Roland®

KR-1077/KR-977/KR-577

DIGITAL INTELLIGENT PIANO

Owner's Manual

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

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

IMPORTANT SAFETY INSTRUCTIONS
SAVE THESE INSTRUCTIONS

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

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

For KR-577
— For the U.K.

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

BLUE: NEUTRAL
BROWN: LIVE

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

For KR-1077/977
— For the U.K.

WARNING: THIS APPARATUS MUST BE EARTHED
IMPORTANT: THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE.
GREEN-AND-YELLOW: EARTH, BLUE: NEUTRAL, BROWN: LIVE
As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:
The wire which is coloured GREEN-AND-YELLOW must be connected to the terminal in the plug which is marked by the letter E or by the safety earth symbol ⊕ or coloured GREEN or GREEN-AND-YELLOW.
The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.
The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.

USING THE UNIT SAFELY

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

About ⚠ WARNING and ⚠ CAUTION Notices

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

About the Symbols

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

---------------------------------- **ALWAYS OBSERVE THE FOLLOWING** ----------------------------------

⚠WARNING

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

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

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

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

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

For KR-1077/977

- Never place the piano on inclined surfaces because the piano could slide or become unstable and cause injury to the user or others near it.

- When installing the piano, be sure to fasten the caster using the supplied caster cup.

⚠WARNING

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

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

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

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

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

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

⚠ WARNING

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

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

- Do not insert your hands into the inside of the piano through the space between the lid and top board (For KR-577).
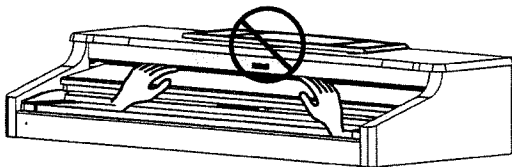
⚠ CAUTION

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

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

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

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

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

- Before cleaning the unit, turn off the power and unplug the power cord from the outlet (p. 23).

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

- Be careful when opening/closing the lid so you do not get your fingers pinched (p. 22). Adult supervision is recommended whenever small children use the unit.

⚠ CAUTION

For KR-577

- If you need to move the instrument, take note of the precautions listed below. At least two persons are required to safely lift and move the unit. It should be handled carefully, all the while keeping it level. Make sure to have a firm grip, to protect yourself from injury and the instrument from damage.
  - Check to make sure the bolt securing the unit to the stand have not become loose. Fasten them again securely whenever you notice any loosening.
  - Disconnect the power cord.
  - Disconnect all cords coming from external devices.
  - Raise the adjusters on the stand (p. 25).
  - Close the lid.
  - Fold down the music stand.

For KR-1077/977

- When the top is open, do not put your head or any other part of your body under it, the lid could be hit or dislodged and then fall on you.

- When the top is open, do not touch the topboard propstick unless you are in the process of lowering the lid to close the instrument. If you inadvertently touch the propstick, it could be loosened and the lid could fall on part of your body.

- If the unit could become a hazard if it moves, all caster wheels should be locked or fixed in place once the unit has been placed at the place of installation, or has been loaded onto a vehicle.

- Before moving the unit, disconnect the power plug from the outlet, and pull out all cords from external devices.

IMPORTANT NOTES

In addition to the items listed under "IMPORTANT SAFETY INSTRUCTIONS" and "USING THE UNIT SAFELY" on pages 2, 3 and 4, please read and observe the following:

Power Supply

- Do not use this unit on the same power circuit with any device that will generate line noise (such as an electric motor or variable lighting system).

- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

Placement

- This piano is very heavy. It should only be placed on floors capable of supporting this amount of weight.

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.

- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.

- Observe the following when using the unit's floppy disk drive. For further details, refer to "Before Using Floppy Disks".
  - Do not place the unit near devices that produce a strong magnetic field (e.g., loudspeakers).
  - Install the unit on a solid, level surface.
  - Do not move the unit or subject it to vibration while the drive is operating.

- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Also, do not allow lighting devices that normally are used while their light source is very close to the unit (such as a piano light), or powerful spotlights to shine upon the same area of the unit for extended periods of time. Excessive heat can deform or discolor the unit.

- To avoid possible breakdown, do not use the unit in a wet area, such as an area exposed to rain or other moisture.

- Do not allow rubber, vinyl, or similar materials to remain on the piano for long periods of time. Such objects can discolor or otherwise harmfully affect the finish.

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

For KR-1077/977
- To avoid damage to the instrument due to surface finish deterioration or parts from warping and cracking. Do not place this instrument in the following locations:
  1. A location where the temperature or humidity changes drastically.
  2. A location where the instrument may be affected by direct sunlight.
  3. An extremely dry location, such as near a heater or fireplace.
  4. An extremely moist or humid location.
  5. An extremely hot or cold place.
  Place the instrument in an area where the temperature range is from 32 degrees Fahrenheit to 104 degrees Fahrenheit (0 to 40 degrees centigrade).

- Do not allow object to remain on top of the keyboard or pedal board. This can be the cause of malfunction, such as keys ceasing to produce sound.

Maintenance

- To clean the unit, use a dry, soft cloth; or one that is slightly dampened. Try to wipe the entire surface using an equal amount of strength, moving the cloth along with the grain of the wood. Rubbing too hard in the same area can damage the finish.

- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Repairs and Data

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

Additional Precautions

- Please be aware that the contents of memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit. To protect yourself against the risk of loosing important data, we recommend that you periodically save a backup copy of important data you have stored in the unit's memory on a floppy disk

- Unfortunately, it may be impossible to restore the contents of data that was stored on a floppy disk once it has been lost. Roland Corporation assumes no liability concerning such loss of data.

- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.

- Never strike or apply strong pressure to the display.

- When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.

- A small amount of heat will radiate from the unit during normal operation.

- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially when it is late at night).

- When you need to transport the unit, pack it in shock-absorbent material. Transporting the unit without doing so can cause it to become scratched or damaged, and could lead to malfunction.

- Do not pull the music stand too far forward when setting/releasing its latches.

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

- Use a cable from Roland to make the connection. If using some other make of connection cable, please note the following precautions.
  - Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear. For information on cable specifications, contact the manufacturer of the cable.

For KR-1077/977
- This piano is very heavy. Take care during assembly and dis-assembly to avoid accidents. If you are unsure of your ability to safely assemble or dis-assemble this piano, let professional piano movers do this for you.

- To move the instrument to a different place or location, please have it moved by a professional, piano mover.

- Please handle the music desk gently as instructed on Page 21, 20.

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.

- Avoid using the unit immediately after it has been moved to a location with a level of humidity that is greatly different than its former location. Rapid changes in the environment can cause condensation to form inside the drive, which will adversely affect the operation of the drive and/or damage floppy disks. When the unit has been moved, allow it to become accustomed to the new environment (allow a few hours) before operating it.

- To insert a disk, push it gently but firmly into the drive—it will click into place. To remove a disk, press the EJECT button firmly. Do not use excessive force to remove a disk which is lodged in the drive.

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

- Remove any disk from the drive before powering up or down.

- To prevent damage to the disk drive's heads, always try to hold the floppy disk in a level position (not tilted in any direction) while inserting it into the drive. Push it in firmly, but gently. Never use excessive force.

- To avoid the risk of malfunction and/or damage, insert only floppy disks into the disk drive. Never insert any other type of disk. Avoid getting paper clips, coins, or any other foreign objects inside the drive.

Handling Floppy Disks

- Floppy disks contain a plastic disk with a thin coating of magnetic storage medium. Microscopic precision is required to enable storage of large amounts of data on such a small surface area. To preserve their integrity, please observe the following when handling floppy disks:
  - Never touch the magnetic medium inside the disk.
  - Do not use or store floppy disks in dirty or dusty areas.
  - Do not subject floppy disks to temperature extremes (e.g., direct sunlight in an enclosed vehicle). Recommended temperature range: 0 to 50° C (50 to 122° F).
  - Do not expose floppy disks to strong magnetic fields, such as those generated by loudspeakers.

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

Rear side of the disk

Write Protect Tab

Write (can write new data onto disk)

Protect (prevents writing to disk)
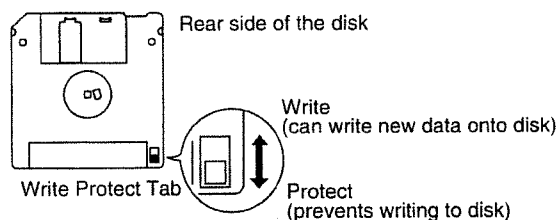
- The identification label should be firmly affixed to the disk. Should the label come loose while the disk is in the drive, it may be difficult to remove the disk.

- Store all disks in a safe place to avoid damaging them, and to protect them from dust, dirt, and other hazards. By using a dirty or dust-ridden disk, you risk damaging the disk, as well as causing the disk drive to malfunction.

- Disks containing performance data for this unit should always be locked (have their write protect tab slid to the "Protect" position) before you insert them into the drive on some other unit (except the PR-300, or a product in the HP-G, MT, KR, or Atelier families), or into a computer's drive. Otherwise (if the write protect tab remains in the "Write" position), when you perform any disk operations using the other device's disk drive (such as checking the contents of the disk, or loading data), you risk rendering the disk unreadable by this unit's disk drive.

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Main Features

Thank you, and congratulations on your choice of the Roland KR-1077/977/577 Intelligent Piano.

While the KR-1077/977/577 Intelligent Piano certainly allows you to achieve authentic piano performances, it also features easy-to-use Automatic Accompaniment and numerous other useful functions. In order to enjoy reliable performance of your new keyboard for many years to come, please take the time to read through this manual in its entirety.

■ Authentic Piano Sound

The KR-1077/977/577 reproduces the tones of a high-quality grand piano, with stereo sampled sounds that capture the true piano sound so well, you can even hear the hammers hitting the strings. A maximum polyphony of 128 voices makes it possible to obtain natural (stereo) piano sounds for your performances—without the sound dropping out. In addition, the KR-1077/977/577 features a new hammer action, with a heavier touch in the lower keys and lighter touch in the upper keys, for even more realistic piano keyboard feel. What's more, the KR-1077/977/577's keyboard even faithfully reproduces the characteristic "click" feel (of the escapement) of a real grand piano keyboard, allowing you to enjoy more authentic and natural-sounding piano performances. All this provides you with more natural, more authentic piano performance.

■ Large Display and Touch Screen

The KR-1077/977/577 features a large-sized display screen, and a "touch screen" that allows you to perform various tasks merely by touching items displayed on the screen, for easier viewing and more comfortable operation.

■ A Wide Variety of Accompaniment Styles with the Automatic Accompaniment Function

The KR-1077/977/577 features numerous music Styles over 180 different Styles are provided—and an automatic accompaniment function. You can use these to add the exact accompaniment you have in mind to your own performances (p. 75).

■ Elegant Design, Sophisticated Construction and Finish

Construction of the KR-1077 grand piano-type and KR-977 compact grand piano-type instruments features elegant design and a beautiful mirror-like finish.

■ Navigator Buttons Let You Get Straight to What You Want to Accomplish

The scenario: you have a great many buttons and controls at your disposal...but you're not sure how to go about using them. In such situations, try pressing the Navigator buttons first. There are Navigator buttons for tones, automatic accompaniment, and recording. You can accomplish the task at hand just by pressing the Navigator button and following the on-screen instructions; you don't even need to know what the buttons are doing.

■ Displaying the Score for the Performance Data

You can display the score.

If you play the Music Files containing the lyric data, the lyrics are displayed.

■ Effects Adding Three-Dimensional Breadth to Your Performances (Advanced 3D)

You can select parts in Performances and add three-dimensional breadth to them.

You can add the effects only to the accompaniment to bring your own performance to the forefront, making it easier to hear, and add an unprecedented sense of depth to the sound (p. 50).

■ Convenient Functions to Support Your Practice Efforts

This feature lends a hand in helping you master performances of the songs you like. Use these functions for more enjoyable practice, not only with the internal songs and song data on the included disk, but with commercially available music data as well.

Learning Partner can be used to make operations, such as practicing the same section repeatedly any number of times, and practicing the parts for each hand simpler than ever. You also get useful practice functions such as a recording feature that works like a regular tape recorder (p. 109), independent playback of each hand's parts (p. 99), a metronome function (p. 53), and more.

■ High-capacity internal memory and 64 built-in songs

The KR-1077/977/577 contains "preset memories (Favorite Songs)" that contain practice songs etc., and "user memories (User)" in which you can store your own performances.

■ Expandable Ensemble Opportunities Using MIDI (MIDI Ensemble)

MIDI is an internationally recognized standard used for the exchange of performance data between connected electronic instruments. You can connect this instrument's MIDI connector to an electronic percussion instrument or other such separate instrument, allowing you to play ensemble performances. The "MIDI Ensemble" function lets you make MIDI settings for instruments connected to the MIDI connector easily, and get right to performing.

■ Karaoke Enjoyment

You can connect a microphone and enjoy singing along with songs, just like with a karaoke system (p. 74). You can also add harmony to the microphone vocals, and even change your voice to get robot and other vocal sound effects (p. 69).

Conventions Used in This Manual

- Button names are enclosed in square brackets "[ ]", as in [Quick Tour] button.
- On screen text is enclosed in angled brackets "< >", as in <Exit>.
- The act of lightly contacting the Touch Screen with your finger is called "touching."
- Whether a button light is illuminated, dark, or blinking is illustrated as shown below.
- •(p. **) refers to pages within the manual.

- •An asterisk (*) or a **NOTE** at the beginning of a paragraph indicates a note or precaution. These should not be ignored.

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Chapter 5 Advanced Recording Functions 130

Chapter 6 Editing Functions 140

Panel Descriptions

1 [Power] Switch
Switches the power on and off (p. 24).

2 [Volume] Knob
Adjusts the overall volume level (p. 24).

3 [Brilliance] Knob
Adjusts the tone brightness (p. 49).

4 [Reverb] Knob
Adjusts the amount of reverb (p. 49).

5 [Balance] Knob
Changes the volume balance for sounds played with the keyboard and for songs and accompaniments (p. 88).

6 [Function] Button
Selects a variety of play-related functions.

7 [Part Balance] Button
This adjusts the relative volume levels of each of the Automatic Accompaniment parts being played, the percussion instrument sounds and effects sounds, the sounds played in the left and right sections of the keyboard, and the sounds used for Layered Play (p. 88).

8 [Quick Tour] Button
Plays a demo of the built-in main features of KR (p. 34).

9 [Advanced 3D] Button
When performing along with the automatic accompaniment or the internal songs, you can add three-dimensional breadth to the accompaniment sounds (p. 50).

10 [Style Orchestrator] Button
This is used to change the arrangement type for automatic accompaniment with the Pad buttons (p. 85).

11 [Phrase] Button
This is used to play a short phrase and recorded voices with the Pad buttons (p. 86).

12 [User] Button
This is used to assign a variety of functions to the Pad buttons (p. 164).

13 Pad [1]–[4] Buttons
There are four Pad buttons: Pad [1], Pad [2], Pad [3], and Pad [4]. The operation of each is changed depending on the [Style Orchestrator] button, the [Phrase] button, and the [User] button.

14 [User Program] Button
Stores the selected functions and states of the buttons. It can also call up settings that have been stored (p. 155).

15 Tempo [-] [+] Buttons
Adjust the tempo (p. 94).
Press the [-] and [+] buttons at the same time to return to the basic tempo.

16 **17 18 19 20** **21**

Music Style

| Pop/ Rock | Ballad | Acoustic | Oldies/ Country | Big Band/ Swing | Latin/ Gospel | Waltz/ Screen | March/ Kids | Disk/ User |

Arranger Navigator Help Metronome

1 2 3 4 5 6 7 8

To Variation To Original Sync 1 Intro 2 Count Down Start

Fill In Reset 1 Ending 2 Stop Score

22 23 24 25 26 27 28
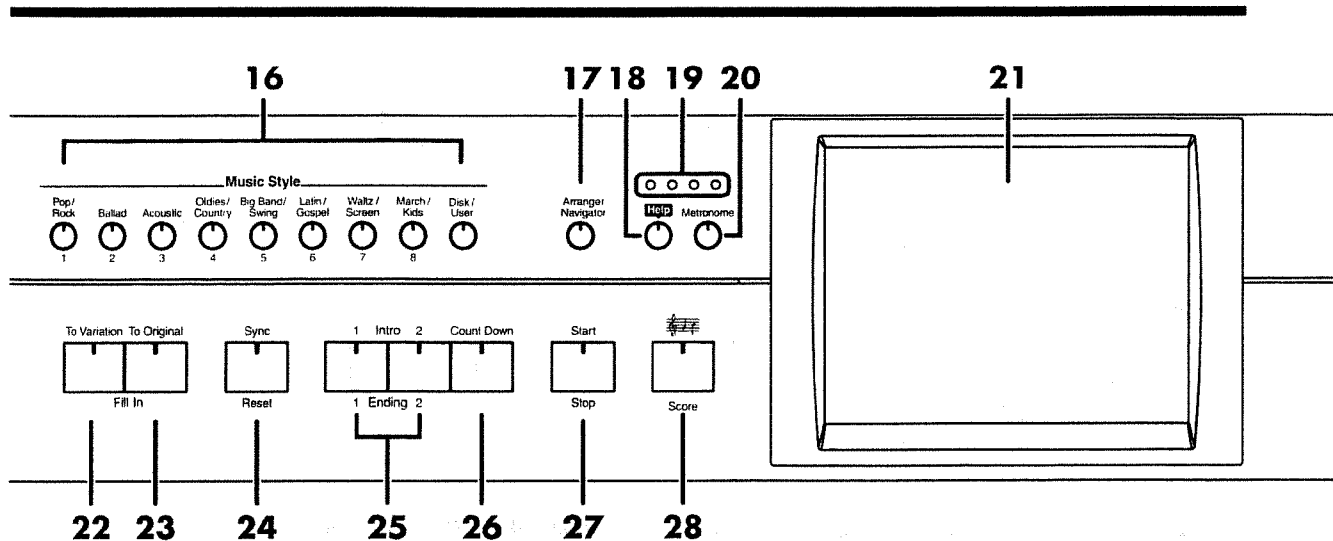
16 Music Style Buttons
[Pop/Rock] Button
[Ballad] Button
[Acoustic] Button
[Oldies/Country] Button
[Big Band/Swing] Button
[Latin/Gospel] Button
[Waltz/Screen] Button
[March/Kids] Button

[Disk/User] Button
Selects a Music Style on the Music Style disk (p. 79), or to choose a User Style that you've made yourself (p. 156).

17 [Arranger Navigator] Button (p. 31)

18 [Help] Button (p. 36)

19 Beat Indicator
This lights up in correspondence with the beat of the selected song or accompaniment.

20 [Metronome] Button
Activates the built-in metronome. And you can change the metronome settings (p. 53).

21 Touch Screen
This lets you perform a variety of operations just by touching the screen (p. 28).

22 Fill In [To Variation]
Inserts a fill-in in an automatic accompaniment and changes to the Variation accompaniment pattern (p. 84).

23 [To Original] Button
Inserts a fill-in in an automatic accompaniment and changes to the Original accompaniment pattern (p. 84).

24 [Sync/Reset] Button
This setting simultaneously starts the Automatic Accompaniment when any key in the left side of the keyboard is played (p. 81). Additionally, by pressing this button while Automatic Accompaniment is being played, you can restart with the accompaniment synchronized (p. 82).

25 Intro/Ending [1] [2] Buttons
Play an intro or ending during automatic accompaniment (p. 81).

26 [Count Down] Button
This let you know the end of intro with counts down (p. 83).

27 [Start/Stop] Button
Starts and stops automatic accompaniment (p. 81).

28 [Score] Button

29 **31** **32** **36** **37** **38 39 47**

Value | Tone | Learning Partner | Composer | Composer Navigator | Song | Vocal Effects

Piano E.Piano Organ Guitar/Bass Strings Sax/Brass Voice Tone Navigator | Rhythm Whole Bass/Accomp Lower Upper | Disk

30 **33** **34** **35** **40 41 42 43 44 45** **46**

Piano Organ Arranger Drums/SFX Melody Intelligence | Reset Stop Play Rec Bwd Fwd | Marker / Count In

One Touch Program
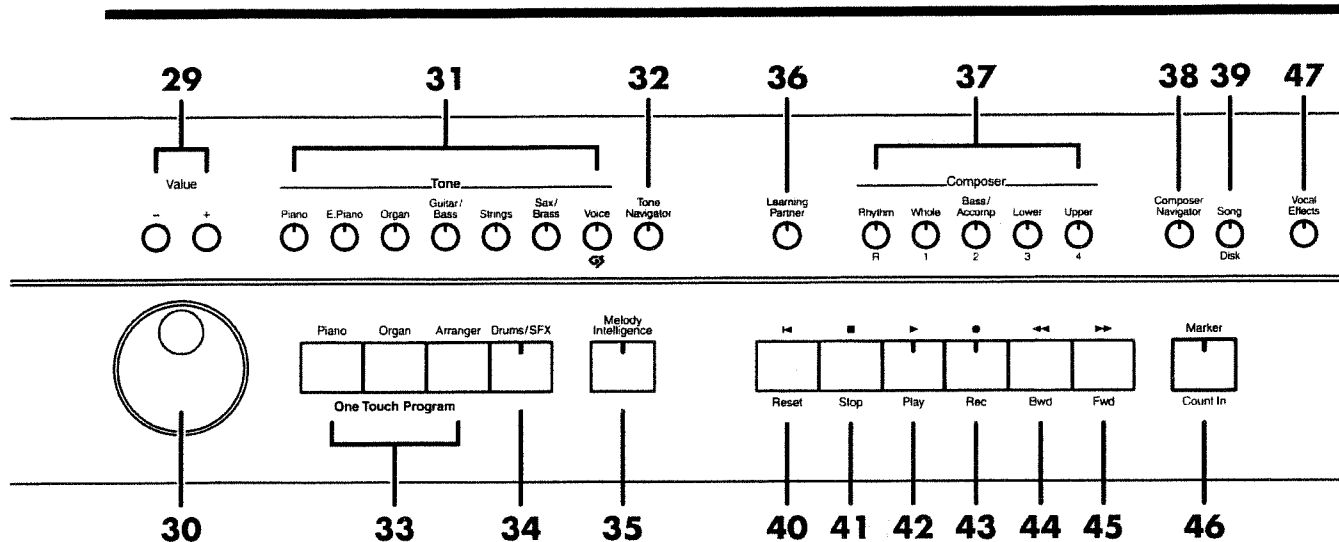
29 Value [-] [+] Button
Change the value of a selected on-screen item.

30 Dial
You can use this to change on-screen values or select various items.

31 Tone Buttons
These eight buttons are called Tone buttons. They are used to choose the kinds of sounds (Tone Groups) played by the keyboard (p. 42).
[Piano] Button
[E. Piano] Button
[Organ] Button
[Guitar/Bass] Button
[Strings] Button
[Sax/Brass] Button
[Voice] Button

32 [Tone Navigator] Button
You can select convenient functions for selecting tones (p. 30).

33 One Touch Program Buttons
[Piano]
Changes the keyboard to a piano sound and makes the optimal settings for a piano performance (p. 38).
[Organ]
Changes the keyboard to an organ sound and makes the optimal settings for an organ performance (p. 39).
[Arranger]
Makes the optimal settings for playing with automatic accompaniment (p. 59).

34 [Drums/SFX] Button
Changes the keyboard to play percussion and effect sounds (p. 40).

35 [Melody Intelligence] Button
Adds harmony to the sounds played with the keyboard (p. 87).

36 [Learning Partner] Button
Provides an interactive dialog format for selecting the functions to be used in practicing songs.

37 Track Buttons
The KR-1077/977/577 has these five Track buttons.
These are used to play back individual instrument parts of a song, or to record your own performances (p. 109).
[Rhythm] button
[Whole] button
[Bass/Accomp] button
[Lower] button
[Upper] button

38 [Composer Navigator] Button
You can connect a computer to this jack to exchange performance information (p. 32).

39 [Song/Disk] Button
This can be used to make settings for the disk drive, such as saving a recorded song on floppy disk (p. 124).

40 [Reset] Button
Returns the position where playback begins sets the position from which playback will begin to the start of the song (p. 92).

41 [Stop] Button
Pressed to stop playback or recording.

42 [Play] Button
Starts playback or recording for a song.

43 [Rec] Button
Puts the keyboard in record standby mode (p. 109).

44 [Bwd] Button
Rewinds the song (p. 92).

45 [Fwd] Button
Fast-forwards the song (p. 92).
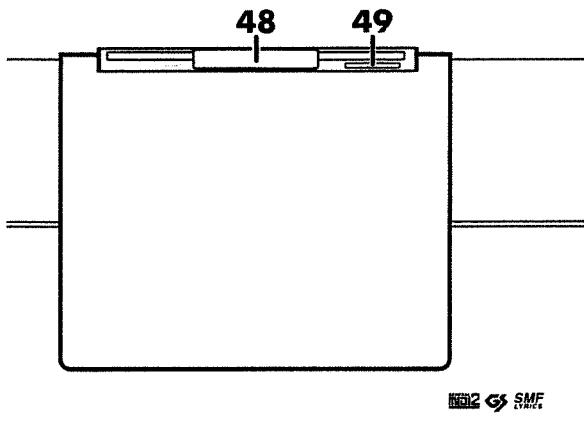
46 [Marker/Count In] Button

This places a marker in a song to mark the spot where play back starts (p. 100).

You can also use it to sound an audible count before playing back a song (p. 98).

47 [Vocal Effect] Button

Applies a variety of effects to vocals from the microphone (p. 68, 69, 70).

48 Disk Drive

You can insert a floppy disk for playing back or saving songs (p. 65).

49 Eject Button

Ejects floppy disks from the disk drive (p. 65).

Before You Start Playing

Opening and Closing the Top (KR-1077)

Opening only the front top

1. Lift the right front (the upper note side: A in the figure) of the board with both hands, fold it back, and then lay it down slowly on the top.
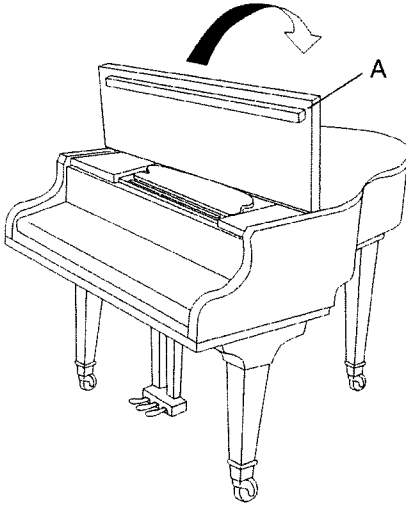
Opening both the front top and the top

2. Follow step 1 to open the front top. Then, with the two boards layered, lift the right front (the upper note side B: in the figure) of the board with both hands.

3. While holding up the top with one hand, lift up the top stick and insert its end into the appropriate top slip.

About the Topsticks and Topslip

The KR-1077 has two topsticks, each of a different length.

You can use the different topsticks to change the change the amount by which the top is kept open.

Long top stick
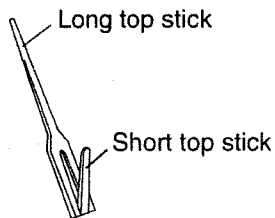
Short top stick

The topsticks and topslip work together as illustrated below.

The long top stick: for inner top slip (C)

The short top stick: for outer top slip (D)

To close the top, reverse the opening procedure.

⚠ **CAUTION**
Do not move the piano with the top in the open position. The top stick may disengage from the socket, causing the top to fall.

⚠ **WARNING**
When opening the top, be careful not to open it too far. Opening the top at an angle in excess of 45 degrees may damage the unit, or cause the top to drop. Also, before opening the top, make sure that no one is in the path of the top as it is opened.

⚠ **CAUTION**
If you use the wrong top slip, the top stick could slip out of the top slip, causing the top to fall. Make sure that the end of the top stick is inserted securely into the top slip.

Opening and Closing the Top (KR-977)

Raising the Music Stand

1. Hold the music stand with both hands, then raise it forward.

2. Place the music desk prop, at the rear of the music desk, into a slot.

Open the Top board

3. Lift the right front (the upper note side: A in the figure) of the board with both hands, fold it up.
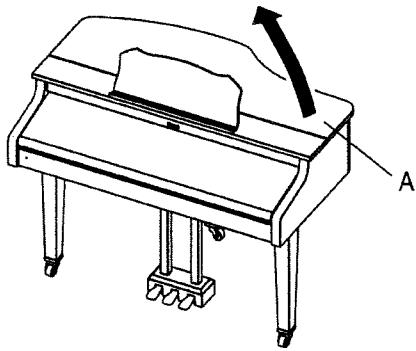
4. While holding up the top with one hand, lift up the top stick and insert its end into the appropriate top slip.
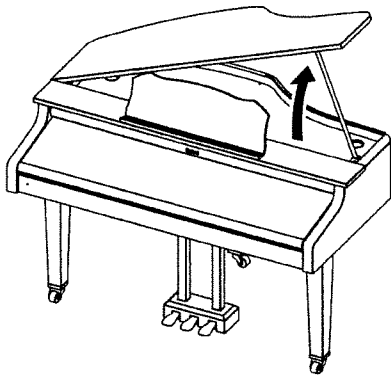
To close the top, reverse the opening procedure.

