Roland®

GENERAL **mIDI2** **GS** **XG** *V-LINK*

EXR-40 OR
ORIENTAL INTERACTIVE ARRANGER

Owner's Manual

Roland

EXR-40 OR
ORIENTAL INTERACTIVE ARRANGER

GENERAL midi2 GS XG XGlite V-LINK

Owner's Manual

Thank you for choosing a Roland EXR-40 OR Interactive Arranger, a novel keyboard with a superior Roland sound source, an intuitive user interface, a USB port, V-LINK compatibility and a host of other useful functions.

To get the most out of the EXR-40 OR and to ensure many years of trouble-free service, we urge you to read through this Owner's Manual thoroughly.

To avoid confusion, let's agree to use the word "button" for all keys on the front panel, and use "key" only when referring to the EXR-40 OR's keyboard.

Before using this instrument, carefully read the "Important notes" (p. 7). They provide information concerning the proper operation of the EXR-40 OR. Be sure to keep this manual in a safe place for future reference.

1. Features

Superior sound source

The EXR-40 OR's sounds are based on full-length (uncompressed) waveforms, which is unique in this price range. This produces vibrant, realistic sounds quite unlike anything you would expect from a budget-friendly arranger keyboard. The EXR-40 OR's tone generator is 64-voice polyphonic.
Combined with the new amplification system and Digital Bass Enhancer function, the EXR-40 OR sounds truly amazing, with a clear high end and a powerful low range.

Lock functions

The EXR-40 OR is equipped with five buttons that allow you to filter various settings from the User Programs you recall. This allows for a more flexible and efficient use of your registrations, because settings you do not need in a given situation can be ignored.

Flash memory and USB

The EXR-40 OR comes with 99 Music Styles in ROM (73 oriental, 26 western), 99 additional Music Styles and several Standard MIDI Files. The additional Styles and SMFs reside in the EXR-40 OR's Flash memory area, whose contents can be expanded and managed via a USB connection with your PC or Macintosh computer.

New concept

The EXR-40 OR is 19-part multitimbral, with 3 parts that can be played via the keyboard (Main, Split and Dual). The Main part can be used to play melodies or for drumming, while the Split and Dual parts allow you to quickly add a second sound to your solo playing.
Furthermore, the EXR-40 OR provides a new selection routine for Music Styles, Tones, songs, and User Programs: the FAMILY ◄► buttons can be used for selecting specific groups, while the SELECT ◄► buttons allow you to choose a setting within the selected group.

Excellent Arranger

The EXR-40 OR comes loaded with 198 Music Styles prepared by Roland's legendary Style foundry. As usual, several patterns are available (INTRO, ORIGINAL, VARIATION, FILL and ENDING), with additional options via the BAND ORCHESTRATOR buttons.

3 scale memories plus User Program-dependent scale settings

The EXR-40 OR is Roland's first arranger keyboard to provide 3 scale memories (for oriental tunings) and the possibility to save the currently used tuning settings in a User Program. That way, each of the 200 User Program memories could use a different tuning system.

And much, much more...

A metronome and several educational functions are provided, while three digital effects processors (Reverb, Chorus and MFX) can be used to further enhance the already amazing sound quality.
The EXR-40 OR can play back GM, GM2, GS and XG song data, so that you can virtually use any Standard MIDI File available at your Roland dealer or on the Internet.
Note: The EXR-40 OR supports XG Light and therefore only provides the basic set of compatible functions.

The EXR-40 OR is also equipped with a floppy disk drive (2DD/2HD) for data management and importing Music Styles prepared for older Roland arranger instruments.

Have fun!

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 instrument, 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 EXR-40 OR, 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 EXR-40 OR 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.

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

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

- The instrument should only be connected to a power supply of the type described in the operating instructions, or as marked on the adapter supplied with the EXR-40 OR.

⚠WARNING

- Do not excessively twist or bend the adapter's 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!

- This instrument, 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 rules essential for the safe operation of the EXR-40 OR.

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

- Do not force the EXR-40 OR's adapter 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.

⚠ WARNING

- Before using the EXR-40 OR 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

- The EXR-40 OR should be located so that its location or position does not interfere with its proper ventilation.

- This unit for use only with Roland keyboard stand KS-12. Use with other stands is capable of resulting in instability causing possible injury.

- Always grasp only the plug on the adapter 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 out of the reach of children.

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

- Never handle the adapter's 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. Make sure to have a firm grip, to protect yourself from injury and the instrument from damage.
  - Disconnect the adapter.
  - Disconnect all cords coming from external devices.
  - Remove the music stand.

- Before cleaning the unit, turn off the power and unplug the adapter from the outlet.

- Whenever you suspect the possibility of lightning in your area, disconnect the adapter from the outlet.

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

Contents

2. Important notes

In addition to the items listed under "Using the unit safely" (p. 3), please read and observe the following:

Power supply

- Do not use this instrument on the same power circuit with any device that will generate line noise (such as an electric motor or variable lighting system).
- Before connecting the EXR-40 OR 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 EXR-40 OR near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this instrument or move it further away from the source of interference.
- This instrument may interfere with radio and television reception. Do not use it 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 (handling the floppy disk drive)".
  - Do not place the unit near devices that produce a strong magnetic field (e.g., loudspeakers).
  - Install the EXR-40 OR on a solid, level surface.
  - Do not move the unit or subject it to vibration while the drive is operating.
- Do not expose the EXR-40 OR to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the instrument.
- 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 objects to remain on top of the EXR-40 OR. This can be the cause of malfunction.

Maintenance

- For everyday cleaning wipe the EXR-40 OR with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a mild, non-abrasive detergent. Afterwards, be sure to wipe the instrument thoroughly with a soft, dry cloth.
- Never use benzene, thinner, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Repairs and data

- Please be aware that all data contained in the instrument's memory may be lost when it is sent for repairs. In certain cases (such as when circuitry related to memory itself is out of order), we regret that it may not be possible to restore the data. Roland assumes no liability concerning such loss of data.

Additional precautions

- Please be aware that the memory contents can be irretrievably lost as a result of a malfunction, or the improper operation of the instrument.
- Use a reasonable amount of care when using the instrument's buttons, other controls, and jacks/connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting/disconnecting 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 instrument during normal operation. This is perfectly normal.
- To avoid disturbing your neighbors, try to keep the instrument's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially late at night).
- When you need to transport the instrument, package it in the box (including padding) that it came in. Otherwise, you will need to use equivalent packaging materials, or a flightcase.
- Use only a recommended footswitch (DP-2, DP-6, sold separately). By connecting any other footswitch, you risk causing malfunction and/or damage to the EXR-40 OR.

- When the EXR-40 OR is used at excessive volumes, the protection system of its power amplifier stage may come on and mute the speakers. In that case, reduce the volume setting and wait a few seconds.

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 range: upward, 2°; downward, 18°.
- Avoid using the EXR-40 OR 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 EXR-40 OR 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 switching the instrument on or off.
- 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 magnetic coating. 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°~50°C (50°~122°F).

  - Do not expose floppy disks to strong magnetic fields, such as those generated by loudspeakers.

  - Floppy disks have a "WRITE" 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.

Rear side of the disk

WRITE
(you can save data to the disk)

Protect tab

PROTECT
(you cannot save data)

- Disks containing important performance data for this instrument should always be locked (have their write protect tab slid to the PROTECT position) before you insert them into the drive of another instrument.

- The identification label should be firmly affixed to the disk. If the label comes loose while the disk is in the drive, it may be difficult to remove the disk.

- Put the disk back into its case for storage.

Liability and copyright

- Should data contained and stored on a floppy disk be lost, it is unfortunately impossible to restore them. Roland Europe S.p.a. assumes no liability concerning such loss of data.

- Unauthorized recording, distribution, sale, lending, public performance, broadcasting, or the like in whole or in part, of a work (musical composition, video, broadcast, public performance, or the like) whose copyright is held by a third party is prohibited by law.

- Do not use this unit for purposes that could infringe on a copyright held by a third party. Roland assumes no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this unit.

3. Panel descriptions

Front panel
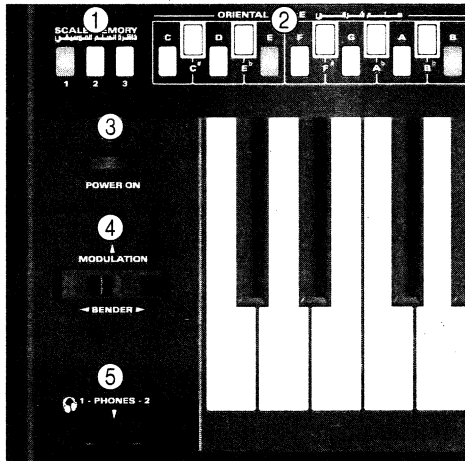
① **SCALE MEMORY buttons**
These three buttons allow you to save and recall the tuning settings carried out with the ORIENTAL SCALE buttons. When the EXR-40 OR is shipped, these memories already contain useful settings (that will be recalled whenever you initialize your EXR-40 OR).
Note: The settings of the ORIENTAL SCALE buttons are also saved to a User Program, so that you can use these three memories for more "general" settings.

② **ORIENTAL SCALE buttons**
These buttons allow you to change the tuning of each note of the scale. By default, pressing one of these buttons will lower the corresponding notes in all octaves by a quarter tone (–50 cents). Other tunings can also be selected and saved to one of the three scale memories (see above) or a User Program.

③ POWER ON **button**
Press this button to switch the EXR-40 OR on and off.
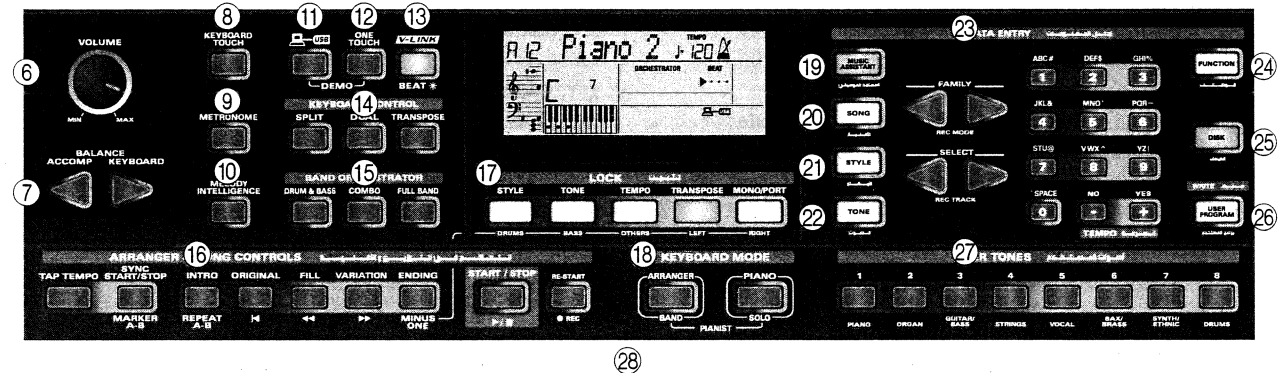
④ **BENDER/MODULATION lever**
By performing left/right movements, you can bend your solo notes down (left) or up (right). Press this lever towards the rear of the instrument to add modulation (usually vibrato) to the notes you are playing.

⑤ **PHONES 1/2 sockets**
This is where you can connect two pairs of optional headphones (Roland RH-25, RH-50 or RH-120). By doing so, you switch off the EXR-40 OR's speakers.

⑥ VOLUME **knob**
Use this knob to set the global volume of your EXR-40 OR.

⑦ **BALANCE** ACCOMP KEYBOARD **buttons**
Use the BALANCE buttons to change the volume of the corresponding section (accompaniment/song, or the parts you play on the keyboard).

⑧ KEYBOARD TOUCH **button**
Press this button to switch the keyboard's velocity sensitivity on or off. When it is switched off, you can specify the fixed velocity value that should be used for all notes you play.

⑨ METRONOME **button**
This button allows you switch the metronome on and off. Holding it for more than one second calls up a FUNCTION parameter you can set.

⑩ MELODY INTELLIGENCE **button**
This button allows you to switch the Melody Intelligence function on/off. This function adds a harmony part to your melody playing. See p. 27. Holding it for more than one second calls up a FUNCTION parameter you can set for selecting the harmony type.

⑪ USB **button**
This button allows you to select the function of the USB port should perform: (i) mass storage (archiving and retrieving settings to/from a computer) or (ii) USB/MIDI (whereby the USB port has the same function as the MIDI IN and MIDI OUT connectors). See pages 46 and 51 for details.
Press it together with ONE TOUCH to select the EXR-40 OR's demo function (see p. 12).

⑫ ONE TOUCH button
Press this button to select the desired One Touch settings. One Touch memories contain a number of settings that complement the currently selected Music Style. There are two One Touch memories per Music Style. See p. 26.

⑬ V-LINK button
Press this button to take advantage of the EXR-40 OR's V-LINK functionality for controlling video material via certain performance functions and the right-most keys on the EXR-40 OR's keyboard. By using V-LINK-compatible video equipment, visual effects can be easily linked to, and made part of the expressive elements of a performance. By connecting the EXR-40 OR to an optional Edirol DV-7PR or V-4, you can switch images in synchronization with music, or use the EXR-40 OR's performance functions or right-most keys to switch clips, control playback speed, etc.
During song and Music Style playback, this button flashes to indicate the tempo and beats (BEAT function).

⑭ KEYBOARD CONTROL section
Press the SPLIT button to play different sounds with your left and right hands. Press the DUAL button to play two sounds simultaneously.
Use the TRANSPOSE button to transpose the keyboard (see p. 32).

⑮ BAND ORCHESTRATOR section
Press one of these buttons to choose the desired orchestration for the selected Music Style. See page 17.

⑯ ARRANGER & SONG -CONTROLS section
TAP TEMPO button: Press this button at least twice to set the Arranger's or Recorder's playback tempo.
SYNC START/STOP button: This button performs two functions: In Arranger mode (while using the automatic accompaniment), it allows you to switch the SYNC START and SYNC STOP function on and off.
In Song mode, it can be used to specify the beginning ("A") and end ("B") of the passage that should be repeated.
The remaining buttons in this section allow you to control Arranger or Recorder playback. See pages 15 and 19.

⑰ LOCK section
The buttons in this section allow you to filter (ignore) certain settings that are usually recalled when you select a User Program. This allows for a more flexible use of your registrations. See page 45.
When the Minus One function is on, these buttons allow you to quickly mute several Standard MIDI File parts (these mute functions are not available while you are using the Arranger function).

⑱ KEYBOARD MODE section
These two buttons allow you to quickly configure the EXR-40 OR for use with (ARRANGER BAND) or without (PIANO/SOLO) automatic accompaniment. At power-on, the EXR-40 OR selects the PIANO SOLO mode.
Press them simultaneously to activate the PIANO MODE, which allows you to use the EXR-40 OR's Arranger (automatic accompaniment) without splitting the keyboard (see p. 27).

⑲ MUSIC ASSISTANT button
This button allows you to work with pre-programmed registrations (additional User Programs). See p. 26.

⑳ SONG button
This button allows you to select the EXR-40 OR's Song mode and to specify that the INTRO, ORIGINAL, etc., buttons should be used to operate the on-board Recorder.

㉑ STYLE button
Press this button if you want to select Music Styles. By activating this button, you also specify that the INTRO, ORIGINAL, etc., buttons are used for selecting a Style Division, while the numeric buttons can be used to select the desired Style memory.

㉒ TONE button
Press this button if you want to use the FAMILY and numeric buttons for assigning a sound ("Tone") or Drum Set to the Main, Split or Dual part. See p. 30.

㉓ DATA ENTRY buttons
FAMILY and SELECT ◄► buttons: The FAMILY and SELECT ◄► buttons are used to select Tones, Styles, Music Assistant memories, Songs, and Function parameters. The FAMILY ◄► buttons allow you to select a group. You can press them, hold them, or press one while holding the other to change the scrolling speed.

The SELECT ◄► buttons allow you to choose items within the selected group or family. You can press them, hold them, or press one while holding the other to change the scrolling speed. After selecting the last item of the currently selected group, pressing ► again takes you to the first entry of the following group. Conversely, pressing ◄ again after selecting the first entry of a group takes you to the last entry of the preceding group.
Numeric key pad: These buttons allow you to enter numbers (for Tone, Style, Music Assistant memory, song, track selection), values and characters (for entering names).
The TEMPO/DATA ⊟⊞ buttons allow you to set the arranger or Song tempo and the value of the selected FUNCTION parameter.

㉔ FUNCTION button
This button provides access to the FUNCTION menu. You can use the FAMILY and SELECT ◄► buttons to select the desired function.

㉕ DISK button
Press this button to access the Disk functions. They are used for loading data from floppy, saving data to disk, and managing floppy disks. See p. 52.
Note: You can also save and load data via USB.

㉖ USER PROGRAM/WRITE button
Press this button whenever you want to select a User Program (a set of registrations). Press and hold it to save the current panel and parameter settings to a User Program. See page 44.

㉗ USER TONES section
These buttons allow you to select the "best" sound of the indicated family (i.e. the "best" piano, organ, guitar/bass, etc. sound). After pressing one of these buttons, you can use FAMILY ◄► and SELECT ◄► to select other families and other Tones within the active family. (At a later stage, these can be recalled by "double-clicking" these buttons.) You can also assign your favorite sounds to these buttons. See "Using the USER TONES buttons" (p. 30) for details.

㉘ Disk drive, in the middle below the keyboard (not pictured)
This is where you insert floppy disks with Standard MIDI Files or Music Styles you may already own. The drive accepts 2DD (720k) and 2HD (1.44MB) floppy disks.

Rear panel
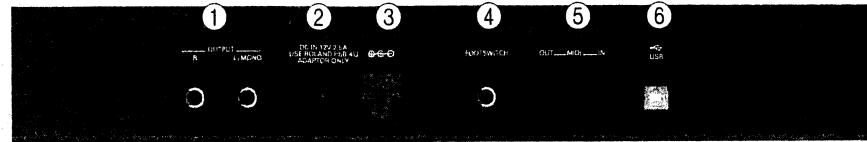
(1) **OUTPUT R, L/MONO sockets**

These sockets allow you to connect the EXR-40 OR to your HiFi amplifier, a mixer, a cassette deck, a keyboard amplifier, etc. If the external amplifier is mono, be sure to connect it to the OUTPUT L/MONO socket.

(2) **DC IN socket**

This is where you need to connect the supplied adapter (PSB-4U).

Note: Be sure to only use the adapter supplied with your EXR-40 OR. Other adapters may damage your Interactive Arranger.

(3) **Cord hook**

After connecting the adapter cable, wind it around the cord hook to the socket's right to prevent accidental power failures.

(4) **FOOTSWITCH socket**

This is where you can connect an optional DP-2, DP-6, or BOSS FS-5U footswitch that allows you to hold ("sustain") the notes you play with your right hand. It can also be used for controlling other parameters (see "FSW° (Footswitch Assign)" (p. 40)).

(5) **MIDI OUT/IN sockets**

Connect the MIDI OUT socket to the MIDI IN jack of your computer (or MIDI instrument) to transfer MIDI data from the EXR-40 OR to the computer or external MIDI instrument. Connect the MIDI IN socket of the EXR-40 OR to the computer's MIDI OUT jack to receive data from the computer.

Note: The EXR-40 OR can also transmit/receive MIDI data via its USB port. To do so, you need to install the appropriate USB drivers from the supplied CD-ROM.

(6) **USB port**

The USB port can be used for transmitting/receiving MIDI messages or for archiving purposes with a computer.

4. First steps

Setting up

The first thing you need to do is connect the supplied PSB-4U adapter to a suitable wall outlet.

(1) Unpack the EXR-40 OR and place it on a stable surface.

(2) Connect the small end of the adapter cable to the EXR-40 OR's DC IN jack, and the other end to a suitable wall outlet.

(3) Press the POWER ON button to switch on the EXR-40 OR.
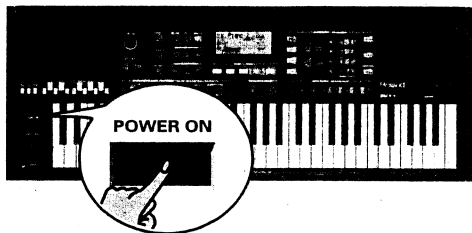
(4) Use the VOLUME knob to set the EXR-40 OR's output volume.
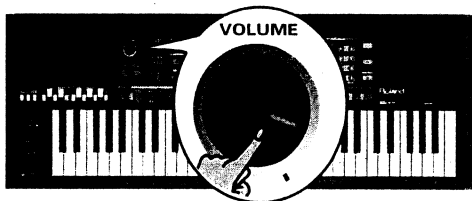
Note: When the EXR-40 OR is used at excessive volumes, the protection system of its power amplifier stage may come on and mute the speakers. In that case, reduce the volume setting and wait a few seconds.

(5) Press POWER ON again to switch the EXR-40 OR back off again.
If you wish to connect the EXR-40 OR to a keyboard or HiFi amplifier, do so before performing step (3) and switch on the amp before performing step (4).

Demo songs

Your EXR-40 OR comes with 1 song demo, 8 Tone demos, and various Style demos.

- The **song demo** illustrates the possibilities of the EXR-40 OR as a whole.
- **Tone demos** show off the EXR-40 OR's amazing sound quality.
- **Style demos** give you an impression of the quality of the on-board Music Styles.

(1) Hold down the USB button while pressing ONE TOUCH.
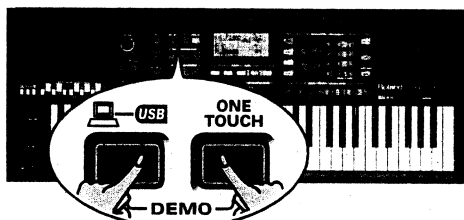
(2) If necessary, use the VOLUME knob to change the playback volume.

(3) Press START/STOP to stop playback.

Playing back a Tone demo song

(1) Press the TONE button.
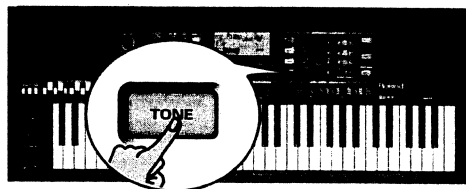
Playback of the Tone demo song starts automatically.

You can now press START/STOP to stop playback of the currently selected Tone song. If you press this button again, the next Tone demo song will be played back.

(2) Press START/STOP to stop Tone demo song playback.

Playback of a Style demo song

(1) Press the STYLE button.
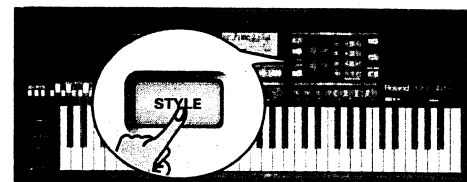
Playback of the Style demo song starts automatically. You can now press START/STOP to stop playback of the currently selected Style demo song. If you press this button again, the next Style demo song will be played back.

(2) Press START/STOP to stop Style demo song playback.

Leaving the Demo mode

(1) Hold down the USB button while pressing ONE TOUCH to leave the Demo mode.

Playing without accompaniment

When you switch on the EXR-40 OR, it selects the PIANO SOLO mode. This means that you can use the EXR-40 OR like a digital piano, or a synthesizer.

The accompaniment function (called "Arranger") and ONE TOUCH button are not available in PIANO SOLO mode, while only the Main part is active.

The EXR-40 OR provides three parts for your live playing (and many more for Arranger backing and Song playback):

Main	As its name suggests, this is the most important part. As long as the Split part is off, the Main part is assigned to the entire keyboard.
Split	When you switch on this part, it is assigned to the left half of the keyboard, while the Main part can be played with your right hand.
Dual	This part can be added to the Main part and is also assigned to the entire keyboard. This allows you to play two sounds simultaneously.

Using the Main part

(1) To activate the Main part and assign it to the entire keyboard, press the PIANO SOLO button.
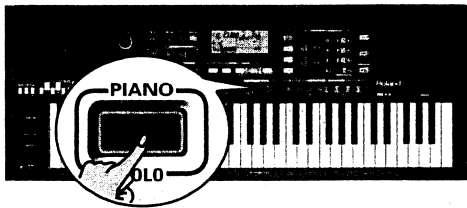
The ARRANGER icon disappears, the Arranger stops (if it was playing), and the EXR-40 OR automatically selects a piano sound for you.

(2) Play a few notes on the keyboard.

(3) If necessary, select another sound by pressing one of the 8 USER TONES buttons. See p. 30 for details.
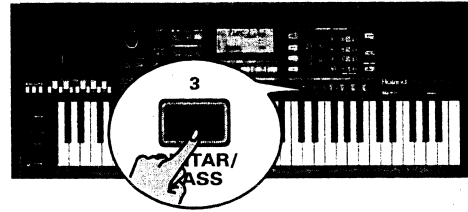
(4) If necessary, you can hold down the TONE button and use BALANCE ACCOMP (softer) or KEYBOARD (louder) to change the Main part's volume.
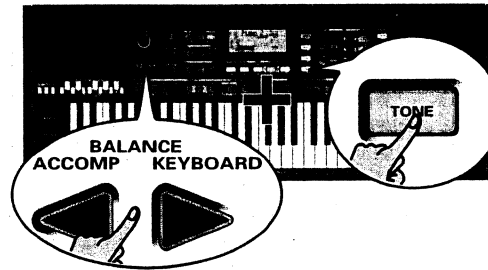
Note: Unlike previous Roland arranger instruments, the EXR-40 OR no longer distinguishes between "melodic" parts and a Manual Drums part. You can therefore also play a Drum Set with the Main part.

Note: You can also press the START/STOP button to add a rhythm accompaniment to your playing. This is based on the currently selected Music Style. See p. 16 for how to select a different one.

Note: See p. 15 and "Automatic playback start (Sync Start & Stop)" (p. 16) for other ways to start Music Style playback (the drums, that is).

Using the Main and Split parts

(1) If you wish to play different sounds with your left and right hands, press the SPLIT button.
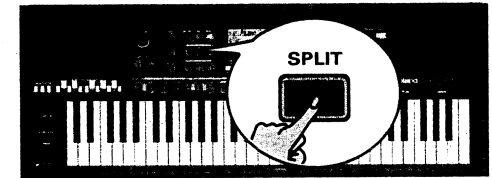
The SPLIT icon appears and the EXR-40 OR now automatically selects a sound for the Split part that complements the sound assigned to the Main part.

(2) Play a few notes on the keyboard.
At first, the keyboard is split at the G3 (note number "55"). If necessary, you can select a different split point. See "KeySplit" (Split point)" (p. 40).
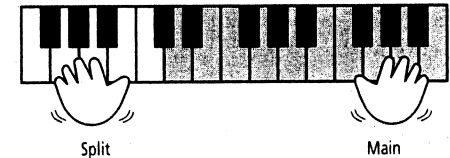
To change the balance between the Main and Split sounds, proceed as follows:

(3) Hold down the SPLIT button and use BALANCE ACCOMP (decrease) or KEYBOARD (increase) to change the Split part's volume.
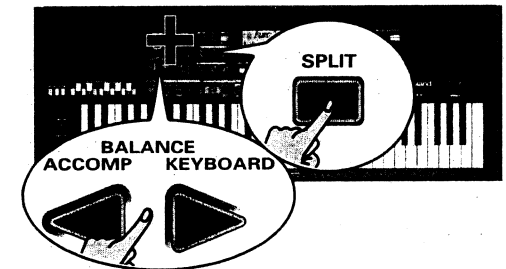
(4) To assign another sound to the Split part, hold down the SPLIT button and proceed like for the Main part (page 13).

Alternatively, press and hold one of the eight USER TONES buttons (Main part) while pressing another USER TONES button (Split part).

Note: You cannot assign Drum Sets to the Split part.
Note: You can also add a monophonic bass part ("Auto Bass") to the Split part. See "Auto Bass*: status and volume" (p. 41).

Using the Main and Dual parts

(1) To play two sounds simultaneously, press the DUAL button.
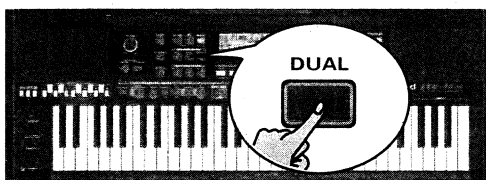
The DUAL icon appears and the EXR-40 OR now automatically selects a sound for the Dual part that complements the sound assigned to the Main part.

You can also activate the Dual mode by holding down one of the eight USER TONES buttons while pressing another. The first USER TONES button's sound is then assigned to the Main part, while the second sound is assigned to the Dual part.

(2) Play a few notes on the keyboard.
To change the balance between the Main and Dual sounds, proceed as follows:

(3) Hold down the DUAL button and use BALANCE ACCOMP (decrease) or KEYBOARD (increase) to change the Dual part's volume.

(4) To assign another sound to the Dual part, hold down the DUAL button and proceed like for the Main part (page 13).
Note: You cannot assign Drum Sets to the Dual part.

Using the metronome
You can switch on the metronome when practising a new song.

(1) Press the METRONOME button.
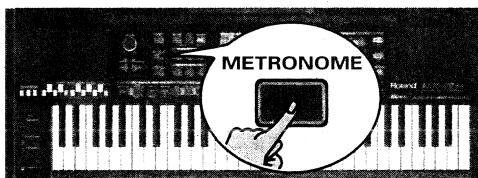
The 🎵 icon appears in the display and you hear the metronome sound.

(2) Press and hold METRONOME to select the Metro TS function.

(3) Use the ⊟⊞ buttons to set another time signature.
The possibilities are: 1/4~9/4, 1/8~9/8.

(4) Press another "big" button in the DATA ENTRY section to leave this function.

(5) Press the METRONOME button again to switch the metronome off.

5. Playing with accompaniment (Arranger)

Let us now take advantage of the EXR-40 OR's accompaniment function. This function is called "Arranger".

Starting/using the Arranger

(1) Press the ARRANGER BAND button.
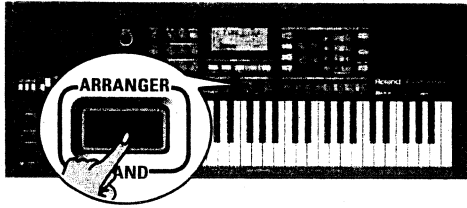
The ■■■ARRANGER■■■ icon appears in the display and the keyboard is split into two halves. The keys you press in the left half are used to specify the key of the accompaniment. The **right half** of the keyboard allows you to play a **tune** to the accompaniment.

(2) Press the START/STOP button to start Arranger playback.
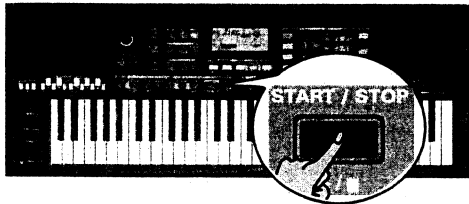
The V-LINK button now flashes to indicate the tempo and beats (BEAT function).

Note: If the ■■■ARRANGER■■■ icon is displayed, playing in the left half of the keyboard while the Arranger is stopped, will sound a stereo string sound (to which you can add a monophonic bass sound, see "Auto Bass*: status and volume" (p. 41)). The left half of the keyboard is thus not muted (like on previous Roland arranger instruments). This "EP Chord" function can be switched off, however (page 42).

(3) Play a chord (or just one note) with your left hand.

(4) Play another chord (or note) to change the Arranger's key.

(5) To quickly return to the beginning of the accompaniment pattern (RE-START function), press the REC ● button while the accompaniment is running.
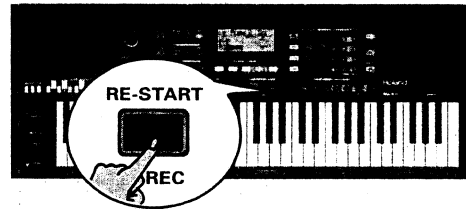
(6) Press the following buttons to use other patterns of the currently selected Music Style:
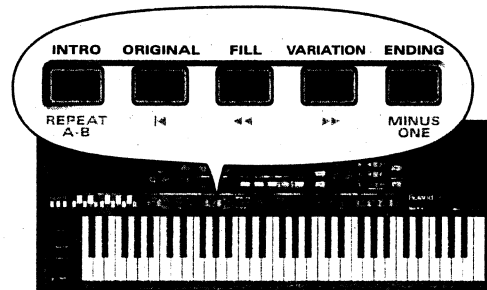
Button	Function
INTRO	Selects an introduction. Press this button before activating START/STOP.
ORIGINAL	Simple accompaniment version.
FILL	Transition ("Fill In") to VARIATION or ORIGINAL.
VARIATION	Slightly more complex accompaniment version.
ENDING	Phrase that indicates the end of the song. Use this button instead of START/STOP to stop playback.

These buttons select Music Style "patterns". The icon corresponding to the button you press appears in the display. Also, the ARRANGER chord field in the display indicates the name of the chord you played last. This chord is used by the accompaniment.
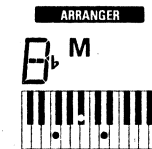
As soon as you feel comfortable with the Arranger, you should try to play a melody with your right hand while using your left for specifying Arranger chords.

Changing the tempo

(7) Use the TEMPO/DATA buttons to decrease ([−]) or increase ([+]) the tempo (if necessary).
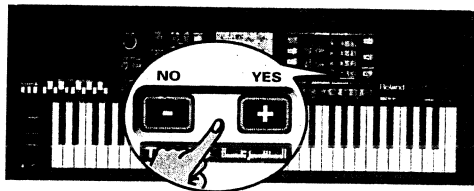
To return to the Music Style's default tempo, simultaneously press [−] and [+].

You can also press the [TAP TEMPO] button several times at the desired tempo.

Automatic playback start (Sync Start & Stop)

Press [SYNC START/STOP] (the [SYNC START] icon appears). "Sync Start" means that the Arranger starts playing back the selected Music Style as you play a note or a chord with your left hand (to the left of the split point).
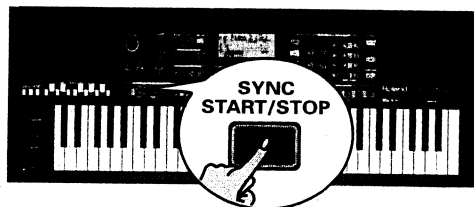
In PIANIST mode, Arranger playback will start when you press any note.

The EXR-40 OR also provides a SYNC STOP option: quickly press [SYNC START/STOP] twice ("double-click") so that the [SYNC START] icon starts to flash. This will cause the Arranger to stop as soon as you release all keys in the chord recognition area. This is great for songs where you need breaks (i.e. one or several beats of silence).

Note: The behavior of the SYNC STOP function can be changed (see p. 42) by pressing and holding the [SYNC START/STOP] button.

Stopping Arranger playback

(8) Press [START/STOP] again to stop playback.

You can also press [ENDING]. In that case, you first hear an ending phrase. When it is finished, Arranger playback stops automatically.

Alternatively, you can press the [SYNC START/STOP] button twice in succession to activate the SYNC STOP function. If you then release all keys in the left half of the keyboard, playback stops at the same time.

Selecting Music Styles

The EXR-40 OR provides three memory areas for Music Styles:

USER STL: (Memory 000) This is where a Music Style loaded from the Flash memory or floppy disk (MSA, MSD and MSE series, optional) is temporarily stored. The data in this RAM memory are erased when you switch off the EXR-40 OR.

LAIKA (001~028), PARADOSI (029~054), ARABIKA (055~075), WESTERN (076~099): These are the Style families in the EXR-40 OR's internal ROM memory. These Styles cannot be erased (but you can modify them in realtime using the Band Orchestrator function, see page 17).

FLASH: (Memories 101~199) This is a Flash area inside the EXR-40 OR that already contains 81 Styles when the EXR-40 OR is shipped. You can expand the number of Styles in this area by copying more Styles from your computer (via USB) or by saving the Styles loaded from disk. There are 99 Flash memory slots in all, but the actual number of Styles you can save there depends on the data size of the Styles.

DISK: (Memories 201~...) This area refers to a floppy disk you inserted into the EXR-40 OR's drive. The number of available Styles depends on the floppy disk, of course. The Style you select is transferred to the EXR-40 OR's USER STL memory (see above), which is why it takes a little longer before you can use it. (You could, however, save it to a Flash memory, see p. 48.)

(1) Press the [ARRANGER BAND] button.

Check whether the [ARRANGER] and a [INTRO] [ORIGINAL] [FILL] [VARIATION] [ENDING] icon are displayed.

(2) Press the [STYLE] button.

(3) If you want to use a style on floppy disk, insert the disk into the drive.

(4) Use FAMILY ◄► to select the memory area that contains the desired Music Style (see above).
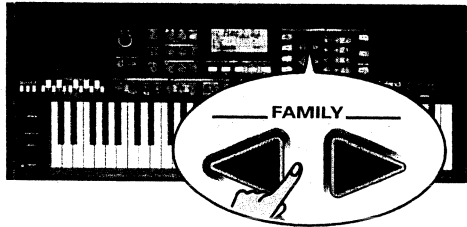
The FAMILY buttons allow you to jump to the desired "family" (which also include the Flash and USER STL areas).

