

MUSIC ATELIER

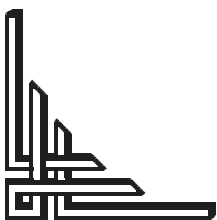
AT10s

Owner's Manual

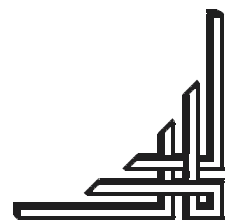
Before using this unit, carefully read the sections entitled: "IMPORTANT SAFETY INSTRUCTIONS" (p. 2), "USING THE UNIT SAFELY" (p. 3, 4), and "IMPORTANT NOTES" (p. 5, 6). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Owner's manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.



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Roland



	CAUTION RISK OF ELECTRIC SHOCK DO NOT OPEN	
ATTENTION: RISQUE DE CHOC ELECTRIQUE NE PAS OUVRIR		
CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.		



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



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

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

IMPORTANT SAFETY INSTRUCTIONS

SAVE THESE INSTRUCTIONS

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

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with a damp cloth.
7. Do not block any of the ventilation openings. Install in accordance with the manufacturers instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. When the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Only use attachments/accessories specified by the manufacturer.
12. Never use with a cart, stand, tripod, bracket, or table except as specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.



For the U.K.

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

BLUE: NEUTRAL
BROWN: LIVE

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

USING THE UNIT SAFELY

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

About ⚠ WARNING and ⚠ CAUTION Notices

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

About the Symbols

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

ALWAYS OBSERVE THE FOLLOWING

⚠ WARNING

- Before using this unit, make sure to read the instructions below, and the Owner's Manual.

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

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

- Never use or store the unit in places that are:
 - Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
 - Damp (e.g., baths, washrooms, on wet floors); or are
 - Humid; or are
 - Exposed to rain; or are
 - Dusty; or are
 - Subject to high levels of vibration.

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

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

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

⚠ WARNING

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

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

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


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


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


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


 **CAUTION**


 **CAUTION**


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


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


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


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


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

- If you need to move the instrument, take note of the precautions listed below. At least two persons are required to safely lift and move the unit. It should be handled carefully, all the while keeping it level. Make sure to have a firm grip, to protect yourself from injury and the instrument from damage. 
 - Check to make sure the screw securing the unit to the stand have not become loose. Fasten them again securely whenever you notice any loosening.
 - Disconnect the power cord.
 - Disconnect all cords coming from external devices.
 - Fold down the music stand.

- Before cleaning the unit, turn off the power and unplug the power cord from the outlet (p. 14). 

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

- When using the bench, please observe the following points: 
 - Do not use the bench as a toy, or as a stepping stool.
 - Do not allow two or more persons to sit on the bench.
 - Do not sit on the bench if the bolts holding the bench legs are loose. (If the bolts are loose, immediately re-tighten them using the supplied wrench.)

- Should you remove screws and knob bolt, make sure to put them in a safe place out of children's reach, so there is no chance of them being swallowed accidentally. 

IMPORTANT NOTES

In addition to the items listed under “IMPORTANT SAFETY INSTRUCTIONS” and “USING THE UNIT SAFELY” on pages 2 and 3, please read and observe the following:

Power Supply

- Do not use this unit on the same power circuit with any device that will generate line noise (such as an electric motor or variable lighting system).
- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.
- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Observe the following when using the unit's floppy disk drive. For further details, refer to “Before Using Floppy Disks” (p. 6).
 - Do not place the unit near devices that produce a strong magnetic field (e.g., loudspeakers).
 - Install the unit on a solid, level surface.
 - Do not move the unit or subject it to vibration while the drive is operating.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Also, do not allow lighting devices that normally are used while their light source is very close to the unit (such as a piano light), or powerful spotlights to shine upon the same area of the unit for extended periods of time. Excessive heat can deform or discolor the unit.
- To avoid possible breakdown, do not use the unit in a wet area, such as an area exposed to rain or other moisture.
- Do not allow rubber, vinyl, or similar materials to remain on the piano for long periods of time. Such objects can discolor or otherwise harmfully affect the finish.
- Do not put anything that contains water (e.g., flower vases) on the piano. Also, avoid the use of insecticides, perfumes, alcohol, nail polish, spray cans, etc., near the unit. Swiftly wipe away any liquid that spills on the unit using a dry, soft cloth.
- Do not allow objects to remain on top of the keyboard or pedal board. This can be the cause of malfunction, such as keys ceasing to produce sound.
- Do not paste stickers, decals, or the like to this instrument. Peeling such matter off the instrument may damage the exterior finish.

Maintenance

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

Additional Precautions

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

IMPORTANT NOTES

Before Using Floppy Disks

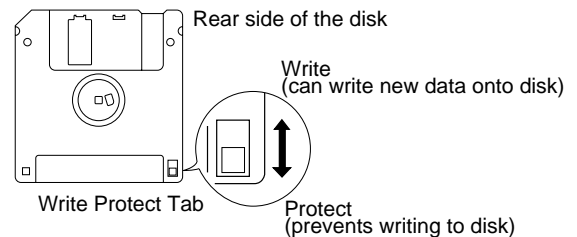
Handling the Floppy Disk Drive

- Install the unit on a solid, level surface in an area free from vibration. If the unit must be installed at an angle, be sure the installation does not exceed the permissible.
- Avoid using the unit immediately after it has been moved to a location with a level of humidity that is greatly different than its former location. Rapid changes in the environment can cause condensation to form inside the drive, which will adversely affect the operation of the drive and/or damage floppy disks. When the unit has been moved, allow it to become accustomed to the new environment (allow a few hours) before operating it.
- To insert a disk, push it gently but firmly into the drive-it will click into place. To remove a disk, press the EJECT button firmly. Do not use excessive force to remove a disk which is lodged in the drive.
- Never attempt to remove a floppy disk from the drive while the drive is operating (the indicator is lit); damage could result to both the disk and the drive.
- Remove any disk from the drive before powering up or down.
- To prevent damage to the disk drive's heads, always try to hold the floppy disk in a level position (not tilted in any direction) while inserting it into the drive. Push it in firmly, but gently. Never use excessive force.
- To avoid the risk of malfunction and/or damage, insert only floppy disks into the disk drive. Never insert any other type of disk. Avoid getting paper clips, coins, or any other foreign objects inside the drive.

Handling Floppy Disks

- Floppy disks contain a plastic disk with a thin coating of magnetic storage medium. Microscopic precision is required to enable storage of large amounts of data on such a small surface area. To preserve their integrity, please observe the following when handling floppy disks:
 - Never touch the magnetic medium inside the disk.
 - Do not use or store floppy disks in dirty or dusty areas.
 - Do not subject floppy disks to temperature extremes (e.g., direct sunlight in an enclosed vehicle). Recommended temperature range: 10 to 50 C (50 to 122 F).
 - Do not expose floppy disks to strong magnetic fields, such as those generated by loudspeakers.

- Floppy disks have a "write protect" tab which can protect the disk from accidental erasure. It is recommended that the tab be kept in the PROTECT position, and moved to the WRITE position only when you wish to write new data onto the disk.



- The identification label should be firmly affixed to the disk. Should the label come loose while the disk is in the drive, it may be difficult to remove the disk.
- Store all disks in a safe place to avoid damaging them, and to protect them from dust, dirt, and other hazards. By using a dirty or dust-ridden disk, you risk damaging the disk, as well as causing the disk drive to malfunction.
- Disks containing performance data for this unit should always be locked (have their write protect tab slid to the "Protect" position) before you insert them into the drive on some other unit (except the PR-300, or a product in the HP-G, MT, KR, or Atelier families), or into a computer's drive. Otherwise (if the write protect tab remains in the "Write" position), when you perform any disk operations using the other device's disk drive (such as checking the contents of the disk, or loading data), you risk rendering the disk unreadable by this unit's disk drive.

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- * Apple is a registered trademark of Apple Computer, Inc.
- * Macintosh is a registered trademark of Apple Computer, Inc.
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- * IBM PC is a registered trademark of International Business Machines Corporation.
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FEATURES

We want to take a moment to thank you for your purchase of the Roland AT-10S “Atelier Series” Organ.

The AT-10S is an electronic organ which provides a generous collection of rich organ sounds. In addition, it is designed to be easy to learn and use. In order to enjoy reliable performance of your new keyboard for many years to come, please take the time to read through this manual in its entirety.

Main Features

○ Simple and Easily Understood Operation

The large, color-coded buttons are organized by function, and laid out with an emphasis on ease of realtime operation. All models of the Atelier series use the same button arrangement, so that even beginners on the organ will be able to operate the instrument easily.

○ A Rich Array of Organ Sounds are Built-In

The AT-10S provides a rich array of organ sounds, including pipe organ, theatre organ, and jazz organ sounds.

In addition to its diverse organ voices, the ATELIER-S series instruments also offer unique vocals, such as “Jazz Scat.”

○ Harmony Intelligence

The AT-10S’s Harmony Intelligence function detects chords played on the Lower keyboard, and automatically adds harmony to what is played on the Upper keyboard. This allows you to add harmonic richness to your playing and create a more impressive performance.

○ Versatile Rhythms

The AT-10S contains 35 different Rhythms so you can enjoy playing along with the Rhythms of a variety of musical genres. In addition, the Arranger function lets you play an Automatic Accompaniment suitable for the Rhythm simply by using the Lower keyboard to specify a chord.

○ SMF Music Data can be Loaded

The built-in composer features tape recorder-like operation. In addition to using the composer to easily record your playing, you can load commercially available SMF music files, and then play back the loaded data while recording your own performance together with it.

○ The Lyrics for SMF music data can be displayed

When playing back commercially available SMF music data with lyrics, the lyrics can be viewed on the instrument’s display, allowing you to enjoy karaoke.

Conventions Used in This Manual

- Button names are enclosed in square brackets (“[]”), as in [Power] button.
- Whether a button light is illuminated, dark, or blinking is illustrated as shown below.



- Please be aware that although the display screens shown in this owner’s manual are generally based on the factory settings, some may not necessarily match the factory settings.
- [+][-], [▲][▼], [◀][▶] means that you should press one or the other button.
Example: Select [-][+] buttons, Reverb [▲][▼] buttons, Tempo [◀][▶] buttons
- * The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.

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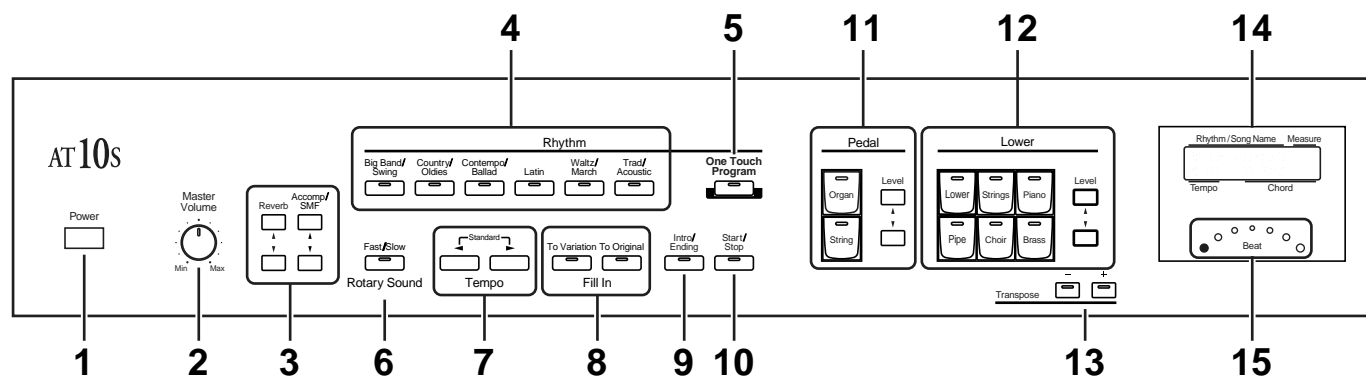
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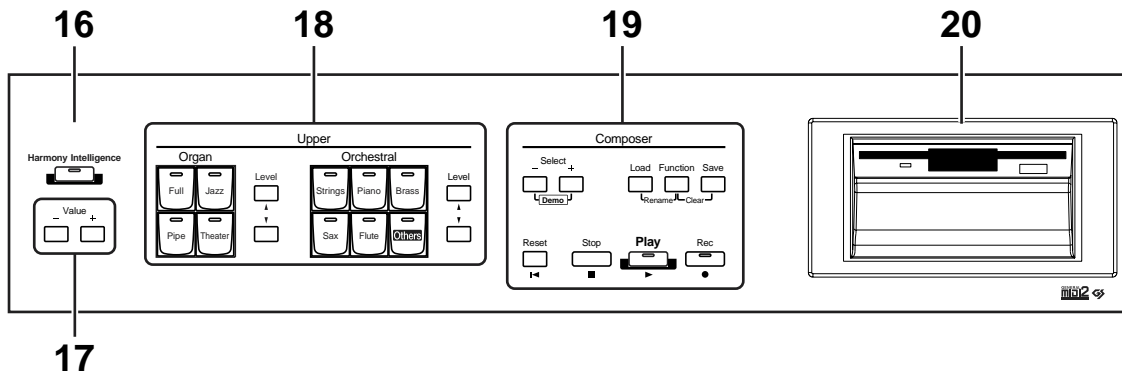
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Panel Descriptions



- 1 [Power] switch (→ p. 14)**
- 2 [Master Volume] knob (→ p. 14)**
- 3 Part Balance buttons (→ p. 23, p. 29)**
Reverb [▲] [▼] buttons
Accomp/SMF [▲] [▼] buttons
- 4 Rhythm select buttons (→ p. 24)**
[Big Band/Swing] button
[Country/Oldies] button
[Comtempo/Ballad] button
[Latin] button
[Waltz/March] button
[Trad/Acoustic] button
- 5 [One Touch Program] button (→ p. 27)**
- 6 Rotary Sound [Fast/Slow] button (→ p. 30)**
- 7 Tempo [◀] [▶] buttons (→ p. 26)**
- 8 Fill In (→ p. 26)**
[To Variation] button
[To Original] button
- 9 [Intro/Ending] button (→ p. 25)**
- 10 [Start/Stop] button (→ p. 25)**
- 11 Pedal Bass Voice select buttons (→ p. 22)**
Pedal Part
[Organ] button
[String] button
(Part Balance) Level [▲] [▼] buttons (→ p. 23)
- 12 Lower Voice select buttons (→ p. 22)**
Lower part
[Lower] button
[Strings] button
[Piano] button
[Pipe] button
[Choir] button
[Brass] button
(Part Balance) Level [▲] [▼] buttons (→ p. 23)
- 13 Transpose [-] [+] buttons (→ p. 31)**
- 14 Display (→ p. 16)**
- 15 Beat Indicator (→ p. 26)**
- 16 [Harmony Intelligence] button (→ p. 28)**
- 17 Value [-] [+] button**
- 18 Upper voice select buttons (→ p. 20)**
Upper Organ part
[Full] button
[Jazz] button
[Pipe] button
[Theater] button
(Part Balance) Level [▲] [▼] buttons (→ p. 23)
- Upper Orchestral part**
[Strings] button
[Piano] button
[Brass] button
[Sax] button
[Flute] button
[Others] button
(Part Balance) Level [▲] [▼] buttons (→ p. 23)