⚠ **WARNING**
Children must not be permitted to open or close the top on their own—adult supervision is required.

⚠ **CAUTION**
Always be sure to put the music stand in the upright position before opening and raising the piano top. Be sure to leave the music stand in the upright position before closing the piano top.

⚠ **CAUTION**
Do not move the piano with the top in the open position. The top stick may disengage from the socket, causing the top to fall.

⚠ **WARNING**
When opening the top, be careful not to open it too far. Opening the top at an angle in excess of 45 degrees may damage the unit, or cause the top to drop. Also, before opening the top, make sure that no one is in the path of the top as it is opened.

⚠ **CAUTION**
When moving the piano, for safety's sake be sure to close the lid first.

Raising the Music Stand (KR-1077)

KR-1077
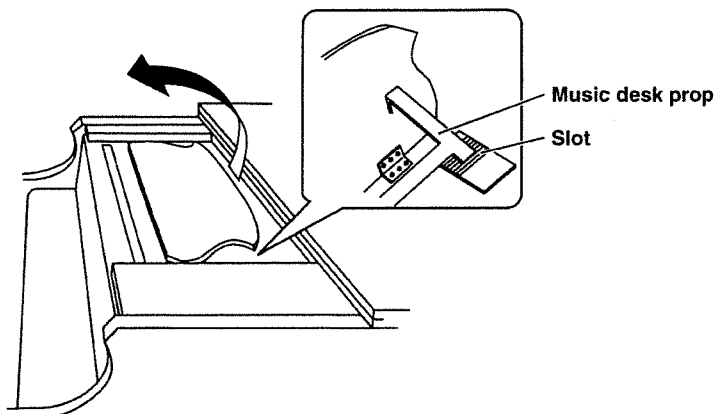
1. Open the front top.

2. Hold the music stand with both hands, then raise it forward.

3. Place the music desk prop, at the rear of the music desk, into a slot.

KR-577
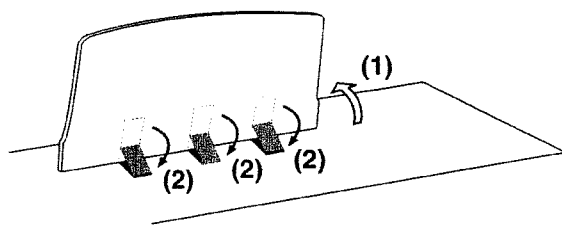
1. Gently raise the music stand, then secure it in place as shown in the figure.

2. To collapse the stand, fold in the metal fittings while supporting the stand with both hands and gently fold down the stand.

Opening and Closing the Lid

1. When opening the lid, use both hands to gently lift the lid and slide it inward.

2. When closing the lid, be sure to use both hands to grasp the lid, slowly pulling it down towards you, and gently lower it until it stops (fully closed).

KR-1077
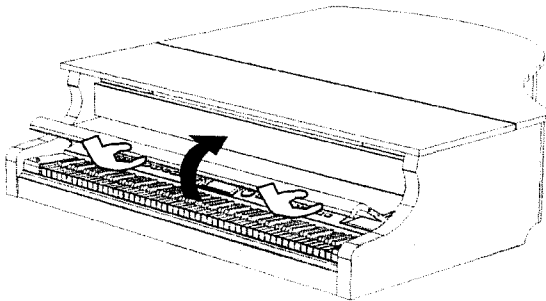
KR-977
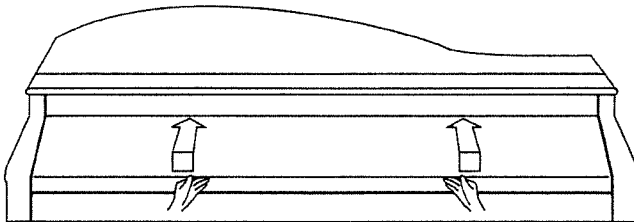
KR-577
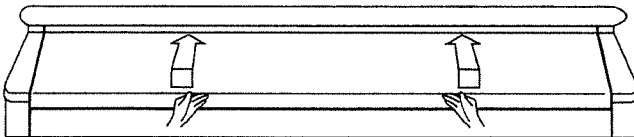
⚠ **CAUTION**

When opening and closing the lid, be careful not to let your fingers get caught. Small children should use it only under the supervision of an adult.

NOTE

Make sure you don't have anything (such as sheet music) on the keyboard when you close the lid.

Connecting the Power Cord

KR-577
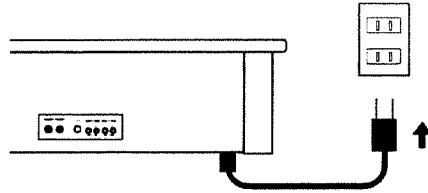
1. Connect the power cord that came with your KR-577 to the AC Inlet socket on the bottom of the unit.

2. Plug the other end of the power cord into a wall outlet.
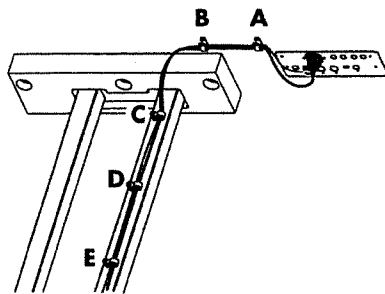
KR-1077   ### KR-977
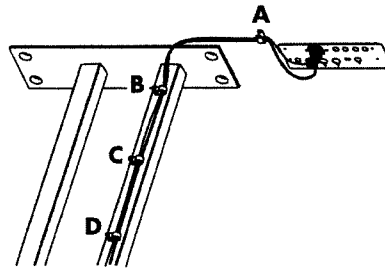
KR-1077

1. Connect the supplied power cord to the AC inlet jack.

2. Connect the pedal cord to the Pedal jack.

3. Cramp the power cord and pedal cord with Cord Cramp ⓔ and screw ⓑ at A and B (see the picture above).

4. Cramp the power cord and pedal cord with Cord Cramp ⓔ and screw ⓒ at C, D and E (see the picture above).

5. Plug the power cord into an AC outlet.

6. Plug the power cord into an AC outlet.

KR-977

1. Connect the supplied power cord to the AC inlet jack.

2. Connect the pedal cord to the Pedal jack.

3. Cramp the power cord and pedal cord with Cord Cramp ⓔ and screw ⓑ at A (see the picture above).

4. Cramp the power cord and pedal cord with Cord Cramp ⓔ and screw ⓒ at B, C and D (see the picture above).

5. Plug the power cord into an AC outlet.

MEMO

ⓑ
ⓒ
ⓔ
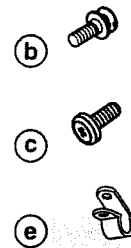
Switching the Power On and Off

■ Turning On the Power

1. Before you switch on the power, turn the volume down by rotating the [Volume] knob to "Min."

2. Check the following points.

- The included power cord is connected to the AC inlet on the bottom of the piano.
- The power cord is correctly connected to the AC outlet.

3. Press the [Power] switch.

After a few seconds, the unit becomes operable and playing the keyboard produces sound.

Lower position

ON
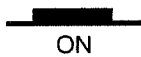
■ Turning Off the Power

1. Before you switch off the power, turn the volume down by rotating the [Volume] knob to "Min" all the way.

2. Press the [Power] switch.

The power is switched off.

Upper position

OFF

Adjusting the Sound Volume

You can adjusts the overall volume level.

1. Rotate the [Volume] knob to the left or right.

The volume increases as the knob is rotated to "Max" (the right) and decreases as the dial is rotated to "Min" (the left).

NOTE
Be sure to follow the steps below when turning the power on or off. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.

NOTE
Be sure to use the supplied power cord.

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

MEMO
The mark to the upper right of the KR-1077/977's Volume knob indicates the volume level typically produced by an acoustic piano. This is usually the most appropriate volume for your piano performances.

About the Pedals

When you press the One Touch Program [Piano] button (p. 38) and play the piano, these pedals will perform as shown below.

KR-577   KR-1077/977

Soft Pedal   Damper Pedal   Soft Pedal   Damper Pedal
        Sostenuto Pedal   Sostenuto Pedal
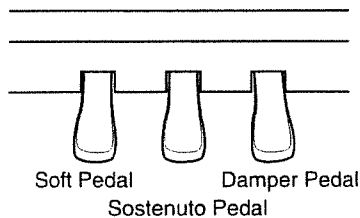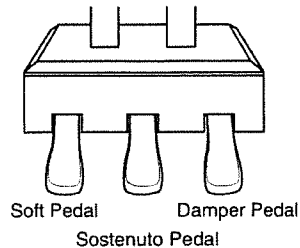
Soft Pedal (the left)

This pedal is used to make the sound softer.

Playing the keyboard while the soft pedal is depressed makes the sound softer than when played normally with the same force. You can make subtle changes in the softness of the sound by depressing the pedal with greater or lesser force.

Sostenuto Pedal (the center)

When this pedal is depressed, reverberations are applied only to the keys being played at that time.

Damper Pedal (the right)

This pedal is used to add reverberations to the sound.

While the damper pedal is depressed, played notes are held for a long time, even after you release the fingered keys on the keyboard. You can make subtle changes in how long the sound is held by depressing the pedal with greater or lesser force.

When you depress the damper pedal on an acoustic piano, the sound from the strings that were struck resonates with other strings, adding rich reverberations and broadness to the sound. The damper pedal on the KR-1077/977/577 recreates this resonance (Sympathetic Resonance).

After moving the piano, or when the pedal feels unstable, use the following procedure to readjust the adjuster on the underside of the pedals.
Lower the adjuster, and adjust it until it makes firm contact with the floor surface. Leaving any gap between the adjuster and the floor may result in damage to the pedals when they are depressed. Particularly on floors covered by carpets, or other soft materials, be sure that the adjuster is firmly pressed against the floor surface.

Adjuster

MEMO

You can assign other functions to the sostenuto pedal and the soft pedal. For more information, see "Assigning Functions to Buttons and Pedals" (p. 164).

MEMO

You can vary the amount of resonance applied when the damper pedal is depressed. Refer to "Adjusting Resonance" (p. 161).
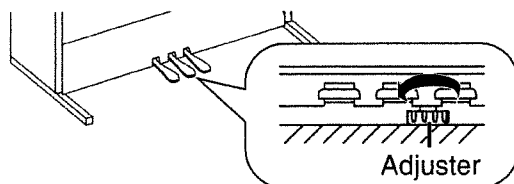
Connecting Headphones

The KR-1077/977/577 has two jacks for plugging in headphones. This means that two people can use headphones at the same time, which can be handy for keyboard lessons or playing duets. This is also great for playing at night or when other people are around.

KR-1077/977
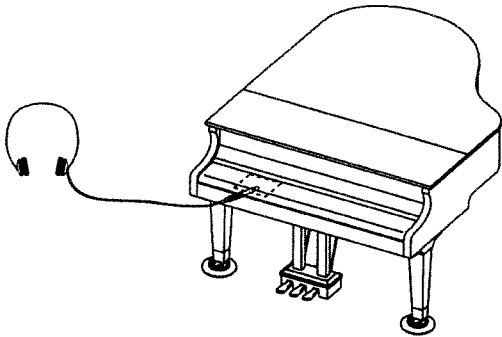
KR-577
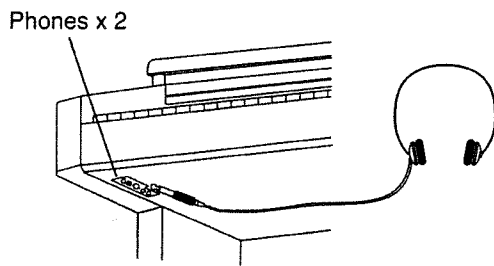
Phones x 2

1. **Plug the headphones into either of the Phones jacks on the lower-left panel of the KR-1077/977.**

The sound from the built-in speakers stops. Sound will be heard only through the headphones.

2. **Use the [Volume] knob on the KR-1077/977 to adjust the volume of the headphones.**

Some Notes on Using Headphones

• To prevent damage to the cord, handle the headphones only by the headset or the plug.

• The headphones may be damaged if the volume is too high when they are plugged in. Lower the volume on the KR-1077/977/577 before plugging in the headphones.

• To prevent possible auditory damage, loss of hearing, or damage to the headphones, the headphones should not be used at an excessively high volume. Use the headphones at a moderate volume level.

MEMO
Use Stereo headphones.

Connecting a Microphone

You can connect a microphone into the Mic jack, and enjoy karaoke with KR-1077/977/577.

KR-1077/977

KR-1077

Volume knob

Mic In Jack
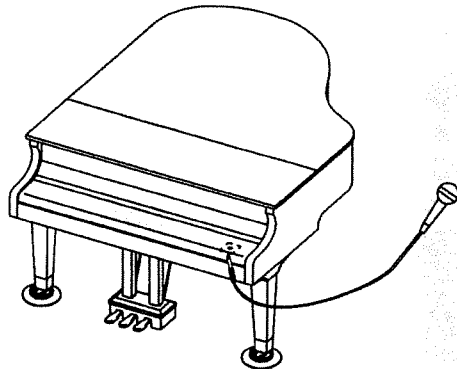
MEMO
When purchasing a microphone, please consult the vendor where you bought the KR-1077/977/577.
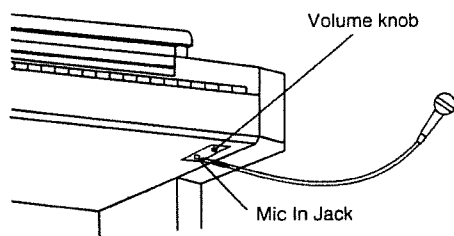
1. Connect a microphone (sold separately) to the Mic jack on the lower-right area of the instrument.

2. Use the [Mic Volume] knob in front of the Mic jack to adjust the volume level for the microphone.

Some Notes on Using a Microphone

- Be careful of high volume levels when using mikes late at night or early in the morning.

- When connecting a microphone to the KR-1077/977/577, be sure to lower the volume. If the volume control is too high when the microphone is plugged in, noise may be produced by the speakers.

- Howling could be produced depending on the location of microphones relative to speakers. This can be remedied by:

- Changing the orientation of the microphone.

- Relocating microphone at a greater distance from speakers.

- Lowering volume levels.

About the Touch Screen

The KR-1077/977/577 makes use of a Touch Screen. This lets you carry out a wide variety of actions just by touching the screen lightly.

Immediately after the power is turned on, the Piano screen like the one below is displayed. For details, refer to p. 38.
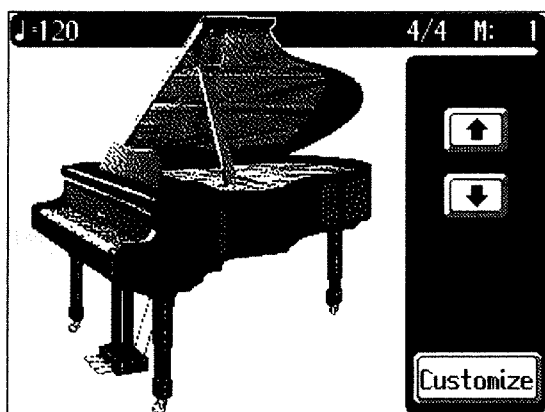
■ Basic Screen

The following screen is called Basic Screen.
You can usually display this screen by touching <Exit> several times.
If touching <Exit> doesn't display this screen, follow either of the procedures described below to display it.

- Press the One Touch Program [Arranger] button thereby making the setting for Automatic Accompaniment.
- Press the One Touch Program [Piano] button or the One Touch Program [Organ] button, then press one of the Tone buttons, then touch <Exit>.
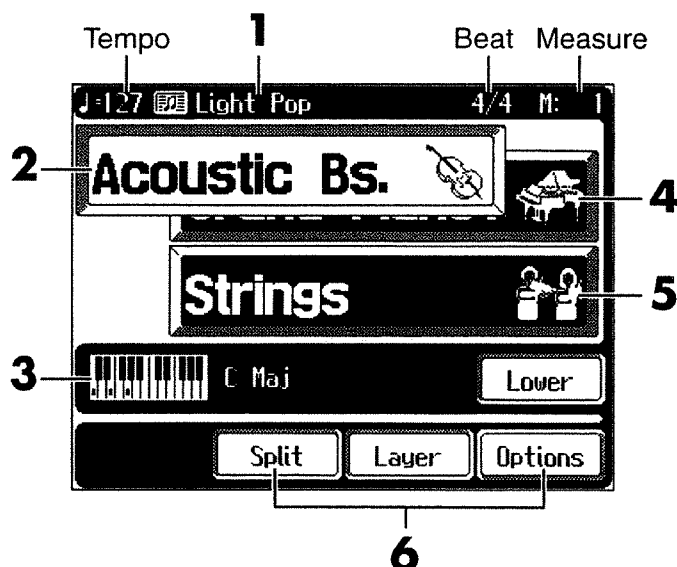
[NOTE]
The Touch Screen is operated by touching it lightly with your finger. Pressing hard, or using a hard object can damage the Touch Screen. Be careful not to press too hard, and be sure to use only your fingers to operate the Touch Screen.

[NOTE]
The positioning of the Touch Screen may become displaced due to changes in the surrounding environment and over time. If this happens, follow the steps in "Repositioning the Touch Screen" (p. 175) to correct the pointer position.

[NOTE]
Do not place items on the touch screen.

The Screen Display and Icons

The on-screen graphics that appear three dimensional work like buttons. These are called "Icons."

1	Such as the name of the song and Music Style appears.
2	When the keyboard is set up so that the right and left hands play different sounds (p. 46), the Tone name for the left-hand part is displayed.
3	When you're playing with an automatic accompaniment, the chord name and the chord fingering are displayed.
4	When set up so that the entire keyboard is played as a single instrument, the instrument's Tone name is displayed. When the keyboard is split into right- and left-hand sections, which play different sounds (p. 46), this shows the Tone name for the right-hand part. When set up to layer the sounds of two instruments (p. 44), the name of the Tone played up to then is displayed.
5	When set up to layer the sounds of two instruments (p. 44), the name of the newly layered Tone is displayed.
6	The on-screen graphics that appear three dimensional work like buttons. These are called "Icons."

■ Display in Other Screens

With the KR-1077/977/577, you can many other screens besides the basic screen to do things. The main icons you can use on these screens are as follows.

◀ Page ▶	Some screens consist on two or more pages. Use this to switch pages in screens consisting of multiple pages.
Exit	Touch this to cancel the currently editing setting or exit the screen that is currently displayed. You can usually display the Basic screen by touching <Exit> several times.

MEMO

You can adjust the contrast of the screen. Check out "Adjusting the Contrast of the Screen" (p. 173).

NOTE

The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.

Buttons for Easy Operation

The KR-1077/977/577 features three "Navigator Buttons."

■ Tone Navigator Screen

Press the [Tone Navigator] Button to display this screen. You can select various functions, such as the **Tone Search function** and **Suggested Tones** by touching the icons in this screen.
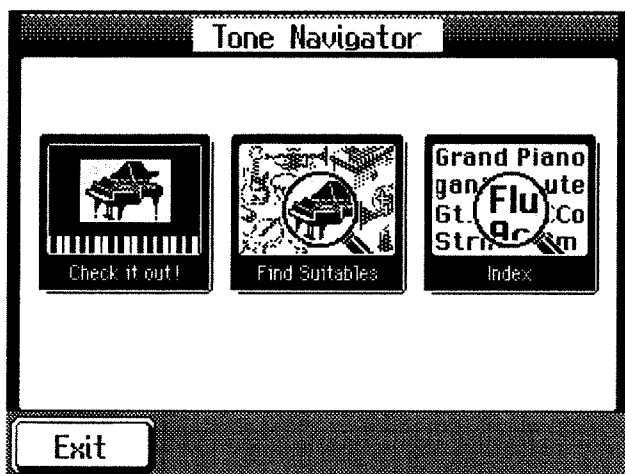
Display	Description
	You can select tones just by touching icons for the suggested tones, or combination of tones, displayed on the screen.
	After selecting the type of musical instrument and musical genre, you can then find tones that will sound good with your selections.
	Allows searching of tones using the first letter of the tone name.

■ Arranger Navigator Screen

Press the [Arranger Navigator] button to display the following screen. Here, you can select **convenient Automatic Accompaniment functions for use in performances** by touching the icons in this screen.
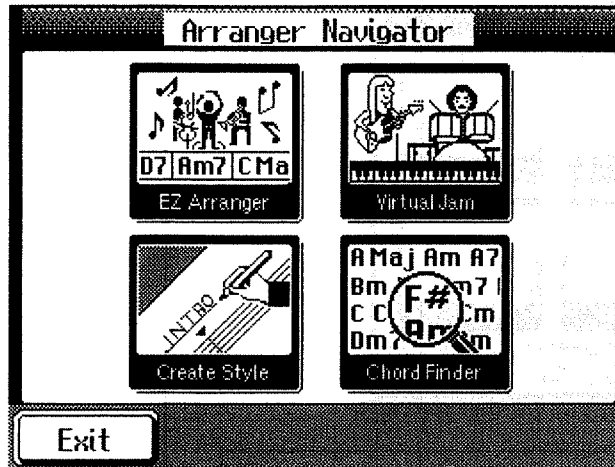
Display	Description
	To use Automatic Accompaniment, you need to press some buttons and make the settings for Automatic Accompaniment, but EZ Arranger lets you use Automatic Accompaniment just by answering some onscreen questions.
	You can select the Pattern to be performed in each Part, and have these played together just like a backing band. Furthermore, you have complete freedom in combining the Parts.
	You can Create a original style (User Style) by using the method of Style Composer and Style Convertor.
	You can have the notes comprising the chord be shown in the screen, whenever you are not sure how a certain chord is fingered.

■ Composer Navigator Screen

Press the [Composer Navigator] button to display the following screen. You can select **convenient functions for recording songs** and **convenient functions for editing songs** by touching the icons in this screen.
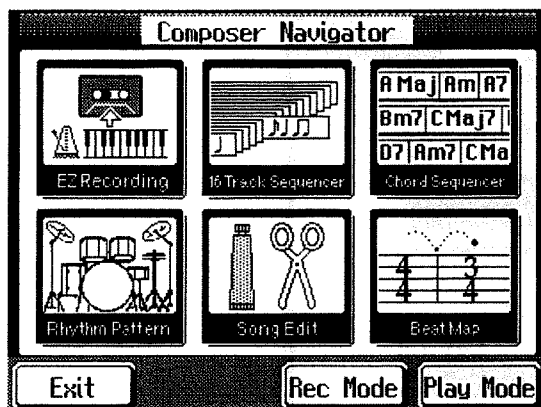
Display	Description
	EZ Recorder lets you record a song just by answering some onscreen questions.
	This allows you to record performance for up to 16 parts to create ensemble songs.
	You can create an accompaniment only by entering its chord progression.
	Only selecting a rhythm pattern, you can record a rhythm part.
	You can edit performances recorded using the KR-1077/977/577 Track button or 16-track sequencer by using a variety of ways.
	You can create songs that have beat changes during the course of the song.

About the Internal Memory

The KR-1077/977/577 features two types of memory, "Preset memory," containing songs such as those you can use in practicing; and a huge "User memory," which you can use to store your own performances.

Memory	Display	Description
Preset Memory	**Preset**	The Preset memory contains 64 internal songs. You can select from among these the songs you want to hear or play along with. Once stored, songs are not erased when the power is turned off.
User Memory	**User**	This is an area where songs and Music Style recorded with the KR-1077/977/577 or saved on floppy disk can be stored in memory. You can delete songs and Music Styles saved in User Memory.

[NOTE]
You cannot erase or delete the songs in Preset memory. Furthermore, these songs cannot be edited.

- If there is a song on floppy disk that you want to practice a number of times, you can read the song from floppy disk and store it in memory. This lets you choose the song without having to insert the floppy disk in the disk drive every time you want to practice.

- You can save a song that you've recorded.

  With the KR-1077/977/577, you cannot go on to record another song until the current recorded song has been erased. You can record a new song without having to format a floppy disk, or other such procedures, by saving the previously recorded performance.

Caution

Turning off the power while songs are being saved to, or erased from the User memory may result in damage to the internal memory.

Formatting the User memory after it has been damaged erases both the User memory and Preset memory. As a precaution against the loss of important data should you encounter such situations, be sure to back up your data on floppy disks.

Also note that Roland does not warrant or guarantee replacement or restoration of any lost data.

—Easy, Convenient, and Enjoyable Functions

About the Demo Function

You can view an introduction to the KR-1077/977/577's various functions and piano tone characteristics right in the display screen. You can also listen to demo songs that make use of a number of the instrument's many internal tones and music Styles (accompaniment patterns in a variety of musical genres).

1. Press the [Quick Tour] button.

Function   Part Balance   Quick Tour
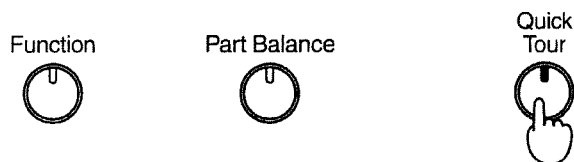
2. Touch the screen to select the demo type.

Display	
Sound	Description of the KR-1077/977/577 piano tones.
Polyphony	Description of the KR-1077/977/577's polyphony.
Keyboard	Description of the KR-1077/977/577 Keyboard (Progressive Hammer Action)
Features	Description of the KR-1077/977/577's function.

By touching <All>, you can view these four demos in succession.

3. Press <Exit> to end the demonstration screen.

■ Listening to the Demo Songs

1. Press the [Quick Tour] button.

2. Touch <Styles> or <Tones>.

3. Touch <Exit> to end the demonstration screen.

MEMO
While the sound demonstration is playing, the keyboard sound will also change to the sounds being demonstrated.

MEMO
For information on the Music Styles, take a look at the "Music Style List (KR-577)" (p. 197).

Playing the Games

The KR-1077/977/577 also offers games that can help you improve your grasp of notes and chords.

1. Press the [Learning Partner] button.

_____Composer_____

Learning Partner	Rhythm	Whole	Bass/ Accomp	Lower	Upper
	R	1	2	3	4

2. Touch <Games>.

The following screen appears.

```
              Games
     Choose the game you want to play.


       Guess    Guess    Chord
       Note     Chord    Practice

   Exit                        Next
```
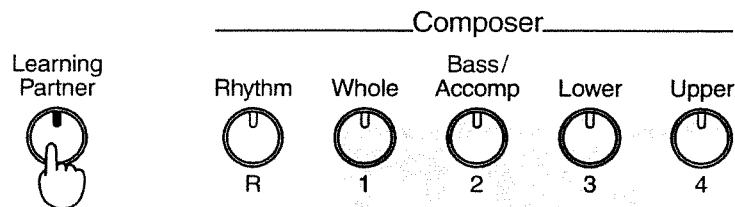
3. Touch the screen to choose the desired activity.

Game	Description
Guess Note	You'll hear a single piano note. Try to play the same note on the keyboard.
Guess Chord	You'll hear a chord. Try to play the same chord on the keyboard.
Chord Practice	The name of a chord is displayed. Try to play the chord on the keyboard.

4. Touch <Next>.

5. Follow the on-screen instructions to proceed with the game.

6. When the game finishes, touch <Exit>.

About the Help Function

The KR-1077/977/577 features a Help function. Whenever you think, "I want to do such and such, but I don't know what steps I need to take to do that," using the Help function will allow you to quickly learn what to do.
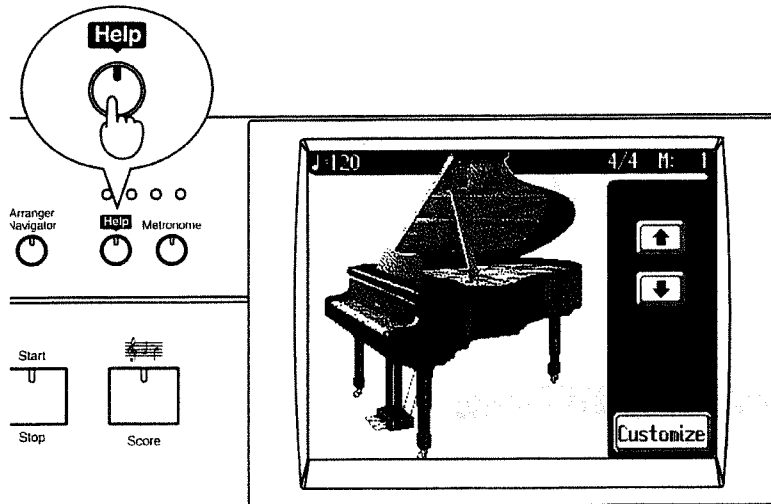
1. Press the [Help] button, getting the indicator to light.

The following display appears.
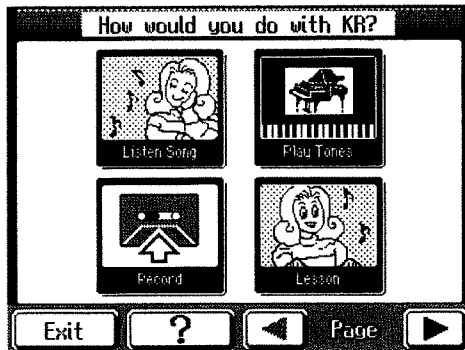
2. Select the desired operation, then touch the icon for that operation.