The display now shows the name of the selected family.

```
MALFOUF    TEMPO
           ♩ 73

FLASH      TEMPO
           ♩ 132
```

(5) Use SELECT ◄► to specify the desired Style within the selected group.
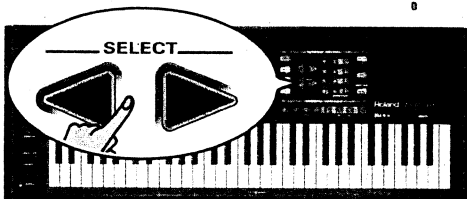
The first press of SELECT ► (or ◄) shows the name of the first Music Style within the selected group. It is already selected, so if you need the first Style, there is actually no need to press SELECT ►. You must use SELECT ◄ or ►, however, to select another Style within the same group. You can also use the numeric buttons to select Styles. See also "Working with the FAMILY, SELECT and numeric buttons" (p. 20).

After selecting memory 101 (Flash) or 201 (first disk memory), the display shows a flashing YES message.

Note: If you forgot to insert a floppy disk into the drive, the display shows "No Disk" when you attempt to select the "disk family".

(6) If necessary, confirm your selection by pressing the +/YES button.

The display briefly shows "LOADING" (only after selecting a Style from the inserted floppy disk).

If you selected a Music Style on floppy disk, the DISK🖬 icon now flashes, and the EXR-40 OR automatically selects the USER STL memory that now contains the Music Style you loaded from floppy disk.

If you press +/YES during Arranger playback, the new Style is used at the next downbeat (1st beat of the next measure). Otherwise, the EXR-40 OR displays its name and uses that Style when you press START/STOP.

Note: See page 49 for how to save the Music Style in the USER STL memory to the Flash memory.

Using the Band Orchestrator function

The Band Orchestrator function allows you to vary the accompaniment patterns played by the Arranger. You can leave out parts, thin out the drum part, etc. – in real-time (i.e. while you are playing).

(1) Press the ARRANGER BAND button to select the Arranger mode.

(2) Select the Music Style you wish to use for playing (or use the one that is currently selected).
See page 16.

(3) Press one of the following buttons to select the desired level of musical "complexity" (the corresponding icon is displayed):
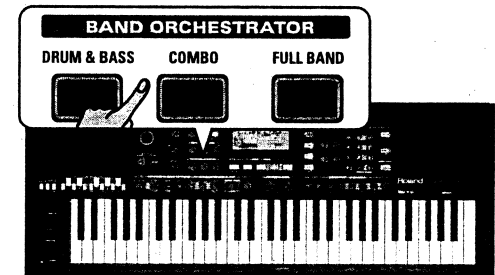
Obviously, these buttons should be used during Arranger playback.

DRUM & BASS	The simplest accompaniment that only contains the drum and bass lines.
COMBO	Accompaniment pattern with only a few instruments (i.e. a band).
FULL BAND	Accompaniment pattern with a lush arrangement (several melodic instrument lines).

The corresponding icon appears in the display (only one of them can be displayed at any one time).

DRUM &BASS	COMBO	FULL BAND
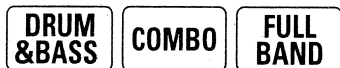
Note: Immediately after switching on the EXR-40 OR, the Orchestrator selects the "FULL BAND" level.

Note: The effect of these three levels also depends on whether the VARIATION or ORIGINAL button was pressed. In effect, the combination of the ORIGINAL/VARIATION and DRUM&BASS/ COMBO/FULL BAND buttons provides 6 accompaniment patterns per Music Style (3 x 2).

The last selection you make can be saved to a User Program.

Balance

The BALANCE ◄ ► buttons allow you to change the volume balance between the Arranger (or Song) parts and the Keyboard parts (the ones you can play yourself).

(1) Press BALANCE ACCOMP if the Arranger (or Song parts) are too soft.
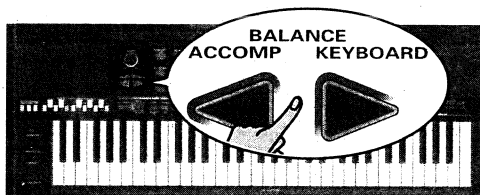
A 10 Balance ♩ 80

(2) Press BALANCE KEYBOARD if you think your solo playing should be louder.
By holding down SPLIT (or DUAL) while pressing these buttons, you can modify the volume of those Keyboard parts.
Note:

6. Playing back songs

The EXR-40 OR allows you to play back commercially available music data files (called Standard MIDI Files) or your own songs you saved to disk or to the EXR-40 OR's Flash memory. Your own songs are saved as Standard MIDI Format 0 files and can also be played back using any other SMF compatible sequencer (or software).
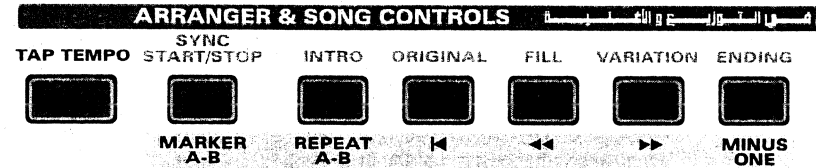
Basic song playback

(1) Press the SONG button (it lights) to switch to Song mode.
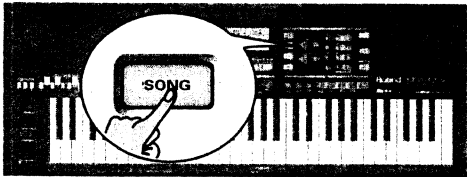
This is necessary because, otherwise, pressing the START/STOP button will start Arranger playback. So be sure to check whether the SONG button lights and whether the **ARRANGER** and (INTRO) (ORIGINAL) (FILL) (VARIATION) (ENDING) icons are no longer displayed. Only then will the ARRANGER & SONG CONTROLS buttons allow you to control song playback (see above).

(2) If you want to play back a song from floppy disk, insert the disk into the drive (front right).

(3) Use FAMILY ◄► to select the memory area that contains the song you wish to play back.
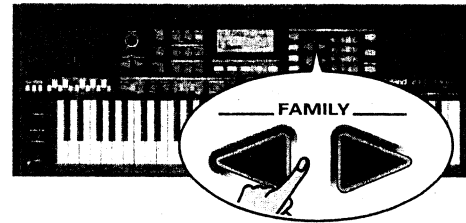
The EXR-40 OR provides three memory areas for songs:
USERSONG: (Memory 000) This where the song data you record are temporarily stored. The data in this RAM memory are erased when you switch off the EXR-40 OR.
FLASH: (Memories 101~199) This is the Flash area inside the EXR-40 OR that already contains several songs when the EXR-40 OR is shipped. You can expand the number of songs in this area by copying more songs from your computer (via USB). There are 99 Flash memory slots in all, but the actual number of songs you can save there depends on the data size of the songs.
DISK: (Memories 201~...) This area refers to a floppy disk you insert into the EXR-40 OR's drive. The number of available songs depends on the floppy disk, of course.

(4) Use SELECT ◄► or the numeric buttons to specify the desired song within the selected group.
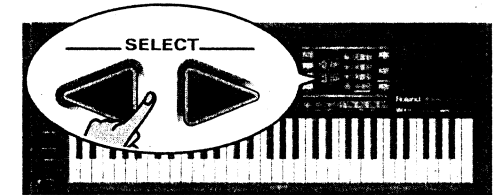
This is only necessary for the Flash memory or a floppy disk (there is only one USERSONG memory).
The first press of SELECT ► (or ◄) shows the name of the first song within the selected group. It is already selected, so if you need the first song, there is actually no need to press SELECT ►. You must use SELECT ◄ or ►, however, to select another song within the same group. After selecting memory 101 (the first Flash memory), the display looks as follows.

TEMPO

101 SongName♩

You can also use numeric buttons to select songs.

You can press FAMILY ◄ or ► either repeatedly (brief presses) to go back or advance, or hold down ◄ or ► to quickly select another family. The fastest way to scroll through the available families is by holding down ◄ while pressing ► (go backwards), or by holding down ► while pressing ◄ (advance). The same methods are available for the SELECT ◄► buttons. As a reminder: the FAMILY buttons are used for selecting groups, while the SELECT buttons allow you to select items within a group.

If you prefer to use the **numeric buttons**, enter three figures (e.g. "001" for entry "1"). If you only enter two figures (or only one), the EXR-40 OR takes slightly longer to accept your entry.

Note: If the number you enter lies beyond the last available entry, the EXR-40 OR does not change.

Note: Enter "000" (or "0") to select the USERSONG memory.

After selecting memory 101 (Flash) or 201 (first disk memory), the display shows a flashing YES message. You can ignore this if you like, and proceed with the next step (or you can press YES/+ and then proceed).

Note: If you forgot to insert a floppy disk into the drive, the display shows "No Disk" when you attempt to select a file on disk.

(5) After making sure that the correct song has been selected, you can press START/STOP (now called ►/■) to load it and immediately start playback.
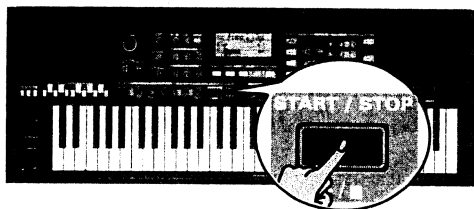
The V-LINK button now flashes to indicate the tempo and beats (BEAT function).

You can already select a new song while the current one is still playing back. If you want to listen to it before the current song is finished, stop playback by pressing

START/STOP, then press that button again. Otherwise, wait until the current song is finished, then press the START/STOP button to start playback of the new song.

Note: Please bear in mind that starting playback of the selected song on disk will erase the song in the USERSONG memory. Be sure to save it to disk before proceeding (see p. 53).

(6) You can change the song tempo with the ⊟⊞ buttons or TAP TEMPO.

Doing so, however, means that the tempo will still change if the song you are playing back contains tempo change messages. Furthermore, every time you jump back to the beginning or another position of the song using ◄◄, ◄ or ►►, the programmed song tempo is reset.

Note: In Song mode, the EXR-40 OR automatically selects the PIANO SOLO keyboard mode. If you like, you can play along with the song (and even use the Split or Dual part).

Note: In certain cases, the display may show the message XG Light or GM2 rather than a Tone name. Such a message means that the EXR-40 OR is using a Tone that cannot be selected via the front panel. There are 798 such "hidden" Tones whose sole purpose is to ensure XG/GM2 playback compatibility.

Additional playback functions

The INTRO, ORIGINAL, etc. buttons have two functions: one in Style mode (printed above the buttons), and another one in Song mode (printed below the buttons).

Selecting Song mode

The ARRANGER & SONG CONTROLS buttons have two functions: they can be used for selecting Music Style patterns (when the ARRANGER icon is displayed), or for Song navigation (when the SONG button lights).

To select the Song mode (and the SONG CONTROL functions), you need to press the SONG button. Only then will the following functions be available.
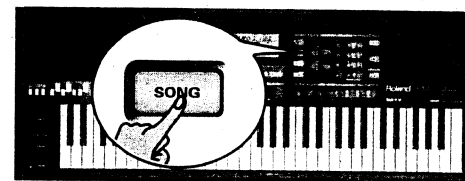
Fast Forward, Rewind, and Reset
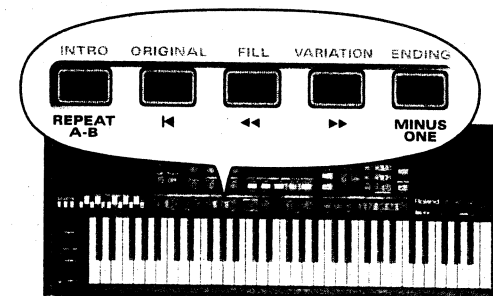
- To **fast forward** (jump to a measure later in the song), press ►►.
- To **rewind** (return to a measure that lies before the current position), press ◄◄.
  The measure indication in the upper right corner of the display will help you locate the measure you need.
- Press ◄ (Reset) to jump back to the **first measure** of the song. You need to stop playback before using the ◄ button.

Note: In certain cases, ▶▶ and ◀◀ may not be available. This is only the case for very large songs, however.

Note: By pressing ◀◀, ◀ or ▶▶, you also recall the song's pre-programmed tempo value.

Loop playback (Repeat)

Another clever feature of the EXR-40 OR's Recorder is that you can program playback loops. You can do so during playback or while the Recorder is stopped.

(1) Press MARKER A–B where you want the loop to begin (the ⊞A icon appears in the bottom right corner of the display).
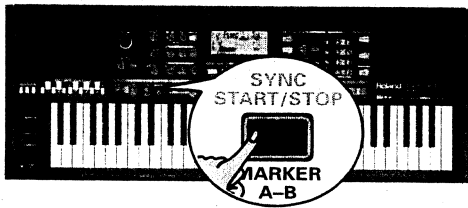
(2) Fast forward to the measure where you want the loop to end and press MARKER A–B again (the ⊞B icon appears). You can also program loops on the fly. Remember, however, that the Recorder always memorizes the beginning (down-beat) of the next measure.

(3) If the icon isn't already displayed, press the REPEAT A–B button to activate the loop you have just programmed.
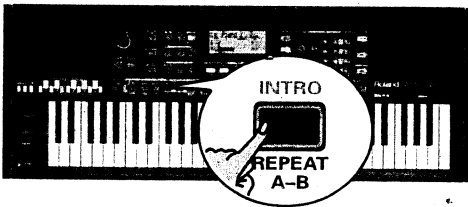
This button allows you to switch the EXR-40 OR's Repeat function on and off.

(4) To play back the loop, press the START/STOP button (now called ▶/■).

The Recorder jumps to measure "A" and starts playing. At the end of measure "B", the Recorder immediately jumps back to the beginning of measure "A" and continues playing back the passage.

If necessary, repeat steps (1) and (2) to set other marker positions.

Note: The playback tempo is reset every time the Recorder reaches the "A" measure.

Note: In certain cases, the Marker function may not be available. This only happens with very large songs, however.

Live performance with song backing (Minus One)

Your EXR-40 OR allows you to mute parts you wish to play yourself or don't need in a given situation. This is called "Minus One" playback.

(1) Press the SONG button if it doesn't light.
You can now select a Song, if you like (see p. 19).

(2) Press the MINUS ONE button (the "MinusOne" message appears in the display).
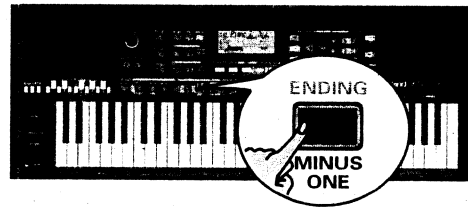
The 5 LOCK buttons light to indicate that all tracks will be played back.

(3) Press one of the LOCK buttons to switch off the corresponding track(s). The assigned track icon flashes.

(Example: if you switch off the DRUMS button, the 10 icon starts flashing.)
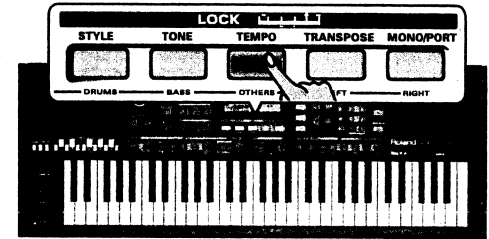
When a button lights, the corresponding track(s) is/are audible (i.e. not muted). You can also mute several tracks by switching off the corresponding LOCK buttons.

The ⬛MINUSONE icon appears and the selected part is muted.

Note: The Main part does not automatically adopt the Tone and related settings of the melody part.

If you like, you can also mute several parts.

What are tracks?

The term "track" is used only for your convenience. We borrowed it from tape recorders that allow for recording several musical parts by the same person (one part after the other).

In the case of the EXR-40 OR, the term is only used to indicate that we are dealing with separate musical parts. Here indeed (like with computer-based sequencers) what really counts are the MIDI channels.

Songs you record with the EXR-40 OR, and the Standard MIDI Files you play back can consist of up to 16 tracks (i.e. MIDI channels). In many instances, only certain tracks are used, but the following are almost certainly present in every Standard MIDI File:

Track 2: bass
Track 4: melody
Track 10: drums

The LOCK buttons allow you to mute the following tracks:

RIGHT–Refers to track "4" of the selected Standard MIDI File. Music data for educational purposes (especially piano music) use this track for the right-hand part. Mute this track

to play the right hand yourself while listening to the left-hand part of the Standard MIDI File. The EXR-40 OR contains an excellent stereo piano Tone you could use.

LEFT–Refers to track "3" of the selected Standard MIDI File. Music data for educational purposes (especially piano music) use this track for the left-hand part. See also above.

OTHERS–Mutes all tracks that cannot be muted with the remaining LOCK buttons, more specifically: 1, 3, 6~9, 12~16.

BASS–Mutes track "2", which is assigned to the bass part of a Standard MIDI File.

DRUMS–Mutes track "10", which is assigned to the drum part of a Standard MIDI File.

Note: You also switch off several buttons simultaneously.

(4) Press ◄ and ►/■ to start playback.

(5) Press ►/■ again to stop playback.

(6) Press MINUS ONE again (or one of the "big" DATA ENTRY buttons) to switch the function of the same name back off again.

Note: The Minus One setting can be saved along with the selected song. See page 48.

Changing the track assignments

If the song files you are using do not conform to the GM system (and therefore do not correspond to the RIGHT, LEFT, BASS or DRUM assignments of the Minus One function), you can proceed as follows to assign other tracks (MIDI channels) to the LOCK RIGHT, LEFT, BASS and DRUMS buttons:

(1) Press the MINUS ONE button to activate the function of the same name.

(2) Press and hold the RIGHT, LEFT, BASS or DRUM button.

(3) While holding that button, use the ☐☐ buttons to assign the desired MIDI channel to the button you are holding. Example: To assign MIDI channel "10" to the RIGHT button, press DATA ENTRY ☐ until the display looks as follows:

VALUE
10 RIGHT

(4) Press MINUS ONE again (or one of the "big" DATA ENTRY buttons) to switch the function of the same name back off again.

Note: The Minus One setting can be saved along with the selected song. See page 48.

7. Recording your music

Your EXR-40 OR contains a 16-track Recorder you can use for recording your own songs.

Basic song recording

Let us first look at the most straight-forward way of recording your renditions with Arranger backing.

(1) Press the ARRANGER BAND button.
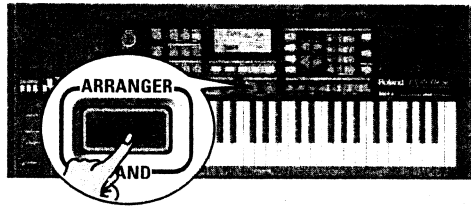
The ████ARRANGER████ icon appears. You can now use your left hand for transposing the Arranger's key in realtime.

(2) Press the STYLE button and select a Music Style (or select a Music Assistant memory).

(3) Select the desired Arranger division by pressing INTRO, ORIGINAL or VARIATION.

(4) Press the START/STOP button.

(5) Use TAP TEMPO or the ⊟⊞ buttons to set desired tempo.

(6) Press START/STOP again to stop Arranger playback.

(7) Assign the desired Tone to the right half of the keyboard. Press TONE and use the FAMILY & SELECT ◄► buttons, the numeric buttons or the buttons in the USER TONES section. See also page 30.

(8) Press the REC ● button.
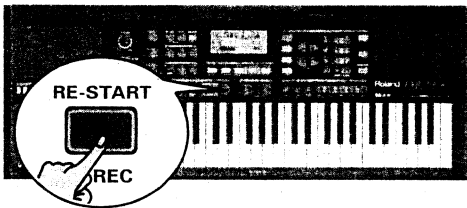
The display should look as shown above (if it doesn't, use the FAMILY ◄► buttons ("REC MODE") to select REC ALL):
(The RECORD ● and 1~16 icons flash.) You are now in ALL mode, which means that everything you and the EXR-40 OR's Arranger play will be recorded.
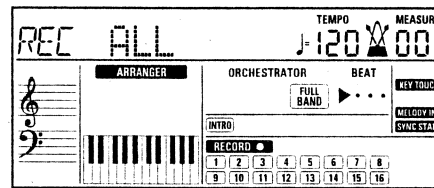
Note: If you select "REC ALL" with the FAMILY buttons, the song in the EXR-40 OR's USERSONG memory is erased. You may want to save the current song first (see p. 48). If you only pressed REC ●, the EXR-40 OR selects the Single mode if the USERSONG memory already contains data. See page 24 for details about that mode.

(9) Start recording in one of the following ways:
   • Press the START/STOP button to start Arranger playback with the selected Division.
   The V-LINK button now flashes to indicate the tempo and beats (BEAT function).
   Note: If you start recording without the Arranger and want to bring it in at a later stage, it would be a good idea to switch on the metronome by pressing the METRONOME button.

   • Activate the SYNC START function and press one or several keys to the left of the Split point.
   Note: It is also possible to record in PIANO SOLO mode (after pressing the button of the same name). In that case, you should definitely use the metronome. The song's time signature can be set with the MetroTS function. See page 14.

(10) Stop recording in one of the following ways:

• Press START/STOP.
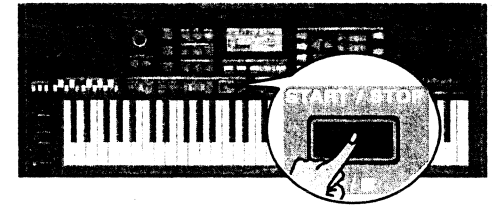
• Press the ENDING button to start the Ending phrase. As soon as it ends, Arranger playback and song recording stop.
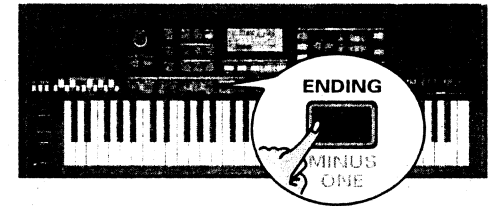
Listening to your song

(1) Press the SONG button.

(2) Press START/STOP to start playback.

(3) Press START/STOP once again to stop playback.

(4) Press ◄ to return to the beginning of the song.

Other recording functions

*The EXR-40 OR's 16-track Recorder can be used in several ways.
Let us therefore have a look at the other recording modes.*

About the recording modes

●Modes

The EXR-40 OR provides two modes for recording new
music, and two for adding parts or correcting passages of
existing music:

Recording a new song	
ALL	In this mode, you can record everything you and the EXR-40 OR can play simultaneously: • Arranger (accompaniment). • Keyboard parts (Main and Split or Dual).
Keyboard	In this mode, you can record using the Keyboard parts. The track can be freely selected. • Main and Split or Dual

Adding parts to an existing song	
Single	In this mode you can record onto one track at a time. The track can be freely selected.
Punch I/O	This mode allows you to re-record a short section of an otherwise perfect part.

Note: Each time you select ALL or Keyboard mode, the data in
the USERSONG memory are erased.

●Recorder memory

The EXR-40 OR provides one "live" song memory, which can
contain one song at a time. After completing a song, you
should save it (see p. 53).

To keep you from accidentally erasing the song in the
EXR-40 OR's internal memory, the EXR-40 OR automatically
selects Single after your first recording. Bear in mind
that **selecting "ALL" or "Keyboard" will erase** the song in
the USERSONG memory. Do not select "ALL" or "Key-
board" for adding parts to an existing song – use "Single" or
"Punch I/O" instead.

Conversely, you cannot select "Single" or "Punch I/O" if the
USERSONG memory doesn't yet contain data.

And finally: playing back a Standard MIDI File erases the
song in the EXR-40 OR's memory. In return, the SMF data
will be available (and can be supplemented with your own
renditions in "Single" or "Punch I/O" mode).

More about ALL mode

In addition to what you learned on p. 23, here are a few consid-
erations:

After pressing the [REC ●] button, the 16 track and [RECORD●]
icons start flashing, signalling that all 16 tracks are available for
recording.
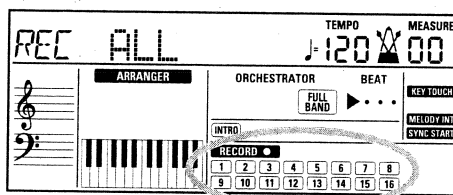
Here is what the tracks correspond to (after recording a song
with Arranger backing):

[1] Accomp 1	[9] Accomp 6
[2] Arranger bass	[10] Arranger drums
[3] Accomp 2	[11] →Split*
[4] →Main	[12] →Auto Bass* (see p. 41)
[5] Accomp 3	[13]
[6] →Dual*	[14]
[7] Accomp 4	[15] Melody Intell. (see p. 27)
[8] Accomp 5	[16] (→Main**)

(*) Only one of these can be used alongside the Main part.
(**) If you assign a Drum Set to the Main part. In that case, track 4 is
not used.

For your convenience, the Keyboard parts are flagged with a
"→" symbol in the above graphic.

Parts you do not hear during recording are not recorded. The
track icons [1]~[16] thus do not show you what *will* be
recorded, but rather what *can* be recorded.

Keyboard recording mode

In Keyboard mode, you can record the Keyboard parts. The
Arranger is not available. Essentially, this mode allows you to
record either one layered part using up to two sounds (Main +

Dual) or two parts (Split to the left, Main to the right). If you
select a Drum Set for the Main part, you can only record a drum
part.

Note: When you select the Keyboard mode, song data in the
EXR-40 OR's internal memory will be overwritten by your new
recording.

(1) Press the [REC ●] button.

(2) Press FAMILY [◄][►] to make the display look as follows:
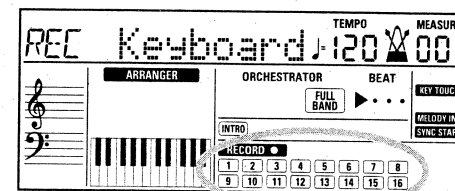
The [RECORD ●] and track icons flash.

(3) To create a split, press the [SPLIT] button.

(4) Activate the metronome (if necessary), and set the desired
tempo with the [TAP TEMPO] button or [−][+].
You can also record without metronome if you like.

Note: If you assign a Drum Set to the Main part, your drum per-
formance is recorded onto track 16.

Single recording mode

This mode is only available if the EXR-40 OR's song memory
already contains data. When you press [REC ●], the [RECORD ●]
icon and the icon of the first empty track flash. You could
therefore record a new part straight away. (If all tracks already
contain data, Track 1 will be selected.)

You can, however, also substitute an already recorded part with
a new version.

(1) Press the [REC ●] button.

(2) Press FAMILY [◄][►] to select "Single".

(3) Use the SELECT [◄][►] or numeric buttons to select the
track you wish to record to.
You can only select one track at a time (hence the name
"Single"). If you select a track that already contains data,
your new version will overwrite the existing one.

(4) If necessary, assign the desired Tone to the part you are
about to record (see p. 30).

If you select track [10], you can select Drum Sets rather than Tones. Track 10 is reserved for drum parts.

Note: If you use the Single recording mode for adding parts to a Standard MIDI File recorded with another instrument or sequencer, track 16 (or any other track defined as "second drum track") may also use a Drum Set that can be changed.

Note: Even though the Main part can be used for recording all tracks in Single mode, the MFX only applies to track/MIDI channel 4.

(5) Press [START/STOP] to start recording.
After a two-measure count-in (see p. 41), you will hear all parts that have already been recorded. Start playing (and recording) your new part.

(6) Press [START/STOP] to stop recording.

(7) Return to step (3) to record additional parts.

Punch I/O

In this mode, you can re-record part of a track (the second chorus, for example). The important aspect of this mode is that newly recorded material does not erase the material before or after the passage you redo.

Original track
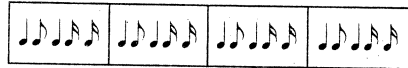
This passage is redone

RE-START   RE-START
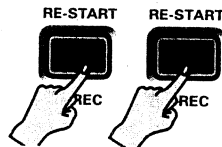
By contrast, in Single mode, the entire track you record is replaced by your new material. (So if you don't play anything during recording, the entire track will be empty afterwards.) Like the Single mode, Punch I/O can only be selected if the EXR-40 OR's memory already contains song data.

(1) Press the [REC ●] button.

(2) Press FAMILY [◄][►] to make the display look as follows:
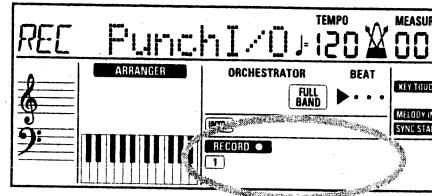
The flashing track icon (only one) depends on the first track that already contains data. In the above example, track 1 contains data, which is why its icon flashes.

(3) Use the SELECT [◄][►] or numeric buttons to select the track you wish to record to.
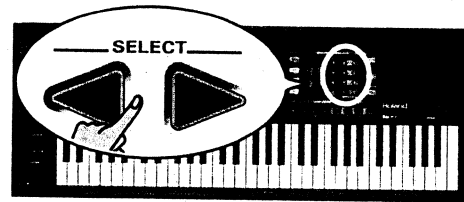
You can only select one track at a time.

(4) Press [START/STOP] to start playback of the (old) song data.
The [RECORD ●] icon and the icon of the selected track flash.

(5) When the Recorder reaches the measure where you wish to start recording, press [REC ●] again.
The [RECORD ●] icon now lights steadily.

(6) Play the passage you want to redo.

(7) Press [REC ●] again to deactivate recording.
Song playback still continues, so…

(8) Press [START/STOP] to stop playback.

(9) Press [START/STOP] to listen to the new version.
If you are not satisfied, return to step (3) above.
Return to step (3) to correct another track.

Using a footswitch for punching in/out

You can also use an optional footswitch for starting and stopping recording. Doing so has the advantage that you can use both hands for playing (or the left hand for Pitch Bend/Modulation effects and the right for playing the melody.)

• Connect an optional DP-2, DP-6, or BOSS FS-5U footswitch to the FOOTSWITCH socket on the EXR-40 OR's rear panel.

• Press the [FUNCTION] button (it must light).
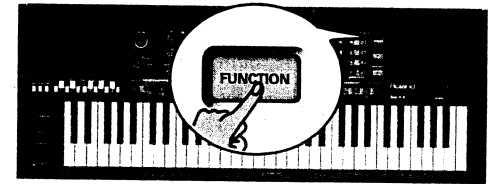
• Use FAMILY [◄][►] to select "KB SET".
The EXR-40 OR's Function parameters are divided into 9 logical "families". For the following, we need to select the group that contains the global keyboard settings.

• Use SELECT [◄][►] to select the "FSW" parameter.
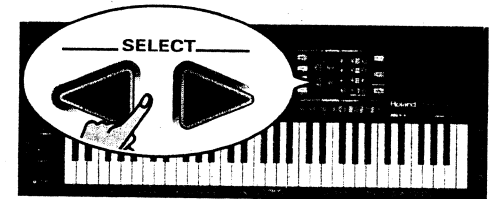
Note: See also "Working with the FAMILY, SELECT and numeric buttons" (p. 20).

• Use the [−][+] buttons to select "Punch I/O".

• Press [SONG] to return to the recording function.

• Continue with step (1) under "Punch I/O".
In steps (5) and (7), press the footswitch (rather than the [REC ●] button).

8. Additional Music Style functions

Apart from the basic Music Style functions covered on page 15 and following, your EXR-40 OR also provides the following functions. Most of the following functions are only available after pressing the ARRANGER BAND *button (the* **ARRANGER** *icon must be displayed).*

One Touch

The One Touch function automates quite a few tasks:

- The Arranger selects the preset Style tempo.
- Suitable Reverb and Chorus settings.
- The EXR-40 OR selects sounds for the Main, Split and Dual parts that are is suitable for the selected Style.

There are **2 One Touch memories** per Style with different settings for the above parameters. Here is how to select one:

(1) Select the desired Music Style (see p. 16).

(2) Press the ONE TOUCH button.
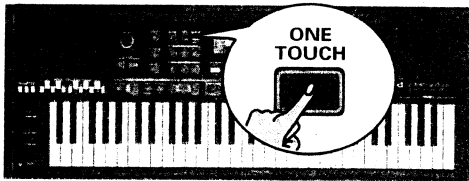
The number field in the upper left corner reads "OT", followed by the number of the selected One Touch memory.

    OT 1 Piano 2

If the DATA ENTRY TONE button lights, the display now shows a Tone name ("Piano 2" in the example above).

(3) Press the ONE TOUCH button again if you need "OT2". One Touch needs to be activated again every time you select a new Music Style.

Note: One Touch is also available for USB and disk Styles, but it is less meaningful.

Using the Music Assistant

Another practical function for quickly making the right settings for a song you want to play is to take advantage of the EXR-40 OR's novel MUSIC ASSISTANT function. It prepares everything for working with the Arranger (Style, Tones, effects, etc.). The Music Assistant is not available for song playback.

The following parameters are changed automatically when you select a Music Assistant memory:

- Music Style
- Tempo
- Sounds for the Main, Split and Dual parts
- Effect settings
- Band Orchestrator
- Keyboard Touch

(1) Press the MUSIC ASSISTANT button.
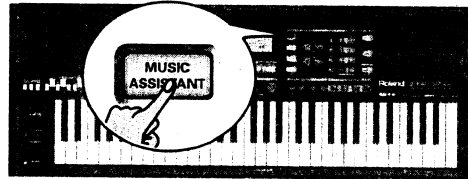
It lights and the display shows the name of the last Music Assistant setting you selected (or of the first Music Assistant memory).

(2) Use FAMILY ◄► to select the "family" (i.e. genre) that contains the desired Music Assistant settings.

    ARABIC   ♩=102 TEMPO
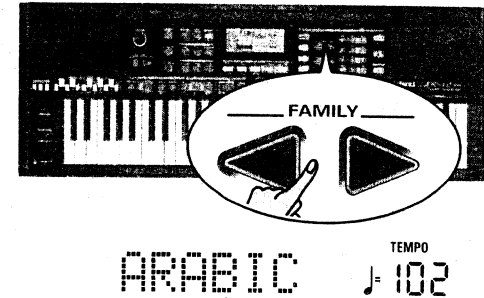
The following families are available: Arabic, Greek and World.

(3) Use SELECT ◄► to specify the desired Music Assistant memory within the selected family.

The first press of SELECT ► (or ◄) shows the name of the first Music Assistant setting within the selected group. It is already selected, so if you need the first setting, there is actually no need to press SELECT ►. You must use SELECT ◄ or ►, however, to select another Music Assistant setting within the same group. You can also use the numeric buttons. See also "Working with the FAMILY, SELECT and numeric buttons" (p. 20).

Note: If necessary, you can now change the settings you do not like (e.g. select another sound for the Main part, etc.) and then save your new version to a User Program (see p. 44).

Melody Intelligence

The Melody Intelligence function adds a second voice (harmony notes) to the melodies you play with your right hand. In fact, the Melody Intelligence function uses both halves of the keyboard to determine which notes to play:

- It looks at the melody notes in the right half; and...
- It analyzes the chords you play in the left half to see which notes it must add to your melody.

Press the [MELODY INTELLIGENCE] button so that the corresponding icon appears in the display.
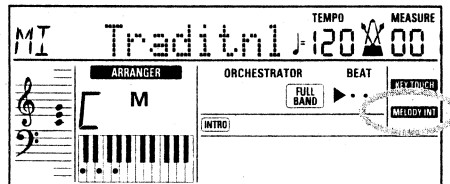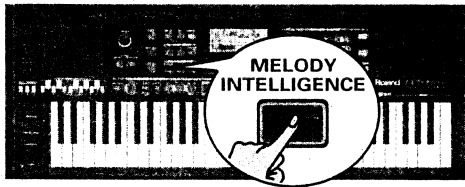
Changing the Melody Intelligence harmony type

The EXR-40 OR contains 18 different voicings (harmony types) for the MELODY INTELLIGENCE function. These voicings specify the number of harmony notes and the way in which they are added to your melody.

To select a different harmony type, press an hold the [MELODY INTELLIGENCE] button until the "MI" message appears in the upper left corner of the display. Then use the [−][+] buttons to select the desired voicing. The available types are:

1 Duet	6 Block	11 Gospel	16 WltzOrg
2 Organ	7 BigBand	12 Romance	17 OctvTpe1
3 Combo	8 Country	13 Latin	18 OctvTpe2
4 Strings	9 Traditnl	14 CntrGuit	
5 Choir	10 Broadway	15 CntrBald	

Note: The [MELODY INTELLIGENCE] setting can be saved to a User Program memory.

PIANIST Mode

In PIANO mode, the Main part is assigned to the entire keyboard. Though the EXR-40 OR initially assigns a piano sound to the Main part, you can select any other one and save your setting to a User Program.

The main difference between PIANO SOLO and PIANIST mode is that the Arranger's melodic parts are available here, which is not the case in PIANO SOLO mode.