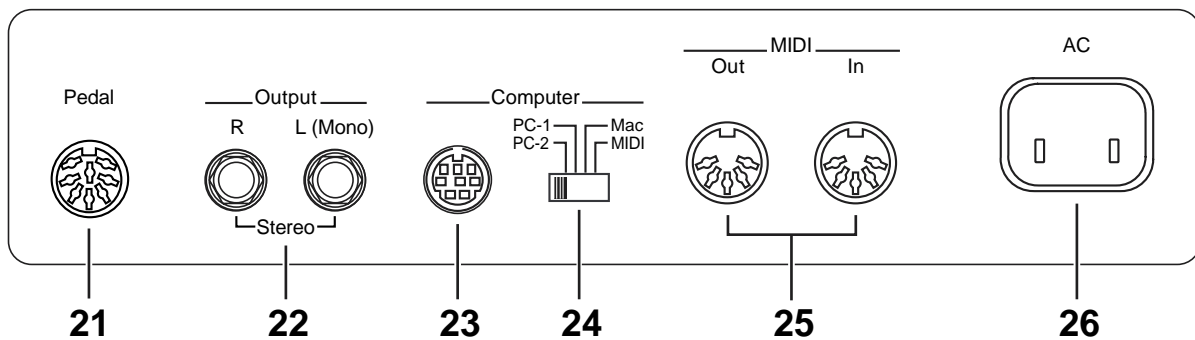


19 Composer

Select [-] [+] (Demo) buttons
 [Load] button
 [Function] button (→ p. 48)
 [Save] button (→ p. 43)

[Reset] button
 [Stop] button
 [Play] button (→ p. 34, p. 38)
 [Rec] button (→ p. 36, p. 46)

20 Disk Drive (→ p. 34)



■ **Rear Panel (→ p. 55)**

21 Pedal connector

22 Output R/L (Mono) jacks

23 Computer connector

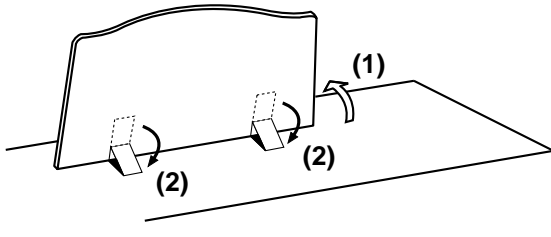
24 Computer switch

25 MIDI Out / In connectors

26 AC Inlet

Before You Begin

Setting Up the Music Stand



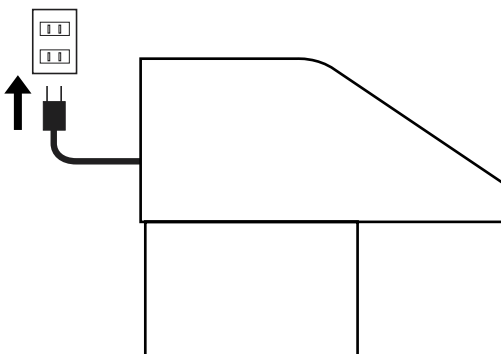
1. Gently raise the music stand, then secure it in place as shown in the figure.
2. To collapse the stand, fold in the metal fittings while supporting the stand with hand and gently fold down the stand.

Connecting the Power Cord

1. First, make sure that the [Power] switch at the panel's left side is OFF (Upper position).



2. Connect the supplied power cord to the AC Inlet connector, then plug the other end into an AC outlet.



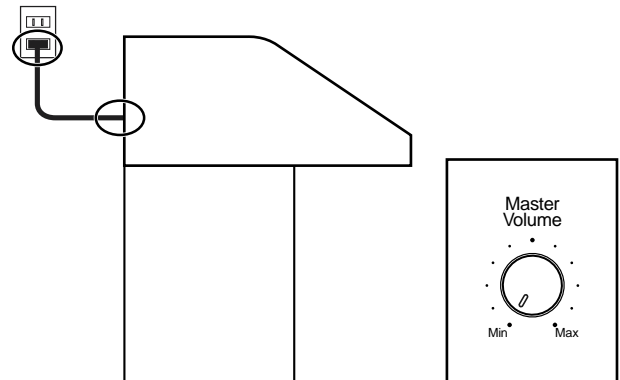
- * Only use the power cord supplied with this instrument.
- * Whenever you do not intend to use the instrument for extended periods of time, pull out the power cord from the AC outlet.

Turning the Power On and Off

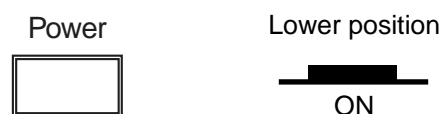
- * Once the connections have been completed, turn on or off power to your various devices in the order specified. By turning on or off devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.

■ Tuning On the Power

1. Make sure of the following before the power is turned on.
 - Is the power cable correctly connected to the AC inlet?
 - Is the power cable correctly connected to the AC outlet?
 - Is the [Master Volume] knob (located at the panel's left side) set to the Min (minimum) position?



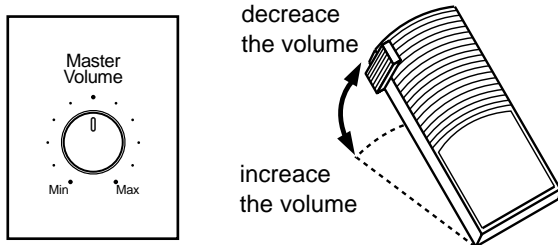
2. Press the [Power] switch to turn on the power.



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

3. The [Master Volume] knob located on the panel's left side is an overall control for adjusting the volume of the entire instrument.

Position the Expression Pedal to the half-way mark. Now adjust the [Master Volume] knob to a suitable level. Now that this level has been set, you can use the Expression Pedal to change the volume with your foot as you play the AT-10S. The volume will be increased when the Expression Pedal is pressed down, and decreased when the pedal is returned.

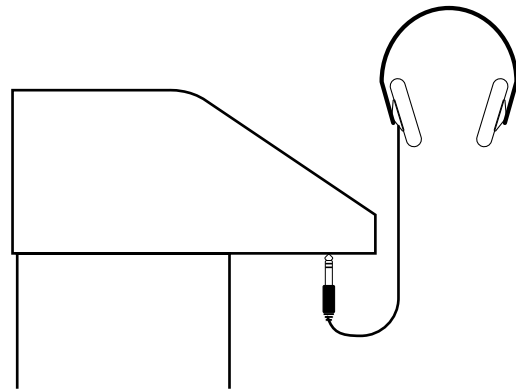


■ Turning Off the Power

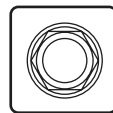
1. Before switching the power off, set the [Master Volume] knob to the Min (minimum) position.
2. Press the [Power] switch to turn off the power.

Using Headphones

The AT-10S features a Phones jack. This allows you to play without having to worry about bothering others around you, even at night.



1. Connect the headphones to the Phones jack on the underside of the unit.
The sound from the built-in speakers stops. Now, sound is heard only through the headphones.



2. Adjust the headphones volume with the [Master Volume] slider and Expression pedal.

* Accepts connection of Stereo headphones.

Some Notes on Using Headphones

- To prevent damage to the cord, handle the headphones only by the headset or the plug.
- Headphones may be damaged if the volume is too high when they are plugged in.
Lower the volume on the AT-10S before plugging in headphones.
- To prevent possible auditory damage, loss of hearing, or damage to the headphones, the headphones should not be used at an excessively high volume.
Use the headphones at a moderate volume level.

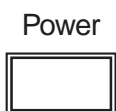
Restoring All the Factory Default Settings

The settings stored in the AT-10S can be returned to their factory settings. This function is called "Factory Reset."

1. **Make sure there is no floppy disk in the disk drive before carrying out the procedure.**
2. **Turning off the power.**
3. **While holding down the [One Touch Program] button, press the [Power] switch to turn the power on.**

Continue pressing the [One Touch Program] button until the following screen appears.

```
Factory Preset
is Loaded.
```

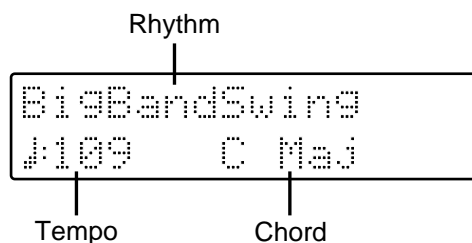


When factory reset is completed, the basic screen will re-appear.

Displaying Basic Screens

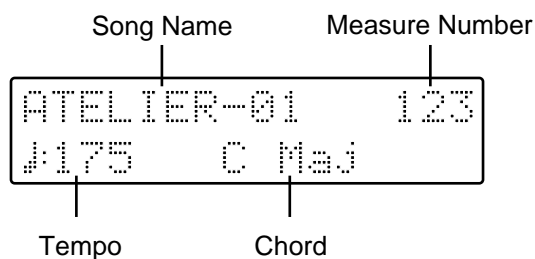
The instrument's display provides a large variety of information. The AT-10S has two types of basic display screen: the Rhythm display, and the Composer display.

■ Rhythm Screen

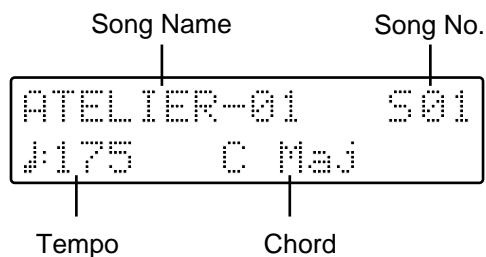


■ Composer Screen

When internal music data is selected:



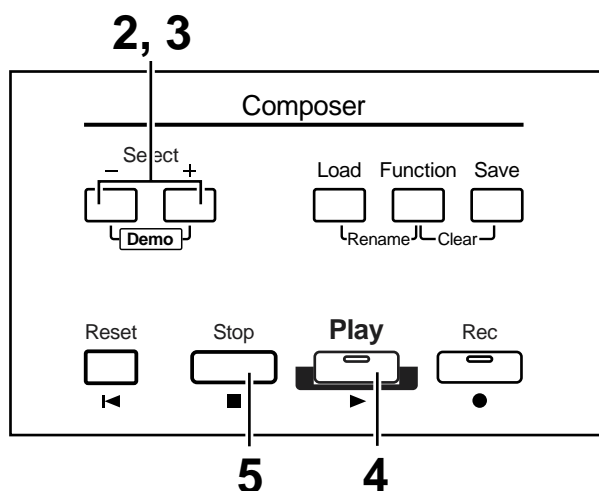
When you have selected a performance song on a floppy disk:



Start Playing the AT-10S

Listening to the Demo Songs

The AT-10S contains 6 Demo songs. Here's how to play the Demo songs, and fully appreciate the sounds, Rhythms, and Automatic Accompaniment that are available with the AT-10S.



1. **Make sure that a floppy disk is not inserted in the disk drive.**

If a floppy disk is in the disk drive, press the Eject button (p. 34) and remove the floppy disk.

2. **Press the Select [-] [+] buttons simultaneously.**

```
Organ Swing  :01  
DEMO  [M/M/PLAY]
```

3. **Use the Select [-] and [+] buttons to select a Demo song.**

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

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

5. **To stop playback in the middle of the song, press the [Stop] button.**



Check out the "Demo Song List" (p. 73) for information such as the names of the composers and players of the demo songs.

● If the Following Screen Appears

If the performance song in the unit has not been saved to a floppy disk, the following message will appear, and it will not be possible to play the Demo songs.

```
Clear Song Sure?  
Yes:REC No:RST
```

If you don't mind erasing this song, press the [Rec] button. However, if you wish to save this song, press the [Reset] button to cancel the procedure, and then save the song onto a floppy disk.



If you wish to save the musical data to a floppy disk, refer to "Saving Performance Songs Onto Floppy Disk (Save Button)" (p. 43).



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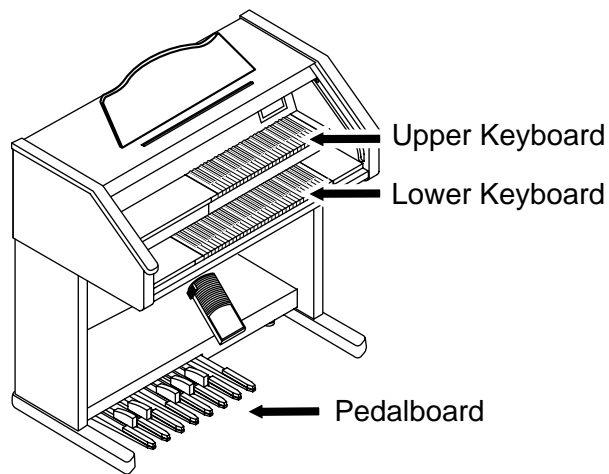
The data for the Demo song that is being played is not available at the MIDI Out connector.

Selecting Voices

The AT-10S is able to produce the sounds of various instruments. These sounds are called “Voices.” It is very easy to select voices.

■ About the Voices and Parts

The AT-10S has two keyboards and one Pedalboard, as shown below. From top to bottom these are called the “Upper Keyboard,” “Lower Keyboard,” and “Pedalboard.”



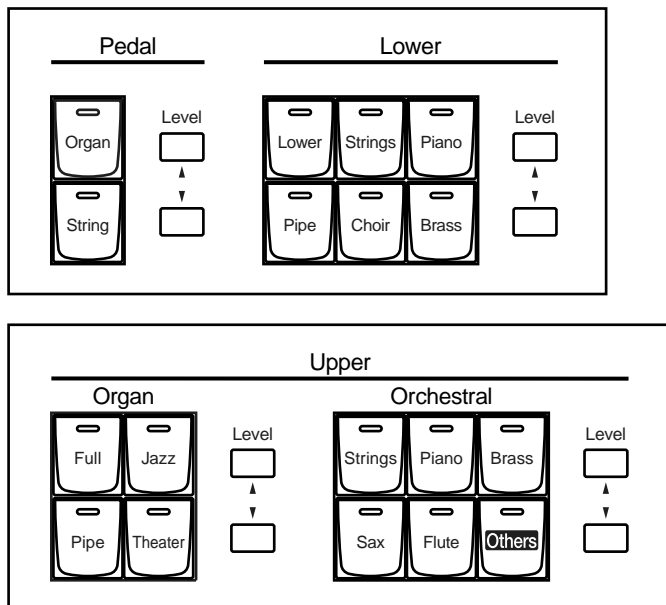
The Upper Keyboard has two parts: “Organ,” “Orchestral.” You can select one voice for each part, meaning that it is possible to layer up to two voices on Upper Keyboard and play them simultaneously.

The Lower Keyboard has the part: “Lower.”

The Pedalboard has the part: “Pedal.”

Keyboard	Type of voices	Parts
Upper Keyboard	Upper	Upper Organ Upper Orchestral
Lower Keyboard	Lower	Lower
Pedalboard	Pedal	Pedal

■ Functions of the Upper/Lower/Pedal Bass Sound Select Buttons



Each time you press a voice button, its indicator will switch between being lit and being turned off. Voices that have their button indicator lit can be played.

NOTE

If none of the voice buttons are lit, playing the keyboard will not produce a sound.

■ Selecting the Upper Voices

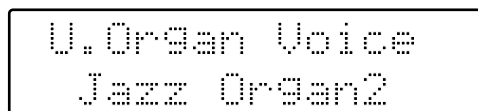
Press the “Organ,” or “Orchestral” buttons for Upper Keyboard to select the desired voice.

When the power is turned on, the Upper keyboard will play “Full Organ 3.”

Example: Selecting “Jazz Organ2” for the Upper Organ part, and “Grand Piano” for the Upper Orchestral.

1. Press the Upper Organ [Jazz] button (indicator lights).

The name of the selected voice will appear in the display for several seconds.



Now when you play the Upper keyboard, the “Jazz Organ2” will sound.

2. Press the Upper Orchestral [Piano] button (the indicator lights).

Now when you play the Upper keyboard, the two voices “Jazz Organ2” and “Grand Piano” will sound simultaneously (mixed together).