3. Follow the on-screen instructions to proceed with operation.

Touch <Exit> to go back to the previous screen.

4. Press the [Help] button again to end the Help function.

MEMO

Press Page < ◀ > and < ▶ > to switch screens.

MEMO

You can display the explanation of functions on the screen by touching

[?]

Using the Easy Practice Functions (Piano Master)

Try using the song data on the disk included with the KR-1077/977/577 and the internal songs for enjoyable practice sessions. The "Piano Master" feature acts as an assistant to help you master your favorite songs. Of course, you can practice using not only the included disk, but you can use commercially available "music file disks" as well.

_____Composer_____

Learning Partner		Rhythm	Whole	Bass/ Accomp	Lower	Upper
		R	1	2	3	4
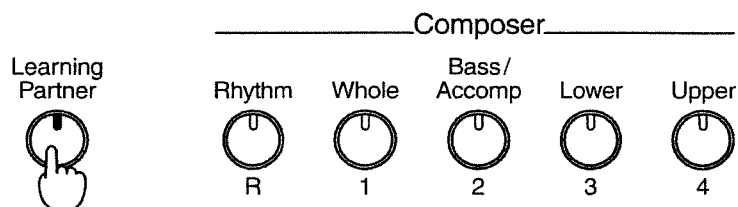
1. If you want to practice with a disk, insert the disk in the disk drive.

2. Press the [Learning Partner] button.

The following screen will appears.

```
┌─────────────────────────────────┐
│        Learning Partner          │
│                                  │
│  ┌──────┐  ┌──────┐  ┌──────┐   │
│  │      │  │      │  │ ?    │   │
│  │      │  │      │  │      │   │
│  │Piano │  │Piano │  │Games │   │
│  │Master│  │Partner│ │      │   │
│  └──────┘  └──────┘  └──────┘   │
│                                  │
│  ┌──────┐                        │
│  │ Exit │                        │
│  └──────┘                        │
└─────────────────────────────────┘
```
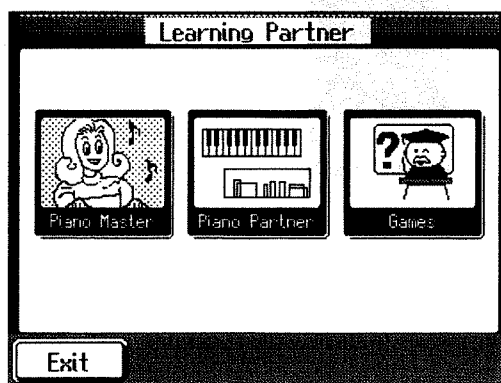
3. Touch <Piano Master>.

4. Follow the on-screen instructions to practice.

5. Touch <Exit> at the bottom left of the screen to end the Piano Master.

MEMO

The performances you record when practicing are recorded to Track 1. Because of this, when you use music files that contain performance data for Track 1, the Track 1 performance data cannot be played back.

Playing the Keyboard Like a Piano (One Touch Piano)

You can make the optimal settings for a piano performance at the touch of a single button.
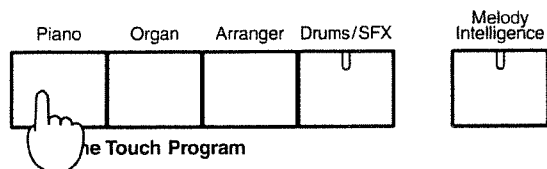
1. Press the One Touch Program [Piano] button.

A Piano screen like the one shown below appears.
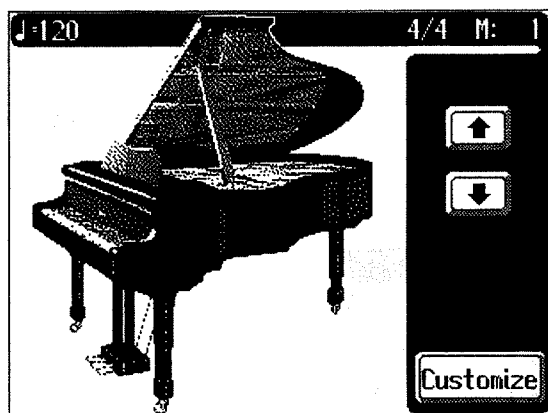
○ Settings are made for the following situations.

- When the keyboard has been split into upper and lower sections (p. 46), this returns the keyboard to a single section.
- The functioning of the pedals returns the pedals to their usual functions (p. 25).
- The Grand Piano sound is selected.
- The effect is set to "Sympathetic Resonance."

■ Changing the Piano Sound

1. Touch ⬆ ⬇ next to the illustration of the piano.

The opening of the piano's lid changes, and the sound also changes.

This simulates the sound reflections that occur when the lid of a grand piano is open.

MEMO
You can change settings related to the piano performance by touching <Customize> at the bottom of the screen. For more information, take a look at "Changing the Settings for One Touch Piano" (p. 159).

MEMO
Since this instrument faithfully reproduces real acoustic piano action and response, sounds in the top one-and-one-half-octave range continue to play, regardless of the damper pedal action, and the tone in this range is audibly different. The Key Transpose setting (p. 104) can also be used to change the range that is unaffected by the damper pedal.

MEMO
The ▓ display indicates that the song or keyboard is transposed.

Playing the Keyboard Like an Organ (One Touch Organ)

You can make the optimal settings for an organ performance at the touch of a single button.

Piano   Organ   Arranger   Drums/SFX   Melody Intelligence
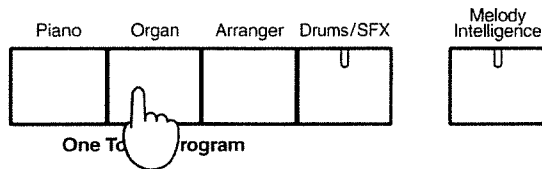
One Touch Program

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

An Organ screen like the one shown below appears.
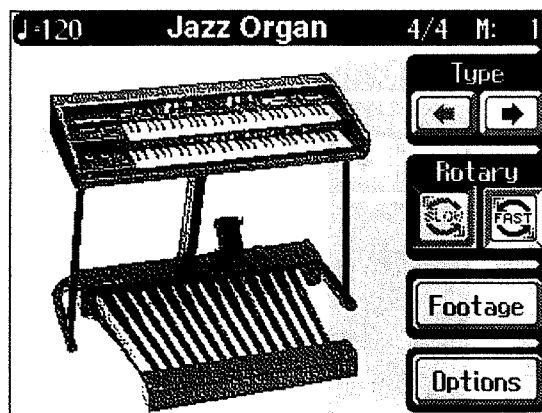
2. Touch <Type> ◄ ► to choose the organ type.

You can select any of four types of organ.

- Jazz organ
- Church organ
- Theater organ
- Classic organ

■ Changing the Rotary Effect

The "Jazz Organ" sound has a rotary effect added to it.

Applying a rotary effect to the organ sound gives the same undulations you get with rotating speakers. You can vary the speed with which the speakers rotate.

1. Touch <SLOW> or <FAST>.

Touching <SLOW> makes the speed of rotation slower.

Touching <FAST> makes the speed of rotation faster.

MEMO
You can change the settings for an organ performance by touching <Options> at the bottom of the screen. Also, when you've selected Jazz Organ, you can touch <Footage> to create the sound you want. For more information, take a look at "Changing the Settings for One Touch Organ" (p. 167).

MEMO
Choosing "Jazz Organ" makes the keyboard divide into right- and left-hand sections and play different tones on the two sections. This division of the keyboard into a right-hand section and a left-hand section is called a "Split." If you want to know more, take a look at "Playing Different Tones with the Left and Right Hands (Split Play)" (p. 46).

MEMO
The 🎹 display indicates that the song or keyboard is transposed.

39

Playing Drum Sounds

You can use the keyboard to play percussion sounds or effects such as sirens and animal sounds.
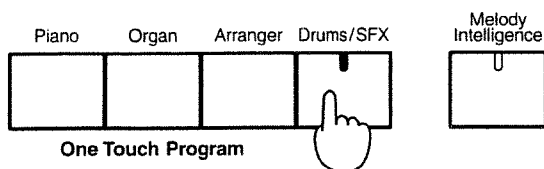
1. Press the [Drums/SFX] button and confirm that its indicator has lighted.

When you finger the keyboard now, each key plays a different percussion-instrument sound.
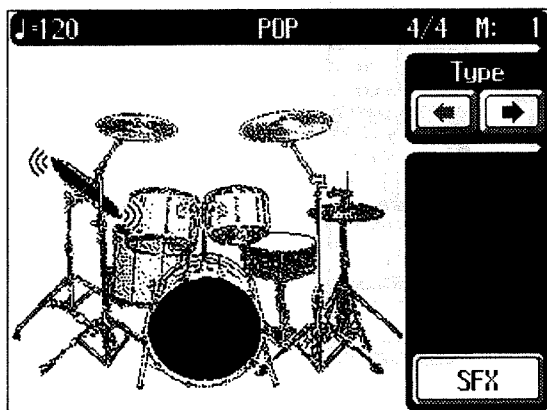
2. Touch <Type> ⬅ ➡ to change the type of drum set.

The drum set appears in the upper middle of the screen.

Sets of percussion sounds, such as "STANDARD," are called "Drum Sets."

Each drum set contains a wide variety of percussive instrument sounds and sound effects, and each key plays a different sound.

3. Pressing the [Drums/SFX] button again silences the drum set sound.

The [Drum/SFX] button's indicator goes out, and you are returned to the previous screen.

The sound played with the keyboard reverts to the instrument sound used before the [Drums/SFX] button was pressed.

MEMO
You can listen the Drum sound by touching the figure of drum set on the Drum screen.

MEMO
The combination of sounds assigned to the keyboard varies according to the drum set. Take a look at the "Drum/SFX Set List" (p. 192).

■ Playing Effect Sounds

1. Press the [Drums/SFX] button and confirm that its indicator has lighted.

2. Touch <SFX> at the bottom of the screen.

When you finger the keyboard now, each key plays a different effect sound.

A set of effect sounds is called an "SFX set."

Touching <Drums> at the bottom of the screen makes it so that percussion instruments are sounded.

MEMO

You can listen the Sound Effect by touching the icons on the SFX screen.

MEMO

For the tones of the SFX set, refer to "Drum/SFX Set List" (p. 192).

Playing a Wide Variety of Instrument Sounds

The KR-1077/977/577 comes with a large number of built-in instrument sounds and effects. This lets you enjoy performances with sounds matched to a wide range of musical genres. The various types of built-in sounds are called "Tones." These Tones are divided into seven different Tone Groups. The buttons below are called Tone buttons.

_____Tone_____

Piano	E.Piano	Organ	Guitar/ Bass	Strings	Sax/ Brass	Voice

MEMO

For more about the names of Tones, take a look at the "Tone List" (p. 188).
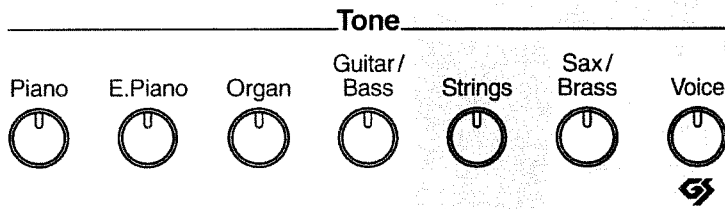
1. Press one of the Tone buttons to choose the Tone Group.

The pressed Tone button's indicator lit.

The screen shows six of the Tones included in the chosen Tone Group.

```
EX  Grand Pianol          EX  Piano Choir
EX  Ballad Piano              PianoStrings
    Bright Piano          EX  Air Grand

                          Effects    Audition

    Exit                  ◀   Page   ▶
```
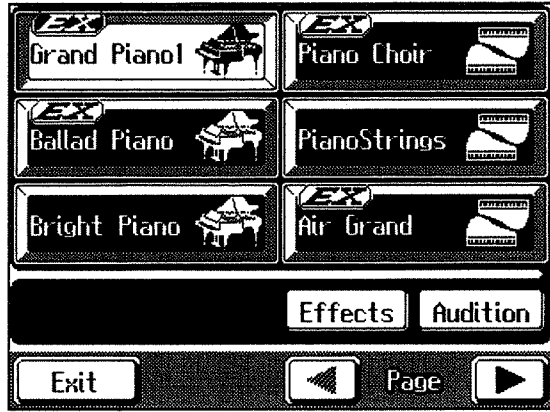
This screen is called the "Tone Selection" screen.

MEMO

You can add effects to each tone by touching the <Effects> (p. 52).

2. Use Page < ◀ > and < ▶ > to switch screens, and touch the screen to choose a Tone.

The Tone you've selected is heard when you finger the keyboard. Also, this is the Tone that you'll hear the next time you choose this Tone button.

You can audition tones by listening to a typical phrase for the Tone by touching <Audition> on the screen.

Touch <Exit> to go back to the previous screen.

Changing Tones with the Dial

You can also use the dial to change a Tone. When you use the dial, the pages are switched automatically, without having to touch Page < ◀ > and < ▶ >.

1. Press one of the Tone buttons to choose a Tone Group.

2. Turn the dial to choose a Tone.

The indicator for the corresponding Tone button blinks.

3. Finger the keyboard or press the flashing Tone button to decide your selection.

The Tone button's indicator lights up steadily. The Tone you've selected is heard when you finger the keyboard. Also, this is the Tone that you'll hear the next time you choose this Tone button.

About EX Tone

Sounds marked by the EX symbol are referred to as EX sounds.

These are tones that Roland recommends you use in order to enjoy enhanced expressive capabilities.

Some of the EX Tones change according to the force with which the keys are played (velocity).

Combining the Sounds of Two Instruments (Layer Play)

You can play two different sounds from a single key at the same time. This method of performance is called "Layer Play." For instance, it's possible to play the Tones for both Piano and Strings in combination.

Grand Piano 1
Strings

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

```
♩=127 🎵 Light Pop          4/4  M:  1

    ┌──────────────────────────┐
    │ Grand Piano1 🎹          │
    └──────────────────────────┘



            [ Split ][ Layer ][ Options ]
```
Layer OFF
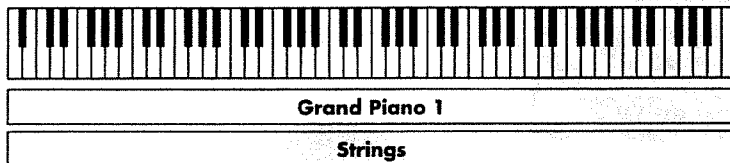
The screen changes as shown below.

```
♩=127 🎵 Light Pop          4/4  M:  1

    ┌──────────────────────────┐
    │ Grand Piano1 🎹          │
    ├──────────────────────────┤
    │ Strings        👥        │
    └──────────────────────────┘

            [ Split ][ Layer ][ Options ]
```
Layer ON

The two tones displayed on the screen are layered and played together.

2. Touch <Layer> again to cancel Layer Play.

When you finger the keyboard, only the sound displayed on the screen is played.

MEMO
You can change the volume level for each of the Tones. Check out "Adjusting the Volume of Each Performance Part" (p. 88).

■ Changing the Tones

1. On the Touch Screen, touch the name of the Tone you want to change.

```
♩=127 ▦ Light Pop          4/4  M:  1

    Grand Piano1 🎹

    Strings        🎻

              Split | Layer | Options
```
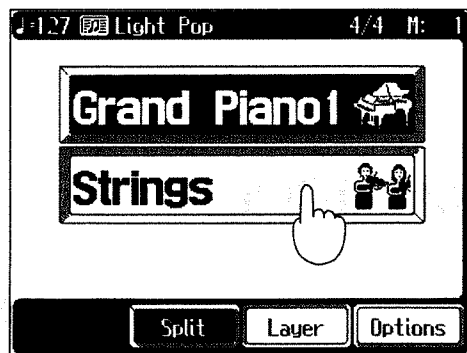
2. Press one of the Tone buttons.

The Tone Selection screen appears.

3. Use Page < ◀ > and < ▶ > to switch screens, and touch the screen to choose a Tone.

4. Touch <Exit>.

The Basic screen appears.

When you finger the keyboard, the selected Tone and the other Tone are played.

MEMO

If you touch <- Oct> and <+ Oct> at the bottom of the Tone Selection screen, the pitch will change in one-octave steps. To learn more, check out (p. 48).

MEMO

You can also use the dial to choose a Tone. When you use the dial, the pages are switched automatically, without having to touch Page < ◀ > and < ▶ >.

MEMO

For information on how to choose a tone, refer to "Playing a Wide Variety of Instrument Sounds" (p. 42).

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

The Split feature allows you to split the keyboard into two zones, then play a different sound in each zone.

Such a division of the keyboard into right- and left-hand sections is called a "Split," and the key where the division takes place is called the "Split Point." The split-point key is included in the left-hand section. Each time power to the keyboard is turned on, the split point is reset to "F#3."

Split Point

| Lower Organ 1 | Grand Piano 1 |
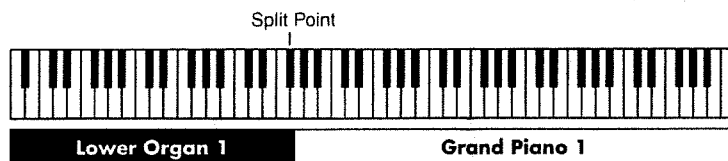
1. **At the basic screen, touch <Split>.**

The keyboard is divided into right-hand and left-hand sections.
The tone in the right-hand part remains the same as it was before the keyboard was split, and the tone in the lower part switches to the tone displayed on the upper left part of the basic screen.

2. **Touch <Split> once again to cancel the split function.**

The tone in the upper part then is effective for the entire keyboard.

MEMO

You can change the split point. Please refer to "Changing the Keyboard's Split Point" (p. 168).

MEMO

Basic Screen (p. 28)

MEMO

You can independently adjust the volume levels of the notes played by the upper and lower sections of the keyboard. Check out "Adjusting the Volume of Each Performance Part" (p. 88).

MEMO

When the keyboard has been divided into upper and lower sections, the damper pedal is applied to only the upper section. If you want to add lingering reverberations to the notes of the lower section, see (p. 159).

When you switch to Split mode directly from Layer Play, the two tones played in Layer Play become the tone of the right hand of the keyboard in Split mode.
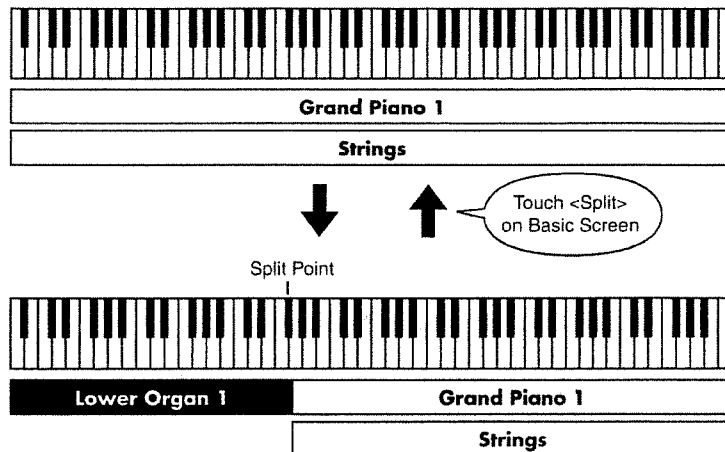
Grand Piano 1

Strings

Touch <Split> on Basic Screen

Split Point

Lower Organ 1

Grand Piano 1

Strings

■ Changing the Tones

1. On the Touch Screen, touch the name of the Tone you want to change.

♩=127 Light Pop   4/4   M: 1

Acoustic Bs.

Split   Layer   Options
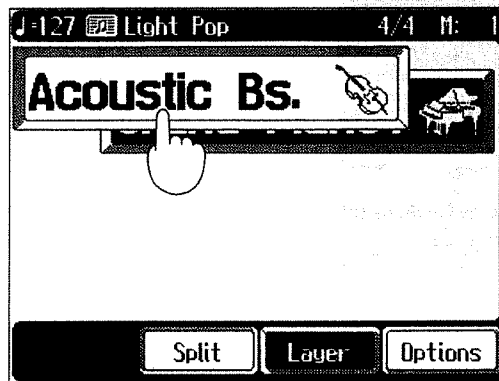
2. Press one of the Tone buttons.

The Tone Selection screen appears.

3. Press Page < ◀ > and < ▶ > to switch screens, and touch the screen to choose a Tone.

Touch <Exit> to go back to the Basic screen.

4. Play the keyboard to hear the Tone you selected.

MEMO

When the Split Play setting is in effect, <- Oct> and <+ Oct> appear at the bottom of the Tone Selection screen. Touching these changes the pitch of the keyboard by octaves. To learn more, check out "Shifting the Keyboard Pitch in Octave Steps (Octave Shift)" (p. 48).

MEMO

You can also use the dial and Value [-] [+] button to choose a Tone. When you use the dial, the pages are switched automatically, without having to touch Page < ◀ > and < ▶ >.

MEMO

For information on how to choose a tone, refer to "Playing a Wide Variety of Instrument Sounds" (p. 42).

Shifting the Keyboard Pitch in Octave Steps (Octave Shift)

When the keyboard has been set up so that the right-hand and left-hand parts play different sounds (Split Play → p. 46) or so that the sounds for two instruments are played in combination (Layer Play → p. 44), you can shift the pitch of the notes you play by an octave at a time. This function is called "Octave Shift."

For instance, you can make the pitch of the keyboard's left-hand part match the pitch of the right-hand part during Split Play. Or, you could change the pitch of each tone, and play both tones together during Layer Play.

1. Make sure the Basic screen is displayed.

2. Touch <Layer> or <Split> to select Layer play or Split play.

3. Touch the tones on which to use Octave Shift on the touch screen.

4. Press the Tone button for the Tone you want to play to display the Tone Selection screen.

5. Touch <- Oct> and <+ Oct> to adjust the pitch of the sound.

Each touch of <+ Oct> raises the pitch one octave.
Each touch of <- Oct> lowers the pitch one octave.
You can vary the pitch within a range down two octaves or up two. The state of the pitch is displayed at the bottom of the screen.

MEMO
If the Basic screen doesn't appear, press any one of the Tone buttons, then touch <Exit> on the screen.

NOTE
You can't use this feature when set up so that the entire keyboard is played as a single instrument.

Adjusting the Sound Brilliance

1. Use the [Brilliance] knob to adjust the overall brilliance.

Rotating the knob clockwise makes the tone brighter; rotating it counterclockwise makes the sound more mellow.

Brilliance

Mellow   Bright

Adding Reverberation to Sounds (The Reverb Effect)

The KR-1077/977/577 can apply a reverb effect to the notes you play on the keyboard. Applying reverb adds pleasing reverberation to what you play, so it sounds almost as if you were playing in a concert hall.

Reverb

Min   Max

1. Adjust the [Reverb] knob to select the amount of reverb effect to be applied.

Rotating the knob clockwise applies a deeper reverb, and rotating it counterclockwise applies less reverb.

MEMO
You can change the type of reverb that's applied. Please refer to "Changing the Type of Reverb Effect" (p. 172).

MEMO
When you change the <Ambience> setting in the Piano Customize screen, the way in which reverb is applied may change.

Effects Adding Three-Dimensional Breadth to Your Performances (Advanced 3D)

You can add three-dimensional breadth to the accompaniment sound. This effect is called "Advanced 3D." Applying this effect to the Automatic Accompaniment, internal songs, and music Styles lets you obtain the pleasant effect of being enveloped by the accompaniment sound.
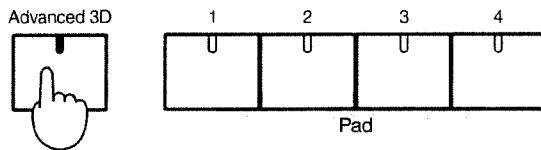
1. **Press the [Advanced 3D] button.**

The Advanced 3D window appears in the display.
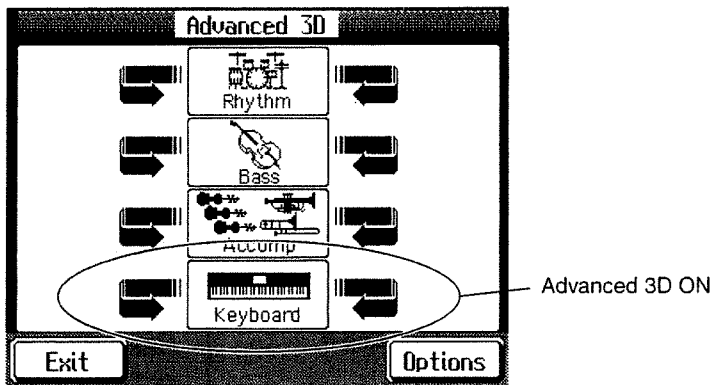
2. **Touch the window icon to switch the effect on or off.**

Three-dimensional breadth is added to the sound.
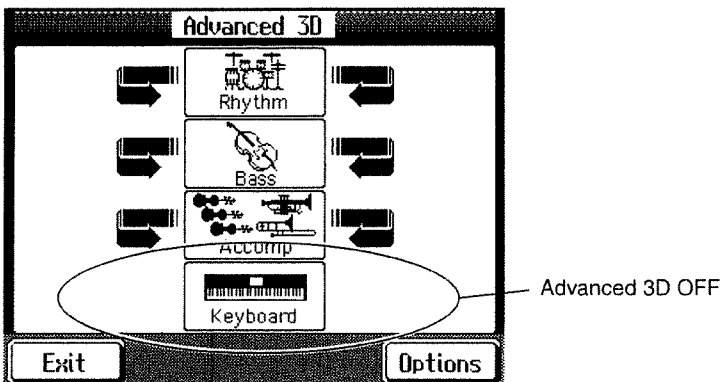
3. **Press the [Advanced 3D] button once more, extinguishing the button's indicator, to eliminate the effect.**

The Advanced 3D effect is removed from all parts.

Selecting the part to apply Advanced 3D Effect

With "Keyboard" in Advanced 3D set to On, you can select the Parts to which the 3D effect is applied when the keys are played.

1. Press the [Advanced 3D] button.

2. Touch <Options> at the Advanced 3D screen.

The following display appears.

```
         Advanced 3D Option
┌──────┐ ┌───────────────────────────┐
│ All  │ │ The effect is applied to all │
│Parts │ │ parts played on the keyboard.│
└──────┘ └───────────────────────────┘
┌──────┐ ┌───────────────────────────┐
│Layer │ │ The effects is applied to   │
│ Part │ │ layered part.               │
└──────┘ └───────────────────────────┘
┌──────┐
│ Exit │
└──────┘
```
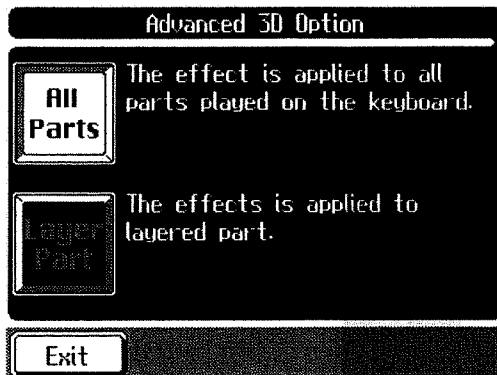
Display	Description
All Parts	The effect is applied to all Parts played on the keyboard.
Layer Part	The effect is applied to Layer Part. When the Layer play (p. 44) is not being used, the effect is not applied to what is played on the keyboard, even if "Keyboard" is set to On.

3. Touch <Exit> to go back the Advanced 3D screen.

Applying Effects to the Sound (Effects)

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

1. **Press one of the Tone buttons to choose a Tone to which you want to apply an Effect.**

2. **At the Tone Selection screen, touch <Effects>.**

The Effect screen appears.
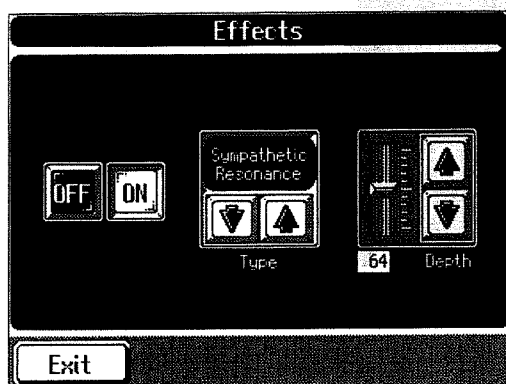
3. **Touch <ON>.**

4. **Touch the <Type> ⬆ ⬇ to choose the type of effect.**

5. **Touch <Depth> ⬆ ⬇ to adjust the amount of effect applied.**

Touch <Exit> to go back to the previous screen.

6. **Touch <OFF> to cancel the effect.**

> **About the Effects**
>
> When the effects is set to ON, the optimal effect is applied for the currently selected sound. Also you can apply effects for each tone. Although turning off the power returns the effects to their initial settings, carrying out Memory Backup (p. 174) allows you to save and store the effect settings even after the power is turned off.