But there is no split for chord recognition (you may remember that the EXR-40 OR's keyboard is split when you switch on the [ARRANGER BAND] button): the Arranger decodes every chord you play – no matter where you play it. Causing the Arranger to play another chord requires that you play at least a triad (i.e. the three notes that make up a chord). Feel free to play more than three chord notes but remember that two notes won't cause the Arranger to play another chord.

When you use an optional sustain pedal, all notes you play simultaneously are recognized as a chord – irrespective of whether you play them with you left or right hand.

(1) Simultaneously press the [ARRANGER BAND] and [PIANO SOLO] buttons (both buttons light).
The display briefly shows "PianoMod" and the ▬ARRANGER▬ icon flashes.
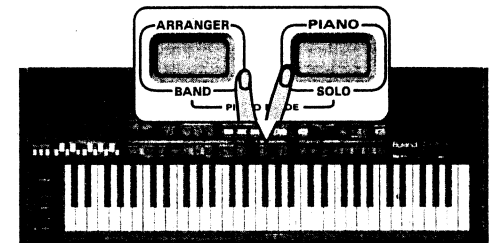
(2) Press [STYLE] and use the SELECT [◄][►] buttons to select a Music Style. See also p. 16.

(3) Press [TONE] and use FAMILY [◄][►] and SELECT [◄][►] (or the USER TONES buttons) to assign a different sound to the Main part.
You can also add the DUAL part (page 14). Even the SPLIT part could be used, yet chord recognition remains active for the entire keyboard.

(4) Press [ARRANGER BAND] or [PIANO SOLO] to leave PIANIST mode.

Bass Inversion (Bass Inv)

Use this function to change the way in which the Arranger reads the chords you play.

When this function is off (default), the Acc Bass part plays the root of the chords that feed the Arranger. If you play a "C" (or C chord), the bass sounds a "C"; if you play an A minor chord (or if you press "A" and the "C" to its right), the bass sounds an A, etc.

By activating Bass Inversion, you can specify the note played by the A. Bass part (the lowest note of your chords). Switch on Bass Inversion for songs that rely on bass rather than on chord patterns (for example C – C/B – C/Bb, etc.).

(1) Press the FUNCTION button.
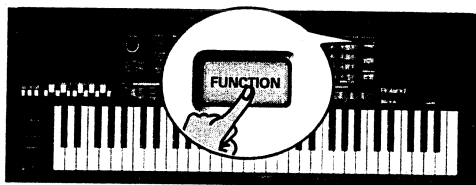
(2) Use FAMILY ◄► to select "ARR SET".
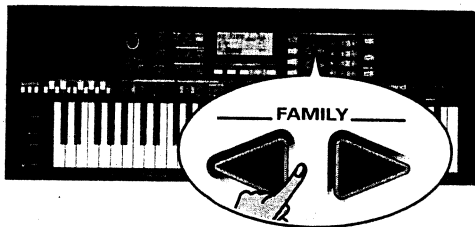
The EXR-40 OR's Function parameters are divided into 9 logical "families". As the Bass Inversion parameter is an Arranger function, you need to select the Arranger settings (hence ARR SET).

(3) Use SELECT ◄► to select the "BassInv" parameter.
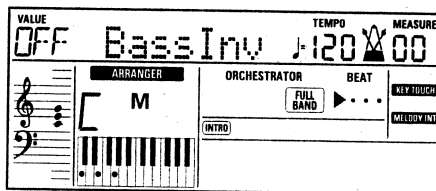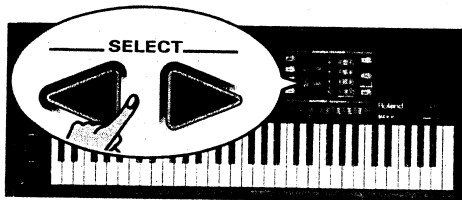
(4) Press the + button to select "ON" for "VALUE".
Note: See also "Working with the FAMILY, SELECT and numeric buttons" (p. 20).

(5) Press another "big" button in the DATA ENTRY section to leave this function.
Note: This setting can be saved to a User Program (see p. 44).

More Music Style functions

Here are yet other functions related to Music Styles. These can be set via the FUNCTION menu, or are covered elsewhere:

- Balance between the Keyboard parts and the Music Style parts (see p. 18)
- Volume of certain Music Style parts (see p. 41)
- Arranger split point (see p. 40)
- Hold function for the Arranger notes (see p. 42).

9. Using oriental tunings

Your EXR-40 OR allows you to change the tuning of the keys, which then applies to all notes of the same name. Here's an example: If you press the ORIENTAL SCALE [Bb] button (indicator lights), that note's tuning is lowered by a quarter tone (-50 cents). This setting applies to all B-flat keys on the keyboard.

Tuning individual notes a quarter tone down

(1) Press an ORIENTAL SCALE button to tune the corresponding notes a quarter tone down (the button must light).
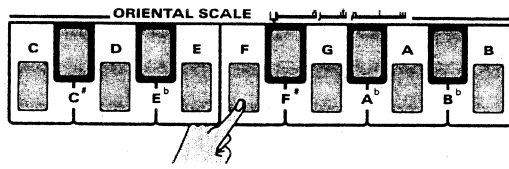
(2) If you also want to tune down other notes, press the corresponding button(s).
If you pressed the wrong button (indicator lights), press it again so that its indicator goes dark again. The pitch of the corresponding notes returns to normal.

Using other tuning values

Pressing an ORIENTAL SCALE button toggles between the western tuning of the corresponding notes and a setting that is a quarter tone below western tuning (-50 cents).
However, you can also select other tuning values.

(1) Press and hold the ORIENTAL SCALE button of the note whose tuning you wish to change until the display reads Scale, followed by the note name.
You can also select this page and parameter via the Function menu. See page 43.

(2) Use the DATA ENTRY [-][+] buttons to modify the tuning of the selected note.
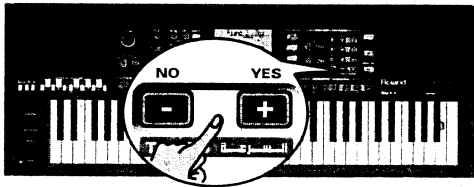
Setting range: -64~63 cents.

Note: To return to the default value, press [+] and [-] simultaneously.

Saving and loading your tunings (SCALE MEMORY)

After setting the desired tunings, you can save them to one of the three Scale Memories and recall them whenever you need them. Here's what you need to do:

(1) Tune the notes to your liking (see above).

(2) Press and hold the SCALE MEMORY button ([1]~[3]) that corresponds to the memory where you wish to save your tuning settings.
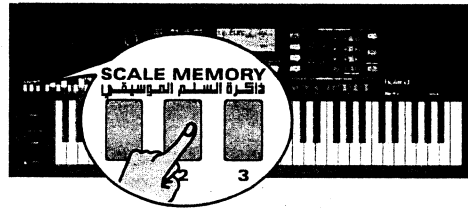
(3) Wait until all three SCALE MEMORY indicators briefly light, and release the button you pressed.
If necessary, you can select another, scale memory by briefly pressing the SCALE MEMORY button assigned to the settings you wish to use.
To return to the western tuning, press the SCALE MEMORY button in question again so that its indicator goes dark, and/or switch off all ORIENTAL SCALE buttons whose indicators light.
In the second case, the SCALE MEMORY indicator of the last memory you selected starts flashing to signal that the current ORIENTAL SCALE settings no longer correspond to the ones contained in the currently selected memory.
The ORIENTAL SCALE settings are also saved to a User Program and therefore do not need to be saved to one of the SCALE MEMORY areas. Whenever you select a User Program whose scale settings differ from the ones of the last memory you selected, the corresponding button ([1]~[3]) starts flashing.
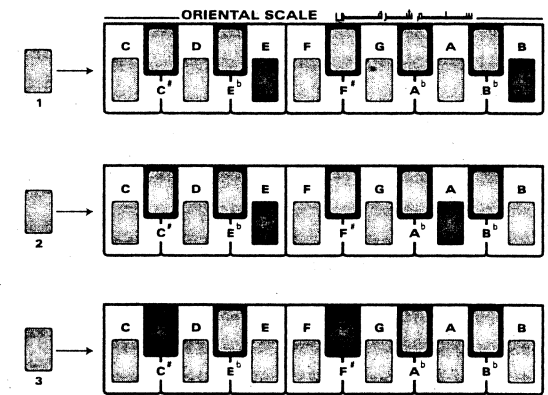
Note: When shipped, the EXR-40 OR already contains frequently used Scale Memory settings (see above).

Note: See also "Scl Mode*" (p. 43) for deciding which sections should be affected by the Scale Tune settings.

10. Keyboard part functions

Selecting sounds for the Main, Split and Dual parts

The EXR-40 OR contains about 524 melodic sounds you can use for playing melodies (others are more like sound effects). Those sounds need to be assigned to a Keyboard part, of which there are three: Main, Split and Dual (see also p. 13).

Selecting any of the available sounds

Unlike previous arranger-type instruments, the EXR-40 OR no longer works with banks, numbers and variations: all available sounds can be selected via the same streamlined procedure.

(1) Press the DATA ENTRY TONE button (it must light).
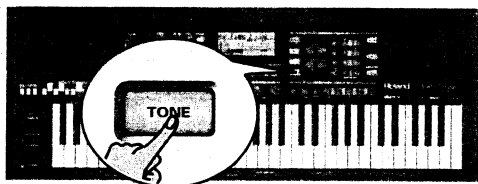
(2) To assign another sound to the Split or Dual part, hold down the SPLIT or DUAL button while performing the following steps.

Note: Now skip to step (5) if you prefer to enter the Tone number using the numeric key pad (0~9). That is indeed the only way to select any available Tone.

(3) Use FAMILY ◄► to select the desired Tone family.
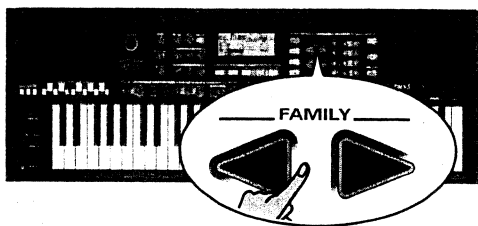
See below for the available families. By selecting another family, you immediately jump to the first sound of that group.

- PIANO (001~011)
- E.PIANO (012~026)
- KEYBOARD (027~033)
- CHR PERC (034~063)
- ORGAN (064~097)
- ACCORDN (098~111)
- GUITAR (112~129)
- E.GUITAR (130~163)
- BASS (164~217)
- STRINGS (218~263)
- VOCAL (264~275)

- SAX (276~287)
- WIND (288~301)
- AC BRASS (302~329)
- SYNBRASS (330~343)
- SYNLEAD (344~380)
- POLY SYN (381~391)
- PAD (392~426)
- ETHNIC (427~499)
- PERCUSSION (500~524)
- SFX (525~566)
- DRUM KIT (567~592)

Note: See page 117 for a list of the available sounds.

(4) Use SELECT ◄► to specify a sound within the selected family.

The first press of SELECT ► (or ◄) shows the name of the first Tone within the selected group. It is already selected, so if you need the first sound, there is actually no need to press SELECT ►. You must use SELECT ◄ or ►, however, to select another Tone within the same group.

(5) Use the numeric buttons 0~9 to select other sounds within the current family that are skipped by the SELECT buttons.

Note: This setting can be saved to a User Program (see p. 44).

You can also use the numeric buttons. See also "Working with the FAMILY, SELECT and numeric buttons" (p. 20) and replace "song" with "sound" in the explanations.

Using the USER TONES buttons

The USER TONES buttons allow you to select 8 melodic sounds or Drum Sets directly (without using TONE, the FAMILY, SELECT and/or numeric buttons). At first, these buttons recall sounds assigned to them at the factory (but you can change that).
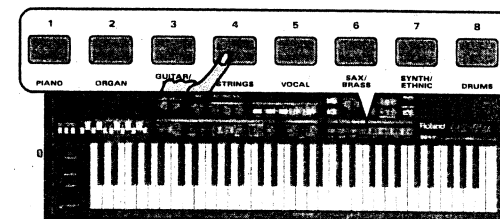
These buttons are assigned to our "favorite" sounds for the indicated categories, thus allowing you to quickly select "a piano", "a string sound", etc. The assignments to these buttons can be changed.

Note: The TONE DRUMS button is only available for the Main part.

Assigning another Tone to a USER TONES button

To assign another sound to one of the 8 USER TONES buttons:

(1) Select the sound you want to assign using the procedure described above.

(2) Press and hold the desired USER TONES button. The display briefly shows the message "Memrized".

You can assign whichever sound (or Drum Set) you like to any of the USER TONES buttons and select it by pressing that button once.

Note: The assignments can be saved to a User Program (see p. 44). This allows to work with up to 1600 different assignments (because there are 200 User Programs).

To select the sound, which has been assigned to a USER TONES button at the factory, press the corresponding button twice in rapid succession ("double-click").

Drum sounds and sound effects ("SFX")

Drum Sets

The last 25 "sounds" (567~592) are so-called "Drum Sets". When you select such a Kit, each key is assigned to a different sound. With the left-most key, you can play a bass drum sound (also called "kick"). The white key next to it triggers a snare drum sound, etc. Try it out by pressing several keys, either in succession or simultaneously.
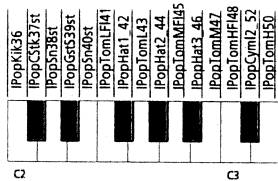
Drum Sets are collections of over 90 sounds, each assigned to a different key.

Note: Drum Sets can only be assigned to the Main part (so neither to the Split, nor the Dual part).

Note: One Kit (592) is actually a sound effects (SFX) kit that cannot be used for "drumming" but rather for triggering various sound effects.

Note: This setting can be saved to a User Program (see p. 44).

Sound effects ("SFX")

The EXR-40 OR also contains individual sound effects (like "Train, "Kitty", "HrseGllp", etc.) and individual drum and percussion sounds (500~566) that are assigned to the entire range of the part you select them for (Main, Split or Dual).

Note that those sounds do not work like the Drum Sets: only one sound is assigned to the keyboard – and can be played melodically (though "Train" melodies are probably "interesting" at best).

It might therefore be a good idea to proceed as follows:

(1) Press the SPLIT button.

(2) Decide whether you want to play the sound effect or percussion sound with your left or right hand.

If you want to use your left hand, assign a sound between "500" and "566" to the Split part. To play the effect with your right hand, assign it to the Main part.

(3) Change the split point (page 40) in such a way that only a few keys are assigned to the percussion sound/sound effect ("C6" for right-hand effect playing, "C3" for left-hand effect playing).

(4) To obtain a meaningful effect, you may also have to change the MAIN Oct. or SPLT Oct. setting (page 41).

If you assign a sound effect/percussion sound to the Split part, the key ranges could be set as shown below.

Split part (sound effect/percussion sound)   Main part (melodic sound)
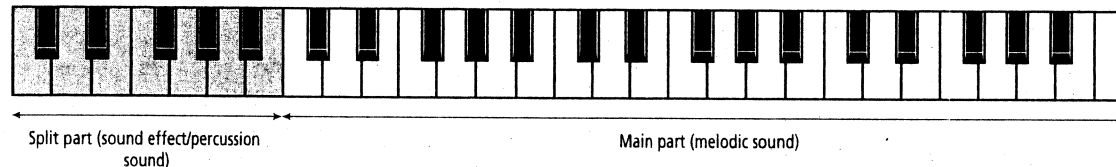
Transpose

The Transpose function changes the pitch of the notes and chords you play. Instead of figuring out what other keys you need to press to accommodate the singer or an instrumentalist, you can set the required Transpose value and go on playing the song the way you practised it, while sounding in a different key.

There are two transpose functions: one ("USRTrnsp") whose setting can be saved to a User Program, and a second one ("GLBTrnsp") that applies to all sections and whose setting is added to (or subtracted from) the "USR Transp") value. Its setting is never saved.

Let us begin with the "USRTrnsp" function, which is assigned to the TRANSPOSE button:

(1) Press the TRANSPOSE button.
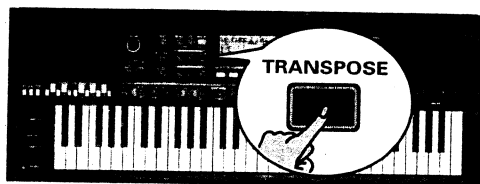
The display now looks as follows:
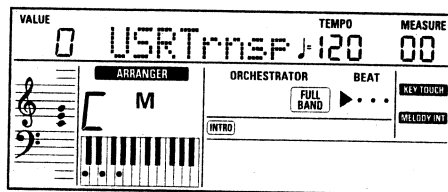
(2) Use the ⊟⊞ and/or numeric buttons (⓪~⑨) to set the desired transposition interval.
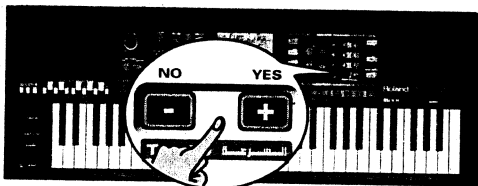
The setting range is –12~12 semitones. A "semitone" is one step between a white and a black key (or two adjacent white keys, i.e. between "E"/"F" and "B"/"C").

Press ⊞ or ⊟ repeatedly to transpose the keyboard up or down. You can also directly enter the desired interval by pressing the corresponding numeric key.

To transpose the keyboard down, hold down ⊟ while pressing ⓪~⑨ (in that case, you can transpose the pitch down by up to 9 semitones)

Here's an example: to hear an "E" each time you play a "C", select "4". All other notes will be shifted by the same amount, so that you end up sounding in E major when you actually play in C major, etc.

No transposition (C major)

Transpos= 4 (E major)
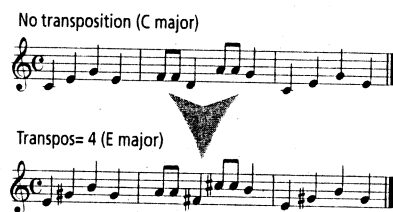
The corresponding value and the [TRANSPOSE] icon appear in the display.

(3) To switch the Transpose function back off, repeat steps (1) and (2), this time entering the value "0" (no transposition).
Note: This setting can be saved to a User Program (see p. 44).
Note: There is also a function that allows you to specify which section(s) the Transpose function should apply to. See "TransMod*" (p. 40).

(4) Press another "big" button in the DATA ENTRY section to leave this function.

Global transpose function ("GLB")

There is also a "master transpose control" that alters the pitch of all sections of the EXR-40 OR. Its value is added to the current transposition interval until you reset it to "0" or until you switch off your EXR-40 OR.

(1) Press the TRANSPOSE button.
The display now shows the "USR Trnsp" message.

(2) Press the SELECT ▶ button once to select the following parameter:

VALUE

0   GLBTrnsp

(3) Use the ⊟⊞ and/or numeric buttons (⓪~⑨) to set the desired transposition interval.
The setting range is –6~0~5 semitones. This setting is added to (or subtracted from) the "USRtrnsp" value of all sections and all User Programs.

Press ⊞ or ⊟ repeatedly to transpose the keyboard up or down. You can also directly enter the desired interval by pressing the corresponding numeric key.
To transpose the keyboard down, hold down ⊟ while pressing ⓪~⑥ (in that case, you can transpose the pitch down by up to 6 semitones).

As soon a you select a value other than "0", the [TRANSPOSE] icon starts flashing to signal that the EXR-40 OR is applying global transposition to all sections.

(4) To switch the global transposition back off, repeat step (3), this time entering the value "0" (no transposition).
The [TRANSPOSE] icon stops flashing (and disappears if the "USRTrnsp" function is off).
Note: This setting is not saved to a User Program and will be cancelled when you switch off the EXR-40 OR.

(5) Press another "big" button in the DATA ENTRY section to leave this function.

Octave settings

*The EXR-40 OR allows you to transpose the Keyboard parts
(Main, Split, Dual) up or down by 4 octaves.*

To change the octave transposition of a part, hold down [TONE]
(Main part), [SPLIT] (Split part) or [DUAL] (Dual part), while press-
ing [-] (down) or [+] (up).
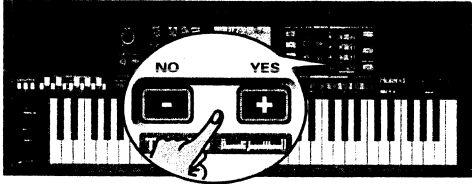
Other Keyboard part functions

*Here are yet other functions related to the Keyboard parts.
These can be set via the FUNCTION menu, or are covered else-
where:*

- Keyboard velocity (see p. 34)
- Master Tune (see p. 39)
- Volume of the Keyboard parts (see p. 41)
- Intelligence function for the Split part (see p. 40)
- Hold function for the Split part (see p. 40).

11. Performance functions and effects

Performance functions

Keyboard Touch (velocity sensitivity)

The EXR-40 OR is velocity sensitive, which means that the volume and brightness of the Main, Split and Dual notes depend on the force/speed with which you strike the keys.

All acoustic instruments (piano, violin, flute, drums, etc.) are velocity sensitive. The harder you play, the louder and brighter the resulting notes will be, which creates a perfectly natural effect. (That explains why the KEYBOARD TOUCH function is on when you power on the EXR-40 OR.)

If the EXR-40 OR is your first musical instrument ever, you may feel distracted by the volume and timbre variations of the notes you play.

(1) If the KEYTOUCH icon is not displayed, press the KEYBOARD TOUCH button to activate the EXR-40 OR's velocity sensitivity.
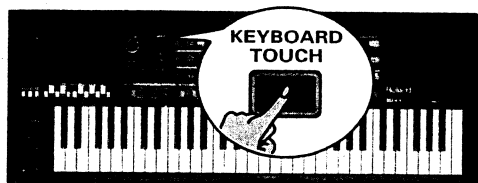
(2) Press the button again to switch the KEYBOARD TOUCH function off, if you don't need it.

(3) To set a fixed velocity value, press and hold the KEYBOARD TOUCH button until the "KbdTouch" message is displayed.

(4) Use the numeric buttons and/or ☐☐ to set the velocity value that should be used for all notes you play (1~127).

"1" is very low (usually inaudible), while "127" corresponds to maximum striking force (loud, bright notes). The value is only used when the KEYTOUCH icon is not displayed (otherwise, all notes use the velocity values that correspond to the force with which you strike the keys).

(5) Press another "big" button in the DATA ENTRY section to leave this function.

Note: Some sounds use "velocity switching". This means that by hitting the keys harder and softer, you alternate between two sounds. So only switch off this parameter if doing so makes you feel more comfortable.

Note: This setting can be saved to a User Program (see p. 44).

Note: Keyboard Touch applies to all parts you can play yourself (the "Keyboard parts"): Main, Split, and Dual.

Pitch Bend and Modulation

The BENDER/MODULATION lever to the left of the keyboard can be used to add two kinds of effects to the Keyboard-part notes. You can even use these effects simultaneously if you like.

(1) Press the lever towards the rear of the EXR-40 OR to add a vibrato effect ("wobble") to the notes you are playing.
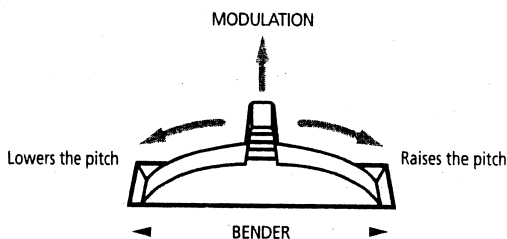
The Modulation axis can also be used for switching between the slow and fast Rotary speeds (if the "Rotary" effect is assigned to the MFX).

(2) Turn the lever to the left to temporarily lower the pitch of the notes you are playing. Turn it to the right to raise the pitch of your notes.

(3) In either case, you can release the lever if you no longer need the effect.

Note: If necessary, you can change the Pitch Bend interval. See "PB Range° (Pitch Bend Range)" (p. 40).

Note: Modulation is not avalaible when the MFX type= "Rotary". In that case, the modulation axis of the lever is used for switching between the fast and slow speeds.

Footswitch

The EXR-40 OR's FOOTSWITCH socket (rear panel) allows you to connect optional DP-2, DP-6, or BOSS FS-5U footswitch.

The footswitch can be used for sustaining the notes you are playing (default), as Soft or Sostenuto pedal, to change the Rotary effect speed (MFX), and more. See "FSW° (Footswitch Assign)" (p. 40) and "Using the outputs and an optional footswitch" (p. 56).

To use it for holding the notes you are playing, proceed as follows:

(1) Connect a DP-2, DP-6, or BOSS FS-5U footswitch to the FOOTSWITCH jack.

(2) Play a note with your right hand.

(3) Press the footswitch.

(4) Release the key.

The note(s) you played keep on sounding after you release the corresponding keys.

(5) To stop the note(s) from sounding, release the footswitch.

Using effects

The EXR-40 OR contains digital Reverb and Chorus effects processors. You can switch them on/off and select other types. You can also set the Send level (the amount of reverb or chorus) to be applied to the various Keyboard parts. Please bear in mind that the chorus effect cannot be combined with the MFX (so you need to choose between chorus or MFX for the Main part).

Using the multi-effects processor (MFX)

The multi-effects (MFX) processor can be used for processing the Main part. It can generate various effects (47), some of which are combinations of two effects, while the Reverb and Chorus processors only generate effects that are somehow related to ambiance (REV) or modulation (CHR).

(1) Press the FUNCTION button (it must light).
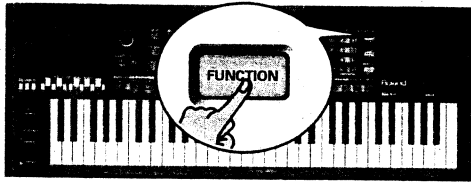
(2) Use FAMILY ◀▶ to select "EFFECTS".
The EXR-40 OR's function parameters are divided into 9 logical "families". For the following, we need to select the effects group.

(3) Use SELECT ◀▶ to select the "MFX" parameter.

Note: See also "Working with the FAMILY, SELECT and numeric buttons" (p. 20).

The "Off" message means that the MFX is not being used.

(4) To switch on the MFX, select one of the remaining 47 types using the □□ buttons.
Off: The MFX is off.

Enhancer: An Enhancer controls the overtone structure of the high frequencies, adding sparkle and tightness to the sound.

Overdrv1~4: Overdrive creates a soft distortion similar to that produced by tube amplifiers. Several types of overdrive are available: (1) Small combo amp, (2) Combo amp, (3) Large double-stack amp (2 cabinets), (4) Large double-stack amp (3 cabinets).

Distort1~4: This effect produces a more intense distortion than Overdrive. The numbers refer to different kinds of distortion.

Phaser: Adds a phase-shifted sound to the original sound, producing a twisting modulation that creates spaciousness and depth.

AutoWah: The Auto Wah cyclically controls a filter to create cyclic change in timbre.

Rotary: Simulates the sound of a classic rotary speaker. This effect is most suitable for electric organ. If you select this type, you can use the MODULATION axis of the BENDER/MODULATION lever for switching between the slow and fast modulation speeds: press the lever towards the back of the EXR-40 OR to alternate between slow and fast undulations.

StFlangr: This is a stereo Flanger. It produces a metallic resonance that rises and falls like a jet airplane taking off or landing.

SpFlangr: A Step Flanger is a Flanger effect with clearly noticeable steps rather than continuous pitch changes.

Compress: A compressor reduces signal peaks and boosts low levels, smoothing out unevenness in volume.

Limiter: A limiter prevents the volume from exceeding a certain level without boosting low levels.

HexaCho: Hexa Chorus uses six layers of chorused sound to give richness and spatial spread to the sound.

Trem Cho: Tremolo Chorus is a chorus effect with added Tremolo (cyclic modulation of the volume).

StChorus: This is a stereo chorus.

Space-D: A multiple Chorus that gives no impression of modulation, but produces a transparent Chorus effect (the perfect "stereo maker").

StDelay: Delay is an effect that allows you repeat the input signal, thus creating echoes (repetition).

Mod Dly: This effect adds modulation to the delayed sound, producing an effect similar to a Flanger.

3Tap Dly: The Triple Tap Delay produces three delay sounds; center, left and right.

4Tap Dly: Delay with four repetition lines.

TmCtrDly: This effect controls the delay time in realtime.

Reverb: A nice Reverb effect.

GteRevNr: Gate Reverb is a special type of Reverb in which the reverberant sound is suddenly cut off (and does not gradually decrease).

GteRevRv: A gated Reverb effect that sounds "backwards".

GteRevS1: The reverberant sound moves from right to left.

GteRevS2: The reverberant sound moves from left to right.

2PtchShf: A Pitch Shifter changes the pitch of the original sound. This 2-voice effect has two pitch shifters, and adds two transposed copies to the original sound.

FbPtchShf: Pitch Shifter with several echoes.

OD►Chors: This effect connects an Overdrive and a Chorus in series. ("Series" means that the first effect is also processed by the second.)

OD►Flger: This effect connects an Overdrive and a Flanger in series.

OD►Delay: This effect connects an Overdrive and a Delay in series.

DS►Chors: This effect connects distortion and a Chorus in series.

DS►Flger: This effect connects distortion and a Flanger in series.

DS►Delay: This effect connects distortion and a Delay in series.

EH►Chors: This effect connects an Enhancer and a Chorus in series.

EH►Flger: This effect connects an Enhancer and a Flanger in series.

EH►Delay: This effect connects an Enhancer and a Delay in series.

Cho►Dly: This effect connects a Chorus and a Delay in series.

FL►Delay: This effect connects a Flanger and a Delay in series.

Cho►Flgr: This effect connects a Chorus and a Flanger in series.

Cho/Dly: This effect connects a Chorus and a Delay in parallel. ("Parallel" means that the input signal is processed by two effects that do not interact.)

FL/Delay: This effect connects a Flanger and a Delay in parallel.

Cho/Flgr: This effect connects a Chorus and a Flanger in parallel.

Note: This setting can be saved to a User Program (see p. 44).

Note: By default, MFX type selection is linked to Tone selection for the Main part. This can be switched off, however, see "Tone MFX°" (p. 42). Note that this does not apply to all Tones.

(5) While selecting an MFX type, play a few notes on the keyboard to audition the effect.

(6) Press another "big" button in the DATA ENTRY section to leave this function.

Note: If the MFX is on, the Main part is no longer processed by the Chorus effect. But the MFX also contains Chorus algorithms (either in isolation or in combination with other effects).

Reverb

Reverb is an effect that gives you the impression of playing in a concert hall, a room or another acoustic environment that reflects the sounds that are being produced.

When you switch on the EXR-40 OR, all three Keyboard parts (Main, Dual, Split) as well as the Arranger and Song parts are processed by the internal Reverb effect.

If you don't need that, you can either switch off the Reverb processor (in which case none of the EXR-40 OR's 19 parts are processed) or prevent just one Keyboard part from being processed. You cannot change the amount of reverb that is added to the Arranger or pre-recorded Song parts.

●Switching the Reverb on/off

Use the following procedure if you want no reverb at all (for none of the EXR-40 OR's parts), or to select another Reverb type.

(1) Press the FUNCTION button (it must light).
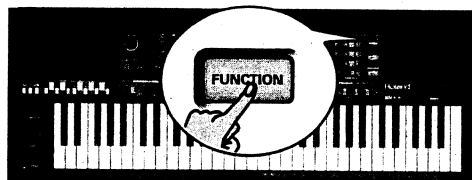
(2) Use FAMILY ◄► to select "EFFECTS".
The EXR-40 OR's function parameters are divided into 9 logical "families". For the following, we need to select the effects group.

(3) Use SELECT ◄► to select the "REV" parameter.

Note: See also "Working with the FAMILY, SELECT and numeric buttons" (p. 20).

(4) Use the ─+ buttons to select "Off" if you don't need the Reverb processor. Otherwise, select one of the eight available types:

Type	Explanation
Room 1~3	These types simulate the Reverb characteristics of a room. The higher the number (1, 2, or 3), the "bigger" the room becomes.
Hall 1, 2	These types simulate the Reverb of a small (1) or large (2) concert hall and thus sound far "bigger" than the Room types above.
Plate	Digital simulation of a metal plate that is sometimes used for creating Reverb effects. Works well for percussive sounds.
Delay	A Delay effect (no Reverb). Works a lot like an echo effect and thus repeats the sounds.
Pan Delay	This is a stereo version of the preceding Delay effect. It creates repetitions that alternate between the left and right channels.

(5) Play a few notes on the keyboard to audition the effect.

●Changing the amount of reverb processing for the Keyboard parts

To change the reverb depth (i.e. how much reverb is added to a part), proceed as follows:

(6) If the FUNCTION button still lights, use SELECT ◄► to select one of the following parameters.

VALUE
100 Rev MAIN
Reverb depth of the Main part.

VALUE
100 Rev DUAL
Reverb depth of the Dual part.

VALUE
100 Rev SPLIT
Reverb depth of the Split part.

(If FUNCTION doesn't light, first perform steps (1) and (2) above.)

(7) Use ─+ to select "0" if you don't want the selected Keyboard part to be processed by the reverb effect. Otherwise, set the desired value.

If you selected an MFX type (see p. 35), the Rev MAIN parameter no longer affects the Main part directly, but rather the MFX signal.

When the MFX is set to "Off"

Main ──────► Reverb

MFX "Off"   Rev MAIN=
             Reverb for Main

When the MFX is set to any other type

Main ──────► Reverb

MFX   Rev MAIN=
             Reverb for Main + MFX
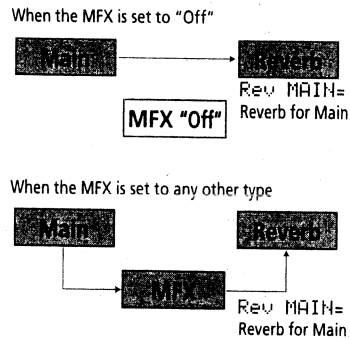
"Rev Main= 100" then means: Reverb depth of the processed Main signal coming out of the MFX. This can be used for a variety of interesting applications: Distortion (MFX) + Reverb (REV), Rotary (MFX) + Plate (REV), etc.

(8) Play a few notes on the keyboard to audition the effect. Do not forget to activate the Split or Dual part if you wish to audition its Reverb depth.
Note: This setting can be saved to a User Program (see p. 44).

(9) Press another "big" button in the DATA ENTRY section to leave this function.

Chorus

Chorus broadens the spatial image of the sound and creates a stereo impression. You can choose from 8 types.

When you switch on the EXR-40 OR, none of the Keyboard parts (Main, Dual, Split) are processed by the internal chorus effect. Note also that the Chorus effect **doesn't affect the Main part** if the MFX is set to anything but "Off".

If you don't need Chorus, you can either switch off the Chorus processor (in which case none of the EXR-40 OR's 19 parts are processed) or prevent just one Keyboard part from being processed. You cannot change the amount of Chorus that is added to the Arranger or pre-recorded Song parts.

●Switching the Chorus effect on/off

Use the following procedure if you want no Chorus at all (for none of the EXR-40 OR's parts), or to select another Chorus type.

(1) Press the FUNCTION button (it must light).
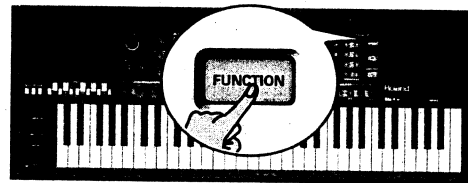
(2) Use FAMILY ◄► to select "EFFECTS".

(3) Use SELECT ◄► to select the "CHR" parameter:

VALUE
CHR   Chorus 3

Note: See also "Working with the FAMILY, SELECT and numeric buttons" (p. 20).

(4) Use the ⊟⊞ buttons to select "Off" if you don't need the Chorus processor. Otherwise, select one of the eight available types (see the list below).

Chorus 1	Chorus 4	S-Delay
Chorus 2	FB Chorus	SDelayFb
Chorus 3	Flanger	

(5) Play a few notes on the keyboard to audition the effect.

●Changing the amount of Chorus processing for the Keyboard parts

To change the Chorus depth (i.e. how much Chorus is added to a part), proceed as follows:

(6) If the FUNCTION button still lights, use SELECT ◄► to select one of the following parameters.

VALUE
0   Chr MAIN
    Chorus depth of the Main part*.

VALUE
0   Chr DUAL
    Chorus depth of the Dual part.

VALUE
0   Chr SPLIT
    Chorus depth of the Split part.
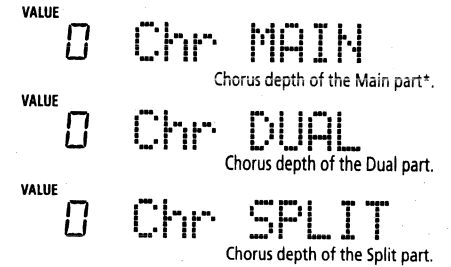
(*) Though this parameter is displayed even when MFX is set to something else than "Off", the Main part is not processed by the Chorus effect.

(If FUNCTION doesn't light, first perform steps (1) and (2) above.)