■ Selecting a Voice Using the Upper Orchestral [Others] Button

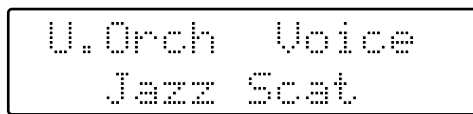
Notice that there is an [Others] button for the “Orchestral” sections of the Upper. By using the [Others] button, you can select all the other voices, the ones that can’t be selected directly by pressing voice buttons.



About the voices that can be assigned to an [Others] button, please refer to “Voice List” (p. 62).

1. Press the Upper Orchestral [Others] button.

The name of the selected voice will appear in the display for several seconds.



2. While the voice name is shown in the display screen, use the Value [-] [+] buttons to select the desired voice.

The indicator of the Upper Orchestral [Others] button will blink.

3. Once again, press the Upper Orchestral [Others] button to confirm the voice.

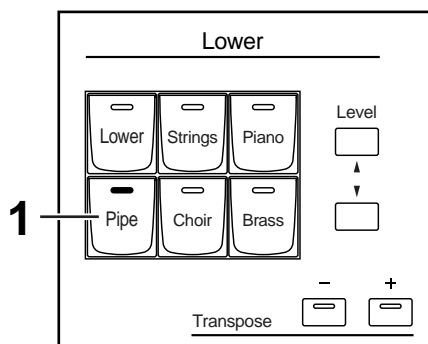
The indicator of the Upper Orchestral [Others] button will change from blinking to lit.



When you press the Upper Orchestral [Others] button, the voice name will appear in the display screen, but the basic screen will reappear if you wait several seconds without pressing the Value [-] [+] buttons. If you wish to change the sound that is assigned to the Upper Orchestral [Others] button, press the Upper Orchestral [Others] button, and quickly use the Value [-] [+] buttons to select the desired voice while the voice name is still shown in the display screen.

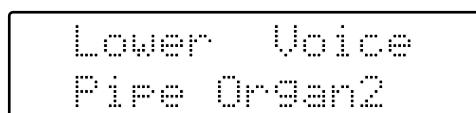
■ Selecting Lower Voice

Here's how to select Lower voice played by the Lower Keyboard. Immediately after the power is turned on, the Lower voice will sound single notes using the "Lower Organ2" voice.



1. Press the Lower [Pipe] button (indicator lights).

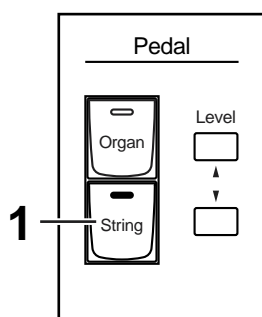
The name of the selected voice will appear in the display for several seconds.



Now when you play the Lower keyboard, "Pipe Organ2" will be heard.

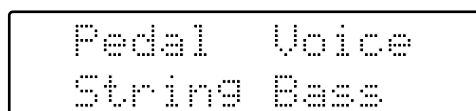
■ Selecting Pedal Bass Voice

Here's how to select Bass voice played by the Pedalboard. Immediately after the power is turned on, the Pedal Bass voice will sound single notes using the "Organ Bass1" voice.



1. Press the Pedal [String] button (indicator lights).

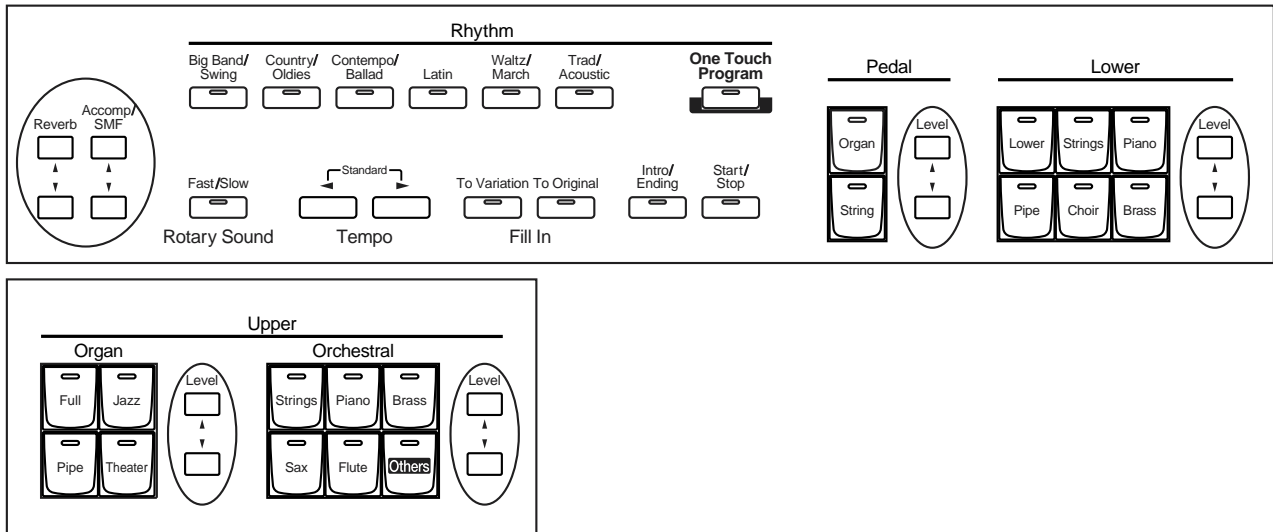
The name of the selected voice will appear in the display for several seconds.



Now when you play the Pedalboard, "String Bass" will be heard.

Adjust the Volume Balance (Part Balance Buttons)

The AT-10S allows you to adjust the volume balance individually for each Part.



The following buttons are used to adjust the volume of a multiple number of Parts.

Accomp/SMF [▲] [▼] buttons button:

- Automatic Accompaniment (except bass)
- Playback of performance data from something other than the Atelier
- Rhythm performance

Pedal Level [▲] [▼] buttons:

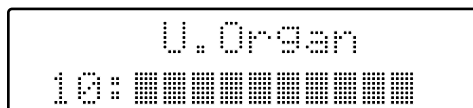
- Pedal Bass Voice, Bass part of Automatic Accompaniment

1. The volume levels of each part are adjusted using the corresponding Level [▲] and [▼] buttons.

When you press the up button (▲), the volume increases; when you press the down button (▼), the volume decreases.

The volume can be set to any value from 0 to 12.

When you press the Level [▲][▼] buttons, the volume for each part will be shown in the display.



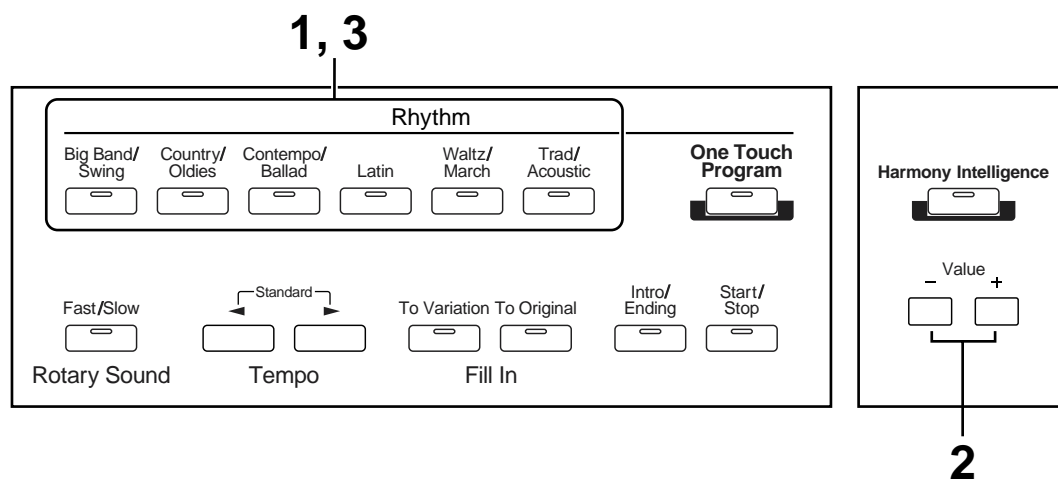
When the volume value shown in the display is 0, that part will produce no sound.

Using the Rhythm (Music Style) Functions

The AT-10S lets you enjoy playing along with a rhythmic accompaniment.

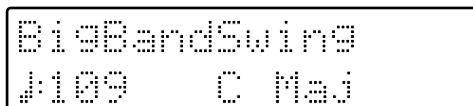
Selecting a Rhythm

The AT-10S provides 35 types of Rhythms and Automatic Accompaniments (Music Styles). These are organized into 6 groups.



1. Press a Rhythm button to select a Rhythm group.

The indicator will light, and the first Rhythm in the group will be selected. That Rhythm will be shown in the display.



2. To select a different Rhythm within the same group, use the Value [-] and [+] buttons.

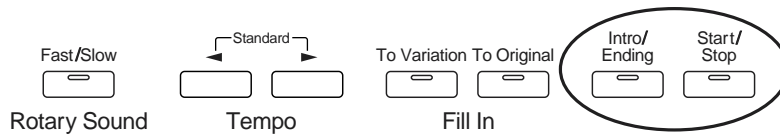
The indicator of the Rhythm button will flash.

3. Press the Rhythm button once again (indicator lights constantly).

The Rhythm button's indicator will change from blinking to light. The Rhythm has now been applied.

Playing Rhythms—Starting and Stopping the Rhythm

To start the rhythm, press the [Intro/Ending] button or the [Start/Stop] button. You can also make the Rhythm start after playing an Intro, or make the Rhythm stop after playing an Ending.



■ Starting at the Press of a Button

○ Starting with an Intro

1. Press the [Intro/Ending] button.

The Intro is played and the Rhythm starts.

While the Intro is playing, the [Intro/Ending] button indicator will light, until the Intro ends then the button indicator will go dark.

○ Making the Intro Short and Simple

1. Press the [To Variation] or [To Original] button.

2. Press the [Start/Stop] button.

A short Intro is played and the Rhythm starts.

○ Starting without an Intro

1. Press the [Start/Stop] button.

The Rhythm starts without an Intro being played.

■ Stopping the Rhythm

○ Stopping with an Ending

1. Press the [Intro/Ending] button.

An Ending is played, then the Rhythm stops.

While the Ending is playing, the [Intro/Ending] button indicator will light, until the Ending finishes the button indicator will be turned off.

○ Making the Ending Short and Simple

1. Press the [To Variation] or [To Original] button, and then press the [Start/Stop] button.

A short Ending is played, then the Rhythm stops.

○ Stopping without an Ending

1. Press the [Start/Stop] button.

The Rhythm will stop without an Ending being played.

Adding Variation to the Rhythm

You can add variation to the Rhythm by changing the arrangement or by switching the Rhythm pattern.



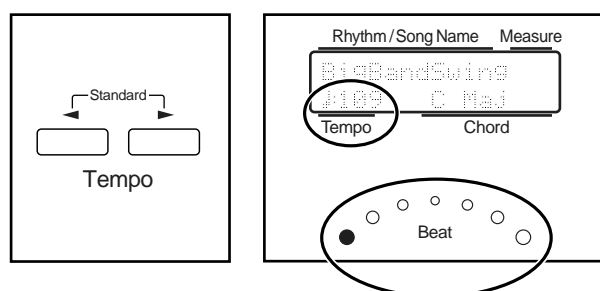
Button	Function
Fill In [To Variation] button	After the fill-in has played, play the Variation Rhythm pattern
Fill In [To Original] button	After the fill-in has played, play the Original Rhythm pattern

What is a Fill In?

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

Changing the Tempo (Speed)

You can change the tempo of the Rhythm or Automatic Accompaniment.



1. Press the Tempo [◀] and [▶] buttons to change the tempo (speed) of the Rhythm or Automatic Accompaniment.

Tempo [◀] button The tempo becomes slower
 Tempo [▶] button The tempo becomes faster



By pressing the Tempo [◀] and [▶] buttons simultaneously, the tempo is returned to the standard (preset) tempo for the selected Rhythm.

The value of the tempo currently set (20~250 beats per minute) can be checked in the display. You can also check the tempo by viewing the Beat indicator.

A Simple Way to Make Automatic Accompaniment Settings — One Touch Program

When using the Arranger function for automatic accompaniment, you can also use the “One Touch Program” function to automatically select panel settings that are appropriate for the selected rhythm.

By pressing the [One Touch Program] button, you can make the following settings.

○ When the Rhythm is Stopped

- Panel settings (e.g., sounds and volume) suitable for the rhythm
- A state in which automatic accompaniment will play according to the rhythm
- [Intro/Ending] button blinking (Waiting for Sync Start)

At the moment that you play the keyboard, the intro will begin playing.

What is Sync Start?

Sync Start is a function that starts the rhythm at the moment that you play the lower keyboard.

- Chord Intelligence function is on

What is Chord Intelligence?

“Chord Intelligence” is a feature that intelligently decides on accompaniment chords the moment you play some keys specifying a chord during automatic accompaniment

1. Select a Rhythm (p. 24).

2. Press the [One Touch Program] button, lighting its indicator.

Panel settings suitable for the selected Rhythm and Automatic Accompaniment will be selected automatically.

3. On the Lower keyboard, play a chord.

At the moment you play the keyboard, the Intro will begin, and then the Rhythm and Automatic Accompaniment will play.

4. Press the [One Touch Program] button, extinguishing its indicator.

The One Touch Program function will be turned off, and the panel settings will return to the state in which they were before the [One Touch Program] button was pressed.

NOTE

When the [One Touch Program] button is pressed, the Chord Intelligence function is automatically switched ON. If you want to switch the Chord Intelligence function OFF, press the [One Touch Program] button once again (indicator is dark).

NOTE

While the Intro or Ending is being played, the Lower keyboard voices will not play.

Adding Various Effects to a Voice

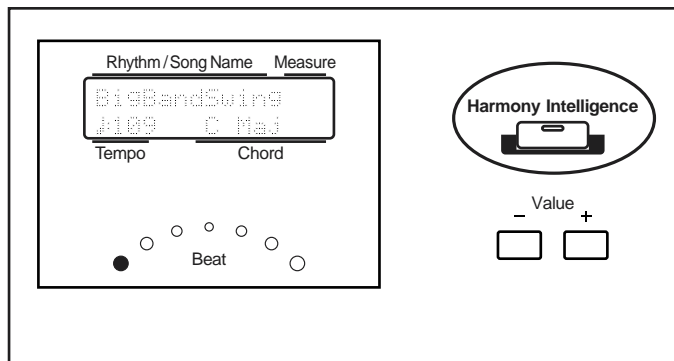
The AT-10S allows you to add a variety of effects to each voice, and to use various playing techniques to make your performance more expressive.

Adding Harmony to a Melody — Harmony Intelligence

Harmony Intelligence is a function that adds harmony to a single note being played on the Upper keyboard, the harmony being dependent on the chord played on the Lower keyboard. In addition it automatically selects the appropriate voices according to the harmony type.

1. Press the [Harmony Intelligence] button (indicator lights).

Each time you press a [Harmony Intelligence] button, the indicator will alternate between ON (lit) and OFF.



Changing the Type of Harmony Intelligence

There are 2 different Harmony Intelligence.

When you press the [Harmony Intelligence] button, the most appropriate voice(s) will be automatically set.

The manner in which notes will sound also depends on the Harmony type.

1. Press the [Harmony Intelligence] button (indicator lights).

2. While the voice name is shown in the display screen, use the Value [-] [+] buttons to select the Harmony Intelligence.

The indicator of the [Harmony Intelligence] button will blink.

3. Once again, press the [Harmony Intelligence] button.

The indicator of the [Harmony Intelligence] button will light, and the Harmony Intelligence is confirmed.

