timpani G	
	44	Pedal Hi-hat 2	[EXC1]	Timpani G#	
	45	Brush Mid Tom 2		Timpani A	
	46	Brush Open Hi-hat	[EXC1]	Timpani A#	
	47	Brush Mid Tom 1		Timpani B	
C3	48	Brush High Tom 2		Timpani c	
	49	Brush Crash Cymbal		Timpani c#	
	50	Brush High Tom 1		Timpani d	
	51	Brush Ride Cymbal		Timpani d#	
	52	Chinese Cymbal		Timpani e	
	53	Brush Ride Bell		Timpani f	
	54	Tambourine		Tambourine	
	55	Splash Cymbal		Splash Cymbal	
	56	Cowbell		Cowbell	
	57	Crash Cymbal 2		Concert Cymbal 2	
	58	Vibra-slap		Vibra-slap	
	59	Ride Cymbal 2		Concert Cymbal 1	
C4	60	High Bongo 1		High Bongo 1	
	61	Low Bongo 1		Low Bongo 1	
	62	Mute High Conga 1		Mute High Conga 1	
	63	Open High Conga 1		Open High Conga 1	
	64	Low Conga 1		Low Conga 1	
	65	High Timbale		High Timbale	
	66	Low Timbale		Low Timbale	
	67	High Agogo		High Agogo	
	68	Low Agogo		Low Agogo	
	69	Cabasa		Cabasa	
	70	Maracas		Maracas	
	71	Short Hi Whistle	[EXC2]	Short Hi Whistle	[EXC2]
C5	72	Long Low Whistle	[EXC2]	Long Low Whistle	[EXC2]
	73	Short Guiro	[EXC3]	Short Guiro	[EXC3]
	74	Long Guiro	[EXC3]	Long Guiro	[EXC3]
	75	Claves		Claves	
	76	High Wood Block		High Wood Block	
	77	Low Wood Block		Low Wood Block	
	78	Mute Cuica	[EXC4]	Mute Cuica	[EXC4]
	79	Open Cuica	[EXC4]	Open Cuica	[EXC4]
	80	Mute Triangle1	[EXC5]	Mute Triangle1	[EXC5]
	81	Open Triangle 1	[EXC5]	Open Triangle 1	[EXC5]
	82	Shaker		Shaker	
	83	Jingle Bell		Jingle Bell	
C6	84	Bell Tree		Bell Tree	
	85	Castanets		Castanets	
	86	Mute Surdo	[EXC6]	Mute Surdo	[EXC6]
	87	Open Surdo	[EXC6]	Open Surdo	[EXC6]
	88	-----		Applause	
	89	-----		-----	
	90	-----		-----	
	91	-----		-----	
	92	-----		-----	
	93	-----		-----	
	94	-----		-----	
	95	-----		-----	
C7	96	-----		-----	
	97	-----		-----	
	98	-----		-----	
	99	-----		-----	
	100	-----		-----	
	101	-----		-----	
	102	-----		-----	
	103	-----		-----	
	104	-----		-----	
	105	-----		-----	
	106	-----		-----	
	107	-----		-----	
C8	108	-----		-----	

* -----: No sound.

* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

		GM2 STANDARD		GM2 ROOM		GM2 POWER		GM2 ELECTRIC		GM2 ANALOG	
	21	-----		-----		-----		-----		-----	
	22	-----		-----		-----		-----		-----	
	23	-----		-----		-----		-----		-----	
	24	-----		-----		-----		-----		-----	
	25	-----		-----		-----		-----		-----	
	26	-----		-----		-----		-----		-----	
	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 2	[EXC7]	Scratch Push	[EXC7]
	30	Scratch Pull	[EXC7]	Scratch Pull	[EXC7]	Scratch Pull	[EXC7]	Scratch Pull 2	[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		Room Kick 2		Power Kick2		Elec Kick 2		Analog Kick 2	
C2	36	Standard 1 Kick 2		Room Kick 3		Power Kick1		Elec Kick 1		Analog Kick 1	
	37	Side Stick 1		Side Stick 2		Side Stick 2		Side Stick 2		TR-808 Rimshot	
	38	Standard 1 Snare 2		Room Snare 1		Dance Snare1		Elec Snare 1		TR-808 Snare 1	
	39	TR-909 Clap		TR-909 Clap		TR-909 Clap		TR-909 Clap		Analog Clap	
	40	Elec Snare 5		Elec Snare 5		Elec Snare 5		Elec Snare 2		Elec Snare 5	
	41	Low Tom 2		Room Low Tom 2		Power Low Tom 2		Elec Low Tom 2		Analog Low Tom 2	
	42	Close Hi-hat1	[EXC1]	Closed Hi-hat 4	[EXC1]	Closed Hi-hat 4	[EXC1]	Closed Hi-hat 3	[EXC1]	TR-808 CHH	[EXC1]
	43	Low Tom 1		Room Low Tom 1		Power Low Tom 1		Elec Low Tom 1		Analog Low Tom 1	
	44	Pedal Hi-hat 1	[EXC1]	Pedal Hi-hat 2	[EXC1]	Pedal Hi-hat 2	[EXC1]	Pedal Hi-hat 2	[EXC1]	TR-808 CHH	[EXC1]
	45	Mid Tom 2		Room Mid Tom 2		Power Mid Tom 2		Elec Mid Tom 2		Analog Mid Tom 2	
	46	Open Hi-hat 1	[EXC1]	Open Hi-hat 4	[EXC1]	Open Hi-hat 4	[EXC1]	Open Hi-hat 3	[EXC1]	TR-808 OHH	[EXC1]
	47	Mid Tom 1		Room Mid Tom 1		Power Mid Tom 1		Elec Mid Tom 1		Analog Mid Tom 1	
C3	48	High Tom 2		Room High Tom 2		Power High Tom 4		Elec High Tom 2		Analog High Tom 2	
	49	Crash Cymbal 1		Crash Cymbal 1		Crash Cymbal 1		Crash Cymbal 1		TR-808 Cymbal	
	50	High Tom 1		Room High Tom 1		Power High Tom 3		Elec High Tom 1		Analog 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		Reverse 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		TR-808 Cowbell	
	57	Crash Cymbal 2		Crash Cymbal 2		Crash Cymbal 2		Crash Cymbal 2		Concert Cymbal 3	
	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 2		High Bongo 2		High Bongo 2		High Bongo 2		High Bongo 3	
	61	Low Bongo 2		Low Bongo 2		Low Bongo 2		Low Bongo 2		Low Bongo 3	
	62	Mute High Conga 2		Mute High Conga 2		Mute High Conga 2		Mute High Conga 2		TR-808 High Conga	
	63	Open High Conga 2		Open High Conga 2		Open High Conga 2		Open High Conga 2		TR-808 Mid Conga	
	64	Low Conga 2		Low Conga 2		Low Conga 2		Low Conga 2		TR-808 Low Conga	
	65	High Timbale		High Timbale		High Timbale		High Timbale		High Timbale 2	
	66	Low Timbale		Low Timbale		Low Timbale		Low Timbale		Low Timbale 2	
	67	High Agogo		High Agogo		High Agogo		High Agogo		High Agogo 2	
	68	Low Agogo		Low Agogo		Low Agogo		Low Agogo		Low Agogo 2	
	69	Cabasa		Cabasa		Cabasa		Cabasa		Cabasa 2	
	70	Maracas		Maracas		Maracas		Maracas		Analog Maracas	
	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]	Long Guiro	[EXC3]	Long Guiro	[EXC3]
	75	Claves		Claves		Claves		Claves		Analog 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]	Mute Cuica	[EXC4]	Mute Cuica	[EXC4]
	79	Open Cuica	[EXC4]	Open Cuica	[EXC4]	Open Cuica	[EXC4]	Open Cuica	[EXC4]	Open Cuica	[EXC4]
	80	Mute Triangle1	[EXC5]	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]	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	-----		-----		-----		-----		-----	
	89	-----		-----		-----		-----		-----	
	90	-----		-----		-----		-----		-----	
	91	-----		-----		-----		-----		-----	
	92	-----		-----		-----		-----		-----	
	93	-----		-----		-----		-----		-----	
	94	-----		-----		-----		-----		-----	
	95	-----		-----		-----		-----		-----	
C7	96	-----		-----		-----		-----		-----	
	97	-----		-----		-----		-----		-----	
	98	-----		-----		-----		-----		-----	
	99	-----		-----		-----		-----		-----	
	100	-----		-----		-----		-----		-----	
	101	-----		-----		-----		-----		-----	
	102	-----		-----		-----		-----		-----	
	103	-----		-----		-----		-----		-----	
	104	-----		-----		-----		-----		-----	
	105	-----		-----		-----		-----		-----	
	106	-----		-----		-----		-----		-----	
	107	-----		-----		-----		-----		-----	
C8	108	-----		-----		-----		-----		-----	