(7) Use ⊟⊞ to select "0" if you don't want the selected Keyboard part to be processed by the Chorus effect. Otherwise, set the desired value.
If you selected an MFX type (see p. 35), the Chr MAIN parameter has no effect (even though it is displayed).
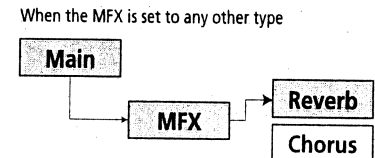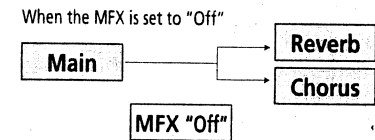
When the MFX is set to "Off"

Main ──────► Reverb
      └─────► Chorus
MFX "Off"

When the MFX is set to any other type

Main ─────┐   ► Reverb
          └─► MFX ────► Chorus

(8) Play a few notes on the keyboard to audition the effect. Do not forget to activate the Split or Dual part if you wish to audition its Chorus depth.
Note: This setting can be saved to a User Program (see p. 44).

(9) Press another "big" button in the DATA ENTRY section to leave this function.

V-LINK function

V-LINK is a function that provides for the integration of music and visual material. By using V-LINK-compatible video devices (i.e. an Edirol DV-7PR), visual effects can be easily linked to, and made part of the expressive elements of a performance.

By using the EXR-40 OR with an Edirol DV-7PR, you can:

- Use the EXR-40 OR's keyboard (highest octave) to switch images (clips). Press and hold a key for longer transition ("fade"). Briefly press a key for fast transitions.
- The numeric buttons [0]~[9] are used for switching palettes (only if the [USER PROGRAM] button lights).
- Use the BENDER axis of the BENDER/MODULATION lever to change the playback speed of the picture material or to select a different color.
- Use the LOCK buttons to change the effect (VFX1~4).

V-Link signals can be transmitted via MIDI OUT.

(1) Connect the EXR-40 OR's MIDI OUT socket to the MIDI IN socket of the external video processor (or to a UM-1 interface).
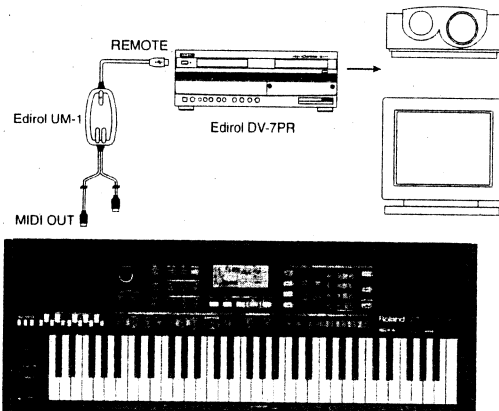
(2) Press the [V-LINK] button (it lights blue).

(3) Use the BENDER, the assigned buttons or "V-LINK" keys (highest octave) to manipulate the video pictures in sync with your music (see below).

(4) Press [V-LINK] again to switch off this function (the button goes dark).

V-LINK functions that the EXR-40 OR can control (and corresponding MIDI messages)

The EXR-40 OR provides the following functions for controlling V-LINK compatible video equipment.

- **Keyboard**: Clip 1~8→ Program Change: 00H~08H
  Press the keys in the highest octave to switch clips.
- **Keyboard velocity**: Dissolve Time→ CC23
  The velocity of the keys in the highest octave controls the speed of transition between images.
- [1]~[0] **buttons** (if the [USER PROGRAM] button lights): Palette 1~10→ CC00 (Bank Select)/00H~09H
  While the [V-LINK] button lights, press buttons [1]~[0] to switch palettes 1~10. (The numeric buttons also perform their "normal" functions.)
- **BENDER** axis of the BENDER/MODULATION lever: Playback Speed→ Pitch Bend
  Moving the lever toward the right will speed up playback, and moving it toward the left will slow down playback. At the center position, playback speed will be normal.
- **MODULATION** axis of the BENDER/MODULATION lever: Clip color→ CC24 (Color CB), CC25 (Color CR)
  Press the lever towards the rear of the EXR-40 OR to change the color. There are five steps that can be selected by pressing the lever several times: green, violet, blue, red, original clip color.
- **LOCK buttons**: VFX1~4, None (ACOUSTIC= None, POP= V-FX 1, ROCK= V-FX 2, DANCE= V-F1h

- X 3, ETHNIC= V-FX 4)
  Use these buttons to change the video effects. This function is not available if the receiving video processor is already set to "Off".
  Note: VFX2 is not supported by the DV-7.
  Note: All V-LINK messages are transmitted on MIDI channels 13 and 14.

12. Function menu

The EXR-40 OR's Function mode contains more advanced settings you may not need every day. They allow you to fine-tune your instrument's response. It would therefore be a good idea to familiarize yourself with these parameters. Most settings ("") can be written to a User Program (see p. 44). Other parameters ("°") are saved to the Flash memory when you leave the Function mode.*

Editing parameters (general procedure)

You can edit the EXR-40 OR's Function parameters via the display. Here is a general outline of the procedure for all parameters discussed below:

(1) Press FUNCTION.
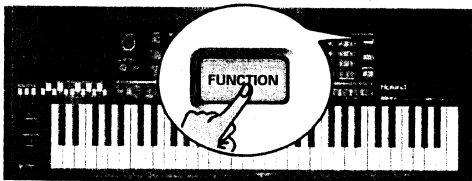
(2) Use FAMILY ◀▶ to select the Function group that contains the desired parameter:
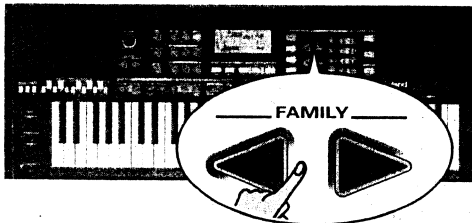
■ KB SET: KbdTouch, MsterTune, USRTrnsp, GLB Trnsp, TransMod, PB Range, KeySplit, SpltHold, SpltInt, FSW, Port Main, Port Dual, Mode Main, Mode Dual
■ METRONOM: Mtro TS, MetroVol, Count-In
■ OCTAVE: MAIN Oct, DUAL Oct, SPLT Oct
■ VOLUME: Main Vol, Dual Vol, SplitVol, Auto Bass, AccDrums, AccBass, Accomp1~Accomp6, Song1~Song16
■ ARR SET: ArrChord, Arr Hold, EP Chord, Bass Inv, MI (Melody Intelligence), InEnCHRD, Sync Stop

■ EFFECTS: REV (Reverb), CHR (Chorus), MFX, Tone MFX, Rev MAIN, Chr MAIN, Pan MAIN, Rev DUAL, Chr DUAL, Pan DUAL, RevSPLIT, ChrSPLIT, PanSPLIT
■ KB SCALE: Scale C/C#/D/Eb/E/F/F#/G/Ab/A/Bb/B, Scale Mode
■ MIDI: Local, MidiTxRx, Sync Rx, Style PC, LyricsTx, NTARx14, PitchBnd, Modulatn, ProgChng, Velo Rx, Clock Tx, StartStp, SongPosP
■ UTILITY: LockInit, InitFLASH, Resume
■ WriteSNG (see p. 48)
■ WriteSTL (see p. 49)
■ RemoveSNG (see p. 49)
■ Remove STL (see p. 50)
■ WriteUPG (see p. 49)
■ ReadUPG (see p. 49)
■ RemovUPG (see p. 50)

(3) Use SELECT ◀▶ to select the parameter you wish to edit (see below).
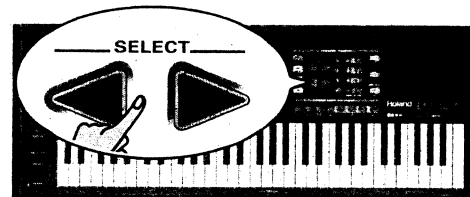
Note: In FUNCTION mode, SELECT ◀▶ do not allow you to jump from one family to the next.

The "VALUE" message and a setting appear to signal that you can change ("edit") the selected parameter.

(4) Use the DATA ENTRY ⊟⊞ or numeric buttons (only for values) to modify the setting of the selected parameter.
Note: See also page 20.

Note: To return to the default value of the currently selected parameter, press ⊞ and ⊟ simultaneously.

(5) Use FAMILY ◀▶ to select another Function parameter.
(6) Continue with step (3).
(7) Press another "big" button in the DATA ENTRY section to leave this function.

KB SET parameters

■ **Kbd Touch***
(1~127, Default setting: 110) Use this parameter to set the EXR-40 OR's fixed velocity value that will be used when the KEY TOUCH icon is not displayed. See p. 34.
Note: This parameter can also be selected by pressing and holding KEYBOARD TOUCH.

■ **MstrTune° (Master Tune)**
(427.4~452.6, Default setting: 440.0) This parameter allows you to change the EXR-40 OR's overall tuning, which may be necessary when you accompany a singer, an acoustic instrument, or when you play to a recording on CD or cassette.

■ **USRTrnsp***
(–12~12, Default setting: 0) Use this parameter to transpose the EXR-40 OR in semitones. If you're not sure what transposition is, see p. 32. This parameter can also be selected by pressing the TRANSPOSE button.

■ **GLBTrnsp**
(–6~5, Default setting: 0) Use this parameter to temporarily transpose the EXR-40 OR in semitones. If you're not sure what transposition is, see (see p. 32). This parameter can also be selected by pressing the TRANSPOSE button and pressing SELECT ▶ once.

■ **TransMod***
(Default setting: Int+Song) This parameter allows you to specify which parts should be affected by the Transpose setting:
Int: The Keyboard and Arranger parts will be transposed. Notes received via MIDI, however, will be played without change.
Song: Only the Song parts will be transposed. This is only meaningful when you play back a Standard MIDI File or one of your own songs with the EXR-40 OR's Recorder.
MIDI: Only the notes received via MIDI will be transposed.
Int+Sng, Int+MIDI, Sng+MIDI, All: These are combinations of the above. *Int* could be useful to transpose only the Keyboard parts so that you can play to a Recorder song in "your" key but sound in the song's key.

■ **PB Range° (Pitch Bend Range)**
(0~24, Default setting: 2) This parameter allows you to set the interval that will be used when you push the BENDER/MODULATION lever fully to the left or to the right (Pitch Bend effect). You can set this parameter in semitone steps, with a maximum of 24 semitones (2 octaves), the default value being "2", which should be OK in most situations.
Note: Pitch Bend is only available for the Main, Dual and Split parts. See also p. 34.

■ **KeySplit* (Split point)**
(48~84, Default setting: 60) Use this parameter to set the split point for the Arranger mode and the Split part. The note you set here is the lowest note you can play with the Main part. The number refers to a note. "60" corresponds to the note "C4".
Note: You can also select this parameter by pressing and holding the [ARRANGER BAND] button.

■ **SpltHold* (Hold function for the Split part)**
(On/Off, Default setting: Off) The SpltHold function memorizes the chords you play while the Split part is on and holds the corresponding notes until you play another chord.

■ **SpltInt* (Split Chord Intelligence)**
(On/Off, Default setting: Off) When you activate the [SPLIT] button, the EXR-40 OR's Split Chord Intelligence function allows you to play major chords by pressing just one key, minor chords by pressing two keys, and more complex chords by pressing three keys. This system thus follows Arranger control, which is why it would be a good idea to select "On" whenever you are using the Split part while the [ARRANGER] icon is displayed.

■ **FSW° (Footswitch Assign)**

(Default setting: Sustain) After connecting an optional DP-2, DP-6, or BOSS FS-5U to the FOOTSWITCH socket on the rear panel, you can use this parameter for assigning a function to the footswitch.
Sustain: Also called "Hold" or "Damper", this function allows you to use the footswitch to hold the notes you play on the keyboard in much the same way as on an acoustic piano.
Sostenut: In this case, the footswitch functions as Sostenuto pedal (another pedal found on grand and digital pianos that allows you to sustain only those notes you played at the time you pressed the pedal).
Note: This function only applies to the Keyboard parts.
Soft: In this case, the footswitch functions as Soft pedal (a pedal found on grand and digital pianos that reduces the volume).
Note: This function only applies to the Keyboard parts.
Rotary S/F: Allows you to select the slow or fast speed of the Rotary effect. This only works, if the "Rotary" type is assigned to the MFX (see p. 35).
UsrPrgUp: Selects the next User Program (i.e. "10" if "9" is currently active).
UsrPrgDw: Selects the previous User Program (i.e. "1" if "10" is currently active).
Start/Stop: Starts and stops Arranger or Song playback. Same function as the [START/STOP] button.
Bass Inv: Switches the Bass Inversion function on and off (see p. 28).

Punch I/O: The footswitch can be used to activate and switch off punch in/out recording (see p. 25).

■ **Port Main**
(Off, 1~127, Default setting: Off) Portamento is an effect that produces gradual pitch changes between the notes you play. The higher the value, the longer it takes before the pitch of the newly played note is reached.
This parameter allows you to set two parameters simultaneously for the Main part (there is a second parameter for the Dual part): the Portamento switch and the Portamento time. When you select a value between "1" and "127", the Portamento switch is automatically set to "on" (127).

■ **Port Dual**
(Off, 1~127, Default setting: Off) This parameter allows you to set two parameters simultaneously for the Dual part: the Portamento switch and the Portamento time. See above for an explanation.

■ **Mode Main**

(Mon/Pol, Default setting: Pol) This parameter allows you to specify whether the Main part can be played polyphonically ("Pol") or monophonically ("Mon"). "Polyphonic" means that you can play chords, while "monophonic" means that you can only play one note at a time. This may be useful for violin, woodwind and similar sounds, because the acoustic instrument in question cannot (or usualy doesn't) play chords. If you press two keys after selecting "Mon", only the note of the last key you pressed sounds (nobody actually presses two keys at exactly the same time).

■ **Mode Dual**
(Mon/Pol, Default setting: Pol) This parameter allows you to specify whether the Dual part can be played polyphonically ("Pol") or monophonically ("Mon"). See also above.

METRONOM parameters

■ **Metro TS° (metronome time signature)**
(1/4~9/4, 1/8~9/8, Default setting: 4/4) This parameter allows you to set the metronome's time signature (number of beats per bar). Please bear in mind that this setting changes whenever you select a Music Style with a different time signature. See also p. 14 for how to use the metronome. This parameter can also be selected by holding down the METRONOME button.

■ **Metro Vol° (metronome volume)**
(0~127, Default setting: 100) Use this parameter whenever you think the metronome is too loud/soft with respect to the music. The default value is usually an appropriate setting.

■ **Count-In**
(On/Off, Default setting: Off) This parameter allows you to switch the count-in function for punch-in and normal recording (see p. 25) on or off. When on, the metronome will count down two measures (8 beats for a song with a 4/4 time signature).

OCTAVE parameters

■ **MAIN Oct*, DUAL Oct*, SPLIT Oct* (octave transposition)**
(-4~0~4, Default setting: 0) These three parameters allow you to shift the octave of the part in question (Main, Split, or Dual) up or down by up to four octaves. This can be useful for Techno/Dance songs where you need a piano sound that plays in two different octaves.

To achieve this, assign two different (or the same) piano sounds to Main and Dual, activate the DUAL button, and set DUAL Octv to "-1" (or "1").

Note: When a Drum Set is assigned to the Main part, the pitch of the drum/percussion sounds is not transposed. Instead, the keys are assigned to other drum/percussion sounds ("shifted"). Example: after setting "MAIN Oct" to "-1", the bass drum can be played with the C3 key (rather than the C2), while other sounds are available to the left of the C3.

VOLUME parameters

■ **Main Vol*, Dual Vol*, SpltVol*: volume**

(0~127, Default setting: 127 Main/110 Dual/100 Split) These three parameters allow you to set the volume of the Main, Dual, and Split parts respectively. Please note that the settings you make here have no effect if you used BALANCE ACCOMP to set the maximum volume for the Arranger/Song parts.

Note: The volume of the Dual part can also be set by holding down DUAL while pressing ACCOMP or KEYBOARD. The same is true of the Split part, except that you need to press and hold SPLIT.

■ **Auto Bass*: status and volume**
(OFF, 0~127, Default setting: OFF) Whenever the Split part is active, this parameter allows you to set the volume of the Auto Bass part (in which case the Auto Bass part is switched on). This part sounds monophonic bass notes based on the chords you play. If the Bass Inversion function (see p. 28) is off, the Auto Bass part sounds the root notes (fundamentals) of the chords you play with your left hand (using the Split part).

The Auto Bass part can also be added to the EP Chord part (see below), and then follows the same rules as that part. The Auto Bass' volume and status can be set independently for "Split use" and "EP Chord use".

In either case, select OFF if you don't need the Auto Bass part.

■ **AccDrums*, AccBass*, Accomp1*~Accomp6*: volume**
(0~127, Default setting: 100 AccDrums/100 AccBass/100 Accomp1~6) These three parameters allow you to set the volume of three Music Style sections: the drums, the bass and the Accomp parts (1~6). You can use these parameters if you think the original "mix" of the selected Music Style is not quite right.

■ **Song1~Song16: volume**
(-64~0~63) These volume parameters apply to the respective tracks of the song you are currently playing back. In most cases, you may want to change the volume of track 4 (melody), 2 (bass) or 10 (drums). Finding another track (1, 5~9, 11~16) that's too loud or too soft may take some time, because their usage is more or less free. Be aware, however, that not all Standard MIDI Files use all 16 tracks that are available (so that changing the volume of track 16 may produce no audible change at all, for example).

These are relative parameters: the value you set here is subtracted from (negative values) or added to (positive values) the song parts' volume. Note that the upper limit (defined by the MIDI standard) is "127". It may thus be impossible to increase the volume of a track (because it already uses "127"). Select "0" if you like a track's volume the way it is.

Be aware that the changes you make here **must be saved along with the song data.** They are not written to a User Program. See pages 48 and 53 for how to save songs.

ARR SET parameters

■ ChordInt* (Arranger Chord intelligence)
(Md1, Md2, Off, Default setting: Md1) This parameter allows you to select the chord intelligence system to be used by the EXR-40 OR: the Roland system ("Md1", which makes more sense from an educational point of view, see page 126), or the "Md2" system, which can be used in the following way:

Major chords	Press the key that corresponds to the chord's fundamental.
Minor chords	Fundamental + any black key to the left of the fundamental.
Seventh chords	Fundamental + any white key to the left of the fundamental.
Minor seventh chords	Fundamental + any black key to the left + any white key to the left.

In either case, pressing just a few keys is therefore enough for obtaining full chords. If you are used to playing full chords, you can switch this function off.

■ ArrHold* (Arranger Hold)
(On/Off, Default setting: On) The Arranger Hold function memorizes the chords you play with your left hand and keeps playing the corresponding notes until you play another chord.

If you switch off ArrHold, the melodic Arranger parts (A.Bass, Accomp) stop playing as soon as you release the key(s) in the left half of the keyboard, leaving you only with the drum accompaniment.

For your convenience, this function is switched on every time you power on the EXR-40 OR.

■ EP Chord° (left-hand St. Strings + bass)
(On/Off, Default setting: On) The EP Chord function (for "Educational Purposes") activates a stereo string sound and monophonic bass (if Auto Bass is set to "on") whenever (a) the ▮▮ARRANGER▮▮ icon is displayed and (b) the Arranger is stopped. This allows you to play chords (and a bass line) with your left hand in Arranger mode – without using the EXR-40 OR's accompaniment function.
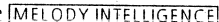
If you select "Off", however, the left half of the keyboard will be muted when conditions (a) and (b) are met and if the ▮SPLIT▮ icon is not displayed.

■ Bass Inv*
(On/Off) Use this parameter to change the way in which the Arranger reads the chords you play. See p. 28.

■ MI* (Melody Intelligence harmony type)
(Default setting: Traditnl) This parameter allows you to select the desired harmony type for the Melody Intelligence function.
Note: This parameter can also be selected by pressing and holding the ▮MELODY INTELLIGENCE▮ button. See p. 27.

■ InEnCHRD* (Intro/Ending chord recognition)
(On/Off, Default setting: Off) This parameter allows you to block chord recognition during playback of the Intro or Ending pattern of the selected Music Style in PIANIST mode. Unlike the "normal" patterns (Original, Variation), Intro and Ending patterns usually contain chord changes. If you select "Off", chord recognition is active during Intro/Ending playback, so that the accompaniment may jump from one key to another. To avoid this, select "On".

■ Sync Stop* (system used for automatic stops)
(Int/Nor, Default setting: Nor) This parameter allows you to specify how the SYNC STOP function (see p. 16) should work. Select "Nor" if you want the Arranger to stop as soon as you release all keys in the chord recognition area (left side in ARRANGER mode, entire keyboard in PIANIST mode). When you play another chord, Arranger playback resumes from the beginning of the selected Style pattern.

If you select "Int", switch on the SYNC STOP (see p. 16) function and then release all keys in the chord recognition area, the Arranger stops on the next downbeat – and all notes that are on at that time keep sounding (only if the "ArrHold" function is on). When you play another chord, Arranger playback resumes from the point it had reached when you released all keys in the chord recognition area.

Note: This parameter can also be selected by pressing and holding the ▮SYNC START/STOP▮ button.

EFFECTS parameters

■ Rev* (Reverb Type)
(Default setting: Hall 2) Use this parameter to select the kind of Reverb that best suits your musical purposes, or to switch the Reverb processor "Off". See p. 36.

■ Chr* (Chorus Type)
(Default setting: Chorus 3) This parameter allows you to specify the type of Chorus effect, or to switch the Chorus processor "Off". See p. 37.

■ MFX* (MFX type)
(Default setting: Rotary) This parameter allows you to select the desired MFX type and to switch the MFX processor off. See p. 35 for details about the MFX. Selecting "Off" means that the MFX is off.
Note: MFX type selection can also be linked to Tone selection for the Main part.

■ Tone MFX°
(On/Off, Default setting: On) This parameter allows you to link the selection of an MFX type to the Tone you assign to the Main part. That way, a Distortion/Overdrive effect will be selected for a rock guitar sound, Rotary for an organ, etc.

■ Rev MAIN*
(0~127, Default setting: 100) This parameter allows you to set the Reverb Send Level for the Main part (i.e. how much Reverb should be added to the Main notes). Select "0" if the Main part may not be processed by this effect.

■ Chr MAIN*
(0~127, Default setting: 0) This parameter allows you to set the Chorus Send Level for the Main part (i.e. how much Chorus should be added to the Main notes). If you want this part to be processed by the Chorus effect, you need to select a value different from "0". This parameter is only used when the MFX parameter is set to "Off".

■ Pan MAIN*
(Rnd, R63~0~L63, Default setting: 0) This parameter allows you to set the stereo position of the Main part (i.e. its placement between the left and right speakers). "Rnd" means that the stereo position changes randomly for each note you play. Values starting with "L" correspond to the left speaker. "0" refers to the center, and values starting with "R" correspond to the right speaker.

■ Rev DUAL*
(0~127, Default setting: 100) This parameter allows you to set the Reverb Send Level for Dual part (i.e. how much Reverb should be added to the Dual notes). Select "0" if the Dual part may not be processed by this effect.

■ Chr DUAL*
(0~127, Default setting: 0) This parameter allows you to set the Chorus Send Level for the Dual part (i.e. how much Chorus should be added to the Dual notes). If you want this part to be processed by the Chorus effect, you need to select a value different from "0".

■ Pan DUAL*
(Rnd, R63~0~L63, Default setting: 0) This parameter allows you to set the stereo position of the Dual part (i.e. its placement between the left and right speakers). "Rnd" means that the stereo position changes randomly for each note you play. Values starting with "L" correspond to the left speaker. "0" refers to the center, and values starting with "R" correspond to the right speaker.

■ Rev SPLIT*
(0~127, Default setting: 100) This parameter allows you to set the Reverb Send Level for the Split part. Select "0" if the Split part may not be processed by this effect.

■ Chr SPLIT*
(0~127, Default setting: 0) This parameter allows you to set the Chorus Send Level for the Split part. If you want this part to be processed by the Chorus effect, you need to select a value different from "0".

■ Pan SPLIT*
(Rnd, R63~0~L63, Default setting: 0) This parameter allows you to set the stereo position of the Split part (i.e. its placement between the left and right speakers). "Rnd" means that the stereo position changes randomly for each note you play. Values starting with "L" correspond to the left speaker. "0" refers to the center, and values starting with "R" correspond to the right speaker.

KB SCALE parameters
■ Scale C*~Scale B* (Scale Tune)
(–64~63, Default setting: 0 for all notes) These parameters allow you to stray away from the usual semitone-interval scale (used in western music) by changing the pitch of the notes so as to accommodate other musical cultures or tuning methods (oriental, baroque music, etc.). These settings are assigned to the ORIENTAL SCALE buttons.

As you will notice, you can change the pitch of every note of one octave (C, C#, D, Eb, E...). The settings you make here apply to all notes of the same name (i.e. to every "C", every "C#", etc.). Most of the time, you will probably select the value "50" or "–50" as they correspond exactly to half a semitone up or down (quarter tone). Other settings may also be interesting, though.

■ Scl Mode*
(MN, ALL, Default setting: MN) This parameter allows you to specify which parts the Scale settings (see above) should apply to: only the Main part ("MN") or all parts ("ALL"). In some cases, choosing "ALL" may produce a more satisfactory result.

MIDI parameters

UTILITY parameters
■ LockInit
(On/Off, Default setting: On) This function allows you to protect the EXR-40 OR's Flash area from accidentally initializing it (see the next parameter). Select "Off" only before using the "InitFLSH" parameter. For safety reasons, this parameter is reset to "On" when you switch off the EXR-40 OR.

If you want to initialize the Flash area without first selecting this FUNCTION parameter, hold down the KEYBOARD TOUCH button while switching the EXR-40 OR on. The display then briefly shows the "UNLCKFLS" message.

■ InitFLSH (Flash initialization)
This function initializes (formats) the EXR-40 OR's Flash memory, which is only necessary if the data in the Flash memory become unreadable.

Note: Executing this function erases all Standard MIDI Files and Music Styles in the EXR-40 OR's Flash area.

Press YES/+ in response to the flashing YES message. The "Sure?" message appears and the YES message starts flashing. Press YES/+ to initialize the Flash area (or NO/– if you changed you mind).

After showing the "Complete" message, the EXR-40 OR leaves this function.

■ Resume
Select this function to recall the EXR-40 OR's factory Function settings.

Note: Resume does not reset the MIDI parameters of the FUNCTION mode (see p. 46).

Press YES/+ in response to the flashing YES message. After showing the "Complete" message, the EXR-40 OR leaves this function.

Note: There is no "Sure?" question that gives you time to think. Only press YES/+ if you are certain you want to recall ALL factory Function settings.

13. Working with User Programs

The EXR-40 OR is equipped with 200 User Program memories that allow you to store almost all settings (or registrations) you make on the front panel and via the Function menu (see p. 39).

Note: MIDI settings (see p. 46) are not saved to a User Program because the EXR-40 OR memorizes them automatically.

Writing your settings to a User Program

It is a good idea to write your settings frequently, even if you still need to do some editing afterwards. Those intermediary saves allow you to return to the previous stage whenever you do not like your last modifications.

(1) Press and hold the [USER PROGRAM/WRITE] button.

The EXR-40 OR now displays "-Write?".

(2) Enter the number of the memory where you wish to save your settings using the numeric buttons [0]~[9].
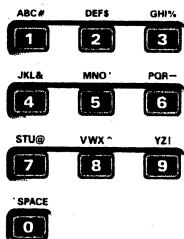
The "YES" message starts flashing.

(3) Press [YES/+] to confirm the number.

(4) Now use the numeric buttons [0]~[9] to name your User Program.

The available characters are:

```
_ ! # $ % & ' - @ ^ `
0 1 2 3 4 5 6 7 8 9
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
```

Note: Each time you press another numeric button (for entering characters), the cursor advances automatically to the next position. This works like a mobile phone.

(5) Press the [YES/+] button to save your settings to the selected memory. (Press [NO/-] if you don't want to save them after all.)
The display now responds with the "Complete" message.

Notes about writing User Programs

Leaving the User Program environment
Press any other "big" DATA ENTRY button to leave the User Program environment.

Meaning of the flashing number
At some stage, you may notice that the User Program number flashes.
It means that the last User Program you selected is still in effect but that the current settings no longer correspond to the ones in that memory. Such changes may include the status of the Reverb or Chorus effect, a changed volume value, etc.
Before selecting another User Program or switching off the EXR-40 OR, you should therefore write these settings to the same (or a different) User Program if you want to keep them. Otherwise, you lose these changes.

Mode selection
The mode (Arranger, p. 15, Piano Solo, p. 13, Pianist, p. 27) is also memorized when you write a User Program.

User Programs and the USER STL memory
The last Music Style you selected before writing a User Program is also memorized. This even applies to the USER STL memory that may contain a Style loaded from floppy disk or the Flash memory (see p. 19).
The 200 User Programs can be saved the Flash memory (see p. 48) or a floppy disk as a set (see p. 53).

Selecting a User Program

Though the User Program memory you specified above is already selected, there will be times when you need to select another memory. In that case, here is what you need to do:

(1) Briefly press [USER PROGRAM/WRITE] (it lights). Do not hold this button down because doing so will start the Write procedure (see above).
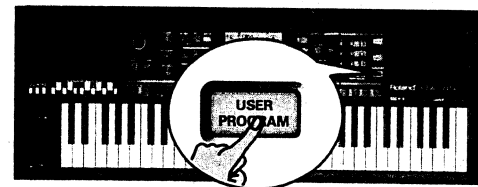
The display now shows the number of the User Program you selected last, or "1" if you have not yet selected a User Program since switching on the EXR-40 OR.
The flashing number indicates that the EXR-40 OR is still using the last manual changes you may have made before selecting the User Program function. It only means "this is the last memory you selected".
None of its settings are being used for the time being. By pressing another "big" button in the DATA ENTRY section, you can leave the User Program mode without changing your manual settings. This may be important to remember if

you were about to write your settings and accidentally pressed the wrong button (or didn't press it long enough).

To actually select a User Program...

(2) Use the numeric buttons ⓪~⑨ to select the memory (00~199).

The settings of the selected User Program will be recalled.

Note: You can also use the FAMILY and SELECT ◄|► buttons to select User Programs.

Note: As soon as you modify any setting (on the front panel or in the Function menu), the User Program number starts flashing.

(3) Press any other "big" button in the DATA ENTRY section to leave this mode.

Lock: filtering certain User Program settings

Your EXR-40 OR provides five LOCK buttons with two functions each that allow you to filter certain settings of the User Programs you recall.

These filters (or "locks") will help you use your User Program settings more efficiently, because you can leave out settings that may be fine for one song (the one you prepared the User Program for) but not for another.

Here is an example: suppose you saved a User Program for song "A" with the Main part's "Mode" function set to "Mon". All other settings are just perfect for song "B". Without the LOCK parameter, you would have to use a second User Program (where the "Main Mode" parameter is set to "Pol"). On the EXR-40 OR, however, you just need to switch on the MONO/PORT button to be able to use User Program originally prepared for song "A".

(1) Press the LOCK button that corresponds to the settings you want to ignore.
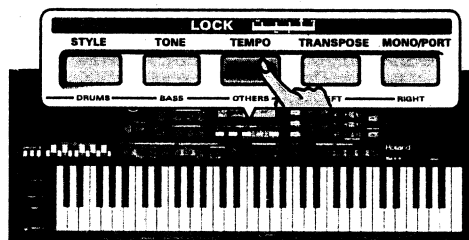
Each button has two functions. Press it either once (it lights) or twice in rapid succession (it flashes) to activate the desired filter:

Button	Function
STYLE (x1)	The Music Style does not change when you select a different User Program.
STYLE (x2)	The Music Style and BAND ORCHESTRATOR setting remain as they are.
TONE (x1)	The Main and Dual parts do not select the sounds stored in the User Program you select.
TONE (x2)	The Main and Dual parts as well as the USER TONES assignments remain unchanged.*

Button	Function
TEMPO (x1)	The current tempo value remains unchanged.
TEMPO (x2)	The current tempo value and the status of the SYNC START function remain as they are.
TRANSPOSE (x1)	The "USRTrnsp" setting remains as it is.
TRANSPOSE (x2)	The "USRTrnsp" setting and the status of the ORIENTAL SCALE buttons remain unchanged.
MONO/PORT (x1)	The "Mode" and "Port" settings of the Main part (see p. 40) remain unchanged.
MONO/PORT (x2)	The "Mode" and "Port" settings of the Main and Dual parts (see p. 40) remain unchanged.

(*) The assignments of the USER TONES buttons (see p. 30) are also saved to a User Program.

You can also activate several buttons at once.

(2) Select the User Program whose registration (with the exception of the unnecessary settings) settings you want to use.

(3) Switch the LOCK buttons off again before recalling yet another User Program if you need all of its settings.

Note: The status of the LOCK buttons is not saved to a User Program.

14. MIDI functions

MIDI is short for "Musical Instrument Digital Interface". The word refers to many things, the most obvious being a connector type that is used by musical instruments and other devices to exchange messages relating to the act of making music.

Each time you play on the EXR-40 OR's keyboard or start the Arranger (or Song), your instrument transmits MIDI data to its MIDI OUT. If you connect the MIDI OUT socket to the MIDI IN socket of another instrument, that instrument may play the same notes as one of the EXR-40 OR's parts, select sounds, etc. MIDI is a universal standard, which means that musical data can be sent to and received by instruments of different types and manufacturers. Furthermore, MIDI allows you to connect your EXR-40 OR to a computer or hardware sequencer.

Connect your EXR-40 OR as shown below.

The EXR-40 OR receives data   External MIDI instrument/computer

The EXR-40 OR transmits data

−OR−

The EXR-40 OR transmits and receives data
(*) *If you connect the EXR-40 OR's USB port to a computer, etc., the MIDI IN and OUT ports are no longer used. This only works when the* 💻—USB *icon is NOT displayed.*

Channels

MIDI can simultaneously transmit and receive messages on 16 channels, so that up to 16 instruments can be controlled. Nowadays, most instruments –like your EXR-40 OR– are multitimbral, which means that they can play several musical parts with different sounds.

Note: All EXR-40 OR parts are set to receive MIDI messages. If they do not seem to respond to the messages you send from the external controller, you should check whether the external controller's MIDI OUT is connected to the MIDI INput of your EXR-40 OR.

The EXR-40 OR's transmit and receive channels of all parts have been set in keeping with a tacit Roland standard and are therefore shared by all recent EM, E, G, and RA series instruments. You cannot change them. They also correspond to the track assignments of the 16-track Recorder:

① Accomp 1	⑨ Accomp 6
② Arranger bass	⑩ Arranger drums
③ Accomp 2	⑪ ➔ Split
④ ➔ Main	⑫ ➔ Auto Bass
⑤ Accomp 3	⑬ V-Link
⑥ ➔ Dual	⑭ V-Link
⑦ Accomp 4	⑮ Melody Intell. (see p. 27)
⑧ Accomp 5	⑯ (➔ Main*)

(*) If you assign a Drum Set to the Main part.

MIDI Function parameters

See "Editing parameters (general procedure)" (p. 39) for how to select and set these Function parameters (they belong to the "MIDI" family).

Note: With the exception of "Local", all MIDI parameter settings are saved as soon as you leave the Function mode.

■ Local

(On/Off, Default setting: On) The Local parameter allows you to establish or remove the connection between the EXR-40 OR's keyboard/Recorder and the internal tone generator.

When set to "**ON**" (default), playing on the EXR-40 OR's keyboard or playing back a Recorder song will cause the corresponding notes to sound. If you select "**OFF**", the corresponding MIDI messages are no longer sent to the internal tone generator – but they are still transmitted to the MIDI OUT or USB port and hence to external MIDI instruments.
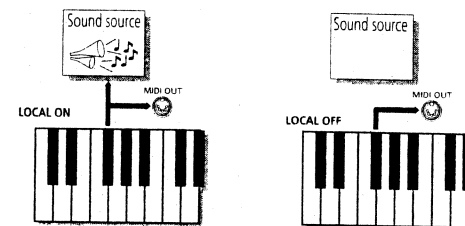
Note: The setting of this parameter is not memorized when you switch off the EXR-40 OR.

■ MIDI TxRx° (MIDI transmission and reception)

This parameter allows you to specify which EXR-40 OR parts should transmit and receive MIDI messages:

Option	Meaning
ALL	All parts.
KBD	Only the Keyboard parts (see ➔ in the table above).
STL	Only the Arranger parts (AccDrums~Accomp 6).
SNG	Only the Song parts (1~16).
OFF	None of the EXR-40 OR's parts transmits/receives MIDI messages.

■ Sync Rx° (MIDI synchronization)

Use this parameter to specify how the EXR-40 OR should be synchronized (as slave) to an external MIDI sequencer, computer, drum machine, etc.

"Synchronization" is a learned term for the fact that one device (or function) is set to start and stop at the same time as another device (or function), and to run at the same tempo (BPM). ॰

Please note that synchronization is only possible when you connect the external device's MIDI OUT socket to the EXR-40 OR's MIDI IN socket (though you can also work the other way around; in that case, see the sequencer's manual for details).

