Roland

V-Combo
VR-09
VR-730

Owner's Manual

VR-09

VR-730

📖 Owner's Manual (this document)

Read this first. It explains the basic things you need to know in order to use the unit.

💻 PDF Manual (download from the Web)

- **Reference Manual**

  This explains all functions of the unit.
- **Data List**

  This is a list of the sounds, drum kits, rhythm patterns, and sound effects built into the unit.
- **MIDI Implementation**

  This is detailed information about MIDI messages.

💻 To obtain the PDF manual

1. Enter the following URL in your computer.

   http://roland.cm/om

   ▼

2. Choose **"V-Combo VR-09"** or **"V-Combo VR-730"** as the product name.

Before using this unit, carefully read "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (the leaflet "USING THE UNIT SAFELY" and the Owner's Manual (p. 32)). After reading, keep the document(s) where it will be available for immediate reference.

An Overview of This Unit

Sound Sections

This unit has three sound sections—organ, piano, and synthesizer—and each section occupies a separate area of the panel.

You can also play two sounds simultaneously, or divide the keyboard into two regions and play different sounds in the left and right regions.

Organ section

Here you can use the harmonic bars to shape the organ sound to your taste.
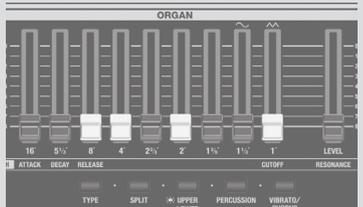
Piano section

Here you can choose various piano sounds.

Synthesizer section

Here you can select synthesizer sounds.
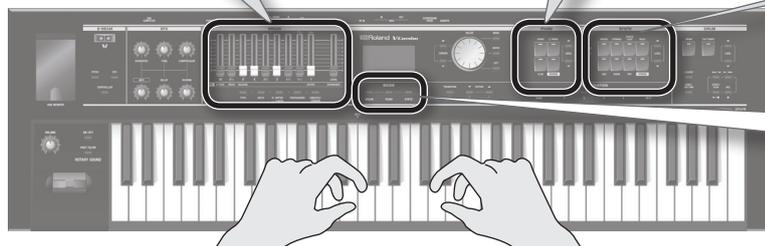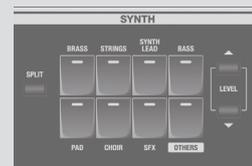
MODE buttons

Here you can select an individual organ sound, piano sound, or synthesizer sound at a single touch.

* The illustration shows the VR-09.

REFERENCE
- "Selecting Sounds" (p. 9)
- "Modifying the Organ Sound" (p. 12)
- "Modifying the Synthesizer Sound" (p. 13)
- "Combining Two Sounds" (p. 18)

Effect/Rotary

You can apply effects and a rotary speaker simulation.

By operating the knobs and buttons you can make the sound change in real time.
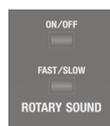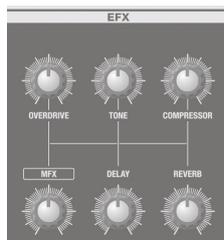
REFERENCE
- "Adding Effects to the Sound" (p. 14)
- "Using the Rotary Effect" (p. 12)

Registration

Sound and effect settings as well as combinations of sounds can be stored as a "registration."

You can easily switch between sounds by recalling a previously-stored registration.

REFERENCE
"Selecting Your Favorite Sounds (Registration)" (p. 10)

Drum section

The drum section lets you do the following.
- Play drum sounds or sound effects from the keyboard (p. 11).
- Perform while playing back internal rhythm patterns or songs from a USB flash drive (p. 22, p. 24).
- Record your performance (p. 23).
- Perform using the looper (p. 26).

Contents

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Panel Descriptions

Front Panel
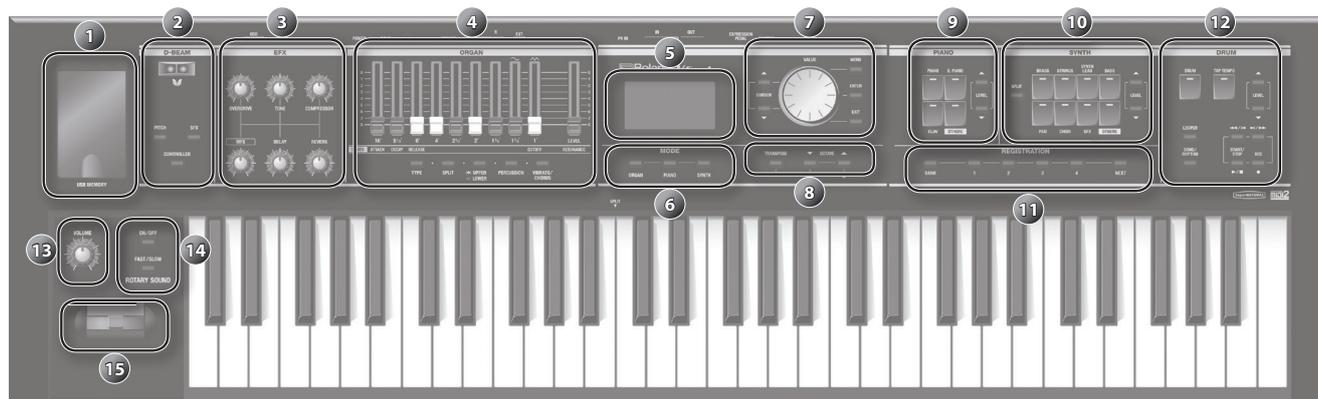
* The illustration shows the VR-09.

Number	Name	Explanation	Page
1	**USB MEMORY port**	Connect a USB flash drive (sold separately) here. You can save or play back songs you've recorded, and save or load registration sets. If you connect a wireless USB adapter (WNA1100-RL; sold separately), you'll be able to use applications that support wireless. * The VR-730's USB MEMORY port is located at the right side of the rear panel.	p. 23 p. 28
2	**D-BEAM controller**		
		You can apply various effects to the sound by positioning your hand above the D-BEAM controller.	
	[PITCH] button	If this is on, the D-BEAM controller will control the pitch.	p. 15
	[SFX] button	If this is on, the D-BEAM controller will control the sound effects.	
	[CONTROLLER] button	If this is on, the D-BEAM controller will control the effect you've assigned.	
3	**Effect section**		
		Here you can apply effects to the sound.	
	[OVERDRIVE] knob	Applies a distortion effect.	p. 14
	[TONE] knob	Adjusts the tonal character.	
	[COMPRESSOR] knob	Makes the sound more consistent.	
	[MFX] knob	Applies a multi-effect (multiple effects).	
	[DELAY] knob	Delays the sound to create an echo-like effect.	
	[REVERB] knob	Applies reverberation to the sound.	
4	**Organ section**		
		Here you can select organ sounds. You can also create your own organ sounds, and adjust the volume.	
	Harmonic bars	Use these to shape the organ sound. You can modify the sound in real time as you play.	p. 12
	[LEVEL] bar	Adjusts the volume of the organ section.	—
	[TYPE] button	Selects the variation of organ sounds.	p. 9
	ORGAN [SPLIT] button	Divides the organ into two keyboard regions.	p. 19
	[UPPER/LOWER] button	Selects the part when using the harmonic bars to shape the sound.	p. 19
	[PERCUSSION] button	Turns the percussion effect of the organ sound on/off.	p. 12
	[VIBRATO/CHORUS] button	Turns the vibrato or chorus effect of the organ sound on/off.	p. 12
5	**Display**		
	Display	Sound names and other settings are shown here.	—
6	**MODE [ORGAN] button**	Allows you to play organ sounds.	p. 9
	MODE [PIANO] button	Allows you to play piano sounds.	p. 9
	MODE [SYNTH] button	Allows you to play synthesizer sounds.	p. 10

Number	Name	Explanation	Page
⑦	CURSOR [▲] [▼] buttons	Use these to select parameters.	—
	[VALUE] dial	Use this to modify a value.	—
	[MENU] button	Accesses the menu screen.	p. 28
	[ENTER] button	Confirms a value or executes an operation.	—
	[EXIT] button	Returns to the previous screen, or cancels an operation.	—
⑧	[TRANSPOSE] button	Raises or lowers the keyboard range in steps of one semitone.	p. 17
	OCTAVE [DOWN] [UP] buttons	Raise or lower the keyboard range in steps of one octave.	p. 17
⑨	**Piano section**		
	Here you can select piano sounds and adjust the volume of the piano sound.		
	[PIANO] button	Selects piano sounds.	p. 9
	[E. PIANO] button	Selects electric piano sounds.	
	[CLAV] button	Selects clavi sounds.	
	[OTHERS] button	Selects piano sounds that are not shown on the panel.	
	PIANO LEVEL [▲] [▼] buttons	Adjust the volume of the piano section.	—
⑩	**Synthesizer section**		
	Here you can select synthesizer sounds and adjust the volume of the synthesizer sound.		
	SYNTH [SPLIT] button	Divides the keyboard, allowing you to play two different sounds.	p. 19
	[BRASS] button	Selects brass sounds.	p. 10
	[STRINGS] button	Selects strings sounds.	
	[SYNTH LEAD] button	Selects synth lead sounds.	
	[BASS] button	Selects bass sounds.	
	[PAD] button	Selects synth pad sounds.	
	[CHOIR] button	Selects choir sounds.	
	[SFX] button	Selects sound effects.	
	[OTHERS] button	Selects synthesizer sounds that are not shown on the panel.	
	SYNTH LEVEL [▲] [▼] buttons	Adjusts the volume of the synthesizer section.	—
⑪	**Registration**		
	Here you can store and recall your favorite sound settings.		
	[BANK] button	Selects the registration bank.	p. 11
	[1]–[4] buttons	Select a registration (1–4).	p. 10
	[NEXT] button	Selects the next registration.	p. 10
⑫	**Drum section**		
	Here you can select drum kits or rhythm patterns, and select and play songs.		
	[RHYTHM] button	Selects drum kits.	p. 11
	[TAP TEMPO] button	Specifies the tempo of the rhythm pattern.	p. 22
	DRUM LEVEL [▲] [▼] buttons	Adjust the volume of the drum kit, song, or rhythm pattern.	p. 22
	[LOOPER] button	Turns the looper function on/off.	p. 26
	[SONG/RHYTHM] button	Selects songs or rhythm patterns.	p. 22 p. 24
	[●] (REC) button	Records your performance.	p. 23 p. 26
	[▶/■] (START/STOP) button	Starts/stops recording or playback.	p. 24
	[◀◀ / |◀] [▶| / ▶▶] buttons	Move the playback position of the song.	p. 24
⑬	**Controllers at the left of the keyboard**		
	[VOLUME] knob	Adjusts the overall volume.	—
⑭	ROTARY SOUND [ON/OFF] button	Turns the rotary speaker (modulation effect) on/off.	p. 12
	ROTARY SOUND [FAST/SLOW] button	Changes the speed of the rotary speaker.	p. 12
⑮	Pitch bend/Modulation lever	You can use the lever to modify the sound in real time.	p. 16

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Rear Panel (Connecting Devices)

DAMPER jack

You can connect a pedal switch or a damper pedal (DP series; sold separately) here.

The pedal switch can be used to sustain the notes.

While you continue holding down the pedal, notes will continue sounding even after you take your fingers off the keys.

You can also use the pedal switch to control the looper (Damper Assign: ➡ PDF).

EXPRESSION PEDAL jack

Connect an expression pedal (EV series; sold separately) to this jack.

You can use the expression pedal to control the volume.

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

MEMO

You can also connect a pedal switch (DP-2; sold separately) here to control the looper (Expression Assign : ➡ PDF).

PK IN connector

Connect a pedalboard (PK-9; sold separately) to this connector.

