

Roland®

KR105 DIGITAL INTELLIGENT PIANO

Quick Start

Congratulations on choosing of the Roland Digital Intelligent Piano KR105!

Song/File

The KR105 features over 170 songs in its memory. Use this button to select a song. →p. 8

DigiScore

The notation for the selected song is displayed on the screen. You can display notations not only for the internal songs, but for recorded songs and songs on floppy disk as well. →p. 10



Music Assistant

Use the KR105's Automatic Accompaniment feature to add accompaniments to your favorite songs. →p. 12

Super Tones

You can select specially recommended Tones from the KR105's library of sounds. →p. 16

How To Use This Manual

The KR105 Owner's Manual consists of three volumes, **Quick Start**, the **Owner's Manual**, and the **USB Installation Guide**.

Please start out by reading "Before You Start Playing" (p. 15) in the **Owner's Manual**. This explains how to connect the KR105's power cord and how to turn on the instrument's power.

After turning on the KR105's power, please continue by reading **Quick Start** (this volume).

By trying out the various procedures while reading the **Quick Start**, you can easily learn how to play the KR105 and make use of its major functions (especially procedures that involve use of the "main buttons").

The **Owner's Manual** describes procedures, from basic operation to procedures for special applications (for example, using the KR105 as an accompanist and creating songs), that will help you master the KR105's many performance functions.

Copyright © 2005 ROLAND CORPORATION

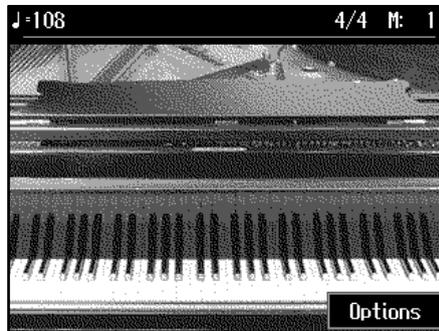
All rights reserved. No part of this publication may be reproduced in any form without the written permission of ROLAND CORPORATION.

Contents

About the Piano Screen	3
About the Key Template	3
A Quick Tour of the KR105	4
Playing in a Wonderland of Sounds.....	6
Customizing the piano sound.....	7
[Song/File] Button.....	8
[DigiScore] Button	10
[Music Assistant] Button (1).....	12
[Music Assistant] Button (2).....	15
[Voice/Super Tones] Button.....	16

About the Piano Screen

The following “Piano Screen” appears when the KR105 is turned on.



When this screen is displayed, you can change the settings that affect the KR105’s piano performances. See “Customizing the piano sound” (p. 7).

Although the screen changes when you press the buttons to carry out the various operations and settings, you can bring up the Piano screen at any time by pressing the One Touch Program [Piano] button, and switch back to piano performance.