Off	In this case, the EXR-40 OR is not synchronized with other MIDI devices. It is thus impossible to start/stop it via MIDI.
On	Arranger playback and Song recording/playback are synchronized if the EXR-40 OR receives MIDI Start and Stop messages followed by MIDI Clock signals. If the EXR-40 OR receives only a Start message, it will wait a moment to see if there are also MIDI Clock messages coming. If there are, it will synchronize to them. If there are no MIDI Clock messages, it will follow its own tempo. In either case, you can stop playback or recording with a MIDI Stop message.

■ Style PC° (Style Select TxRx Channel)
(OFF, 1~16, Default setting: 10) As its name implies, the Style Select channel is used to receive and transmit program changes that cause the EXR-40 OR or the external instrument to select another Music Style.

■ Lyrics Tx° (Transmit Lyrics messages)
(On/Off, Default setting: Off) The EXR-40 OR can transmit Lyrics messages contained in Format 0 Standard MIDI Files you play back. It cannot display them, but it allows you to transmit them to a device capable of displaying Lyrics messages (such as the Roland LVC-1). This filter allows you to enable (On) or disable (Off) the transmission of Lyrics data.

■ NTA Rx14° (Note-to-Arranger reception on/off)
(On/Off, Default setting: On) NTA is short for "Note-to-Arranger", or the notes you play in the left half of the keyboard to feed the Arranger with chord information. These notes can also be received via MIDI (from an accordion, a digital piano, an organ, for example). If you want to use the Arranger without playing on the EXR-40 OR's keyboard, you must transmit these notes on MIDI channel 14 (from your computer or external MIDI instrument to the EXR-40 OR) and select "On" here.

NTA notes can only be received (they are not transmitted). The notes you play on the EXR-40 OR's keyboard are indeed transmitted to the Arranger, from there to the Arranger parts, and used to play the accompaniment in the right key. Since all Music Style notes are transmitted via MIDI, there is no need to send the NTA notes separately.

■ PitchBnd° (Pitch Bend)
(On/Off, Default setting: On) This filter allows you to enable (On) or disable (Off) the transmission and reception of Pitch Bend messages. These messages are used to temporarily increase or decrease the pitch of the Keyboard-part notes (Main, Dual, Split).

■ Modulatn° (Modulation)
(On/Off, Default setting: On) This filter allows you to enable (On) or disable (Off) the transmission and reception of Modulation messages. These messages are used to add vibrato to the notes you play (control change CC01).

■ ProgChng° (Program Change)
(On/Off, Default setting: On) This filter allows you to enable (On) or disable (Off) the transmission and reception of Program Change messages. These messages are used to select Tones, Styles, or User Programs.

■ Velo Rx° (Receive Velocity)
(On, 1~127, Default setting: On) This filter allows you to enable (On) or disable the reception of velocity messages. This only applies to note messages received via MIDI. Choose the velocity value to be substituted for the actual values the EXR-40 OR receives (1~127), or select "On" to use the velocity values as is.

■ Clock Tx° (synchronization)
(On/Off, Default setting: On) This parameter allows you to determine whether (On) or not (Off) the Arranger and Recorder send MIDI Clock messages when you start them. These messages are necessary for synchronizing external MIDI instruments/sequencers/software to the EXR-40 OR.

■ StartStp° (Start/Stop/Continue)
(On/Off, Default setting: On) This option allows you to specify whether or not the Arranger and Recorder send Start/Stop/Continue messages when you start or stop them. Select "Off" when you wish to control the tone generator of a MIDI organ, etc., without starting or stopping its automatic accompaniment.

■ Song PosP° (Song Position Pointer)
(On/Off, Default setting: On) The EXR-40 OR's Recorder also sends and receives Song Position Pointer messages that indicate the exact location of the notes that are being played back. Select "OFF" if you don't want the Recorder to send or receive these messages.

15. Data management

Working with the Flash memory

Let us first have a look at the remaining Function parameters. They allow you to save newly recorded songs and Styles loaded from a floppy disk to the EXR-40 OR's Flash memory, and to remove such files.

Saving songs to a Flash memory

Songs you record or edit with the EXR-40 OR's Recorder can be saved to its Flash memory or floppy disk. See page 53 for how to save them to floppy and page 19 for how to select songs in the Flash memory.

(1) Press FUNCTION.
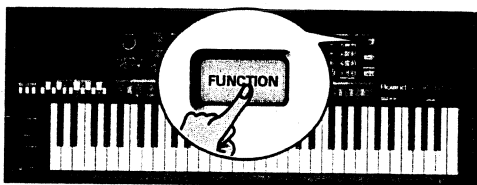
(2) Use FAMILY ◄► to select the "WriteSNG" parameter. Wait until the display looks as shown below, then proceed with the following step.

Wrt SONG 001♪YES

The EXR-40 OR automatically selects a Flash memory that doesn't yet contain data. (The first character, "S", flashes.)

Note: If no vacant Flash memory remains or if the memory capacity is exhausted, the display shows the "Mem Full" message when you select this function. In that case, it will be impossible to save your song. You can, however, delete another song ("Remove") and repeat step (2) and following.

Note: The "No Song" message means that there are no song data that could be saved.

(3) If necessary, use the SELECT ◄► buttons to move the cursor to another character position (that character flashes).

(4) Use the numeric buttons to assign a character to that position.

The available characters are:

    _ ! # $ % & ' - @ ^ `
     0 1 2 3 4 5 6 7 8 9
    A B C D E F G H I J K L M
    N O P Q R S T U V W X Y Z
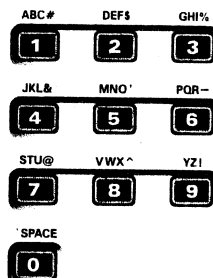
Note: Each time you press another numeric button (for entering characters), the cursor advances automatically to the next position. This works like a mobile phone.

(5) Repeat steps (3) and (4) to assign the desired characters to the remaining positions.

(6) After entering the name, press the YES/+ button to save the song to the EXR-40 OR's Flash memory. The display now counts down:

71 Writing

At the end of the saving operation, the display briefly shows the "Complete" message.

Note: Press NO/– if you do not wish to save the song after all.

(7) Press another "big" button in the DATA ENTRY section to leave this function.

Archiving User Programs in the Flash area

This function allows you to save the contents of the internal User Programs (all 200 of them) to the Flash area. User Programs are always archived as a set.

Use this function if all 200 User Programs contain settings you don't want to overwrite (by saving other registrations) or lose (in the unlikely event of a memory failure). There is also a function that allows you to load archived User Programs (page 49).

Note: The User Program set data also contain the TONE button assignments (page 30).

(1) Press FUNCTION.

(2) Use FAMILY ◄► to select the "WriteUPG" parameter. Wait until the display looks as follows, then proceed with the next step:

Wrt USPR_000♪YES

Though you could save the file with the current default name ("USPR_000"), a proper name will help you identify the file at all times. We therefore suggest you take the time to specify a meaningful name.

The first character of the default name ("UserPrg") flashes.

Note: If the memory capacity is exhausted, the display shows the "Mem Full" message when you select this function. In that case, it will be impossible to archive the User Program set. You can, however, delete another set ("Remove") and repeat steps (2) and following.

(3) If necessary, use the SELECT ◄► buttons to move the cursor to another character position (that character flashes).

(4) Use the numeric buttons to assign a character to that position.

The available characters are:

```
_ ! # $ % & ' - @ ^ `
0 1 2 3 4 5 6 7 8 9
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
```

(5) Repeat steps (3) and (4) to assign the desired characters to the remaining positions.
Note: Each time you press another numeric button (for entering characters), the cursor advances automatically to the next position. This works like a mobile phone.

(6) After entering the name, press the [YES/+] button to save the User Program set to the EXR-40 OR's Flash memory. The display first shows the "Writing" message. At the end of the saving operation, the display briefly shows the "Complete" message.
Note: Press [NO/−] if you do not wish to archive the User Program Set after all.

(7) Press another "big" button in the DATA ENTRY section to leave this function.

Saving Styles to a Flash memory
Music Styles you load from floppy disk (and which are copied to the USER STL memory at that time) can be saved to a Flash memory.

(1) Press [FUNCTION].

(2) Use FAMILY [◄][►] to select the "WriteSTL" parameter. Wait until the display looks as follows, then proceed with the next step:

```
Wrt  TANGO        TEMPO
                  ♩=YES
```

The EXR-40 OR automatically selects a Flash destination memory that doesn't yet contain data. (The first character flashes.)
Note: If no vacant Flash memory remains or if the memory capacity is exhausted, the display shows the "Mem Full" message when you select this function. In that case, it will be impossible to save the Music Style. You can, however, delete another Style ("Remove") and repeat step (2) and following.
Note: The "No Style" message means that there are no Style data that could be saved.

(3) If necessary, use the SELECT [◄][►] buttons to move the cursor to another character position (that character flashes).

(4) Use the numeric buttons to assign a character to that position.
The available characters are:

```
_ ! # $ % & ' - @ ^ `
0 1 2 3 4 5 6 7 8 9
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
```

(5) Repeat steps (3) and (4) to assign the desired characters to the remaining positions.
Note: Each time you press another numeric button (for entering characters), the cursor advances automatically to the next position. This works like a mobile phone.

(6) After entering the name, press the [YES/+] button to save the Style to the EXR-40 OR's Flash memory.
The display now counts down:

71 Writing

At the end of the saving operation, the display briefly shows the "Complete" message.
Note: Press [NO/−] if you do not wish to save the Music Style after all.

(7) Press another "big" button in the DATA ENTRY section to leave this function.

Loading a User Program set from the Flash memory
This "ReadUPG" function allows you to transfer a set of 200 User Programs (i.e. for all memories) to the EXR-40 OR's internal memory. This will overwrite the User Programs that currently reside in the internal memories. You cannot load individual User Programs from an archived set.
Note: If you wish to use the User Programs in the internal memory at a later stage, first archive them (page 48) or save them to disk before proceeding. See p. 53.

(1) Press [FUNCTION].

(2) Use FAMILY [◄][►] to select the "ReadUPG" parameter.

(3) Wait until the display shows the name of the first User Program set, then proceed with the following step.

(4) Use the SELECT [◄][►] buttons to select the set you wish to load.

(5) Press the [YES/+] button.
The display now shows the "Sure?" message, while YES starts flashing.

(6) Press the [YES/+] button again to load the User Program set (or [NO/−] if you do not want to load it after all). While the data are being loaded, the display shows the "Reading" message. Once the file has been loaded, the display briefly shows the "Complete" message.

(7) Press another "big" button in the DATA ENTRY section to leave this function.

Removing songs from the Flash memory
Songs you no longer need can be deleted (which is called "Remov" here) to make room for new songs.

(1) Press [FUNCTION].
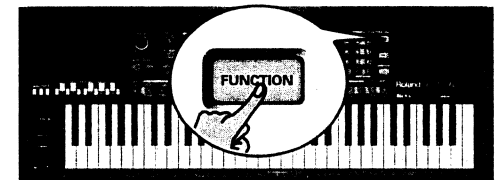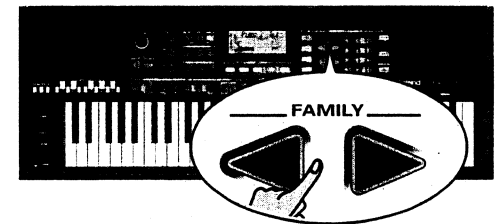
(2) Use FAMILY [◄][►] to select the "RemovSNG" parameter.

Wait until the display shows the name of the first song memory (101), then proceed with the following step.
Note: The "No Song" message means that there are no song data that could be deleted.

(3) Use the SELECT ◄► buttons to select the song you wish to delete.
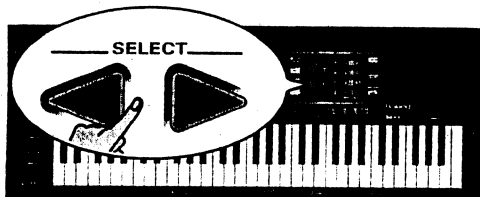
(4) Press the YES/+ button.
The display now shows the "Sure?" message, while YES starts flashing.

(5) Press the YES/+ button again to delete the song (or NO/– if you do not want to delete it after all).
The display now shows the following message:

Removing

Once the file has been deleted, the display briefly shows the "Complete" message.

(6) Press another "big" button in the DATA ENTRY section to leave this function.

Removing Styles from the Flash memory

Styles you no longer need can be deleted (which is called "Remov" here) to make room for new Styles.

(1) Press FUNCTION.

(2) Use FAMILY ◄► to select the "RemovSTL" parameter.
Wait until the display shows the name of the first Style memory (101), then proceed with the following step.
Note: The "No Style" message means that there are no Music Style data that could be deleted.

(3) Use the SELECT ◄► buttons to select the Music Style you wish to delete.

(4) Press the YES/+ button.
The display now shows the "Sure?" message, while YES starts flashing.

(5) Press the YES/+ button again to delete the Style (or NO/– if you do not want to delete it after all).
The display now shows the following message:

Removing

Once the file has been deleted, the display briefly shows the "Complete" message.

(6) Press another "big" button in the DATA ENTRY section to leave this function.

Removing a User Program set from the Flash memory

The "RemovUPG" function allows you to erase User Program sets from the EXR-40 OR's Flash memory. This may be necessary to make room for new files (e.g. when the "Memory Full" message appears). Be careful, though, to only delete files you are absolutely (positively) sure you will never need again. Once a file has been deleted, it is gone forever.
Note: As a rule, you should first make a backup copy of your disk on your computer. After all, most files really only become indispensable once they are no longer available...

(1) Press FUNCTION.
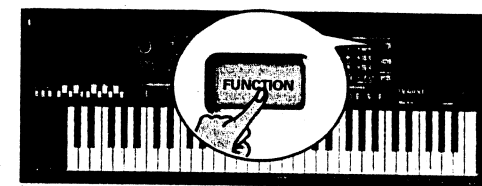
(2) Use FAMILY ◄► to select the "RemovUPG" parameter.
Wait until the display shows the name of the first User Program set, then proceed with the following step.
Note: The "No Files" message means that there are no set data that could be deleted.

(3) Use the SELECT ◄► buttons to select the User Program set you wish to delete.
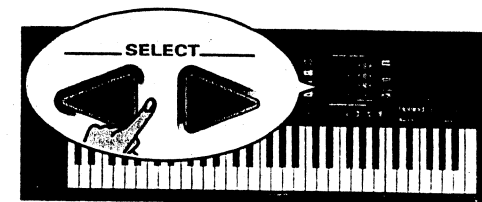
(4) Press the YES/+ button.
The display now shows the "Sure?" message, while YES starts flashing.

(5) Press the YES/+ button again to delete the User Program (or NO/– if you do not want to delete it after all).

The display now shows the following message:

Removing

Once the file has been deleted, the display briefly shows the "Complete" message.

(6) Press another "big" button in the DATA ENTRY section to leave this function.

Archiving data using a computer (USB)

The EXR-40 OR's USB port can be used for two purposes: (a) for transmitting/receiving MIDI data or (b) for exchanging files with a computer.

As long as the 🖥–USB icon is not displayed, the USB port transmits and receives MIDI data (the MIDI IN and OUT sockets are bypassed if you connect a USB cable to this port).

If the icon is displayed, however, your EXR-40 OR will appear as an external drive on your PC's or Mac's desktop:
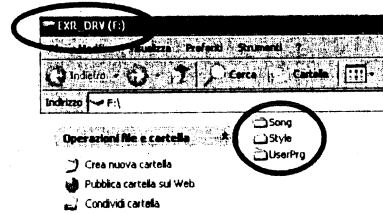
The drive letter ("F:" in the above illustration) depends on the number of drives recognized by Windows (and is of no importance for MacOS).

Note: USB communication (i.e. for MIDI applications) is possible between the EXR-40 OR and Windows Me/XP or later (for Windows users), or between the EXR-40 OR and Mac OS 9.0.4 or later (for Macintosh users). This requires that you install the appropriate drivers from the supplied CD-ROM.

Data transfer, on the other hand, is possible with Windows 2000/ Me/XP or later/Mac OS 9.04 or later. If you encounter problems with your system, please contact your nearest Roland service center for details.

Once recognized, you can copy files to the "Song", "UserPrg" or "Style" folder by dragging and dropping them using the usual routines. **The "Style", "UserPrg" and "Song" folders cannot be deleted and must not be renamed**. You can empty them by dragging all files they contain to the trash, though.

Proceed as follows (Windows XP):
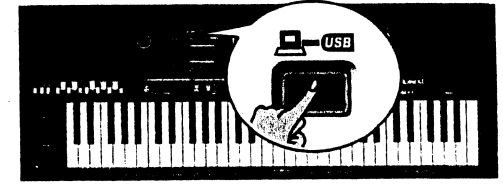
(1) Restart your PC.

(2) Switch on your EXR-40 OR.

(3) Press the EXR-40 OR's [USB] button.

The display shows the error message "No Cable" to signal that USB communication is impossible.

(4) Connect the EXR-40 OR's USB port to a free USB port of your computer using the supplied cable.
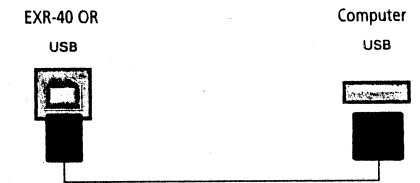
The 🖥–USB icon appears and the display shows "PC<–>EXR".

If you prefer to use another cable, choose one with the correct USB jack types: a "square" one ("type B") for the EXR-40 OR and probably a "flat" one (type "A") for your computer)

Note: If you do not connect a USB cable within 15 seconds, the EXR-40 OR returns to its normal mode.

Note: Never switch off the EXR-40 OR while the "Writing" message is displayed, because doing so would damage all data in the EXR-40 OR's Flash area. (See "InitFLSH (Flash initialization)" (p. 43) if you need to repair the Flash area after an erroneous operation.)

Note: The "Wait... Connection Proceding" message may appear when you press the [USB] button. This only happens after using the USB port for MIDI communication. It means that Windows XP is reconfiguring the USB port for data transfer use. This may take a while, so please be patient.

Proceed as follows (other operating systems):

(1) Switch on your Mac or PC if it isn't on already.

(2) Switch on your EXR-40 OR if it isn't on already.

(3) Press the EXR-40 OR's [USB] button.

The display shows the error message "No Cable" to signal that USB communication is impossible.

Note: If you do not connect a USB cable within 15 seconds, the EXR-40 OR returns to its normal mode.

(4) **Connect the EXR-40 OR's USB port to a free USB port of your computer using the supplied cable.**
The ▣—[USB] icon appears and the display shows ■ "PC<->EXR".
If you prefer to use another cable, choose one with the correct USB jack types: a "square" one ("type B") for the EXR-40 OR and probably a "flat" one (type "A") for your computer).

Note: Do not connect the EXR-40 OR to a USB hub. Always connect it directly to your computer.

Note: Never switch off the EXR-40 OR while the "Writing" message is displayed, because doing so would damage all data in the EXR-40 OR's Flash area. (See "InitFLSH (Flash initialization)" (p. 43) if you need to repair the Flash area after an erroneous operation.)

For all operating systems:

Note: If you press the [USB] button without connecting the USB cable, the display shows the error message "No Cable" to signal that USB communication is impossible. Connect a cable to cause this message to disappear.

(5) **Open the "My Computer" window (Windows) and check whether your computer has found an "EXR_DRV" (or just "Removable Disk").**

(6) **Open that drive by double-clicking on its icon.**

(7) **Open either the "Style", "UserPrg" or "Song" folder.**
This depends on whether you want to delete/rename/add Music Styles or Standard MIDI Files.

(8) **Do one of the following:**
- Copy the desired Music Styles from the "Style" folder to your computer's hard disk using drag & drop.
- Copy the desired songs from the "Song" folder to your computer's hard disk using drag & drop.
- Copy the desired User Program sets from the "UserPrg" folder to your computer's hard disk using drag & drop.
- Copy the desired Music Styles from your computer's hard disk to the "Style" folder using drag & drop. (See also the explanation below step (10).)

- Copy the desired songs from your computer's hard disk to the "Song" folder using drag & drop.
- Copy the desired User Program sets from your computer's hard disk to the "UserPrg" folder using drag & drop.
- Rename the desired files in the "Style", "UserPrg" or "Song" folder.
- Delete the files you no longer need.

Note: While the "PC<->EXR" message is displayed, all of the EXR-40 OR's buttons and keys are blocked.

(9) **To disconnect the EXR-40 OR from your computer:**
- **Macintosh:** Drag the "EXR_DRV" (or "Removable Disk") icon to the trash.
  —OR—
- **Windows:** Click on the removal icon on the task bar. Wait until a drop-down menu appears and select the entry that says something to the effect of "Stop USB disk EXR_DRV". You should now see a window that says something to the effect of "The USB device XX can now be safely removed from the system". Click on the [OK] button.

—THEN—
- Disconnect the USB cable from your computer and the EXR-40 OR.

(10) **Press the [USB] button again.**
The display shows the "Sure?" message.

(11) **Press [YES/+] (the ▣—[USB] icon disappears).**
(Press [NO/-] to remain in USB mode.)
If you copied Music Styles from your computer to the Flash area, the display now shows "Wait... Converting Styles." to indicate that files with the extension ".STL" are converted to the EXR-40 OR's Music Style format (".STH").

Note that this conversion is only necessary for Music Styles in the EXR-40 OR's Flash area that do not yet have the ".STH" extension.

Note: This operation adds a few bytes to every converted Music Style. In rare circumstances (when the Flash area is nearly full), this may lead to the impossibility to convert all Styles that still have the extension ".STL". The EXR-40 OR then displays the "MemFull" message to signal that the conversion was aborted before reaching the last ".STL" file. All Styles up to that point have been converted, though, and can be used.

Disk functions

The EXR-40 OR's Disk functions allow you to save the Recorder Song in the USER SNG memory to disk, to save and load your files to and from disk, to delete files on a floppy disk, and to format disks.

Though you can use 2DD or 2HD floppies, 2HD disks have twice the capacity of 2DD disks, so use 2HDs whenever you can.

Whenever the disk drive writes data to or reads data from disk, the Disk icon (DISK▣) flashes in the display. **Do not remove the floppy disk while this icon is displayed** *as that may damage both the disk drive and the disk (so that it becomes unreadable).*

Loading User Programs from disk

This load function is called LOAD UPr. It allows you to transfer a set of 200 User Programs (i.e. for all memories) to the EXR-40 OR's internal memory. This will overwrite the User Programs that currently reside in the internal memories.

Note: If you wish to use the User Programs in the internal memory at a later stage, first save them to disk before proceeding. See p. 53.

Note: The User Program set data also contain the TONE button assignments (page 30). After loading a User Program set, the eight TONE buttons may therefore select other sounds than before.

(1) Insert a disk into the drive.
(2) Press [DISK] to select the Disk mode.
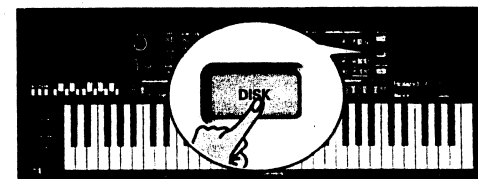
The "LOAD UPr" function is already selected, so there is nothing else you need to do. (Otherwise, use FAMILY [◄][►] to select this parameter.)

(3) Use SELECT ◄► to select the User Program Set you wish to load.
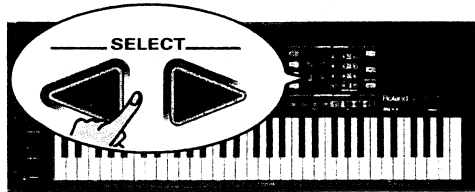
The **YES** message next to it starts flashing.

(4) Press the YES/+ button to load the selected file.
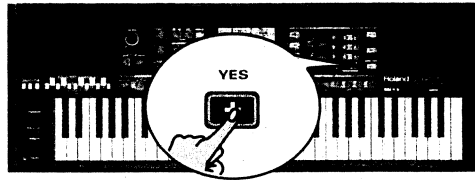
Note: Press NO/– if you do not want to load the selected file after all.

If you pressed YES/+, the display now shows the message "Loading". Once the data have been loaded, the "Complete" message briefly appears.

(5) Press another "big" button in the DATA ENTRY section to leave this function.

Possible error messages

No Disk	You forgot to insert a floppy disk into the drive.
No Files	The disk you inserted contains no User Program data.
NoFormat	The floppy disk is either not formatted or uses a format the EXR-40 OR doesn't recognize. Press YES/+ to format it now (*careful:* this will erase all data on disk).
Disk Err	The disk is probably damaged and cannot be used.
File Err	The file you selected is damaged and cannot be loaded.

Loading songs from disk

LOAD Sng allows you to load a song on floppy disk into the EXR-40 OR's User memory.

(1) Insert a disk into the drive.
(2) Press DISK to select the Disk mode.
(3) Select the "LOAD Sng" function using FAMILY ◄►.
(4) Use SELECT ◄► to select the song you wish to load. The **YES** message next to it starts flashing.
(5) Press the YES/+ button to load the selected file.
Note: Press NO/– if you do not want to load the selected file after all.

If you pressed YES/+, the display now shows the message "Loading". Once the data have been loaded, the "Complete" message briefly appears.

(6) Press another "big" button in the DATA ENTRY section to leave this function.
Note: See also "Possible error messages" above.

Loading Music Styles from disk

LOAD St1 allows you to load a Music Style on floppy disk into the EXR-40 OR's User memory.

(1) Insert a disk into the drive.
(2) Press DISK to select the Disk mode.
(3) Select the "LOAD St1" function using FAMILY ◄►.
(4) Use SELECT ◄► to select the Music Style you wish to load. The **YES** message next to it starts flashing.
(5) Press the YES/+ button to load the selected file.
Note: Press NO/– if you do not want to load the selected file after all.

If you pressed YES/+, the display now shows the message "Loading". Once the data have been loaded, the "Complete" message briefly appears.

(6) Press another "big" button in the DATA ENTRY section to leave this function.
Note: See also "Possible error messages" (p. 53).

Saving files to disk

The EXR-40 OR provides the following Save functions:
SAVE UPr: Use this function to save the contents of the internal User Program memories (all 200 of them) to a floppy disk.
Note: The User Program set data also contain the USER TONES button assignments (page 30).
SAVE Sng: This allows you to save the song in the USERSONG memory to a floppy disk. A song saved to disk becomes a Standard MIDI File.

(1) Insert a disk into the drive.
Every floppy contains a square tab that allows you to "close" a little window. With the tab in that position, you can save data to the disk. Do not forget to write-enable the disk by closing this little window prior to inserting the floppy disk.
(2) Press DISK and use SELECT ◄► to select "SAVE UPr" or "SAVE Sng".
(3) If necessary, use the SELECT ◄► buttons to move the cursor to another character position (that character flashes).

Note: Each time you press another numeric button (for entering characters), the cursor advances automatically to the next position.

(4) Use the numeric buttons to assign a character to that position.
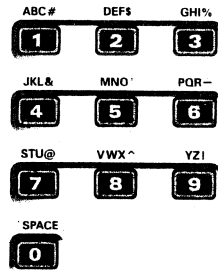
ABC#	DEF$	GHI%
1	**2**	**3**

JKL&	MNO·	PQR–
4	**5**	**6**

STU@	VWX^	YZ!
7	**8**	**9**

SPACE
0

The available characters are:

```
_  ! # $ % & ' – @ ^ '
   0 1 2 3 4 5 6 7 8 9
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
```

(5) Repeat steps (3) and (4) to assign the desired characters to the remaining positions.
Though you could save the file with the current default name ("SONG_001", or "USPR_000"), a proper name will help you identify the file at all times. We therefore suggest you take the time to specify a meaningful name.
Note: If you select "SPACE" (⓪ button), the display will insert a "_". That's because MS-DOS® does not allow you to use spaces.

(6) After entering the name, press the [YES/+] button to save the data to floppy disk.
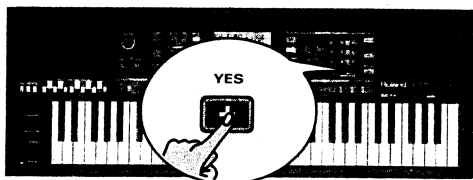
The display now counts down ("Saving").

71 Saving

At the end of the saving operation, the display briefly shows the "Complete" message.
Note: If the message "Protect" appears, you forgot to switch off the disk's Write protection. Press the EJECT button of the disk drive, remove the floppy and close the tab, insert the disk again and press [YES/+].
Note: Press [NO/–] if you do not want to save the selected file after all.

(7) Press another "big" button in the DATA ENTRY section to leave this function.

Possible error messages

No Disk	You forgot to insert a floppy disk into the drive.
Protect	See above.
Disk Full	The remaining disk capacity does not allow to save your data to this disk.
NoFormat	The floppy disk is either not formatted or uses a format the EXR-40 OR doesn't recognize. Press [YES/+] to format it now (*careful*: this will erase all data on disk).
Disk Err	The disk is probably damaged and cannot be used.
OverWrt?	The name you assigned to the data already exists on the floppy disk you inserted. If you press [YES/+] to continue, the file on disk will be overwritten (and the corresponding data will be erased). Either insert another floppy disk, or press [DISK] and enter another name for the data you want to save.

Deleting files on disk

The Delete functions allow you to erase files from the inserted floppy disk. This may be necessary to make room for new files (e.g. when the "Disk Full" message appears). Be careful, though, to only delete files you are absolutely (positively) sure you will never need again. Once a file has been deleted, it is gone forever.
Note: As a rule, you should first make a backup copy of your disk on your computer. After all, most files really only become indispensable once they are no longer available...

DEL UPr: Use this function to delete a User Program Set from disk. Be aware that by doing so, you actually erase 200 User Program settings.
DEL Sng: This allows you to delete a song file on disk.

(1) Insert the disk with the file you want to delete into the drive.

(2) Press [DISK] to select the Disk mode.

(3) Use FAMILY [◄][►] to select "DEL UPr" or "DEL Sng".

(4) Use SELECT [◄][►] to select the file you wish to delete (example: "USPR_005"). The YES message starts flashing.

(5) Press the [YES/+] button.
To be on the safe side, the EXR-40 OR now asks you whether you really want to delete the file ("Sure?").

(6) Press [YES/+] to delete the file, or [NO/–] to abort the operation.
If you pressed [YES/+], the display now shows the message "Deleting". Once the data have been deleted, the "Complete" message briefly appears.

(7) Press another "big" button in the DATA ENTRY section to leave this function.

Possible error messages

No Disk	You forgot to insert a floppy disk into the drive.
Protect	You forgot to switch off the disk's Write protection. Press the EJECT button of the disk drive, remove the floppy and close the tab, insert the disk again and press YES/+.
NoFormat	The floppy disk is either not formatted or uses a format the EXR-40 OR doesn't recognize. Press YES/+ to format it now (*careful*: this will erase all data on disk).
Disk Err	The disk is probably damaged and cannot be used.
No Files	The disk contains no files of the selected type. Insert another disk.

Format

Before being able to save files to a disk, you need to prepare a floppy disk. This is called "formatting". If the floppy you are about to use is IBM PC formatted, there is no need to format it, though disk access is faster with disks formatted on the EXR-40 OR. Otherwise proceed as follows:

(1) Insert a disk into the drive.
Every floppy contains a square tab that allows you to "close" a little window. With the tab in that position, you can format the disk. Do not forget to write-enable the disk by closing this little window prior to inserting the floppy disk.

(2) Press DISK to select the Disk mode.

(3) Use FAMILY ◄► to select "FORMAT". The "Sure?" message appears and the YES message starts flashing.

(4) Press YES/+ to format the disk.
Note: If you do not want to format your floppy, press NO/-.
Note: By formatting a disk, you **erase all files it contains**. It would be a good idea to first check what it contains (e.g. on your PC).

The value to the left of the "Formating" message now counts from "1" to "100" while the disk icon flashes to indicate that the disk is being accessed. When the disk is formatted, the message "Complete" is briefly displayed.

16. Using the outputs and an optional footswitch

If you like, you can also record your performance (or a Recorder songs) to cassette, MD, etc. To this end, you need to connect the EXR-40 OR's OUTPUT sockets to the external device's REC IN jacks.

Use a standard 1/4" phone cable for doing so. Another use for these outputs is to connect the EXR-40 OR to your HiFi or keyboard amplifier (such as the Roland KC-550/350/150). Using a HiFi amplifier requires the use of an adapter plug (RCA/phono→ 1/4" jack). If you like, you can also purchase two Roland PJ-1M cables.

Note: By connecting the OUTPUT jacks, you do not switch off the EXR-40 OR's amplification system.

You can connect an optional DP-2, DP-6, or BOSS FS-5U foot switch to the FOOTSWITCH jack in order to hold the notes even after releasing the keys, or to perform other functions (see p. 40).

Cassette deck, power amplifier, HiFi amplifier, MA series active speakers, etc.

FOOTSWITCH

DP-2, DP-6, or BOSS FS-5U footswitch

OUTPUT
R   L / MONO
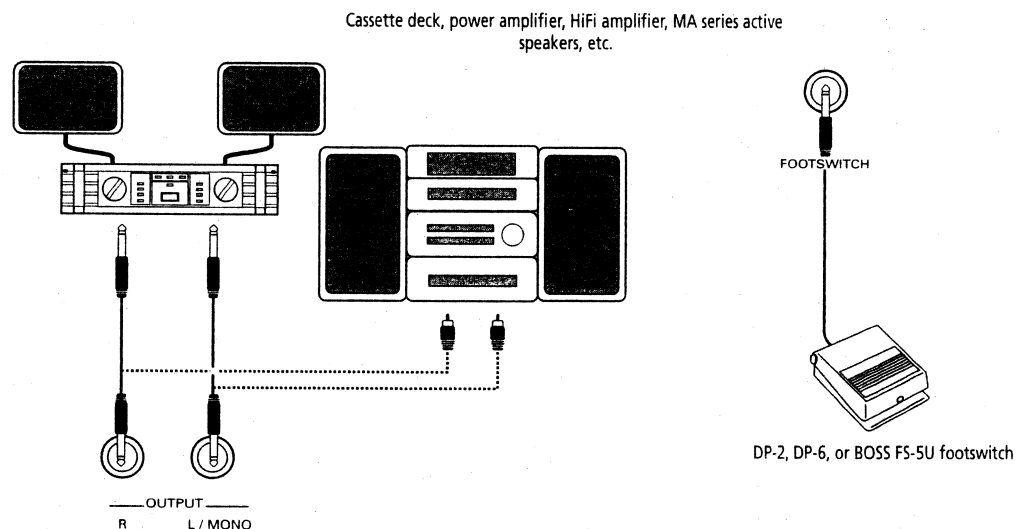
17. Miscellaneous

Functions for educational purposes

The EXR-40 OR provides two functions that may come in handy for music teachers or for those who use the EXR-40 OR in class:

Deactivating or activating the Demo function

The EXR-40 OR's Demo function can be switched off so that pressing USB + ONE TOUCH will have no effect at all. This may be useful in situations where the EXR-40 OR is used in class. Here is how to deactivate the Demo function:

(1) Switch off the EXR-40 OR.

(2) Hold down the USB, ONE TOUCH and ACOUSTIC buttons while switching the EXR-40 OR back on again.
The display briefly shows "DISABLED".
This setting is remembered, so that next time you want to listen to a demo song, you have to repeat the above procedure.

Deactivating or activating the Arranger

Use the following procedure to ensure that the Arranger cannot be started or stopped:

(1) Switch off the EXR-40 OR.

(2) Hold down the ACOUSTIC and ARRANGER BAND buttons while you switch the EXR-40 OR back on again.
The display briefly shows "DISABLED". It is now impossible to start/stop the Arranger using the START/STOP button.
Repeat the above procedure when you want to use the Arranger again.

Deactivating or activating the Arranger and Demo functions

A third "educational" option is to switch off both the Demo and the Arranger functions in one go:

(1) Switch off the EXR-40 OR.

(2) Hold down the ACOUSTIC and START/STOP buttons while you switch the EXR-40 OR back on again.
The display briefly shows "DISABLED". It is now impossible to start/stop the Arranger or demo song playback.
Repeat the above procedure when you want to use the Arranger and Demo function again.

Initializing your EXR-40 OR (Factory)

*After working extensively with your EXR-40 OR, you may want to recall the original factory settings. Note that **the Recorder song** will be **empty** and that the **User Programs contain the factory settings** after initializing your EXR-40 OR.*

Here is how to initialize your EXR-40 OR:

(1) Power off your EXR-40 OR.

(2) Hold down the USER PROGRAM/WRITE button while turning your EXR-40 OR back on again.
The message "Factory" informs you that the EXR-40 OR has been initialized.
Note: This does not affect the data in the EXR-40 OR's Flash memory. See page 43 for how to initialize that area.