NOTE

When you press the One Touch Program [Piano] or [Organ] button, you cannot change the type of effects.

MEMO

For more information on the types of effects, refer to p. 208.

MEMO

The same effect will apply to all sounds of the [Voice/GS] button that are followed by a "GS" symbol. If you change the effect for these sounds, the effect will also change for other sounds with the "GS"

Sounding the Metronome

The KR-1077/977/577 features a built-in metronome.

You can start or stop the metronome sound simply by pressing the [Metronome] button. During playback of a song, or when performing with automatic accompaniment, the sound of the metronome keeps time with the beat of the song or accompaniment.
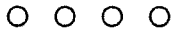
1. **Press the [Metronome] button to start the metronome's sound.**

The [Metronome] button's indicator lights up, and a "Metronome screen" like the one below appears.
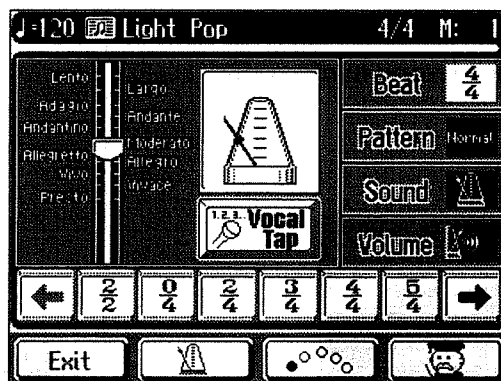
By touching <Exit>, you can return to the previous screen while the metronome continues to sound.

2. **To stop the metronome's sound, press the [Metronome] button again.**

The [Metronome] button's indicator goes dark.

Touch <Exit> to go back to the previous screen.

■ Adjusting the Tempo

You can adjust the tempo of the metronome. The tempo of the metronome changes automatically if you use an automatic accompaniment or play back a song.
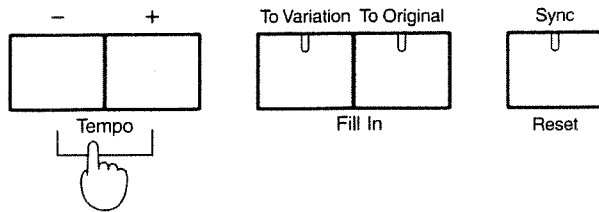
1. Use the Tempo [-] and [+] buttons to adjust the tempo.

The tempo of the Metronome can be set within the range of $\downarrow$ =20 to 250. The setting is at " $\downarrow$ =120" when the KR-1077/977/577 is powered up.

■ Determining the Tempo with Tempo Marks

You can set the tempo by choosing a tempo indicator, such as "Allegro," indicated on the screen.

1. At the Metronome screen, touch the tempo mark on the screen.

The tempo is set to match the tempo mark.
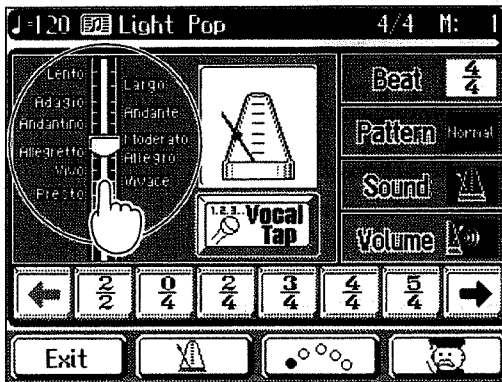
■ Changing the Beat of Metronome

1. At the Metronome screen, touch <Beat>.

The available choices for the beat appear on the screen.

2. Choose the beat from among the selections by touching your choice.

You can scroll the display to one side or the other and show other choices for the beat by touching [←] [→].

MEMO

You can also use the dial or Value [-] [+] buttons to adjust the tempo. Turn it clockwise for a faster tempo, or counterclockwise for a slower tempo.

MEMO

Even if you touch the bar gragh on the screen directly, you can still change the tempo.

MEMO

When $\frac{0}{4}$ is selected, only the upbeat will sound.

■ Changing the Volume

You can adjust the volume of the metronome. The volume of the metronome can be adjusted, with ten volume levels available.

1. At the Metronome screen, touch <Volume>.

The available choices for the volume level appear on the screen.

2. Touch the volume icon you like.

Choosing ▮ sets the volume to the lowest level, and choosing ▮») sets it to the highest level.

Choose ▮OFF to silence the metronome sound.

■ Changing the Type of Sound

You can change the type of sound of the metronome.

When you turn on the power, the setting is for "Ordinary metronome sound."

1. At the Metronome screen, touch <Sound>.

The available choices for the type of sound appear on the screen.

2. Touch the screen to select a metronome sound.

Display	Description
🎼	Ordinary metronome sound
⊣⊩⊩⊢	Electronic metronome sound
いち、に、 ichi, ni,	A voice counting "1, 2, 3" in Japanese.
One, two,	A voice counting "1, 2, 3" in English
🐶🐱	Dog and cat cries
🥢	Woodblock sound
△🥚	Triangle and castanet sounds
✋	Clapping

■ Changing the Animation

A metronome that moves along with the tempo usually is displayed at the center of the Metronome screen. You can change this to an animated bouncing ball (a ball that moves along in time with the tempo), or other animation by touching the picture of the metronome on the screen.

1. At the Metronome screen, touch the icons at the bottom of the screen.

The animation type will change.
The Types of Animation: **Metronome, Bouncing ball, Dr. KR**

■ Changing How the Metronome Beat Pattern

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

1. At the Metronome screen, touch <Pattern>.

The available choices for the metronome pattern appear on the screen.

2. Choose a pattern from among the selections by touching your choice.

You can scroll the display to one side or the other and show other choices for the pattern by touching ◆ ➡ .

Display	Description
Normal	The metronome sounds in the ordinary way.
𝅗𝅥.	Counting starts at the beginning of the measure, in intervals of dotted half-note upbeats.
𝅗𝅥	Counting starts at the beginning of the measure, in intervals of half-note upbeats.
♩.	Counting starts at the beginning of the measure, in intervals of dotted quarter-note upbeats.
♩	Counting starts at the beginning of the measure, in intervals of quarter-note upbeats.
♪.	Counting starts at the beginning of the measure, in intervals of dotted eighth-note upbeats.
♪	Counting starts at the beginning of the measure, in intervals of eighth-note upbeats.
♬	Counting starts at the beginning of the measure, in intervals of sixteenth-note upbeats.
+Doubl	Plays with backbeats as the added sound.
+Tripl	Plays with triplets as the added sound.
+Shufl	Adds a shuffle.

MEMO
With a triplet beat (6/8, 9/8, or 12/8), added notes are sounded as triplets.

—Let's Use Automatic Accompaniment

Enjoying Automatic Accompaniment with Ease (EZ Arranger)

Let's try playing using Automatic Accompaniment.

Automatic Accompaniment is a feature that creates an accompaniment matched to the chords you specify with the left hand, making the performance more impressive and enjoyable.

To use Automatic Accompaniment, you need to press some buttons and make the settings for Automatic Accompaniment, but EZ Arranger lets you use Automatic Accompaniment just by answering some onscreen questions.

1. Press the [Arranger Navigator] button.

The Arranger Navigator screen appears.
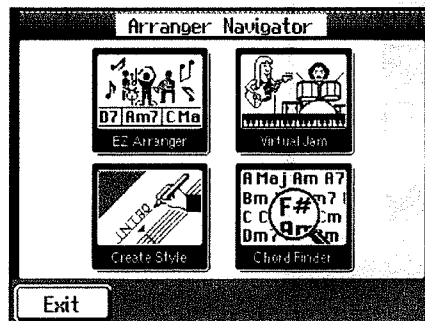
2. Touch <EZ Arranger>.

The following screen appears.
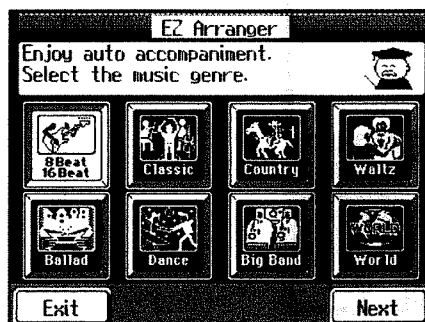
3. Follow the onscreen instructions, and answer the questions.

When you've answered all the questions, you can start playing with Automatic Accompaniment right away.

When specifying the chords yourself in a performance, specify the chords in the left part of the keyboard, as illustrated below.

Split Point (F♯3)

The range specifyed a chord
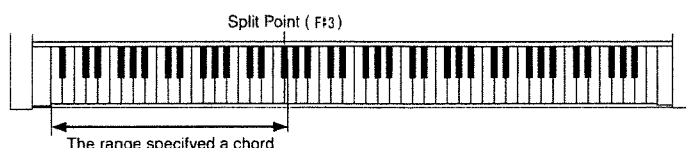
4. Touch <Exit> to end the EZ Arranger.

The Arranger Navigator screen appears.

Playing with your band (Virtual Jam)

You can select the Pattern to be performed in each Part, and have these played together just like a backing band. Furthermore, you have complete freedom in combining the Parts.

1. Press the [Arranger Navigator] button.

The Arranger Navigator screen appears.
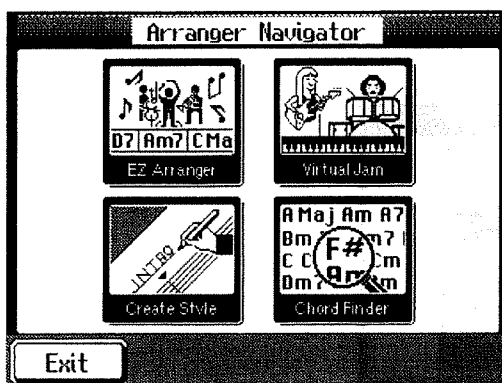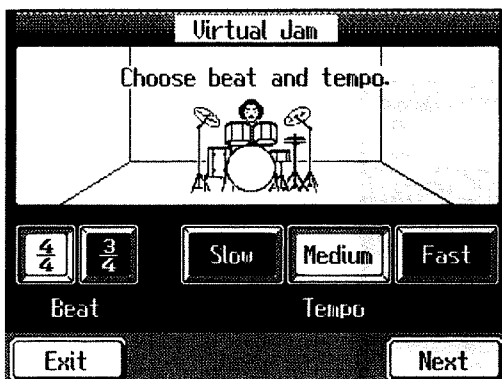
2. Touch <Virtual Jam>.

3. Follow the onscreen instructions.

When you've answered all the questions, you can start playing with Automatic Accompaniment right away.

4. Touch <Exit> to end the Virtual Jam.

The Arranger Navigator screen appears.

Playing with an Automatic Accompaniment (One Touch Arranger)

You can make the optimal settings for playing Automatic Accompaniment with just a single touch of the One Touch Program [Arranger] button. You can completely alter the ambience of the performance by changing the Music Style.

MEMO
For more information, check out "Chapter 2 Automatic Accompaniment" (p. 75).

What's a Music Style?

The accompaniment patterns in various musical genres are called "Music Styles."
There are many different varieties of music around the world, and each one has its own unique features. What gives jazz its "jazziness" and classical music its unmistakable classical feel is the unique combination of elements, such as the instruments used, melody, and phrasing, which interact to create the musical character of the genre. A Music Style makes use of such elements to bring out the distinctive atmosphere and mood of each musical genre.

■ Let's Try Playing, "Little Brown Jug"

Step 1 Get ready to play

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

The keyboard is split into lower and upper sections at the F#3 key. The F#3 key is part of the lower section of the keyboard.

MEMO
Pressing the One Touch Program [Piano] button cancels the automatic accompaniment.
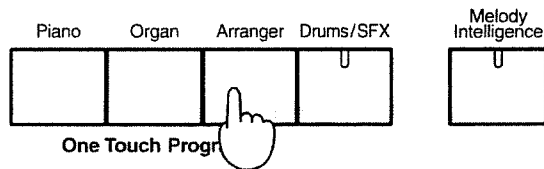
2. Press the [Big Band/Swing] button to choose the group for the Music Style.

MEMO
You can change the split point. Please refer to "Changing the Keyboard's Split Point" (p. 163)
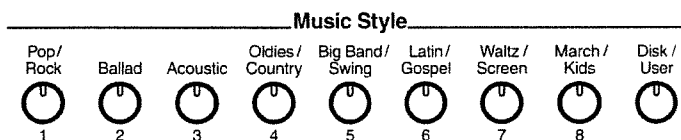
3. Touch Page < ◄ > and < ► > to switch pages, then touch the screen to choose <Big Band>.

Changing the Music Style also makes the instrument sound played with the right-hand section of the keyboard and the tempo change to the optimal sound for the selected style.

MEMO
You can also use the dial or Value [-] [+] buttons to choose the Music Style. When you use the dial, the pages are switched automatically, without having to touch Page < ◄ > and < ► >.

4. Touch <Exit>.

5. Use the Tempo [-] and [+] buttons to adjust the tempo of the accompaniment.

Press the [-] and [+] buttons at the same time to return to the basic tempo.

Step 2 Play the performance

6. Play the C key on the keyboard in the figure below.

First a four-bar intro is played, follow the instructions on the score for the right-hand part and the left-hand part to play the song.

Play the C, F, and G keys on the keyboard with the timing indicated for C, F, and G on the score for the left-hand part, as shown in the figure. There's no need to hold down the key, so you can get ready to finger the next one.
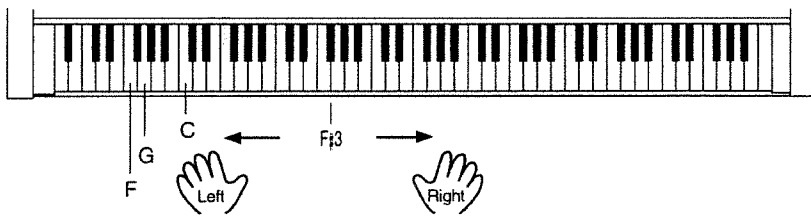
7. Press the [To Variation] button with the timing for Fill In "To Variation" on the score.

The Accompaniment Pattern changes.

Pressing the [To Original] button returns to the original accompaniment pattern. Once you've familiarized yourself with the performance, try varying the timing for the accompaniment pattern as you like.

8. Press the Intro/Ending [1] button with the timing for "Intro/Ending" on the score.

After the ending plays, the accompaniment stops.

Pressing the Intro/Ending [2] button plays a simple ending.

MEMO
With the KR-1077/977/577, you can also specify a chord by fingering only one or two keys. This function is called "Chord Intelligence." For more information, take a look at "Playing Chords with Simple Fingering" (p. 76).

Little Brown Jug

— Try Recording

Recording a Performance

With the KR-1077/977/577, you can use the five Track buttons to record a performance easily, or use recording functions like the 16-track Sequencer to create full-fledged ensemble songs.

■ Recording a Performance with Automatic Accompaniment

In this section, we'll record "Little Brown Jug" on p. 61.

A recorded performance is automatically assigned to a Track button. The five buttons shown below are called Track buttons.
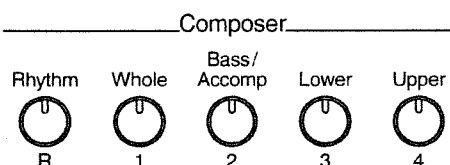
```
_____Composer_____
                          Bass/
       Rhythm    Whole    Accomp    Lower    Upper
         ◯        ◯         ◯        ◯        ◯
         R        1         2        3        4
```

Track button name	Performance recorded
[Rhythm]	The Rhythm Part of an Automatic Accompaniment is recorded here. When a Tone set such as a drum set or an SFX set has been chosen, it is also recorded here.
[Whole]	When playing with one tone selected for the entire keyboard, or when in Piano Style Arranger mode (p. 90), your performance is recorded.
[Bass/Accomp]	The bass part and accompaniment parts of an Automatic Accompaniment are recorded here.
[Lower]	Your performance on the left-hand section of the keyboard is recorded here.
[Upper]	Your performance on the right-hand section of the keyboard is recorded here.

○ **Step 1 Get ready to record**

1. Press the [Song/Disk] button.

```
_____Composer_____
                        Bass/
     Rhythm    Whole    Accomp    Lower    Upper        Composer
                                                        Navigator    Song
       ◯        ◯        ◯        ◯        ◯              ◯          ◯
       R        1        2        3        4                         Disk
```

2. Touch <0: (Song title)> to display <0:New Song> on the screen.

If <0: (Song title)> doesn't appear on screen, touch Page < ◄ > and < ► > to switch screens.

MEMO

You can also use the dial to choose a song. When you use the dial, the pages are switched automatically, without having to touch Page < ◄ > and < ► >.
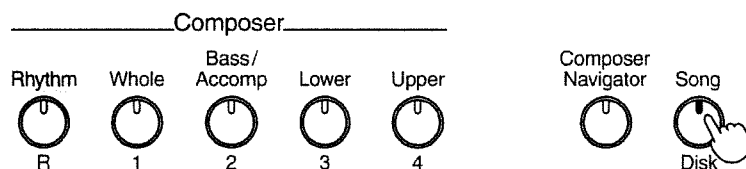
○ **Step 2 Get ready to play**

3. Press the Music Style [Big Band/ Swing] button.

4. Use Page < ◄ > and < ► > to switch pages, then touch the screen to choose <Big Band>.

5. Touch <Exit>.

6. Use the Tempo [-] and [+] buttons to adjust the tempo of the accompaniment.

○ **Step 3 Start recording**

7. Press the Rec [●] button.

The KR-1077/977/577 enters standby for recording.
To stop recording, press the Stop [■] button.

8. Play the C key on the left-hand section of the keyboard.

Automatic accompaniment starts, and recording is started at the same time.
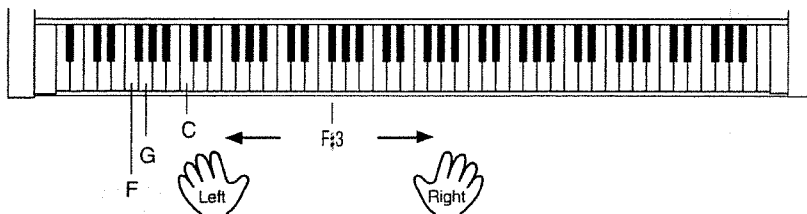
○ Step 4 Stop recording

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

An ending is played, then the automatic accompaniment stops, and recording is stopped at the same time.

If the following message appears

If you've recorded a song or changed a song's settings (see p. 135), the following message appears on the screen when you try to choose another song.
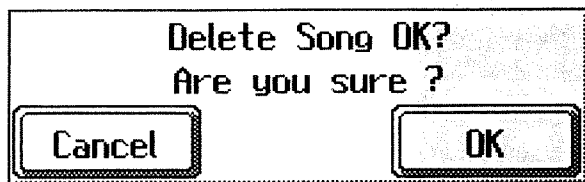
```
Delete Song OK?
Are you sure ?
   Cancel          OK
```

○ If you don't want to erase the song

1. Touch <Cancel>.

Save the song on a floppy disk.
For information on how to save your song, see "Saving Your Songs" (p. 122).

○ Erasing a song

1. Touch <OK>.

The recorded performance or song whose settings have been changed is erased.

Listening to the Recorded Performance

```
  ⏮      ■      ▶      ●      ◀◀     ▶▶
┌──────┬──────┬──────┬──────┬──────┬──────┐
│      │      │  ⊍   │  ⊍   │      │      │
└──────┴──────┴──────┴──────┴──────┴──────┘
 Reset   Stop   Play   Rec    Bwd    Fwd
```
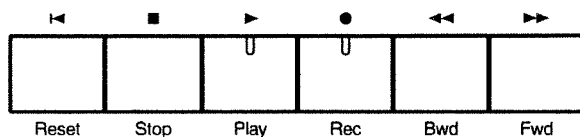
1. Press the Reset [⏮] button.

Now you can play back the song from the beginning.

2. Press the Play [▶] button.

The recorded performance is played back.

3. Press the Stop [■] button.

Playback stops.

MEMO

You can change how recording is stopped when recording a performance with Automatic Accompaniment. To learn how, see "Changing How Recording Stops" (p. 116).

NOTE

Any performance that has been recorded is deleted when the power to the KR-1077/977/577 is turned off. If you don't want to lose your recorded performance, save it on a floppy disk or User memory. For information on how to save your song, see "Saving Your Songs" (p. 122).

NOTE

Until a recorded performance is erased, you cannot record to other songs. Check out "Erasing a Recorded Song" (p. 115).

—Try to use other functions

Using the Disk Drive

Here's where you can know how to use the built-in disk drive to save a recorded song on floppy disk, or listen to commercially available music files.

■ Inserting and Ejecting a Floppy Disk

1. Hold the floppy disk face up, and push it into the disk drive until it clicks into place.

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

Indicator   Eject Button
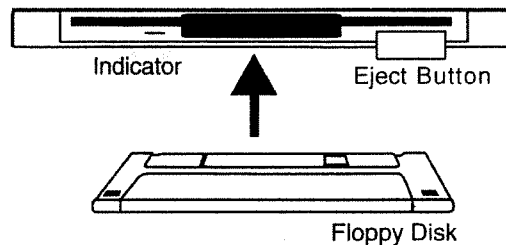
Floppy Disk

2. Press the Eject button.

The end of the floppy disk comes out of the slot. Gently grasp the end of the floppy disk and pull it out.

Listening to Music Files

Here's where you can know how to use the disk drive to listen to commercially available music files.

Composer

Learning Partner	Rhythm	Whole	Bass/ Accomp	Lower	Upper	Composer Navigator	Song
	R	1	2	3	4		Disk

◄◄	■	►	●	◄◄	►►	Marker
Reset	Stop	Play	Rec	Bwd	Fwd	Count In
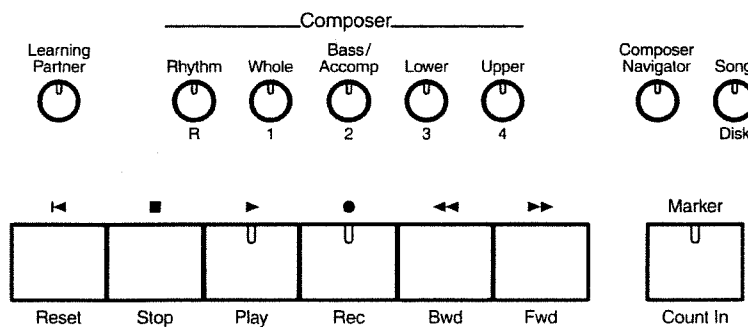
1. Insert the floppy disk into the disk drive (p. 65).

NOTE
If you're using the disk drive for the first time, be sure to read the important notes on (p. 6).

NOTE
The indicator light for the disk drive lights up at full brightness when reading or writing data. Don't try to eject the disk while reading or writing is in progress (that is, when the indicator light is lit up at full brightness). Attempting to do so may damage the magnetic surface of the disk, rendering it unusable.

MEMO
To learn more about music files, refer to "Music Files That the KR-1077/977/577 Can Use" (p. 209).

2. Press the [Song/Disk] button.

The following message appears on the screen.

```
0: Canon          3: Promenade

1: Canon          4: Hallelujah!

2: Summertime     5: Sun Daze

[disk] [book] [PRESET] [○] [▷] [i]

[ Exit ] [ File ] [◀] [Page] [▶]
```
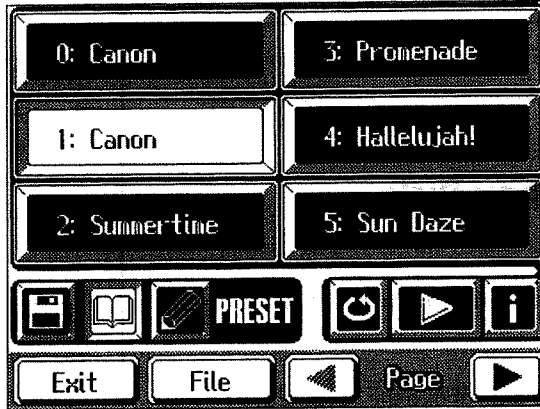
3. Touch < 🖫 > (DISK).

4. Touch Page < ◀ > and < ▶ > to switch screens, and touch the screen to choose a song.

You can also use the dial to choose a song. When you use the dial, the pages are switched automatically, without having to touch Page < ◀ > and < ▶ >.

You can view some information about the selected song by touching < 🗉 >.

5. Press the Play [▶] button or touch < ▶ > (Play) on the screen to play back the song.

The on-screen <Play> changes to <Stop>.

6. Press the Stop [■] button or touch < ■ > (Stop) on screen to stop playback.

If you let the selected song play to the end, playback stops automatically.

The on-screen < ■ > (Stop) changes to < ▶ > (Play).

7. Press the Reset [I◀] button to go back to the beginning of the song.

When you play a song with an upbeat (in other words, a song that starts before the first beat), the screen shows PU, 1, 2, and so on as the measure numbers.

MEMO
You can also use the dial or Value [-] [+] buttons to choose a song. When you use the dial, the pages are switched automatically, without having to touch Page < ◀ > and < ▶ >.

MEMO
You can press the [Score] button to display the score for the selected song.

MEMO
When playing back music data that contains lyrics, the lyrics are displayed on the screen.

MEMO
When you play a song with an upbeat (in other words, a song that starts before the first beat), the screen like the Basic screen shows PU, 1, 2, and so on as the measure numbers.

Listening to All Songs Continuously

You can continuously repeat playback of all the songs. This function is called "All Song Play."

1. Press the [Song/Disk] button.
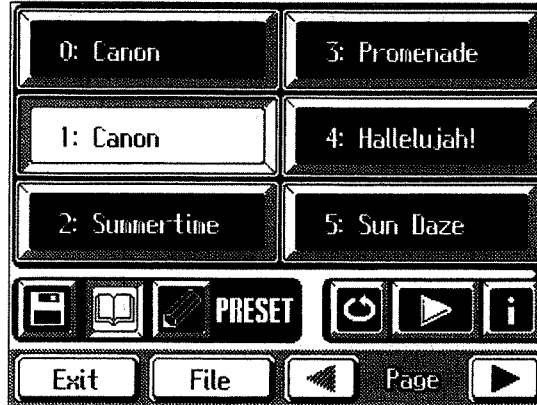
2. Touch < 🔘 > (All Song Play) on the screen.

All songs are played back in sequence. The on-screen < ► > (Play) changes to < ■ > (Stop). When the last song has finished playing, playback then repeats after returning to the first song.

3. Press the Stop [■] button or touch < ■ > (Stop) on screen to stop playback of the songs.

If the following message appears

If you've recorded a song or changed a song's settings (p. 140), the following message appears on the screen when you try to choose another song.
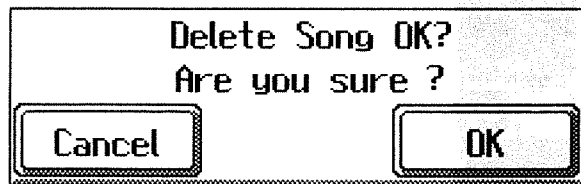
If you don't want to erase the song

1. Touch <Cancel>.

Save the song on a floppy disk.
For information on how to save your song, see "Saving Your Songs" (p. 122).

Erasing a song

1. Touch <OK>.

The recorded performance or song whose settings have been changed is erased.

Adding the Effects to Your Voice

You can connect a microphone into the Mic jack, and enjoy modifying your voice through the with the KR-1077/977/577.

■ Connecting a Microphone

1. Connect a microphone (sold separately) to the Mic In jack on the lower-right area of the instrument (p. 27).

2. Use the [Mic Volume] knob in front of the Mic In jack to adjust the volume level for the microphone.

● Some Notes on Using a Microphone
• To avoid disturbing others, be careful of the volume level when playing late at night or very early in the morning.
• When connecting a microphone to the KR-1077/977/577, be sure to lower the volume. If the volume control is too high when the microphone is plugged in, noise may be produced by the speakers.
• Howling could be produced depending on the location of microphones relative to speakers. This can be remedied by:
- Changing the orientation of the microphone.
- Relocating microphone at a greater distance from speakers.
- Lowering volume levels.

■ Adjusting the Echo

1. Press the [Vocal Effects] button.

A "Vocal Effects screen" will appear.
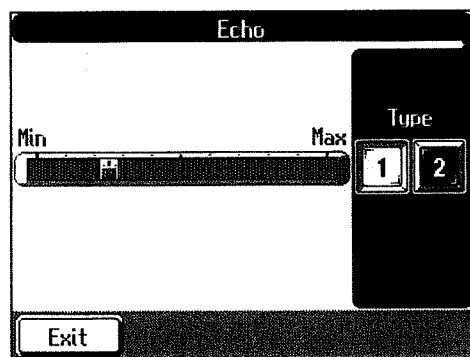
2. Touch <Echo>.

3. Touch <Echo> horizontal slider to adjust the amount of echo applied.

4. Touch Echo Type <1> or <2> to change the type of echo.

Display	Description
1	Adds clear reverberations.
2	Adds reverberations like a karaoke-type echo.

MEMO

Consult your Roland dealer when purchasing a mike for use with the KR-1077/977/577.