How notes pressed are sounded by the different Harmony Intelligence types:

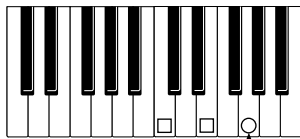
Harmony Type	How notes pressed are sounded
TRADITIONAL	Upper Voice
OCTAVE 1	Upper Voice

○ How notes are sounded by the different Harmony Intelligence types

• TRADITIONAL

The component notes of the chord you play in the lower keyboard will sound.

Ex: When you play a C chord in the lower keyboard

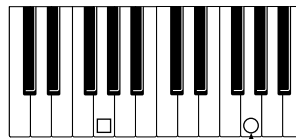


Notes pressed

• OCTAVE 1

A note one octave lower than the highest note played in the upper keyboard will sound.

Ex: When you play a G key in the Upper keyboard



Notes pressed

- Upper voice
- Harmony (Upper voice)



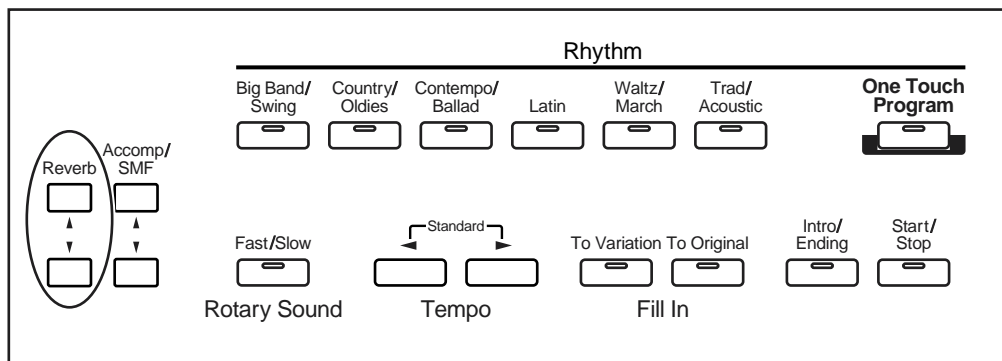
The number of notes of the harmony will depend on the Harmony Intelligence type.



You can select the Harmony Intelligence at the Function menu (p. 50).

Reverb Effect

Reverb is an effect that adds a sense of spaciousness to the sound, creating the illusion of playing in a concert hall.



1. Press the Reverb [▲] or [▼] buttons to adjust the overall Reverb amount.

When you press the up button [▲], additional Reverb is applied. Pressing the down button [▼] decreases the Reverb level.

Rotary Effect

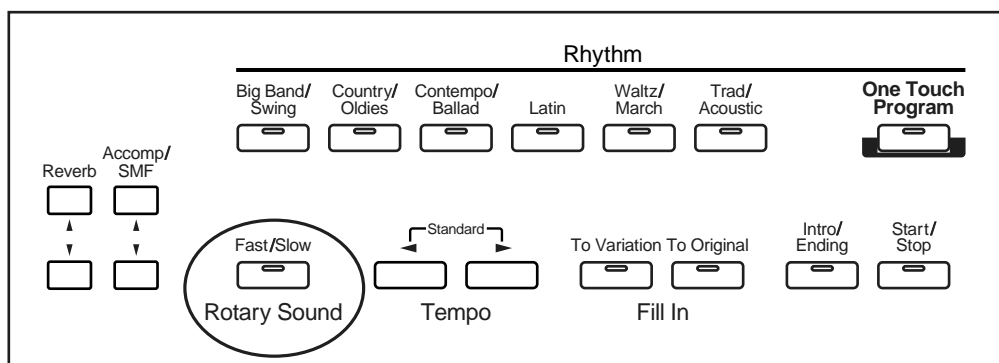
Rotary is an effect which simulates the sound of rotating speakers. There is a choice of two settings: Fast and Slow.

The rotary effect will be applied to the following sounds.

- Voices assigned to Upper Organ [Full] button, Upper Organ [Jazz] button, and Lower [Lower] button.
- The voices assigned to the Upper Orchestral [Others] button (to which the Rotary effect is applied).

NOTE

Some sounds do not allow the Rotary effect to be applied. For details refer to “Voice List” (p. 62).



1. Select the voice to which you wish to apply the Rotary effect.
2. Press the Rotary Sound [Fast/Slow] button to switch between Rotary Fast (LED lit) and Rotary Slow (LED turned off).

LED lit (Fast) The effect obtained is equivalent to speakers being rapidly rotated.

LED turned off (Slow) Effect simulating the slow rotation of speakers.

When you switch the rotary effect from “Fast” to “Slow,” the modulation will slow down gradually, and when you switch from “Slow” to “Fast” the modulation will speed up gradually.

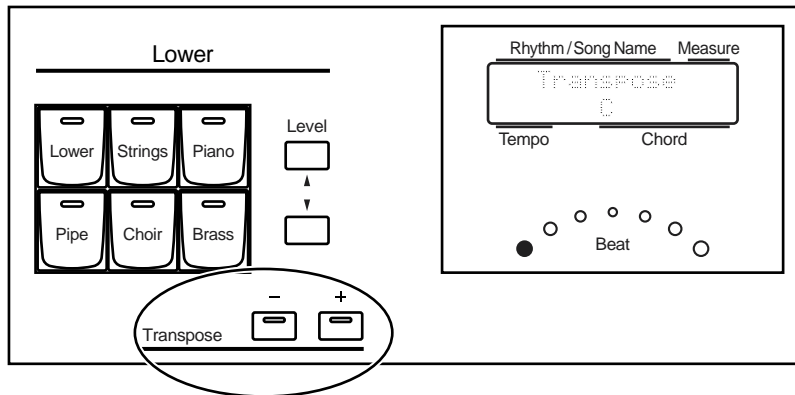
NOTE

It is not possible to turn off the rotary effect (i.e., to keep it from being applied).

Using the Play Functions

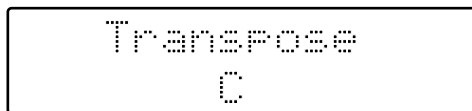
Transposing to a Different Key (Transpose Button)

This function allows you to transpose the keyboard to another key in semitone steps. For example: you may play in the familiar C major scale while your music will sound in any key of your choice.



1. Set the transpose value using the Transpose [-] and [+] buttons.

Each press of the Transpose [-] or [+] button transposes the key a semitone. The transposed value will be displayed in the screen. Acceptable values range from A \flat to G (in semitone steps).



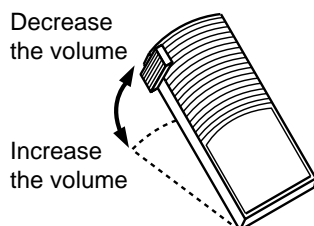
By pressing the Transpose [-][+] buttons simultaneously, you can restore the default setting C.

If the pitch is transposed (something other than C), the indicator of one of the Transpose buttons, either [-] or [+], will be lit.

If the pitch is not transposed (C), the indicators of both the Transpose [-] and [+] buttons will be extinguished.

Adjusting the Overall Volume Using an Expression Pedal

You can adjust the entire volume using an Expression Pedal. When you depress the Expression Pedal, the volume increases. The volume decreases as you tilt the pedal back.



You can also specify whether the Expression Pedal will or will not control the volume during the recording of music data (p. 51).



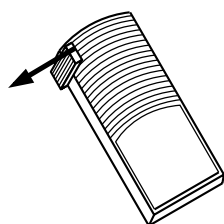
Likewise you can specify whether the Expression Pedal will or will not control the volume during the playback of recorded music data (p. 52).



The volume of a song file that has not been created on an Atelier (SMF Song Files) cannot be controlled from the Expression Pedal.

Using the Foot Switch

The instrument is provided with a Foot Switch, one on left side of the Expression Pedal. The Glide function is assigned to the left Foot Switch when the power is turned on.



1. Press the Foot Switch toward the left.

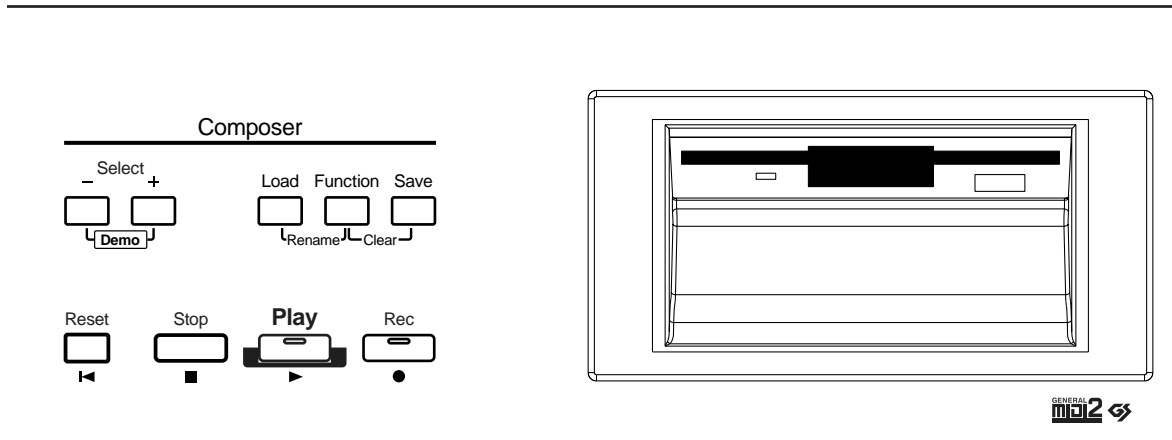
While the Foot Switch is pressed, the pitch will temporarily be lowered, and will gradually return to normal when you release the Foot Switch.



You can also change the function assigned to the Foot Switch. Please refer to “Foot Switch Assignment” (p. 48).

Record and Playback Your Performance

You can use the built-in “Composer” of the AT-10S to record what you play, or play back a recorded performance.



What you can do:

What you can do:
<p>“Play back SMF music files” You can use the floppy disk drive to play back commercially available music files, and enjoy a wide variety of songs (p. 34).</p>
<p>“Record your own performances” You can record the music that you play. You can also record your performances while playing rhythms or automatic accompaniment (p. 36).</p>
<p>“Play back recorded performances” You can play back recorded performance data and check out how you sound (p. 38).</p>
<p>“Save recorded performances on floppy disk” Any music you record will be discarded as soon as you turn off the power on the AT-10S. However, by saving your performance data on a floppy disk, you can go ahead and switch off the power, and you’ll still be able to load the performance data from floppy disk afterwards and enjoy hearing it again (p. 43).</p>
<p>“Record a performance along with SMF music files” While playing back SMF music files, you can add your own performance and record it (p. 46).</p>

Playing Back Performance Songs Stored on Floppy Disk

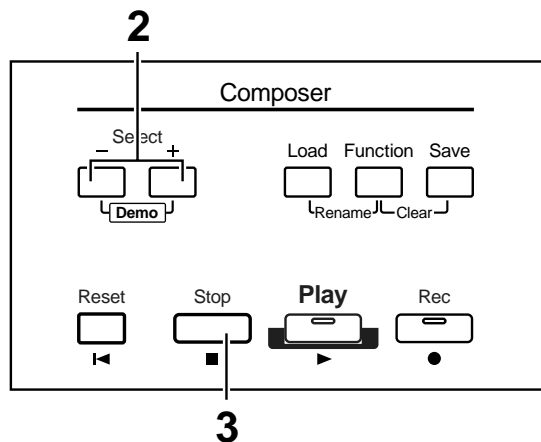
In addition to playing back the music you recorded on the instrument and saved to a floppy disk, AT-10S also lets you enjoy a wide variety of commercially available song files, such as defined below.

SMF Music Files

The Standard MIDI File (SMF) format was designed to provide a means for exchanging performance data among a wide variety of devices. In addition to the song files described earlier, the AT-10S is also capable of playing back any Standard MIDI File compatible with the GM2 or GS formats.

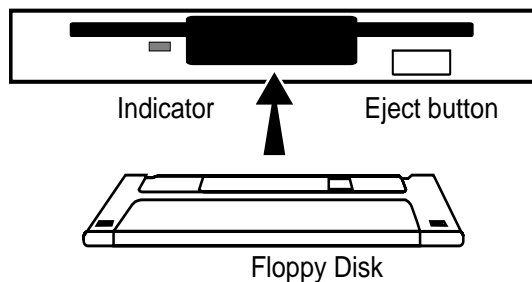


If you wish to purchase SMF music files, please contact the dealer where you purchased the AT-10S.



- 1. Hold the floppy disk with the label facing upwards, and push it into the disk drive until it clicks into place.**

The disk drive is on the right side of the unit, above the keyboard.



Never eject a disk while reading or writing is in progress, since that can damage the magnetic surface of the disk, rendering it unusable. (The disk drive's indicator will light up at full brightness when the drive is busy reading or writing data. Ordinarily, the indicator will be less brightly lighted, or be extinguished.)

When the performance song loaded from a disk is a Standard MIDI File, “:” will be displayed after the file name.

My Song	+501
♩180	

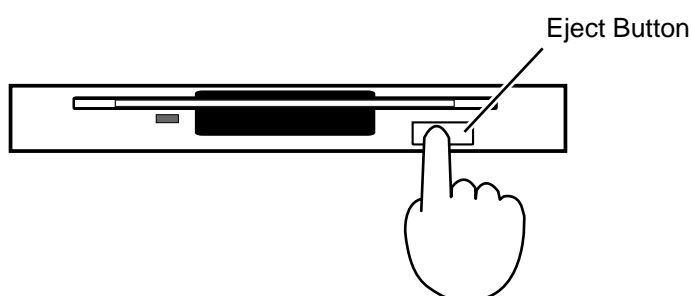
- 2. When you wish to play back all the performance songs in order, press the Select [-] [+] buttons simultaneously.**

The performance data will begin playing. When the last song ends, you will return to the first song.



When you only wish to play back one song, use the Select [-] and [+] buttons to select the song, then press the [Play] button.

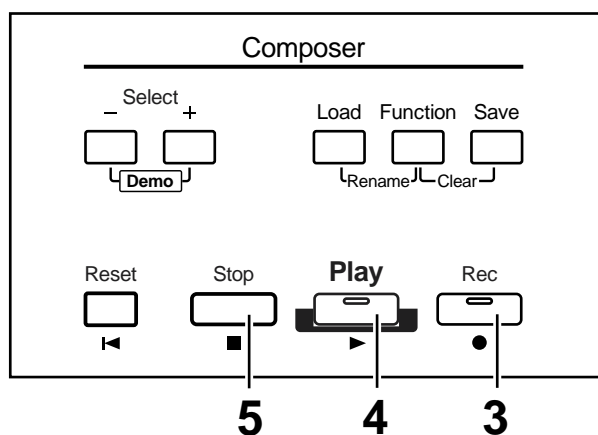
- 3. To stop playback, press the [Stop] button.**
- 4. Press the Eject button.**



The floppy disk is ejected a little out of the slot. Gently grasp the end of the floppy disk and pull it out.

Recording Performances (Rec Button)

You can record the music that you play. You can also record your performances while playing rhythms or automatic accompaniment.



1. Select the panel settings needed for recording the performance.

2. Make sure that a floppy disk is not inserted in the disk drive.

If a floppy disk is in the disk drive, press the Eject button (p. 34) and remove the floppy disk.

3. Enter the recording standby mode by pressing the [Rec] button.

The [Rec] button's indicator will light. The [Play] button will flash.

4. Press the [Play] button to start recording.

When you press the [Play] button, the metronome will play two measures (bars) of count-in before recording begins.

If you wish to use Rhythm and Automatic Accompaniment as you record, press the [Start/Stop] button instead of the [Play] button to begin recording.



If the [One Touch Program] button indicator is lit, the instrument is in Sync Start-standby mode (p. 27). At the instant you play the lower keyboard, the rhythm and the recorded performance will begin playing simultaneously.