18. Specifications

EXR-40 OR Interactive Arranger

Keyboard: 61 keys, velocity sensitive

Sound source: PCM samples

Max polyphony: 64 voices

Tones: 592 panel sounds (542 XG compatible voices/256 GM2 compatible sounds)

Drum Sets: 26 Drum Sets (11 XG compatible + 9 GM2 compatible)

Multitimbral parts: 19

Compatibility: GM2, GS, XG Lite

Display type: New large backlit custom display

Panel controls: VOLUME knob, ACCOMP/KEYBOARD BALANCE buttons, TEMPO/DATA buttons, BENDER/MODULATION lever, FAMILY buttons, SELECT buttons, numeric buttons [0]~[9], 8 assignable TONE buttons, 12 ORIENTAL SCALE buttons, 3 SCALE MEMORY buttons

Music Styles: 198 Styles in Flash memory (99 factory + 99 changeable)

One Touch: 2 x 99

Orchestrator: 3 levels: Drum&Bass, Combo, Full Band

LOCK functions (setting filters x10): STYLE, TONE, TEMPO, TRANSPOSE, MONO/PORTAMENTO

Songs: Realtime SMF player

16-track Recorder: 4 easy modes (ALL, Keyboard, Single, Punch In/Out)

Flash Memory: For Music Styles, User Program sets and songs

User Programs: 200

LOCK functions: (Setting filters x10) STYLE, TONE, TEMPO, TRANSPOSE, MONO/PORT

Effects: Reverb: 8 types, Chorus: 8 types, Multi-FX: 47 types

Data storage: FDD 3.5" 2HD/2DD (Styles, Songs/SMF, User Programs), File save & load from PC via USB (Styles, Songs, User Programs)

Metronome: Time Signature setting (1/4~9/4, 1/8~9/8), Volume setting

Other functions: 3 easy modes: Piano/Solo, Arranger/Band, Pianist, Music Assistant: 126 settings, Split (2 Tones: Split [L] + Main [R]), Dual (2 Tones: Main + Dual), Melody Intelligence: 18 types, Octave (-4~4), User Transpose (-12~12)/Glbl Transpose (-6~5), V-Link System updates: Yes

Connections: USB: MIDI communication and file transfer, MIDI IN, OUT

Outputs: L/Mono, Right (1/4" phone jacks), Phones 1/2, DC IN (adapter)

Others: Output Power: 10W+10W with "Digital Bass Enhancer", Stereo Speakers: x ø13cm, Bass Reflex

Power supply: 12V/3.5A

Dimensions: 1020 x 355 x 132 mm

Weight: 8kg

Supplied accessories: Owner's Manual, PSB-4U adapter, music rest, USB cable, CD-ROM with USB driver files

Note: Specifications are subject to change without prior notice.

Thanks

Roland Corporation wishes to express gratitude and thanks to all persons who have been involved in the preparation of the Oriental Drum Sets, Oriental Music Styles and Demo Songs for the EXR-40 OR Interactive Arranger.
Special thanks go to:

Mr. Emmanuel G. Chnarakis
for his important and valuable co-operation and enthusiasm for the development of the EXR-40 OR

Mr. Abdallah George and Mr. Cherif Cotta
for their precious advice and support

Mr. Mohamed Raheem
for authorizing Roland Corporation to use his famous composition "Leh Bey Dari" as demo song in the EXR-40 OR

19. Lists

Tones selectable via the front panel

Tone no.PC	CC00	CC32	Name	Family
1	1	8	2	StPiano1	PIANO
2	1	16	2	EuropnPf	PIANO
3	2	0	2	Piano 2	PIANO
4	4	0	2	Honkytnk	PIANO
5	1	0	2	Piano 1	PIANO
6	2	8	2	StPiano2	PIANO
7	2	0	2	Piano 3	PIANO
8	3	1	2	MIDI EP1	PIANO
9	3	2	2	MIDI EP2	PIANO
10	3	8	2	StPiano3	PIANO
11	4	8	2	OldUprgt	PIANO
12	5	0	2	E.Piano1	E.PIANO
13	5	8	2	StSoftEP	E.PIANO
14	5	47	2	Pro EP 3	E.PIANO
15	5	48	2	Wurly	E.PIANO
16	6	10	2	EPlegend	E.PIANO
17	6	24	2	HardFMEP	E.PIANO
18	6	32	2	EP Phase	E.PIANO
19	6	16	2	FM+SA EP	E.PIANO
20	5	24	2	60sEPno	E.PIANO
21	6	25	2	Hard EP	E.PIANO
22	6	26	2	MellowEP	E.PIANO
23	6	0	2	E.Piano2	E.PIANO
24	6	8	2	Dtnd EP2	E.PIANO
25	6	16	2	St.FM EP	E.PIANO
26	100	5	2	Nylon+EP	E.PIANO
27	7	24	2	Harpsi 2	KEYBOARD
28	7	16	2	StHarpsi	KEYBOARD
29	8	0	2	Clav.	KEYBOARD
30	8	0	2	CompClav	KEYBOARD
31	7	0	2	Harpschr	KEYBOARD
32	7	8	2	Cpld Hps	KEYBOARD
33	8	39	2	PulsClav	KEYBOARD
34	9	0	2	Celesta	CHR PERC
35	11	0	2	MusicBox	CHR PERC
36	12	0	2	Vibraphn	CHR PERC
37	13	0	2	Marimba	CHR PERC
38	14	0	2	Xylphone	CHR PERC
39	15	0	2	TublBell	CHR PERC
40	99	8	2	Barafon	CHR PERC
41	99	4	2	Barafon2	CHR PERC
42	99	16	2	Log drum	CHR PERC
43	113	0	2	LoudGlock	CHR PERC
44	10	0	2	ChrlBell	CHR PERC
45	12	1	2	TnklBell	CHR PERC
46	12	8	2	Glcknspl	CHR PERC
47	12	8	2	HardVibe	CHR PERC
48	13	8	2	StVibrap	CHR PERC
49	13	16	2	StMarimb	CHR PERC
50	13	17	2	BellHarp	CHR PERC
51	13	24	2	AirBells	CHR PERC
52	15	9	2	Gamelimb	CHR PERC
53	99	0	2	Crystal	CHR PERC
54	99	1	2	SynMallt	CHR PERC
55	99	3	2	RvGlock	CHR PERC
56	99	5	2	GlcknChm	CHR PERC
57	99	6	2	ClrBells	CHR PERC
58	99	7	2	XmasBell	CHR PERC
59	99	8	2	VbrBells	CHR PERC
60	99	9	2	DigiBell	CHR PERC
61	99	17	2	AirBells	CHR PERC
62	99	18	2	BellHarp	CHR PERC
63	99	19	2	Gamelimb	CHR PERC
64	17	116	2	OrOrgn1	ORGAN
65	21	116	2	OrOrgn2	ORGAN
66	18	0	2	Organ 2	ORGAN
67	17	1	2	Organ 1	ORGAN
68	17	10	2	R8Organ	ORGAN
69	17	34	2	CoolOrgn	ORGAN
70	17	16	2	60sOrgn1	ORGAN
71	17	8	2	ChseOrgn	ORGAN
72	18	9	2	PercOrg1	ORGAN
73	19	8	2	Organ 3	ORGAN
74	19	9	2	RotryOrg	ORGAN
75	19	16	2	RotryOr5	ORGAN
76	19	24	2	RotryOrF	ORGAN
77	20	0	2	ChrchOr1	ORGAN
78	20	8	2	ChrchOr2	ORGAN
79	20	24	2	OrgnFlte	ORGAN
80	20	32	2	TrmFlute	ORGAN
81	21	0	2	ReedOrgn	ORGAN

Tone no.PC	CC00	CC32	Name	Family
82	17	1	2	Organ101	ORGAN
83	17	7	2	Dtnd Or1	ORGAN
84	17	8	2	TrmOrgan	ORGAN
85	17	9	2	Organ109	ORGAN
86	17	17	2	60sOrgn2	ORGAN
87	17	18	2	60sOrgn3	ORGAN
88	17	31	2	PopOrgan	ORGAN
89	17	32	2	RockOrgn	ORGAN
90	17	37	2	Even Bar	ORGAN
91	17	40	2	OrganBas	ORGAN
92	18	1	2	Organ201	ORGAN
93	18	8	2	ChorsOr2	ORGAN
94	18	10	2	Dtnd Or2	ORGAN
95	18	32	2	PerOrg2	ORGAN
96	20	16	2	ChrchOr3	ORGAN
97	21	16	2	PuffOrgn	ORGAN
98	83	112	2	AcrdnC1	ACCORDN
99	83	113	2	AccrdnC2	ACCORDN
100	83	114	2	Accrdn3L	ACCORDN
101	83	115	2	Accrdn4L	ACCORDN
102	83	116	2	Accrdn1	ACCORDN
103	85	116	2	Accrdn2	ACCORDN
104	86	116	2	JVAccord	ACCORDN
105	22	0	2	AccrdnFr	ACCORDN
106	22	0	2	AccrdnIt	ACCORDN
107	24	0	2	Bandneon	ACCORDN
108	23	0	2	Harmonic	ACCORDN
109	23	1	2	Harmonc2	ACCORDN
110	22	16	2	JV-Acc1	ACCORDN
111	22	17	2	JV-Acc2	ACCORDN
112	25	2	2	NylStrGt	GUITAR
113	25	24	2	VeloHrmx	GUITAR
114	26	9	2	Nyln+Stl	GUITAR
115	25	40	2	Reqnt Gt	GUITAR
116	25	49	2	FlmncoGt	GUITAR
117	26	8	2	StlStrGt	GUITAR
118	26	16	2	12-strGt	GUITAR
119	26	8	2	Mandolin	GUITAR
120	25	8	2	Ukulele	GUITAR
121	25	16	2	NylonGto	GUITAR
122	25	32	2	NylonGt2	GUITAR
123	26	32	2	SteelGt2	GUITAR
124	26	33	2	Stl-Body	GUITAR
125	32	0	2	GtHrmncs	GUITAR
126	32	16	2	AcGtHrmx	GUITAR
127	100	0	2	Atmspher	GUITAR
128	121	2	2	NylnHarp	GUITAR
129	121	0	2	GtFrtNoz	GUITAR
130	27	0	2	Jazz Gt.	E.GUITAR
131	27	8	2	PedalStl	E.GUITAR
132	28	3	2	CleanGt2	E.GUITAR
133	28	48	2	JCClnGt.	E.GUITAR
134	28	23	2	MidTneGT	E.GUITAR
135	29	0	2	Muted Gt	E.GUITAR
136	30	0	2	OvrdrvGt	E.GUITAR
137	31	16	2	Dist Gt	E.GUITAR
138	31	1	2	Power Gt	E.GUITAR
139	27	1	2	MellowGt	E.GUITAR
140	27	2	2	JazzGt.2	E.GUITAR
141	28	0	2	CleanGt.	E.GUITAR
142	28	3	2	OpenHrd1	E.GUITAR
143	28	8	2	ChorusGt	E.GUITAR
144	28	48	2	CleanGt3	E.GUITAR
145	29	1	2	Mt DstBs	E.GUITAR
146	29	8	2	Funk Pop	E.GUITAR
147	29	16	2	Funk Gt2	E.GUITAR
148	29	24	2	Jazz Man	E.GUITAR
149	30	4	2	Gt Pinch	E.GUITAR
150	31	1	2	Dist.Gt2	E.GUITAR
151	31	8	2	Dazed Gt	E.GUITAR
152	31	9	2	Fdbck Gt	E.GUITAR
153	31	17	2	FdbckGt2	E.GUITAR
154	31	18	2	PowerGt2	E.GUITAR
155	31	24	2	5th Dist	E.GUITAR
156	31	25	2	RockRhyt	E.GUITAR
157	31	26	2	RockRhy2	E.GUITAR
158	31	8	2	DstRtmGT	E.GUITAR
159	32	1	2	GtFdback	E.GUITAR
160	121	1	2	GtCtNoiz	E.GUITAR
161	121	3	2	GtCtNoz2	E.GUITAR
162	121	4	2	DstCutNz	E.GUITAR

Tone no.PC	CC00	CC32	Name	Family
163	121	6	2	PickScrp	E.GUITAR
164	33	0	2	AcsticBs	BASS
165	33	1	2	Ac.Bass1	BASS
166	34	0	2	FingrdBs	BASS
167	34	2	2	JazzBass	BASS
168	34	2	2	FngrdBs3	BASS
169	35	0	2	PckdBass	BASS
170	36	0	2	FrtlsBs	BASS
171	37	0	2	SlpBass1	BASS
172	39	0	2	SynBass1	BASS
173	39	16	2	ResoSHBs	BASS
174	39	22	2	Sqr Bass	BASS
175	33	2	2	Ac.Bass2	BASS
176	33	3	2	Ac.Bass3	BASS
177	34	1	2	FngrdB2	BASS
178	34	4	2	FngrdB4	BASS
179	34	7	2	FingrSlp	BASS
180	35	3	2	Pckd Bs2	BASS
181	35	8	2	Mt PckBs	BASS
182	36	1	2	FrtlsBs2	BASS
183	36	2	2	FrtlsBs3	BASS
184	36	3	2	FrtlsBs4	BASS
185	36	4	2	SnFrtls	BASS
186	36	5	2	MrSmooth	BASS
187	36	8	2	FrtlsBs5	BASS
188	36	48	2	FtFrtls	BASS
189	37	8	2	ResoSlap	BASS
190	38	0	2	SlpBass2	BASS
191	39	1	2	SynBs101	BASS
192	39	2	2	JunoBass	BASS
193	39	3	2	106Bass	BASS
194	39	8	2	AcidBass	BASS
195	39	9	2	TB303Bss	BASS
196	39	10	2	TeknBass	BASS
197	39	19	2	ClaviBss	BASS
198	39	20	2	Hammer	BASS
199	39	21	2	JnglBass	BASS
200	39	23	2	PopSynBs	BASS
201	39	24	2	Lght5nBs	BASS
202	39	25	2	FatTBBss	BASS
203	40	0	2	SynBass2	BASS
204	40	1	2	SynBs201	BASS
205	40	3	2	Mod Bass	BASS
206	40	4	2	Seq Bass	BASS
207	40	8	2	BeefFMBs	BASS
208	40	9	2	XWr Bass	BASS
209	40	16	2	RubbrBss	BASS
210	40	17	2	SH101Bs1	BASS
211	40	18	2	SH101Bs2	BASS
212	40	19	2	SmthBass	BASS
213	40	20	2	MildBass	BASS
214	40	21	2	DetunBss	BASS
215	40	29	2	AttckPls	BASS
216	121	2	2	Str Slap	BASS
217	121	5	2	BassSld	BASS
218	11	116	2	StrngOct	STRINGS
219	49	16	2	StStrngs	STRINGS
220	50	10	2	StSlwStr	STRINGS
221	50	8	2	LegtoStr	STRINGS
222	51	0	2	SynStrng	STRINGS
223	45	9	2	SuspnStr	STRINGS
224	46	0	2	PzzctStr	STRINGS
225	40	116	2	FlViolVb	STRINGS
226	41	116	2	FolkViol	STRINGS
227	41	1	2	Violin	STRINGS
228	41	8	2	SlwVioln	STRINGS
229	42	0	2	Viola	STRINGS
230	43	0	2	Cello	STRINGS
231	44	0	2	Contrbss	STRINGS
232	56	10	2	DoublHit	STRINGS
233	41	1	2	Violin2	STRINGS
234	41	9	2	SlVioln2	STRINGS
235	42	1	2	Viola2	STRINGS
236	43	0	2	Cello2	STRINGS
237	45	0	2	Trem Str	STRINGS
238	45	8	2	SlwTrmol	STRINGS
239	49	0	2	Strings	STRINGS
240	49	1	2	Strings2	STRINGS
241	49	8	2	Orchstra	STRINGS
242	49	2	2	Orchstr2	STRINGS
243	49	10	2	TremOrch	STRINGS

Roland EXR-40 OR

Tone no.	PC	CC00	CC32	Name	Family
244	49	11	2	ChoirStr	STRINGS
245	49	24	2	VeloStr	STRINGS
246	49	40	2	60String	STRINGS
247	50	0	2	SlwStrng	STRINGS
248	50	1	2	SlwStrng	STRINGS
249	50	9	2	WarmStrn	STRINGS
250	51	1	2	OBStrngs	STRINGS
251	51	2	2	SynStrn1	STRINGS
252	51	2	2	70s Str1	STRINGS
253	51	9	2	70s Str2	STRINGS
254	52	0	2	SynStrn2	STRINGS
255	52	1	2	SynStrn3	STRINGS
256	56	0	2	Orch Hit	STRINGS
257	56	1	2	Bass Hit	STRINGS
258	56	2	2	6th Hit	STRINGS
259	56	4	2	Euro Hit	STRINGS
260	56	8	2	TechnHit	STRINGS
261	56	9	2	ImpctHit	STRINGS
262	56	16	2	PhllyHit	STRINGS
263	53	8	2	LoFiRave	STRINGS
264	53	0	2	St.Choir	VOCAL
265	54	40	2	Humming	VOCAL
266	54	0	2	VoiceOoh	VOCAL
267	55	0	2	SynVox	VOCAL
268	86	0	2	Solo Vox	VOCAL
269	53	0	2	ChoirAah	VOCAL
270	53	9	2	MelloChr	VOCAL
271	53	32	2	ChrAahs2	VOCAL
272	55	8	2	SynVoice	VOCAL
273	55	19	2	AnaVoice	VOCAL
274	100	3	2	Harpvox	VOCAL
275	100	4	2	HllwRels	VOCAL
276	66	116	2	OrienSax	SAX
277	67	8	2	BlwTenor	SAX
278	67	7	2	BrthyTnr	SAX
279	65	0	2	SoprnSax	SAX
280	66	0	2	Alto Sax	SAX
281	67	0	2	TenorSax	SAX
282	68	0	2	BartnSax	SAX
283	65	8	2	SoprSax2	SAX
284	66	8	2	AltoSax2	SAX
285	66	0	2	HyprAlto	SAX
286	67	1	2	TenrSax2	SAX
287	67	9	2	SprTenor	SAX
288	74	48	2	FluteVib	WIND
289	73	0	2	Piccolo	WIND
290	69	0	2	Oboe	WIND
291	71	0	2	Bassoon	WIND
292	72	0	2	Clarinet	WIND
293	76	0	2	PanFlute	WIND
294	79	0	2	Whistle	WIND
295	70	0	2	EnglHorn	WIND
296	72	0	2	JzClrint	WIND
297	72	8	2	BsClarnt	WIND
298	74	0	2	Flute	WIND
299	75	0	2	Recorder	WIND
300	77	0	2	BottlBlw	WIND
301	80	0	2	Ocarina	WIND
302	57	0	2	Trumpet	AC BRASS
303	57	8	2	FlglHorn	AC BRASS
304	58	0	2	Trombone	AC BRASS
305	59	0	2	Tuba	AC BRASS
306	60	0	2	MtdTrump	AC BRASS
307	61	0	2	FrnchHrns	AC BRASS
308	42	116	2	BrassOct	ACBRASS
309	62	0	2	Brass 1	AC BRASS
310	62	16	2	BrssFall	AC BRASS
311	62	24	2	TwnTrmpt	AC BRASS
312	62	26	2	TrombnSc	AC BRASS
313	57	1	2	Trumpet2	AC BRASS
314	57	2	2	Trumpet3	AC BRASS
315	57	3	2	DrkTrmpt	AC BRASS
316	57	24	2	BrightTp	AC BRASS
317	57	25	2	Warm Tp.	AC BRASS
318	58	1	2	Trombne2	AC BRASS
319	58	2	2	Trombne3	AC BRASS
320	58	4	2	BrightTb	AC BRASS
321	59	2	2	Tuba 2	AC BRASS
322	60	2	2	MtTrmpt2	AC BRASS
323	61	1	2	Fr.Horn2	AC BRASS
324	61	8	2	FrHornSl	AC BRASS
325	61	16	2	HornOrch	AC BRASS
326	62	1	2	Brass 2	AC BRASS
327	62	8	2	Brass 3	AC BRASS
328	62	25	2	TwinBons	AC BRASS
329	62	27	2	TrmbnSc2	AC BRASS
330	62	0	2	SynBrss1	SYNBRASS
331	63	5	2	JmpBrass	SYNBRASS
332	63	16	2	OctSnBrs	SYNBRASS

Tone no.	PC	CC00	CC32	Name	Family
333	64	17	2	VeloBrs2	SYNBRASS
334	64	1	2	PolyBrss	SYNBRASS
335	63	3	2	SYBrass	SYNBRASS
336	63	4	2	JunoBrss	SYNBRASS
337	63	9	2	SynBrss3	SYNBRASS
338	63	18	2	QuakBrss	SYNBRASS
339	63	0	2	Octv Brs	SYNBRASS
340	64	0	2	SynBrss2	SYNBRASS
341	64	1	2	SoftBrss	SYNBRASS
342	64	8	2	SynBrss4	SYNBRASS
343	64	16	2	VeloBrs1	SYNBRASS
344	82	4	2	Big Lead	SYN LEAD
345	81	0	2	Sqr Wave	SYN LEAD
346	81	3	2	MellowFM	SYN LEAD
347	81	4	2	CC Solo	SYN LEAD
348	81	17	2	260 Sync	SYN LEAD
349	82	0	2	Saw Wave	SYN LEAD
350	82	2	2	PulseSaw	SYN LEAD
351	82	6	2	GR-300	SYN LEAD
352	82	16	2	WaspySyn	SYN LEAD
353	82	46	2	SeqncdSw	SYN LEAD
354	83	0	2	SnCallpe	SYN LEAD
355	83	2	2	PurPanLd	SYN LEAD
356	85	0	2	Charang	SYN LEAD
357	85	1	2	WireLead	SYN LEAD
358	85	8	2	DistLead	SYN LEAD
359	81	1	2	Square	SYN LEAD
360	81	5	2	HollwMin	SYN LEAD
361	81	6	2	Shmoog	SYN LEAD
362	81	6	2	LMSquare	SYN LEAD
363	81	8	2	SineWave	SYN LEAD
364	81	16	2	DistSqre	SYN LEAD
365	82	1	2	P5 Saw	SYN LEAD
366	82	3	2	FelineGR	SYN LEAD
367	82	5	2	VeloLead	SYN LEAD
368	82	8	2	LA Saw	SYN LEAD
369	82	9	2	Dr. Solo	SYN LEAD
370	82	10	2	SawWave2	SYN LEAD
371	82	36	2	Saw	SYN LEAD
372	82	0	2	NatrLead	SYN LEAD
373	83	0	2	VentSyn	SYN LEAD
374	84	0	2	ChiffLd	SYN LEAD
375	87	0	2	5thSawWv	SYN LEAD
376	87	1	2	BigFives	SYN LEAD
377	88	0	2	Bss&Lead	SYN LEAD
378	88	1	2	Big&Raw	SYN LEAD
379	88	8	2	Fat&Prky	SYN LEAD
380	88	7	2	DlydLead	SYN LEAD
381	91	0	2	Polysyn	POLY SYN
382	91	1	2	80sPlySn	POLY SYN
383	83	3	2	Ice Rain	POLY SYN
384	100	0	2	WarmAtms	PAD
385	101	1	2	Brightrns	PAD
386	89	0	2	Fantasia	PAD
387	89	1	2	Fantsia2	PAD
388	97	0	2	HarmRain	PAD
389	97	2	2	Africnwd	PAD
390	97	8	2	ClaviPad	PAD
391	98	8	2	Rave	POLY SYN
392	90	0	2	Warm Pad	PAD
393	90	1	2	ThickPad	PAD
394	90	3	2	RotryStr	PAD
395	90	4	2	Soft Pad	PAD
396	92	0	2	SpcVoice	PAD
397	92	1	2	Heavenll	PAD
398	92	3	2	Itopia	PAD
399	94	2	2	Tine Pad	PAD
400	94	0	2	PannrPad	PAD
401	96	1	2	SweepPad	PAD
402	96	9	2	PolarPad	PAD
403	96	0	2	Shwimmer	PAD
404	98	6	2	Sndtrack	PAD
405	102	0	2	AmbntPad	PAD
406	102	5	2	Goblinsn	PAD
407	103	5	2	ResoPnnr	PAD
408	104	2	2	StarThme	PAD
409	90	5	2	Horn Pad	PAD
410	93	0	2	Sine Pad	PAD
411	93	8	2	BowdGlss	PAD
412	94	10	2	MetalPad	PAD
413	95	0	2	Halo Pad	PAD
414	96	8	2	Converge	PAD
415	96	10	2	CelstlPd	PAD
416	98	0	2	Ancestrl	PAD
417	98	1	2	Prologue	PAD
418	102	2	2	Goblin	PAD
419	102	0	2	SoSciFi	PAD
420	103	0	2	EchDrops	PAD
421	103	1	2	EchoBell	PAD

Tone no.	PC	CC00	CC32	Name	Family
422	103	2	2	Echo Pan	PAD
423	103	3	2	EchoPan2	PAD
424	103	4	2	BigPannr	PAD
425	103	6	2	WtrPiano	PAD
426	104	1	2	StrThme2	PAD
427	106	17	2	JV-Bouz1	ETHNIC
428	106	18	2	JV-Bouz2	ETHNIC
429	106	19	2	JV-Bouz3	ETHNIC
430	106	20	2	JV-Bouz4	ETHNIC
431	106	21	2	BouzBag1	ETHNIC
432	106	22	2	BouzBag2	ETHNIC
433	106	116	2	Bouzouki	ETHNIC
434	107	116	2	BzkiTrm	ETHNIC
435	108	116	2	BzkiTrVm	ETHNIC
436	16	0	2	Santur	ETHNIC
437	47	0	2	Harp	ETHNIC
438	76	8	2	Kawala	ETHNIC
439	100	116	2	Kawala2	ETHNIC
440	101	116	2	Kawala1	ETHNIC
441	103	116	2	KawlaOct	ETHNIC
442	103	116	2	KwlOctVm	ETHNIC
443	111	116	2	Rababa	ETHNIC
444	118	116	2	Nay	ETHNIC
445	120	116	2	NayOct	ETHNIC
446	120	116	2	NayOctVm	ETHNIC
447	122	116	2	Mizmar	ETHNIC
448	123	116	2	MizmrOct	ETHNIC
449	125	116	2	MizmrTrV	ETHNIC
450	126	116	2	MizmarDu	ETHNIC
451	127	116	2	Arghool	ETHNIC
452	78	0	2	Shakuhch	ETHNIC
453	107	0	2	Sitar	ETHNIC
454	106	0	2	Banjo	ETHNIC
455	106	8	2	Rabab	ETHNIC
456	106	24	2	Oud	ETHNIC
457	112	116	2	Oud1Trem	ETHNIC
458	112	116	2	Oud1	ETHNIC
459	113	116	2	Oud2	ETHNIC
460	114	116	2	Oud2Trem	ETHNIC
461	116	116	2	Oud1TrVm	ETHNIC
462	116	116	2	Oud2TrVm	ETHNIC
463	117	116	2	OudOct	ETHNIC
464	107	0	2	Shamisen	ETHNIC
465	108	0	2	Koto	ETHNIC
466	108	16	2	Kanoon	ETHNIC
467	87	115	2	Knoun3St	ETHNIC
468	87	116	2	KanounSt	ETHNIC
469	93	115	2	Kn3TrVmx	ETHNIC
470	93	116	2	Kn1TrVmx	ETHNIC
471	94	116	2	Kn2TrVmx	ETHNIC
472	95	116	2	Kanoun3	ETHNIC
473	95	116	2	Kanoun1	ETHNIC
474	96	116	2	Kanoun2	ETHNIC
475	97	116	2	KanounTr	ETHNIC
476	99	116	2	Knoun3Oc	ETHNIC
477	99	116	2	KnounOct	ETHNIC
478	110	0	2	Bagpipe	ETHNIC
479	111	0	2	Fiddle	ETHNIC
480	112	1	2	Shanai 2	ETHNIC
481	16	1	2	Santur 2	ETHNIC
482	16	8	2	Cimbalom	ETHNIC
483	47	24	2	Yang Qin	ETHNIC
484	105	1	2	Sitar 2	ETHNIC
485	105	2	2	DtnSitar	ETHNIC
486	105	8	2	Tambra	ETHNIC
487	105	16	2	Tamboura	ETHNIC
488	105	1	2	MtdBanjo	ETHNIC
489	106	16	2	Gopichnt	ETHNIC
490	107	1	2	Tsugaru	ETHNIC
491	108	8	2	TaishoKt	ETHNIC
492	109	0	2	Kalimba	ETHNIC
493	112	0	2	Shanai	ETHNIC
494	112	8	2	Pungi	ETHNIC
495	112	16	2	Hitchriki	ETHNIC
496	113	8	2	Bonang	ETHNIC
497	113	9	2	Gender	ETHNIC
498	113	10	2	GamlnGng	ETHNIC
499	113	11	2	StGameln	ETHNIC
500	48	0	2	Timpani	PRCSSION
501	115	0	2	StlDrums	PRCSSION
502	116	0	2	Castnets	PRCSSION
503	117	0	2	Taiko	PRCSSION
504	113	16	2	RAMACybl	PRCSSION
505	114	0	2	Agogo	PRCSSION
506	114	0	2	Atarigan	PRCSSION
507	116	0	2	Woodblck	PRCSSION
508	117	0	2	ConcrtBD	PRCSSION
509	117	9	2	CncrBDMt	PRCSSION
510	118	0	2	MeloTom1	PRCSSION

Tone no.	PC	CC00	CC32	Name	Family
511	118	1	2	Real Tom	PRCSSION
512	118	8	2	MeloTom2	PRCSSION
513	118	9	2	Rock Tom	PRCSSION
514	119	0	2	SyntDrum	PRCSSION
515	119	8	2	808 Tom	PRCSSION
516	119	9	2	ElecPerc	PRCSSION
517	120	0	2	Rev Cym	PRCSSION
518	120	1	2	Rev Cym2	PRCSSION
519	120	8	2	Rev Snr1	PRCSSION
520	120	9	2	RevSnr 2	PRCSSION
521	120	16	2	RevKick1	PRCSSION
522	120	17	2	RevConBD	PRCSSION
523	120	24	2	RevTom 1	PRCSSION
524	120	25	2	RevTom 2	PRCSSION
525	123	2	2	Thunder	SFX
526	123	3	2	Wind	SFX
527	124	0	2	Bird	SFX
528	124	2	2	HrseGllp	SFX
529	124	3	2	Bird 2	SFX
530	125	1	2	Telphn 2	SFX
531	126	0	2	Helicptr	SFX
532	126	1	2	CarEngne	SFX
533	126	3	2	Car-Pass	SFX
534	126	5	2	Siren	SFX
535	126	6	2	Train	SFX
536	127	0	2	Applause	SFX
537	127	1	2	Laughing	SFX
538	127	2	2	Screamng	SFX
539	128	3	2	Xplosion	SFX
540	122	0	2	BrtNoise	SFX
541	122	1	2	FlKClick	SFX
542	123	0	2	Seashore	SFX
543	123	1	2	Rain	SFX
544	123	4	2	Stream	SFX
545	123	5	2	Bubble	SFX
546	124	1	2	Dog	SFX
547	124	4	2	Kitty	SFX
548	124	5	2	Growl	SFX
549	125	2	2	Telphn 1	SFX
550	125	2	2	DoorCrk	SFX
551	125	3	2	Door	SFX
552	125	4	2	Scratch	SFX
553	125	5	2	WndChims	SFX
554	125	7	2	Scratch2	SFX
555	126	2	2	Car-Stop	SFX
556	126	4	2	CarCrash	SFX
557	126	7	2	Jetplane	SFX
558	126	8	2	Starship	SFX
559	126	9	2	BurstNs	SFX
560	127	3	2	Punch	SFX
561	127	4	2	HeartBt	SFX
562	127	5	2	Footstps	SFX
563	127	6	2	Applaus2	SFX
564	128	0	2	Gun Shot	SFX
565	128	1	2	MachnGun	SFX
566	128	2	2	Lasergun	SFX
567	1	0	2	STNDARD1	DRUMS*
568	2	0	2	STNDARD2	DRUMS*
569	9	0	2	ROOM	DRUMS*
570	10	0	2	Hip Hop	DRUMS*
571	11	0	2	Drum'Bss	DRUMS*
572	12	0	2	TechHous	DRUMS*
573	14	0	2	R&B	DRUMS*
574	17	0	2	POWER	DRUMS*
575	26	0	2	TR808909	DRUMS*
576	27	0	2	DANCE	DRUMS*
577	31	0	2	NewTR909	DRUMS*
578	33	0	2	Jazz Kit	DRUMS*
579	41	0	2	BRUSH	DRUMS*
580	49	0	2	ORCHSTRA	DRUMS*
581	50	0	2	ETHNIC	DRUMS*
582	117	0	4	E-40	DRUMS*
583	117	0	1	Orient 1	DRUMS*
584	117	0	2	Orient 2	DRUMS*
585	117	0	3	Orient 3	DRUMS*
586	118	0	4	OrMix 1	DRUMS*
587	119	0	4	OrMix 2	DRUMS*
588	3	0	2	STNDARD3	DRUMS*
589	25	0	2	ELECTRNC	DRUMS*
590	34	0	2	JAZZ	DRUMS*
591	51	0	2	KICK&SNR	DRUMS*
592	57	0	2	SFX	DRUMS*

(*) See below for details.