This allows you to play the pedal part of the organ.
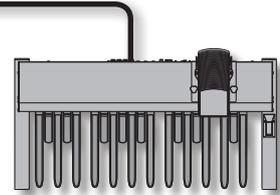
PHONES jack

Connect you headphones (sold separately) to this jack.
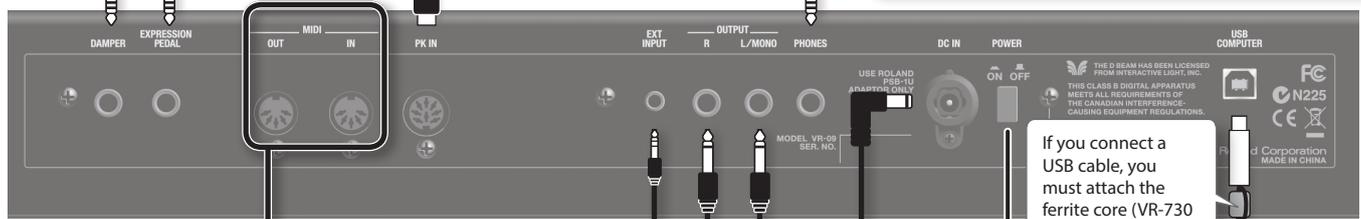
MIDI connectors   ➡ PDF

Connect an external MIDI device here to transfer performance data.

* The MIDI connectors and the MIDI functionality of the USB COMPUTER port cannot be used simultaneously.

EXT INPUT jack

If you use a stereo mini-plug cable to connect your audio player or other audio source here, the sound from the connected device will be output from the OUTPUT jacks. Use the controls of the connected device to adjust its volume.

* This sound cannot be recorded.

OUTPUT jacks

Connect an amp or mixer to these jacks to output the sound.

If you connect a USB cable, you must attach the ferrite core (VR-730 only: p. 7).

[POWER] switch   page 8

Press this switch to turn it on/off.

USB COMPUTER port   ➡ PDF

You can use a commercially available USB cable to connect this unit to your computer so that performance data (MIDI data) can be transmitted and received.

* The MIDI connectors and the MIDI functionality of the USB COMPUTER port cannot be used simultaneously.

DC IN jack

Connect the included AC adaptor to this jack.

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

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

* If you turn the power of this instrument on/off while a MIDI device is connected to the MIDI OUT connector, unexpected data might be transmitted from the MIDI OUT connector. If a problem occurs, disconnect the MIDI device while this instrument is still powered-on.

* When you operate the expression pedal, please be careful not to get your fingers pinched between the movable part and the panel. In places where small children are present, make sure that an adult provides supervision and guidance.

Getting Ready

Installing Batteries

If eight commercially available rechargeable Ni-MH batteries (AA, HR6) are installed, you'll be able to play this unit without connecting the AC adaptor.

    * If you handle batteries improperly, you risk explosion and fluid leakage. Make sure that you carefully observe all of the items related to batteries that are listed in "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (leaflet "USING THE UNIT SAFELY" and Owner's manual (p. 32)).

    * We recommend that you keep batteries installed in the unit even though you'll be powering it with the AC adaptor. That way, you'll be able to continue a performance even if the cord of the AC adaptor gets accidently disconnected from the unit.

Types of batteries that can be used

If operating this unit on batteries, please use rechargeable Ni-MH batteries.

Using rechargeable Ni-MH batteries will allow approximately 5 hours of continuous operation at room temperature. (However, the duration will be approximately 3 hours if USB flash drive is connected. The duration of continuous operation may differ depending on the conditions of use.)

NOTE

Do not use alkaline batteries or carbon-zinc battery batteries.

1. **While pressing the tabs of the battery compartment cover on this unit's bottom panel, remove the cover.**
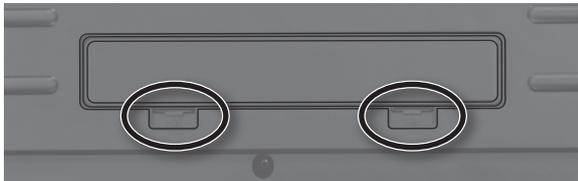
    * When turning the unit over, be careful so as to protect the buttons and knobs from damage. Also, handle the unit carefully; do not drop it.

2. **Insert the batteries into the battery compartment, taking care to observe the correct polarity (+/- orientation).**
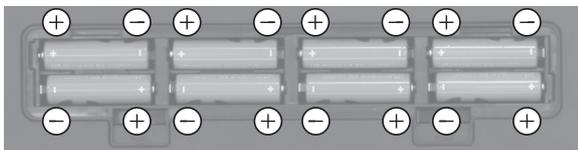
NOTE

Carefully follow the installation instructions for batteries, and make sure you observe the correct polarity.

3. **Securely close the battery compartment cover.**

When to Replace the Batteries

When the batteries run low, the display will indicate "Charge Battery."

Stop use, and recharge the batteries.

NOTE

If you continue using the unit after the "Charge Battery" indication appears, the "Battery Low!" indication will appear, and further operation will not be possible.

Attaching the Ferrite Core   `VR-730 only`

If you use the USB cable, you must attach the included ferrite core.

This is for the purpose of preventing electromagnetic noise; do not remove it.

1. **Open the ferrite core and position it over the cable.**

    * You must attach the ferrite core near the plug (10 cm or less) that is connected to this unit.

10 cm or less
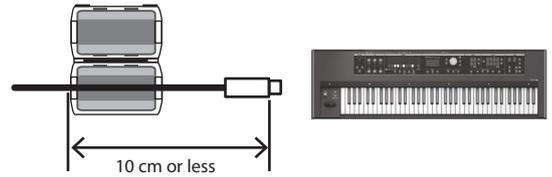
2. **Wrap the cable around the ferrite core; one turn is enough.**

3. **Close it firmly; you should hear a distinct sound as it clicks shut.**
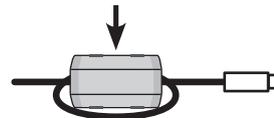
NOTE

• Take care not to get your fingers pinched when attaching the ferrite core.

• Make sure you don't apply undue force and damage the cable when clamping on the ferrite core.
Depending on the thickness of the cable, you might not be able to close the ferrite core with the cable wrapped once around it. Use a cable of a thickness that allows the ferrite core to be attached with the cable wrapped once around it.

Turning the Power On/Off

Turning the Power On

1. **Before turning on this unit's power, consider these two questions:**
   - Is the AC adaptor and any other equipment connected correctly?
   - Have the volume controls of this unit and all connected audio devices been turned to their lowest settings?

2. **Press the [POWER] switch of this unit to turn it on.**

3. **Turn on the power for any connected audio devices.**

4. **While playing the keyboard and listening to the sound, slowly increase the volume of this unit and the volume of the connected equipment until you obtain the desired volume.**

Turning the Power Off

1. **Before turning off the power, consider the following question:**
   - Have the volume controls of this unit and all connected audio devices been turned to their lowest settings?

2. **Turn off the power for all connected audio devices.**

3. **Turn off the [POWER] switch of this unit.**

Concerning the Auto Off function

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function).

If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 28).

- Any settings that you are in the process of editing will be lost when the power is turned off. If you have any settings that you want to keep, you should save them beforehand.
- To restore power, turn the power on again.

Listening to the Demo Songs

Here's how to listen to the demo songs.

1. **Turn the power on.**

2. **Press the [▶/■] (START/STOP) button.**

3. **Press the [▶/■] (START/STOP) button.**
Demo playback starts.

When the selected demo song finishes playing, the next demo song will begin playing.

4. **Press the [▶/■] (START/STOP) button.**
The demo song will stop playing.

MEMO

If the [LOOPER] button or [SONG/RHYTHM] button is lit, pressing the [▶/■] (START/STOP) button will not bring up the demo screen.

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

Using the Included USB Memory Protector
VR-09 only

You can use the included USB memory protector to prevent theft of the USB flash drive connected to the VR-09.
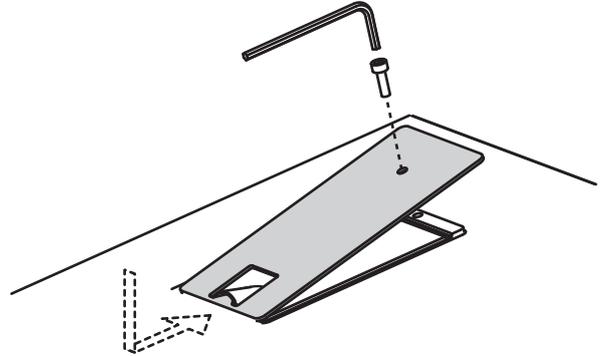
NOTE

- You must use the included screws.
- You must use the included Allen wrench to tighten or remove the screws. Using a tool that does not match the screw heads will damage them.
- Be careful not to over-tighten the screws. Doing so may damage the screw's head, causing the wrench to rotate uselessly.
- To tighten the screws, turn the Allen wrench clockwise. To loosen the screws, turn the Allen wrench counter-clockwise.

loosen   tighten

- Keep the removed screws out of the reach of small children to ensure they are not swallowed accidentally.
- Never allow foreign objects (e.g., coins, wires) to enter the USB memory box.
- When opening/closing the USB flash drive cover, please be careful not to get your fingers pinched between the movable part and the panel. In places where small children are present, make sure that an adult provides supervision and guidance.

Selecting Sounds

Selecting Sounds with One Touch

By using the Mode buttons you can play organ, piano, and synthesizer sounds individually.

> **REFERENCE**
>
> For details about the sounds, refer to "Sound List" in the "Data List" (PDF).
>
> You can download the "Data List" (PDF) from the Roland website.
>
> **http://www.roland.com/manuals/**

Selecting Organ Sounds

1. **Press the MODE [ORGAN] button.**

The MODE [ORGAN] button will light.
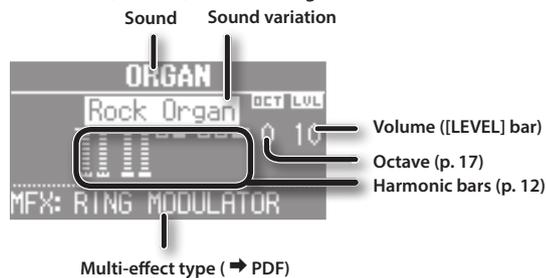
Sound   Sound variation

Volume ([LEVEL] bar)

Octave (p. 17)

Harmonic bars (p. 12)

Multi-effect type (➡ PDF)

> **MEMO**
>
> Use the CURSOR [▲] [▼] buttons to move the cursor to an item, and turn the [VALUE] dial to change the sound variation/multi-effect type.

Selecting the organ sound variation

1. **In the organ section, press the [TYPE] button.**

2. **Turn the [VALUE] dial to select the desired type of sound.**

> **MEMO**
>
> • You can play the keyboard to audition the sound at which the cursor is located.
>
> • If you press the [TRANSPOSE] button while the ORGAN TYPE screen is shown, it will be held. Press the [EXIT] button to return to the previous screen.
>
> • The organ sounds of this unit reproduce the distinctive way in which notes played on a vintage organ are triggered even by a shallow key-press. This is called the "quick firing function."
>
> • The organ sounds of this unit are produced by a "virtual tonewheel sound engine" that uses digital technology to faithfully simulate the way in which a tonewheel organ generates sound.

Selecting Piano Sounds

1. **Press the MODE [PIANO] button.**

The MODE [PIANO] button will light.
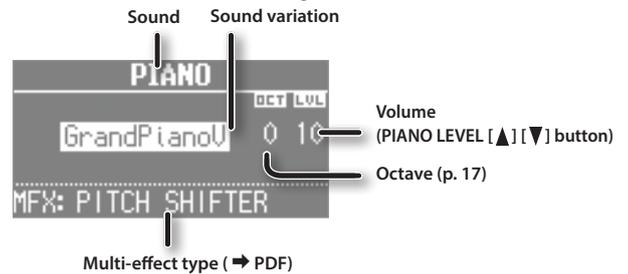
Sound   Sound variation

Volume (PIANO LEVEL [▲] [▼] button)

Octave (p. 17)

Multi-effect type (➡ PDF)

> **MEMO**
>
> Use the CURSOR [▲] [▼] buttons to move the cursor to an item, and turn the [VALUE] dial to change the sound variation/multi-effect type.

Selecting the piano sound variation

1. **Press one of the sound buttons in the piano section.**

2. **Turn the [VALUE] dial to select the desired sound variation.**

> **MEMO**
>
> • You can play the keyboard to audition the sound at which the cursor is located.
>
> • If you press the [TRANSPOSE] button while the sound variation select screen is shown, the select screen will be held. Press the [EXIT] button to return to the previous screen.