5. Press the [Stop] button when you have completed your recording.



When you press the [Intro/Ending] button (or [Start/Stop] button) while recording a Rhythm performance or Automatic Accompaniment, the Rhythm performance and Automatic Accompaniment will stop. However, the recording itself will continue. Press the [Stop] button to stop recording.

● If the Following Screen will Appear

The following message below is shown when the performance song in the unit has not been saved to floppy disk.

```
Clear Song Sure?  
Yes:REC No:RST
```

○ If you wish to erase the performance song

1. Press the [Rec] button.

○ If you wish to save the performance song on a floppy disk

1. Press the [Reset] button to cancel the procedure.
2. Save the song onto a floppy disk (p. 43).

NOTE

If loading is canceled because the memory limit has been reached, the following message will be displayed:

```
Memory Full
```

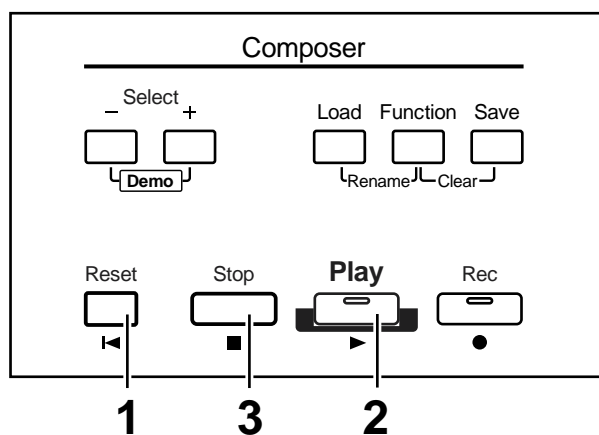
NOTE

When the internal memory is nearly full, making further recording impossible, the following message will appear.

```
Internal Memory  
Near Limit
```

Playing Back a Performance Song (Play Button)

Play back the performance recorded on the AT-10S.



- 1. Press the [Reset] button to return to the beginning of the first measure (bar).**

The location at which playback will start will return to the beginning of measure 1.

- 2. Press the [Play] button to start playback.**

After playback reaches the end of the performance, it will stop automatically.

- 3. To stop playback at any point, press the [Stop] button.**

If you press the [Reset] button instead of the [Stop] button, the unit resets (returns) to the beginning of the data.



If you press the [Play] button while holding down the [Stop] button, the metronome will play two measures (bars) of count-in before playback starts.



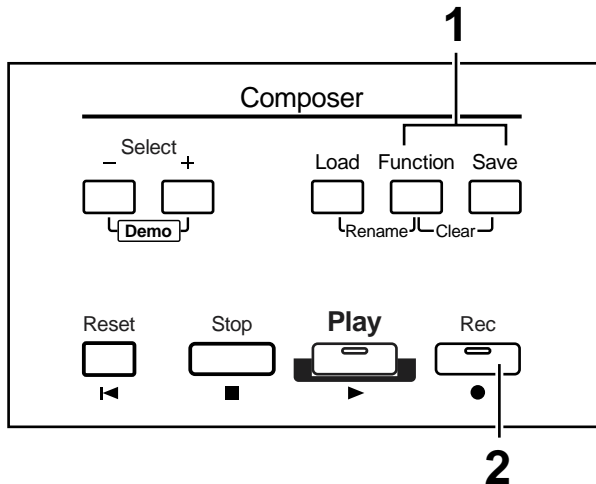
You can specify whether or not the Expression Pedal will affect the playback and what you play while Atelier music data is being played back (P.52).



If you use the Rhythm or Automatic Accompaniment immediately after having loaded and played back a song other than an Atelier performance song, such as SMF's, etc., the playback may not sound right (the voices may have changed, etc.) To prevent this from happening, press the [Reset] button before playback.

Erasing a Performance Song (Clear)

If you wish to discard your recording and re-record from the beginning, or if you wish to record a new performance, you must erase the previously-recorded data.



- 1. Press the [Function] and [Save] buttons simultaneously.**

The following message, asking you to confirm your choice, will be displayed.

```
Clear Song Sure?
Yes:REC No:RST
```

To cancel the procedure, press the [Reset] button.

- 2. If you are sure that you wish to erase the song, press the [Rec] button.**

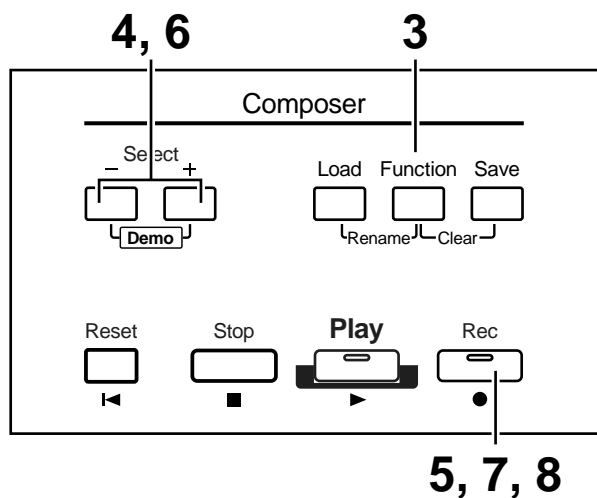
Formatting Disks

Before any floppy disk (new or used) can be used with the AT-10S, it must first be formatted (prepared).

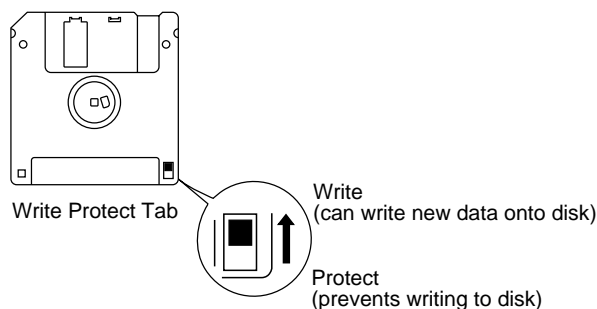
Floppy disks must first be “formatted” (initialized) before they can be used by the AT-10S to store data. “Formatting” is the process of erasing any data which may have been on the disk and making the format of the floppy disk match the format of the device. The AT-10S cannot use a floppy disk that has a format differing from its own format.



Formatting a disk will erase any data that may have been stored on it. Carefully check any previously used disk to be sure it doesn't contain any valuable data.



1. **Make sure that the write protect tab of the floppy disk is in the “Write” (permit) position.**



2. **With the label of the floppy disk facing upward, insert it into the disk drive until it clicks into position.**

The disk drive is located to the upper right of the AT-10S's keyboard.

3. Press the [Function] button.

4. Use the Select [-] and [+] buttons to select “Disk Utility.”

```

┌─ Disk Utility ─┐
│ Yes:REC        │
└────────────────┘
    
```

5. Press the [Rec] button.

6. Use the Select [-] and [+] buttons to select “Format Disk.”

```

┌─ Format Disk ─┐
│ Yes:REC No:RST │
└────────────────┘
    
```

7. Press the [Rec] button.

The following message, asking you to confirm, will be displayed.

```

┌─ Format Sure? ─┐
│ Yes:REC No:RST │
└────────────────┘
    
```

To cancel the procedure, press the [Reset] button.

8. Press the [Rec] button again to perform the Format.

While formatting is in progress, the following display will appear.

```

┌─ Formatting ─┐
│ 25% 00..... │
└────────────────┘
    
```

When disk formatting is completed the following screen will appear, then the basic screen will reappear.

```

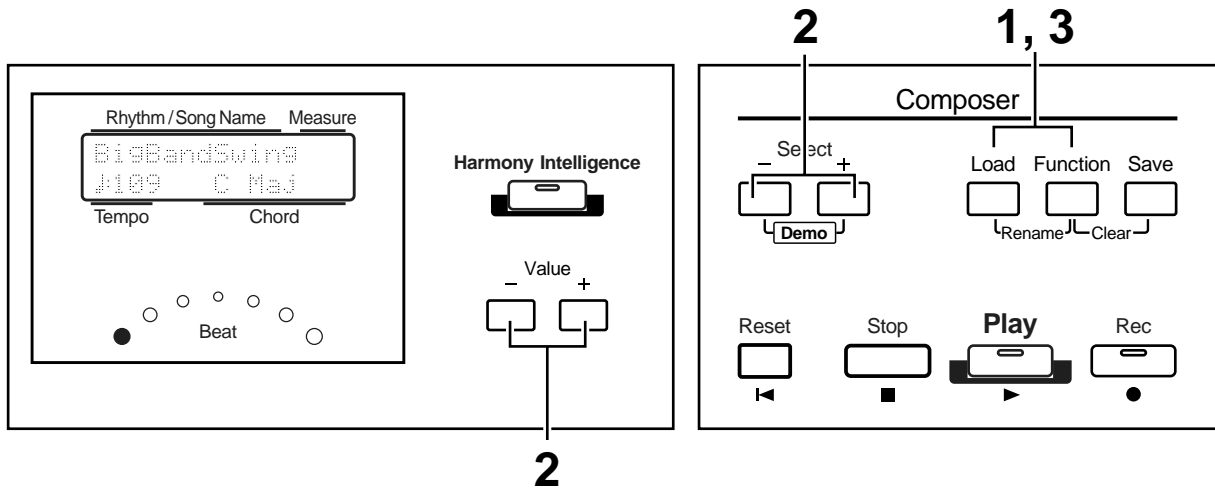
┌─ Format Disk ─┐
│ Completed     │
└────────────────┘
    
```



Never attempt to remove the floppy disk until formatting is complete.

Changing the Name of a Performance Song (Rename)

A name is automatically assigned to a performance song that you record. However, at some point you may wish to change the name to something more meaningful.



1. Press the [Load] and [Function] buttons simultaneously.
2. Use the Select [-] and [+] buttons to move the cursor, and use the Value [-] [+] buttons to select a character.

The following characters can be selected when changing a name:

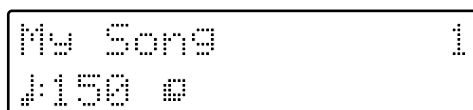
ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz
 0123456789 space ! " # % & ' () * + , - . / : ; = ? ^ _

To delete a character, press the [Reset] button.

A space can be inserted by pressing the [Rec] button.

3. To confirm the new name, simultaneously press the [Load] and [Function] buttons once again.


The new name is now inserted.



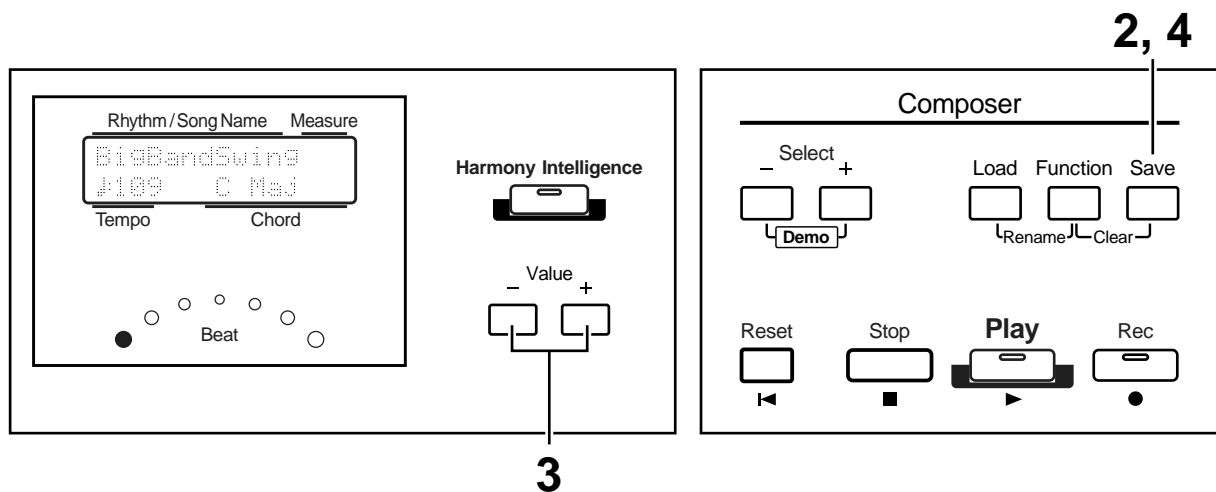
NOTE

It is not possible to save during the Rename procedure.

Saving Performance Songs Onto Floppy Disk (Save Button)

The performance data that you recorded will disappear when the power of the AT-10S is turned off. If you wish to keep the performance data, you can save it on a floppy disk. If the performance data has never been saved to a floppy disk, a “” symbol will appear in the display. When the performance data is saved to a floppy disk, this symbol will no longer be displayed.

ATELIER-01 36
♩150 e



1. Insert a floppy disk formatted (p. 40) on the AT-10S into the disk drive.
2. Press the [Save] button to save the performance.
3. Use the Value [-] [+] buttons to select the format.

You can select either “ORIGINAL” or “SMF” format.

ORIGINAL Save data in Atelier format

SMF Save data in SMF format

Save Format
ORIGINAL-/+SAVE



SMF (Standard MIDI File) is a data format that was created as a standardized way to exchange music data between devices made by different manufacturers.

Record and Playback Your Performance

4. Press the [Save] button to confirm the type of format.

While performance data is being saved to the floppy disk, the following display will appear.

```
ATELIER-01    36
      Saving...
```

NOTE

Music data that was saved in Atelier format cannot be played back correctly on instruments other than the Atelier series.

NOTE

Saving performance data in SMF format (SMF) requires a longer time than saving it in Atelier format (ORIGINAL).

NOTE

Performance data that was saved in SMF format will be indicated by a “∴” symbol.

```
ATELIER-01    * 36
∴150
```

● If the Following Screen will Appear

If the floppy disk already contains performance data of the same name, the following display will appear.

```
Overwrite Song ?
Yes:REC No:RST
```

○ If you wish to update the contents of the performance data

1. Press the [Rec] button.

○ If you wish to save the data without erasing the performance data already on floppy disk you must rename the song

1. Press the [Reset] button to cancel saving.

2. Change the name (p. 42), and perform the Save procedure once again.

Erasing Performance Songs Stored on Disk

Follow the steps below to erase a performance song that was saved onto a floppy disk.

- 1. Insert the floppy disk into the disk drive.**
- 2. Press the [Function] button.**
- 3. Press the Select [-] or [+] button to select “Disk Utility.”**

```
■ Disk Utility ■  
Yes:REC
```

- 4. Press the [Rec] button.**
- 5. Press the Select [-] or [+] button to select “Delete Song.”**

```
■ Delete Song  
Yes:REC No:RST
```

- 6. Press the [Rec] button.**
To cancel the procedure, press the [Reset] button.
- 7. Using the Value [-] [+] buttons, select the performance song to be erased.**
- 8. Press the [Rec] button.**

You will see the following:

```
ATELIER-01  S01  
Del Sure?REC/RST
```

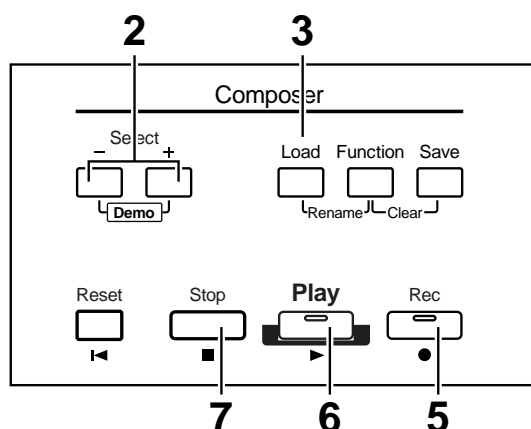
- 9. To go ahead with the erasure, press the [Rec] button again.**

To cancel the procedure, press the [Reset] button.