* -----: No sound.

* [EXC]: will not sound simultaneously with other percussion instruments of the same number.

		GM2 JAZZ	GM2 BRUSH	GM2 ORCHSTRA	GM2 SFX	SOUND EFFECT
	21	-----	-----	-----	-----	-----
	22	-----	-----	-----	-----	-----
	23	-----	-----	-----	-----	-----
	24	-----	-----	-----	-----	-----
	25	-----	-----	-----	-----	-----
	26	-----	-----	-----	-----	-----
	27	High Q	High Q	Closed Hi-hat 3 [EXC1]	-----	-----
	28	Slap	Slap	Pedal Hi-hat 2 [EXC1]	-----	-----
		Scratch Push [EXC7]	Scratch Push [EXC7]	Open Hi-hat 3 [EXC1]	-----	-----
	29	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Ride Cymbal 1	-----	-----
		Sticks	Sticks	Sticks	-----	-----
	31	Square Click	Square Click	Square Click	-----	-----
	32	Metronome Click	Metronome Click	Metronome Click	-----	-----
	33	Metronome Bell	Metronome Bell	Metronome Bell	-----	-----
	34	Jazz Kick 4	Jazz Kick 2	Concert BD 2	-----	-----
	35	Jazz Kick 3	Jazz Kick 1	Concert BD	-----	-----
C2	36	Side Stick 2	Side Stick 2	Side Stick 2	-----	-----
	37	Jazz Snare 3	Brush Tap	Concert SD	-----	-----
	38	Hand Clap 4	Brush Slap	Castanets	High Q	High Q
	39	Standard 2 Snare 2	Brush Swirl 2	Concert SD	Slap	Slap
	40	Low Tom 2	Brush Low Tom 2	Timpani F	Scratch Push [EXC7]	Scratch Push [EXC7]
		Closed Hi-hat 5 [EXC1]	Brush Closed Hi-hat [EXC1]	Timpani F#	Scratch Pull [EXC7]	Scratch Pull [EXC7]
	41	Low Tom 1	Brush Low Tom 1	Timpani G	Sticks	Sticks
	42	Pedal Hi-hat 4 [EXC1]	Pedal Hi-hat 2 [EXC1]	Timpani G#	Square Click	Square Click
	43	Mid Tom 2	Brush Mid Tom 2	Timpani A	Metronome Click	Metronome Click
	44	Open Hi-hat 5 [EXC1]	Brush Open Hi-hat [EXC1]	Timpani A#	Metronome Bell	Metronome Bell
	45	Mid Tom 1	Brush Mid Tom 1	Timpani B	Guitar sliding Finger	Guitar sliding Finger
	46	High Tom 2	Brush High Tom 2	Timpani c	Guitar cutting noise (up)	Guitar cutting noise (up)
C3	47	Crash Cymbal 1	Brush Crash Cymbal	Timpani c#	Guitar cutting noise (down)	Guitar cutting noise (down)
	48	High Tom 1	Brush High Tom 1	Timpani d	String slap of double bass	String slap of double bass
	49	Ride Cymbal 1	Brush Ride Cymbal	Timpani d#	Fl.Key Click	Fl.Key Click
	50	Chinese Cymbal	Chinese Cymbal	Timpani e	Laughing	Laughing
	51	Ride Bell	Brush Ride Bell	Timpani f	Screaming	Screaming
	52	Tambourine	Tambourine	Tambourine	Punch	Punch
	53	Splash Cymbal	Splash Cymbal	Splash Cymbal	Heart Beat	Heart Beat
	54	Cowbell	Cowbell	Cowbell	Footsteps1	Footsteps1
	55	Crash Cymbal 2	Crash Cymbal 2	Concert Cymbal 4	Footsteps2	Footsteps2
	56	Vibra-slap	Vibra-slap	Vibra-slap	Applause	Applause
	57	Ride Cymbal 2	Ride Cymbal 2	Concert Cymbal 1	Door Creaking	Door Creaking
	58	High Bongo 2	High Bongo 2	High Bongo 2	Door	Door
	59	Low Bongo 2	Low Bongo 2	Low Bongo 2	Scratch	Scratch
C4	60	Mute High Conga 2	Mute High Conga 2	Mute High Conga 2	Wind Chimes	Wind Chimes
	61	Open High Conga 2	Open High Conga 2	Open High Conga 2	Car-Engine	Car-Engine
	62	Low Conga 2	Low Conga 2	Low Conga 2	Car-Stop	Car-Stop
	63	High Timbale	High Timbale	High Timbale	Car-Pass	Car-Pass
	64	Low Timbale	Low Timbale	Low Timbale	Car-Crash	Car-Crash
	65	High Agogo	High Agogo	High Agogo	Siren	Siren
	66	Low Agogo	Low Agogo	Low Agogo	Train	Train
	67	Cabasa	Cabasa	Cabasa	Jetplane	Jetplane
	68	Maracas	Maracas	Maracas	Helicopter	Helicopter
	69	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Starship	Starship
	70	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Gun Shot	Gun Shot
C5	71	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]	Machine Gun	Machine Gun
	72	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]	Lasergun	Lasergun
	73	Claves	Claves	Claves	Explosion	Explosion
	74	High Wood Block	High Wood Block	High Wood Block	Dog	Dog
	75	Low Wood Block	Low Wood Block	Low Wood Block	Horse-Gallop	Horse-Gallop
	76	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Birds	Birds
	77	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]	Rain	Rain
	78	Mute Triangle1 [EXC5]	Mute Triangle1 [EXC5]	Mute Triangle1 [EXC5]	Thunder	Thunder
	79	Open Triangle 1 [EXC5]	Open Triangle 1 [EXC5]	Open Triangle 1 [EXC5]	Wind	Wind
	80	Shaker	Shaker	Shaker	Seashore	Seashore
	81	Jingle Bell	Jingle Bell	Jingle Bell	Stream	Stream
	82	Bell Tree	Bell Tree	Bell Tree	Bubble	Bubble
C6	83	Castanets	Castanets	Castanets	-----	Cat
	84	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]	-----	Bird
	85	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]	-----	BabyLaughing
	86	-----	-----	Applause	-----	Boeeeen
	87	-----	-----	-----	-----	Glass & Glam
	88	-----	-----	-----	-----	Ice Ring
	89	-----	-----	-----	-----	Crack Bottle
	90	-----	-----	-----	-----	Pour Bottle
	91	-----	-----	-----	-----	Car Horn
	92	-----	-----	-----	-----	R.Crossing
	93	-----	-----	-----	-----	SL 1
	94	-----	-----	-----	-----	SL 2
	95	-----	-----	-----	-----	Seal
C7	96	-----	-----	-----	-----	Fancy Animal
	97	-----	-----	-----	-----	Elephant
	98	-----	-----	-----	-----	Bike
	99	-----	-----	-----	-----	-----
	100	-----	-----	-----	-----	Small Club
	101	-----	-----	-----	-----	-----
	102	-----	-----	-----	-----	-----
	103	-----	-----	-----	-----	-----
	104	-----	-----	-----	-----	-----
	105	-----	-----	-----	-----	-----
	106	-----	-----	-----	-----	-----
	107	-----	-----	-----	-----	-----
C8	108	-----	-----	-----	-----	-----