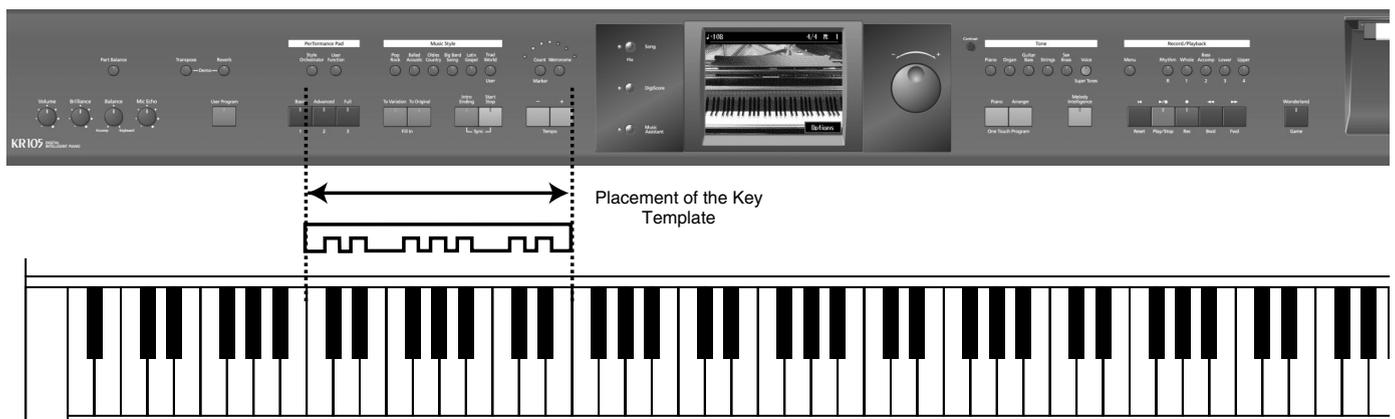


For more detailed information, refer to “Playing the KR105 Like a Piano (One-Touch Piano)” (p. 20) in the Owner’s Manual.

About the Key Template

Use the key template in the English Quick Start when specifying the chords for Automatic Accompaniment on the KR105.

For more on performing with Automatic Accompaniment, refer to “Automatic Accompaniment” (p. 35) in the Owner’s Manual. Position the key template as shown in the figure below.



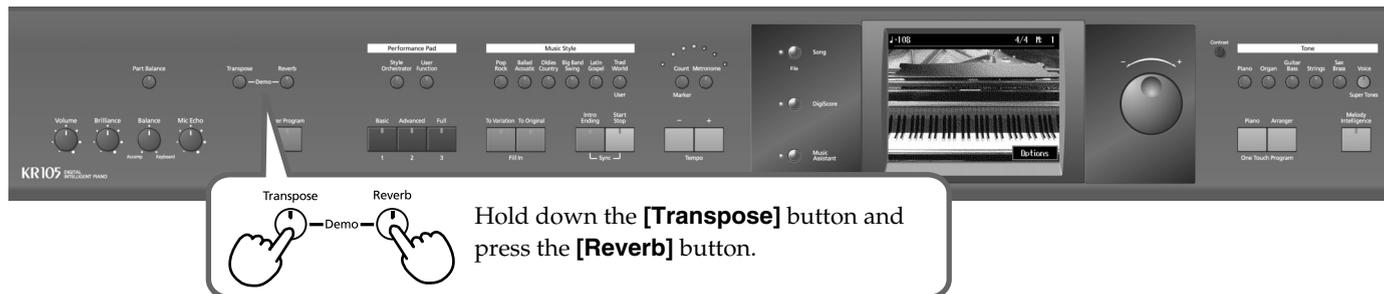
A Quick Tour of the KR105

The “Quick Tour” provides visual descriptions of the KR105’s special features, characteristics and main performance functions.

Touch the screen to listen to a variety of demos.

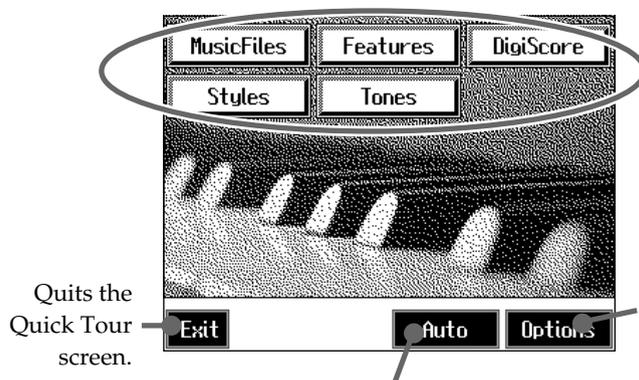
1

Display the Quick Tour screen.



2

Touch the category for the type of demo you want to hear.



Make settings for the automatic demo. For more detailed information, refer to “Automatically Starting the Quick Tour” in the Owner’s Manual.

At this time, let’s see what we get by touching <Styles>.

You can listen to demo performances in the <Styles> and <Tones> introductory demos.

This returns you to the Quick Tour screen



This displays the screen used for listening to demo performances.

Shows the previous page. Shows the next page.

3

Touch <Exit> to return to the Quick Tour screen.
Try the other categories.

4

Touch <Exit> on the Quick Tour screen to end the Quick Tour.