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Selecting Synthesizer Sounds

1. **Press the MODE [SYNTH] button.**

The MODE [SYNTH] button will light.
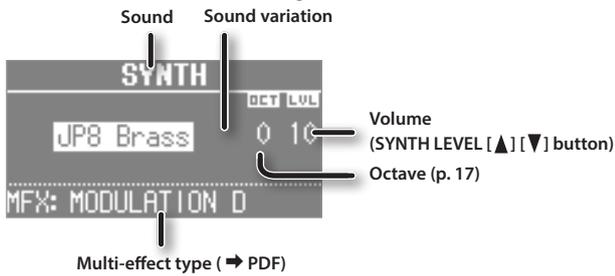
Sound   Sound variation

SYNTH

OCT **LVL**

JP8 Brass   0 10

Volume
(SYNTH LEVEL [▲] [▼] button)

Octave (p. 17)

MFX: MODULATION D

Multi-effect type (➜ PDF)

MEMO

Use the CURSOR [▲] [▼] buttons to move the cursor to an item, and turn the [VALUE] dial to change the sound variation/multi-effect type.

Selecting the Synthesizer sound variation

1. **Press one of the sound buttons in the synthesizer section.**

2. **Turn the [VALUE] dial to select the desired sound variation.**

MEMO

• You can play the keyboard to audition the sound at which the cursor is located.

• If you press the [TRANSPOSE] button while the sound variation select screen is shown, the select screen will be held. Press the [EXIT] button to return to the previous screen.

Selecting Your Favorite Sounds (Registration)

You can assign a name to your favorite organ, piano, and synthesizer sounds (or combination of sounds), and store it as a "registration."

A registration can be recalled instantly by pressing a single button. This is a convenient way to switch sounds for each song, or to instantly switch between settings during a live performance.

Registrations are organized into banks, with 4 registrations in each bank.

There are 25 banks, allowing you to store a total of 100 registrations.

Bank

25
4
3
2
1

REGISTRATION
REGISTRATION
REGISTRATION
REGISTRATION
REGISTRATION

1   2   3   4

4 registrations
=
Bank
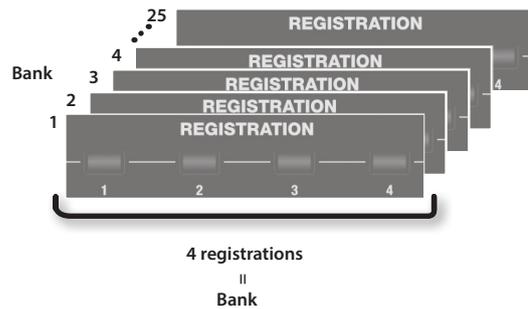
MEMO

• When this unit is shipped from the factory, several banks contain registrations with the same settings.

• Sets of registrations can be saved on a USB flash drive (p. 28).

• Sets of registrations saved on a USB flash drive can be loaded back into this unit (p. 29).

Recalling a Registration

1. **Press the [1]–[4] buttons to select a registration.**

The registration screen is shown in the display.

Bank number

Registration number

Registration name

1-1 LongDivision

OCT **LVL**

① Syn Strings1   0 10

② JP8 Brass   -1 10

Volume

Octave (p. 17)

MFX: MODULATION D

Multi-effect type (➜ PDF)

Split or Dual setting (p. 18)
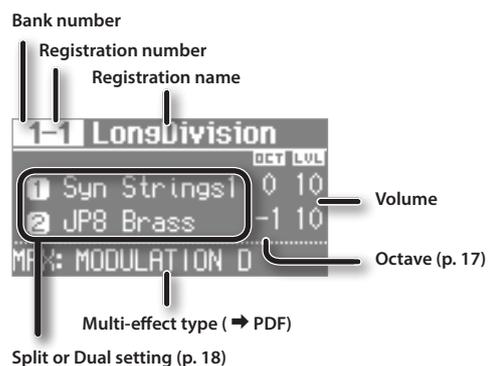
MEMO

• You can select a registration by moving the cursor to the registration number and turning the [VALUE] dial.

• You can select the next registration by pressing the [NEXT] button.

• If registration 4 is selected, pressing the [NEXT] button will select registration 1 of the next bank.

Switching Registration Banks

Switching banks (Banks 1–4)

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

The BANK screen is shown in the display.

```
1  4      Registration
        BANK
           1                    Currently selected bank number
        Press [ENTER]
```

2. **Press the [1]–[4] buttons to select the desired bank.**

3. **Press the [1]–[4] buttons to select a registration.**

You'll switch to a registration of the bank you selected.

Switching banks (Banks 5–25)

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

The BANK screen is shown in the display.

2. **Turn the [VALUE] dial to select the desired bank.**

3. **Press the [ENTER] button.**

4. **Press the [1]–[4] buttons to select a registration.**

You'll switch to a registration of the bank you selected.

Storing a Registration

1. **Select the desired sounds and effect settings.**

2. **Hold down one of the [1]–[4] buttons until the following screen appears.**

3. **Select the store-destination.**

Use the CURSOR [▲] [▼] buttons and the [VALUE] dial to select the store-destination bank and registration number.

4. **Specify a name for the registration.**

Button/Dial	Operation
CURSOR [▲] [▼] buttons	Select the character that you want to change.
[VALUE] dial	Changes the character.
MODE [ORGAN] (Del) button	Delete the character.
MODE [PIANO] (Space) button	Inserts a space.

5. **Press the [ENTER] button or the MODE [SYNTH] (Write) button.**

Your settings will be stored in the selected registration.

REFERENCE

About the settings stored in a registration, refer to "Reference Manual" (PDF).

Selecting Drum Sounds

You can play drum sounds and sound effects from this unit's keyboard.

A drum kit lets you choose from a selection of sounds.

When you switch drum kits, the sounds assigned to each key will change.

REFERENCE

Refer to "Drum Kit List" in the "Data List" (PDF) for details on the percussion instrument sounds that are assigned to each key. You can download the "Data List" (PDF) from the Roland website.

http://www.roland.com/manuals/

1. **Press the [DRUM] button to make it light.**

The DRUM screen appears.

```
DRUM
Pop Kit
Rock Kit
Jazz Brush
TR-808
```

2. **Turn the [VALUE] dial to select a drum kit.**

```
  Drum kit
        DRUM
                    OCT LVL
      Pop Kit        0  10      Volume
                                (DRUM LEVEL [▲] [▼] button)
                                Octave (p. 17)
      MFX: FLANGER

   Multi-effect type ( ➡ PDF)
```
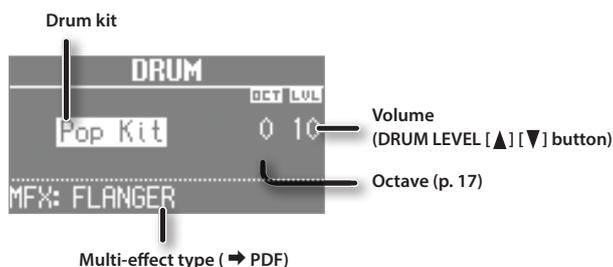
MEMO

- By using the looper function (p. 26) to overdub-record drum sounds, you can create rhythm patterns using these sounds.
- You can play the keyboard to audition the sound at which the cursor is located.
- If you press the [TRANSPOSE] button while the DRUM screen is shown, the DRUM screen will be held. Press the [EXIT] button to return to the previous screen.
- You can use the DRUM LEVEL [▲] [▼] buttons to adjust the volume of the drum kit (p. 22).

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11

Modifying the Organ Sound

Using the Harmonic Bars

The harmonic bars are assigned to sounds of different footage (pitch). You can create a wide variety of organ sounds by layering these sounds.

The volume will be loudest when the harmonic bars are fully lowered; there will be no sound when the harmonic bars are fully raised.

Raised (minimum volume)

Lowered (maximum volume)
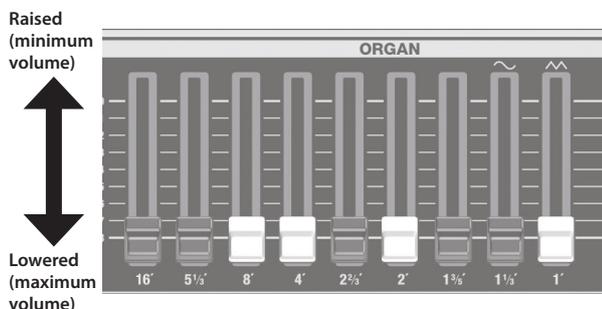
1. **Select an organ sound (p. 9).**

2. **Slide the harmonic bars to adjust the sound.**

   The volume of each footage is shown numerically.
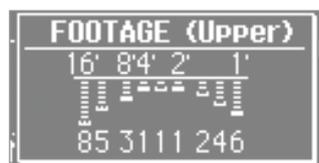
When you've selected "Transistor Organ" as the organ sound

The footage structure will be different for Transistor organ.

You'll be able to operate the following harmonic bars. The other harmonic bars will be unavailable.

Part (p. 19)	Harmonic bars that can be operated
Upper part	16', 8', 4', 2 2/3', 2' (5 bars)
Lower part	8', 4', 2', 1 3/5' (4 bars)

The bars at the right with the "⌣" and "⋀⋀" icons will respectively adjust the volume of "mellow sound" and "bright sound."

If these two bars are fully raised, no organ sound will be heard.

Using the Rotary Effect

This effect adds modulation to the sound as if you were using a rotary speaker.

1. **Press the ROTARY SOUND [ON/OFF] button to make it light.**

   The rotary effect will be added to the sound.

2. **Press the ROTARY SOUND [FAST/SLOW] button to switch it between lit/unlit.**

ROTARY SOUND [FAST/SLOW] button	Explanation
Lit (Fast)	Produces the effect of making the rotary speaker spin rapidly.
Unlit (Slow)	Produces the effect of making the rotary speaker spin slowly.

When you switch the rotary effect from "Fast" to "Slow," the modulation will gradually slow down. When you switch it from "Slow" to "Fast," the modulation will gradually speed up.

MEMO
- You can make separate settings for the tweeter and the woofer to specify their rotation speeds at the fast and slow settings, as well as the time it will take for the tweeter and woofer to change their speed when you switch the rotary effect (ROTARY: ➡ PDF).
- If you're playing only organ sounds, you can use the pitch bend/modulation lever to control the rotary effect. Move the lever away from yourself to turn the rotary effect on/off or apply the brake; move the lever to left or right to switch between fast/slow speeds. For more about the rotary effect controlled by the modulation lever, refer to "Reference Manual" (PDF).
- You can also use a pedal switch (DP series; sold separately), an expression pedal (EV series; sold separately), the footswitch of a pedal keyboard (PK-9; sold separately), or the D-BEAM controller to switch between fast and slow (p. 12, ➡ PDF).

Using Percussion

This adds an attack to the beginning of each note, making the sound more crisp and percussive.

1. **Press the [PERCUSSION] button to make it light.**

2. **Use the CURSOR [▲] [▼] buttons and the [VALUE] dial to select the desired effect.**

   * If you turn percussion on, the harmonic bar 1' sound will not be heard.

   MEMO
   If you press the [TRANSPOSE] button while the PERCUSSION screen is shown, the PERCUSSION screen will be held. Press the [EXIT] button to return to the previous screen.

Using Vibrato/Chorus

Here's how to apply vibrato (cyclic modulation of the pitch). You can also apply chorus, which mixes vibrato sound with unprocessed sound to produce greater depth and spaciousness.

1. **Press the [VIBRATO/CHORUS] button to make it light.**

2. **Turn the [VALUE] dial to select the desired effect.**

Value	Explanation
V-1	Applies a slight vibrato effect.
V-2	Applies a medium vibrato effect.
V-3	Applies a strong vibrato effect.
C-1	Applies a slight chorus effect.
C-2	Applies a medium chorus effect.
C-3	Applies a strong chorus effect.

MEMO
If you press the [TRANSPOSE] button while the VIBRATO/CHORUS screen is shown, the VIBRATO/CHORUS screen will be held. Press the [EXIT] button to return to the previous screen.

Modifying the Synthesizer Sound

This unit lets you use the top panel harmonic bars to modify the character of the synthesizer sound.

MEMO

- If you're playing two sounds (split or dual) (p. 12), the settings will determine which sound is affected.
  - **If one of the sounds is an organ sound**

    The bars will operate as harmonic bars for the organ sound. The synthesizer sound will not change.
  - **If one of the sounds is a piano sound**

    The piano sound cannot be changed. The effect will apply only to the synthesizer sound.
 - **If two synthesizer sounds are combined**

    The bars will affect both synthesizer sounds.
- The effect can also be applied when playing a single piano sound.
- For some acoustic sounds (➡ PDF), DECAY, CUTOFF, and RESONANCE will have no effect.