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	This is a low-cut filter. It cuts the low-frequency component.
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. The delay time is set to a length of one eighth note.
Stereo Delay2	This is a stereo delay. The delay time is set to a length of one quarter-note triplet.
Stereo Delay3	This is a stereo delay. The delay time is set to a length of one dotted eighth note.
Stereo Delay4	This is a stereo delay. The delay time is set to a length of one quarter note.
Stereo Delay5	This is a stereo delay. The delay time is set to a length of one half note.
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 Reverb	This is a special type of reverb in which the reverberant sound is cut off before its natural length.
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.
Damper 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	
1	AmericanRock
2	16BtBrassRck
3	Guitar Lady
4	'80s Rock
5	Pop
6	Joe's Rock
7	Alabama Rock
8	Gold Disco
9	Gold Beat
10	Gold MedBeat
11	GoldSlowBeat
12	Gtr Arpeggio
13	6/8 Pop
14	'80s Pop
15	Blue Pop
16	Easy 8-Beat
17	ContmpBallad
18	Countdown Rk
19	Disco Pop
20	'70s 2
21	80sRetroDsco
22	Barry Dance
23	Earth Boogie
24	Groovy Pop
25	SurviveDisco
26	Natural Pop
27	Adult Pop 1
28	Easy Beat
29	Color Beat
30	CoolLiveBand
31	Cool Pop
32	Dark Rock
33	Easy Groove
34	Easy Rock
35	Funky
36	Fire Rock
37	Morn Pop
38	UnpluggedPop
39	CoolSlowRock
40	Cool Soul
41	Easy Pop
42	EasySlowRock
43	Power Rock
44	Radio Pop
45	Housing
46	Ibiza Night
47	Dancin'
48	Trendy Beat
49	Wahoo Groove
50	Ladies Dance
51	Nice Groove
52	Dream Dance
53	Contemp Beat
54	Fun Pop
55	Funky Pop
56	Happy Beat
57	Groovin'
58	Pop Shuffle
59	ShufflFusion
60	Soft Ballad
61	So Easy
62	UK Rock 21st
63	Warm Pop
64	Light Beat
65	Light Pop
66	Light Soul
67	Live Pop
68	Night Pop
69	UK Rock'n
70	Real Band
71	Strummin'Pop
72	Adult Pop 2
73	FastBtGuitar
74	Power Pop
75	UK Pop
76	Smooth Beat
77	Guitar Pop
78	'70s Groove
79	Poppin'
80	Soft Beat
81	Soul
82	Sunshine Pop
83	Sweet Beat
84	Bright Pop
85	'70s Pop
86	Soul Pop
87	New Metal
88	Riverpool
89	Alternative1
90	16-Beat Pop

Country/Gospel	
1	SwinginCntry
2	SouthrnTwang
3	SteamtrainCt
4	GospelPraise
5	AmazingGospl
6	Gospel Bars
7	GospelBallad
8	Revival
9	CntryBallad1
10	Country Beat
11	NewBluegrass
12	CountryBlues
13	GospelShuffl
14	ContPraise 1
15	ContPraise 2
16	Country Rock
17	GospelGuitar
18	CountrySlide
19	Saddle Swing
20	Gospel Piano
21	Gospel Pop
22	Gospel Shout
23	Soft Gospel
24	Slow Country
25	CountryRock1
26	Cajun
27	Country
28	Bluegrass
29	D Country 1
30	Breaky Rock
31	Pop Fox
32	Country Fox
33	'60s Rock'n
34	Guitar Beat
35	Happy Pop
36	Cute Country
37	CntryBallad2
38	It's Country
39	Cajun Time

Oldies	
1	'50s HitSong
2	Clock Rock'n
3	Oldies
4	Rock'n Slow
5	Detroit Pop
6	Motown
7	Mersey Beat
8	Fast Surf
9	Baby Rock'n
10	Beach Surf
11	Rock'n'Roll2
12	Rock'n'Fever
13	Good Rock'n
14	SmoothRock'n
15	Twist Pop
16	Let's Twist
17	DreamSlwRock
18	'50s SlowRock
19	Madison
20	German Oldie
21	Oldies 6/8
22	Oldies Pop
23	It's Oldies
24	Rockabilly
25	Twisting

Ballad	
1	Love Ballad
2	Love Beat
3	MidniteBalad
4	Piano Ballad
5	Cute Ballad
6	Romantic Bld
7	Movie Ballad
8	Broadway Bld
9	TheUnplugged
10	6/8 GtBallad
11	ShufflBallad
12	Piano PopBld
13	Romantic 6/8
14	8BeatBallad1
15	Angel Ballad
16	6/8 Ballad
17	Dream Ballad
18	Euro Ballad
19	Idol Ballad
20	Night Ballad
21	UnplugBallad
22	Fireside
23	8BeatBallad2
24	Nice Ballad

Acoustic	
1	P.Pop 1
2	P.Classic 1
3	P.Bossa Nova
4	P.Ragtime
5	P.Ballad 2
6	P.Rock'nRoll
7	P.Concerto 2
8	P.Boogie
9	P.Night
10	P.Classic 2
11	P.Swing Pop
12	P.Concerto 1
13	P.Swing
14	P.Shuffle
15	P.'50s Rock
16	P.Latin

Jazz/Swing	
1	BennysBigBnd
2	BigAppleBand
3	BigBand Fast
4	BigBand Med
5	BigBand Slow
6	Breezy Swing
7	Trad BigBand
8	Gold Swing
9	Big Band 3
10	Biggest Band
11	MidniteSlSwg
12	Scat Swing
13	SmoothMedSwg
14	Orch.Swing
15	Fast Swing
16	ComboFastSwg
17	Ensemble Swg
18	Gypsy Swing
19	Jazz BigBand
20	Jazz Club
21	JazzGtrSwing
22	ClassicSwing
23	Jazzy
24	Organ Swing
25	MustangBlues
26	MidniteBlues
27	A Cappella
28	JimmysGroove
29	Gtr Shuffle
30	Fast Blues
31	Piano Night
32	Piano Jazz
33	MedJazzWaltz
34	Medium Jazz
35	Medium Blues
36	Deep Blues