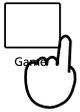
Playing in a Wonderland of Sounds

“Wonderland” is an enjoyable world of sounds when you can listen to a variety of instruments, hear performances, and play game with a simple touch of the screen.

1

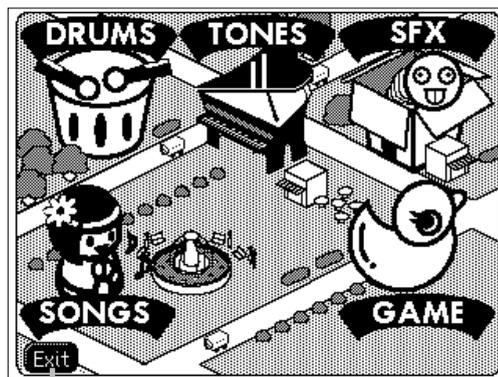
Display the Wonderland screen.



Wonderland
 Press the **[Wonderland]** button.

2

Touch the item you want to play.



Quits the Wonderland screen.

<DRUMS>		<TONES>		<SFX>	
	Performances can use several types of percussion instrument sounds.		Performances can use a number of different instrument sounds.		You can hear various sound effects.
<SONGS>				<GAME>	
	Hear kid's songs.				Play six different games, including ear training and rhythm games.

3

Touch <Exit> to return to the Wonderland screen.

4

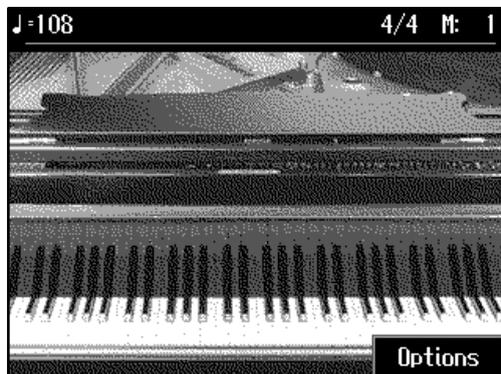
Touch <Exit> on the Wonderland screen to end the Wonderland.

Customizing the piano sound

You can create your own piano tones and save the tone settings you have created.

1

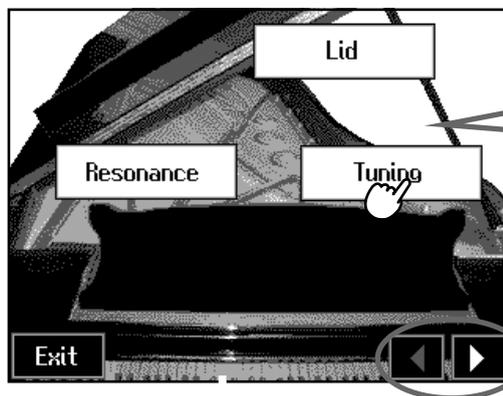
Press the One Touch Program [Piano] button.



2

Touch <Options>.

A "Functions screen" like the following appears.



Touch one of the fields to select the function you want to set.

There are two pages with piano settings. Use these fields to select the page you need.

Lid	Adjusts the opening of the grand piano's lid. Setting a smaller value closes the lid more and creates a milder sound. The lid opens more as the value is increased, producing a brighter sound.
Resonance	You can adjust the resonance (Sympathetic Resonance) that becomes audible when the damper pedal is depressed.
Tuning	You can play classical styles such as Baroque using historic temperaments (tuning methods). By playing in the temperament that was in use when a composition was created, you can experience the sonorities of chords originally intended for that song.
Hammer Response	Adjusts the amount of time from when a key is played to when the piano tone sounds. The sound is delayed more as the slider is moved towards "Slow". This setting is applied to all tones played with the keyboard.
String Resonance	When the keys are pressed on an acoustic piano, the strings for keys that are already pressed also vibrate sympathetically. The function used to reproduce this resonance is called "String Resonance."
Key Touch	Adjusts the keyboard touch. The touch changes from "Light" to "Heavy". This setting is applied to all tones played with the keyboard.

[Song/File] Button

Press this button to select songs.