■ Modifying Your Voice

With the KR-1077/977/577, you can modify the way your voice sounds through the microphone. This is called the "Voice Transformer" function.

1. **Press the [Vocal Effects] button.**

The Vocal Effects screen appears.
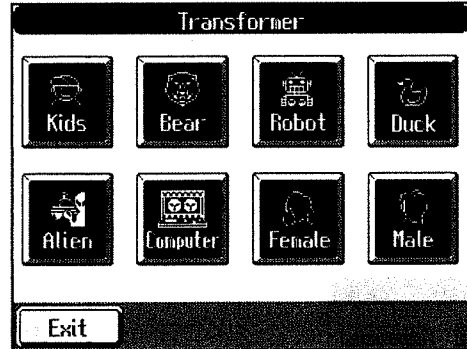
2. **Touch <Transformer>.**

3. **Touch one of the icons for <Transformer> on the Touch Screen.**

Here's what the different icons do.

Display	Description
Kids	Makes your voice sound like a child's.
Bear	Makes your voice sound like a big animal's.
Robot	Makes your voice sound like a robot's.
Duck	Makes your voice sound like a duck's.
Alien	Makes your voice sound like an alien's.
Computer	Makes your voice sound like computer.
Female	Makes a man's voice sound like a woman's.
Male	Makes a woman's voice sound like a man's.

4. Sing through the microphone.

Your voice is transformed according to the item you selected.

5. Touch the icon you selected in step 2 again to cancel the Voice Transformer function.

Touch <Exit> to go back to the previous screen.

■ Adding Harmony

You can sing with a harmony accompaniment, even when you're playing solo. This is called the "Harmonist" function.

1. Press the [Vocal Effects] button.

The Vocal Effects screen appears.
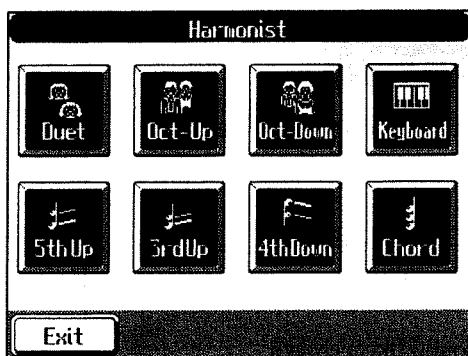
2. Touch <Harmonist>.

3. Touch one of the eight icons for <Harmonist> to choose how to apply the harmony.

Here's what the different icons do.

Display	Description
Duet	This provides an effect similar to that of two people singing a melody in unison.
Oct-Up	This applies a voice modified by Voice Transformer to your own voice. If you use the Voice Transformer function, this lets you sing with a voice one octave lower.
Oct-Down	This applies a voice modified by Voice Transformer to your own voice. If you use the Voice Transformer function, this lets you sing with a voice one octave higher.
Keyboard	When you play back a song, harmony is added to the song.
5thUp	This adds a harmony a Major fifth above your own voice.

NOTE
When you use the Voice Transformer function, the resonance setting for the piano (see p. 164) may sometimes be reset.

NOTE
When you use the Harmonist function, the resonance setting for the piano (p. 161) may sometimes be reset. And the effects applied to the keyboard may be canceled.

Display	Description
3rdUp	This adds a harmony a Major 3rd above your own voice.
4thDown	This adds a harmony a Major fourth below your own voice.
Chord	Harmony is added to the chords you play on the keyboard.

4. Touch the icon you selected in step 3 again to cancel the Harmonist function.

■ Starting Song and Automatic Accompaniment by Vocal Count

You can start the song and Automatic Accompaniment by giving the count through the microphone.

1. Press the [Vocal Effects] button.

The Vocal Effects screen appears.

2. Touch <Vocal Count In>.

```
        Uocal Count In
                1  2  3  4
                o  o  o  o
           J=106

  Arranger  Start Auto Accompaniment
  Song      Start Song Playback
     Exit
```

3. Select <Song> or <Arranger>.

Display	Description
Arranger	After your counting, the Automatic Accompaniment will start.
Song	After your counting, the song will start.

4. Count to four ("One, two, three, four") into the mic.

The tempo is set to the timing you counted using the microphone.
The song or Automatic Accompaniment start.

NOTE
The way in which harmony is added when <Chord> is selected will depend on the type of Melody Intelligence (p. 87).

■ Playing the Keyboard Notes with a Voice Scale

You can have the melody that is sung into the microphone played using the
KR-1077/977/577's tones.

1. Press [Voice Effects] button.

The Vocal Effects screen appears.

2. Touch <Vocal Keyboard>.

The Keyboard display appears.
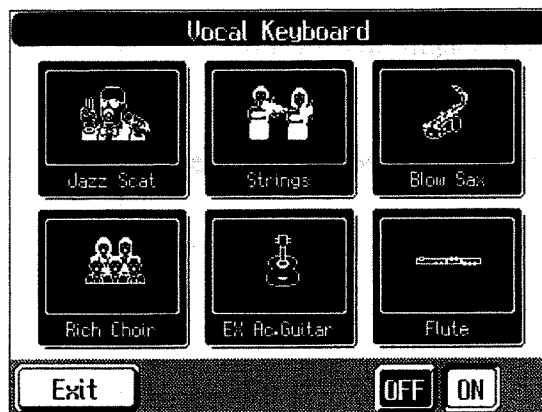
3. Touch the one of the icons to select the tone for the
keyboard.

Now, you can playing the keyboard notes with a vocal scale.

4. Touch <OFF> to cancel the Keyboard function.

MEMO

You can also select the
Tone by touching the Tone
button.

MEMO

When you use "Vocal
Keyboard" function, the
keyboard sound will also
change.

■ Adding the Harmony to the Song

1. Select a song you want to add the harmony.

If you use the song on floppy disk, insert the floppy disk.

About selecting a song of floppy disk, please refer to page 65.

2. Press [Voice Effects] button.

The Vocal Effects screen appears.

3. Touch <Music Files>.

4. Touch one of the icons to select a performance part.

A matching harmony is added to the performance of the part you chose.

5. Touch the icon you selected in step 4 again to cancel the Music Data function.

Using the KR-1077/977/577 as a Karaoke Machine

You can connect a microphone into the Mic jack, and enjoy karaoke with the KR-1077/977/577.

1. Connect the microphone and adjust the volume and echo.

You can also enjoy this with the Voice Transformer function (p. 69) and Harmonist function (p. 70).

2. Insert the floppy disk that contains music files into the disk drive.

Refer to "Inserting and Ejecting a Floppy Disk" (p. 65).

3. Press the [Song/Disk] button.

4. Touch the screen or use the dial or Value [-] [+] to choose a song.

5. If you need to, use the Tempo [-] and [+] buttons to adjust the tempo.

6. If necessary, change the key of the song (p. 105).

7. Press the Play [►] button to play the song accompaniment.

Now, start singing!

When you play back a Music File with lyrics, the lyrics appear on screen.

8. Press the Stop [■] button to stop playback of the song.

MEMO

Karaoke music files must be purchased separately. When purchasing music files, please consult the vendor where you bought the KR-1077/977/577. Check out "Music Files That the KR-1077/977/577 Can Use" (p. 209).

MEMO

You can hide lyrics, if you like. Take a look at "Hiding the On-screen Lyrics" (p. 173).

Chapter 2 Automatic Accompaniment

Music Style and Automatic Accompaniment

What is Automatic Accompaniment?

With the KR-1077/977/577, just by pressing the One Touch Program [Arranger] button, you can select Automatic Accompaniment. Automatic Accompaniment is a function that provides you with accompaniment in a variety of musical genres, played automatically, just by specifying chords in the left hand. Automatic Accompaniment lets you enjoy ensemble play with orchestral backing, even when performing alone!

What's a Music Style?

A Music Style is an accompaniment pattern that has been designed to fit in with a particular musical style.

There are many different varieties of music around the world, and each one has its own unique features. What gives jazz its "jazziness" and classical music its unmistakable classical feel is the unique combination of elements, such as the instruments used, melody, and phrasing, which interact to create the musical character of the genre. A Music Style makes use of such elements to bring out the distinctive atmosphere and mood of each musical genre.

The Makeup of a Music Style

A Music Style is made up of a set of six performance states called "Divisions."

Division	Description
Intro	This is the state when an intro is playing.
Original	This is the state where an Original accompaniment pattern is played.
Variation	This is the state where a Variation accompaniment pattern is played.
Fill In to Original	This is the state where a Variation fill-in is played.
Fill In to Variation	This is the state where an Original fill-in is played.
Ending	This is the state where an ending is played.

Also, a Music Style is made up of five performance parts: "Rhythm," "Bass," "Accompaniment 1," "Accompaniment 2," and "Accompaniment 3."

MEMO

For instructions on how to use the Automatic Accompaniment, refer to "Choosing a Music Style" (p. 78)

About Chords

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

For example, the chord CMaj is expressed with the root note "C" and the chord type "Maj" (Major). CMaj is composed of the three notes "C," "E," and "G."
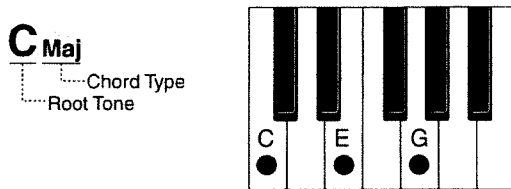
The root notes of chords are all indicated by a letter of the alphabet, ♯ and ♭ , which correspond as follows.
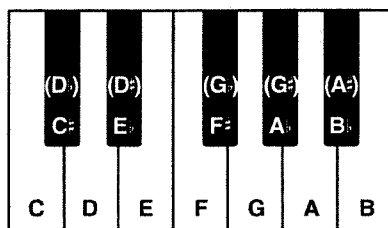
■ Playing Chords with Simple Fingering

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

To play a CMaj, for example, you usually have to finger the three keys C, E, and G—but with Chord Intelligence, you only have to press the C key to initiate a CMaj accompaniment.

MEMO
You can cancel the Chord Intelligence function. For more information, see "Changing the Settings for Automatic Accompaniment" (p. 163).

MEMO
For more information about chord fingering, refer to the "Chord List" (p. 202).

■ Displaying the Chord Fingering On Screen (Chord Finder)

Whenever you are not sure how a certain chord is fingered, you can have the notes comprising the chord be shown in the screen.

1. Press the [Arranger Navigator] button.

The Arranger Navigator screen appears.
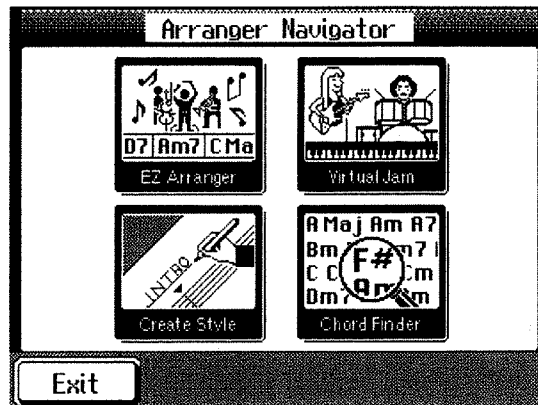
2. On the screen, touch <Chord Finder>.

3. Touch the screen to specify the root of the chord you want to learn about.

The chord fingering appears on screen.
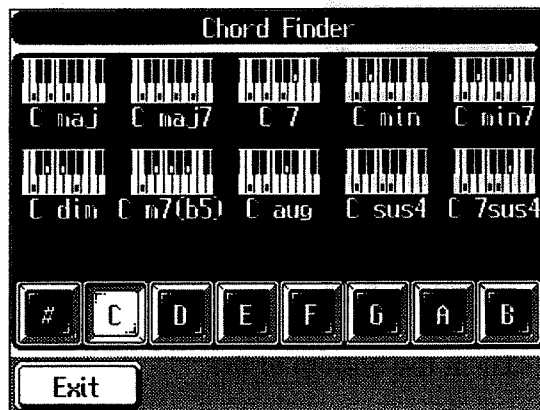
Touch <Exit> to go back to the previous screen.

MEMO

Example: If you want to check out a C# chord... In the Chord Search screen, after touching <C>, touch <#>.

Choosing a Music Style

You can choose a wide variety of Music Styles by pressing the Music Style button. The following buttons are called Music Style buttons.

When you select the Music Style by pressing the One Touch Program [Arranger] button, the played notes and tempo of the right-hand part of the keyboard change to the optimal Music Style, and the settings that let you play with Automatic Accompaniment are made right away.

_____Music Style_____

Pop / Rock	Ballad	Acoustic	Oldies/ Country	Big Band/ Swing	Latin/ Gospel	Waltz / Screen	March/ Kids	Disk/ User
○	○	○	○	○	○	○	○	○
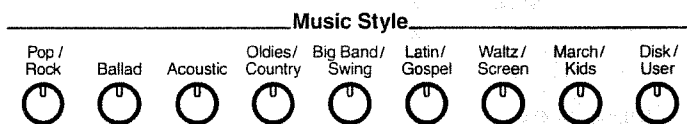
1. Press the One Touch Program [Arranger] button.

2. Press the Music Style button to choose the group for the Music Style.

3. Use Page < ◀ > and < ▶ >, the Touch Screen, the dial, or the Value [-] [+] buttons to choose a Music Style.

Light Pop $\frac{4}{4}$♪♪	70's 1 $\frac{4}{4}$♫♫
OrchestraPop $\frac{4}{4}$♪♪	Michael'sPop $\frac{4}{4}$♫♫
Latin Pop $\frac{4}{4}$♪♪	Cool Al $\frac{4}{4}$♪

Preset A	B	C	D

Exit	◀ Page ▶

4. Touch <Preset A>, <B>, <C>, or <D> at the bottom of the screen.

When you select a style, preset A will be selected.

When you choose any one of <Preset A> through <Preset D>, the Music Style's tempo, the tone of the right-hand part, the settings of the Style Orchestrator (p. 85), and the like change.

By varying the tempo or Tone, you can enjoy performances with a totally different ambience, even when the Music Style is the same.

MEMO

For more information about the types of Music Styles, take a look at the "Music Style List (KR-577)" (p. 197).

MEMO

When you use the dial or the Value [-] [+] buttons, the pages are switched automatically, without having to touch Page < ◀ > and < ▶ >.

MEMO

When you change the Music Style, the tempo and Tone change to match the Music Style you've chosen. If you don't want to change the tempo and Tone, take a look at "Changing the Settings for Automatic Accompaniment" (p. 163).

MEMO

You can change the split point. Please refer to "Changing the Keyboard's Split Point" (p. 163)

5. Specify a chord by playing it on the left-hand keyboard section.

The Music Style you chose plays automatically with the specified chord.

6. Press the Intro/Ending [1] or [2] button to play an ending and stop performance of the accompaniment.

MEMO

For more information about the types of Music Styles, take a look at the "Music Style List (KR-577)" (p. 197).

MEMO

There are two types of intros and endings. Pressing the Intro/Ending [2] button plays a simpler accompaniment than the Intro/Ending [1] button. Press the [Start/Stop] button to stop the accompaniment without ending.

■ Using a Music Style from Data Disk

You can play Music Styles on the Data Disk included with the KR-1077/977/577, as well as User Styles (p. 148) saved on floppy disk.

1. Insert the floppy disk into the disk drive (p. 65).

2. Press the [Disk/User] button.

```
┌─────────────────┬─────────────────┐
│   0: Kids 4/4   │   3: 70's Disco │
├─────────────────┼─────────────────┤
│   1: Ocean Side │   4: Pop'n Roll │
├─────────────────┼─────────────────┤
│   2: 16Beat Pop │ 5: 16BeatBallad │
└─────────────────┴─────────────────┘
   [💾][✎]  DISK
   [ Exit ][ File ][ ◀ ][ Page ][ ▶ ]
```
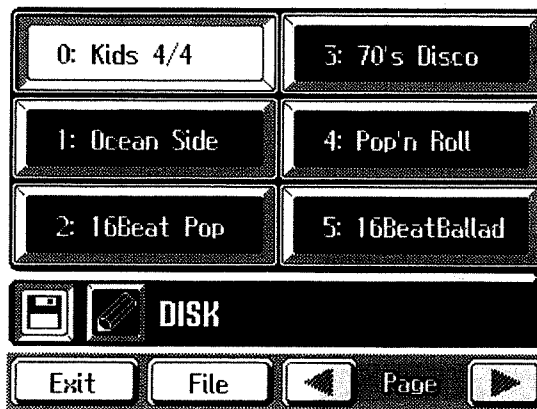
3. Touch < 💾 > (DISK).

4. Press Page < ◀ > and < ▶ > and the Touch Screen or the dial or Value [-] [+] button to choose a Music Style.

When you touch < ✎ > (USER), the styles that are stored in user memory will be displayed.

5. Press the One Touch Program [Arranger] button, then specify a chord by playing it in the lower section of the keyboard.

The Music Style you've chosen is sounded.

The Music Style you've selected from the floppy disk remains in memory until you switch off the power. You can play the Music Style you last selected just by pressing the [Disk/User] button, even if you've taken the floppy disk out of the disk drive.

MEMO

When you use the dial or the Value [-] [+] buttons, the pages are switched automatically, without having to touch Page < ◀ > and < ▶ >.

MEMO

You can copy styles from the Data Disk to User Memory.

Playing Just the Rhythm Pattern

A Music Style can be made to sound only the Rhythm Pattern.

1. Choose a Music Style.

2. Press the One Touch Program [Piano] button, then press the [Start/Stop] button.

Only the Rhythm Pattern of the selected Music Style is played.

Adjusting the Tempo for Automatic Accompaniment
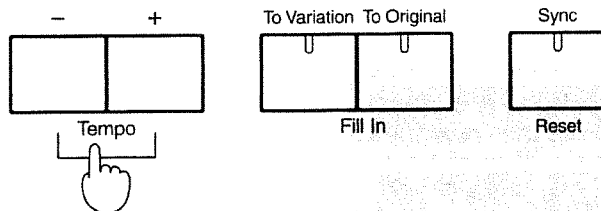
1. Select the Music Style.

2. Press the One Touch Program [Arranger] button.

This makes the setting for Automatic Accompaniment.

3. Use the Tempo [-] and [+] buttons to adjust the tempo.

The tempo appears at the top-left area of the screen.

Pressing the [+] button makes the tempo faster, and pressing [-] makes the tempo slower. You can return to the original tempo for the style by pressing [-] and [+] at the same time.

You can also change the tempo using the dial or the Value [-] [+] buttons.

MEMO
You can change the tempo of Automatic Accompaniment even while the automatic accompaniment is playing.

Playing a Music Style (Start/Stop)

Pressing the One Touch Program [Arranger] button activates Sync Start for the accompaniment (which starts the accompaniment simultaneously when you play something in the lower section of the keyboard), and makes the setting for automatically playing an appropriate intro for the accompaniment. You can change how this starting and stopping works in many different ways.

To Variation	To Original		Sync		1	2	Count Down		Start
⛶	⛶		⛶		⛶	⛶	⛶		⛶
Fill In			Reset		Intro/Ending				Stop
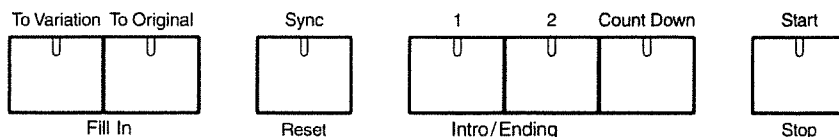
■ Starting Automatic Accompaniment When You Play the Left-hand Section (Sync Start)

1. Press the [Sync/Reset] button.

The indicator for the [Sync/Reset] button lights up, and the Intro/Ending [1] button's indicator begins blinking.

2. Specify the chord on the lower-part of keyboard.

The intro is played and the automatic accompaniment starts.

Changing the Intro

Before starting automatic accompaniment, you can follow the steps shown below to change or silence the intro.

○ Starting Without an Intro

Press the Intro/Ending [1] button, extinguishing the indicator, then start the automatic accompaniment.

○ Starting with a Simple Added Intro

Press the Intro/Ending [2] button, getting the indicator to start blinking. Then, start the automatic accompaniment.

■ Starting at the Press of a Button

1. Press the [Sync/Reset] button to make the indicator light go dark.

The indicator for the Intro/Ending [1] button also goes dark.

2. Specify a chord by playing it on the left-hand keyboard section.

3. Press the Intro/Ending [1], Intro/Ending [2] button or [Start/Stop] button.

The automatic accompaniment starts.

Fingering a key on the left-hand section of the keyboard while the [Sync/Reset] button's indicator is dark causes a chord to be sounded. This note is called the "Chord Tone," and the root of the chord that is played at the same time is called the "Bass Tone."

■ Stopping Automatic Accompaniment

Stopping with an Added Ending

1. **Press the Intro/Ending [1] or [2] button.**

An ending is played, then the automatic accompaniment stops.

Pressing the Intro/Ending [2] button plays a simple ending.

Stopping at the Press of a Button

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

Automatic accompaniment stops as soon as you press the button.

■ Restarting to Synchronize the Accompaniment While the Accompaniment is Playing

If you find the timing of your performance diverging from that of the accompaniment as you continue to play, you can press this button to start again from where the accompaniment begins.
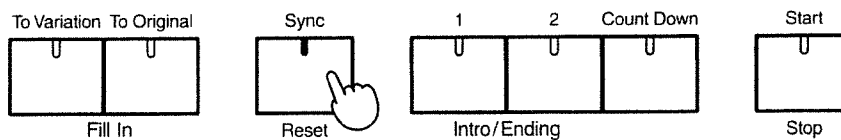
1. **Press the [Sync/Reset] button.**

The accompaniment starts after the count sound.

MEMO

You can change the sound of the chord tone and bass tone. Take a look at "Changing the Chord Tone and Bass Tone" (p. 166).

Playing the Count Sound at the End of the Intro

If an intro is played before your performance, you can have a countdown played to the end of the intro, allowing you to understand easily where you are to start playing.
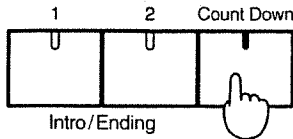
1. **Press the [Count Down] button and confirm that its indicator has lighted.**

2. **Press the Intro/Ending button.**

The intro plays, and a count-in of one measure is played to the end of the intro.

When the [Sync/Reset] button is lit, specifying the chord with the left hand starts the intro, and again, a countdown is given.

3. **To cancel the countdown, press the [Count Down] button, turning off the indicator light.**

The countdown is not played at the end of the intro.

Playing Sounds with the Left Hand Along with the Automatic Accompaniment

Ordinarily, when you perform while using the Automatic Accompaniment, no sound is produced from keys in the left part of the keyboard when they are pressed. When you touch the <Lower> icon, though, you can play the tone in the left side of the keyboard while simultaneously having the Automatic Accompaniment play.

1. **Press the One Touch Program [Arranger] button.**

The Basic screen appears.

2. **Touch <Lower> on the screen.**

3. **Specify a chord by playing it on the left-hand keyboard section.**

Automatic Accompaniment is played.

4. **To cancel the Lower part sound, touch <Lower>.**

Modifying an Accompaniment

You can change the arrangement of automatic accompaniment and the accompaniment pattern.

■ Changing the Accompaniment Pattern

There are two accompaniment patterns: the original one, and a variation that's a little more flowery. In addition, a fill-in (a short phrase) is added at the points where the accompaniment patterns change, which adds more variation to the song. It can be effective to use the quieter original pattern for the first half of the song, and the variation pattern for the second half.

To Variation To Original
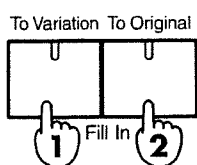
1. Pressing the Fill In [To Variation] button to make the button's indicator light up makes the setting for playing the variation accompaniment pattern.

2. Pressing the Fill In [To Original] button to make the button light up makes the setting for playing the original accompaniment pattern.

Also, pressing either of these buttons during a performance inserts a fill-in in time with when the button was pressed.

> **What's a "Fill In"?**
>
> A short improvisational phrase inserted at the bar line is called a "Fill In." The KR-1077/977/577 plays the optimal phrase for the selected Music Style.

■ Adding a Fill-in Without Changing the Accompaniment Pattern

You can play only a fill-in without changing the accompaniment pattern by pressing whichever of the Fill In [To Original] and [To Variation] buttons whose indicator is lit up while a performance is in progress.

MEMO

You can use the pedals to change the arrangement or accompaniment pattern or to insert a fill-in. See "Assigning Functions to Buttons and Pedals" (p. 164).

Changing the Arrangement of the Accompaniment (Style Orchestrator)

You can change the arrangement of an accompaniment during the performance of automatic accompaniment or while it is stopped. This function is called "Style Orchestrator." There are four arrangement types of the accompaniment for each Music Style.
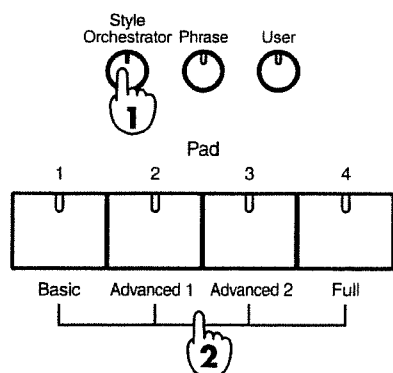
1. **Press the [Style Orchestrator] button to make the button light up.**

Now, you can use the Pad buttons to change the arrangement.

2. **Press the Pad buttons to change the arrangement of the accompaniment.**

The indicator of the button you pressed will light.

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

NOTE

Some Music Styles don't change the arrangement of the accompaniment when you've followed the steps just described.

■ Playing a Short Phrase

You can play a short phrase of effect sounds or the like.
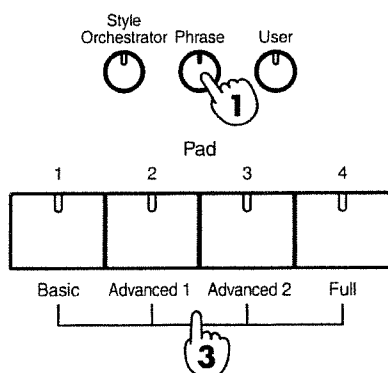
1. **Press the [Phrase] button to make its indicator light up.**

Now you can use the Pad buttons to play a short phrase.

The following screen will appear.
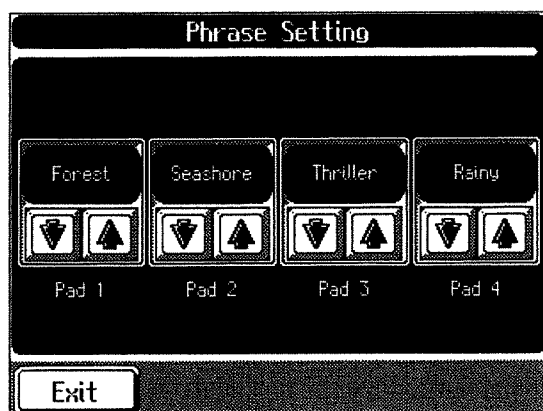
2. **Touch ⬆ ⬇ to choose the type of phrase.**

3. **Press the Pad button to play the phrase.**

Touch <Exit> to go back to the previous screen.

MEMO

Playing a phrase while playing percussion-instrument sounds on the keyboard (p. 40) may make the Drum Set type change.

MEMO

When you switch music styles, the phrase for each Pad will change. If you do not want phrase settings to be changed when you switch music styles, refer to "Keeping the Same Tone and Tempo When the Music Style Changes" (p. 166).

MEMO

Some phrases may keep playing. If this happens, just press the Pad button again to stop the phrases. Also, some phrases make Automatic Accompaniment stop while they are playing. In such cases, Automatic Accompaniment begins when the phrase ends.

Adding Harmony to the Right-hand Part (Melody Intelligence)

You can add a harmony to the notes you play with the keyboard.

While an automatic accompaniment is playing, a harmony matched to the chord you designate in the lower section of the keyboard is automatically added to the notes you play with the right hand. This function is called "Melody Intelligence."

Piano   Organ   Arranger   Drums/SFX   Melody Intelligence

One Touch Program
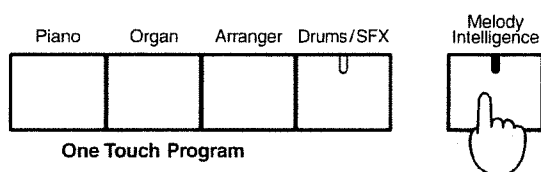
1. Press the [Melody Intelligence] button and confirm that its indicator has lighted.

When you play something on the right-hand section of the keyboard, a harmony is added to the notes you finger.

A Melody Intelligence screen like the one following appears.

```
Melody Intelligence

Duet    Combo    Big Band    Harp

Choir   Strings  Country     Broadway

Organ   Block    Trad        Gospel

Exit                    Page
```
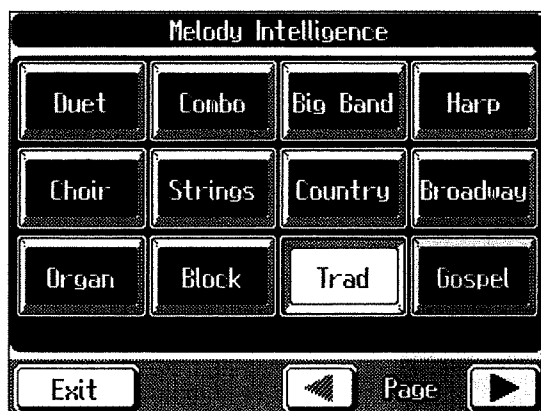
2. Touch Page < ◀ > and < ▶ > and use the Touch Screen or the dial to choose a harmony type.