Latin	
1	Gold Bossa
2	Gold Rumba
3	Gold Samba
4	ChaCha Time
5	Gold Tango
6	Night Bossa
7	Paso Doble
8	Slow Beguine
9	Acoust Rumba
10	Acoust Samba
11	Tango Time
12	Big Mambo
13	Hot Beguine
14	Brazil Samba
15	Calypso
16	New ChaCha
17	Bossa Nova 3
18	ModernChaCha
19	Trad Tango
20	Cuba Salsa
21	Dream ChaCha
22	Fast Bossa
23	Mambo 3
24	Merengue
25	Orch.Bossa
26	Orch.ChaCha
27	Orch.Samba
28	Paso Doble 2
29	Piano Latin
30	Rumba Love
31	Hot Salsa
32	Hot Samba
33	SimpleCumbia
34	SimplyChaCha
35	SunshineBosa
36	Bossa Nova 1
37	BallroomTngo
38	That's Mambo
39	ChaCha 4
40	Trad Cumbia
41	Slow Rumba
42	Orch.Bolero
43	Go! Salsa
44	Guitar Bossa
45	Guitar Samba
46	Jazz Bossa
47	Jazz Latin
48	Latin Dance
49	CoolMerengue
50	Medium Gypsy
51	Latin
52	Tarantella
53	Arg.Tango
54	Fast Gypsy
55	FastMerengue
56	Folk Tango 1
57	Plena
58	Cumbia NEO
59	It's Cumbia
60	Up Samba
61	Jogetmly
62	Caribbean
63	Samba Time

Trad/Waltz	
1	Gold Foxtrot
2	Gold SlWaltz
3	Dixieland
4	Hula Time
5	Musical
6	PnoBndBoogie
7	Movie March
8	Ragtime
9	Dixie Swing
10	Simple Waltz
11	Polka Rag
12	Pub Boogie
13	Music Hall
14	Hula
15	Hawaiian Wlz
16	Hawaiian
17	March
18	Gold Jive
19	Gold WienWlz
20	Epic Movie
21	Cowboy Movie
22	Classical
23	Holiday 1
24	Holiday 2
25	Holiday 3
26	Schlager
27	PianoRagtime
28	Boston Waltz
29	Ballroom Wlz
30	Nice Fox
31	Charming Wlz
32	Slow JzWaltz
33	Slow Fox
34	Piano Waltz
35	Orch.SlowFox
36	Folk Valzer1
37	Dixie
38	NewCharlestn
39	MarchingBand
40	ViennaWaltz2
41	Foxtrot 2
42	New Fox
43	Blue Boogie
44	Slow Waltz 2
45	Orch.Waltz
46	Quiet Waltz
47	Polka Yanks
48	Polka Party
49	Jive
50	It's Boogie
51	Polka Time

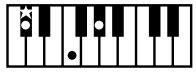
World	
1	Ireland
2	Scotland
3	Musette
4	OrchMariachi
5	Vienne
6	Mariachi
7	Alpenwalzer
8	Celtic
9	AustrianWalz
10	ShufflSchlgr
11	Japan
12	Irish Dance
13	Reggae Man
14	Orch.Polka
15	French Java
16	AustrianPolk
17	Alpen Party
18	Irish
19	Schlager 6/8
20	Schlager Pop
21	SchlagerRock
22	StadlSchlger
23	AlpenSchlger
24	2-Beat
25	Irish Tune
26	It's French

Chord List

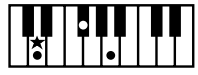
* ● symbol: Indicates the constituent note of chords.
* ★ symbol: Chord shown with an "★"can be played by pressing just the key marked with the "★" (p. 56).

C

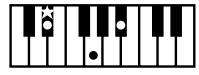
C#



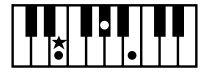
D



E♭



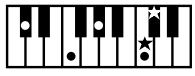
E



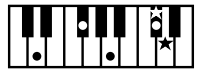
F

Cmaj7

C#maj7



Dmaj7



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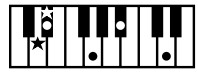
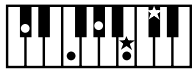


Emaj7

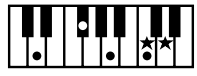
Fmaj7

C7

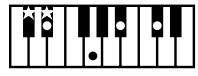
C#7



D7

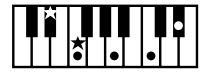


E♭7



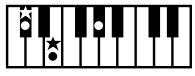
E7

F7



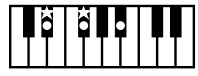
Cm

C#m



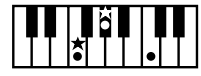
Dm

E♭m



Em

Fm



Cm7

C#m7

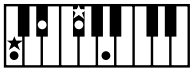
Dm7

E♭m7

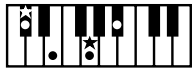
Em7

Fm7

Cdim



C#dim



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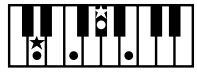
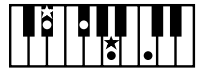
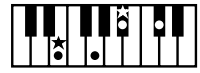


E♭dim



Edim



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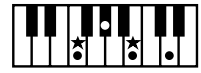


Cm7 (♭5)

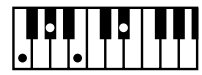
C#m7 (♭5)

Dm7 (♭5)

E♭m7 (♭5)

Em7 (♭5)

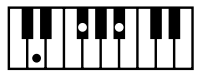
Fm7 (♭5)