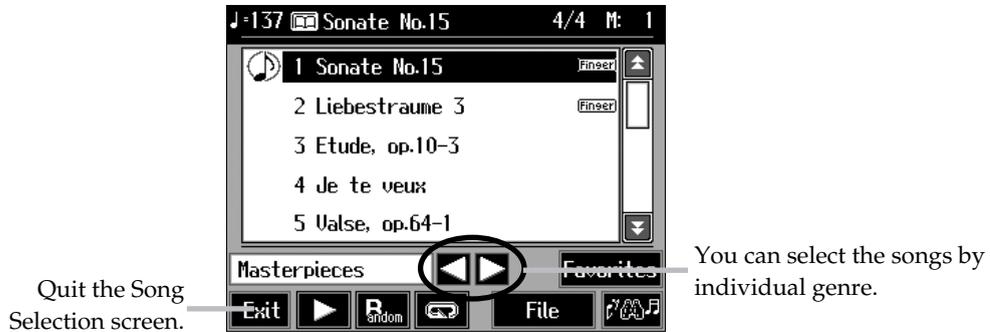
The KR105's more than 170 internal songs are categorized by musical style, or genre. Additionally, you can file songs you like to the "Favorites" category.

Saving songs to the "Favorites" makes it more convenient to play songs you are practicing and those you listen to frequently.



1

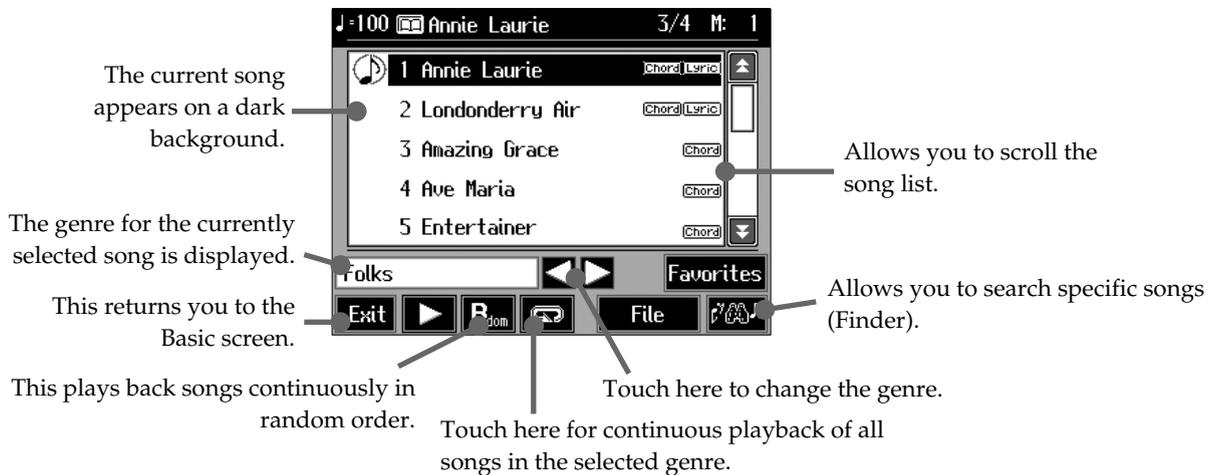
Press the [Song/File] button.



2

Touch the arrows indicated above to select a genre.

Here, let's touch <Folks>.

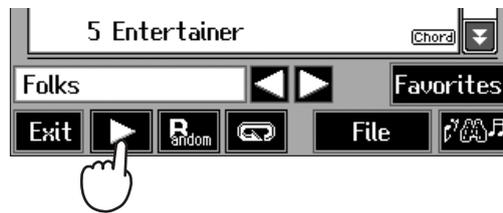


3

Select the song you want to hear, then touch the song name.

4

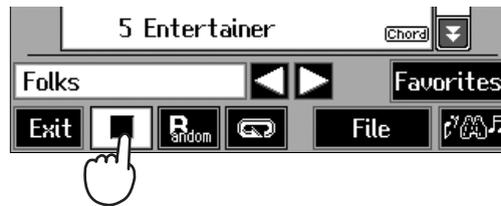
Listen to the song. Touch <▶>.