Changing the Volume Envelope (ATTACK, DECAY, RELEASE)

The shape that describes how an instrument's volume changes over time from the beginning to the end of the note is called the "envelope."

On a keyboard instrument, this specifies the way in which the volume changes from when you press a key until you release the key.

Volume

A: ATTACK
D: DECAY
S: SUSTAIN
R: RELEASE

Sound Ends

S

Note-on   A   D   R   Time
Note-off
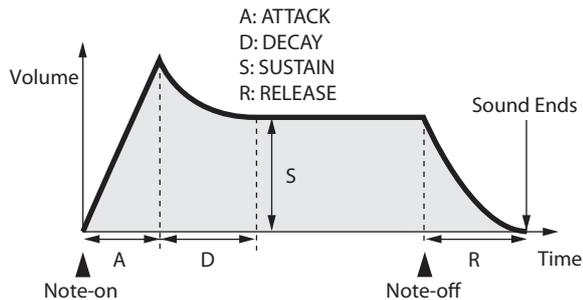
Parameter	Explanation
ATTACK	Time from when you press the key until the full volume is reached
DECAY	Time over which the volume reaches the SUSTAIN level following the attack
SUSTAIN	Volume at which the sound is sustained while you continue holding the key
RELEASE	Time over which the sound decays to silence after you release the key

On this unit you can use the three left-most harmonic bars to adjust the ATTACK, DECAY, and RELEASE times of the currently selected sound.

1. Select a sound from the synthesizer section (p. 10).

2. Move the bars to adjust the values of the corresponding parameters.

Bar	Value	Explanation
[ATTACK] bar	-64–63	Lowering the bar will shorten the attack time; raising the bar will lengthen the time.
[DECAY] bar	-64–63	Lowering the bar will shorten the time over which the level falls to the SUSTAIN level; raising the bar will lengthen the time.
[RELEASE] bar	-64–63	Lowering the bar will shorten the time over which the sound disappears; raising the bar will lengthen the time.

When you operate a bar, the current value is shown in the screen.

ATTACK
-19

MEMO

- While the value of a parameter is displayed, you can turn the [VALUE] dial to adjust the value.
- The value of each parameter is shown as an offset relative to the default value originally specified for each sound. At a value of "0" (the bar near the center "4" position), that parameter will be in its original state.
- If you press the [TRANSPOSE] button while the adjustment screen is shown, the adjustment screen will be held. Press the [EXIT] button to return to the previous screen.

Adjusting the Tonal Character (CUTOFF, RESONANCE)

The filter determines the tonal character of the sound.

You can use the filter to cut or boost different frequency regions of the sound, thus modifying its character.

Parameter	Explanation
CUTOFF	Frequency at which the filter takes effect (cutoff frequency)
RESONANCE	Amount by which the region near the filter's cutoff frequency is emphasized

On this unit you can use the two right-most harmonic bars to adjust the cutoff and resonance of the currently selected sound.

1. Select a sound from the synthesizer section (p. 10).

2. Move the bars to adjust the values of the corresponding parameters.

Bar	Value	Explanation
[CUTOFF] bar	-64–63	Specifies the cutoff frequency. Lowering the bar will make the sound darker (more mellow); raising the bar will make the sound brighter.
[RESONANCE] bar	-64–63	Boosts the sound in the region of the cutoff frequency, producing a distinctive tonal character. Lowering the bar will weaken this character, and raising the bar will strengthen it.

When you operate a bar, the current value is shown in the screen.

CUTOFF
55

* Some settings may produce noise or high-volume sound. Be careful of the volume of the connected mixer or amp.

MEMO

- While the value of a parameter is displayed, you can turn the [VALUE] dial to adjust the value.
- The value of each parameter is shown as an offset relative to the default value originally specified for each sound. At a value of "0" (the bar near the center "4" position), that parameter will be in its original state.
- If you press the [TRANSPOSE] button while the adjustment screen is shown, the adjustment screen will be held. Press the [EXIT] button to return to the previous screen.

Adding Effects to the Sound

Applying Effects (EFX)

You can apply effects to the sounds you play. This unit contains 7 effect processors; each can be set independently.

For the six effects other than rotary, you can use "global control" to conveniently apply each effect in an appropriate way.

> **MEMO**
> - If you're playing two sounds (split or dual) (p. 15), the settings will determine which sound is affected.
>   When using Dual: The same effects will apply to both sounds.
>   When using Split: The effects will be applied only to the upper part (except for reverb). However if you've assigned organ sound to the lower part, the same effects will apply to all parts.
> - The effects are connected in the order shown below.
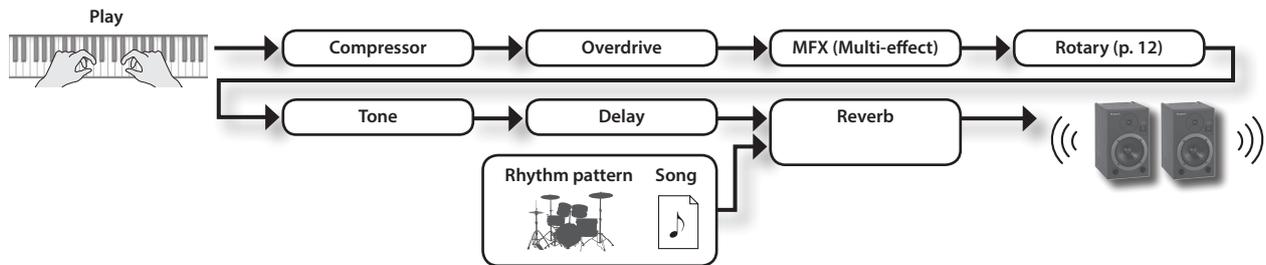
1. Select a sound (p. 9).

> **MEMO**
> Some sounds already have effects applied.
> The way in which effects are applied will differ depending on the sound.

2. Turn the knobs to adjust the depth of each effect.

* The effects may cause noise or loud sounds. To prevent malfunction and/or damage to speakers, adjust the volume of external mixers and amplifiers.
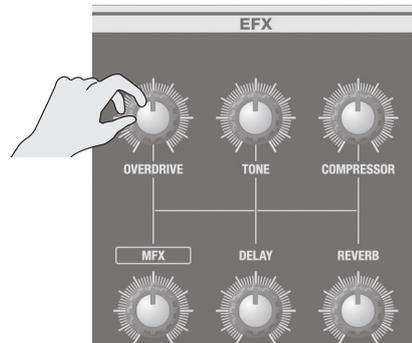
What's the global control?

This is technology that optimizes multiple parameters of an effect so that they can be controlled by a single knob.

Knob	Explanation
[OVERDRIVE] knob	Produces a natural-sounding distortion as heard from a tube amp. If the knob is turned all the way to the left, no effect will be applied. Turning the knob toward the right will increase the depth of distortion.
[TONE] knob	Adjusts the tonal character of the low and high frequency ranges. If the knob is set to the center position, the response will be flat. Turning the knob toward the left will boost the mid-range, making the sound punchier. This is appropriate when playing in a band. Turning the knob toward the right will boost the low and high-frequency ranges, producing a more colorful sound. This is appropriate for solo performances.
[COMPRESSOR] knob	Compresses loud sounds and boosts the level of soft sounds. This narrows the dynamic range, helping to keep your playing audible within the performance of your band. If you turn the knob all the way to the left, no compressor effect will be applied. Turning the knob toward the right will smooth out the overall volume, making your sound more consistent.
[MFX] knob	This is a general-purpose multi-effect that can change the fundamental character of the sound, transforming it into something quite different. If you turn the knob all the way to the left, no effect will be applied. **MEMO** • The selected type of multi-effect is shown in the bottom line of the display. • To change the multi-effect type, move the cursor to the lower line of the display and turn the [VALUE] dial. • The multi-effect gives you a choice of 20 types. You can use the menu to change the multi-effect type (MFX Type: ➡ PDF).
[DELAY] knob	Produces an echo-like effect by delaying the sound. By layering the delayed sound with the original sound, you can add depth and spaciousness to the sound. If you turn the knob all the way to the left, no delay effect will be applied. Turning the knob toward the right will lengthen the delay time (the time from the original sound until the left and right delay sounds are heard). **MEMO** You can choose from six types of delay. Use the menu to change the delay type (Delay Type: ➡ PDF).
[REVERB] knob	Adds reverberation to the original sound, simulating a spacious room. If you turn the knob all the way to the left, no reverb effect will be applied. Turning the knob toward the right will make the reverb deeper. **MEMO** You can use the menu to change the reverb type and the wall type (surface material) (Reverb Type: ➡ PDF, Wall Type: ➡ PDF).

> **MEMO**
> When you turn the [DELAY] knob or [REVERB] knob, the type will be displayed. You can turn the [VALUE] dial to change the type.
> If you press the [TRANSPOSE] button while the adjustment screen is shown, the adjustment screen will be held. Press the [EXIT] button to return to the previous screen.

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Modifying the Sound / Producing Sound Effects (D-BEAM Controller)

By positioning your hand above the front panel's D-BEAM controller, you can modify the sound or produce sound effects.

This is a great way to give your live performance more impact.

1. **Press one of the D-BEAM [PITCH], [SFX], or [CONTROLLER] buttons to make it light.**

Button	Explanation
[PITCH] button	The pitch will change according to the movement of your hand above the D-BEAM controller. * Pitch will not apply to organ sounds and drum sounds.
[SFX] button	A sound effect will be produced.
[CONTROLLER] button	The D-BEAM controller will operate the performance-related function you've assigned.

MEMO

- You can assign the sound effect to the [SFX] button, and assign various performance-related functions to the [CONTROLLER] button.
- The volume of the sound effect is linked with the volume of the drum section. You can use the DRUM LEVEL [▲] [▼] buttons to adjust the volume of the sound effect (p. 22).
- If you're using Split (p. 14), the effect of the [PITCH] button and [CONTROLLER] button will apply only to the upper part.

2. **While playing the keyboard to produce sound, position your hand above the D-BEAM controller and slowly move it up and down.**

MEMO

You can specify the amount of pitch bend that will occur (Pitch Bend Range: ➡ PDF).

3. **To turn off the D-BEAM controller, press the button you pressed in step 1 to make it go dark.**

Effective range of the D-BEAM controller

The illustration at right shows the effective range of the D-BEAM controller. Moving your hand outside this range will not produce any effect.

The effective range of the D-BEAM controller will be drastically decreased under strong direct sunlight. Please be aware of this when using the D-BEAM controller outdoors.
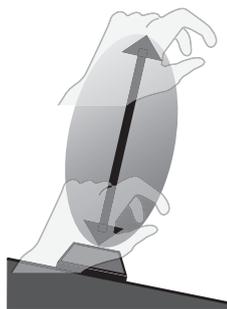
MEMO

The sensitivity of the D-BEAM controller will vary according to the brightness of its surroundings. If it does not operate as you expect, you can readjust the sensitivity. Increasing the D-BEAM sensitivity value (p. 18) will make it more sensitive.

D-BEAM Controller Settings

1. **Press the D-BEAM [SFX] or [CONTROLLER] button to make it light.**

The D-BEAM screen appears.

```
D-BEAM
Rotary Fast/Slow
Wheel Brake
Modulation
N.Control 1
```
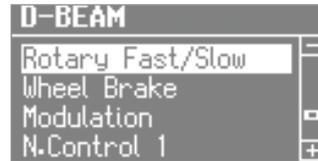
2. **Turn the [VALUE] dial to select the sound effect or function that you want to control using the D-BEAM controller.**

Value	Explanation
[SFX] button	
REFERENCE	
For details about the sound effects, refer to "Sound Effect List" in the "Data List" (PDF). You can download the "Data List" (PDF) from the Roland website. **http://www.roland.com/manuals/**	
[CONTROLLER] button	
Rotary Fast/Slow	Switches the speed of the rotary speaker between "fast" and "slow."
Wheel Brake	Simulates the way in which the tonewheel rotation slows and stops when a tonewheel organ is powered-off (tonewheel brake). * This has no effect for sounds other than organ sounds.
Modulation	Applies a vibrato effect. * Some sounds will not be affected by vibrato. For details about the sounds, refer to "Sound List" in the "Data List" (PDF).
N.Control 1 **N.Control 2**	Apply an effect to specific acoustic sounds (➡ PDF).