Caug

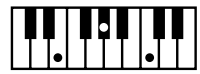
C#aug

Daug



E♭aug

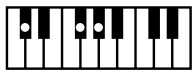
Eaug



Faug

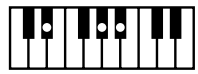
Csus4

C#sus4



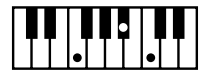
Dsus4

E♭sus4



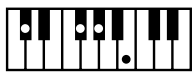
Esus4

Fsus4



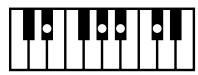
C7sus4

C#7sus4



D7sus4

E♭7sus4



E7sus4

F7sus4

C6

C#6

D6

E♭6

E6

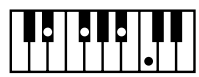
F6

Cm6

C#m6

Dm6

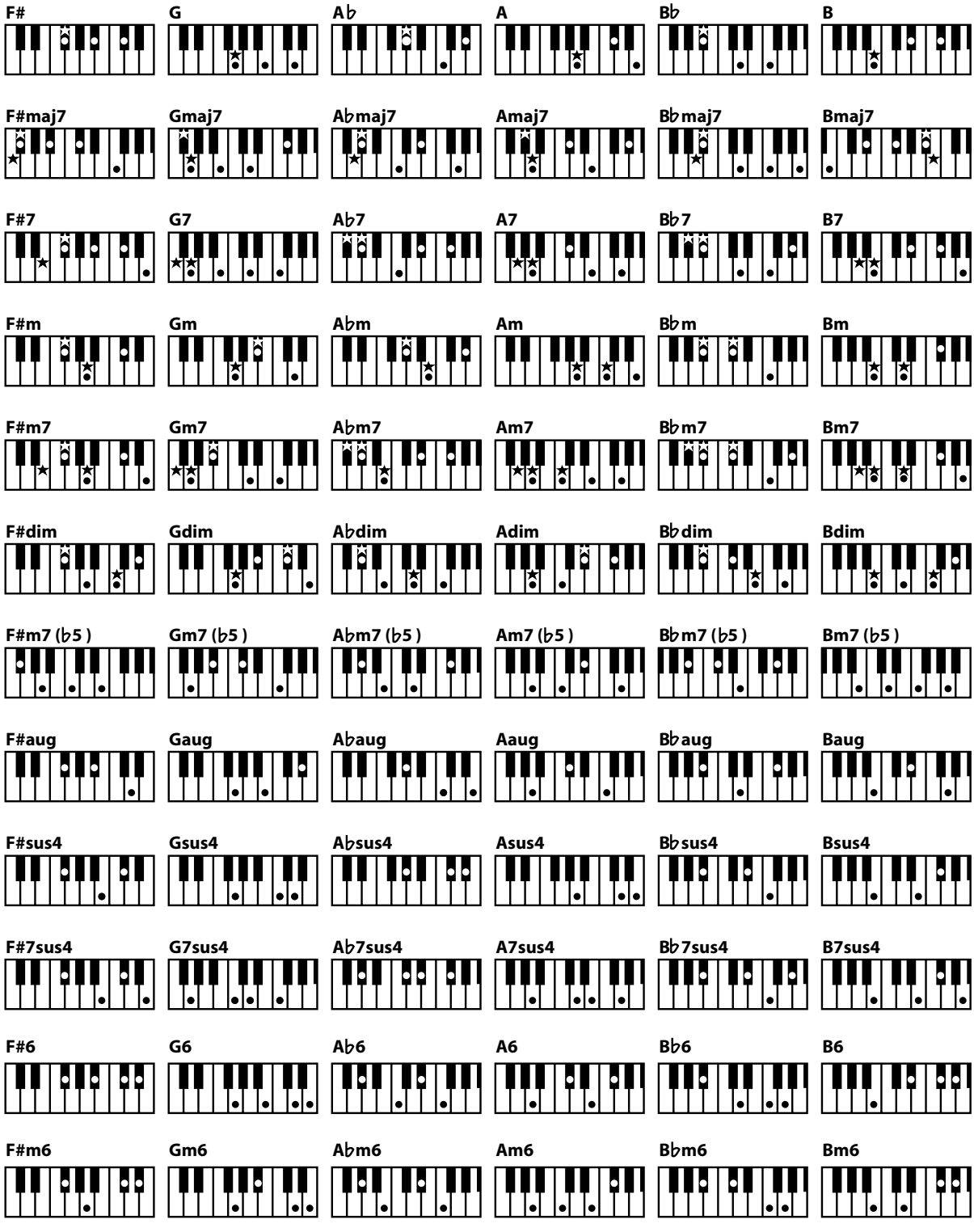
E♭m6



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. 56).



Internal Song List

Classical

Upper line:
Song title displayed by the RM-700

Lower line:
Song title given in the included music collection "Roland 60 Classical Piano Masterpieces"

Song numbers 5–8 and 65–68 are not part of "Roland 60 Classical Piano Masterpieces."

1	Sonata No. 15
	Sonate für klavier No.15
2	Liebestraume 3
	Liebesträume III
3	Etude, Op. 10, no. 3
	Étude, op.10-3
4	Je te veux
	Je te veux
5	The Girl with the Flaxen Hair

6	The Little Bell

7	Scherzo No. 2

8	Etude, Op. 10, no. 12

9	Waltz, Op.64, no. 1
	Valse, op.64-1
10	Golliwog's Cakewalk
	Golliwog's Cake walk
11	Fantasy Impromptu
	Fantaisie-Impromptu
12	Arabesque 1
	1ève Arabesque
13	Blue Danube Waltz
	An der schönen, blauen Donau
14	On Wings of Song
	Auf Flügeln des Gesanges
15	Mazurka No. 5
	Mazurka No.5
16	Gymnopedie 1
	1ève Gymnopédie
17	Etude, Op. 25, no. 1
	Étude, op.25-1
18	Clair de Lune
	Clair de Lune
19	Etude, Op. 10, no. 5
	Étude, op.10-5
20	Doctor Gradus ad Parnassum
	Doctor Gradus ad Parnassum
21	Grande Valse Brillante
	Grande Valse Brillante
22	A Maiden's Prayer
	La prière d'une Vierge
23	Troika
	Course en Troïka
24	To The Spring
	To The Spring
25	Waltz, Op. 64, no. 2
	Valse, op.64-2
26	Radetsky March
	Radetzky Marsch
27	Traumerei
	Träumerei
28	Moment Musical 3
	Moments Musicaux III
29	Prelude, Op. 28, no. 15
	Prélude, op.28-15
30	The Harmonious Blacksmith
	The harmonious blacksmith
31	Hungarian Dance No.5
	Ungarische Tänze V
32	Turkish March
	Türkischer Marsch (Beethoven)
33	Nocturne No. 2
	Nocturne No.2
34	Spring Song
	Frühlingslied
35	Prelude in C Major
	Präludium
36	Jagerlied
	Jägerlied
37	Menuet Antique
	Menuet Antique
38	Fur Elise
	Für Elise
39	Turkish March
	Türkischer Marsch (Mozart)
40	Serenade
	Ständchen
41	Humoresque
	Humoreske
42	The Flower Song
	Blumenlied
43	Alpine Bells
	Alpenglöckchen
44	Minuet in G
	Menuett G dur (Beethoven)
45	Song without Words
	Venezianisches Gondellied
46	Alpenabendrote
	Alpenabendröte
47	Farewell to the Piano
	Farewell to the Piano
48	Bridal Chorus
	Brautchor
49	Battle of Waterloo
	Battle of Waterloo
50	Weiner March
	Wiener Marsch
51	The Cuckoo
	Le Coucou
52	Minuet in G
	Menuett G dur (Bach)
53	The Spinning Song
	Spinnerlied
54	Gavotte
	Gavotte
55	Heather Rose
	Heidenröslein
56	Gypsy Dance
	Zigeuner Tanz
57	La Cinquantaine
	La Cinquantaine
58	Csikos Post
	Csikos Post
59	Dolly's Dreaming Awakening
	Dolly's Dreaming Awakening

60	La Violette
	La Violette
61	The Happy Farmer
	Fröhlicher Landmann
62	Sonatina, Op. 36, no. 1
	Sonatine op.36-1 (Clementi)
63	Sonatina, Op. 20, no. 1
	Sonatine op.20-1 (Kuhlau)
64	Sonatina No. 5
	Sonatine No.5 (Beethoven)
65	Sonata

66	Italian Concerto

67	Impromptu, Op. 90, no. 2

68	Gnossienne 1

Exercises/Hanon

1	Hanon 1
2	Hanon 2
3	Hanon 3
4	Hanon 4
5	Hanon 5
6	Hanon 6
7	Hanon 7
8	Hanon 8
9	Hanon 9
10	Hanon 10
11	Hanon 11
12	Hanon 12
13	Hanon 13
14	Hanon 14
15	Hanon 15
16	Hanon 16
17	Hanon 17
18	Hanon 18
19	Hanon 19
20	Hanon 20
21	Beyer 15
22	Beyer 21
23	Beyer 25
24	Beyer 29
25	Beyer 34
26	Beyer 38
27	Beyer 42
28	Beyer 46
29	Beyer 51
30	Beyer 55
31	Beyer 60
32	Beyer 64
33	Beyer 67
34	Beyer 73
35	Beyer 78
36	Beyer 81
37	Beyer 90
38	Beyer 93
39	Beyer 98
40	Beyer 103
41	Czerny 100- 1
42	Czerny 100-10
43	Czerny 100-20
44	Czerny 100-30
45	Czerny 100-38
46	Czerny 100-43
47	Czerny 100-60
48	Czerny 100-75
49	Czerny 100-86
50	Czerny 100-96
51	Invention 1
52	Invention 2
53	Invention 3
54	Invention 4
55	Invention 5
56	Invention 6
57	Invention 7
58	Invention 8
59	Invention 9
60	Invention 10
61	Invention 11
62	Invention 12
63	Invention 13
64	Invention 14
65	Invention 15
66	Openness
67	Arabesque
68	Pastoral
69	A Small Gathering
70	Innocence
71	Progress
72	The Clear Stream
73	Gracefulness
74	The Hunt
75	Tender Flower
76	The Young Shepherdess
77	Farewell
78	Consolation
79	Austrian Dance
80	Ballad
81	Sighing
82	The Chatterbox
83	Restlessness
84	Ave Maria
85	Tarantella
86	Angelic Harmony
87	Gondola Song
88	The Return
89	The Swallow
90	The Knight Errant