If lyrics are displayed, touch <Exit> to return to the Song Selection screen.

5

To stop the song, touch <■>.



When Listening to Songs on Disks

Insert the disk containing the song you want to play in the KR105's disk drive.

Press the [Song/File] button and select <Disk> for the genre; you now can select songs on the disk.



Reference

For more detailed information about playing back songs, refer to "Playing a Song" (p. 54) in the Owner's Manual.

For more detailed information about "**Favorites**," refer to "Registering the Songs You Like (Favorites)" (p. 59) in the Owner's Manual.

For more detailed information about saving songs, refer to "Saving Songs" (p. 87) in the Owner's Manual.

For more detailed information about <Search> in the Song Selection screen, refer to "Using Keywords to Search for Songs (Song Search)" (p. 57) in the Owner's Manual.

[DigiScore] Button

You can display notations not only for the internal songs, but for recorded songs and songs on floppy disk as well. Some songs also include the fingering and chord information in the display.

This information is not only useful for piano practicing, but is also handy when you want to view the chords while playing accompaniment to songs.



1

Press the [Song/File] button to select a song (p. 8).

2

Press the [DigiScore] button.

≡DigiScore≡

Bouncing Ball

The bouncing ball shows you the note that is currently being played. It helps you follow the notation and get a sense of the rhythm.

Touch the Notes

When you touch a note on the screen, the sound of that note is played. When you drag your fingertip along the notation, the section your trace is then played back.



Tempo Song Name Beat Measure Number

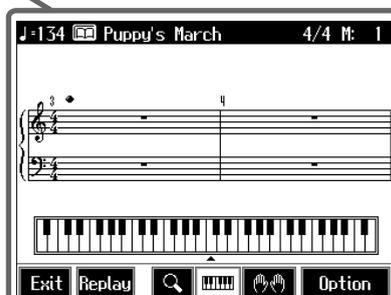


Make settings for the score display

This selects the part for the score displayed.

Quit the Score screen.

This gives an enlarged view of individual measures. You can also display the note names.



The score and keyboard are displayed. This allows you to check the keys that are pressed for the sounds being played back.

Replay

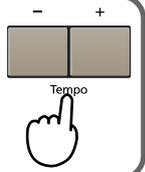
When you touch <Replay>, the soft pedal functions as the "Replay." When you press the pedal during the playback of the song, playback stops, and when you release the pedal, playback resumes starting at the beginning of that measure. When the pedal is pressed repeatedly, playback rewinds.

3

Now play back the song. Press the [▶/■ (Play/Stop)] button.



Change the tempo of the playback with the **Tempo** [-][+] buttons.



Press the [▶/■ (Play/Stop)] button to play back the song. Press it again to stop the song. Press the [◀◀ (Reset)] button to return to the beginning of the song.

The display advances along with the song playback.

4

To stop the song, press the [▶/■ (Play/Stop)] button once more.

When displaying the scores of recorded performances:

After recording your own performance, press the [DigiScore] button.

For more detailed information about recording, refer to “5. Recording and Saving the Performance” (p. 75) in the Owner’s Manual.



Reference

For more detailed information on the Score screen, refer to “Displaying Scores” (p. 61) in the Owner’s Manual.

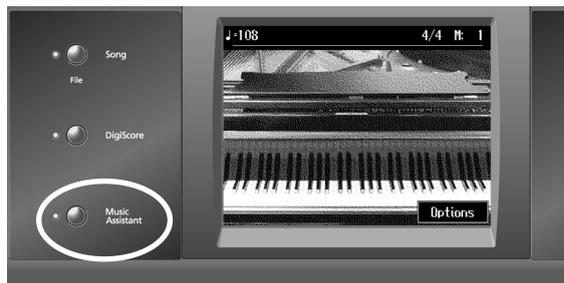
For more detailed information about <Option> on the score screen, refer to “Making Detailed Settings for the Score Display” (p. 64) in the Owner’s Manual.