When erasing is completed, the basic screen will reappear

Layering a New Recording onto SMF Format Music Files

You can load commercially available SMF music files into the AT-10S, and record your own performance on top of it. During recording, the data you've loaded will be played back, while everything you play on the upper and lower manuals will be recorded.



1. Into the floppy disk drive, insert a floppy disk containing commercially available SMF music files.
2. Use the Select [-] [+] buttons to select the music files that you wish to load into the AT-10S.
3. Press the [Load] button to carry out the load operation.

The selected performance data will be loaded into internal memory. While performance data is being loaded, the following screen will appear.

```
My Song * 1
Loading...
```

When the performance data has finished loading, the basic screen will reappear.

4. Make the panel settings that you wish to record.
5. Press the [Rec] button to enter record-ready mode.
6. Press the [Play] button to begin recording.

When you press the [Play] button, the metronome will play two measures (bars) of count-in before recording begins.

Your own performance (on the upper and lower manuals) will be recorded on top of the music files that you've loaded. If the loaded music files contains upper keyboard and/or lower keyboard performances, that performance data will be erased and replaced by your new performance.

The performance of the pedal keyboard will not be recorded at this time.



If you wish, you can erase the bass performance from the music files, and record your own performance on the pedal keyboard. For details refer to “Re-recording the Pedalboard Performance” (p. 53).



If the rhythm is played during recording, the performance data that was loaded into internal memory will not play back.

7. Press the [Stop] button to stop recording.



Commercially sold music files can also be loaded into the AT-10S, but for reasons of copyright protection, cannot be saved in SMF format.

Re-recording a performance

A song saved on floppy disk can be loaded into the AT-10S, and you can then re-record the performances of the upper keyboard and lower keyboard.

- 1. Into the disk drive, insert the floppy disk that contains the performance data.**
- 2. Use the Select [-] [+] buttons to select the performance data that you wish to load into internal memory, and press the [Load] button.**

The selected performance data will be loaded into internal memory.

3. Make the panel settings that you wish to record.

4. Press the [Rec] button to enter record-ready mode.

The [Rec] button indicator will light, and the [Play] button indicator will blink.

5. Press the [Play] button to begin recording.

When you press the [Play] button, the metronome will play two measures (bars) of count-in before recording begins.

The upper keyboard and lower keyboard performances of the loaded performance data will be re-recorded.

The performance of the pedal keyboard will not be recorded at this time.



You can re-record the pedal keyboard performance. For details refer to “Re-recording the Pedalboard Performance” (p. 53).



If the rhythm is played during recording, the performance data that was loaded into internal memory will not play back.

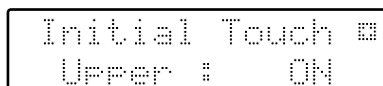
6. Press the [Stop] button to stop recording.

Various Other Settings (Function Button)

Initial Touch

Initial Touch is a function that translates the force used in playing the keys into a directly proportional amount of volume. It can be switched ON/OFF independently for the Upper and Lower Keyboards.

1. Press the [Function] button.
2. Press the Select [-] [+] buttons to select either “Initial Touch: Upper,” “Initial Touch: Lower.”



```
Initial Touch
Upper : ON
```

Part **Upper, Lower**

3. Press the Value [-] [+] buttons to switch the Initial Touch “ON” or “OFF.”

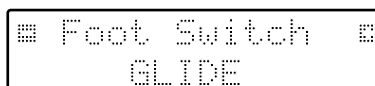
ON	The harder you play the key, the higher the volume. Some voices switches the sound depending on the strength with which you play the keyboard.
OFF	Volume remains constant regardless of how hard you play.

To return to the basic screen, press the [Function] button.

Foot Switch Assignment

You can select any of the following functions and assign them to the Foot Switch on the left side of the Expression Pedal.

1. Press the [Function] button.
2. Press the Select [-] [+] buttons to select “Foot Switch.”
3. Press the Value [-] [+] buttons to switch the function for the foot switch.



```
Foot Switch
GLIDE
```

Function

Description

GLIDE

While the Foot Switch is pressed, the pitch will temporarily be lowered, and will gradually return to normal when you release the Foot Switch.

DAMPER OF UPPER

Notes played on the Upper keyboard will be sustained only while you continue pressing the Foot Switch.

To return to the basic screen, press the [Function] button.

Changing the Key When Playing Back Songs

SMF music files or a performance that you yourself recorded can be transposed for playback.

1. Press the [Function] button.
2. Using the Select [-] [+] buttons, select “Play Transpose.”

```
#Play Transpose#
0
```

3. Press the Value [-] [+] buttons to select the Value for transpose.

Each press of Value [-] [+] buttons transpose the key by a semitone.

You can transpose the song within a range of -24 to +24 semitones.

To return to the basic screen, press the [Function] button.

→ You can transpose the keyboard for performance. For details refer to “Transposing to a Different Key (Transpose Button)” (p. 31).

Intro Count Down

If an intro is played before your performance, you can have a countdown played to the end of the intro, allowing you to understand easily where you are to start playing.

1. Press the [Function] button.
2. Using the Select [-] [+] buttons, select “IntroCountDown.”

```
#IntroCountDown#
OFF
```

3. Press the Value [-] [+] buttons to switch the Intro Count Down “ON” or “OFF.”

When you press the [Intro/Ending] button, an intro will play, and the end of the intro will be counted-down.

To return to the basic screen, press the [Function] button.

Changing the sound used for the intro countdown (Intro Count Down Sound)

You can change the sound that is used for the count played at the end of the intro with the Intro Countdown function (p. 49).

1. Press the [Function] button.
2. Using the Select [-] [+] buttons, select “CountDownSound.”

```
#CountDownSound#
VOICE
```

3. Press the Value [-] [+] buttons to select the type of sound for the Intro Count Down.

VOICE Human voice count (One, two, three...)
STICK Stick sound count

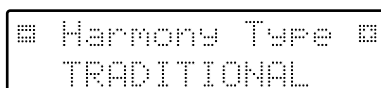
To return to the basic screen, press the [Function] button.

Various Other Settings (Function Button)

Harmony Intelligence Type (Selecting the Type of the Harmony Intelligence)

You can select the type of Harmony Intelligence.

1. Press the [Function] button.
2. Using the Select [-] and [+] buttons, select “Harmony Type.”



3. Press the Value [-] [+] buttons to select a Harmony Intelligence.

TRADITIONAL The component notes of the chord you play in the lower keyboard will sound.

OCTAVE 1 A note one octave lower than the highest note played in the upper keyboard will sound.

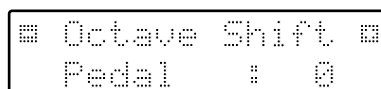
To return to the basic screen, press the [Function] button.

- To turn the Harmony Intelligence function on/off, refer to “Adding Harmony to a Melody — Harmony Intelligence” (p. 28).

Transposing the Pitch of the Pedalboard by Octaves

Octave Shift is a function that allows you to alter the pitch of what is played on the pedalboard by one or more octaves.

1. Press the [Function] button.
2. Using the Select [-] [+] buttons, select “Octave Shift.”



3. Press the Value [-] [+] buttons to change the setting for Octave Shift.

The value can be set to a range of +/- 2 octaves.

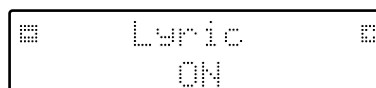
To return to the basic screen, press the [Function] button.

- * Please note that when you apply the Octave Shift function to certain voices, their pitch could be stretched beyond their recommended note ranges, and they may not sound as expected. Care should be taken when using Octave Shift.

Switching the Display of Lyrics On or Off

Some music files have Lyrics included and these Lyrics can be displayed on the screen. You can turn on or off the lyrics display of such music files.

1. Press the [Function] button.
2. Use the Select [-] [+] buttons to select “Lyric.”



3. Press the Value [-] [+] buttons to switch the lyric display “ON (displayed)” or “OFF (not displayed).”

To return to the basic screen, press the [Function] button.

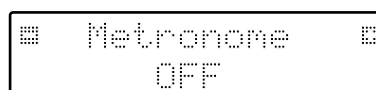
- * If you press a voice select button etc. while playing back music files that contains lyrics, the display screen will switch, and the lyrics will no longer be displayed. To re-display the lyrics, press the [Play] button once again.

- This setting remains stored in memory even while power is turned off.

Changing the Metronome Setting

This setting determines whether or not the metronome will sound.

1. Press the [Function] button.
2. Using the Select [-] [+] buttons, select “Metronome.”



3. Press the Value [-] [+] buttons to select OFF, REC, or ON.

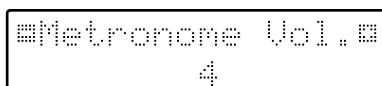
OFF Not heard at all
REC Heard only while recording
ON Heard constantly

To return to the basic screen, press the [Function] button.

Metronome Volume

Carry out the steps below to adjust the volume of the metronome.

1. Press the [Function] button.
2. Using the Select [-] [+] buttons, select “Metronome Vol.”



Metronome Vol.
4

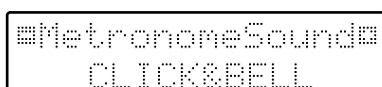
3. Press the Value [-] [+] buttons to select the desired volume level (1–10).
Increasing the value will raise the volume of the metronome.

To return to the basic screen, press the [Function] button.

Changing the Sound of the Metronome

You can choose one of 4 different sounds for the metronome.

1. Press the [Function] button.
2. Use the Select [-] [+] buttons to select “Metronome Sound.”



MetronomeSound
CLICK&BELL

3. Press the Value [-] [+] buttons to select the type of sound for the metronome.

CLICK&BELL	Conventional metronome sound
ELECTRONIC	Electronic metronome sound
VOICE ENGLISH	Human voice (English)
VOICE JAPANESE	Human voice (Japanese)

To return to the basic screen, press the [Function] button.

→ This setting remains stored in memory even while power is turned off.

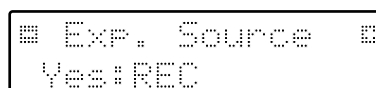
How the Expression Pedal Functions (Exp. Source)

Specify how the Expression Pedal will function when your performance is being recorded and when ATELIER song files are being played back.

Function During Recording

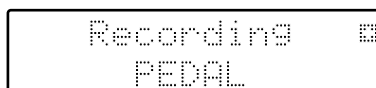
Specify whether Expression Pedal operations will be recorded or not while your performance is being recorded.

1. Press the [Function] button.
2. Press the Select [-] or [+] button to select “Exp. Source.”



Exp. Source
Yes:REC

3. Press the [Rec] button.
4. Press the Select [-] [+] buttons button to select “Recording.”



Recording
PEDAL

5. Press the Value [-] [+] buttons to specify the pedal function.

PEDAL	Expression Pedal movements will be recorded.
COMPOSER	Expression Pedal movements will not be recorded.

To return to the basic screen, press the [Function] button.

Various Other Settings (Function Button)

■ Function During Playback

You can specify whether or not the Expression pedal will function while ATELIER song files are being played back.

1. Press the [Function] button.
2. Press the Select [-] [+] buttons to select “Exp. Source.”

■ Exp. Source ■
Yes:REC

3. Press the [Rec] button.
4. Press the Select [-] [+] buttons to select “Playback.”

■ Playback ■
PEDAL+COMPOSER

5. Press the Value [-] [+] buttons to specify the pedal function.

PEDAL+COMPOSER Expression pedal will function. Expression pedal recording within the song file will also be effective.

COMPOSER Expression pedal will not function. The Expression pedal recording within the song file will be effective.

PEDAL Expression pedal will function. The Expression Pedal recording within the song file will be ignored.

To return to the basic screen, press the [Function] button.

Setting the Beat

This setting determines the beat to be used when recording performance songs.

Numerator 1 or higher (denominator x 2-1)
Denominator 2, 4, 8, 16

1. Press the [Function] button.
2. Using the Select [-] [+] buttons, select “Beat.”

■ Beat ■
4/4 -/+REC

3. Press the Value [-] [+] buttons to set the numeric value for the numerator.
4. To set the denominator, use the [Rec] button to move the cursor from the numerator to the denominator.
Press the [Rec] button again if you wish to return to the numerator.
5. Press the Value [-] [+] buttons to set the numeric value for the denominator.

To return to the basic screen, press the [Function] button.

- * When recording your performance with playing Rhythm performances or Automatic Accompaniment, the beat is set automatically.
- * You cannot change the beat of previously recorded songs.

Muting Individual Channels of Performance Data

You can mute (silence) individual channels of performance data of SMF data (sold separately).

* *It is not possible to mute the performance that you play on the AT-10S (except for the Rhythm and Automatic Accompaniment).*

1. Press the [Function] button.
2. Press the Select [-] [+] buttons to select "Ch.Mute."
3. Press the Value [-] [+] buttons to select the channel that you wish to mute.
From the left, these are "1 Ch. (channel 1), 2 Ch. ... 15 Ch., and 16 Ch."

```

#Ch. Mute- / + / REC#
1234567890123456
    
```

4. Press the [Rec] button.

```

#Ch. Mute- / + / REC#
-234567890123456
    
```

The number will change to "-", indicating that the corresponding channel has been muted.

5. Once again press the [Rec] button, and muting will be canceled.
To return to the basic screen, press the [Function] button.

- * *Channel mute will be defeated when you perform the following operations.*
- Use the Select [-] and [+] buttons to select different performance data.
 - Press the Select [-] [+] button simultaneously to play performance data.

Silencing a Specific Track

You can temporarily silence sound of a specific track. This is referred to as "Track Mute."

1. Press the [Function] button.
2. Press the Select [-] [+] buttons to select "Track Mute."
3. Press the Value [-] [+] buttons to select the track that you wish to mute.
From the left, these are "R (rhythm), A (accompaniment), B (bass), L (lower), U (upper) and C (control)."
4. Press the [Rec] button.

The character will change to "-", indicating that the corresponding track has been muted.

5. Once again press the [Rec] button, and muting will be canceled.
To return to the basic screen, press the [Function] button.

Re-recording the Pedalboard Performance

You can erase the bass accompaniment of SMF music files and record your own pedalboard performance, or re-record the pedalboard performance of a song that was previously saved on disk.

1. Press the [Function] button.
2. Press the Select [-] [+] buttons to select "BassReplaceRec."

```

#BassReplaceRec#
OFF
    
```

3. Press the Value [-] [+] buttons to switch the Bass Replace Rec "ON" or "OFF."
ON The pedal performance will not be recorded
OFF The pedal performance will be recorded

Various Other Settings (Function Button)

4. Press the [Function] button.

The Basic screen will reappear.

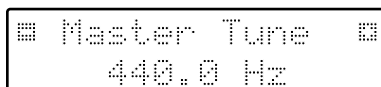
5. Re-record the performance (p. 47).

Master Tune

The basic pitch of an instrument is generally considered as the pitch of the middle A note. The “Master Tune” parameter lets you adjust this basic pitch to match the pitch of any other instruments that are playing together with the AT-10S.

1. Press the [Function] button.

2. Press the Select [-] [+] buttons to select “Master Tune.”



Master Tune
440.0 Hz

3. Press the Value [-] [+] buttons to adjust the basic pitch.

Settings 415.3Hz – 466.2Hz (0.1 Hz units)

→ By pressing the Value [+] and [-] buttons simultaneously, you can restore the default setting (440.0 Hz).

To return to the basic screen, press the [Function] button.

→ This setting remains stored in memory even while power is turned off.

LCD Contrast

This setting allows you to adjust the contrast of the display.

1. Press the [Function] button.

2. Press the Select [-] [+] buttons to select “LCD Contrast.”



LCD Contrast
5

3. Press the Value [-] [+] buttons to adjust the contrast of the screen.

Available settings 1–10 (higher values will darken the display)

To return to the basic screen, press the [Function] button.