Ez Songs

1	Annie Laurie
2	Londonderry Air
3	Amazing Grace
4	Ave Maria
5	Entertainer

6	Greensleeves
7	Hallelujah Chorus
8	Little Brown Jug
9	When the Saints Go Marchin' in
10	Stagecoach
11	Old MacDonald Had a Farm
12	Twinkle Twinkle, Little Star
13	Mary Had a Little Lamb
14	London Bridge
15	Jingle Bells
16	Silent Night, Holy Night
17	Joy to the World
18	Grandfather's Clock
19	Puppy's March
20	Frog Song
21	Little Fox
22	Lightly Row
23	The Cuckoo
24	The Girl with the Flaxen Hair
25	The Little Bell
26	Air on the G String
27	Fantasy Impromptu
28	Grande Valse Brilliante
29	Gymnopedie 1
30	Liebestraume 3
31	Moonlight Sonata
32	Nocturne No. 2
33	Minute Waltz
34	Prelude, Op. 28, no. 15
35	Traumerei
36	Turkish March
37	Hungarian Dance No. 5
38	Die Lorelei
39	The Skater's Waltz
40	Brindisi
41	O Sole Mio
42	Divertimento
43	Canon in D
44	Largo
45	Trepak
46	A Little Night Music
47	Spring
Contemporary	
1	My Pleasure
2	Autumn Morning
3	Trio Grande
4	Wedding Song
5	L'éveil de l'amour
6	Preludelight
7	Blue Sky Rag
8	Late Night Chopin
9	Sun Daze
10	Keepers Tale
11	Secret Agent
12	Kismet's Salsa
13	Roll Over Ludwig
14	A Prelude To •••
15	Count On The Blues
16	One Down And Easy
17	Bach's A Boppin'
18	From Matthew's Passion
19	Hungarian Rag
20	Paganini Boogie
21	Fly Flee

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Parameters Stored to Internal Memory

Parameters Stored in the User Program

Items that change immediately when you recall a User Program, regardless of the User Program's <Arranger Update> setting

Selected Tone (Upper, Layer1, Layer2, Lower1, Lower2)	Tone, Octave Shift, Effect (On/Off, Type, Parameter 1, Parameter 2, Effects Part)
Jazz Organ Settings	Rotary (SLOW/FAST), Footage
Rhythm Configuration	Bass Tone, Chord Tone
Part Balance	Keyboard Parts
Harmony Intelligence	On/Off, Type
Keyboard Mode	Layer1 On/Off, Layer2 On/Off, Lower1 On/Off, Lower2 On/Off, Split On/Off, Keyboard Transpose, Split Point
Pedal Settings	Functions Assigning (Left Pedal, Center Pedal, Control Pedal), Bend Range
Reverb	On/Off, Type, Depth
Vocal Effect	Effect On/Off, Effect Type, Harmony Level, Backing Choir (On/Off, Type, Level), Echo (On/Off, Type, Level)
Anime Settings	Type, Color, Variation, Length
MIDI Settings for User Program	Bank Select (MSB, LSB), Program Change, Tx PC (On/Off, Channel)

Items that change when a button from [1] through [5] or the on-screen User Program name is held down for a while when the User Program's <Arranger Update> setting is set to "Delayed"

Music Style	
Tempo	
Part Balance	Accompaniment Part
Rhythm Settings	Arranger On/Off, Auto Fill In On/Off, Sync Start On/Off, Intro, Variation, Leading Bass On/Off, Fade In On/Off
Rhythm Configuration	Chord Recognition Mode

Parameters Stored in the User Program Set

Pedal Shift, Load Next	

Parameters Stored in Memory Backup

3D	On/Off, Depth, Mode
Tone Control	Brilliance, Dynamics, Dynamics Mode
Equalizer	On/Off, Equalizer Number, Equalizer settings for each number
Tuning	Master Tune, Temperament, Temperament Key, Stretch Tuning
Key Touch	
Composer	Accomp Track, Track Assign
Video	Video Type, Video Output Aspect Ratio, Output Select, Video Out Mode
CD/Audio Port	CD/Audio Type, Audio Port Mode
Ir Function	On/Off
Remote Control	Play Mode, FUNC1, FUNC2, TEMPO, TRANSPOSE
MIDI	Tx Channel
Instruction Mode	
Auto Demo	Auto Start, BGM
Gain	Master Gain, Audio Rec Gain
Language	
Slide Show Settings	Type, Interval, Sync, Picture Category
Piano Designer Settings	
Tone Selection Screen	Standard/Alphabetical
Reverb	On/Off, Type, Depth
Metronome	Sound
Count	Count Mode, Countdown Sound, Countdown Track, Count In Sound, Count In Measure, Count In Repeat
Transpose	Target

Other Stored Items

USB Settings	Stored when you switch the setting. The setting takes effect the next time you turn on the power.
Touch Screen	Stored when you touch the on-screen <Write> indication after calibrating the touch panel position.
Jazz Organ Footage	User settings are stored when you touch the on-screen <WRITE> indication.

Music Files That the RM-700 Can Use

What Are Music Files?

Music files contains musical information such as how long the key for a corresponding pitch is played, the force applied to the key played, and other such information. Performance data is transmitted to the RM-700 from music files saved in USB memory and CD-ROM, and played back without change as songs. This is different than a music CD, since the music file does not contain a recording of the sound itself. This makes it possible to change tempos and keys freely, allowing you to use it in many different ways.

Regarding Copyright

Use of the song data supplied with the CD-ROM 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.

Please be aware that if you create derivative works that are based on existing copyrighted material, such as commercially available SMF music files, such works may violate copyright law if used for any purpose other than personal enjoyment. Roland takes no responsibility for any copyright violation you may commit by creating such works.

The RM-700 Allows You To Use the Following Music Files

- Floppy disks saved on a Roland MT Series, or Roland Piano Digital HP-G/R, HPi Series, 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 RM-700.

SMF with 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 the RM-700, the lyrics will appear in its display.

VIMA TUNES

VIMA TUNES is a Roland specification for music files that contains image and lyric data, allowing you to enjoy songs with lyrics and images simultaneously. When data bearing the "VIMA TUNES" logo is played back on a device that bears the same logo, lyrics can be shown on the screen of a connected external display or television, letting you enjoy karaoke or watch a slide show.

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

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

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).