3. **Press the [EXIT] button to finish the procedure.**

Changing the Pitch/Applying Vibrato (Pitch Bend/Modulation Lever)

While playing the keyboard, move the lever toward the left to lower the pitch, or toward the right to raise the pitch. This is called "pitch bend."

Moving the lever away from yourself will apply vibrato. This is called "modulation."

Moving the lever away from yourself while also moving it to left or right will apply both effects simultaneously.

MEMO

• Pitch bend and modulation do not apply to organ sounds. If you're playing only organ sounds, you can use the pitch bend/modulation lever to control the rotary effect. Move the lever away from yourself to turn the rotary effect on/off or apply the brake; move the lever to left or right to switch between fast/slow speeds.

• If you're using Split (p. 14), pitch bend and modulation will apply only to the upper part.

• You can specify the amount of pitch bend that will occur (Pitch Bend Range: ➡ PDF).

• You can disable the rotary effect on/off switching that's controlled by the modulation lever (Modulation Lever: ➡ PDF).

• For the following acoustic sounds, you can use the modulation lever to produce dynamics effects.
  • N.Trumpet
  • N.Alto Sax
  • N.Flute

Making the Pitch Change Smoothly (Portamento)

Portamento is an effect that produces a smooth change in pitch between one note and the next.

Portamento can be applied to piano sounds and to synthesizer sounds.

MEMO

• Some sounds already have portamento applied to them (default setting).

• When using split (p. 14), portamento will be applied only to the upper part.

1. Press the [MENU] button.

2. Turn the [VALUE] dial to select "Portamento."

3. Press the [ENTER] button.

4. Use the CURSOR [▲] [▼] buttons to select "Portamento Switch."

5. Turn the [VALUE] dial to change the setting.

Value	Explanation
OFF	Portamento is off.
ON	Portamento is on.
DEFAULT	The default setting.

6. Press the [EXIT] button several times to finish the procedure.

Specifying the Time of Pitch Change

You can specify the time over which the portamento effect will produce the pitch change.

1. Press the [MENU] button.

2. Turn the [VALUE] dial to select "Portamento."

3. Press the [ENTER] button.

4. Use the CURSOR [▲] [▼] buttons to select "Portamento Time."

5. Turn the [VALUE] dial to change the setting.

| Value	0 (short)–127 (long)

6. Press the [EXIT] button several times to finish the procedure.

Changing the Key Range

Raising or Lowering the Range in Octaves (Octave)

You can change the pitch of the keyboard in steps of one octave.

1. **Press the OCTAVE [▲] or [▼] button.**
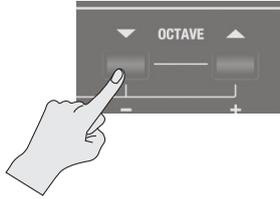
| Value	-3–0–3 (octave)

MEMO

• If this setting is other than "0," the OCTAVE [DOWN] or [UP] button will light.

• By pressing the OCTAVE [DOWN] and [UP] buttons simultaneously, you can return the setting to "0."

• If you're playing two sounds together, move the cursor to select the sound whose octave range you want to change.

Transposing the Key (Transpose)

You can transpose the pitch of the keyboard.

This setting specifies the pitch sounded by the middle C (C4) key.

1. **Hold down the [TRANSPOSE] button and press the [–] or [+] button.**
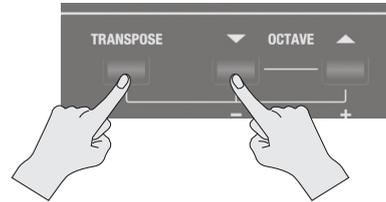
The display will indicate the transpose setting.

Value	C0–C8 (semitone)

MEMO

• If this setting is other than "C4," the [TRANSPOSE] button will light.

• If you hold down the [TRANSPOSE] button and continuously press the [–] or [+] button, the setting switches rapidly through its values, and temporarily stops at the C pitch of each octave.

• If you hold down the [TRANSPOSE] button and press the [–] and [+] buttons simultaneously, the setting returns to "C4."

• While the transpose setting is displayed, you can also turn the [VALUE] dial to change the value.

Combining Two Sounds

Layering Two Sounds (Dual)

"Dual" refers to settings in which two sounds are layered.

* You can't layer two organ sounds.

| Part 1 |
| Part 2 |

Layering a Piano Sound and Synthesizer Sound
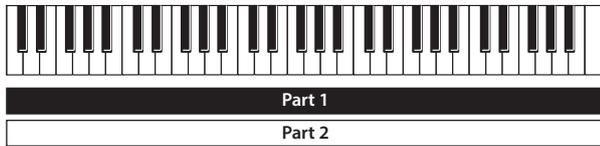
| Piano sound/Synthesizer sound |
| Piano sound/Synthesizer sound |
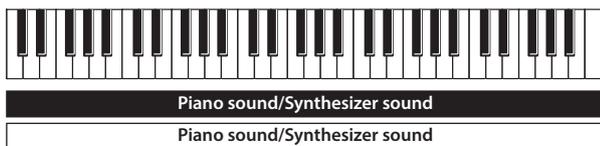
1. **Simultaneously press two sound buttons from the piano section and synthesizer section.**

The sound buttons you selected will light, and the DUAL screen appears.

Part 1 setting
Part 2 setting

Multi-effect type (➜ PDF)
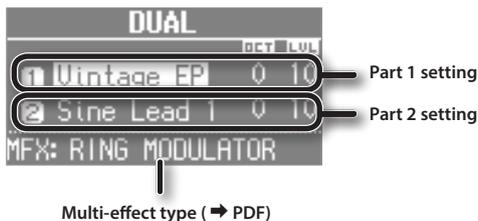
MEMO
- You can also select dual by pressing the MODE [PIANO] button and MODE [SYNTH] button simultaneously.
- The sound of the button you press first will be assigned to part 1.

Changing the sounds

Here's how to change the sounds.

You can also combine two sounds from within the same sound button.

2. **Select a sound.**

1. Press the CURSOR [▲] [▼] buttons to select the sound that you want to change.
2. Turn the [VALUE] dial to select a sound.

MEMO
By pressing a sound button that is lit, you can combine two sounds from within the same sound button.

3. **Adjust the volume of each part.**

Press the LEVEL [▲] [▼] buttons to adjust the volume (0–12).

MEMO
If you've combined two sounds from the same section, the volume of the sound selected by the cursor will change.

4. **Specify the octave of each part.**

Use the CURSOR [▲] [▼] buttons to select the sound whose octave you want to specify, and use the OCTAVE [DOWN] [UP] buttons to specify the octave.

Combining an Organ Sound with a Piano Sound or Synthesizer Sound

| Organ sound |
| Piano sound/Synthesizer sound |
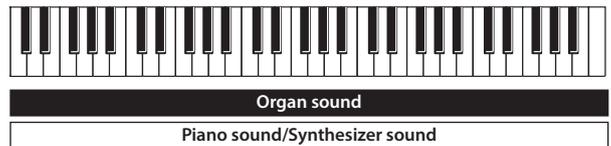
1. **Simultaneously press the MODE [ORGAN] button and a sound button in the piano section or the synthesizer section.**

The MODE [ORGAN] button and the sound button you selected will light, and the DUAL screen appears.

MEMO
- You can also select dual by pressing the MODE [ORGAN] button and the MODE [PIANO] button or MODE [SYNTH] button simultaneously.
- The sound of the button you press first will be assigned to part 1.

Changing the sounds

Here's how to change the sounds.

2. **Select a sound.**

1. Press the CURSOR [▲] [▼] buttons to select the part.
2. Use the [TYPE] button, sound buttons, and the [VALUE] dial to select a sound.

3. **Adjust the volume.**

Button/Bar	Explanation
LEVEL [▲] [▼] button	Adjust the volume (0–12) of the piano sound or synthesizer sound.
[LEVEL] bar	Adjusts the volume (0–12) of the organ sound.

4. **Specify the octave.**

Use the OCTAVE [DOWN] [UP] buttons to specify the octave of the piano sound or synthesizer sound.

Cancelling Dual

Here's how to cancel Dual.

Operation	Explanation
Press any one of the MODE buttons	You'll hear the sound that was assigned to the section whose button you pressed. If you had been combining two sounds from the same section, you'll hear the sound that had been assigned to part 1.
Press the [EXIT] button	The sound that had been assigned to part 1 will be heard across the entire range of the keyboard.
Press a sound button that is unlit	You'll hear the sound that you selected.

Playing Different Sounds in the Left and Right Hands (Split)

"Split" refers to settings that let you play different sounds with your left and right hand.

The keyboard will be divided into two regions; the right is called the "upper part," and the left is called the "lower part." The point at which the keyboard is divided is called the "split point" (p. 21).

Split point (Power-up default: C4)

C2   B2 C3   C4   B5 C6

| Lower part | Upper part |
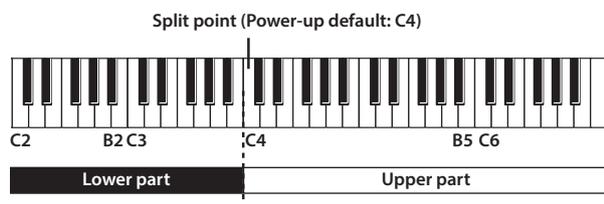
Assigning the Dual Sounds to the Left and Right Regions

Here's how two sounds you've layered can be split to the left and right keyboard regions.

1. Press the two sound buttons or MODE buttons simultaneously to select the dual setting (p. 18).

MEMO

The sound of the button you press first will be assigned to part 1.

2. Press the SYNTH [SPLIT] or ORGAN [SPLIT] button to make it light.

The sound that had been assigned to part 1 of the dual setting will be assigned to the upper part, and the sound that had been assigned to part 2 will be assigned to the lower part.

Performing with two-manual setup

You can connect another MIDI keyboard (sold separately) to this unit's MIDI IN connector, and perform using a two-manual setup.

This unit

| Upper part |

MIDI keyboard

| Lower part |
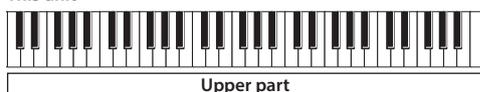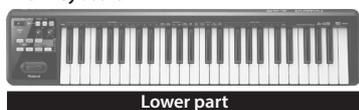
REFERENCE

For details, refer to "Reference Manual" (PDF).

Combining Two Organ Sounds

| Organ sound | Organ sound |
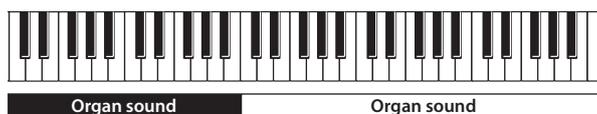
1. Select the desired organ sound (p. 9).

2. Press the ORGAN [SPLIT] button to make it light.

SPLIT   ☀ UPPER   ☐ LOWER

The SPLIT screen appears.

Type name of the organ sound

Upper part setting

Volume ([LEVEL] bar)

Lower part setting

Multi-effect type (➡ PDF)
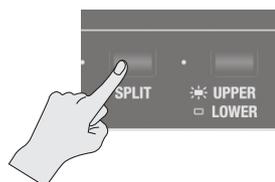
3. Press the [UPPER/LOWER] button to select the part whose sound you want to change.

[UPPER/LOWER] button	Selected part
Lit (Upper)	Upper part
Unlit (Lower)	Lower part

The cursor will move to the part you selected.

4. Slide the harmonic bars to create the desired organ sound.

The sound of the selected part will change as you move the harmonic bars on the panel.

MEMO

- The [PERCUSSION] button is valid only for the organ sound of the upper part.

- When the organ type is Rock Organ or Jazz Organ, you can specify the part to which vibrato effect or chorus effect will be applied (Vibrato/Chorus Part: ➡ PDF).
  When the organ type is transistor, the effects will apply to both the upper part and lower part regardless of this setting.

- Use the [LEVEL] bar to adjust the volume of the organ sound. The [LEVEL] bar affects all of the organ parts (upper, lower, and pedal parts)

* All parts will be the same organ type.