When you play something on the keyboard, a harmony of the type you selected is added to the notes you finger.

Touch <Exit> to go back to the previous screen with the Melody Intelligence function still in effect.

3. Press the [Melody Intelligence] button again, getting its indicator light to go out.

The Melody Intelligence function is canceled.

[NOTE]
The different types of harmonies include some that automatically change the Tone. Also, when you finger several keys at the same time, in some cases harmony may be added to one note.

Changing the Volume Balance for the Accompaniment and Keyboard

You can change the volume balance for the song and accompaniment and the notes played from the keyboard.

1. Use the [Balance] knob to change the volume balance.

Balance

Accomp   Keyboard

Adjusting the Volume of Each Performance Part

You can adjust the volume level and other values for a Music Style's performance part (p. 75).

Part Balance

1. Press the [Part Balance] button.

The following screen will appear.
The following screen is called the Part Balance screen. The Part Balance screen is made up of two pages.
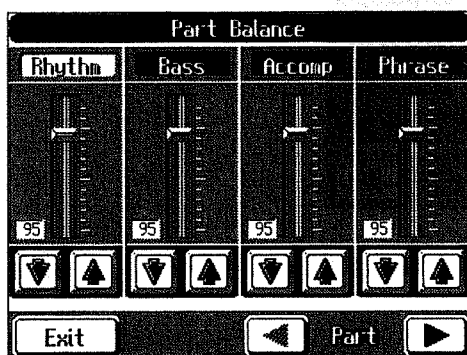
This shows the volume balance of each part of the Music Style.

Display	Performance part
Rhythm	Rhythm
Bass	Bass, bass tone
Accomp	Accompaniment 1, Accompaniment 2, and Accompaniment 3
Phrase	A short phrase is played when a Pad button is pressed (p. 86).

NOTE
When the knob is all the way to the left, no sound is heard when you finger the keyboard. You can usually leave the knob at the center position.

MEMO
You can adjust the volume level for each Part of an automatic accompaniment that is played. For example, you can raise the rhythm volume while lowering the bass volume. For more about performance Parts, see "Choosing a Music Style" (p. 78).

This shows the volume balance of keyboard balance.
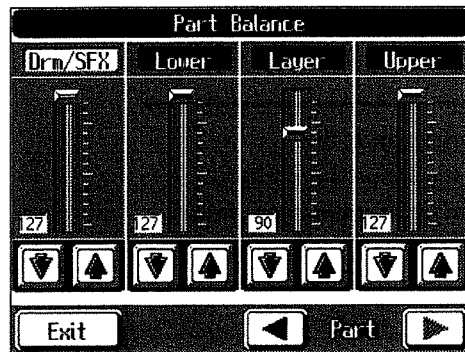
This shows the volume balance of each keyboard tone during Layer play or Split play, or when playing percussion or effect sounds with the keyboard.

Drm/SFX	Volume of percussion instruments/effects played with the keyboard.
Lower	Volume level of the Lower Part.
Layer	Volume level of the Layer Part.
Upper	Volume level of the Upper Part.

2. Touch ⬆ ⬇ **to adjust the volume of the respective Parts.**

You can adjust the volume by touching the each slider on-screen.

Touch <Exit> to go back to the previous screen.

Adding Automatic Accompaniment to Regular Piano Performance (Piano Style Arranger)

Usually, with an automatic accompaniment performance, the accompaniment is sounded by the chords you specify on the left-hand section of the keyboard, with the melody played on the right-hand section. If you like, however, you can make the KR-1077/977/577 recognize chords from the entire keyboard, and perform without splitting the keyboard. This function is called the "Piano Style Arranger."

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

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

2. Press the [Split] button at the bottom of the screen.
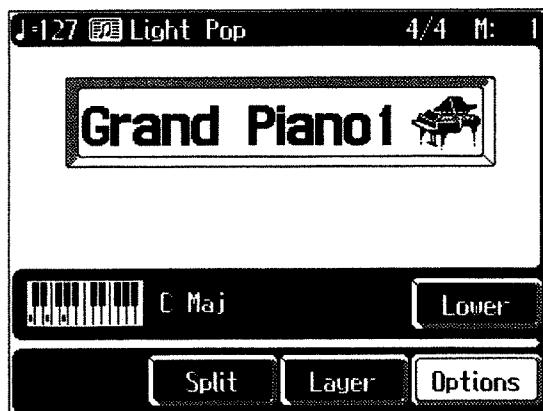
3. Press the Music Style button.

4. Press Page < ◀ > and < ▶ > and the Touch Screen, the dial, or the Value [-] [+] buttons to choose a Music Style.

5. Finger the keyboard.

The accompaniment starts when you finger a chord.

Chapter 3 Some Handy Features

Playing Back Songs for Practice

Let's try practicing along with commercial music files, internal songs or songs recorded on floppy disk.

You can move to a certain measure within a song, and play back the song from that location.

1. If you want to play back songs, insert the floppy disk into the disk drive (p. 39).

2. Press the [Song/Disk] button.

A Song/Disk screen appears.
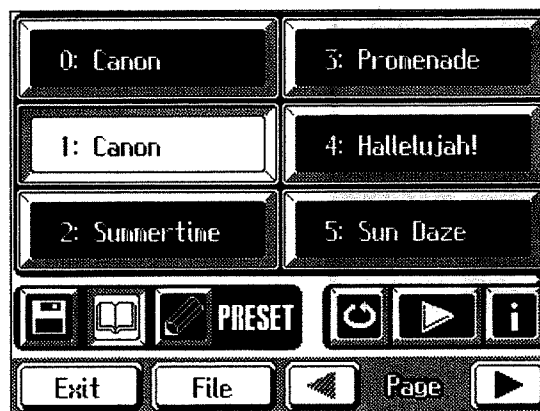
3. Touch either the < 🖫 >, < 📖 >, or < 🖉 > icon.

To select songs from disk touch < 🖫 > (DISK), to select internal songs touch < 📖 > (PRESET), or to select songs from user memory touch < 🖉 > (USER).

4. Touch the screen to choose a song.

You can also use the Value [-] [+] buttons or the dial to choose a song.

5. Press the Play [►] button to play back the song.

6. To stop playback of the song, the Stop [■] button.

Touch <Exit> several times to display the Basic screen (p. 28).

NOTE

When you start playback of Music Files, the measure number on the Basic screen appears in reverse video. While this is in reverse video, the KR-1077/977/577 is reading data from the floppy disk, so wait a few moments until it finishes.

■ Moving to the Measure You Want to Play

You can move to a certain measure within a song, and play back the song from that location.

1. Press the Bwd [◄◄] and Fwd [►►] buttons to move to a bar where you want to listen.

Pressing the button once moves your position by one measure. Hold down the button to move forward or backward continuously.

The measure number appears in the top-right area of the Basic screen.

```
♩=127 🎼 Light Pop          4/4  (M:  1)

  ┌──────────────────────────────┐
  │                              │
  │   Grand Piano1  🎹           │
  │                              │
  └──────────────────────────────┘

  ▐▌▌▌▌▌▌▌  C Maj          [ Lower ]

            [ Split ][ Layer ][ Options ]
```

2. Press the Play [►] button.

Playback starts with the measure where you moved to.

To go back to the beginning of the song

1. Press the Reset [◄◄] button.

To move to the end of the song

1. Press the Fwd [►►] button while holding down the Stop [■] button.

[NOTE]

If you've used markers to designate a passage for repeating (p. 103), you can only move forward and backward within the range specified by the A and B markers.

[NOTE]

When you start playback of Music Data, the measure number on the Basic screen appears in reverse video. While this is in reverse video, the KR-1077/977/577 is reading data from the floppy disk or User memory, so wait a few moments until it finishes.

Displaying the Score for the Performance Data

You can display the score. If you play the Music Files containing the lyric data, the lyrics are displayed.

1. If you want to play back songs, insert the floppy disk into the disk drive (p. 39)

2. Press the [Song/Disk] button.

The Song/Disk screen appears.

3. Touch either the < 🖫 > (DISK), < 🕮 > (PRESET), or < 🖉 > (USER) icon.

4. Touch the screen to choose a song.

You can also use the Value [-] [+] buttons or the dial to choose a song.

5. Touch <Score> on the screen.

The Score screen appears.
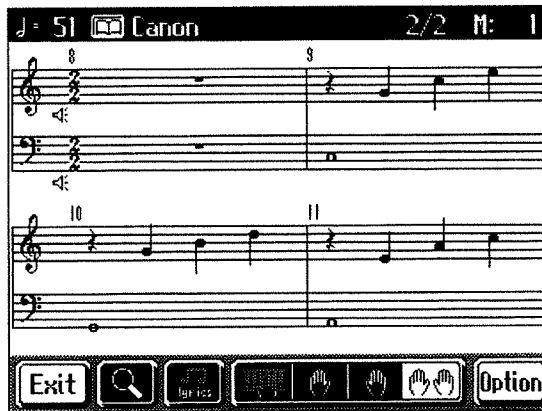
Icon	Description
🔍	The expanded score is displayed.
🎵 lyrics	Lyrics are displayed on the score.
🎹	Your performance data (part 1) is displayed.
✋	The left-hand part (part 3) is displayed.
✋	The right-hand part (part 4) is displayed.

Icon	Description
〔♉,♉〕	The both-hands part (part 3 and 4) is displayed on the grand staff.
〔Option〕	You can change the setting of the part displayed or the display setting of the score.

6. **Press the Play [►] button.**

The song play back starts, and the score moves with the tune.

Touching the illustration of speaker (◁⁞) on-screen, you can mute the part.

Adjusting the Tempo

You can change the tempo of a Music Style and a song.
With songs that are difficult to play because their tempo is too rapid, you may find it helpful to first practice the song with the tempo slowed down. Then, after becoming more familiar with the song, you can practice it at a gradually faster tempo.
Changing the tempo has no effect on the pitch of the notes. And you can change the tempo even when the song is in progress.
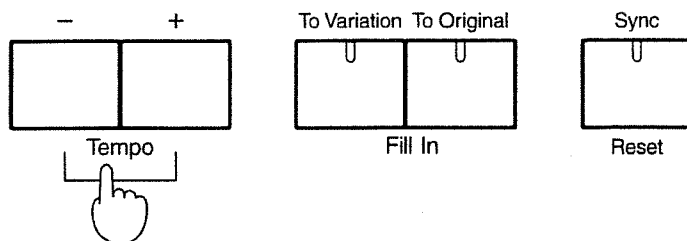
○ Use the Tempo [-] and [+] buttons to adjust the tempo.

- Pressing the [+] button once increases the tempo by one unit. Holding down the button makes the tempo change (speed up) continuously.

- Pressing the [-] button once decreases the tempo by one unit. Holding down the button makes the tempo change (slow down) continuously.

- Press [-] and [+] at the same time to return to the original tempo.

○Adjusting the tempo using the dial or Value [-] [+] buttons

When the tempo is displayed at the upper-left area of the screen, you can use the dial to adjust the tempo.

- Turn the dial clockwise to speed up the tempo.
- Turn the dial counterclockwise to make the tempo slower.

■ Setting the Tempo by Pressing the Button in Time

You can determine the tempo by the timing with which you press the Pad button. This feature is called "Tap Tempo." By using the Tap Tempo function, you can quickly set the tempo you are thinking of, without specifying the tempo in numerical terms.

1. **Press the [User] button and confirm that its indicator has lighted.**

The following screen will appear.

```
┌─────────────────────────────────┐
│        User Pad Setting         │
│                                 │
│  ┌──────┐┌──────────┐┌─────────┐┌─────────┐
│  │Break ││Fade In/Out││Original/ ││Rotary   │
│  │      ││          ││Variation ││Slow/Fast│
│  │ ▼  ▲ ││ ▼   ▲   ││ ▼    ▲  ││ ▼    ▲ │
│  └──────┘└──────────┘└─────────┘└─────────┘
│   Pad 1    Pad 2       Pad 3      Pad 4     
│                                 │
│  ┌──────┐                       │
│  │ Exit │                       │
│  └──────┘                       │
└─────────────────────────────────┘
```
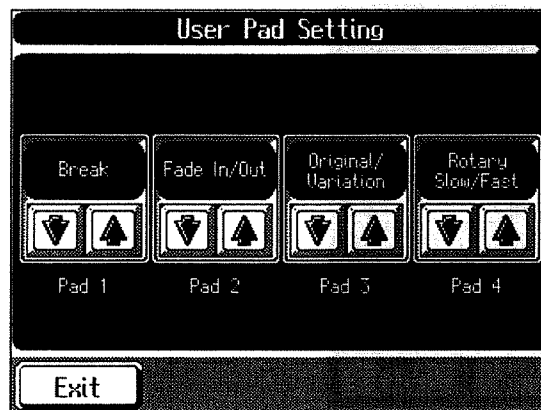
2. **Touch 🔼 🔽 to assign the "Tap Tempo" to one of the Pad buttons.**

3. **Touch <Exit> several times to go back to the screen that shows the tempo in the top-right area of the screen.**

4. **Tap, four times in succession, the pad button to which you assigned "Tap Tempo."**

The tempo is set to the timing you used when tapping the button.

MEMO

In order to use "Tap Tempo," you need to change the function of the Pad buttons. For more information, see "Assigning Functions to Buttons and Pedals" (p. 164).

■ Determining the Tempo in Terms of the Count Sound Interval

Just as in "Tap Tempo Function" (p. 95), you can set the tempo using the interval for the count sound. This feature is called "Vocal Tap Tempo."

1. Connect a microphone.

2. Press the [Metronome] button.

3. Touch <Vocal Tap>.
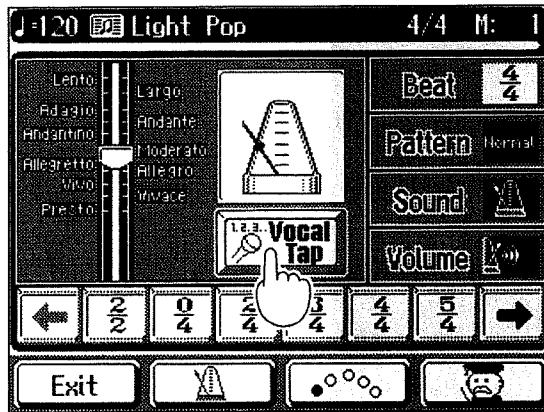
4. Count to four ("One, two, three, four") into the mic.

The tempo is set to the timing you counted using the microphone. The selected tempo appears in the display.

5. When you have finished setting the tempo, touch <Exit>.

The Metronome screen re-appears.

Playback with No Change in Tempo

If a song has difficult tempo changes, it can be effective to practice the song first at an unchanging tempo. Playback of a song at a steady tempo that doesn't change is called "Tempo Muting."

1. **Hold down the Stop [■] button and press either the Tempo [-] or [+] button.**
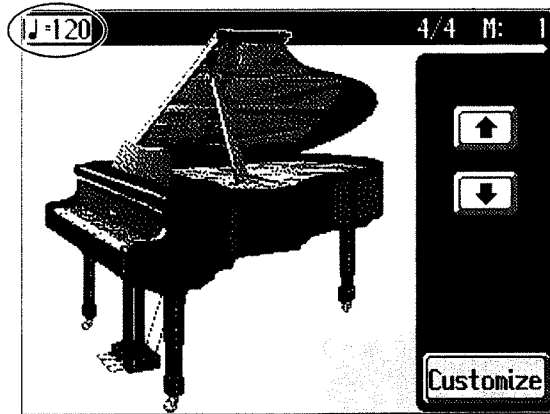
2. **Press the Play [►] button.**

Now, songs are played back at an unchanging tempo.
When tempo muting is in effect, the tempo display appears in reverse video.

3. **Again hold down the Stop [■] button and press either the Tempo [-] or [+] button.**

The tempo mute is canceled.
When you choose a different song, the tempo mute still stays off.

Counting Down Before a Performance Starts

When you're playing along with a song, you can make sure that your playing is in time with the song by sounding a count before the song starts playing.

This audible count before the playback of a song is called a "Count-In."
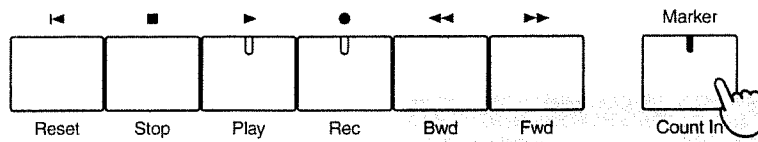
1. **Press the [Marker/Count In] button.**

A Marker screen will appear.

2. **Touch the <Count In> icon.**

With this setting, two measures are counted down before song playback starts.
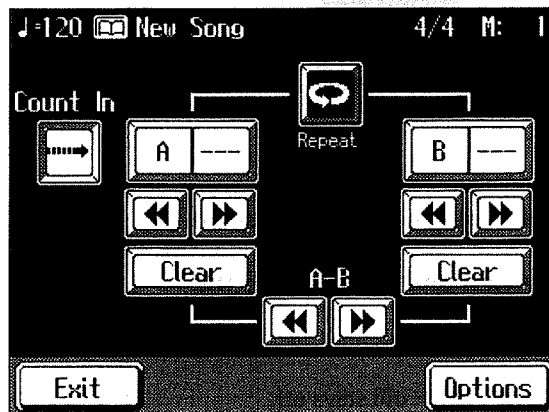
3. **Touch the <Count In> icon again to eliminate the count-in sound.**

Touch <Exit> to go back to the previous screen.

MEMO

You can change the number of measures counted and the type of sound that you hear. See "Changing the Number of Measures Counted and the Count Sound" (p. 170).

Preventing the Part to Be Practiced from Sounding

With commercially available music files for piano lessons, the part for each hand can be played back independently. This makes it easy to practice the parts for each hand separately. For example, you could try to follow along lightly with your right hand while you listen to that same right-hand part be played; or you could practice the left-hand part while the right-hand part is being played.

For instance, a music file for piano lessons may be assigned to the five Track buttons as shown below.

_____Composer_____

		Bass/		
Rhythm	Whole	Accomp	Lower	Upper
⭘	⭘	⭘	⭘	⭘
R	1	2	3	4

Drum/SFX   Accompaniment   Left-hand   Right-hand
                                           Part   Part
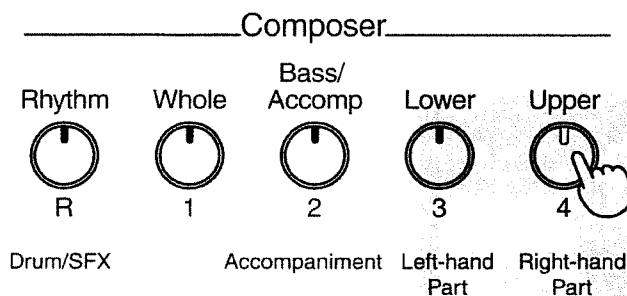
By using these Track Buttons, you can play back with the sound of a specific part removed.

This process of temporarily silencing a Track button by pressing it to make its light go dark is called "Muting." This feature can be used to practice one-handed parts.

By recording your own performances to the Track Buttons in this fashion, you can mute the parts the same way. For more detailed information, refer to "Recording Your Playing With Ease (Track Buttons)" (p. 109).

1. Press the [Song/Disk] button to select a song.

2. Press any one of the Track buttons to make the button's indicator light go dark.

3. Press the Play [►] button to start playback.

When you play back the song, the sounds for the illuminated Track buttons are played, but no notes are played for the Track button that is dark.

4. Press the dark Track button again to make the indicator light come back on.

Now, you can hear the notes for the Track button that just lit up when you pressed it.

5. To stop playback, press the Stop [■] button.

MEMO
To learn more about music files, refer to "The KR-1077/977/577 allows you to use the following music files" (p. 209).

MEMO
If a single Track button includes more than one instrument, and you want to mute out just one of those instruments, take a look at "Changing the Settings for Each Part" (p. 135).

MEMO
You can change the volume balance for the keyboard and the song. Check out "Changing the Volume Balance for the Accompaniment and Keyboard" (p. 88).

Repeated Practice Over the Marked Section

By setting markers at points in a song that you want to practice repeatedly, you can then easily move and repeatedly play back the selected measures.

■ Placing a Marker Within a Song

You can place two separate markers (Marker A and Marker B) in one song. The marker is placed at the beginning of the bar. Placing markers is a handy way to start playback at the same place as many times as you like.
You can also add markers or move to a marker even while playback is in progress.

1. Press the [Marker/Count In] button.

The "Marker/Count In" screen will appear.

```
♩=120 📖 New Song          4/4  M:   1

Count In      ┌──────[⟲]──────┐
  ┌───┐    ┌───┬───┐  Repeat  ┌───┬───┐
  │···→│    │ A │───│         │ B │───│
  └───┘    └───┴───┘         └───┴───┘
           [◀◀][▶▶]          [◀◀][▶▶]
           [ Clear ]   A-B   [ Clear ]
              └────[◀◀][▶▶]────┘

  [  Exit  ]                  [ Options ]
```
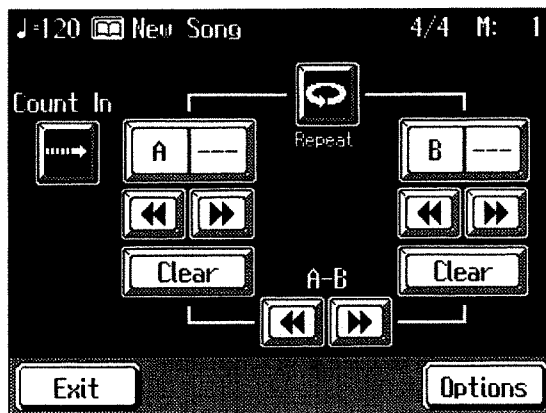
2. Use the Bwd [◀◀] and Fwd [▶▶] buttons to move to where you want to place the marker.

The measure number appears in the top-right area of the screen.

3. Touch < - - - > for <Marker A>.

Marker A is placed at the beginning of the bar you moved to.
< - - - > in the screen will change to the number of the measure where you placed the marker.

4. In the same way, move a position and touch < - - -> for <Marker B> to place Marker B.

When you've placed a marker, the number of the measure with the marker appears on screen.
After you've placed the markers, touching the number of the measure with the marker moves the playback position to the corresponding marker.

NOTE
You cannot place both marker A and marker B at the same location. Also, you cannot place marker B at a position earlier than marker A.
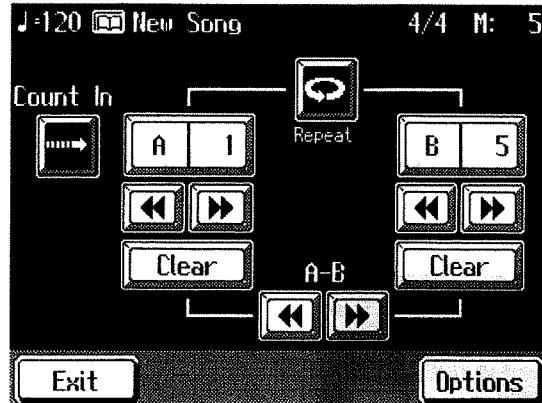
Touch <Exit> to go back to the previous screen.

■ Erasing a Marker

1. Touch <Clear> for the marker you want to erase.

The marker disappears and the on-screen display changes to <—>.

■ Playback from a Marker Location

1. At the marker screen, touch the measure number of the marker you want to move to.

The position from which playaback will start is moved to the location where marker A or marker B is set.
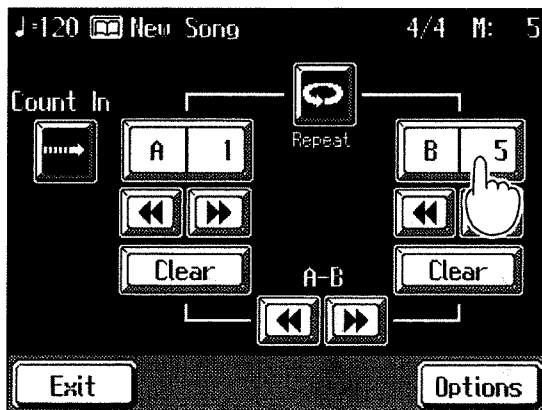
2. Press the Play [►] button to play back the song from the marker location.

Touch <Exit> to go back to the previous screen.

■ Moving a Marker

You can move a marker that has been placed in a song.
You can move the entire segment between Marker A and Marker B forward or back, without changing the interval itself.

1. Touch < ◄◄ > or < ►► > to move to where you want to place the marker.
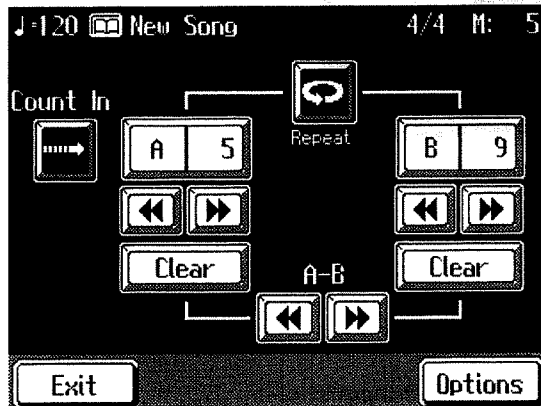
Touch < ◄◄ > to move toward the beginning of the song.
Touch < ►► > to move toward the end of the song.

○ Moving <A-B>

As an example, let's suppose that marker A is at the start of the fifth measure and marker B is at the start of the ninth measure.
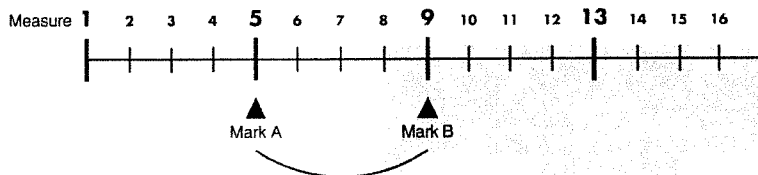
- Touch < ►► > to shift marker A to the beginning of the ninth measure and marker B to the beginning of the thirteenth measure.
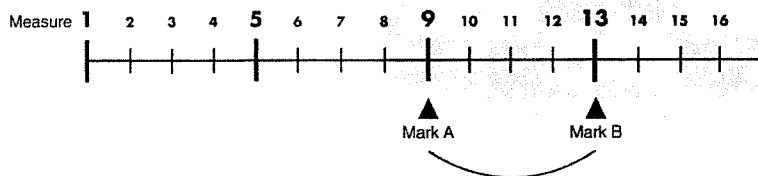
- Touch < ◄◄ > to shift marker A to the beginning of the first measure and marker B to the beginning of the fifth measure.
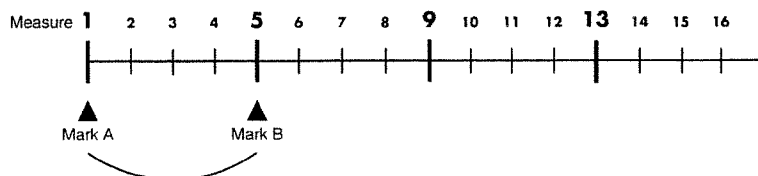
Listening to the Same Passage Over and Over (Repeat)

You can play back a particular passage repeatedly. This is convenient when you want to practice the same location over and over.

1. **Press the [Maker/Count In] button.**

The Marker/Count In screen appears.

2. **Place markers A and B to enclose the passage you want to repeat.**

For instance, suppose you want to play back the passage from the fifth through eighth measures over and over. You should place marker A in the fifth bar and marker B in the ninth bar.
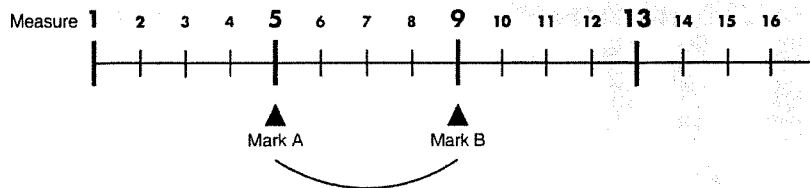
3. **Touch the <Repeat> icon.**

The setting is made for repeated playback of the passage from marker A to marker B.
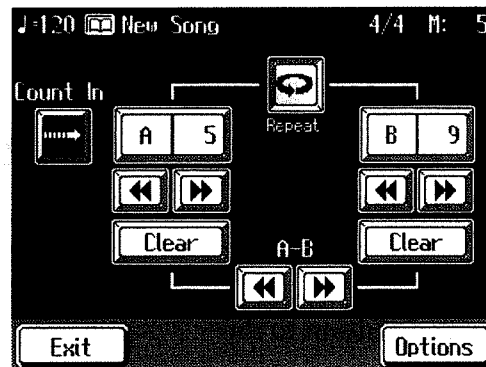
4. **Press the Play [▶] button.**

The passage from marker A to marker B is played repeatedly.