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 RM-700

MIDI Implementation Chart

Date : Feb. 1, 2009
Version : 1.00

Function...		Transmitted	Recognized	Remarks
Basic	Default	1	1–16	
Channel	Changed	1–16	1–16	
Mode	Default	Mode 3	Mode 3	
	Messages	x	Mode 3, 4 (M=1)	* 2
	Altered	**********		
Note Number :	True Voice	15–113	0–127	
		**********	0–127	
Velocity	Note ON	O	O	
	Note OFF	O	O	
After Touch	Key's	x	O *1	
	Ch's	x	O *1	
Pitch Bend		O	O	
Control Change	0, 32	O	O *1	Bank select
	1	O *1	O *1	Modulation
	5	O *1	O *1	Portamento time
	6, 38	O *1	O *1	Data entry
	7	O	O *1	Volume
	10	O *1	O *1	Panpot
	11	O *1	O *1	Expression
	64	O	O *1	Hold 1
	65	O *1	O *1	Portamento
	66	O	O *1	Sostenuto
	67	O	O *1	Soft
	84	O *1	O	Portamento control
	91	O	O (Reverb)	Effect1 depth
	93	O	O (Chorus)	Effect3 depth
	98, 99	O *1	O *1	NRPN LSB, MSB
	100, 101	O *1	O *1	RPN LSB, MSB
Prog Change	: True #	0–127	O	
		**********	0–127	Program number 1–128
System Exclusive		O	O	
System Common	: Song Pos	x	x	
	: Song Sel	x	x	
	: Tune	x	x	
System Real Time	: Clock	O	x	
	: Commands	x	x	
Aux Message	: All sound off	x	O (120, 126, 127)	
	: Reset all controllers	x	O	
	: Local Control	x	O	
	: All Notes OFF	x	O (123–125)	
	: Active Sense	O	O	
	: Reset	x	x	
Notes		* 1 O x is selectable. * 2 Recognized as M=1 even if M≠1.		

Mode 1 : OMNI ON, POLY
Mode 2 : OMNI ON, MONO
Mode 3 : OMNI OFF, POLY
Mode 4 : OMNI OFF, MONO

O : Yes
X : No

Main Specifications

<Keyboard>	
Keyboard	88 keys (PHA II ivory feel Keyboard with Escapement)
Touch Sensitivity	Touch: 100 levels/Fixed Touch Hammer Response: Off/1 to 10
Keyboard Mode	Whole Split (adjustable split point) Layer Rhythm Arranger Manual Drums/SFX Twin Piano

<Sound Generator> 88 keys stereo multi-sampling piano sound Conforms to GM2/GS/XGlite	
Max. Polyphony	128 voices
Tones (Tone Search by terms and by letters)	818 tones (including 8 tone wheel Organs, 17 drum sets, 9 GM2 drum sets, 1 SFX set)
Temperament	8 types, selectable tonic
Stretched Tuning	Off/On Only for 'Superior Grand': Preset/User/Type1–14 (adjustable in individual notes: -50.0–+50.0 cent)
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 (with Audio CD/Audio File): -6–+5 (in semitones)
Effects	Reverb (12 types, 127 levels) Chorus, Rotary and 60 other types Dynamic Emphasis (4 types) Equalizer (5 bands, Master level) Only for Piano Tones: Open/close lid (only for piano tones, 7 levels), Hammer Noise (5 levels), Damper Resonance (Off/1–10), Damper Noise (Off/1–10), Duplex Scale (Off/1–10), String Resonance (Off/1–10), Key Off Resonance (Off/1–10)

<Rhythm>	
Rhythm (Rhythm Search by terms and by letters)	370 rhythms in 10 groups x 4 variations
Rhythm Function	Tempo, Arranger On/Off, Start/Stop, Sync Start, Intro, Ending, Intro Count Down, Break, Auto Fill In, Variation (4 variations), Chord Intelligence, Leading Bass, Auto Standard Tempo
One Touch Song (Search by terms and by letters)	509 titles
Harmony Intelligence	36 types

<User Programs>	
Internal	40
External Memory	Max. 500 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	3 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>
Anime
Slide Show
Playing Hint
Piano Roll
DigiScore
Auto Sync DigiScore
Touch the Notes
Piano Designer
Visual Lesson
Wonderland/Game
Twin Piano
Super Tones
Demo
Panel Lock
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),MP3 file (44.1 kHz, 32–320 Kbps)
Save	Song: Standard MIDI Files (Format 0)

<Internal Memory>	
Internal Songs (Song Search by terms and by letters)	226 songs + 3 Demo Songs
User Memory	Max. 500 songs on Favorites Max. 500 User Styles Max. 500 User Program Sets

<Others>	
Rated Power Output	60 W x 2
Speakers	16 cm x 2, 5 cm x 2
Display	Graphic 800 x 480 dots backlit color LCD with touch screen
Notation	Grand staff /G Clef staff /F Clef staff, with note name/ lyrics/chords/fingering
Language	English/French/German/Japanese/Spanish
Lyrics	Yes (built-in, external display)
One Touch Program	One Touch Piano One Touch Rhythm
Pedals	Damper Pedal (half-pedal recognition) Soft Pedal (half-pedal recognition, functions assignable) Sostenuto Pedal (functions assignable)
Vocal Effects	Auto Harmony (3 types) Transformer (9 types) Vocal Echo (2 types)
Connectors	Ext Memory connector Ext Drive connector Output jacks (L/Mono, R) Input jacks (L/Mono, R) Roland Audio Port jacks (L, R) Mic jack Headphones jack (Stereo) x 2 MIDI In connector MIDI Out connector USB MIDI connector Ext Display connector (15-pin D-Sub type) Video Out jack Control Pedal jack
Power Supply	AC 117 V, AC 230 V, AC 240 V
Power Consumption	135 W
Dimensions (including the piano stand)	1410 (W) x 550 (D) x 925 (H) mm 55-9/16 (W) x 21-11/16 (D) x 36-7/16 (H) inches
Including the music rest	1410 (W) x 550 (D) x 1110 (H) mm 55-9/16 (W) x 21-11/16 (D) x 43-3/4 (H) inches
Weights (including the piano stand)	84.5 kg / 18.7 lbs
Accessories	Owner's Manual Roland 60 Classical Piano Masterpieces Remote Control Dry-cell Batteries Power cord Headphones Hook Anti-theft lock screws
Options	USB Memory USB CD Drive: CD-01A Floppy Disk Drive: FD-01A

* 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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MEMO

MEMO

For EU Countries

UK This symbol indicates that in EU countries, this product must be collected separately from household waste, as defined in each region. Products bearing this symbol must not be discarded together with household waste.

DE Dieses Symbol bedeutet, dass dieses Produkt in EU-Ländern getrennt vom Hausmüll gesammelt werden muss gemäß den regionalen Bestimmungen. Mit diesem Symbol gekennzeichnete Produkte dürfen nicht zusammen mit den Hausmüll entsorgt werden.

FR Ce symbole indique que dans les pays de l'Union européenne, ce produit doit être collecté séparément des ordures ménagères selon les directives en vigueur dans chacun de ces pays. Les produits portant ce symbole ne doivent pas être mis au rebut avec les ordures ménagères.

IT Questo simbolo indica che nei paesi della Comunità europea questo prodotto deve essere smaltito separatamente dai normali rifiuti domestici, secondo la legislazione in vigore in ciascun paese. I prodotti che riportano questo simbolo non devono essere smaltiti insieme ai rifiuti domestici. Ai sensi dell'art. 13 del D.Lgs. 25 luglio 2005 n. 151.