Combining a Piano Sound and Synthesizer Sound

Piano sound/ Synthesizer sound	Piano sound/ Synthesizer sound
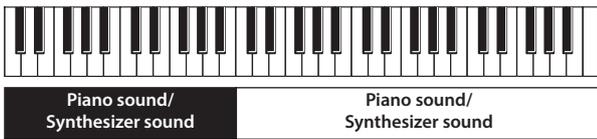
1. **Select a piano sound or a synthesizer sound (p. 9).**

2. **Press the SYNTH [SPLIT] button to make it light.**
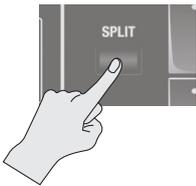
The SPLIT screen appears.

Changing the sound of each part

The sound you selected in step 1 will be assigned to the upper part.

You can use the following procedure to change the sound of each part.

You can also combine two sounds within the same sound button.

3. **Select the sound for each part.**

   1. Press the CURSOR [▲] [▼] buttons to select a part.
   2. Use the sound button and the [VALUE] dial to select the sound of each part.
   3. Press the [EXIT] button to return to the SPLIT screen.

4. **Adjust the volume of each part.**

   Press the LEVEL [▲] [▼] buttons to adjust the volume (0–12).

   MEMO

   If you've combined two sounds from the same section, the volume of the sound selected by the cursor will change.

5. **Specify the octave of each part.**

   Use the CURSOR [▲] [▼] buttons to select a part, and use the OCTAVE [DOWN] [UP] buttons to specify the octave.

Combining an Organ Sound with a Piano Sound or Synthesizer Sound

Organ sound	Piano sound/ Synthesizer sound

Or

Piano sound/ Synthesizer sound	Organ sound
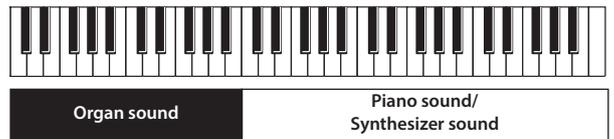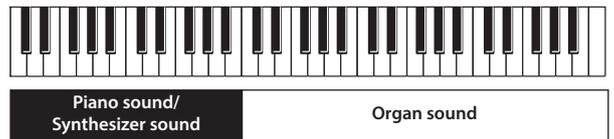
1. **Make settings that combine two organ sounds, or that combine a piano sound with a synthesizer sound (p. 19, p. 20).**

2. **Select a part, and change its sound.**

   1. Press the CURSOR [▲] [▼] buttons or [UPPER/LOWER] button to select a part.
   2. Use the [TYPE] button, sound buttons, and the [VALUE] dial to select a sound.
   3. Press the [EXIT] button to return to SPLIT screen.

3. **Adjust the volume.**

Button/Bar	Explanation
LEVEL [▲] [▼] buttons	Adjust the volume (0–12) of the piano sound or synthesizer sound.
[LEVEL] bar	Adjusts the volume (0–12) of the organ sound.

4. **Specify the octave.**

   Use the CURSOR [▲] [▼] buttons to select a part, and use the OCTAVE [DOWN] [UP] buttons to specify the octave.

   MEMO

   You can also add the organ sound by using the [UPPER/LOWER] button to select the part to which the organ sound is not assigned, and then lowering the harmonic bar.

Setting examples:

Organ sound	Piano sound/ Synthesizer sound

+

	Organ sound
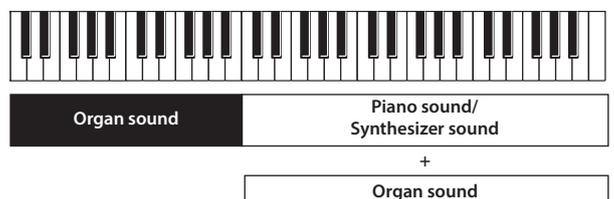
Playing Drum Sounds in the Lower Part

You can play drum sounds in the lower part while playing a different sound in the upper part.

| Drum sound | Organ sound, etc. |
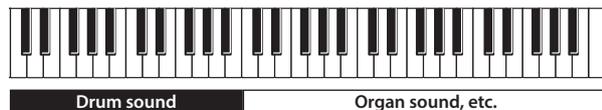
1. Make split settings (p. 19).

2. Press the [DRUM] button to make it light.

The lower part will automatically switch to a drum sound.

* The sound setting for the upper part will not change.

Changing the Split Point

You can change the split point (the location at which the keyboard is divided).

VR-09
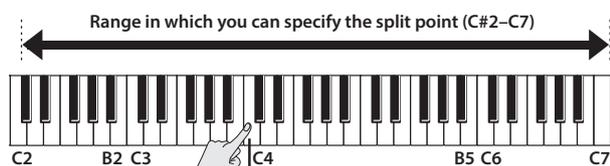
Range in which you can specify the split point (C#2–C7)

C2   B2 C3   C4   B5 C6   C7

Split point (Power-up: C4, included in left-hand zone)

VR-730

Range in which you can specify the split point
(C#2–E7)

E1   B1 C2   B2 C3   C4   B4 C5   E7
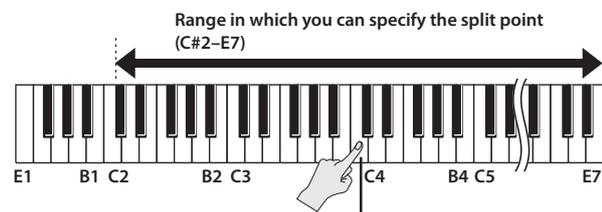
Split point (Power-up: C4, included in left-hand zone)

1. Press the ORGAN [SPLIT] button or SYNTH [SPLIT] button to make it light.

2. While holding down the [SPLIT] button you pressed in step 1, press the key that you want to specify as the split point.

The key you pressed will become the split point. The split point will be the lowest key of the upper part.

SPLIT POINT
C 4

MEMO

• While the split point screen is displayed, you can also change the value by turning the [VALUE] dial.

• You can also specify the split point by using the [SPLIT] button of the organ section or the synthesizer section.

• The split point setting is shared, regardless of the sounds you're combining.

Cancelling Split

1. Press the [EXIT] button or the lit [SPLIT] button to make it go dark.

Split will be cancelled.

The sound assigned to the upper part will now be heard across the entire keyboard.

MEMO

You can also press any one of the MODE buttons to cancel split.

English

日本語

Deutsch

Français

Italiano

Español

Português

Nederlands

Performing with Rhythm Pattern

Selecting/Playing Rhythm Pattern

This unit can sound a rhythm pattern while you perform.

1. **Press the [SONG/RHYTHM] button several times to access the RHYTHM screen.**
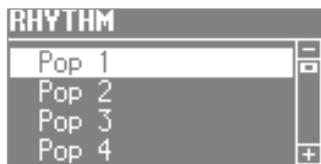
2. **Turn the [VALUE] dial to select a rhythm pattern.**

3. **Press the [▶/■] (START/STOP) button.**

The rhythm pattern will begin playing.

4. **Press the [▶/■] (START/STOP) button once again to stop the rhythm pattern.**

REFERENCE

For details on the rhythm patterns, refer to "Rhythm Pattern List" in the "Data List" (PDF).

You can download the "Data List" (PDF) from the Roland website.

http://www.roland.com/manuals/

What is rhythm pattern?

"Rhythm pattern" refers to repeated phrases played by rhythm instruments such as drums and percussion.

This unit contains built-in rhythms of numerous styles.

Changing the Tempo of the Rhythm Pattern

You can set the tempo of the rhythm pattern.

This setting specifies the tempo of the following functions.

- Song (SMF format) recording and playback
- Tempo-synchronized effects

1. **Press the [TAP TEMPO] button.**

The TEMPO screen appears.

2. **Press the [TAP TEMPO] button several times at intervals of the desired tempo.**

The intervals at which you press the button will specify the tempo value.

Value	20–500

MEMO

- While the TEMPO screen is displayed, you can also change the value by turning the [VALUE] dial.
- If you press the [TRANSPOSE] button while the TEMPO screen is shown, the TEMPO screen will be held. Press the [EXIT] button to return to the previous screen.
- The tempo setting can be stored as part of the registration (p. 11).

Adjusting the Volume of the Rhythm Pattern

You can adjust the volume of the rhythm pattern.

This setting specifies the volume of the following functions.

- The volume of drum sounds and sound effects
- The volume of song (SMF, audio) playback
- The volume of sound effects played by the D-BEAM controller

1. **Use the DRUM LEVEL [▲] [▼] buttons.**

Recording Your Performance

This unit lets you record your performance.

You can play back a recorded performance to check your own playing, or play along with the recorded performance.

This unit can record either SMF or audio.

* In order to use recording, you must connect a USB flash drive (sold separately) to the USB MEMORY port (p. 4).

* Use USB Flash Memory sold by Roland. We cannot guarantee operation if other products are used.

SMF and audio recording

File Type	Explanation
SMF recording	A collection of data describing everything that happened while the music was played will be recorded. Such data will include information about which keys (pitches) were played, for how long, what amount of force was applied, etc.
Audio recording	An audio file stores actual sound data. You can play these recordings (WAV files) on your computer.

* 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.

Recording

Preparations for recording

1. **Connect a USB flash drive (sold separately) to the USB MEMORY port (p. 4).**

2. **As desired, select a rhythm pattern that will play while you record (p. 22).**

3. **Press the [●] (REC) button.**

   The [●] (REC) button will light, the [▶/■] (START/STOP) button will blink, and this unit will be in the record-ready condition.

   Press [START]:
   Start recording

   SMF Audio [VALUE]

4. **Turn the [VALUE] dial to select the recording format.**

Value	Explanation
SMF	SMF recording
Audio	Audio recording

Starting/stopping recording

5. **Press the [▶/■] (START/STOP) button.**

   When recording starts, the [▶/■] (START/STOP) button will light, and the recording screen will appear.

   The number of measures is shown during SMF recording, and the recording time is shown during audio recording.

   RECORDING...

   M: -2

   MEMO

   If you're recording in SMF format, a 2 measure count will sound before recording begins.

6. **Press the [▶/■] (START/STOP) button.**

   Recording will stop, and the SAVE SONG screen appears.

   SAVE SONG

   SONG-01

   Del Space Save
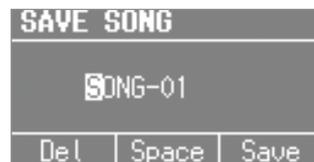
Saving your recorded performance

7. **Assign a name to the song.**

Button/Dial	Operation
CURSOR [▲] [▼] buttons	Select the character that you want to change.
[VALUE] dial	Changes the character.
MODE [ORGAN] (Del) button	Delete the character.
MODE [PIANO] (Space) button	Inserts a space.

   If you don't want to save the song, press the [EXIT] button.

8. **Press the [ENTER] button or the MODE [SYNTH] (Save) button.**

   The song will be saved.

   * If you recorded in audio format and an identically-named song exists on the USB flash drive, you won't be able to save.
   If the following screen appears, press the [ENTER] button and assign a different name.

   A file with the
   same name
   already exists.

   Yes:[ENTER]
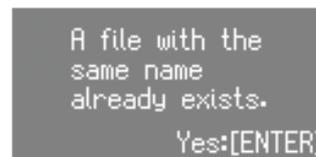
   NOTE

   Do NOT turn off the power or disconnect the USB flash drive while "Executing..." is displayed.

Playing a Song

Here's how to play back a song that you've saved on a USB flash drive.

1. **Connect a USB flash drive (sold separately) to the USB MEMORY port (p. 4).**

2. **Press the [SONG/RHYTHM] button several times to access the SONG screen.**

```
SONG              M:  1
01: SONG-01
02: SONG-02
03: AUDIO_01
04: AUDIO_02
```
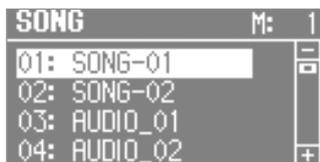
3. **Turn the [VALUE] dial to select the song.**

   MEMO

   If you wish to select a song stored in a folder on a USB flash drive, you can navigate as follows.

   • To move to a different folder: Use the [VALUE] dial to select the "[▭]," and then press the [ENTER] button or the [▶/■] (START/STOP) button.

   • To select a song within the folder: Use the [VALUE] dial.