[Music Assistant] Button (1)

What is Automatic Accompaniment?

Automatic Accompaniment is a function that lets you add accompaniment using a variety of instrument sounds, such as drums, guitar and bass, simply by playing the chords.

Let's try playing a song using Automatic Accompaniment.



1

Press the [Music Assistant] button.

2

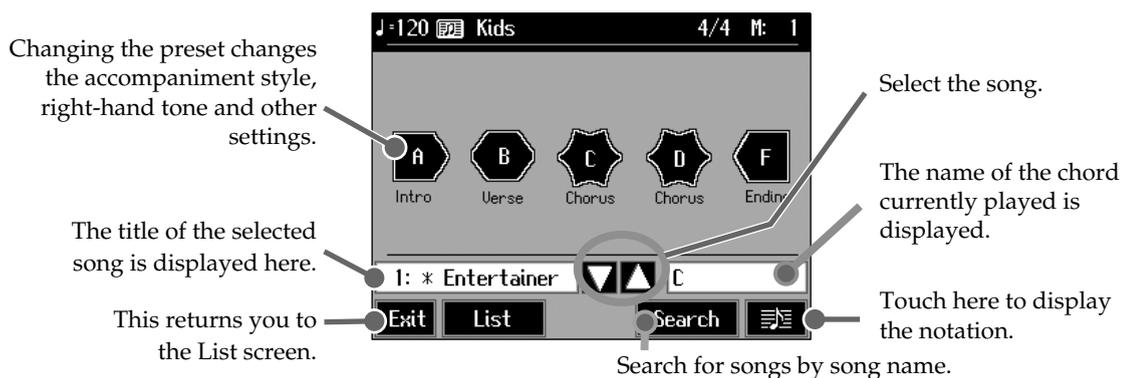
Touch a song name to select the song you want to play.

List Screen



Visual Screen

This displays presets along with the composition of the song in an easy-to-grasp manner.



Let's select "Entertainer Song, The." The optimum settings for the selected song are automatic.

When you select a song marked with , you can display the notation for that song.

<Search>

When you touch <Search>, you can then search for song titles by keyword or initial letter. Refer to "Using Keywords to Search for Music Styles (Style Search)" (p. 40) in the Owner's Manual.

3

Now display the notation. Touch .



Tempo Song name Beat

J=120  Entertainer 4/4 M: 1

Try playing a chord on the keyboard.

C

Changing the preset changes the accompaniment style, right-hand tone and other settings.

The name of the chord currently played is displayed.

Displays an enlarged notation.

This mutes the sound in the melody part.

Moves back the playback position. Advances the playback position.

Returns to the beginning of the song. This starts and stops playback of the performance.

4

Begin performing. Play a C chord on the keyboard.

The accompaniment begins.

The first chord is "C." Play the key template "C" key.

Look at the chord symbol shown in the notation, and play the chord in the left hand.

If the accompaniment tempo is too fast or difficult, then try a slower tempo.




Play a C key

Songs Without the Mark

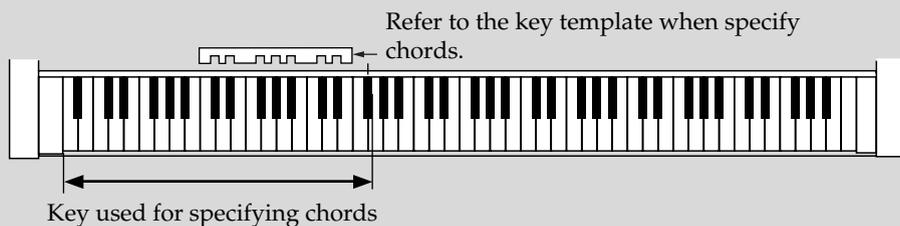
Although the scores for songs without the  mark cannot be displayed on the KR105, try performing while reading commercially available chord charts or sheet music.

Once you are able to play the chords in the left hand, make use of the "[Music Assistant] Button (2)" (p. 15).

Specifying Chords

When Automatic Accompaniment is in use, the keyboard is divided into left and right sections, and each section is assigned a different function.