ES Este símbolo indica que en los países de la Unión Europea este producto debe recogerse aparte de los residuos domésticos, tal como esté regulado en cada zona. Los productos con este símbolo no se deben depositar con los residuos domésticos.

PT Este símbolo indica que nos países da UE, a recolha deste produto deverá ser feita separadamente do lixo doméstico, de acordo com os regulamentos de cada região. Os produtos que apresentem este símbolo não deverão ser eliminados juntamente com o lixo doméstico.

NL Dit symbool geeft aan dat in landen van de EU dit product gescheiden van huishoudelijk afval moet worden aangeboden, zoals bepaald per gemeente of regio. Producten die van dit symbool zijn voorzien, mogen niet samen met huishoudelijk afval worden verwijderd.

DK Dette symbol angiver, at i EU-lande skal dette produkt opsamles adskilt fra husholdningsaffald, som defineret i hver enkelt region. Produkter med dette symbol må ikke smides ud sammen med husholdningsaffald.

NO Dette symbolet indikerer at produktet må behandles som spesialavfall i EU-land, iht. til retningslinjer for den enkelte regionen, og ikke kastes sammen med vanlig husholdningsavfall. Produkter som er merket med dette symbolet, må ikke kastes sammen med vanlig husholdningsavfall.

SE Symbolen anger att i EU-länder måste den här produkten kasseras separat från hushållsavfall, i enlighet med varje regions bestämmelser. Produkter med den här symbolen får inte kasseras tillsammans med hushållsavfall.

FI Tämä merkintä ilmaisee, että tuote on EU-maissa kerättävä erillään kotitalousjätteistä kunkin alueen voimassa olevien määräysten mukaisesti. Tällä merkinnällä varustettuja tuotteita ei saa hävittää kotitalousjätteiden mukana.

HU Ez a szimbólum azt jelenti, hogy az Európai Unióban ezt a terméket a háztartási hulladéktól elkülönítve, az adott régióban érvényes szabályozás szerint kell gyűjteni. Az ezzel a szimbólummal ellátott termékeket nem szabad a háztartási hulladék közé dobni.

PL Symbol oznacza, że zgodnie z regulacjami w odpowiednim regionie, w krajach UE produktu nie należy wyrzucać z odpadami domowymi. Produktów opatrzonych tym symbolem nie można utylizować razem z odpadami domowymi.

CZ Tento symbol udává, že v zemích EU musí být tento výrobek sbírán odděleně od domácího odpadu, jak je určeno pro každý region. Výrobky nesoucí tento symbol se nesmí vyhazovat spolu s domácím odpadem.

SK Tento symbol vyjadruje, že v krajinách EÚ sa musí zber tohto produktu vykonávať oddelene od domového odpadu, podľa nariadení platných v konkrétnej krajine. Produkty s týmto symbolom sa nesmú vyhadzovať spolu s domovým odpadom.

EE See sümbol näitab, et EL-i maades tuleb see toode olemprügist eraldi koguda, nii nagu on igas piirkonnas määratletud. Selle sümboliga märgitud tooteid ei tohi ära visata koos olmeprügiga.

LT Šis simbolis rodo, kad ES šalyse šis produktas turi būti surenkamas atskirai nuo buitinių atliekų, kaip nustatyta kiekviename regione. Šiuo simboliu paženklinti produktai neturi būti išmetami kartu su buitinėmis atliekomis.

LV Šis simbols norāda, ka ES valstīs šo produktu jāievāc atsevišķi no mājsaimniecības atkritumiem, kā noteikts katrā reģionā. Produktus ar šo simbolu nedrīkst izmest kopā ar mājsaimniecības atkritumiem.

SI Ta simbol označuje, da je treba proizvod v državah EU zbirati ločeno od gospodinjskih odpadkov, tako kot je določeno v vsaki regiji. Proizvoda s tem znakom ni dovoljeno odlagati skupaj z gospodinjskimi odpadki.

GR Το σύμβολο αυτό υποδηλώνει ότι στις χώρες της Ε.Ε. το συγκεκριμένο προϊόν πρέπει να συλλέγεται χωριστά από τα υπόλοιπα οικιακά απορρίμματα, σύμφωνα με όσα προβλέπονται σε κάθε περιοχή. Τα προϊόντα που φέρουν το συγκεκριμένο σύμβολο δεν πρέπει να απορρίπτονται μαζί με τα οικιακά απορρίμματα.

For China

有关产品中所含有害物质的说明

本资料就本公司产品中所含的特定有害物质及其安全性予以说明。

本资料适用于 2007 年 3 月 1 日以后本公司所制造的产品。

环保使用期限

此标志适用于在中国国内销售的电子信息产品，表示环保使用期限的年数。所谓环保使用期限是指在自制造日起的规定期限内，产品中所含的有害物质不致引起环境污染，不会对人身、财产造成严重的不良影响。

环保使用期限仅在遵照产品使用说明书，正确使用产品的条件下才有效。

不当的使用，将会导致有害物质泄漏的危险。

产品中有毒有害物质或元素的名称及含量

部件名称	有毒有害物质或元素					
	铅(Pb)	汞(Hg)	镉(Cd)	六价铬(Cr(VI))	多溴联苯(PBB)	多溴二苯醚(PBDE)
外壳（壳体）	×	○	○	○	○	○
电子部件（印刷电路板等）	×	○	×	○	○	○
附件（电源线、交流适配器等）	×	○	○	○	○	○

○：表示该有毒有害物质在该部件所有均质材料中的含量均在 SJ/T11363-2006 标准规定的限量要求以下。

×：表示该有毒有害物质至少在该部件的某一均质材料中的含量超出 SJ/T11363-2006 标准规定的限量要求。

因根据现有的技术水平，还没有什么物质能够代替它。

For EU Countries

This product complies with the requirements of EMCD 2004/108/EC and LVD 2006/95/EC.

For the USA

FEDERAL COMMUNICATIONS COMMISSION RADIO FREQUENCY INTERFERENCE STATEMENT

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

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

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) this device may not cause harmful interference, and
(2) this device must accept any interference received, including interference that may cause undesired operation.

Unauthorized changes or modification to this system can void the users authority to operate this equipment.
This equipment requires shielded interface cables in order to meet FCC class B Limit.

For Canada

NOTICE

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

AVIS

Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

For C.A. US (Proposition 65)

WARNING

This product contains chemicals known to cause cancer, birth defects and other reproductive harm, including lead.

For the USA

DECLARATION OF CONFORMITY Compliance Information Statement

Model Name :	RM-700
Type of Equipment :	Digital Piano
Responsible Party :	Roland Corporation U.S.
Address :	5100 S. Eastern Avenue, Los Angeles, CA 90040-2938
Telephone :	(323) 890-3700

Information

When you need repair service, call your nearest Roland Service Center or authorized Roland distributor in your country as shown below.

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25 Rue Jules Hermann,
Chaudron - BP79 97 491
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REUNION ISLAND
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JOHANNESBURG ZA 2195,
SOUTH AFRICA
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Jakarta Pusat
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KOREA
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1461-9, Seocho-Dong,
Seocho Ku, Seoul, KOREA
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Roland Asia Pacific Sdn. Bhd.
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NORTH AMERICA

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Roland Canada Ltd.
(Head Office)
5480 Parkwood Way
Richmond B. C., V6V 2M4
CANADA
TEL: (604) 270 6626

Roland Canada Ltd.
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170 Admiral Boulevard
Mississauga On L5T 2N6
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TEL: (905) 362 9707

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