Drum Kits

Note	PC:1 STANDRD 1	PC:2 STANDRD 2	PC:3 STANDARD 3	PC:9 ROOM	PC:10 HIP HOP	PC:11 DRUM'BSS	PC:12 TECHHOUS	PC:14 R&B	PC:17 POWER	PC:25 ELECTRONIC
25	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll
26	Finger Snap	Finger Snap	Finger Snap	Finger Snap	Snap	Snap	Snap	Snap	Finger Snap	Finger Snap
27	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q
28	Slap	Slap	Slap	Slap	Slap	Slap	Slap	Slap	Slap	Slap
29	ScratchPush	ScratchPush	ScratchPush	ScratchPush	Scrtch Push2	Scrtch Push2	Scrtch Push2	Scrtch Push2	ScratchPush	Scrtch Push2
30	ScratchPull	ScratchPull	ScratchPull	ScratchPull	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	ScratchPull	Scrtch Pull2
31	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks
32	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick
33	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click
34	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell
35	Kick 1	Std2 Kick2	Std.1 Kick2	Room Kick 2	909 Kick 3	909 Kick 3	909 Kick	909 Kick 3	Power Kick2	Elec Kick 2
36	Kick 2	Std2 Kick1	Std.1 Kick 1	Room Kick 1	House Kick	House Kick	House Kick	TR-808 Kick	Power Kick1	Elec Kick 1
37	Side Stick	Side Stick	Side Stick	Side Stick	TR-808 Kick	TR-808 Kick	TR-808 Kick	HipHop Kick	Side Stick	Side Stick
38	Snare 1	Snare 2	Std.1 Snare1	Room Snare 1	HipHop Kick	HipHop Kick	HipHop Kick	SimpleKick	Dance Snare1	Elec. Snare
39	909Clap	808Clap	808clap	808Clap	SimpleKick	SimpleKick	SimpleKick	909 Kick2	808clap	808clap
40	Snare 2	Std.2 Snare1	Std 1 Snare2	Room Snare 2	909 Kick2	909 Kick2	909 Kick2	R&B OHHsh	Power Snare	Elec Snare 2
41	Real Tom 6	Real Tom 6	Real Tom 6	Room Tom 6	TR-909 OHHsh	TR-909 OHHsh	TR-909 OHHsh	R&B OHH	Rock Tom 4	Synth Drum 2
42	Close HiHat	Jazz Clsd.HH	Close HiHat	Room Chh	HipHopCHH	TR-909 CHH	TR-909 CHH	Ah	Room Chh	Jazz Clsd.HH
43	Real Tom 6	Real Tom 6	Real Tom 6	Room Tom 5	Real Tom 6	TR-909 OHH	Synth Drum 2	Ha	Rock Tom 4	Synth Drum 2
44	Pedal HiHat	Pedal HiHat	Pedal HiHat	Pedal HiHat	Pedal HiHat	TR-909 CHH	TR-909 CHH	ShutHa	Pedal HiHat	Pedal HiHat
45	Real Tom 4	Real Tom 4	Real Tom 4	Room Tom 5	Real Tom 5	Synth Drum 2	Synth Drum 2	ShutHi	Rock Tom 4	Synth Drum 2
46	Open HiHat	Jazz Open HH	Open Hi Hat	Open Hi Hat	HipHopOHH	TR-909 OHH	TR-909 OHH	One	R8 OHH	Jazz Open HH
47	Real Tom 4	Real Tom 4	Real Tom 4	Room Tom 2	Real Tom 4	Synth Drum 2	Synth Drum 2	Two	Rock Tom 4	Synth Drum 2
48	Real Tom 1	Real Tom 1	Real Tom 1	Room Tom 2	Real Tom 2	Synth Drum 2	Synth Drum 2	Three	Rock Tom 1	Synth Drum 2
49	Crash Cym.1	Crash Cym.1	Crash Cym.1	Crash Cym.1	Crash Cym.1	909 Crash	909 Crash	Four	Crash Cym.1	Crash Cym.1
50	Real Tom 1	Real Tom 1	Real Tom 1	Room Tom 2	Real Tom 1	Synth Drum 2	Synth Drum 2	Real Tom 1	Rock Tom 1	Synth Drum 2
51	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal
52	China Cymbal	China Cymbal	China Cymbal	China Cymbal	ReverseCymbl	China Cymbal	ReverseCymbl	ReverseCymbl	China Cymbal	ReverseCymbl
53	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell
54	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine
55	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.
56	Cowbell	Cowbell	Cowbell	Cowbell	Cowbell	808cowbe	Cowbell	Cowbell	Cowbell	Cowbell
57	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2
58	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap
59	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal
60	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High
61	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo
62	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	808 Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga
63	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	808 Conga	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn
64	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	808 Conga	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn
65	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale
66	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale
67	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
68	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
69	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa
70	Maracas	Maracas	Maracas	Maracas	Maracas	808marac	Maracas	Maracas	Maracas	Maracas
71	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle
72	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle
73	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro
74	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro
75	Claves	Claves	Claves	Claves	Claves	808clave	Claves	Claves	Claves	Claves
76	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
77	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
78	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Hoo	Hoo	Hoo	Hoo	Hoo	Mute Cuica
79	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica
80	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl
81	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl
82	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker
83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
84	Bar Chimes	Bar Chimes	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree
85	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets
86	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
87	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo

Note	PC: 26 [CC32: 2] TR 808/909	PC: 27 [CC32: 2] DANCE	PC: 31 [CC32: 2] New TR-909	PC: 33 [CC32: 2] Jazz Kit	PC: 34 [CC32: 2] JAZZ	PC: 41 [CC32: 2] BRUSH	PC: 49 [CC32: 2] ORCHESTRA	PC: 50 [CC32: 2] ETHNIC	PC: 51 [CC32: 2] KICK & SNARE	PC: 57 [CC32: 2] SFX
			909 Kick 3							
			House Kick							
			TR-808 Kick							
			HipHop Kick							
			SimpleKick							
			TR 909 OHHsh							
			TR 909 OHH							
			Ah							
			Ha							
			ShutHa							
			ShutHi							
			One							
			Two							
			Three							
			Four							
25	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Std.1 Kick1	Scrtch Push2
26	Finger Snap	Finger Snap	Finger Snap	Finger Snap	Finger Snap	Finger Snap	Finger Snap	Finger Snap	Std.2 Kick1	Scrtch Pull2
27	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	Jazz Ckd HH	Tambourine	Std.2 Kick1	Gt.CutNose2
28	Slap	Slap	Slap	Slap	Slap	Slap	Pedal HiHat	Castanets	Std.2 Kick2	Gt.CutNose2
29	Scrtch Push2	Scrtch Push2	Scrtch Push2	ScratchPush	ScratchPush	ScratchPush	Jazz Open HH	Crash Cym 1	Kick 1	Dist.CutNoz2
30	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	ScratchPull	ScratchPull	ScratchPull	Ride Cymbal	Snare Roll	Kick 2	Dist.CutNoz
31	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Concert Cym	Soft Kick	
32	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	Concert Snr	Jazz Kick 1	SquareClick
33	Mtrnm Click	Mtrnm Click	Mtrnm Click	Mtrnm Click	Mtrnm Click	Mtrnm Click	Mtrnm Click	Concert BD	Jazz Kick 2	Mtrnm Bell
34	Mtrnm Bell	Mtrnm Bell	Mtrnm Bell	Mtrnm Bell	Mtrnm Bell	Mtrnm Bell	Mtrnm Bell	Jingle Bell	Concert BD	Mtrnm Bell
35	TR-909 Kick	TR-909 Kick	909 Kick2	Jazz Kick 2	Jazz Kick 2	Jazz Kick 1	Concert BD	Bell Tree	Room Kick 1	Gt.FretNose
36	TR-808 Kick	Elec Kick 2	909 Snare	Jazz Kick 1	Jazz Kick 1	Jazz Kick 1	Jazz Kick 1	Bar Chimes	Room Kick 2	Gt.Cut Noise
37	808 Rimshot	Power Snare2	909Clap	Side Stick	Side Stick	Brush Slap1	Side Stick	Wadaiko	Power Kick1	Gt.Cut Noise
38	808 Snare 1	808clap	909Snare2	Jazz Snare 1	Jazz Snare 2	Brush Slap1	Concert Snr	Wadaiko Rim	Power Kick2	String Slap
39	808clap	808clap	909Clap	Hand clap2	Hand clap2	Brush Slap	Castanets	Shimedaiko	Elec Kick 2	Fl.KeyClick
40	909 Snare 1	909 Snare 1	909Snare2	Jazz Snare 2	Jazz Snare 2	Brush Slap1	Concert Snr	Atarigane	Elec Kick 1	Laughing
41	808 Tom 2	Synth Drum 2	808 Tom 2	Real Tom 6	Real Tom 6	Lite Tom 4	Timpani	Hyoushigi	TR-808 Kick	Screaming
42	808_chh	CR-78 chh	TR-909 CHH	Jazz Ckd HH	Jazz Ckd HH	Brs Chh	Timpani	Ohkawa	TR-909 Kick	Punch
43	808_chh	Synth Drum 2	808 Tom 2	Real Tom 6	Real Tom 6	Lite Tom 6	Timpani	H.Kotuzumi	Std.1 Snare1	Heart Beat
44	808_ohh	808_chh	TR-909 CHH	Pedal HiHat	Pedal HiHat	Pedal HiHat	Timpani	L.Kotuzumi	Std.1 Snare2	Footsteps
45	808 Tom 2	Synth Drum 2	TR-909 OHH	Real Tom 4	Real Tom 4	Lite Tom 4	Timpani	Ban_Gu	Std.2 Snare1	Footsteps
46	808 Tom 2	808_ohh	808 Tom 2	Jazz Open HH	Jazz Open HH	Brush Ohh	Timpani	Big Gong	Std.2 Snare2	Applause
47	808 Crash	Synth Drum 2	808 Tom 2	Real Tom 4	Real Tom 4	Lite Tom 4	Timpani	Small Gong	Tight Snare	Door Creaking
48	808 Tom 2	Synth Drum 2	909 Crash	Real Tom 4	Real Tom 4	Lite Tom 4	Timpani	Bend Gong	Concert Snr	Door
49	808 Crash	808 Crash	808 Tom 2	Crash Cym 1	Crash Cym 1	Brush Crash	Timpani	RAMA Cymbal	Jazz Snare 1	Scratch
50	808 Tom 2	Synth Drum 2	808 Tom 2	Real Tom 1	Real Tom 1	Lite Tom 1	Timpani	RAMA Cymbal	Jazz Snare 2	Wind Chimes
51	808 Tom 2	Synth Drum 2	808 Tom 2	Ride Cymbal	Ride Cymbal	Ride Cymbal	Concert Cym	Gamelan Gong	Room Snare 1	Car-Engine
52	Ride Cymbal	Ride Cymbal	Ride Cymbal	China Cymbal	China Cymbal	China Cymbal	China Cymbal	Udo_Short	Room Snare 2	Car-Stop
53	China Cymbal	ReverseCymbal	China Cymbal	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Udo_Long	Concert Snr	Car-Pass
54	Ride Bell	Ride Bell	Ride Bell	Tambourine	Tambourine	Tambourine	Tambourine	Udo_Slap	Dance Snare1	Car-Crash
55	Tambourine	Tambourine	Tambourine	Splash Cym	Splash Cym	Splash Cym	Splash Cym	Bendir	Jazz Snare 1	Siren
56	Splash Cym	Splash Cym	Splash Cym	Cowbell	Cowbell	Cowbell	Cowbell	Req_Dum	Room Snare 1	Train
57	808cowbe	Cowbell	808cowbe	Crash Cym 2	Crash Cym 2	Crash Cym 2	Con Cymbal2	Req_Tik	Room Snare 2	Jetplane
58	Crash Cym 2	Crash Cym 2	Crash Cym 2	Ride Cymbal	Ride Cymbal	Ride Cymbal	Vibraslap	Tabla_Te	Dance Snare1	Helicopter
59	Vibraslap	Vibraslap	Vibraslap	Ride Cymbal	Ride Cymbal	Ride Cymbal	Concert Cym	Tabla_Na	Power Snare1	Starship
60	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Tabla_Tun	Power Snare1	Gun Shot
61	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Tabla_Ge	Power Snare2	Machine Gun
62	808 Conga	808 Conga	808 Conga	Mute H Conga	Mute H Conga	Mute H Conga	Mute H Conga	Tabla_Ge Hi	Elec Snare1	Lasergun
63	808 Conga	Conga Hi Opn	808 Conga	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Talking Drum	Std.2 Snare2	Explosion
64	808 Conga	Conga Lo Opn	808 Conga	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Bend tik_drm	Dance Snare2	Dog
65	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	Caxixi	Elec Snare	Horse-Gallop
66	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Djembe	House Snare	Bird
67	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Low Timbale	Elec Snare	
68	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Timbl Paila	Elec Snare	
69	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	High Timbale	Elec Snare 3	
70	Maracas	Maracas	808maraac	Maracas	Maracas	Maracas	Maracas	Cowbell	Dance Snare1	Helicopter
71	808maraac	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	Bongo High	Power Snare1	Starship
72	ShrtWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	Bongo Lo	Power Snare2	Gun Shot
73	LongWhistle	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Mute H Conga	Elec Snare2	Machine Gun
74	Short Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Conga Hi Opn	Elec Snare2	Lasergun
75	Long Guiro	Claves	808Clave	Claves	Claves	Claves	Claves	Conga Lo Opn	Dance Snare2	Explosion
76	808Clave	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Conga MtLow	Elec Snare2	Wind Chimes
77	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Conga Slap	House Snare	Car-Engine
78	Mute Cuica	Hoo	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Conga Lo Opn	Elec Snare	Car-Stop
79	Open Cuica	Hoo	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Conga Slide	Elec Snare	Car-Pass
80	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mut Pandiero	808 Snare 1	Car-Crash
81	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Opn Pandiero	808 Snare 2	Siren
82	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Open Surdo	909 Snare 1	Train
83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Mute Surdo	909 Snare 2	Seashore
84	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Tamborim	Jazz Snare 1	Bubble
85	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Agogo	Brush Tap	Kitty
86	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Agogo	Brush Slap1	Bird 2
87	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Shaker	Brush Slap2	Growl
							Applause	Low Whistle	Brush Slap	Applause 2
								Mute Cuica	Brush Swirl	Telephone 1
								Open Cuica	Brush Swirl	Telephone 2
								Mute Triangl	Long Swirl	
								Open Triangl		
								Short Guiro		
								Long Guiro		
								Cabasa Up		
								Cabasa Down		

Roland EXR-40 OR

PC: 50 [CC32: 2]
ETHNIC

(Cabasa Down)
Claves
Woodblock
Woodblock

(C7) (96) 97 98 99 100 101 102 103 104 105 106 107 | C8 108 109 110 111 112 113 114 115 116 117 118 119 | C9 120 121 122 123 124 125 126 127 | G9

Drum / Percussion Sound Map — ORIENTAL

Note	E-40 MODIFIED (PC 117 [CC32:4])	ORIENT 1 (PC 117 [CC32:1])	ORIENT 2 (PC 116 [CC32:2])	ORIENT 3 (PC 117 [CC32:3])	OR MIX 1 (PC 118 [CC32:4])	OR MIX 2 (PC 119 [CC32:4])
1					HipHop.BD2	Timpani
2					Rek. 2 Rim 2	Timpani
3					Rek Dom 1	Snare Roll
4					Rek 2 Tak 1	Concert Snr
5					Rek 2 Tak 2C	Concert BD
6					Rek 2 Sak 1	Jingle Bell
7					Tabla Ge	Bell Tree
8					Tabla Na	Bar Chimes
9					Tabla Te	Wadaiko
10					Tabla Tun	Small Gong
11					Djembe rim	Gamelan Gong
12				Wadaiko	IPopRik35	Udo Long
13				Ohkawa	IPopRik36	82/2BdDrum2
14				Shimedaiko	IPopCStk37 1	Side Stick
15				H kotsuzumi	IPopSn3B 1	82/2Snare1
16				L kotsuzumi	IPopSStk539 1	Hand Clap2
17				Tabla Ge	IPopSn40 1	82/2Snare2
18				Tabla Na	IPopTomEl41	Real Tom 6
19				Tabla Te	IPopHat1 42	82/2ClsHatB
20				Tabla Tun	IPopTom(43	Real Tom 6
21				Udo_Long	IPopHat2 44	Pedal HiHat
22				Djembe_rim	IPopHat5 45	Real Tom 4
23				Tambourine	IPopHat5_46	82/2OpenHatB
24				Tambourine	IPopTomHFt48	Real Tom 4
25				ChaChaCBell	IPopCymli2 52	Crash B
26				Agogo	IPopTomH50	Real Tom 1
27					IPopRtl 51	Ride . B
28				NewShaker2	IPopCym1 49	ChinaCymbal
29				NewShaker1	IPopRk2 55	RidbI . B
30				IPopSn40 1	Tambourine	Tambourine
31				Elec Snare 2	Splash Cym	Splash Cym
32				909 Snare 2	ChaChaCBell	Cowbell
33				909 Snare 1	NewRkCrCym2	Crash Cym 2
34				Elec Kick 2	626 Shaker	Vibraslap
35					NewRkRtHCym1	RideCym Edge
36	Bass Drum (TR-707)	Bass Drum (TR-707)	Bass Drum (TR-707)	TR-909 BD2	TR-909 BD2	TR-909 BD2
37	Rim Shot (TR-707)	Rim Shot (TR-707)	Rim Shot (TR-707)	Std 2 Kick1	Side Stick	808 Rimshot
38	Snare Drum (TR-707)	Snare Drum (TR-707)	Snare Drum (TR-707)	IPopCStk37 1	House SD	Rap Snare
39	Hand Clap 1 Stereo (E-40)	Hand Clap 1 (Stereo)	Hand Clap 1 (Stereo)	IPopSn3B 1	909 HandClap	909 HandClap
40	Snare Drum (TR-707)	Snare Drum (TR-707)	Hand Clap 2 (Mono)	House SD	Elec Snare 2	House SD
41	Tom 1 (from Standard)	Tom 1 (from Standard)	Tom 1 (from Standard)	HandClap1st	Real Tom 6	NewRkTom1H
42	Closed Hi-Hat (TR 707)	Closed Hi-Hat (TR-707)	Closed Hi-Hat (TR-707)	Hand Clap 2)	TR-707 HH s	Room Chh
43	Tom 2 (from Standard)	Tom 2 (from Standard)	Tom 2 (from Standard)	TR-707 SD	Real Tom 6	NewRkTom1
44	Closed Hi-Hat (TR-707)	Closed Hi-Hat (TR-707)	Closed Hi-Hat (TR-707)	Jazz Clsd HH	CR 78 ohh	Pedal HiHat
45	Tom 3 (from Standard)	Tom 3 (from Standard)	Tom 3 (from Standard)	Real Tom 6	Real Tom 4	NewRkTomMFH
46	Open Hi-Hat (TR-707)	Open Hi-Hat (TR-707)	Open Hi-Hat (TR-707)	Pedal Hi-Hat	Real Tom 4	R8 Ohh2
47	Tom 4 (from Standard)	Tom 4 (from Standard)	Tom 4 (from Standard)	Real Tom 4	Real Tom 4	NewRkTomM
48	Crash Cymbal (TR-707)	Tom 5 (from Standard)	Crash Cymbal (TR-707)	Jazz Open HH	Real Tom 1	NewRkTomHiFl
49	Tom 5 (from Standard)	Crash Cymbal (TR-707)	Tom 5 (from Standard)	Real Tom 4	Crash Cym 1	909 Crash
50	Tom 6 (from Standard)	Ride Cymbal (from	Tom 6 (from Standard)	IPopTom(43	Real Tom 1	NewRkTomHi
51	Ride Cymbal (from	Doholla 1 Rim 1	Ride Cymbal (from	IPopTomMA7	ReverseCymbl	Ride Cymbal
52	Doholla 1 Rim 1	Doholla 1 Dom	Doholla 2 Dom	NewRkRdCym1	NewRkRdCym1	ReverseCymbl
53	Doholla 1 Dom	Finger Doff A	Hager	IPopRtG2 55	Dholla2 Dom2	Dholla Dom
54	Tamborin (from Standard)	Doholla 1 Rim 2	Doholla 2 Rim 2	Dholla_Dom	Dholla 2 Sak	Dholla Sak 1
55	Doholla 2 Rim 1	Cowbell (from Standard)	Cowbell (from Standard)	Dholla Sak 1	8/8Clave	Dholla Sak 3
56	Cowbell (from Standard)	Doholla 2 Rim	Doholla 2 Rim	Dholla Rim 2	Dholla2 Rim1	Dholla Rim
57	Doholla 2 Rim 2	Doholla 1 Sak	Doholla 2 Rim	Dholla Sak 3	Rek 2 Roll	Dholla Raka
58	Cabasha (from Standard)	Dof 2 Rim 1	Zir	Dholla Rim	Dholla2 RimC	Dholla Tak 1
59	Dof 2 Dom	Dof 1 Rim 1	Dof 2 Rim 1	Dholla Raka	Rek 2 Sak 1	DofDom 1
60	Dof 2 Sak 1	Dof 1 Sak 1	Dof 2 Sak 1	Dholla Tak 1	DofT 2 Dom 2	DofDom 2
61	Bongos Dom (from E-40)	Dof 1 Rim 2	Dof 2 Rim 2	DofDom 1	Tabla Raka 1	DofDom 3
62	Dof 2 Sak 2	Dof 1 Sak 1	Dof 2 Sak 2	DofDom 2	Tabla Tak 1	DofTak 1
63	Bongos Tak (from E-40)	Tabla 1 Tak 1	Dof 2 Tak 1	DofDom 3	Tabla Tik 1	DofTak 2
64	Dof 2 Rim	Tabla 1 Tak 2	Tabla 2 Tak 1	DofTak 1	Tabla Dom	DofRim 1
65	Tabla 2 Dom	Tabla Roll	Tabla 2 Tak 2	DofTak 2	Tabla Sak	DofSak 2
66	Tabla 2 Sak	Tabla 1 Dom	Tabla Roll	DofRim 1	Tabla Tak 2	DofRim 2
67	Tabla Roll	Tabla (FX) (Roll End)	Tabla 2 Dom	DofSak 2	Tabla Raka 2	DofSak 3
68	Tabla (FX) (Roll End)	Tabla 1 Rim 2	Tabla (FX) (Roll End)	DofRim 2	Tabla Rim 1	DofFinger 1
69	Zir	Tabla 1 Sak	Doholla 2 Rim 2	DofSak 3	Tabla Toks	DofFinger 2
70	Rek 2 (Roll)	Tabla 1 Rim	Doholla 2 Sak	DofFinger 1	Tabla Rim 2	NewClaves
71	Tabla 2 Rim		Tabla 2 Rim	DofFinger 2	Tabla Tik 2	NewShaker1
72		Rek Trill	Rek Trill	Tabla Raka 1	Tabla Tak 2	NewShaker2
73	Rek 2 Dom Open	Rek 1 Sak	Rek 2 Sak	Tabla Tik 1	Rek Raka	Tabla Dom 1
74	Rek 2 Rim	Rek 1 Rim	Rek 2 Dom Closed	Rek Raka	Rek Trill	Tabla Roll
75	Rek 2 Dom Closed	Rek 1 Dom	Rek 2 Dom Open	Rek Trill	Rek Dom	Tabla Tak 2
76	Rek 2 Tak 1	Rek 1 Tak 1	Rek 2 Rim	Rek Trill	Rek Trill	Tabla Tak 3
77	Rek 2 Sak	Rek 1 Tak 2	Rek 2 Tak 1	Rek Dom	Rek Rim	Tabla 1 Rim
78	Hager	Rek 1 Brass	Rek 2 Khana Open	Rek Rim	Rek Brass 1	Rek Trill
79	Rek 2 Khana Closed	Rek 1 Tak 3	Rek 2 Tak 2	Rek Brass 1	Rek Tok	Rek 1 Sak
80	Zir	Rek 1 Roll	Rek 2 Roll	Rek Tok	Rek Tak 2	L Rek Tak 1
81	Rek 2 Khana Open	Rek 1 Khana Closed	Rek 2 Khana Closed	Rek 2 Khana Closed	Rek Tik	Rek 1 Dom
82	Rek 2 (Roll)	Rek 1 Khana Open	Tabl Noueri Rim	Rek 2 Khana Open	Rek Sak	L Rek Dom
83	Rek 2 Sak	Rek 1 Sak	Tabl Noueri Dom 2	Tabl Noueri Rim	Rek Tik	L Rek Tak 2
84	Sagat Mid	Sagat Mid	Sagat Mid	Sagat Mid	Mazhar Dom	Rek 1 Brass
85	Sagat High	Sagat High	Sagat High	Sagat High	Mazhar Sak	L Rek Tak 3
86	Sagat Sak	Tabl Noueri Dom 1	Tabl Noueri Dom 2	Rek Raka	Mazhar Brass	Rek 1 Roll
87	Shaker (from Standard)	Tabl Noueri Tak 1	Tabl Noueri Tak 2	Rek Trill	Sagat Mid	Rek 1 Khan-A
88	Zaghrouta A	Sagat Sak	Sagat Sak	Rek Rim	Sagat Hi	TablaNurRim1
89	Zaghrouta B	Hager	Hager	Rek Rim	Sagat Closed	Rek 1 Khan I
90	Tabl Noueri Dom	Zir	Bongos Dom	Rek Brass 1	Sagat Sak	Sagat Mid
91	Nakrazan A	Nakrazan A	Nakrazan A	Rek Tok	Dofs Tak	
92	Tabl Noueri Rim	Zaghrouta 1 Loop	Zaghrouta 1 Loop	Rek Brass 2	Dofs Dom	
93	Nakrazan B	Nakrazan B	Bongos Rim	Rek Tak 2	Rek Tik	
94	Tabl Noueri Tak	Tabl Noueri Tak	Zaghrouta 1 End	Rek Tik	Rek Sak	
95	Bass Drum (TR-707)	Zaghrouta 2 End	Zaghrouta 2 Loop	Rek Tik	Rek Tik	
96	Hand Clap 2 Mono (E-40)	Zaghrouta 2 Loop	Zaghrouta 2 End	Mazhar Dom	Mazhar Dom	

ORIENTAL / Note	PC: 116 [CC32: 1] E-40 MODIFIED	PC: 116 [CC32: 2] ORIENTAL PERC. 1	PC: 116 [CC32: 3] ORIENTAL PERC. 2	PC: 116 [CC32: 4] ORIENTAL 3	PC: 116 [CC32: 4] ORIENTAL MIX 1	PC: 116 [CC32: 4] ORIENTAL MIX 2
(C7) (96)	Hand Clap 2 Mono (E-40)	Zaghrouta 2 End	Zaghrouta 2 End	Mazhar Dom	Dofs Rim 2	Sagat Mid
97				Mazhar Tak	Dofs Dom st.	TablaNurDom1
98				Mazhar Sak	TablaNurDom	Sagat Hi
99				Mazhar Brass	Dofs Sak st.	TablaNurTak1
100				Sagat Mid	TablaNurRim	Sagat Sak
101				Sagat Hi	TablaNurTak	Hager 1
102				Sagat Closed	TablaNurSak	Zir 1
103				Sagat Sak	BassSlideFX	Nakrazhan 1
104				Dofs Tak	BassSlapFX	ZaghroutaSm1
105				Dofs Dom	ZaghroutaSm2	Nakrazhan 2
106				Dofs Sak	Zir 1	ZaghroutaEd1
107				Dofs Rim 1	ZaghroutaEd2	ZaghroutaSm2
C8 108				Dofs Rim 2	NewHiBongo	ZaghroutaEd2
109				Dofs Dom st.	NewLoBongo	TR-707 BD
110				TablaNurDom	NewCongaSlp	TR-909 BD2
111				Dofs Sak st.	NewCongaOp	Mix Kick
112				TablaNurRim	NewLoConga	82RmB&Drum1
113				TablaNurTak	NewTmblHi	82StSnare1
114				TablaNurSak	NewTmblLo	82LtSnare1
115				BassSlideFX	Hager 1	House SD
116				BassSlapFX		Rev Snare
117				ZaghroutaSm2		
118				Zir 1	Jingle Bell	
119				ZaghroutaEd2	Bell Tree	
C9 120				NewHiBongo	Bongo High	
121				NewLoBongo	Bongo Lo	
122				NewCongaSlp	Mute H.Conga	
123				NewCongaOp	Conga Hi Opn	
124				NewLoConga	Conga Lo Opn	
125				NewTmblHi	High Timbale	
126				NewTmblLo	Low Timbale	
G9 127				Hager 1	Agogo	

Music Styles

No.	Name	Tempo	Time Sign.
MODERN			
001	ProgMksm	119	4/4
002	Funk Or	100	4/4
003	Disco Or	102	4/4
004	Latin Or	110	4/4
005	GipsyOr1	110	4/4
006	GipsyOr2	91	4/4
SAIDI			
007	Saidi-M1	120	4/4
008	Saidi-M2	135	4/4
009	Saidi-M3	135	4/4
010	Saidi-Eg	95	4/4
011	Saidi	110	4/4
012	Saidi-L	110	4/4
013	Saidy	120	4/4
014	Shaeri-1	110	4/4
015	Shaeri-2	110	4/4
MASRI			
016	Baladi-1	95	4/4
017	Baladi-2	94	4/4
018	BaladiFa	100	4/4
019	Masrahi	98	4/4
020	Fallahi1	180	4/4
021	Fallahi2	94	2/4
022	Maksoum	120	4/4
023	Maks-Mlf	105	4/4
024	Sombati	175	8/4
025	Wehdakb1	120	4/4
026	Wehdakb2	135	4/4
027	DaregMsr	85	4/4
028	Masmoudi	120	8/4
029	Noubi 1	140	4/4
030	Noubi 2	140	4/4
031	Rhumba-E	190	4/4
032	Samba-Eg	110	4/4
033	Conga	120	4/4
034	Zaffa	85	4/4
MALFOUF			
035	Malfouf	120	4/4
036	Malfouf1	100	4/4
037	Malfouf2	100	4/4
038	Malfouf3	95	2/4
039	Malfouf4	116	4/4
GULFIAN			
040	Rhumba-G	165	4/4
041	Rhumba-K	160	4/4
042	Khebeti1	180	4/4
043	Khebeti2	180	4/4
044	Arab	120	4/4
045	Arabi	160	4/4
046	Adani	180	4/4
047	Sharh-1	150	3/4
048	Sharh-2	159	3/4
049	Guaracha	120	4/4
ARABI-1			
050	Ktkofti1	106	4/4
051	Ktkofti2	99	4/4
052	Dabka-1	100	4/4
053	Dabka-2	113	6/4
ARABI-2			
054	Leebi	100	4/4
055	Sudany	140	3/4
056	Maghrbi1	145	6/4
057	Maghrbi2	159	6/4
058	Genawa	99	4/4
059	Rai 1	99	4/4
060	Rai 2	115	3/4
TRADITIONAL			
061	Samai-D	105	3/4
062	Samai-T	120	10/4
063	Fox 1	110	4/4
064	Fox 2	110	3/4
065	Walz Or	150	3/4
066	Zar 1	90	2/4
067	Zar 2	99	4/4
068	Zekr	106	4/4

No.	Name	Tempo	Time Sign.
WORLD			
069	Turkish	87	4/4
070	Kars	120	9/8
071	Anadolu	107	4/4
072	Greek 1	110	4/4
073	Greek 2	142	9/8
WESTERN			
074	UpTempBl	110	4/4
075	UKLiteBl	104	4/4
076	PianoBal	56	4/4
077	Easy Hop	88	4/4
078	Easy Pop	64	4/4
079	Cool Pop	80	4/4
080	KeepOnDc	140	4/4
081	Stivie P	116	4/4
082	Big Rock	116	4/4
083	GoGoRock	180	4/4
084	Rockin'	185	4/4
085	Twist	162	4/4
086	Boogie	150	4/4
087	Charlest	205	4/4
088	Bachata	128	2/4
089	Merengue	124	4/4
090	MidBossa	150	4/4
091	UpBossa	168	4/4
092	DiscSamb	117	4/4
093	Tango	120	4/4
094	JazzWltz	100	3/4
095	Musette	175	3/4
096	Shuffle	145	4/4
097	Polka	130	4/4
098	March4/4	125	8/4
099	Reggae	140	4/4
FLASH			
101	RUBY	95	4/4
102	MALFOUFA	110	4/4
103	KHALIGRM	145	4/4
104	MAKSIBAL	180	4/4
105	M3ALLAYA	110	4/4
106	MAGHREBI	179	6/8
107	SAMII	110	10/4
108	30BIGBND	120	4/4
109	6_8BALLD	59	6/8
110	6_8POP	66	6/8
111	60RK'N_R	181	4/4
112	70SDANCE	108	4/4
113	70SDISCO	126	4/4
114	70'SPOP	112	4/4
115	80'SPOP	178	4/4
116	80STECNO	134	4/4
117	90SHOUSE	132	4/4
118	90STEKNO	140	4/4
119	ACSTSMBA	109	4/4
120	BARRYDNC	132	4/4
121	BEGUINE	110	4/4
122	BGBNDBLD	82	4/4
123	BGBNDFST	170	4/4
124	BGBNDMED	125	4/4
125	BIGBAND	144	4/4
126	BIGBNDSL	61	4/4
127	BIGSAMBA	116	4/4
128	BLBOOGIE	155	4/4
129	BLUES	61	4/4
130	BRGHTPOP	93	4/4
131	CHA-CHA	130	4/4
132	CLASSBAL	62	3/4
133	CNTRPOP2	197	6/4
134	CNTRYBL2	70	6/4
135	CNTRYBT	130	4/4
136	CNTRYSWG	190	4/4
137	COOL6_8	96	6/8
138	COOLBAND	92	4/4
139	COUNTRY	130	4/4
140	CUTE POP	108	4/4
141	DNCESCHL	136	4/4
142	DSCSCHLG	130	4/4
143	ENGWLTZ	91	3/4
144	EURBALLD	55	4/4
145	EURODNCE	138	4/4
146	FASTPOP	146	6/8
147	FEELGOOD	98	4/4
148	FEVERDNC	113	3/4
149	FOLKVALZ	176	3/4
150	FOX_BAND	113	4/4
151	FOXTROT	185	4/4

No.	Name	Tempo	Time Sign.
152	GERMAN_P	120	4/4
153	GIPSYSWN	208	4/4
154	GOSPLPOP	143	4/4
155	GSHUFFLE	120	4/4
156	GSPSHOUT	150	4/4
157	HALFBEAT	130	4/4
158	HAPPYPOP	103	4/4
159	HAPSLAGR	129	4/4
160	HEARTBT	153	4/4
161	IBIZADNC	138	4/4
162	JAZZCLUB	150	4/4
163	JZBALLAD	70	4/4
164	LATINPOP	92	4/4
165	LATINSCH	122	4/4
166	LIGHTPOP	120	4/4
167	LIVEPOP	108	4/4
168	LOVEBEAT	66	4/4
169	LOVEBLD	120	4/4
170	LUVBOSSA	136	4/4
171	MAMBO	102	4/4
172	MARCH6_8	120	4/4
173	NGHTBALD	50	4/4
174	OLDIE6_8	92	4/4
175	OLDIES	130	4/4
176	ORCLFOX	78	4/4
177	ORGSWING	109	4/4
178	PARTYSLG	124	4/4
179	PASDOBLE	122	4/4
180	POP_FOX	85	4/4
181	POPBALLD	68	4/4
182	POPROCK	138	4/4
183	R&B	105	4/4
184	RHUMBA	100	4/4
185	SALSA	100	4/4
186	SCHLGRBT	103	4/4
187	SCHLGRPO	123	4/4
188	SCOUNTRY	76	4/4
189	SLOWROCK	71	3/4
190	SLWALTZ	90	4/4
191	SLWPOLKA	100	4/4
192	STORYBAL	70	4/4
193	STRSWING	155	4/4
194	SWINGFST	243	4/4
195	SWINGMED	130	4/4
196	TRDRHMBA	98	4/4
197	UNPLGBLD	88	4/4
198	UPLGSHFL	124	4/4
199	UPSAMBA	103	4/4

Chord Intelligence ("Md1" setting)

★ = Keys you need to press to hear this chord.
● = Constituent notes of this chord.

★= Keys you need to press to hear this chord.
●= Constituent notes of this chord.

Roland EXR-40 OR

Date: May 2005
Version: 1.01

MIDI Implementation Chart

[Interactive Arranger]
Model: EXR-40 OR

Function...			Transmitted	Recognized	Remarks
Basic Channel	Default		1~16	1~16	32 Parts
	Changed		1~16, Off	1~16, Off	2 Logical Parts
Mode	Default		Mode 3	Mode 3	*2
	Message		Mode 3, 4 (M=1)	Mode 3, 4 (M=1)	
	Altered		*****	X	
Note Number			0~127	0~127	
	True Voice		*****	0~127	
Velocity	Note ON		O	O	
	Note OFF		X	X	
After Touch	Key's		X	O	
	Ch's		X	O	
Pitch Bend			O *1	O *1	
Control Change		0,32	O	O *1	Bank Select
		1	O	O *1	Modulation
		5	O	O *1	Portamento Time
		6,38	O	O	Data Entry
		7	O	O	Volume
		10	O	O	Panpot
		11	O	O	Expression
		22, 23, 24, 25	O	X	V-Link control
		64	O	O	Hold 1
		65	X	O	Portamento
		66	O	O	Sostenuto
		67	O	O	Soft
		84	X	O	Portamento Control
		91	O	O (Reverb)	Effect 1 Depth
		93	O	O (Chorus)	Effect 3 Depth
		98,99	O	O	NRPN LSB, MSB
		100,101	O	O	RPN LSB, MSB
Program Change			O *1	O *1	Program Number 1~128
	True #		*****	0~127	
System Exclusive			O	O	
System Common	Song Position Pointer		O *1	X	
	Song Sel		X	X	
	Tune		X	X	
System Real Time	Clock		O *1	O	
	Commands		O *1	O	
Aux Messages	All Sounds Off		X	O (120, 126, 127)	
	Reset All Controllers		X	O (121)	
	Local On/Off		O *1	O	
	All Notes Off		X	O (123-125)	
	Active Sense		O	O	
	Reset		X	X	
Notes			*1 O X is selectable		
			*2 Recognized as M=1 even if M≠1		

Mode 1: OMNI ON, POLY Mode 2: OMNI ON, MONO O: Yes

Mode 3: OMNI OFF, POLY Mode 4: OMNI OFF, MONO X: No

Information

When you need repair service, call your nearest Roland Service Center or authorized Roland distributor in your country as shown below.