- If you don't place any markers, playback repeats from the beginning to the end of the song.
- If you only place marker A, playback repeats from marker A to the end of the song.
- If you only place marker B, playback repeats from the beginning of the song to marker B.

5. **Press the Stop [■] button to stop playback of the song.**

To cancel the setting for repeated playback, touch the <Repeat> icon in the Marker screen.

Transposing the Key of the Keyboard (Key Transpose)

You can transpose the key of a performance without having to shift the position of your fingers on the keyboard. This feature is called "Key Transpose."

This lets you take a song in a difficult key with lots of ♯ and ♭ and play it in a key with fingering that's easier for you. Example: Playing a song in E major with the keyboard fingering for C major.

1. **Display the Basic screen, then touch <Options> at the bottom right of the screen.**

2. **Touch <Transpose>.**

A Transpose screen like the one appears.
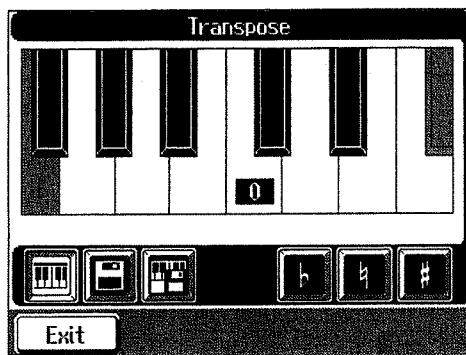
3. **Touch 🎹.**

4. **Choose the value for transposition by touching ♯ or ♭ on screen.**

Each press of ♯ or ♭ transposes the key by a semitone.
You can also use the dial or the Value [-] [+] buttons to change the transposition value.
The setting range is from -6 to 0 to +5.

5. **Touch ♮ to return the keyboard transposition to the original key.**

Touch <Exit> to go back to the previous screen.

In this example, we'll consider the C note in the key of C major to be the basic note. Counting from the tonic to the major third of C (E), there are four keys, including the black keys, so set the value to "4."
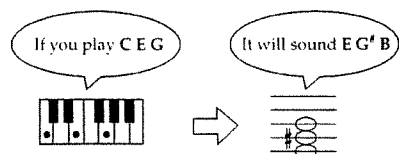
If you play C E G

It will sound E G♯ B

MEMO
Basic screen (p. 28)

MEMO
You can select the "Transpose" settings in <Customize> in the Piano Screen and <Options> in the Organ Screen.

NOTE
The transposition setting returns to its original value when switch off the power or choose another song.

Transposing a Song

You can transpose a song for playback.

When using your own recorded performances or songs from music data while playing ensemble with another instrument, you can easily transpose the playback pitch to match the pitch of the other instrument. Furthermore, in situations such as when providing accompaniment to a song, using the Key Transpose function to match the singer's vocal register lets you easily transpose the sounds without changing the score.

1. **Display the Basic screen, then touch <Options> at the bottom right of the screen.**

2. **Touch <Transpose>.**

A Transpose screen like the one appears.
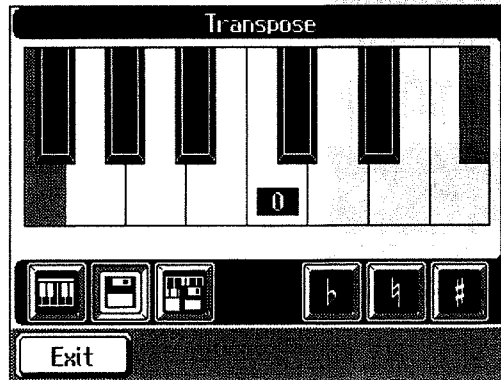
3. **Touch ▣**

4. **Choose the value for transposition by touching ■ or ■ on screen.**

Each press of ■ or ■ transposes the key by a semitone.
You can also use the dial to change the transposition value.
You can transpose the song within a range of -24 to +24 semitones.

5. **Touch ■ to return the song transposition to the original key.**

Touch <Exit> to go back to the previous screen.

To transpose both the keyboard notes and the song

1. **At the Transpose screen, touch ▦.**

Both the sounds played with the keyboard and the those in the song being played back are transposed.
The setting range at this time is from -6 to 0 to +5.

MEMO
Basic screen (p. 28)

MEMO
You can select the "Transpose" settings in <Customize> in the Piano Screen and <Options> in the Organ Screen.

NOTE
The transposition setting returns to its original value when switch off the power or choose another song.

Checking Your Performance On Screen

You can compare the notes you play yourself with a model song on screen.

1. Press the [Learning Partner] button.

2. Touch <Piano Partner>.

A Keyboard screen like the one shown below is displayed.

The Keyboard Screen

When this screen is visible, you can check the pitch.
The key for the note being played is indicated.

```
♩=127 📖 New Song          4/4   M:   1

        Lower Track   Upper Track

              Keyboard

    Exit                Graph   Options
```
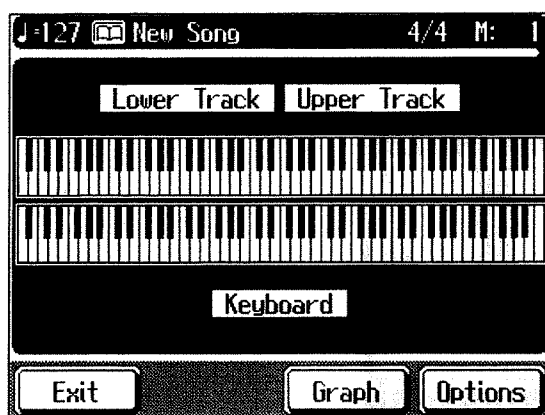
3. Touch <Graph>.

A Graph screen like the one shown below is displayed.

The Graph Screen

When this screen is visible, you can check a note's velocity and length.
The height shows the note's velocity, and the width shows the note's length.
With either screen, the upper portion shows the playback of the song, and
the lower portion shows what's played on the keyboard.

```
♩=127 📖 New Song          4/4   M:   1


        Lower Track   Upper Track



              Keyboard

    Exit             Keyboard   Options
```
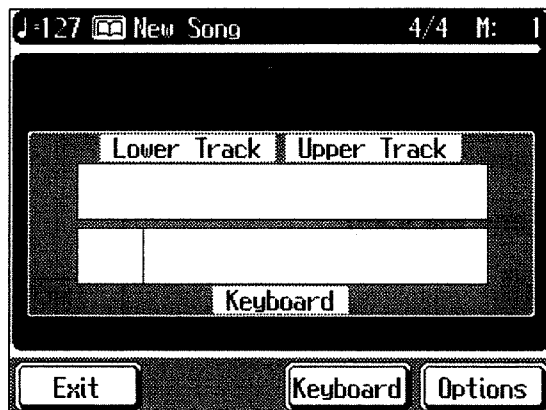
NOTE

If the upper screen doesn't change when you play back a song, the part settings displayed in the upper screen do not match. Take a look at "Specifying the Part to Display" (p. 107) and make the settings for the part to display.

4. Play back the song, and try playing along with it.

Now let's check your performance on the screen.

Touch <Exit> to go back to the previous screen.

Specifying the Part to Display

You can display a different Part of the model song.

1. At the Piano Partner screen, touch <Options>.
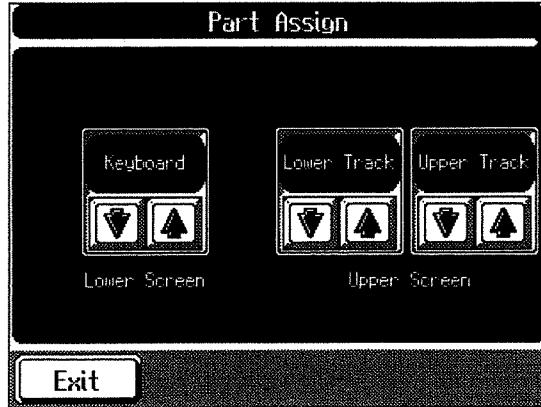
2. Touch ⬆ ⬇ to switch the Part that's displayed.

Setting	Value
Lower Screen	Keyboard, Whole track, Parts 1–16, OFF
Upper Screen (left)	Lower Track, Parts 1–16, OFF
Upper Screen (right)	Upper Track, Parts 1–16, OFF

The upper display can show two parts simultaneously.

When the power is turned on, this is set to display the "Lower track" and "Upper track" simultaneously, but you may select parts 1–16 as necessary. When <Keyboard> is selected in the Lower Screen, the keyboard performance appears. After recording your performance, if you want to compare it with the model performance again, all you have to do is to choose the part where you recorded your performance.

3. When you have finished making the settings, touch <Exit>.

MEMO

For more information about Parts, refer to "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 132).

Checking Your Recorded Performance on the Screen

You can monitor your performance in the screen when recording your own performance played along with the model performance.

1. **Select the song to play back.**

The indicator lights of Track Buttons with performances are lighted.

2. **Specify an empty Track Button, and record your performance.**

After pressing the Rec [●] button, press an empty Track Button (one whose indicator is extinguished). Press the Play [►] button to begin recording, and record your performance as you listen to the model performance.

3. **Select the recorded part in the "Part Settings" in "Piano Partner."**

Using the procedure from "Specifying the Part to Display" (p. 107), specify the recorded part with <Lower Screen> Operation 2.
When you have finished making the settings, touch <Exit> and play back the song.

4. **Press the Play [►] button to start playback.**

Now you can compare the recording of your performance with the example performance in the screen.

With the KR-1077/977/577, you can use the five Track buttons to record a performance easily, or use recording functions like the 16-track Sequencer to create full-fledged ensemble songs.

Recording Your Playing With Ease (Track Buttons)

The five buttons shown below are called Track buttons.

_____Composer_____

		Bass /		
Rhythm	Whole	Accomp	Lower	Upper
○	○	○	○	○
R	1	2	3	4
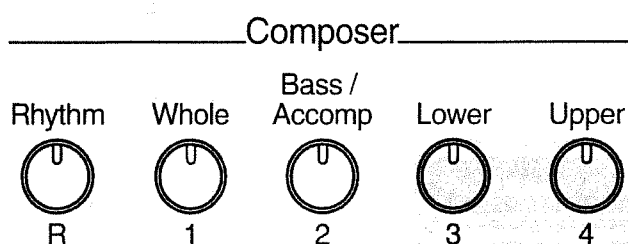
■ Recording a Performance Without Using Automatic Accompaniment

A performance that doesn't use automatic accompaniment is normally recorded on the [Whole] button of the track buttons, but you can also specify a Track button to record it by pressing the Track Buttons. Note that if you are recording with Split (p. 46) or Layer Play (p. 44) active, the Track button assignments are as follows. Also, percussion sounds and effect sounds are recorded on the [Rhythm] button.

• **Normal Recording**
Recorded to the [Whole] button.

• **Recording Layer Play**
Recorded to the [Whole] button.

• **Recording Split Play**
What you play with the left hand is recorded to the [Lower] button, and what you play with the right hand is recorded to the [Upper] button.

• **Recording when Layer Play has been changed to Split**
What you play with the left hand is recorded to the [Lower] button, and the Layer performance that you play with the right hand is recorded to the [Upper] button.

• **A percussion sound and SFX**
Recorded to the [Rhythm] button.

Step 1 Get ready to record

1. Press the [Song/Disk] button.

_Composer_____

Bass /
Accomp   Lower   Upper   Composer
                                   Navigator   Song

2   3   4   Disk

2. Touch <0: (Song title) > to display <0: New Song>.

If <0: (Song title) > doesn't appear on screen, touch Page < ◀ > and < ▶ > to switch screens.


```
0: Canon          3: Promenade

1: Canon          4: Hallelujah!

2: Summertime     5: Sun Daze

[💾] [📖] [✏ PRESET] [↻] [▶] [i]

[ Exit ] [ File ] [◀] [ Page ] [▶]
```
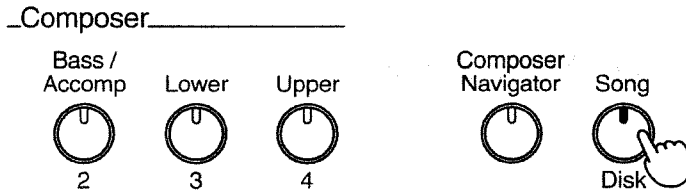
3. Decide on the tone, tempo, and beat of the performance.

Use the Tone buttons and the touch screen to choose the tone.

If necessary, press the [Metronome] button to play the metronome.

4. Press the Rec [●] button.

The KR-1077/977/577 enters standby for recording.

To stop recording, press the Stop [■] button.

Step 2 Start recording

5. Press the Play [▶] button.

A two-bar count sound plays, then recording starts.

Step 3 Stop recording

6. Press the Stop [■] button.

Recording stops.

MEMO
You can also use the dial to choose a song. When you use the dial, the pages are switched automatically, without having to touch Page < ◀ > and < ▶ >.

MEMO
If there is song data in the KR-1077/977/577's internal memory, the "Delete song" message appears. For more information, see "If the following screen appears" (p. 111).

MEMO
For an explanation of how to select the tempo and the beat, refer to "Adjusting the Tempo for Automatic Accompaniment" (p. 80), "Changing the Beat of Metronome" (p. 54).

Step 4 Listen to the recorded performance

7. Press the Reset [◄◄] button.

Now you can play back the song from the beginning.

8. Press the Play [►] button.

The recorded performance is played back.

If the following screen appears

If you've recorded a song or changed a song's settings (see p. 140), the following message appears on the screen when you try to choose another song.

```
Delete Song OK?
Are you sure ?

  Cancel          OK
```

If you don't want to erase the song

1. Touch <Cancel>.

Save the song on the floppy disk.

For information on how to save your song, see "Saving Your Songs" (p. 122).

Erasing a song

1. Touch <OK>.

The recorded performance or song whose settings have been changed is erased.

■ Recording a Performance Using Automatic Accompaniment

A recorded performance is automatically assigned to a Track button.
Recording a performance using automatic accompaniment.

_____Composer_____

		Bass/		
Rhythm	Whole	Accomp	Lower	Upper
R	1	2	3	4

Track button name	Performance recorded
[Rhythm]	The rhythm part of an automatic accompaniment is recorded here. When a Tone set such as a drum set or an SFX set has been chosen, it is also recorded here.
[Whole]	When the Piano Style Arranger is active (p. 90), your performance is recorded here.
[Bass/Accomp]	The Bass Part of an Automatic Accompaniment and the Accompaniment Part are recorded here.
[Lower]	With Automatic Accompaniment set to play along with the sounds you play in the left part of the keyboard, your own performance with the left hand is recorded.
[Upper]	What you play in the upper section of the keyboard is recorded here.

Step 1 Get ready to record

1. Press the [Song/Disk] button.

2. Touch <0: (Song title) > to display <0: New Song>.

If <0: (Song title) > doesn't appear on screen, touch Page < ◀ > and < ▶ > to switch screens.

```
0: Canon        3: Promenade

1: Canon        4: Hallelujah!

2: Summertime   5: Sun Daze

[💾] [📖] [✏ PRESET] [⟳] [▷] [ℹ]

[ Exit ] [ File ] [◀] [ Page ] [▶]
```
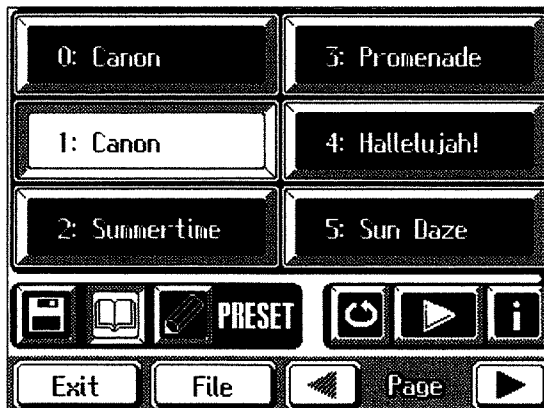
Step 2 Get ready to play

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

4. Use a Music Style button and the Touch Screen to choose the group for the Music Style.

5. Touch <Exit> to display the tempo at the upper left of the display.

6. Use the Tempo [-] and [+] buttons to adjust the tempo of the accompaniment.

Step 3 Start recording

7. Press the Rec [●] button.

The KR-1077/977/577 enters recording standby.
To stop recording, press the Stop [■] button.

8. Play a chord on the lower keyboard section.

Automatic accompaniment starts, and recording is started at the same time.

Step 4 Stop recording

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

An ending is played, then the automatic accompaniment stops, and recording is stopped at the same time.

Step 5 Listen to the recorded performance

10. Press the Reset [|◄] button.

Now you can play back the song from the beginning.

11. Press the Play [►] button.

The recorded performance is played back.

12. Press the Stop [■] button to stop playing back.

MEMO
You can start recording by pressing the Play [►] button.

MEMO
You can change how recording is stopped when recording a performance with Automatic Accompaniment. To learn how, see "Changing How Recording Stops" (p. 116).

Redoing a Recording

Redoing a recording involves specifying a Track button you want to record over and then recording over again.

When you select a Track button and record over a track that has already been recorded, the newly recorded performance occupies a position extending from the location where you started recording to where you stopped recording.

1. Using the Bwd [◄◄] and Fwd [►►] buttons, move to the measure where you wish to start recording.

2. Press the Rec [●] button.

The indicator for Play [►] buttons begin blinking, and the unit will be ready for recording.

To stop recording, press the Stop [■] button.

3. Press the Track button for the track you want to record over.

The indicator for the selected Track button starts blinking.

4. Begin recording.

If you are re-recording a piece with Automatic Accompaniment, specify a chord in the left-hand section of the keyboard, or press the [Start/Stop] button. If you don't use automatic accompaniment, press the Play [►] button.

5. Press the Stop [■] button to stop recording.

To record the ending over again, press the Intro/Ending [1] or [2] button.

MEMO

If you want to erase a previous performance entirely before recording over it, take a look at "Erasing the Sound Recorded on Individual Track Buttons" (p. 115) or "Erasing the Sound Recorded on Individual Track Buttons" (p. 115).

MEMO

The song's tempo is determined when the song is first recorded. Even if you change the tempo, then rerecorded, the song is still played back at the tempo selected when the song was first recorded. To change the tempo of a song that has already been recorded, see "Changing a Song's Basic Tempo" (p. 138).

Erasing a Recorded Song

You can erase a song that's been recorded.

1. While holding down the [Song/Disk] button, press the Rec [●] button.

The following screen appears.

```
Delete Song OK?
Are you sure ?
┌──────────┐        ┌──────────┐
│  Cancel  │        │    OK    │
└──────────┘        └──────────┘
```
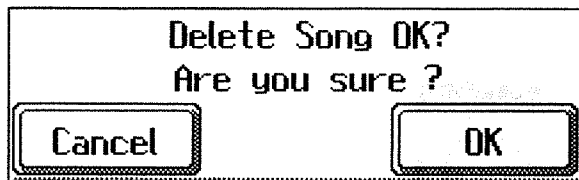
2. Touch <OK> to erase the recorded song.

If you touch <Cancel>, the recorded song is not erased.

■ Erasing the Sound Recorded on Individual Track Buttons

You can erase the sound recorded to an individual Track button.

1. While holding down the Track button where the sound you want to erase is recorded, press the Rec [●] button.

The Track button's light goes dark, and the recorded sound is erased.

[NOTE]
You can't erase the settings for the recorded song's basic tempo or beat.

Changing How Recording Stops

You can change how recording is stopped when recording a performance with Automatic Accompaniment.

1. Press the [Composer Navigator] button, getting its indicator to light up.

The Composer Navigator screen appears.
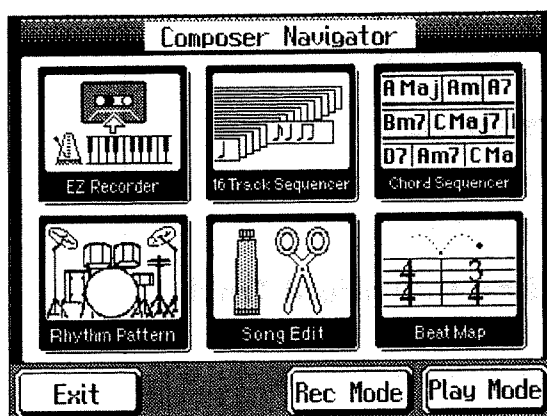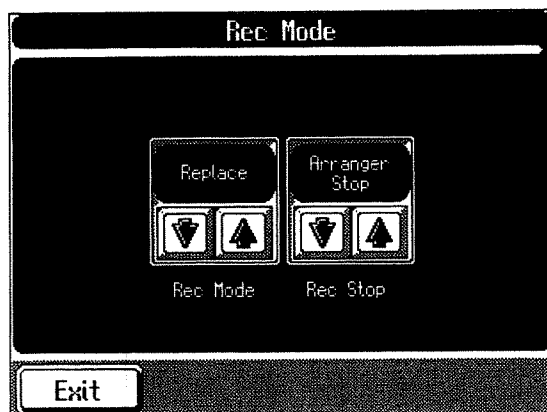
2. Touch <Rec Mode>.

3. Touch <Rec Stop> ⬆ ⬇ to toggle "Arranger Stop" and "Composer Stop."

Indication	Description
Arranger Stop	When Automatic Accompaniment stops, recording also stops at the same time.
Composer Stop	Recording doesn't end when Automatic Accompaniment stops. Press the Stop [■] button to stop recording.

Recording Songs Starting with Pickups

You can record songs that start with pickups. Songs that begin on a beat other than the downbeat are called "songs with pickups."

Measure   -2   PU   1

Recording begins here

1. Press the [Song/Disk] button.

2. Touch <0: (Song title)> to display <0:New Song> on the screen.

3. Touch <Exit> several times.

4. Press the Rec [●] button, turning on that button's indicator.

The KR-1077/977/577 enters recording standby.

5. Press the Bwd [◄◄] button once.

The measure number at the top-right area of the screen changes to "PU" (pickup).

6. Press the Play [►] button to start recording.

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

Composing an Accompaniment by Entering Chords (Chord Sequencer)

You can enter a chord progression, the places where the accompaniment pattern changes, and so on to create an accompaniment for the song. This feature is called "Chord Sequencer."

Thanks to the chord sequencer, you can create an accompaniment ahead of time and play along with this accompaniment using just your right hand. This makes it convenient to enjoy automatic accompaniment.

1. Press the [Composer Navigator] button, getting its indicator to light up.

The Composer Navigator screen appears.

2. Touch <Chord Sequencer>.

The screen like the one shown below is called the "Chord Sequencer screen."

This is the "cursor." The cursor shows where the chord change or other information is input.

This indicates the position where the accompaniment pattern (Division) changes.

This is the end of the song. When continuing to add input, insert measures by pressing the [Ins] button.
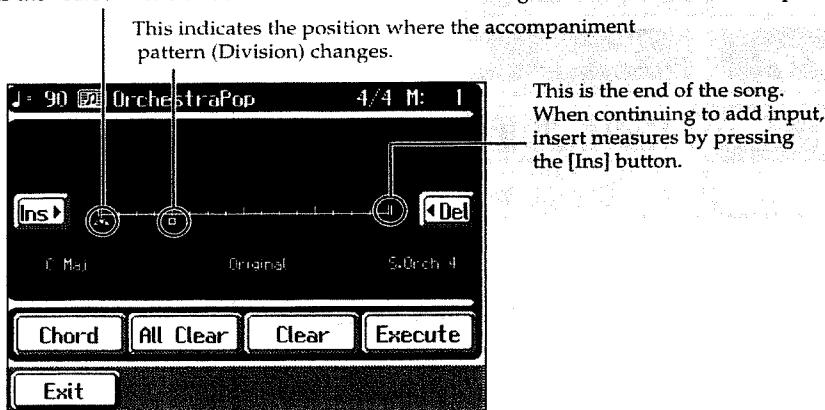
<Ins>	One measure is inserted after the measure indicated by the cursor.
<Del>	This deletes the measure indicated by the cursor.
<Chord>	In the Chord Selecter screen, specify the chord. Refer to "Inputting Chords Without Playing the Keyboard" (p. 120).
<All Clear>	Erase all of the data that has been input.
<Clear>	This clears the settings in the place where the cursor is positioned.
<Execute>	This records the accompaniment you have composed. Touch here when you have finished creating all your input.

3. Use the Style buttons and the touch screen to choose a Music Style.

4. Touch <Exit>.

You are returned to the Chord Sequencer screen.

5. Enter the chord progression and the accompaniment pattern.

Inputting Chords with the Chord Sequencer

1. **Use the dial or the Value [-] [+] buttons to move the cursor to where you want to make an insertion.**

Use the Bwd [◄◄] and Fwd [►►] buttons to move the cursor a bar at a time.

2. **Enter the chord progression and the changes in the accompaniment pattern and arrangement.**

Just as when performing with Automatic Accompaniment, press the keys to specify a chord, and press a button to select the accompaniment pattern (p. 84). You can change the accompaniment arrangements with the Style Orchestrator [1]–[4] buttons (p. 85).

3. **Touching <Ins> once inserts a measure before the bar where the cursor is located.**

Conversely, touching <Del> deletes the measure containing the cursor and moves the cursor to the next bar.

4. **To clear data you have input, move the cursor to the position for the data to be removed, then touch <Clear>.**

This deletes the entered setting.

○ **Let's listen to the completed accompaniment while inputting data.**

1. **Press the Play [►] button to play back the accompaniment.**

2. **Press the Stop [■] button to stop playback.**

6. When you have finished inputting all the data, touch <Execute>.

The accompaniment you've composed is registered at "0:New Song."

Press the Play [►] button and try fingering the melody while the accompaniment you've composed is played back.

MEMO

Pressing the [To Variation] button or the [To Original] button adds a fill-in at the cursor position and a Variation or Original Division at the measure after the fill-in. If you want to enter a Variation or Original Division without inserting a fill-in, you need to assign the function to the pedal. See "Assigning Functions to Buttons and Pedals" (p. 164).

MEMO

You can only insert an intro at the beginning of a song. When you add an intro, the number of bars corresponding to the length of the intro is inserted automatically.

MEMO

Songs you've created are discarded as soon as you turn off the power. If you don't want to lose them, you should save them on floppy disk. Take a look at "Saving Your Songs" (p. 122).

MEMO

If you assign the function to a pedal, you can insert a break in the middle of a song. See "Assigning Functions to Buttons and Pedals" (p. 164).

Inputting Chords Without Playing the Keyboard

You can use the <Chord> at the bottom of the Chord Sequencer screen to specify chords in the screen.

1. At the Chord Sequencer screen, touch <Chord>.

The following screen will appear.

```
┌─────────────────────────────────────┐
│           Chord Selector             │
│                                      │
│                                      │
│    ┌────┐      ┌────┐      ┌────┐     │
│    │ C  │      │ Maj│      │    │     │
│    ├──┬─┤      ├──┬─┤      ├──┬─┤     │
│    │▼ │▲ │      │▼ │▲ │      │▼ │▲ │    │
│    └──┴─┘      └──┴─┘      └──┴─┘     │
│     Root        Type        Bass     │
│                                      │
│  ┌────────┐              ┌─────────┐ │
│  │  Exit  │              │ Execute │ │
│  └────────┘              └─────────┘ │
└─────────────────────────────────────┘
```
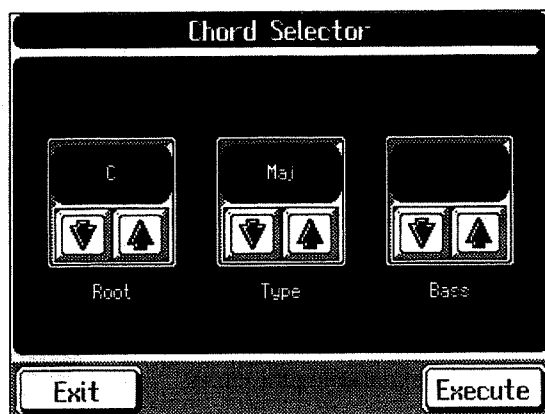
2. Touch the ⬇ ⬆ to specify a chord.

3. Touch <Execute> to enter the chord.

You are returned to the Chord Sequencer screen.

Creating a Rhythm Part with Ease

The KR-1077/977/577 has a large number of onboard rhythm patterns. You can use these onboard rhythm patterns to create a rhythm part with ease. A rhythm pattern can only be recorded to the [Rhythm] button.

1. **Press the [Composer Navigator] button, getting its indicator to light up.**

The Composer Navigator screen appears.