   • To move out of a folder: Use the [VALUE] dial to select the "[◁▭]," and then press the [ENTER] button or the [▶/■] (START/STOP) button.

4. **Press the [▶/■] (START/STOP) button.**

   The song will start playing.

   The measure number is displayed for SMF-format songs, and the playback time is displayed for audio-format songs.

```
SONG           00'05"
01: SONG-01
02: SONG-02
03: AUDIO_01
04: AUDIO_02
```

5. **Press the [▶/■] (START/STOP) button.**

   The song will stop playing.

   MEMO

   • You can change the playback tempo of SMF format songs (p. 22).

   • You can use the DRUM LEVEL [▲] [▼] buttons to adjust the playback volume (p. 22).

   • If the song was recorded on this unit as SMF data, you can use the LEVEL [▲] [▼] buttons of each section or the [LEVEL] bar to adjust the volume.

Button operations

[◀◀ / I◀] button	Returns to the beginning of the song. If you press this at the beginning of a song, you'll move to the beginning of the preceding song. Hold down the button to rewind the song.
[▶I / ▶▶] button	Moves to the next song. Hold down the button to fast-forward the song.
[▶/■] (START/STOP) button	Play/stop the song.

Renaming a Song

Here's how to rename a song.

1. **Connect a USB flash drive (sold separately) to the USB MEMORY port (p. 4).**

2. **Press the [SONG/RHYTHM] button several times to access the SONG screen.**

3. **Turn the [VALUE] dial to select the song.**

4. **Press the OCTAVE [UP] button.**

   The RENAME screen appears.

```
RENAME

SONG-01

Del  | Space | Save
```

   If you decide to cancel, press the [EXIT] button.

5. **Assign a name to the song.**

Button/Dial	Operation
CURSOR [▲] [▼] buttons	Select the character that you want to change.
[VALUE] dial	Changes the character.
MODE [ORGAN] (Del) button	Delete the character.
MODE [PIANO] (Space) button	Inserts a space.

6. **Press the [ENTER] button or the MODE [SYNTH] (Save) button.**

   The song will be renamed.

Deleting a Song

Here's how to delete a song that you've saved on a USB flash drive.

1. **Connect a USB flash drive (sold separately) to the USB MEMORY port (p. 4).**

2. **Press the [SONG/RHYTHM] button several times to access the SONG screen.**

3. **Turn the [VALUE] dial to select the song.**

4. **Press the OCTAVE [DOWN] button.**

   A confirmation message appears.

```
Delete Song OK?

Yes:[ENTER] No:[EXIT]
```
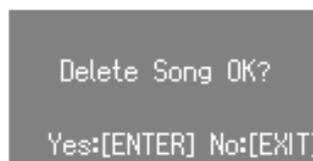
   If you decide to cancel, press the [EXIT] button.

5. **Press the [ENTER] button.**

   The song will be deleted.

   NOTE

   Do NOT turn off the power or disconnect the USB flash drive while "Executing..." is displayed.

Data saved on a USB flash drive

The following data can be saved on a USB flash drive.

- Songs recorded on this unit (p. 23)
- Phrases recorded by the looper (p. 26)
- Registration sets (p. 28)

Root folder (top level)

Song files

⋮

Looper phrases

⋮

Registration sets

⋮

Songs recorded on this unit and phrases recorded by the looper are saved in the root folder of the USB flash drive.

Registration sets saved by Save Registration (p. 28) will be saved in the root folder of the USB flash drive.

Load Registration (p. 29)/Delete Registration (➡ PDF) can only load/delete registration sets that are saved in the root folder of the USB flash drive.

Playing SMF/audio files from a computer

You can copy audio files (WAV, MP3, AIFF) or SMF files from your computer to a USB flash drive, and play them on this unit.

You can copy the SMF/audio files to the root folder of your USB flash drive, or you can create a folder on the USB flash drive and copy the files into the folder.

Copy to a USB flash drive

SMF, MP3, WAV, AIFF

Insert USB flash drive

MEMO

- Use only single-byte alphanumeric characters in the file names and folder names.
- A maximum of 99 files can be detected in each folder.

SMF/audio files that can be played

SMF	Format		0 or 1 * For an SMF format 1 song that has more than 16 tracks, all of the tracks might not play back correctly in some cases.
	File size		Maximum of approximately 240 KB (this will change somewhat depending on the content of the SMF)
	System exclusive		Packet size must be 512 byte or less
Audio	WAV/AIFF	Sampling frequency	44.1 kHz
		Bit rate	16-bit
	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)

Using the Looper

The looper is a function that lets you overdub while recording and playing back in real time.

You can take advantage of various performance possibilities, such as performing or adjusting the effects while playing back recorded phrases as a backing.

* The maximum recording time is approximately 20 seconds.

Recording with the Looper

Record-standby

Press the [LOOPER] button to enter the record-standby condition.

Recording

Recording will begin immediately when you press the [▶/■] (START/STOP) button or play the keyboard.

Overdubbing

Record by layering your performance onto the loop playback.

Press the [●] (REC) button to switch to loop playback.

Loop playback

Play back a loop.

Press the [●] (REC) button to switch to overdubbing.

Press twice

Press twice

Save

Save

If you press the [LOOPER] button while stopped, the SAVE LOOPER screen appears.

REFERENCE

For more about saving phrases, refer to "Saving a Phrase" (p. 27).

Exit

Stop

During loop playback or overdubbing, press the [▶/■] (START/STOP) button to stop.

* If you're using the pedal switch, press it twice within one second.

MEMO

Steps indicated by can also be performed using a pedal switch (DP-2; sold separately) connected to the DAMPER jack or EXPRESSION PEDAL jack.

If you want to use a pedal switch to operate the looper, set Damper Assign (➡ PDF) or Expression Assign (➡ PDF) to "LOOPER."

Recording While a Rhythm Pattern Plays

1. Press the [SONG/RHYTHM] button several times to access the RHYTHM screen.

2. Turn the [VALUE] dial to select a rhythm pattern.

3. Record as described in "Recording with the Looper" (p. 26).

When recording begins, the rhythm pattern will also start sounding.

When you finish recording and stop loop playback, the rhythm pattern will also stop.

* The rhythm pattern will be recorded, but not overdubbed.

MEMO

You can specify the tempo of the rhythm pattern before recording (p. 22).

Loading an Audio File for Playback or Recording

You can load an audio file from a USB flash drive into this instrument, and use the looper to play it back or record.

MEMO

Audio file format that can be played back:

WAV/AIFF, 44.1 kHz, 16-bit

1. Press the [SONG/RHYTHM] button several times to access the SONG screen.

2. Use the [VALUE] dial to select an audio file, and press the [LOOPER] button.

A confirmation message appears.

```
Load to looper OK?

Yes:[ENTER] No:[EXIT]
```

If you decide to cancel, press the [EXIT] button.

MEMO

If a previously-recorded phrase is stored in this instrument, the following screen appears.

```
Load to looper
Overwrite OK?

Yes:[ENTER] No:[EXIT]
```

When you load an audio file, the phrase stored in this instrument is deleted.

If you want to keep the phrase, press the [EXIT] button, and save the phrase to a USB flash drive as described in "Saving a Phrase" (p. 27).

3. Press the [ENTER] button.

The audio file is loaded.

4. Play back or record as described in "Loop playback" or "Overdubbing" in "Recording with the Looper" (p. 26) and subsequent steps.

Deleting the Phrase

Here's how to delete the phrase that's stored in this instrument.

1. In the LOOPER screen, press the [SONG/RHYTHM].

A confirmation message appears.

```
Clear Looper OK?

Yes:[ENTER] No:[EXIT]
```

If you decide to cancel, press the [EXIT] button.

2. Press the [ENTER] button.

The phrase is deleted.

Saving a Phrase

A phrase you record using the looper can be saved as audio data on your USB flash drive.

* To save a phrase recorded using the looper, you must first connect your USB flash drive to the USB MEMORY port.

1. Stop loop playback (p. 26).

2. Press the [LOOPER] button.

If you don't want to save the phrase to a USB flash drive, press the [EXIT] button to exit the SAVE LOOPER screen.

MEMO

Even if you exit the looper without saving, the phrase will remain in this unit's memory until you turn off the power.

3. Assign a name to the phrase.

Button/Dial	Operation
CURSOR [▲] [▼] buttons	Select the character that you want to change.
[VALUE] dial	Changes the character.
MODE [ORGAN] (Del) button	Delete the character.
MODE [PIANO] (Space) button	Inserts a space.

4. Press the [ENTER] button or the MODE [SYNTH] (Save) button.

The phrase will be saved.

* An identically-named phrase exists on the USB flash drive, you won't be able to save.

If the following screen appears, press the [ENTER] button and assign a different name.

```
A file with the
same name
already exists.
          Yes:[ENTER]
```

NOTE

Do NOT turn off the power or disconnect the USB flash drive while "Executing..." is displayed.

English
日本語
Deutsch
Français
Italiano
Español
Português
Nederlands

Convenient Functions

Making the Power Automatically Turn Off After a Time (Auto Off)

With the factory settings, the unit's power will automatically be switched off a certain amount of time after you stop playing or operating the unit.

If you don't need the power to turn off automatically, set "Auto Off" to the "OFF" setting as described below.

1. Press the [MENU] button.

2. Turn the [VALUE] dial to select "System."

3. Press the [ENTER] button.

4. Use the CURSOR [▲] [▼] buttons to select "Auto Off."

```
MENU
  << System >>
  Auto Off
  240 min
```
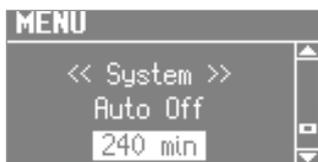
5. Turn the [VALUE] dial to change the setting.

Value	Explanation
OFF	The power will not turn off automatically.
10 min	The power will automatically turn off if no operation is performed for 10 minutes.
30 min	The power will automatically turn off if no operation is performed for 30 minutes.
240 min (default)	The power will automatically turn off if no operation is performed for 240 minutes (4 hours).

6. Press the [EXIT] button several times to finish the procedure.

Saving Registrations to a USB Flash Drive (Save Registration)

All registrations stored in this unit can be saved to your USB flash drive as a set (registration set).

1. Connect a USB flash drive (sold separately) to the USB MEMORY port (p. 4).

2. Press the [MENU] button.

3. Turn the [VALUE] dial to select "Media Utility."

4. Press the [ENTER] button.

5. Use the CURSOR [▲] [▼] buttons to select "Save Registration."

6. Press the [ENTER] button.

The SAVE REGISTRATION screen appears.

```
SAVE REGISTRATION
01: Factory Reg.
02: ------------
03: ------------
04: ------------
```

7. Turn the [VALUE] dial to select the save-destination number.

Numbers for which a registration set name is shown already contain a saved registration set.
If you select a previously-saved registration set as the save-destination, the previously-saved registration set will be overwritten. If you don't want to overwrite it, select a number for which "----------" is shown as the save-destination.

8. Press the [ENTER] button.

If you select a number in which a registration set is already saved, the display will ask "Overwrite Registration OK?"

If you are sure you want to overwrite it, press the [ENTER] button. If you decide to select a different number, press the [EXIT] button.

9. Assign a name to the registration set.

Button/Dial	Operation
CURSOR [▲] [▼] buttons	Select the character that you want to change.
[VALUE] dial	Changes the character.
MODE [ORGAN] (Del) button	Delete the character.
MODE [PIANO] (Space) button	Inserts a space.

10. Press the [ENTER] button or the MODE [SYNTH] (Save) button.

The registration set will be saved.

NOTE

Do NOT turn off the power or disconnect the USB flash drive while "Executing..." is displayed.

11. Press the [EXIT] button several times to finish the procedure.

Loading Saved Registrations from a USB Flash Drive (Load Registration)

Here's how a registration set saved on a USB flash drive can be loaded into this unit.

NOTE

When you load a registration set, all registrations stored in this unit will be overwritten and lost. If you don't want to lose these registrations, save them to a USB flash drive (p. 28).

1. **Connect a USB flash drive (sold separately) to the USB MEMORY port (p. 4).**

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

3. **Turn the [VALUE] dial to select "Media Utility."**

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

5. **Use the CURSOR [▲] [▼] buttons to select "Load Registration."**

6. **Press the [ENTER] button.**

   The LOAD REGISTRATION screen appears.