AFRICA

EGYPT
Al Fanny Trading Office
9, EBN Hagar Al Askalany Street,
ARD E1 Golf, Heliopolis,
Cairo 11341, EGYPT
TEL: 20-2-417-1828

REUNION
Maison FO - YAM Marcel
25 Rue Jules Hermann,
Chaudron - BP79 97 491
Ste Clotilde Cedex,
REUNION ISLAND
TEL: (0262) 218-429

SOUTH AFRICA
That Other Music Shop(PTY)Ltd.
11 Melle St., Braamfontein,
Johannesbourg,
SOUTH AFRICA
TEL: (011) 403 4105
FAX: (011) 403 1234

Paul Bothner(PTY)Ltd.
17 Werdmuller Centre,
Main Road, Claremont 7708
SOUTH AFRICA
TEL: (021) 674 4030

ASIA

CHINA
Roland Shanghai Electronics
Co.,Ltd.
5F. No.1500 Pingliang Road
Shanghai 200090, CHINA
TEL: (021) 5580-0800

Roland Shanghai Electronics
Co.,Ltd.
(BEIJING OFFICE)
10F. No.18 3 Section Anhuaxili
Chaoyang District Beijing
100011 CHINA
TEL: (010) 6426-5050

Roland Shanghai Electronics
Co.,Ltd.
(GUANGZHOU OFFICE)
2/F., No.30 Si You Nan Er Jie
Yi Xiang, Wu Yang Xin Cheng,
Guangzhou 510600, CHINA
TEL: (020) 8736-0428

HONG KONG
Tom Lee Music Co., Ltd.
Service Division
22-32 Pun Shan Street, Tsuen
Wan, New Territories,
HONG KONG
TEL: 2415 0911

Parsons Music Ltd.
8th Floor, Railway Plaza, 39
Chatham Road South, T.S.T,
Kowloon, HONG KONG
TEL: 2333 1863

INDIA
Rivera Digitec (India) Pvt. Ltd.
409, Nirman Kendra
Mahalaxmi Flats Compound
Off. Dr. Edwin Moses Road,
Mumbai-400011, INDIA
TEL: (022) 2493 9051

INDONESIA
PT Citra IntiRama
Jl. Cideng Timur No. 15J-150
Jakarta Pusat
INDONESIA
TEL: (021) 6324170

KOREA
Cosmos Corporation
1461-9, Seocho-Dong,
Seocho Ku, Seoul, KOREA
TEL: (02) 3486-8855

MALAYSIA
Roland Asia Pacific Sdn. Bhd.
45-1, Block C2, Jalan PJU 1/39,
Dataran Prima, 47301 Petaling
Jaya, Selangor, MALAYSIA
TEL: (03) 7805-3263

PHILIPPINES
G.A. Yupangco & Co. Inc.
339 Gil J. Puyat Avenue
Makati, Metro Manila 1200,
PHILIPPINES
TEL: (02) 899 9801

SINGAPORE
CRISTOFORI MUSIC PTE LTD
BlK 3014, Bedok Industrial Park E,
#02-2148, SINGAPORE 489980
TEL: 6243-9555

TAIWAN
ROLAND TAIWAN
ENTERPRISE CO., LTD.
Room 5, 9fl. No. 112 Chung
Shan N.Road Sec.2, Taipei,
TAIWAN, R.O.C.
TEL: (02) 2561 3339

THAILAND
Theera Music Co., Ltd.
330 Verng Nakornkasem, Soi 2,
Bangkok 10100, THAILAND
TEL: (02) 2248821

VIETNAM
Saigon Music
Suite DP-8
40 Ba Huyen Thanh Quan Street
Hochiminh City, VIETNAM
TEL: (08) 930-1969

AUSTRALIA/ NEW ZEALAND

AUSTRALIA/ NEW ZEALAND
Roland Corporation
Australia Pty., Ltd.
38 Campbell Avenue
Dee Why West. NSW 2099
AUSTRALIA

For Australia
Tel: (02) 9982 8266
For New Zealand
Tel: (09) 3098 715

CENTRAL/ LATIN AMERICA

ARGENTINA
Instrumentos Musicales S.A.
Av.Santa Fe 2055
(1123) Buenos Aires
ARGENTINA
TEL: (011) 4508-2700

BARBADOS
A&B Music Supplies LTD
12 Webster Industrial Park
Wildey, St.Michael, Barbados
TEL: (246)430-1100

BRAZIL
Roland Brasil Ltda.
Rua San Jose, 780 Sala B
Parque Industrial San Jose
Cotia - Sao Paulo - SP, BRAZIL
TEL: (011) 4615 5666

CHILE
Comercial Fancy II S.A.
Rut.: 96.919.420-1
Nataniel Cox #739, 4th Floor
Santiago - Centro, CHILE
TEL: (02) 688-9540

COLOMBIA
Centro Musical Ltda.
Cra 43 B No 25 A 41 Bodadega 9
Medellin, Colombia
TEL: (574)3812529

COSTA RICA
JUAN Bansbach Instrumentos
Musicales
Ave.1. Calle 11, Apartado 10237,
San Jose, COSTA RICA
TEL: 258-0211

CURACAO
Zeelandia Music Center Inc.
Orionweg, 30
Curacao, Netherland Antilles
TEL:(305)5926866

DOMINICAN REPUBLIC
Instrumentos Fernando Giraldez
Calle Proyecto Central No.3
Ens.La Esperilla
Santo Domingo,
Dominican Republic
TEL:(809) 683 0305

ECUADOR
Mas Musika
Rumichaca 822 y Zaruma
Guayaquil - Ecuador
TEL:(593-4)2302364

EL SALVADOR
OMNI MUSIC
75 Avenida Norte y Final
Alameda Juan Pablo II,
Edificio No.4010 San Salvador,
EL SALVADOR
TEL: 262-0788

GUATEMALA
Casa Instrumental
Calzada Roosevelt 34-01,zona 11
Ciudad de Guatemala
Guatemala
TEL:(502) 599-2888

HONDURAS
Almacen Pajaro Azul S.A. de C.V.
BO.Paz Barahona
3 Ave.11 Calle S.O
San Pedro Sula, Honduras
TEL: (504) 553-2029

MARTINIQUE
Musique & Son
Z.I.Les Mangle
97232 Le Lamantin
Martinique F.W.I.
TEL: 596 596 426860

MEXICO
Casa Veerkamp, s.a. de c.v.
Av. Toluca No. 323, Col. Olivar
de los Padres 01780 Mexico
D.F. MEXICO
TEL: (55) 5668-6699

NICARAGUA
Bansbach Instrumentos
Musicales Nicaragua
Altamira D'Este Calle Principal
de la Farmacia 5ta.Avenida
1 Cuadra al Lago.#503
Managua, Nicaragua
TEL: (505)277-2557

PANAMA
SUPRO MUNDIAL, S.A.
Boulevard Andrews, Albrook,
Panama City, REP. DE
PANAMA
TEL: 315-0101

PARAGUAY
Distribuidora De
Instrumentos Musicales
J.E. Olear y ESQ. Manduvira
Asuncion PARAGUAY
TEL: (595) 21 492147

PERU
Audionet
Distribuciones Musicales SAC
Juan Fanning 530
Miraflores
Lima - Peru
TEL: (511) 4461388

TRINIDAD
AMR Ltd
Ground Floor
Maritime Plaza
Barataria Trinidad W.I.
TEL: (868)638-6385

URUGUAY
Todo Musica S.A.
Francisco Acuna de Figueroa
1771
C.P.: 11.800
Montevideo, URUGUAY
TEL: (02) 924-2335

VENEZUELA
Instrumentos Musicales
Allegro,C.A.
Av.las industrias edf.Guitar
import
#7 zona Industrial de Turumo
Caracas, Venezuela
TEL: (212) 244-1122

EUROPE

AUSTRIA
Roland Elektronische
Musikinstrumente HmbH.
Austrian Office
Eduard-Bodem-Gasse 8,
A-6020 Innsbruck, AUSTRIA
TEL: (0512) 26 44 260

BELGIUM/FRANCE/ HOLLAND/ LUXEMBOURG
Roland Central Europe N.V.
Houtstraat 3, B-2260, Oevel
(Westerlo) BELGIUM
TEL: (014) 575811

CZECH REP.
K-AUDIO
Kardasovska 626.
CZ-198 00 Praha 9,
CZECH REP.
TEL: (2) 666 10529

DENMARK
Roland Scandinavia A/S
Nordhavnsvej 7, Postbox 880,
DK-2100 Copenhagen
DENMARK
TEL: 3916 6200

FINLAND
Roland Scandinavia As, Filial
Finland
Elannontie 5
FIN-01510 Vantaa, FINLAND
TEL: (0)9 68 24 020

GERMANY
Roland Elektronische
Musikinstrumente HmbH.
Oststrasse 96, 22844
Norderstedt, GERMANY
TEL: (040) 52 60090

GREECE
STOLLAS S.A.
Music Sound Light
155, New National Road
Patras 26442, GREECE
TEL: 2610 435400

HUNGARY
Roland East Europe Ltd.
Warehouse Area 'DEPO' Pf.83
H-2046 Torokbalint,
HUNGARY
TEL: (23) 511011

IRELAND
Roland Ireland
G2 Calmount Park, Calmount
Avenue, Dublin 12
Republic of IRELAND
TEL: (01) 4294444

ITALY
Roland Italy S. p. A.
Viale delle Industrie 8,
20020 Arese, Milano, ITALY
TEL: (02) 937-78300

NORWAY
Roland Scandinavia Avd.
Kontor Norge
Lilleakerveien 2 Postboks 95
Lilleaker N-0216 Oslo
NORWAY
TEL: 2273 0074

POLAND
MX MUSIC SP.Z.O.O.
UL. Gibraltarska 4.
PL-03664 Warszawa POLAND
TEL: (022) 679 44 19

PORTUGAL
Roland Iberia, S.L.
Portugal Office
Cais das Pedras, 8/9-1 Dto
4050-465, Porto, PORTUGAL
TEL: 22 608 00 60

ROMANIA
FBS LINES
Piata Libertatii 1,
535500 Gheorgheni,
ROMANIA
TEL: (266) 364 609

RUSSIA
MuTek
3-Bogatyrskaya Str. 1.k.l
107 564 Moscow, RUSSIA
TEL: (095) 169 5043

SPAIN
Roland Iberia, S.L.
Paseo Garcia Faria, 33-35
08005 Barcelona SPAIN
TEL: 93 493 91 00

SWEDEN
Roland Scandinavia A/S
SWEDISH SALES OFFICE
Danvik Center 28, 2 tr.
S-131 30 Nacka SWEDEN
TEL: (0)8 702 00 20

SWITZERLAND
Roland (Switzerland) AG
Landstrasse 5, Postfach,
CH-4452 Itingen,
SWITZERLAND
TEL: (061) 927-8383

UKRAINE
TIC-TAC
Mira Str. 19/108
P.O. Box 180
295400 Munkachevo,
UKRAINE
TEL: (03131) 414-40

UNITED KINGDOM
Roland (U.K.) Ltd.
Atlantic Close, Swansea
Enterprise Park, SWANSEA
SA7 9FJ,
UNITED KINGDOM
TEL: (01792) 702701

MIDDLE EAST

BAHRAIN
Moon Stores
No.16, Bab Al Bahrain Avenue,
P.O.Box 247, Manama 304,
State of BAHRAIN
TEL: 17 211 005

CYPRUS
Radex Sound Equipment Ltd.
17, Diagorou Street, Nicosia,
CYPRUS
TEL: (022) 66-9426

IRAN
MOCO INC.
No.41 Nike St., Dr.Shariyati Ave.,
Roberoye Cerahe Mirdamad
Tehran, IRAN
TEL: (021) 285-4169

ISRAEL
Halilit P. Greenspoon & Sons
Ltd.
8 Retzif Ha'aliya Hashnya St.
Tel-Aviv-Yafo ISRAEL
TEL: (03) 6823666

KUWAIT
EASA HUSAIN AL-YOUSIFI
& SONS CO.
Abdullah Salem Street,
Safat, KUWAIT
TEL: 243-6399

LEBANON
Chahine S.A.L.
Gerge Zeidan St., Chahine
Bldg., Achrafieh, P.O.Box: 16-
5857
Beirut, LEBANON
TEL: (01) 20-1441

OMAN
TALENTZ CENTRE L.L.C.
Malatan House No.1
Al Noor Street, Ruwi
SULTANATE OF OMAN
TEL: 2478 3443

QATAR
Al Emadi Co. (Badie Studio &
Stores)
P.O. Box 62, Doha, QATAR
TEL: 4423-554

SAUDI ARABIA
aDawliah Universal
Electronics APL
Corniche Road, Aldossary
Bldg., 1st Floor, Alkhobar,
SAUDI ARABIA

P.O.Box 2154, Alkhobar 31952
SAUDI ARABIA
TEL: (03) 898 2081

SYRIA
Technical Light & Sound
Center
Rawda, Abdul Qader Jazairi St.
Bldg. No. 21, P.O.BOX 13520,
Damascus, SYRIA
TEL: (011) 223-5384

TURKEY
Ant Muzik Aletleri Ithalat Ve
Ihracat Ltd Sti
Siraselviler Caddesi
Siraselviler Pasaji No:74/20
Taksim - Istanbul, TURKEY
TEL: (0212) 2449624

U.A.E.
Zak Electronics & Musical
Instruments Co. L.L.C.
Zabeel Road, Al Sherooq Bldg.,
No. 14, Grand Floor, Dubai,
U.A.E.
TEL: (04) 3360715

NORTH AMERICA

CANADA
Roland Canada Music Ltd.
(Head Office)
5480 Parkwood Way
Richmond B. C., V6V 2M4
CANADA
TEL: (604) 270 6626

Roland Canada Music Ltd.
(Toronto Office)
170 Admiral Boulevard
Mississauga On L5T 2N6
CANADA
TEL: (905) 362 9707

U. S. A.
Roland Corporation U.S.
5100 S. Eastern Avenue
Los Angeles, CA 90040-2938,
U.S.A.
TEL: (323) 890 3700

As of April 26, 2005 (RES)

SONGS contained in the EXR-40 OR

Title	File Name	Composer	Copyright	Artist / Remarks
Leh Bey Dari	LehBeyDa.mid	Mohamed Raheem	©2005 Roland Europe	Mohamed Raheem
Amazing Grace	AmazingG.mid	Traditional	©2005 Roland Europe	Traditional
My Bonnie	MyBonnie.mid	Traditional	©2005 Roland Europe	Traditional
Babel's Blunder	Babel.mid	John Maul	©1993 Roland Corporation	John Maul
Late Night Chopin	Chopin.mid	John Maul	©2003 Roland Corporation	John Maul
O Tannenbaum	OTannenb.mid	Traditional	©1991 Roland Corporation	Traditional
Pathétique	ZE1_Path.mid *	Ludwig Van Beethoven	©1994 Roland Corporation	Education Song
Liebesträume	ZE2_Lieb.mid *	Franz Liszt	©1993 Roland Corporation	Education Song
Sonata Mozart	ZE3_Sona.mid *	Wolfgang Mozart	©1994 Roland Corporation	Education Song
Gymnopédie	ZE4_Gymn.mid *	Erik Satie	©1993 Roland Corporation	Education Song
Arabesque	ZE5_Arab.mid *	Claude Debussy	©1996 Roland Corporation	Education Song

* Songs whose file name starts with "ZE"" are for educational purposes. The Right or Left hand track can be muted separately using the Minus-One function.

MUSIC ASSISTANT

ARABIC		GREEK	WORLD
001 3amI3ant	043 LamaBada	078 Amartolh	086 AmPatrol
002 3eni	044 LanA3ish	079 Annoula	087 Bamboeo
003 7'adoka	045 LaTsdgon	080 AporoMmn	088 CallMePl
004 AbdlKadr	046 Law3ala	081 DariDari	089 CareWhis
005 Adeyt3am	047 LelaElAb	082 Ela Mou	090 Child
006 AhYaLail	048 LmmaBada	083 Perasmna	091 Crocodil
007 AishHytk	049 MaArwaak	084 SouToPa1	092 Desafina
008 AlaDa3on	050 MoshHaul	085 Staxth	093 Do-Re-Mi
009 AlbiDali	051 MryalaKh		094 Everybdy
010 AlimAllh	052 Mwashaht		095 FnkyCity
011 AllaHay	053 Nadet		096 G Ipanem
012 Allalla	054 NenaGnen		097 GreatFir
013 AlLekaa2	055 OlTaniKe		098 HrtSoul
014 AnaAlbi	056 RahH Fin		099 IAlwyLuv
015 ArredaWn	057 Romeo		100 Imaginin
016 Ayoub	058 SafinMar		101 In Mood
017 Az Alaya	059 SalSa		102 IsSheLov
018 BaladHab	060 SamraYaS		103 Jealous
019 Be3aad	061 ShaghalO		104 Johnny B
020 Btwannes	062 ShatEskn		105 JoyWorld
021 Dalloaa	063 TabatWeN		106 KnckHeav
022 DareElAy	064 Takaseem		107 LaCumpar
023 EkoroDof	065 Tal3aSal		108 LaPalom
024 El Talla	066 Tasawar		109 Lola
025 El Zaal	067 TikiTa		110 LtsTwist
026 ElAlmAla	068 Tol Omry		111 Mas Nada
027 ElelYaSa	069 WeHeya3a		112 My Heart
028 ElKheil	070 Ya Lela		113 No Woman
029 ElLelaKe	071 YaGhddar		114 No Worry
030 ElSharyM	072 YaLelaDn		115 O Sole M
031 Etala3Fy	073 YaMagnon		116 Old Good
032 FatmaK	074 YaMaSawa		117 One Note
033 HabibAlb	075 Yanasini		118 Pop&Corn
034 HabibiWl	076 ZabeyFel		119 Pretty W
035 HabiEnta	077 ZayElHaw		120 Quando
036 Hanadi			121 Radetzky
037 HayatAlb			122 Sailyng
038 HbHayati			123 Scandal
039 Keda3eni			124 Sensitiv
040 KedOzala			125 Tico
041 KolMaolo			126 White Ch
042 LailRa3d			

FUNCTIONS

KEYBOARD SET
Keyboard Touch
Master Tune
USR Transpose
GLB Transpose
Transpose Mode
Pitch Bend Range
Key Split
Split Hold
Split Intelligence
Footswitch Assign
Portamento Main
Portamento Dual
Mode Main
Mode Dual

METRONOME
Metronome Time Sign.
Metronome Volume
Count-In

OCTAVE
Main Octave
Dual Octave
Split Octave

VOLUME
Main Volume

Dual Volume
Split Volume
Auto Bass
Accomp Drums
Accomp Bass
Accomp 1~6
Song 1~16

ARRANGER SET
Chord Intelligence
Arranger Hold
EP Chord
Bass Inversion
Melody Intelligence
Intro/Ending Chord
Sync Stop

EFFECTS
Reverb
Chorus
MFX
Tone MFX
Reverb Main
Chorus Main
Panpot Main
Reverb Dual
Chorus Dual
Panpot Dual

Reverb Split
Chorus Split
Panpot Split

KEYBOARD SCALE
Scale C
Scale C#
Scale D
Scale Eb
Scale E
Scale F
Scale F#
Scale G
Scale Ab
Scale A
Scale Bb
Scale B
Scale Mode

MIDI
Local
MIDI Tx Rx
Sync Rx
Style PC
Lyrics Tx
NTA Rx 14
Pitch Bend
Modulation
Program Change
Velocity Rx
Clock Tx
Start/Stop
Song Position Pointer

UTILITY
Lock Init
Initialize Flash
Resume
WRITE Song
WRITE Style
REMOVE Song
REMOVE Style
WRITE User Program
READ User Program
REMOVE User Program

QUICK JUMP BUTTONS

FUNCTION		Press and hold
Keyboard Touch	> > > > >	KEYBOARD TOUCH
Key Split	> > > > >	ARRANGER BAND
Metronome Time Signature	> > > > >	METRONOME
Melody Intelligence	> > > > >	MELODY INTELLIGENCE
Dual Tone Selection	> > > > >	DUAL+TONE
Split Tone Selection	> > > > >	SPLIT+ TONE
Memorizing Favourite Tone	> > > > >	TONE 1~ 8
Sync Stop function	> > > > >	SYNC START/STOP
Changing Scale Tune settings	> > > > >	ORIENTAL SCALE C~B
		Press
Main Octave	> > > > >	TONE + TEMPO/DATA
Dual Octave	> > > > >	DUAL + TEMPO/DATA
Split Octave	> > > > >	SPLIT + TEMPO/DATA
Main Volume	> > > > >	TONE + BALANCE
Dual Volume	> > > > >	DUAL + BALANCE
Split Volume	> > > > >	SPLIT + BALANCE

TONES

PIANO
001 StPiano1
002 EuropnPf
003 Piano 2
004 Honkytnk
005 Piano 1
006 StPiano2
007 Piano 3
008 MIDI EP1
009 MIDI EP2
010 StPiano3
011 OldUprgt

E.PIANO
012 E.Piano1
013 StSoftEP
014 Pro EP 3
015 Wurly
016 EPLegend
017 HardFMEP
018 EP Phase
019 FM+SA EP
020 60sEPno
021 Hard EP
022 MellowEP
023 E.Piano2
024 Dtnd EP2
025 St.FM EP
026 Nylon+EP

KEYBOARD
027 Harpsi 2
028 StHarpsi
029 Clav.
030 CompClav
031 Harpschr
032 Cpld Hps
033 PulsClav

CHR PERC
034 Celesta
035 MusicBox
036 Vibraphn
037 Marimba
038 Xylphone
039 TublBell
040 SftCryst
041 LoudGloc
042 ChrlBell
043 TnklBell
044 Glcknspl
045 HardVibe
046 StVibrap
047 StMarimb
048 Barafon
049 Barafon2
050 Log drum

051 ChrchBll
052 Carillon
053 Crystal
054 SynMallt
055 RndGlock
056 GlcknChm
057 ClrBells
058 XmasBell
059 VbrBells
060 DigiBell
061 AirBells
062 BellHarp
063 Gamelimb

ORGAN
064 OrOrgn1
065 OrOrgn2
066 Organ 2
067 Organ 1
068 R&Borgan
069 CoolOrgn
070 60sOrgn1
071 ChseOrgn
072 PercOrg1
073 Organ 3
074 RotryOrg
075 RotryOrS
076 RotryOrF
077 ChrchOr1
078 ChrchOr2
079 OrgnFlte
080 TrmFlute
081 ReedOrgn
082 Organ101
083 Dtnd Or1
084 TrmOrgan
085 Organ109
086 60sOrgn2
087 60sOrgn3
088 PopOrgan
089 RockOrgn
090 Even Bar
091 OrganBss
092 Organ201
093 ChorsOr2
094 Dtnd Or2
095 PercOrg2
096 ChrchOr3
097 PuffOrgn

ACCORDN
098 AccrdnC1
099 AccrdnC2
100 Accrdn3L
101 Accrdn4L
102 Accordn1
103 Accordn2
104 JVAccord
105 AccrdnFr
106 Accrdnlt
107 Bandneon
108 Harmonic
109 Harmonc2
110 JV-Acc1
111 JV-Acc2

GUITAR
112 NylStrGt
113 VeloHrmx
114 Nyln+Stl
115 Reqnt Gt
116 FlmncoGt
117 StlStrGt
118 12-strGt
119 Mandolin
120 Ukulele
121 NylonGto
122 NylonGt2
123 SteelGt2
124 Stl+Body
125 GtHrmncs
126 AcGtHrmx
127 Atmspher
128 NylnHarp
129 GtFrtNoz

E.GUITAR
130 Jazz Gt.
131 PedalStl
132 CleanGt2
133 JCClnGt.
134 MidTneGT
135 Muted Gt
136 OvrdrvGt
137 Dist Gt
138 Power Gt
139 MellowGt
140 JazzGt.2
141 CleanGt.
142 OpenHrd1
143 ChorusGt
144 CleanGt3
145 Mt DstBs
146 Funk Pop
147 Funk Gt2
148 Jazz Man
149 Gt Pinch
150 Dist.Gt2
151 Dazed Gt
152 Fdbck Gt
153 FdbckGt2
154 PowerGt2
155 5th Dist
156 RockRhyt
157 RockRhy2
158 DstRtmGT
159 GtFdback
160 GtCtNoiz
161 GtCtNoz2
162 DstCutNz
163 PickScrp

BASS
164 AcsticBs
165 Ac.Bass1
166 FingrdBs
167 JazzBass
168 FngrdBs3
169 PckdBass
170 FrtlssBs
171 SlpBass1
172 SynBass1
173 ResoSHBs
174 Sqr Bass
175 Ac.Bass2
176 Ac.Bass3
177 FngrdBs2
178 FngrdBs4
179 FingrSlp
180 Pckd Bs2
181 Mt PckBs
182 FrtlsBs2
183 FrtlsBs3
184 FrtlsBs4
185 SnFrtlss
186 MrSmooth
187 FrtlsBs5
188 FtFrtlss
189 ResoSlap
190 SlpBass2
191 SynBs101
192 JunoBass
193 106Bass
194 AcidBass
195 TB303Bss
196 TeknBass
197 ClaviBss
198 Hammer
199 JnglBass
200 PopSynBs
201 LghtSnBs
202 FatTBBss
203 SynBass2
204 SynBs201
205 Mod Bass
206 Seq Bass
207 BeefFMBs
208 XWr Bass
209 RubbrBss
210 SH101Bs1
211 SH101Bs2
212 SmthBass
213 MildBass
214 DetunBss
215 AttckPls
216 Str Slap
217 BassSld

STRINGS
218 StrngOct
219 StStrngs
220 StSlwStr
221 LegtoStr
222 SynStrng
223 SuspnStr
224 PzzctStr
225 FlViolVb
226 FolkViol
227 Violin
228 SlwVioln
229 Viola
230 Cello
231 Contrbss
232 DoublHit
233 Violin2
234 SlVioln2
235 Viola2
236 Cello2
237 Trem Str
238 SlwTrmol
239 Strings
240 Strings2
241 Orchstra
242 Orchstr2
243 TremOrch
244 ChoirStr
245 VeloStrn
246 60String
247 SlwStrng
248 SlwStrn2
249 WarmStrn
250 OBStrngs
251 SynStrn1
252 70s Str1
253 70s Str2
254 SynStrn2
255 SynStrn3
256 Orch Hit
257 Bass Hit
258 6th Hit
259 Euro Hit
260 TechnHit
261 ImpctHit
262 PhllyHit
263 LoFiRave

VOCAL
264 St.Choir
265 Humming
266 VoiceOoh
267 SynVox
268 Solo Vox
269 ChoirAah
270 MelloChr
271 ChrAahs2
272 SynVoice
273 AnaVoice
274 Harpvox
275 HllwRels

SAX
276 OrienSax
277 BlwTenor
278 BrthyTnr
279 SoprnSax
280 Alto Sax
281 TenorSax
282 BartnSax
283 SoprSax2
284 AltoSax2
285 HyprAlto
286 TenrSax2
287 SprTenor

WIND
288 FluteVib
289 Piccolo
290 Oboe
291 Bassoon
292 Clarinet
293 PanFlute
294 Whistle
295 EnglHorn
296 JzClrint
297 BsClarnt
298 Flute
299 Recorder
300 BottlBlw
301 Ocarina

AC BRASS
302 Trumpet
303 FlglHorn
304 Trombone
305 Tuba
306 MtdTrump
307 FrnchHrn
308 BrassOct
309 Brass 1
310 BrssFall
311 TwnTrmpt
312 TrombnSc
313 Trumpet2
314 Trumpet3
315 DrkTrmpt
316 BrightTp
317 Warm Tp.
318 Trombne2
319 Trombne3
320 BrightTb
321 Tuba 2
322 MtTrmpt2
323 Fr.Horn2
324 FrHornSl
325 HornOrch
326 Brass 2
327 Brass 3
328 TwinBons
329 TrmbnSc2
330 SynBrss1

SYNBRASS
331 JmpBrass
332 OctSnBrs
333 VeloBrs2
334 PolyBrss
335 SYBrass
336 JunoBrss
337 SynBrss3
338 QuakBrss
339 Octv Brs
340 SynBrss2
341 SoftBrss
342 SynBrss4
343 VeloBrs1

SYNLEAD
344 Big Lead
345 Sqr Wave
346 MellowFM
347 CC Solo
348 260 Sync
349 Saw Wave
350 PulseSaw
351 GR-300
352 WaspySyn
353 SeqncdSw
354 SnCallpe
355 PurPanLd
356 Charang
357 WireLead
358 DistLead
359 Square
360 HollwMin
361 Shmoog
362 LMSquare
363 SineWave
364 DistSqre
365 P5 Saw
366 FelineGR
367 VeloLead
368 LA Saw
369 Dr. Solo
370 SawWave2
371 Saw
372 NatrLead
373 VentSyn
374 ChiffrLd
375 5thSawWv
376 BigFives
377 Bss&Lead
378 Big&Raw
379 Fat&Prky
380 DlydLead

POLY SYN
381 Polysyn
382 80sPlySn
383 Ice Rain
384 WarmAtms
385 Brightns
386 Fantasia
387 Fantsia2
388 HarmRain
389 Africnwd
390 ClaviPad
391 Rave

PAD
392 Warm Pad
393 ThickPad
394 RotryStr
395 Soft Pad
396 SpcVoice
397 Heavenll
398 Itopia
399 Tine Pad
400 PannrPad
401 SweepPad
402 PolarPad
403 Shwimmer
404 Sndtrack
405 AmbntPad
406 Goblinsn
407 ResoPnnr
408 StarThme
409 Horn Pad
410 Sine Pad
411 BowdGlss
412 MetalPad
413 Halo Pad
414 Converge
415 CelstlPd
416 Ancestrl
417 Prologue
418 Goblin
419 50sSciFi
420 EchDrops
421 EchoBell
422 Echo Pan
423 EchoPan2
424 BigPannr
425 WtrPiano
426 StrThme2

ETHNIC
427 JV-Bouz1
428 JV-Bouz2
429 JV-Bouz3
430 JV-Bouz4
431 BouzBag1
432 BouzBag2
433 Bouzouki
434 BzkiTrm
435 BzkiTrVm
436 Santur
437 Harp
438 Kawala
439 Kawala2
440 Kawala1
441 KawlaOct
442 KwlOctVm
443 Rababa
444 Nay
445 NayOct
446 NayOctVm
447 Mizmar
448 MizmrOct
449 MizmrTrV
450 MizmarDu
451 Arghool
452 Shakuhch
453 Sitar
454 Banjo
455 Rabab
456 Oud
457 Oud1Trem
458 Oud1
459 Oud2
460 Oud2Trem
461 Oud1TrVm
462 Oud2TrVm
463 OudOct
464 Shamisen
465 Koto
466 Kanoon
467 Knoun3St
468 KanounSt
469 Kn3TrVmx
470 Kn1TrVmx
471 Kn2TrVmx
472 Kanoun3
473 Kanoun1
474 Kanoun2
475 KanounTr
476 Knoun3Oc
477 KnounOct
478 Bagpipe
479 Fiddle
480 Shanai 2
481 Santur 2
482 Cimbalom
483 Yang Qin
484 Sitar 2
485 DtnSitar
486 Tambra
487 Tamboura
488 MtdBanjo
489 Gopichnt
490 Tsugaru
491 TaishoKt
492 Kalimba
493 Shanai
494 Pungi
495 Hichriki
496 Bonang
497 Gender
498 GamlnGng
499 StGameln

PERCUSSION
500 Timpani
501 StlDrums
502 Castnets
503 Taiko
504 RAMACybl
505 Agogo
506 Atarigan
507 Woodblck
508 ConcrtBD
509 CncrBDMt
510 MeloTom1
511 Real Tom
512 MeloTom2
513 Rock Tom
514 SyntDrum
515 808 Tom
516 ElecPerc
517 Rev Cym
518 Rev Cym2
519 Rev Snr1
520 RevSnr 2
521 RevKick1
522 RevConBD
523 RevTom 1
524 RevTom 2

SFX
525 Thunder
526 Wind
527 Bird
528 HrseGllp
529 Bird 2
530 Telphn 2
531 Helicptr
532 CarEngne
533 Car-Pass
534 Siren
535 Train
536 Applause
537 Laughing
538 Screamng
539 Xplosion
540 BrtNoise
541 FlKClick
542 Seashore
543 Rain
544 Stream
545 Bubble
546 Dog
547 Kitty
548 Growl
549 Telphn 1
550 DoorCrk
551 Door
552 Scratch
553 WndChims
554 Scratch2
555 Car-Stop
556 CarCrash
557 Jetplane
558 Starship
559 BurstNs
560 Punch
561 HeartBt
562 Footstps
563 Applaus2
564 Gun Shot
565 MachnGun
566 Lasergun

DRUMS
567 STNDARD1
568 STNDARD2
569 ROOM
570 Hip Hop
571 Drum'Bss
572 TechHous
573 R&B
574 POWER
575 TR808909
576 DANCE
577 NewTR909
578 Jazz Kit
579 BRUSH
580 ORCHSTRA
581 ETHNIC
582 E-40
583 Orient 1
584 Orient 2
585 Orient 3
586 OrMix 1
587 OrMix 2
588 STNDARD3
589 ELECTRNC
590 JAZZ
591 KICK&SNR
592 SFX

STYLES

SAIDI
007 Saidi-M1
008 Saidi-M2
009 Saidi-M3
010 Saidi-Eg
011 Saidi
012 Saidi-L
013 Saidy
014 Shaeri-1
015 Shaeri-2

MASRI
016 Baladi-1
017 Baladi-2
018 BaladiFa
019 Masrahi
020 Fallahi1
021 Fallahi2
022 Maksoum
023 Maks-Mlf
024 Sombati
025 WehdaKb1
026 WehdaKb2
027 DaregMsr
028 Masmoudi
029 Noubi 1
030 Noubi 2
031 Rhumba-E
032 Samba-Eg
033 Conga
034 Zaffa

MALFOUF
035 Malfouf
036 Malfouf1
037 Malfouf2
038 Malfouf3
039 Malfouf4

GULFIAN
040 Rhumba-G
041 Rhumba-K
042 Khebeti1
043 Khebeti2
044 Arab
045 Arabi
046 Adani
047 Sharh-1
048 Sharh-2
049 Guaracha

ARABI-1
050 Ktkofti1
051 Ktkofti2
052 Dabka-1
053 Dabka-2

ARABI-2
054 Leebi
055 Sudany
056 Maghrbi1
057 Maghrbi2
058 Genawa
059 Rai 1
060 Rai 2

TRADITIONAL
061 Samai-D
062 Samai-T
063 Fox 1
064 Fox 2
065 Walz Or
066 Zar 1
067 Zar 2
068 Zekr

WORLD
069 Turkish
070 Kars
071 Anadolu
072 Greek 1
073 Greek 2

WESTERN
074 UpTempBl
075 UKLiteBl
076 PianoBal
077 Easy Hop
078 Easy Pop
079 Cool Pop
080 KeepOnDc
081 Stivie P
082 Big Rock
083 GoGoRock
084 Rockin'
085 Twist
086 Boogie
087 Charlest
088 Bachata
089 Merengue
090 MidBossa
091 UpBossa
092 DiscSamb
093 Tango
094 JazzWltz
095 Musette
096 Shuffle
097 Polka
098 March4/4
099 Reggae

FLASH
101 RUBY
102 MALFOUFA
103 KHALIGRM
104 MAKSIBAL
105 M3ALLAYA
106 MAGHREBI
107 SAMII
108 30BIGBND
109 6_8BALLD
110 6_8POP
111 60RK'N_R
112 70SDANCE
113 70SDISCO
114 70'SPOP
115 80'SPOP
116 80STECNO
117 90SHOUSE
118 90STEKNO
119 ACSTSMBA
120 BARRYDNC
121 BEGUINE
122 BGBNDBLD
123 BGBNDFST
124 BGBNDMED
125 BIGBAND
126 BIGBNDSL
127 BIGSAMBA
128 BLBOOGIE
129 BLUES
130 BRGHTPOP
131 CHA-CHA
132 CLASSBAL
133 CNTRPOP2
134 CNTRYBL2
135 CNTRYBT
136 CNTRYSWG
137 COOL6_8
138 COOLBAND
139 COUNTRY
140 CUTE_POP
141 DNCESCHL
142 DSCSCHLG
143 ENGWLTZ
144 EURBALLD
145 EURODNCE
146 FASTPOP
147 FEELGOOD
148 FEVERDNC
149 FOLKVALZ
150 FOX_BAND
151 FOXTROT
152 GERMAN_P
153 GIPSYSWN
154 GOSPLPOP
155 GSHUFFLE
156 GSPSHOUT
157 HALFBEAT
158 HAPPYPOP
159 HAPSLAGR
160 HEARTBT
161 IBIZADNC
162 JAZZCLUB
163 JZBALLAD
164 LATINPOP
165 LATINSCH
166 LIGHTPOP
167 LIVEPOP
168 LOVEBEAT
169 LOVEBLD
170 LUVBOSSA
171 MAMBO
172 MARCH6_8
173 NGHTBALD
174 OLDIE6_8
175 OLDIES
176 ORCSLFOX
177 ORGSWING
178 PARTYSLG
179 PASDOBLE
180 POP_FOX
181 POPBALLD
182 POPROCK
183 R&B
184 RHUMBA
185 SALSA
186 SCHLGRBT
187 SCHLGRPO
188 SCOUNTRY
189 SLOWROCK
190 SLWALTZ
191 SLWPOLKA
192 STORYBAL
193 STRSWING
194 SWINGFST
195 SWINGMED
196 TRDRHMBA
197 UNPLGBLD
198 UPLGSHFL
199 UPSAMBA

USERSTYLE
000 UserStyle

MODERN
001 ProgMksm
002 Funk Or
003 Disco Or
004 Latin Or
005 GipsyOr1
006 GipsyOr2

USING THE UNIT SAFELY

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

⚠ WARNING

Connect only the designated AC adaptor, as specified within the Owner's Manual.
The use of any other AC adaptor could cause fire, electric shock, or injury to persons.

Immediately turn the power off, remove the AC adaptor from the outlet, and request servicing by your dealer or qualified Roland service personnel when you notice an abnormality—for example, you see smoke coming from the device, notice an odd smell, or hear a strange sound.

About ⚠WARNING Notice and the Symbols

⚠WARNING	Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
❶	The symbol at left, it means that the printed instructions must be followed exactly.
⚠	The symbol at left, it means that the types of danger explained potentially exist.

Roland®

K6018580

Roland®