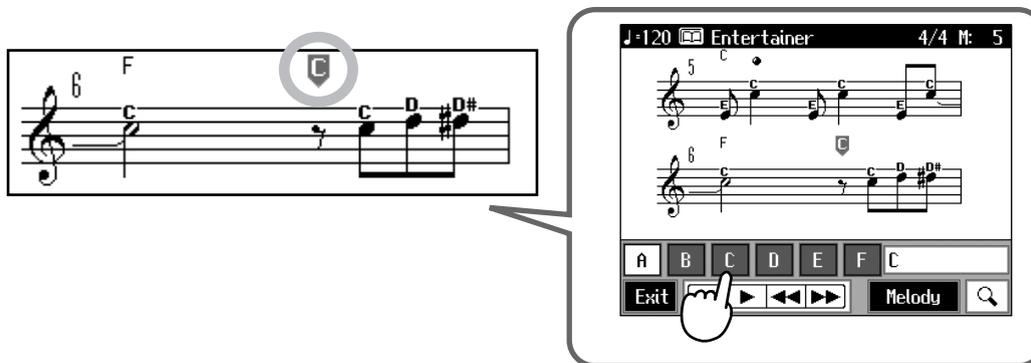
Accompaniment is started and chords are switched on the left-hand side. The right-hand side is used for playing melodies. The key template included in the English Quick Start makes it easier to figure out the keys that are used in specifying chords.



[Music Assistant] Button (2)

5

Touch the preset at the points where and <C> are indicated.



When you change the preset, the Tone in the right hand is altered, the accompaniment style is different, and the entire feeling of the song is transformed.

Some presets also add harmony to the sounds played with the right hand, based on the chords played in the left hand.

The accompaniment stops after the ending is performed.

It's Time to Take on the Melody!

6

Play a melody with the right hand.

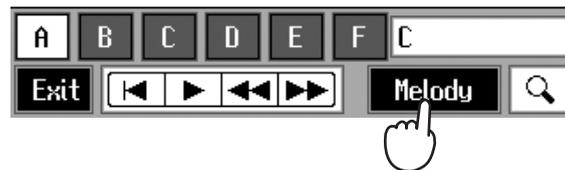
When you touch <Melody>, the melody part is muted.

When you become more familiar with the accompaniment in the left hand, mute the sounds of melody part, and try playing the melody yourself.

Some songs have the melody played in the lower registers. When playing such songs, change the point dividing the keyboard (the split point) to a key further to the left.

For details, refer to "Changing the Keyboard's Split Point (Split Point)" (p. 125) in the Owner's Manual.

You can specify chords with the keys to the left of the split point.



More Pedal Techniques

By assigning different functions to the pedals, you can then press the pedals as you perform to add variation to the accompaniment. Here are a few of these functions. For more on how to assign the functions, refer to "Assigning Functions to Pedals and Performance Pads (Pedal Setting/User Functions)" (p. 126) in the Owner's Manual.