→ This setting remains stored in memory even while power is turned off.

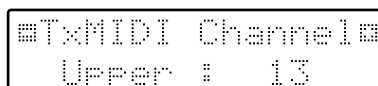
Tx MIDI Channel (MIDI Output Channel)

When you use the MIDI connectors or the computer connector of the AT-10S to transmit musical data to external devices, for each keyboard (Upper, Lower, and Pedal) you can specify the channel on which your playing will be transmitted as MIDI messages. (Value: 1–16)

You can modify these Tx (Transmit) MIDI settings as needed. (For details refer to p. 57)

1. Press the [Function] button.

2. Press the Select [-][+] buttons to select either “TxMIDI Channel: Upper,” “TxMIDI Channel: Lower,” “TxMIDI Channel: Pedal,” or “TxMIDI Channel: Control.”



TxMIDI Channel
Upper : 13

Part Upper, Lower, Pedal, Control

3. Press the Value [-][+] buttons to select the MIDI transmission channel.

Channel 1–16

To return to the basic screen, press the [Function] button.

* The CONTROL part transmits expression pedal data.

* It is not possible to set more than one part (Upper, Lower and Pedals) to the same channel.

→ The MIDI message of the Control track remains stored in memory even while power is turned off.

Connecting External Devices

If you want to hook up an external instrument to the AT-10S, then this chapter is for you.

Names and Functions of Jacks and Connectors

1 MIDI Out/In Connectors

You can connect external MIDI instruments to these connectors to exchange performance information.

2 Output L (mono)/R Jacks

You can some awesome sounds if you connect speakers or other audio equipment to these jacks. You can also hook up a portable stereo to record your performances on cassette tape.

3 Computer Connector

You can connect a computer to this connector to exchange performance information.

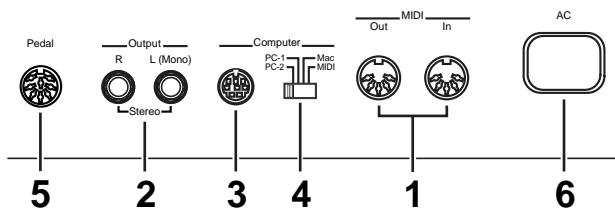
4 Computer Switch

Set this switch to Mac, PC-1, or PC-2 according to the type computer that's connected.

You can also switch between connections to the MIDI Out/In connectors and the Computer connector.

5 Pedal Connector

6 AC Inlet



Making the Connections

* If you're planning on connecting the AT-10S to other equipment with cables, be sure to follow the steps shown below to make the connections. By turning on or off devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.

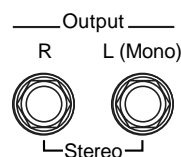
1. Turn down the volume all the way on all equipment.
2. Turn off the power to the AT-10S and other connected equipment.
3. Connect the AT-10S and other equipment with the cables.
4. Turn on the connected equipment.
5. Turn on the AT-10S.
6. Adjust the volume.

● After use, follow the steps below to switch off the power.

1. Turn down the volume all the way on all equipment.
2. Turn off the AT-10S.
3. Turn off the connected equipment.

■ Connecting Audio Equipment

You can hook up a tape recorder or other audio device and record your performances on the AT-10S. Use an audio cable to connect the input jack on the audio set or amp mixer to one of the output jacks on the AT-10S. Use an audio cable with a standard plug. When purchasing an audio cable, please consult the vendor where you bought the AT-10S.



Connecting External Devices

■ Connecting a Computer

The AT-10S provides a Computer connector. By connecting this to the serial port of your computer, you can transmit and receive musical data. Since the AT-10S is able to save musical data in SMF format, you can use your computer to edit the musical data.

1. Turn off the AT-10S and the computer.
2. Use a computer cable (sold separately) to connect the Computer connector on the AT-10S to a serial port on the computer.
3. Set the Computer switch on the rear of the unit to match the type of connected computer.

→ Take a look at the Connection Examples.

4. Turn on the computer.
5. Turn on the AT-10S.
6. Make the settings for baud rate (transmission speed) for the computer and the software.

→ For more information, refer to the documentation for the computer you are using.

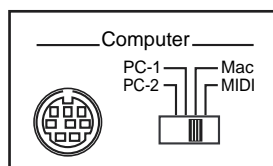
7. You should also make the settings for the MIDI send channel (p. 54).

○ Connection Examples:

○ Connection with an Apple Macintosh computer

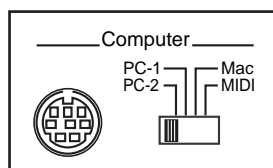
Use a computer cable (sold separately) to connect the Computer connector on the AT-10S to the modem port (or printer port) on the Apple Macintosh. Set the Computer switch to “Mac.”

Use “PatchBay” on the Apple Macintosh to set the interface type (the clock speed for the MIDI interface) to “1 MHz.”



○ Connection with an IBM PC

Use a computer cable (sold separately) to connect the Computer connector on the AT-10S to the COM1 or COM2 serial port on the IBM PC. Set the Computer switch to “PC-2.”



If You're Using MIDI

● About MIDI

MIDI stands for "Musical Instrument Digital Interface," and is a unified standard for the exchange of performance data and other information between electronic instruments and computers.

The AT-10S is equipped with MIDI connectors and a Computer connector to let it exchange performance information with external devices. These connectors can be used to connect the AT-10S to an external device for even greater versatility.

● About MIDI Connectors

The AT-10S has two kinds of MIDI connectors. Connecting these to the MIDI connectors on a MIDI instrument makes it possible for the two instruments to control each other.

For instance, you can output sound from the other instrument or switch tones on the other instrument. You should also set the MIDI send channel as needed.

○ MIDI Out Connector

Only the notes played on the keyboard, movements of the Damper pedal and Expression data will be transmitted to the external MIDI connector.

○ MIDI In Connector

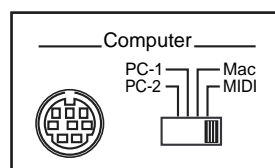
Performance messages from an external MIDI device are received here.

These incoming messages may instruct the receiving MIDI instrument to play sounds or switch tones.

The AT-10S contains two sound generators: one sound generator for its own keyboards and one GS sound generator (p. 67). Normally, musical data transmitted from an external device to the MIDI In connector is sent to the GS sound generator.

■ Connecting the AT-10S to a MIDI Instrument

1. Turn off the AT-10S.
2. Set the Computer switch on the rear of the AT-10S to "MIDI."

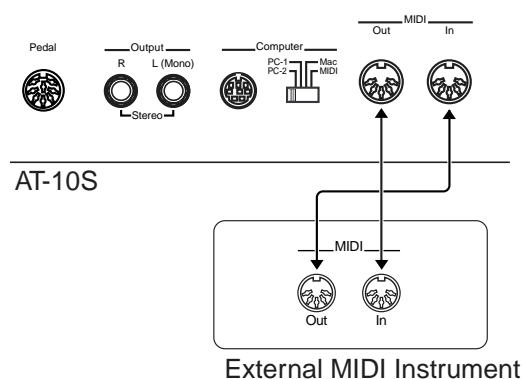


* When the AT-10S is powered up, the setting doesn't change until the power is reset, even if the computer switch is operated.

3. Use a MIDI cable (sold separately) to connect the MIDI connector on the external instrument to the MIDI connector on the AT-10S.
4. Turn on the external MIDI device and AT-10S.
5. You should also set the MIDI send channel as needed.

Connection Example:

○ Connecting the MIDI Device



Troubleshooting

When you press the [Power] switch, the power doesn't come on.

- Power cord is not connected correctly (p. 14).

No sound is heard.

- The [Master Volume] knob is set too low (p. 14).
- Headphones are connected (p. 15).
When you connect the headphones, the sound is heard only through the headphones.
- The volume of each Part Balance button is set too low (p. 23).
- The volume is set too low on the Expression Pedal (p. 32).
- You do not have a voice selected (p. 20).
Voices that have their button indicator lit can be played.

No sound is heard (when a MIDI instrument is connected).

- The power of the connected external devices is not turned on (p. 57).
- The Computer switch on the rear of the unit is not set to "MIDI" (p. 57).

Expression Pedal does not operate

- The Expression Pedal will not function while playing back performance data (SMF music data) from a device other than the Atelier series.
- The function of the Expression Pedal during recording (p. 51) or the function during playback (p. 52) has been set to "COMPOSER."

When the Human Voice "Jazz Scat" is selected, playing dynamics do not change the sound

- The Utility menu item "Initial Touch" is turned OFF (p. 48).

Rotary effect is not be applied.

- Some sounds do not allow the rotary effect to be applied (p. 30, p. 62).

Even though you press only one key, a multiple number of notes sound.

- Harmony Intelligence is at ON (p. 28).
- Chord Intelligence is turned ON.
When you press the [One Touch Program] button, lighting its indicator, the Chord Intelligence function is turned on. When you use the Chord Intelligence function, you can sound a chord by pressing only some of the notes that make up the chord, without having to press all notes of that chord in the Lower keyboard.

Automatic Accompaniment sounds odd

- The keys for a chord were not pressed simultaneously.
- When performance data from a device other than the AT-10S is being played together with the Automatic Accompaniment, the Automatic Accompaniment may not be sounded correctly.

Rhythm sounds odd

- When performance data from a device other than the AT-10S is being played together with the Automatic Accompaniment, the Rhythm performance may not be sounded correctly.

Pitch is off.

- Transpose is in effect (p. 31, p. 49).
- The tuning is incorrect (p. 54).

Performance data cannot be played back

- While the Function menu appears in the display (with the exception of Channel Mute and Play Transpose), playback is not allowed. If you wish to playback performance data, press the [Function] button once again to exit the Function menu (p. 48).

Recording is not possible

- While the Function menu appears in the display (with the exception of Channel Mute and Play Transpose), recording is not allowed. If you wish to record performance data, press the [Function] button once again to exit the Function menu (p. 48).

Lyrics are not indicated properly in the display

- With some music files, the lyrics cannot be displayed correctly.
- If you press a button while the lyrics are being shown in the display, the lyrics will disappear. To recall them, press the [Play] button.

The recorded performance has disappeared

- Any performance that has been recorded is deleted when the power to the unit is turned off. A performance cannot be restored once it's been deleted, so be sure to save it on a floppy disk before you turn off the power (p. 43).

The bass note of the Automatic Accompaniment does not sound

- When a voice is selected for the Pedal Bass part, the bass of the Automatic Accompaniment will not sound.

When you started a Rhythm with an Intro, the Rhythm did not sound

- Some Rhythms do not have rhythm sounds in the intro.

MIDI messages received at MIDI In are not sounded

- The Computer switch is not set to “MIDI” position (p. 57).
- The Computer switch was set to “MIDI” after the power was turned on.
Turn off the power, and then turn the power on once again.

Sound is distorted / cracked

- The Part Balance volume of each part is too high (p. 23).
- The Reverb volume has been raised when the volume of each Part Balance button is already raised.
Either lower the Reverb volume, or adjust the Part Balance of each part (p. 23).
- The [Master Volume] knob has been used to raise the overall volume excessively (p. 14).

Some keys (of certain keyboard parts) sound strange

- You've assigned the same voice, using the same range, to multiple parts.

When playing the same sound in the Upper keyboard and Lower keyboard, the volume is different

- On one of the keyboards, “Initial Touch” is turned ON (p. 48).

Lower keyboard cannot be heard

- The Lower keyboard will not produce sound while an Intro or Ending is being played.

The sound is not played correctly

- If you layer the same type of sound (for example, Strings1 and Strings5), the timing at which you play a note or the phrase relationship between the two sounds may affect the way in which the sounds are heard, but this is not a malfunction.

Can't play the demo songs

- A floppy disk is inserted in the disk drive.
In order to play the demo song, you must remove the floppy disk from the disk drive (p. 17).

Display Messages

■ E.00

Copy Protected.
Can't Save

Meanings:

- To protect the copyright, this music file cannot be saved as SMF format.
- When you want to save as Atelier format, you can save only original disk.

■ E.01

Can't Save
This Song.

Meanings:

- You can only play the music data. It cannot be saved on a floppy disk or internal memory.

■ E.02

Write Protected
Disk

Meanings:

- The protect tab on the floppy disk is set to the Protect position.
Change it to the Write position and repeat the procedure.

■ E.03

Master Disk

Meanings:

- This floppy disk cannot store the format or save any data.
Insert a different disk and repeat the procedure.

■ E.05

Read Only Song.
Can't Save

Meanings:

- A new song cannot be saved onto this floppy disk.

■ E.10

No Disk

Meanings:

- No floppy disk is connected to the disk drive. Insert the disk correctly, and repeat the procedure.

■ E.11

Disk Full

Meanings:

- There is not sufficient space left on the floppy disk for the data to be saved. Save the data onto a different floppy disk or delete music data on the disk.

■ E.12

Unknown Disk

Meanings:

- The floppy disk inserted into the disk drive cannot be read.
Please format the floppy disk.

■ E.13

Disk Ejected

Meanings:

- The floppy disk was removed from the disk drive while loading or writing was in progress. Insert the floppy disk and repeat the procedure.

■ E.14

Damaged Disk

Meanings:

- This floppy disk is damaged and cannot be used. Insert a different disk and repeat the procedure.

■ E.15

Can't Read

Meanings:

- This song cannot be read.

■ E.16

Can't Play

Meanings:

- It cannot be read the floppy disk quickly enough. Press the [Reset] button, then press the [Play] button to play the song.

■ E.30

Memory Full

Meanings:

- The performance data is excessively large, and cannot be loaded.
- Since the internal memory is full, recording is not possible.

■ E.40

MIDI Buffer Full

Meanings:

- The AT-10S cannot deal with the excessive MIDI data sent from the external MIDI device. Reduce the amount of MIDI data sent to the AT-10S.

■ E.41

Communication
Error

Meanings:

- A MIDI cable or computer cable has been disconnected. Connect it properly and securely.

■ E.43

Computer I/F
Error

Meanings:

- The Computer Switch is set to a wrong position or the computer is set wrongly. Switch off the AT-10S then set the Computer Switch to the correct position and set the computer correctly. After that, switch on the AT-10S again.

■ E.51

Memory Error

Meanings:

- There is something wrong with the system. Repeat the procedure from the beginning.

■ Others

Internal Memory
Near Limit

Meanings:

- The AT-10S is warning you that its memory will soon become full to capacity, so not much more recording can be done.

Clear Song Sure?
Yes:REC No:RST

Meanings:

- To carry out the procedure, you first need to erase performance data in the AT-10S. This message asks you to confirm that you don't mind doing this. To erase the data, press the [Rec] button. When you do not want to erase it, press the [Reset] button then save the data on disk.

Overwrite Song ?
Yes:REC No:RST

Meanings:

- There already is performance data having the same name on the disk. To replace the existing data with the new version, press the [Rec] button. To save it as a separate new file, press the [Reset] button first. Then, after changing the name, save it on disk.