   ```
   LOAD REGISTRATION
   01: Factory Reg.     -
   02: ------------     ▫
   03: ------------
   04: ------------     +
   ```

7. **Turn the [VALUE] dial to select the registration set you want to load.**

   If you decide to cancel, press the [EXIT] button.

8. **Press the [ENTER] button.**

   The registration set will be loaded.

   NOTE

   Do NOT turn off the power or disconnect the USB flash drive while "Executing..." is displayed.

9. **Press the [EXIT] button several times to finish the procedure.**

You can download registrations

A wide variety of registrations can be downloaded from the Axial sound library site and used on this unit.

For details, refer to the Axial site.

http://axial.roland.com/

🜨 Axial

Individually Loading Registrations from a USB Flash Drive (Load One Regist)

Registrations saved on a USB flash drive can now be loaded individually into this unit.

NOTE

When you load a registration, the loading-destination registration will be overwritten and lost. If you don't want to lose that registration, save it to a USB flash drive before you proceed. For details, refer to "Saving Registrations to a USB Flash Drive (Save Registration)" (p. 28).

1. **Connect a USB flash drive (sold separately) to the USB MEMORY port.**

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

3. **Turn the [VALUE] dial to select "Media Utility."**

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

5. **Use the CURSOR [▲] [▼] buttons to select "Load One Regist."**

6. **Press the [ENTER] button.**

   The LOAD ONE REGIST screen appears.

   ```
   LOAD ONE REGIST
   01: Factory Reg.     -
   02: ------------     ▫
   03: ------------
   04: ------------     +
   ```

7. **Turn the [VALUE] to select the registration set containing the registration that you want to load.**

8. **Press the [ENTER] button.**

9. **Use the [VALUE] dial and the cursor buttons to select the loading-source and loading-destination registration number.**

   ```
   Load One Regist
   From
   1-1: Regist me       ← Loading-source
                           registration
   To
   1-1: LongDivision    ← Loading-destination
                           registration
   ```

10. **Press the [ENTER] button.**

    The registration will be loaded.

    NOTE

    Do NOT turn off the power or disconnect the USB flash drive while "Executing..." is displayed.

11. **Press the [EXIT] button several times to finish the procedure.**

日本語

Deutsch

Français

Italiano

Español

Português

Nederlands

Formatting a USB Flash Drive (Format USB)

"Formatting" is the operation of preparing a USB flash drive for use with this unit.

If the USB flash drive format does not match this unit's, you will not be able to use that USB flash drive with this unit.

NOTE

Be aware that this operation will erase all data that has been saved on your USB flash drive.

1. **Connect a USB flash drive (sold separately) to the USB MEMORY port (p. 4).**

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

3. **Turn the [VALUE] dial to select "Media Utility."**

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

5. **Use the CURSOR [▲] [▼] buttons to select "Format USB."**

6. **Press the [ENTER] button.**

A confirmation message appears.

```
< Format USB >

Format Sure?

Yes:[ENTER] No:[EXIT]
```
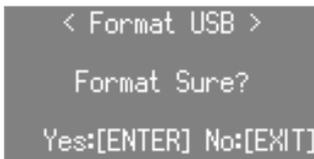
If you decide to cancel, press the [EXIT] button.

7. **Press the [ENTER] button.**

The USB flash drive will be formatted.

NOTE

Do NOT turn off the power or disconnect the USB flash drive while "Executing..." is displayed.

8. **Press the [EXIT] button several times to finish the procedure.**

Initializing a Synthesizer Sound

When you load a sound library from Axial, or use the iPad editor to edit the sounds, the preset synthesizer sound parameters might be overwritten.

Here's how to initialize synthesizer sound parameters to their factory-set state.

1. **Select the synthesizer sound that you want to initialize.**

2. **Hold down the [SYNTH] button and press the [EXIT] button.**

The screen indicates "INITIALIZE," and the selected synthesizer sound is initialized.

MEMO

• Synthesizer sounds can be initialized one at a time.

• For details on Axial or the iPad editor, refer to the Roland website.
http://www.roland.com/

Restoring the Factory Settings (Factory Reset)

If desired, you can restore all of this unit's settings to their factory-set condition. This operation is called "factory reset."

NOTE

When you execute the factory reset operation, all settings you've previously saved will be lost, and will return to their factory-set condition.

Registration settings will also return to their factory-set condition. If you don't want to lose your registrations, save them to a USB flash drive before you continue (p. 28).

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

2. **Turn the [VALUE] dial to select "System."**

3. **Press the [ENTER] button.**

4. **Use the CURSOR [▲] [▼] buttons to select "Factory Reset."**

5. **Press the [ENTER] button.**

A confirmation message appears.

```
Factory Reset OK?

Yes:[ENTER] No:[EXIT]
```

If you decide to cancel, press the [EXIT] button.

6. **Press the [ENTER] button.**

The display will indicate "Turn off the power."

```
Turn off the power.
```
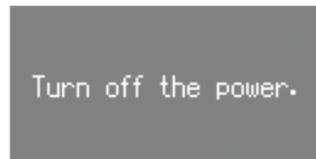
7. **Turn the power off, then on again (p. 8).**

This unit's setting is reset to its factory values.

NOTE

Do NOT turn off the power while "Executing..." is displayed.

MEMO

You can also execute a factory reset by holding down the MODE [ORGAN] button and pressing the [POWER] switch to turn the power on.

Detailed Settings for All Functions (Menu)

The menu allows you to edit the performance and sound settings.

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

The menu screen appears.

```
MENU
Organ          >
Rotary
EFX
Portamento
```

2. **Turn the [VALUE] dial to select a category.**

3. **Press the [ENTER] button.**

```
MENU
   << Organ >>
 Vibrato/ChorusPart
   UPPER+LOWER
```
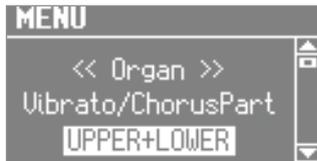
4. **Use the CURSOR [▲] [▼] buttons to select the parameter that you want to edit.**

> **MEMO**
>
> If you've selected a parameter for which the display indicates "Press the [ENTER]" press the [ENTER] button.

5. **Turn the [VALUE] dial to change the setting.**

6. **Press the [EXIT] button several times to finish the procedure.**

> **MEMO**
>
> For details on each menu item, refer to "Reference Manual" (PDF).

Category	Explanation
Organ	Settings for organ sounds.
Rotary	Settings for the rotary effect.
EFX	Effect settings.
Portamento	Portamento settings.
Keyboard	Keyboard settings.
Controller	Settings for controllers such as pedals connected to this unit, the pitch bend/modulation lever, and the D-BEAM controller.
PK Setting	Settings for a pedal keyboard connected to this unit.
Media Utility	Save or load registrations (p. 28).
Rhythm	Settings for rhythm patterns, and for song playback/recording.
Metronome	Metronome settings.
Wireless	Settings for a wireless USB adaptor connected to this unit.
MIDI	MIDI settings.
System	Overall settings for the entire unit.

Main Specifications

Roland V-Combo VR-09, VR-730: Keyboard

	VR-09	VR-730
Keyboard	61 keys (with velocity)	73 keys (semi-weighted waterfall keyboard with velocity)
Maximum Polyphony	128 voices	
Parts	Organ (3 parts), Piano (2 parts), Synthesizer (2 parts), Drum (1 part), GM2 (16 parts)	
Sounds	245 sounds	268 sounds
Power Supply	AC adaptor, Rechargeable Ni-MH battery (AA, HR6) x 8	
Current Draw	600 mA Expected battery life under continuous use: Rechargeable Ni-MH battery: Approx. 5 hours (approx. 3 hours if USB flash drive is connected) These figures will vary depending on the specifications of the batteries and the actual conditions of use. * Carbon-zinc batteries and alkaline batteries cannot be used	
Dimensions	1,008 (W) x 300 (D) x 106 (H) mm 39-11/16 (W) x 11-13/16 (D) x 4-3/16 (H) inches	1,215 (W) x 366 (D) x 124 (H) mm 47-7/8 (W) x 14-7/16 (D) x 4-7/8 (H) inches
Weight (excluding AC adaptor)	5.5 kg 12 lbs 3 oz	9.9 kg 21 lbs 14 oz
Accessories	Owner's Manual Leaflet "USING THE UNIT SAFELY" AC adaptor Power cord USB memory protector	Owner's Manual Leaflet "USING THE UNIT SAFELY" AC adaptor Power cord Ferrite core
Options (sold separately)	Keyboard stand (*1): KS-18Z, KS-12 Damper pedal: DP series Expression pedal: EV series Pedalboard: PK-9 USB Flash Memory (*2) *1: When using the KS-18Z, ensure that the height of the unit is one meter or lower. *2 Use a commercially available USB flash drive or a USB flash drive sold by Roland. However, we cannot guarantee that all commercially available USB flash drives will work with this unit.	

* This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.

USING THE UNIT SAFELY

⚠ WARNING

Concerning the Auto Off function

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 28).

Use only the stand that is recommended

This unit should be used only with a stand that is recommended by Roland.

Do not place in a location that is unstable

When using the unit with a stand recommended by Roland, the stand must be carefully placed so it is level and sure to remain stable. If not using a stand, you still need to make sure that any location you choose for placing the unit provides a level surface that will properly support the unit, and keep it from wobbling.

Precautions regarding placement of this unit on a stand

Be sure to follow the instructions in the Owner's Manual carefully when placing this unit on a stand ("Reference Manual" (PDF)).

If it is not set up properly, you risk creating an unstable situation which could lead to the unit falling or the stand toppling, and may result in injury.

⚠ WARNING

Use only the supplied AC adaptor and the correct voltage

Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.

Use only the supplied power cord

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

⚠ CAUTION

Use only the specified stand(s)

This unit is designed to be used in combination with specific stands (KS-18Z, KS-12) manufactured by Roland. If used in combination with other stands, you risk sustaining injuries as the result of this product dropping down or toppling over due to a lack of stability.

⚠ CAUTION

Evaluate safety issues before using stands

Even if you observe the cautions given in the "Reference Manual" (PDF), certain types of handling may allow this product to fall from the stand, or cause the stand to overturn. Please be mindful of any safety issues before using this product.

Take care so as not to get fingers pinched

When handling the following moving parts, take care so as not to get fingers, toes, etc., pinched. Whenever a child uses the unit, an adult should be on hand to provide supervision and guidance.
- USB flash drive cover (p. 8)
- Expression pedal (p. 6)

Keep small items out of the reach of children

To prevent accidental ingestion of the parts listed below, always keep them out of the reach of small children.
- Included Parts
  - Ferrite core (p. 8)
  - Allen wrench (p. 8)
  - Screws (p. 8)

IMPORTANT NOTES

Power Supply: Use of Batteries

- If the batteries run extremely low, the sound may distort, but this does not indicate a malfunction. If this occurs, please replace the batteries or use the included AC adaptor.
- If operating this unit on batteries, please use rechargeable Ni-MH batteries.

Placement

- 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.
- 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.
- Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface.

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.

Repairs and Data

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

Additional Precautions

- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, try to make a habit of creating regular backups of the data you've stored in the unit.
- Roland assumes no liability concerning the restoration of any stored content that has been lost.
- Never strike or apply strong pressure to the display.
- Use only the specified expression pedal. By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.
- The usable range of D-BEAM controller will become extremely small when used under strong direct sunlight. Please be aware of this when using the D-BEAM controller outside.
- The sensitivity of the D-BEAM controller will change depending on the amount of light in the vicinity of the unit. If it does not function as you expect, adjust the sensitivity as appropriate for the brightness of your location.
- Do not use connection cables that contain a built-in resistor.

Using External Memories

- Please observe the following precautions when handling external memory devices. Also, make sure to carefully observe all the precautions that were supplied with the external memory device.
  - Do not remove the device while reading/writing is in progress.
  - To prevent damage from static electricity, discharge all static electricity from your person before handling the device.

Intellectual Property Right

- It is forbidden by law to make an audio recording, video recording, copy or revision of a third party's copyrighted work (musical work, video work, broadcast, live performance, or other work), whether in whole or in part, and distribute, sell, lease, perform or broadcast it without the permission of the copyright owner.
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- The copyright of content in this product (the sound waveform data, style data, accompaniment patterns, phrase data, audio loops and image data) is reserved by Roland Corporation.
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