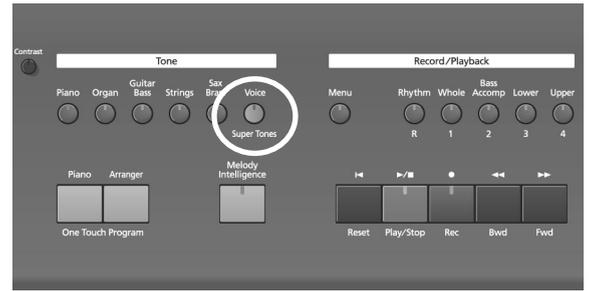


Reference

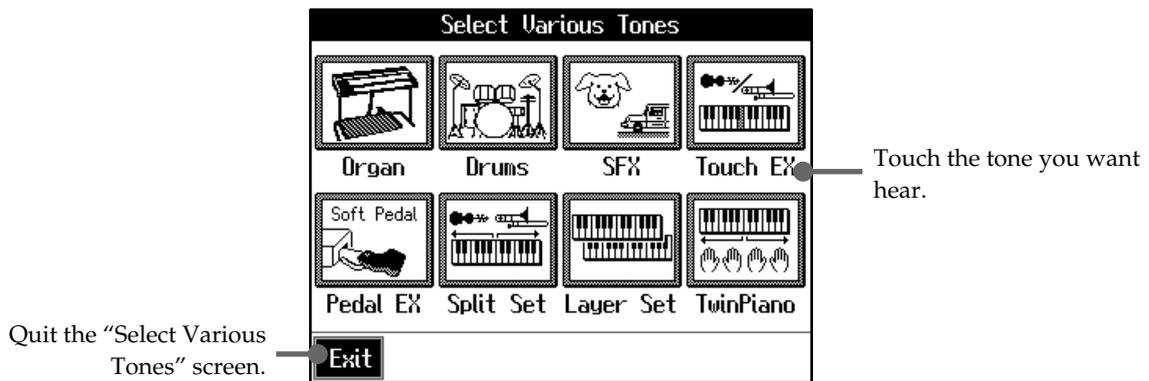
For more detailed information about the Automatic Accompaniment, refer to "Automatic Accompaniment" in the Owner's Manual. For more detailed information about the chord fingering, refer to "Chord List" (p. 164) in the Owner's Manual.

[Voice/Super Tones] Button

The KR105 features more than 600 internal sounds. Naturally, these include piano, but you can also play brass, woodwind, and electronic instrument tones, as well as a variety of other tones, even non-instrument sounds. Press this button to select recommended tones.

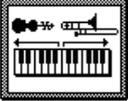
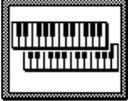


- 1 Press the [Voice/Super Tones] button.
- 2 Touch the <Super Tones> field in the display.
- 3 Touch the tone you want to perform with.



Tones are grouped into seven types.

<p><Organ></p> 	<p><Drums></p> 	<p><SFX></p> 	<p><Touch EX></p> 
Select these to play with organ Tones.	Select these to play with percussion instrument sounds. A different percussion instrument plays with each key you press.	These produce special effects. A different sound effect is produced with each key you press.	These Tones change according to how hard the keys are pressed.

<p><Pedal EX></p> 	<p><Split Set></p> 	<p><Layer Set></p> 	<p><TwinPiano></p> 
These Tones change when the soft pedal is pressed.	These let you play with different Tones on the right and left sides of the keyboard.	These let you perform with two Tones layered together.	You can divide the keyboard into two separate sections, allowing two people to perform in the same registers.

Here, touch <Organ>.

This returns you to the "Select Various Tones" screen.

A description of each Tone is displayed here.

This changes the speed of the rotary effect.

Touch here to select other tones.

This returns you to the Organ screen

When Jazz Organ is selected, you can create the organ Tone you want with the footage. Refer to "What is Footage?" below.

What is the Rotary Effect?

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

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

What is Footage?

A device for combining different frequencies to create a desired sound is called "Footage."

The numbers displayed originally referred to the lengths of the pipes on a pipe organ. Reducing the pipe length by half produces a note an octave higher, and doubling the length produces a sound an octave lower. This means that with <8> as the base value, <16> produces a note one octave lower, and <2> produces a note two octaves higher.

Try experimenting by touching different icons to change the tone, and find one you like.

* If all icons are off (black background, like ) , there will be no sound when you play the keyboard.

You can use Percussion  or  to change the tone when it is played.

Touching  makes the accent time shorter.



Reference

For more detailed information about the keyboard performance Tones, refer to "Performing with a Variety of Tones (Tone Buttons)" (p. 21) in the Owner's Manual.

Key Template



C	C [#] /D ^b	D	D [#] /E ^b	E	F	F [#] /G ^b	G	G [#] /A ^b	A	A [#] /B ^b	B	C	C [#] /D ^b	D	D [#] /E ^b	E	F	F [#]
---	--------------------------------	---	--------------------------------	---	---	--------------------------------	---	--------------------------------	---	--------------------------------	---	---	--------------------------------	---	--------------------------------	---	---	----------------