Voice List

A11	Full Organ1	*1	K31	E.Piano1	R31	Oboe
A12	Full Organ2	*1	K32	E.Piano2	R32	Bassoon
A13	Full Organ3	*1	K41	Harpsichord	R41	Clarinet
A14	Full Organ4	*1	L11	Accordion	R51	Shakuhachi
B11	Jazz Organ1	*1	L12	Bandoneon	S11	Synth. Lead1
B12	Jazz Organ2	*1	L21	Harmonica	S12	Synth. Lead2
B13	Jazz Organ3	*1	M11	Nylon-str.Gt	T11	Organ Bass1
B14	Jazz Organ4	*1	M22	12str Guitar	T31	String Bass
B21	Rock Organ1		M24	Ac.Gtr Sld		
C12	Lower Organ2	*1	M31	Jazz Guitar		
D11	Pipe Organ1		M41	Overdrive Gt		
D12	Pipe Organ2		N11	Hawaiian Gt.		
D13	Pipe Organ3		N12	Banjo		
D21	Diapason 8'		N13	Mandolin		
E11	Theater Or.1		N21	Harp		
E12	Theater Or.2		N31	Sitar		
E13	Theater Or.3		O11	Vibraphone		
G11	Strings1		O12	Glockenspiel		
G15	Strings5		O13	Celesta		
H11	Slow Str.1		O21	Marimba		
H21	Synth. Str.1		O22	Xylophone		
H31	Synth. Pad1		O31	Tubular-bell		
I11	Violin		O41	Steel Drums		
I12	Viola		P11	Tp. Section		
I13	Cello		P21	Fr.Horn Sect		
I14	Pizzicato		P31	Sax.Section		
J11	Jazz Scat		P41	Synth. Brass		
J12	Pop Voice		Q11	Trumpet		
J13	Jazz Doo		Q21	Mute Trumpet		
J14	Jazz Doot		Q31	Trombone		
J15	Jazz Dat		Q41	Flugel Horn		
J16	Jazz Bap		Q51	Soprano Sax		
J17	JazzDowfall		Q61	Alto Sax		
J21	Choir		Q71	Tenor Sax		
K11	Grand Piano		R13	Flute3		
K21	Honky-tonk		R22	Pan Flute		

*1: Rotary: effective

Rhythm List

[Big Band/Swing]

BigBandSwing
Organ Swing
Big Serenade
Big Band
A Cappella
Combo

[Country/Oldies]

70's 1
OldtimeCntry
Hoedown
Twist
50's Pop 1
CountryWaltz

[Contempo/Ballad]

Michael'sPop
Soft Ballad
Raindrops
Swing Pop
Love Songs
Love Romance
Easy Listen1

[Latin]

Bossa Nova 1
Samba Rio
Salsa
Rhumba
Mambo
Tango 1

[Waltz/March]

Broadway
Slow Waltz
Summer Days
March 4/4
March 6/8

[Trad/Acoustic]

Soft Gospel
Hawaiian
Dixieland
G.Pop
P.Slow

Chord List

● symbol : Indicates the constituent note of chords.

★ symbol : When you press the [One Touch Program] button to turn the One Touch Program function on (indicator lit), chords indicated by a “★” symbol can be played simply by pressing the note marked with the “★” symbol.

C	C#	D	E \flat	E	F
CM7	C#M7	DM7	E \flat M7	EM7	FM7
C7	C#7	D7	E \flat 7	E7	F7
Cm	C#m	Dm	E \flat m	Em	Fm
Cm7	C#m7	Dm7	E \flat m7	Em7	Fm7
Cdim	C#dim	Ddim	E \flat dim	Edim	Fdim
Cm7 (b5)	C#m7 (b5)	Dm7 (b5)	E \flat m7 (b5)	Em7 (b5)	Fm7 (b5)
Caug	C#aug	Daug	E \flat aug	Eaug	Faug
Csus4	C#sus4	Dsus4	E \flat sus4	Esus4	Fsus4
C7sus4	C#7sus4	D7sus4	E \flat 7sus4	E7sus4	F7sus4
C6	C#6	D6	E \flat 6	E6	F6
Cm6	C#m6	Dm6	E \flat m6	Em6	Fm6

F#	G	A \flat	A	B \flat	B
F#M7	GM7	A \flat M7	AM7	B \flat M7	BM7
F#7	G7	A \flat 7	A7	B \flat 7	B7
F#m	Gm	A \flat m	Am	B \flat m	Bm
F#m7	Gm7	A \flat m7	Am7	B \flat m7	Bm7
F#dim	Gdim	A \flat dim	Adim	B \flat dim	Bdim
F#m7 (\flat 5)	Gm7 (\flat 5)	A \flat m7 (\flat 5)	Am7 (\flat 5)	B \flat m7 (\flat 5)	Bm7 (\flat 5)
F#aug	Gaug	A \flat aug	Aaug	B \flat aug	Baug
F#sus4	Gsus4	A \flat sus4	Asus4	B \flat sus4	Bsus4
F#7sus4	G7sus4	A \flat 7sus4	A7sus4	B \flat 7sus4	B7sus4
F#6	G6	A \flat 6	A6	B \flat 6	B6
F#m6	Gm6	A \flat m6	Am6	B \flat m6	Bm6

Glossary

Arrangement

This refers to changes that have been made in an original tune, by adding a new accompaniment or by changing the instruments used.

Automatic Accompaniment

Automatic Accompaniment is automatic accompaniment when just a few keys in the lower section of the keyboard are pressed to specify the chord.

Basic Chord

This refers to the most commonly used types of chord, which are generally the following six types: major chords, minor chords, minor seventh chords, minor seventh (b5) chords, dominant seventh chords, and diminished seventh chords.

Chord

Notes of two or more pitches sounded simultaneously. Chords consisting of three notes are called “triads,” and are the most basic type of chord.

Ending

This is the last part of the accompaniment. When you stop playing the Automatic Accompaniment, the AT-10S plays an Ending appropriate for the Rhythm.

Glide

An effect that temporarily lowers the pitch and then gradually returns it to normal.

Intro

This is the introductory portion of an Automatic Accompaniment performance. The AT-10S plays an intro ideally suited to each Rhythm when it starts playing the Automatic Accompaniment.

Panel Settings

Settings such as sound selections, tempo, Rotary fast/slow.

Reverb

An effect that simulates the reverberation of a room or concert hall.

Root Note

The root note is the basis of a chord. All chords are built on a root note, which is the part of the chord name given in uppercase letters.

Rotary

An effect which simulates the modulation given to the sound when a rotating speaker is used. The Rotary effect produces two types of modulation: fast or slow.

Voice

The AT-10S is able to produce the sounds of various instruments. These sounds are called “Voices.”

About ATELIER Series Sound Generator

The ATELIER series come equipped with GM2/GS sound generators.

General MIDI

The General MIDI is a set of recommendations which seeks to provide a way to go beyond the limitations of proprietary designs, and standardize the MIDI capabilities of sound generating devices. Sound generating devices and music files that meets the General MIDI standard bears the General MIDI logo. Music files bearing the General MIDI logo can be played back using any General MIDI sound generating unit to produce essentially the same musical performance.

General MIDI 2

The General MIDI 2 is a set of recommended specifications that provide detailed definitions for functionality such as sound editing and effects that had not been defined in the General MIDI, and extend the sound map to allow a higher degree of performance expression and compatibility. Since the General MIDI 2 is compatible with the General MIDI, it is capable of reliably playing back music files bearing the General MIDI logo.

GS format

The GS Format is Roland's set of specifications for standardizing the performance of sound generating devices. In addition to including support for everything defined by the General MIDI, the highly compatible GS Format additionally offers an expanded number of sounds, provides for the editing of sounds, and spells out many details for a wide range of extra features, including effects such as reverb and chorus.

Designed with the future in mind, the GS Format can readily include new sounds and support new hardware features when they arrive.

Since it is upwardly compatible with the General MIDI, Roland's GS Format is capable of reliably playing back GM Scores equally as well as it performs GS music files (music files that have been created with the GS Format in mind).

This product supports both the General MIDI and the GS Format, and can be used to play back music data carrying either of these logos.

SMF with Lyrics

"SMF with Lyrics" refers to SMF (Standard MIDI File) that contains the lyrics. When music files carrying the "SMF with Lyrics" logo are played back on a compatible device (one bearing the same logo), the lyrics will appear in its display.

MIDI Implementation Chart

Function...	Transmitted	Recognized	Remarks	
Basic Channel Default Changed	12 (Lower) 13 (Upper) 14 (Pedal Bass) 16 (Expression) 1-16	1-16		
Mode Default Messages Altered	x x *****	Mode 3 Mode 3, 4(M=1)	* 4	
Note Number : True Voice	32-103 *****	0-127 0-127		
Velocity Note ON Note OFF	O x 8n v=64 *1	O x		
After Touch Key's Ch's	x x	O O	*2 *2	
Pitch Bend	x	O	*2	
Control Change	0, 32 x 1 x 5 x 6, 38 x 7 x 10 x 11, 43 O 64 x 65 x 66 x 67 x 84 x 91 x 93 x 98, 99 x 100, 101 x	O O O O O O O O O O O O O O O O O O O O	*3 *2 *2 *2 *2 *3 *3 *3 *2 *2 *2 *2 *2 *3 *3 *3 *3 *3 *2	Bank select Modulation Portamento time Data entry Volume Panpot Expression Hold 1 Portamento Sostenuto Soft Portamento control Effect1 depth Effect3 depth NRPN LSB, MSB RPN LSB, MSB
Prog Change : True #	x *****	O 0-127	*3 Program number 1-128	
System Exclusive	x	O		
System Common : Song Pos : Song Sel : Tune	x x x	x x x		
System Real Time : Clock : Commands	O O	x x		
Aux Message : All sound off : Reset all controllers : Local Control : All Notes OFF : Active Sense : Reset	x x x x O x	O (120, 126, 127) O x O (123-125) O x		
Notes	* 1 O x is selectable. * 2 O x is selectable by SysEx. * 3 Recognize only GS Part. * 4 Recognize as M=1 even if M≠1.			

Mode 1 : OMNI ON, POLY Mode 2 : OMNI ON, MONO
Mode 3 : OMNI OFF, POLY Mode 4 : OMNI OFF, MONO

O : Yes
X : No

Main Specifications

AT-10S:Music Atelier

Keyboard

Upper 49 Keys Lower 49 Keys;
Pedalboard 13 notes

Voices (80 Voices)

Upper Organ:
Full, Jazz, Pipe, Theater

Upper Orchestral:
Strings, Piano, Brass, Sax, Flute, etc.

* Any one of the 80 voices (except the preset ones) can be assigned to Upper Orchestral [Others] button.

Lower:
Lower, Strings, Piano, Pipe, Choir, Brass

Pedal:
Organ, String

Rhythms (35 Rhythms, Variation/Original)

Big Band/Swing, Country/Oldies, Contempo/Ballad,
Latin, Waltz/March, Trad/Acoustic, etc.

Number of accompaniment/SMF play voices

226 Voices

Effects

Rotary Slow/Fast (applies only to the Full and Jazz organ sounds), Reverb, Sustain (applies only to the pedal; cannot be changed), Glide

Harmony Intelligence

Traditional, Octave 1

Arranger function

Arranger (when One Touch Program is on), Start/Stop, Intro/Ending, Sync Start (when One Touch Program is on), Fill In (Variation/Original), One Touch Program

Composer

Note Storage: approx. 40,000 notes
Song Length: max. 999 measures
Tempo: Quarter note = 20 to 250
Resolution: 120 ticks per quarter note
Recording: Realtime

Storage: 3.5 inch micro floppy disk

Disk format:
720 K bytes (2DD), 1.44 M bytes (2HD)

Songs:
max. 56 (2DD), max. 99 (2HD)

Rated power output

20 W x 2

Speakers

full-range: 20 cm x 2

Display

16 characters, 2 lines (backlit LCD)

Disk drive

3.5 inch micro floppy disk drive (2DD/2HD)

Pedals

Expression pedal
Left foot switch

Connectors

Phones jack (Stereo)
AC inlet
Pedal connector
MIDI connectors (In/Out)
Audio output jacks (L (Mono)/R)
Computer connector

Power supply

AC 117 V, AC 230 V or AC 240 V

Power consumption

80 W (AC 117 V)
65 W (AC 230 V)
65 W (AC 240 V)

Finish

Simulated Rosewood

Main Specifications

Dimensions

Console (Including music rest):

1160 (W) x 546 (D) x 419 (H) mm

45-11/16 (W) x 21-1/2 (D) x 16-1/2 (H) inches

Stand (Including Pedalboard):

1171 (W) x 480 (D) x 746 (H) mm

46-1/8 (W) x 18-15/16 (D) x 29-3/8 (H) inches

Total (Including music rest and Pedalboard):

1171(W) x 546 (D) x 1165 (H) mm

46-1/8 (W) x 21-1/2 (D) x 45-7/8 (H) inches

Weight

Console: 35.0 kg / 77 lbs 3 oz

Stand: 26.0 kg / 57 lbs 6 oz

Total: 61.0 kg / 134 lbs 8 oz

Accessories

Owner's manual

3.5 inch micro floppy disk (2HD) (Blank Disk)

Power Cord

* **In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.**

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Demo Song List

To play the Demo Songs, please refer to “Listening to the Demo Songs” (p. 17).

Song Title	Composer	Player	Copyright
Fast Big Band	Rosemary Bailey	Rosemary Bailey	©2001 Roland Corporation
Organ Swing	Hal Vincent	Hal Vincent	©2001 Roland Corporation
Soft Gospel	Ric Iannone	Ric Iannone	©2001 Roland Corporation
Acoustic	Ric Iannone	Ric Iannone	©2001 Roland Corporation
Big Band	Ric Iannone	Ric Iannone	©2001 Roland Corporation
Jazz Scat	Ric Iannone	Ric Iannone	©2001 Roland Corporation
TheaterOrgan	Jonas Nordwall	Jonas Nordwall	©2001 Roland Corporation

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* *The data for the Demo song that is being played is not available at the MIDI Out connector.*

■ Profile

Hal Vincent

Hal consistently delights his audiences with his keyboard artistry. He is equally at home on either the organ, piano, or electronic keyboard. Around the world, his concerts generate the often heard comment “...we loved it because he plays our kind of music.” This is another of Hal’s special skills: a knack for knowing just what music to play on any occasion. An extensive repertoire combined with more than 30 years of world touring have netted Hal rave reviews while affording him the opportunity to work with some of the top names in show business. Hal has recorded several albums and published books of organ arrangements while establishing himself as an excellent clinician and teacher.

Jonas Nordwall

A native of Portland, Mr. Nordwall received his Bachelor of Music Degree in 1970 from the University of Portland studying with Arthur Hitchcock. Additional study was done with Frederick Geoghegan, the noted English/Canadian organist. As a teenager, Jonas had the privilege to study with Richard Ellsasser, one of the greatest virtuoso organists of this century.

Besides serving as Director of Music for the First United Methodist Church in Portland, Oregon and as the Organist for the Oregon Symphony Orchestra.

He has been a featured recitalist for national conventions of the American Theatre Organ Society and was Organist of the year for 1987.

Ric Iannone

Ric Iannone began playing the piano and accordion at the age of two and a half. By the time he was seven, he was performing public and private engagements with his musician father. For more than 20 years Ric has performed and traveled extensively throughout the United States and Europe, delighting audiences with his unique playing style and music arrangements. He is equally comfortable playing the organ, piano or keyboard, as a concert artist and product demonstrator.

Rosemary Bailey

Rosemary Bailey began playing the piano at the age of five, performing strictly classical music. She soon diversified and incorporated jazz and traditional popular styles in her repertoire. By the time she was nine years old, Rosemary had begun touring throughout the United States.

Concurrently, she maintained a weekly radio show, The Rosemary Bailey Show, broadcast from Chicago.

Rosemary has performed with many name artists including Victor Borge and Peter Nero as well as the Duke Ellington Orchestra. She was also featured soloist with the Chicago Symphony under the direction of Dr. Leon Stein.

At home on electronic as well as pipe organs, her concert schedule has taken her to such countries as Japan, South Africa, Canada, Italy, Spain, England, Holland, Denmark, Portugal, Germany and Australia.

Rosemary’s unique arrangements involve the marriage of her classical and popular music background. Perfect pitch enables her to effortlessly field requests from the audience and adds spontaneity to all her programs.

Rosemary has developed a following of musical devotees wherever she performs and her numerous recordings are sought after by young and old alike.

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- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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For the USA

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For Canada

AVIS

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