2. **Touch <Rhythm Pattern>.**

The following screen will appear.

```
♩=100 🖽 New Song          4/4  M:  1
┌──────────────────┐  ┌──────────────────┐
│ 8 Beat 1 (1)     │  │ 8 Beat 3 (2)     │
└──────────────────┘  └──────────────────┘
┌──────────────────┐  ┌──────────────────┐
│ 8 Beat 2 (1)     │  │ 8 Beat 4 (1)     │
└──────────────────┘  └──────────────────┘

                    ┌──────────┐ ┌──────────┐
                    │ Audition │ │  Record  │
                    └──────────┘ └──────────┘
┌──────────┐        ┌────┐ ┌──────┐ ┌────┐
│   Exit   │        │ ◄  │ │ Page │ │ ►  │
└──────────┘        └────┘ └──────┘ └────┘
```
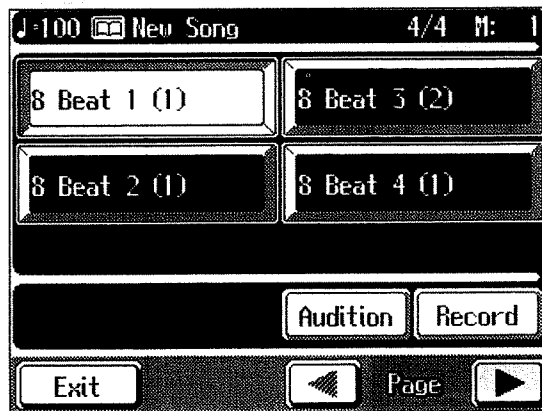
Touch <Exit> to go back to the previous screen.

3. **Use the touch screen to choose a rhythm pattern.**

Rhythm patterns are shown in the format "name (number of bars)."

4. **Touch <Audition> on screen to hear the rhythm pattern.**

Make sure the rhythm pattern you hear is the one you chose. To stop the rhythm pattern, touch <Stop> on the screen.

5. **Touch the Tempo [-] [+] button to adjust the Tempo of rhythm pattern.**

6. **Touch <Record> on the screen to start recording.**

The rhythm pattern begins to play, and at the same time, recording starts. When the rhythm pattern is playing, performance of the rhythm pattern stops.

7. **Touch <Stop> on the screen to stop recording.**

The rhythm pattern stops, and recording ends.

MEMO

You can also paste a rhythm pattern into a song without recording anything. Take a look at "Copying a Rhythm Pattern" (p. 143).

MEMO

For more information about onboard rhythm patterns, please refer to "Rhythm Pattern List" (p. 201).

Saving Your Songs

The performance data that you record using your piano will be discarded when the power is turned off. Be sure to save unfinished performance data, as well as other important performance data onto a floppy disk.

■ Formatting Floppy Disks (Format)

The floppy disks that you use to save data on need to be formatted first. Formatting a floppy disk erases all information stored on the disk, and puts it in a format that is acceptable for the device in which it will be used. If a floppy disk is in a format that doesn't match the format of this unit, you won't be able to use that floppy disk.
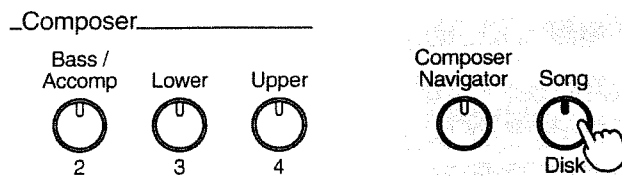
1. Press the [Song/Disk] button.

2. Touch <File>.

The following screen will appear.
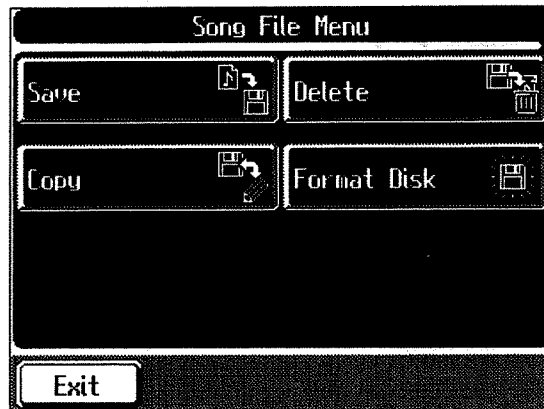
3. Make sure the write-protect tab on the floppy disk is positioned at "WRITE" (write enabled).
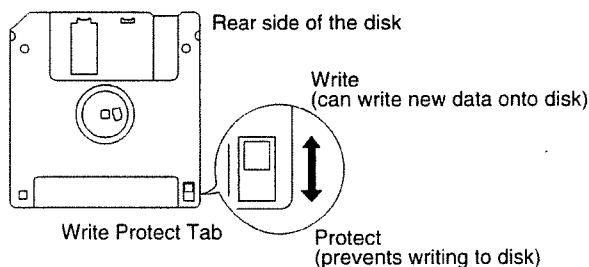
NOTE

Formatting a disk destroys all data previously stored on the disk. If you're formatting a used floppy disk for reuse, be sure to check first to make sure the disk doesn't contain any data you don't want to lose.

NOTE

If you're using the disk drive for the first time, be sure to read the important notes on (p. 6).

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

5. Touch <Format Disk> on the screen.

The following screen appears.

```
┌─────────────────────────────────┐
│         Format Disk             │
├─────────────────────────────────┤
│                                 │
│                                 │
│          Format disk OK?        │
│                                 │
│                                 │
│                                 │
├─────────────────────────────────┤
│ [ Cancel ]              [ OK ]  │
└─────────────────────────────────┘
```

Touch <Cancel> to display the Disk screen.

6. Touch <OK> to start formatting.

When formatting finishes, the disk screen reappears.

Touch <Exit> to go back to the previous screen.

NOTE
Don't try to take the floppy disk out of the disk drive until the formatting process is finished.

MEMO
If "Error" appears on screen, take a look at "If this Message Appears on Screen" (p. 186).

■ Saving Songs on Floppy Disk or User Memory

A recorded performance is discarded when you switch off the power, or choose another song. The process of storing data such as recorded performances on floppy disk is called "saving." It's a good idea to store important songs on floppy disk.

What Is User Memory?

This is an area where songs recorded with the KR-1077/977/577 or saved on floppy disk can be stored in memory. You can delete songs saved in User Memory.

- If there is a song on floppy disk that you want to practice a number of times, you can load the song from floppy disk and store it in memory. This lets you choose the song without having to insert the floppy disk in the disk drive every time you want to practice.

- You can save songs that you've recorded.

Step 1 Insert the floppy disk into the disk drive (if saving on a floppy disk)

1. Make sure the write-protect tab on the floppy disk is positioned at "WRITE" (write enabled).

For details, refer to p. 122.

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

Step 2 Assign a number and name to the song

3. Press the [Song/Disk] button.

The Song/Disk screen appears.

4. Touch <File> on the screen.

The following screen will appear.

Touch <Exit> to go back to the Song/Disk screen.

MEMO

When using a brand-new floppy disk on the unit, first you have to format it using the KR-1077/977/577. Take a look at "Formatting Floppy Disks" (p. 122).

[NOTE]

Some commercially available music files cannot be saved because they are copyrighted.

MEMO

If not handled with care, a floppy disk can get cracked, or the data on it can get corrupted, making playback impossible. We recommend saving your songs on two different floppy disks. By putting away for safekeeping an additional copy of a floppy disk on which your songs are saved, you can feel safer.

---

5. Touch <Save>.

The following screen will appear.

```
                    Save Song

                         ▨ Disk    ☐ User

  New Song      ➡       1:

  ☐       ◀ ▶                    ↓ ↑

                              Compatibility
  A-a-0-!                       KR  GS

     Exit              As SMF      Save
```
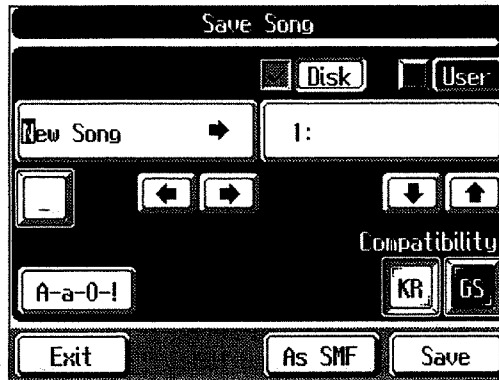
6. Touch ◀ ➡ to scroll the cursor sideways, and enter the name of the song by using the Value [-] [+] buttons or the dial to choose the letters.

Touch <A-a-0-!> at the bottom of the screen to change the type of script. Each touch of <A-a-0-!> cycles the type of characters through "English (upper case)," "English (lower case)," "numerals," "symbols," then back to "English (upper case)."

Touching <_> inserts a blank space at the cursor location.

7. Touch <Disk> or <User>.

8. After you've entered the name of the song, touch ↑ ↓ to choose a song number.

When you select a song number that is already being used for another song, the name of the song appears in the save destination column. If you then proceed to save the new material to that song, the song previously saved at that destination is erased, and the new song is saved in its place. If you don't want to erase a previously saved song, choose a number where no song name appears in the destination column.

9. Touch Compatible <KR> or <GS>.

The KR-1077 and KR-977 feature specially created tones, exclusive to the KR-1077/977/577, which provide richer, more realistic musical expression on these instruments.

However, song data recorded using these tones may not be reproduced correctly when played back on other instruments. If you want to save your data so that it can be played back on other GS devices, save the data with "GS" enabled.

KR	Saves the data using sounds exclusive to the KR-1077/977/577, for rich, expressive performances.
GS	Saves the data in a form that allows you to enjoy playback on other GS devices.

Step 4 Save the song

10. **Touch <As SMF> or <Save> to start saving.**

The resulting file format will be different depending on whether <Save> or <As SMF> is chosen, as described below.

Indication	Description
As SMF	Saves the song as a SMF (Standard MIDI File). Songs saved in this SMF format can be listened to on many instruments that can play SMF music files (p. 209).
Save	Saves the song in KR-1077/977/577 format. You can listen to songs saved in this format on the Roland HP-G series and KR series keyboards as well as on Roland MT series devices. This format is called "i-format".

Saving may take from several seconds, to several dozen seconds.

When the saving process is finished, the disk screen appears.

Touch <Exit> to go back to the previous screen.

You can only save songs in one format on a single floppy disk.

A song recorded using commercial music files can't be saved in "Save As SMF" format for reasons of copyright protection.

NOTE
Never turn off the power while data is being written to the User Memory. Doing so may result in corruption of the saved data.

NOTE
You cannot write data to the Preset Memory, nor can you delete the internal songs.

NOTE
Inserting a floppy disk containing one or more saved songs into another device (such as a computer) with the floppy disk's protect tab left in the "write" position may, depending on the device, render the songs on that floppy disk permanently unplayable (refer to the cautions on p. 6).

NOTE
Depending on the playback instrument, some notes may drop out or sound different.

NOTE
Don't take the floppy disk out of the disk drive until the saving process is finished.

MEMO
It's a good idea to get into the habit of moving the write-protect tab on the floppy disk to the "Protect" position when you've finished saving your data. Keeping the tab at "Protect" prevents operations that could erase your songs by mistake.

Deleting Data from Floppy Disks or User Memory

You can delete songs that have been saved to floppy disks or User memory.

1. If you wish to erase a song from disk, insert the floppy disk into the disk drive.

2. Press the [Song/Disk] button.

3. Press <File>.

The File screen appears.

4. Touch <Delete>.

The following screen will appear.

```
                Delete Song

            ☐  Disk    ☒  User

            1:  New Song

                  ⬇   ⬆

    Exit                        Delete
```

Touch <Exit> to go back to the previous screen.

5. Touch <Disk> or <User> (User Memory).

6. Touch ⬆ ⬇ to select the song you want to delete.

7. Touch <Delete> to display a message like the one shown below.

```
          Delete file OK?
          Are you sure ?

    Cancel                  OK
```
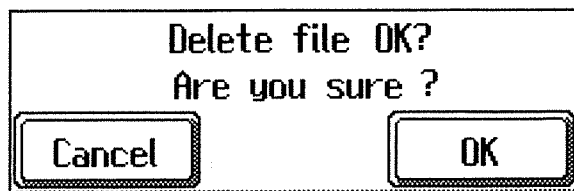
8. Touch <OK>.

The file selected is deleted.

Touching <Cancel> cancels deleting the file.

Changing the Order of Songs on Floppy Disk

Here's how you can change the order of songs saved on a floppy disk.

1. Have ready an empty, formatted floppy disk.

2. Insert the floppy disk containing the saved songs into the disk drive.

3. Press the [Song/Disk] button.

4. Touch <▣> (DISK) on the screen.

5. Use the touch screen or Page < ◀ > and < ▶ > to select the song to which you would like to assign song number one.

6. After you've chosen a song, touch <Exit> several times to display the basic screen (p. 28).

Display the screen where the measure number appears in the top-right area of the screen.

7. Press the Play [▶] button.

The measure number on the screen appears in reverse video.

NOTE
The measure number of the screen appears in reverse video while the KR-1077/977/577 reads the song data from floppy disk. Don't take the floppy disk out of the drive until the display returns to its original state.

8. When the measure number display returns to its original appearance, press the Stop [■] button.

9. Take the floppy disk out of the disk drive.

10. Insert a blank floppy disk.

11. Save the song in the usual way (p. 122).

Repeat these steps to save the song you want to have song number 2, the song you want to have song number 3, and so on to the blank floppy disk in the desired song sequence.

Copying Songs from Disks to the User Memory

You can take songs that have been saved on floppy disks and copy them to the User memory.

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

2. Press the [Song/Disk] button.

3. Press <File>.

The File screen appears.

4. Touch <Copy>.

The following screen will appear.

```
                  Copy Song

   ┌──────┐  ┌──────────────┐  ┌──────┐
   │ Disk │  │ ▤DISK ➔ USER✎ │  │ User │
   └──────┘  └──────────────┘  └──────┘

   ┌──────────────┐      ┌──────────────┐
   │ Copy All     │      │ 1:           │
   └──────────────┘      └──────────────┘

      ┌──┐ ┌──┐            ┌──┐ ┌──┐
      │ ▼ │ │ ▲ │          │ ▼ │ │ ▲ │
      └──┘ └──┘            └──┘ └──┘


   ┌──────────┐              ┌──────────┐
   │   Exit   │              │  Execute │
   └──────────┘              └──────────┘
```
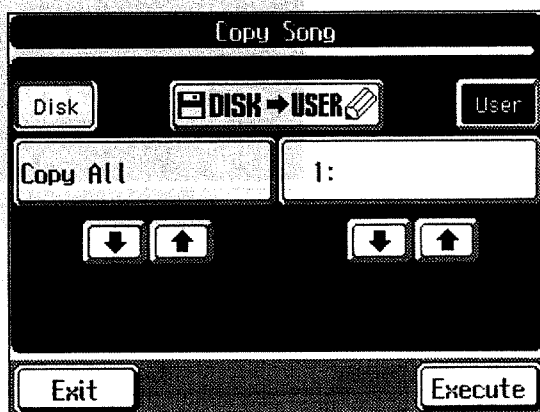
5. Touch <Disk> to select "Floppy Disk" as the saved source.

6. Touch ▲ ▼ (left) to select the song you want to copy.

When "Copy All" is selected, all of the songs on the disk are saved to the User memory.

7. Touch ▲ ▼ (right) to select a song number.

8. Touch <Execute>.

The song or songs on the disk are copied to the User memory.

Copying Songs from the User Memory to Disks

Songs that were stored in user memory can be saved on a floppy disk. To do this, select <User> in step 5 and select user memory as the copy source.

NOTE
When copying data saved in User memory, never turn off the power until the deletion of the data has been completed.

Chapter 5 Advanced Recording Functions

In addition to the functions introduced in "Chapter 4 Recording and Saving Performances," the KR-1077/977/577 features a variety of other recording functions that allow you to record more advanced performance data with even greater efficiency.

Selecting the Recording Method

You can use any of the four methods below to record with the KR-1077/977/577.

Although you will normally be using "Replace Recording," whereby previously recorded material is erased when new sounds are recorded, you'll find that you can record songs easily by using this method in combination with other recording methods.

- **Replace Recording**

This is the normal method for recording. New material is recorded as previously recorded material is erased.

- **Mix Recording (p. 131)**

New notes are recorded on top of notes previously recorded. This convenient feature makes it easy for you to record the melodies you play over prerecorded accompaniment.

- **Loop Recording (p. 131)**

Specified measures are recorded repeatedly, with new notes being combined with existing ones.

A convenient feature for creating rhythm parts, Loop Recording allows you to record over and over within a selected segment, with a different percussion sound added with each pass.

- **Punch In Recording (p. 136)**

You can re-record only a specified passage as you listen to a recorded performance.

* *Immediately after the power is turned on, Replace Recording is selected.*

How to Choose the Recording Method

1. Press the [Composer Navigator] button.

The Composer Navigator screen appears.
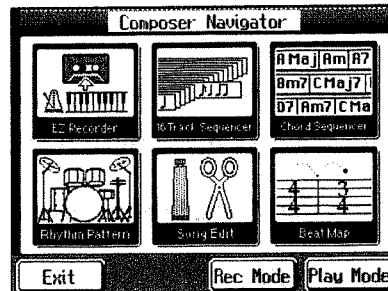
2. Touch <Rec Mode>.

A Rec Mode screen like the one shown below appears.
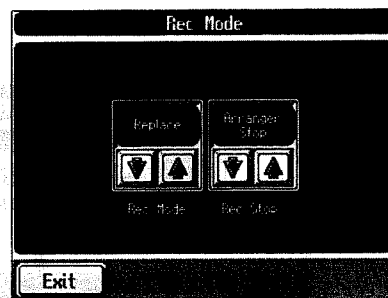
3. Touch <Rec Mode> ⬆ ⬇ **to choose the recording type.**

Display	Recording Method
Replace	Replace Recording
Mix	Mix Recording
Loop	Loop Recording
Auto Punch In/Out	Punch In Recording at the passage between the markers.
Manual Punch In/Out	Punch In Recording starts at the place where you depress the pedal.
Tempo	You can add tempo changes to a recorded composition. See p. 138.

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■ Recording While Erasing the Previous Recording (Replace Recording)

Recording whereby you erase previously recorded material as you record something new is called "Replace Recording." This setting is in effect when you turn on the power.

1. At the Rec Mode screen (p. 130), choose <Replace>.

Touch <Exit> to go back to the previous screen.

The piano enters Replace Recording mode.

Follow the recording method in Chapter 4 (p. 109) or the procedures described in "Multitrack Recording with 16 Parts" (p. 132) to record the performance.

■ Overdubbing Without Erasing the Previous Recording (Mix Recording)

You can record a performance layered over an previously recorded performance. This method is called "Mix Recording."

1. At the Rec Mode screen (p. 130), choose <Mix>.

Touch <Exit> to go back to the previous screen.

The recording method changes to mixing recording.

Record the performance, following the procedures described in "Redoing a Recording" (p. 114) or "Multitrack Recording with 16 Parts" (p. 132).

* *After you have finished with mix recording, return to the usual replace recording mode.*

■ Repeatedly Recording Over the Same Location (Loop Recording)

You can record a specified passage over and over again as many times as you like, layering the sound with each pass. This method is called "Loop Recording." This is handy when recording a Rhythm Part.

For example, use this method to make a Loop Recording of a four-measure segment.

First record the bass drum, the snare drum next, then the hi-hat after that, and so on, repeatedly layering a different instrument onto the same four measures. After you have finished recording the four-measure rhythm pattern, you can then just use the procedure in "Copying a Measure" (p. 142) to create as many copies of the four measures as you need, making completion of the Rhythm Part very simple.

1. Place A and B markers at the beginning and end of the passage you want to record.

Take a look at "Placing a Marker Within a Song" (p. 100). If you haven't recorded anything yet, then perform "Blank Recording" for the necessary number of measures before placing the markers.

What is Blank Recording?

Blank Recording is the recording of blank measures, that is, measures with no performance recorded to them.

1. Set the basic tempo and beat of the song.

2. Hold down the Rec [●] button, then press the Play [►] button.

The indicators for the Rec [●] and Play [►] buttons light up, and recording starts.

3. Without actually playing anything, record the necessary number of measures, then press the Stop [■] button.

The indicators for the Rec [●] and Play [►] buttons go dark, and recording stops.

---

2. At the Rec Mode screen (p. 130), choose <Loop>.

Touch <Exit> to go back to the previous screen.

The recording method changes to loop recording.

3. Press the Rec [●] button.

The KR-1077/977/577 enters recording standby.

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

Recording starts from the measure in which Marker A was placed.

When the song advances to Marker B, it then returns to Marker A, where recording continues.

Each time the recording is looped, the sounds being played are layered over the sounds recorded on previous passes.

5. Press the Stop [■] button to stop recording.

→ *After you have finished with loop recording, return to the usual replace recording mode.*

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Loop Recording Shortcut

You can also use the method described below to make the setting for Loop Recording.

1. Place A and B markers at the beginning and end of the passage you want to record.

Take a look at "Placing a Marker Within a Song" (p. 100).

If you haven't recorded anything yet, then perform "Blank Recording" for the necessary number of measures before placing the markers.

2. At the Marker/Count In screen (p. 100), touch the <Repeat> icon.

This sets the loop recording mode.

→ *When Loop Recording is finished, remember to touch the <Repeat> icon in the "Marker/Count In screen" once more to return to the usual Replace Recording mode.*

Multitrack Recording with 16 Parts (16-Track Sequencer)

Multitrack recording is a method of recording whereby you listen to previously recorded material while continuing to add performances of other parts.

The KR-1077/977/577 is capable of multitrack recording of up to sixteen parts. Since each part's performance is recorded using one tone, you can layer performances, using up to sixteen tones for the data in one song.

The function used to layer these sixteen parts one at a time is called the "16 Track Sequencer."

16 Track Sequencer
You can record performances for up to 16 parts, overlaying them part by part, to create a single song.
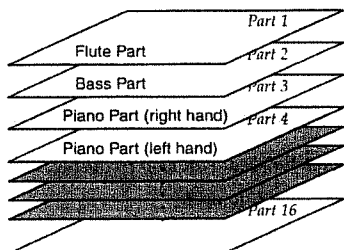
○ 16 Track Sequencer and Track Buttons

In addition to the "16 Track Sequencer" function, the "Track Buttons" are another of the unit's recording functions. These "Track buttons" comprise five buttons used for organizing the 16 Track Sequencer's sixteen parts. This allows you to use the 16 Track Sequencer to add even more sounds to performances recorded with the Track buttons, and make even more detailed edits of the songs.

Additionally, you can easily play back the original song data with the 16 Track Sequencer, mute parts just by pressing the Track Buttons, and more.

The track buttons correspond to 16-track sequencer parts as shown below.

Track button	Part
[Rhythm]	D(10), S(11)
[Whole]	1
[Bass/Accomp]	2, 5 to 9, 12 to 16
[Lower]	3
[Upper]	4

Since the 16 Track Sequencer records one tone to one part, you cannot use Layer Play (p. 44), Split Play (p. 46), or other such functions to record two or more tones simultaneously. Also, you can't record the performance with Automatic Accompaniment.

When you want to record with Automatic Accompaniment, then you should use the Track Buttons for recording. (See "Recording Your Performance With Ease" (p. 109).

Commercially Available Music Files

Commercially available song data recorded in Roland's SMF format is also composed of sixteen parts.

By loading the song data from the floppy disk and using the 16 Track Sequencer, you can then also edit the song data.

* *Although Part 11 on commercial Roland SMF music data is included in the [Bass/Accomp] Track Button, the correspondence between all other parts and the Track Buttons remains unchanged.*

* *With some commercially available music files, you cannot edit the data.*

The 16-track Sequencer Screen

When recording with the 16-track Sequencer, display the 16-track Sequencer screen.

1. Press the [Composer Navigator] button.

2. Touch <16 Track Sequencer>.

The following screen will appear. This is called the "16-track Sequencer screen."
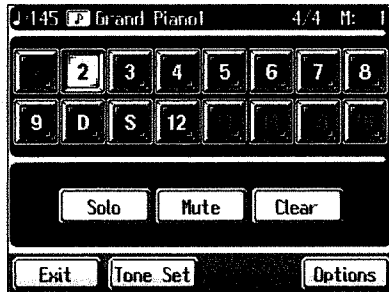
Icon	Description
<1>-<16>	Touch to select the part to be recorded, or the part whose settings are to be changed. The Part you choose is highlighted.
[2]	This Part to be played back
[−]	The Part not to be played back (Muted Part)
[■]	Parts that do not have performance data recorded to them.
[Solo]	Only the selected Part is played back.
[Mute]	This allows you to prevent the sound for the selected part from playing.
[Clear]	This clears the performance data in the selected part.
[Options]	This displays the Part Settings screen, in which you can make detailed settings for each part. For more detailed information, refer to p. 135.
[Tone Set]	This displays the Tone Set screen. For details, refer to p. 134.

■ Recording with the 16 Track Sequencer

Step 1 Get ready to record

1. Press the [Song/Disk] button.

2. Select the song number to which you want to record.

If you record a new song, touch <0: (Song title)> to display <0: New Song> on the screen.

If <0: (Song title)> doesn't appear on screen, touch Page < ◀ > and < ▶ > to switch screens.

If you have recorded a song or changed a song's settings, the message "Delete Song OK?" appears on the screen when you touch <0:New Song>. For more information, take a look at "● If the following screen appears" (p. 136).

3. Press the [Metronome] button and choose the beat (p. 53).

If you don't need the metronome sound, press the [Metronome] button a second time.

* *You can't change a song's beat once it's been recorded. If you want to compose a song whose beat changes partway through the song, take a look at "Composing a Song That Changes the Beat Partway Through" (p. 138).*

4. Press the Tempo [-] and [+] buttons to set the basic tempo of the song.

* *This procedure cannot be used to change the tempo when prerecorded song data is used.*
To change the basic tempo of a song, please refer to "Changing a Song's Basic Tempo" (p. 138).

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Step 2 Start recording

If necessary, choose a recording method.

For more information, take a look at p. 130 through p. 131.

If you record for the first time, there's no need to select the recording method.

1. Display the 16-track Sequencer screen.

Press the [Composer Navigator] button and touch <16Track Sequence> to display the screen.

2. Touch the number for the Part you want to record.

The Part you touch appears in reverse video.

You can only record drum sounds or effect sounds on Part D(10) or Part S(11).

3. Use the Tone buttons to choose a Tone to play.

To record a drum sound or effect sound, press the [Drums/SFX] button (p. 40).

After you've chosen a Tone, touch <Exit> to display the 16-track Sequencer screen.

4. Press the Reset [|◄] button.

This makes it so that recording starts at the beginning of the song.

When you want to start recording from a point in the song other than the beginning, use the Bwd [◄◄] or Fwd [►►] button to select the measure from which to start.

5. Press the Rec [●] button and confirm that its indicator has lighted.

The piano enters recording standby.

6. Press the Play [►] button.

A two-bar count-in sounds, then recording starts. Start a recording.

7. Press the Stop [■] button.

Recording stops.

When the recording of one part is finished, select another part and continue by recording that part.

Record the parts you need, layering each additional part, to complete the song.

* *You only need to follow the procedure described in "Step 1 Get ready to record" when you're recording the first Part. For the second Part and after, you can skip step 1 and proceed from "Step 2 Start recording."*

* *The song you've recorded disappears when you switch off the power. Save the song on a floppy disk or User Memory. For more information, see "Saving Songs on Floppy Disk or User Memory" (p. 124).*

■ Getting the Most Suitable Part Tones for the Musical Genre (Tone Set)

"Tone Set" is a function that assigns to each of the sixteen parts the most suitable tones for the selected musical genre. Whenever you realize that you can envision the kind of song you want to create, but not the tones to use, let Tone Set assign the tones, then alter the tones as necessary to fit the image you have in mind.

1. Call up the "16 Track Sequencer screen."

Press the [Composer Navigator] button and touch <16Track Sequence> to display the screen.

2. Touch <Tone Set> at the bottom of the screen.

The following screen appears in the display.
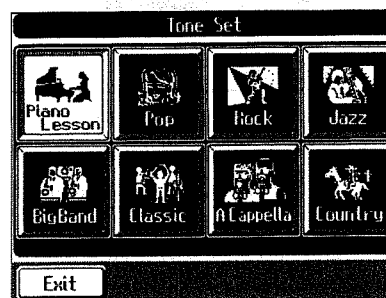
3. Touch the screen to select a musical genre.

4. Touch <Exit>.

Once this musical genre is selected, the "16 Track Sequencer Screen" reappears in the display.

Tones for each part are assigned automatically.

* *Depending on the style of music, some parts may not be assigned a sound.*

Changing the Settings for Each Part

When you've recorded a song with the 16-track sequencer, you can change the volume level, Tone, or set to mute out the sound for a single Part.

> * Because commercially available Roland SMF Music Data is also made up of 16 Parts for sounding the notes of individual instruments, you can change the settings for the individual Parts and play them back in the same way.

1. **Press the [Song/Disk] button, and touch the screen to choose the song.**

2. **Press the [Composer Navigator] button.**

   The Composer Navigator screen appears.
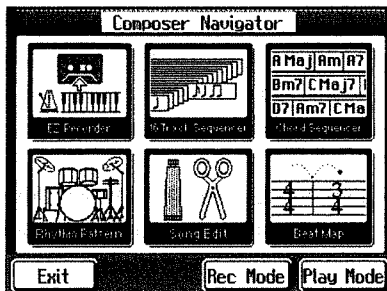
3. **Touch the screen to choose <16track Sequencer>.**

   A 16-track Sequencer screen like the one shown below appears.
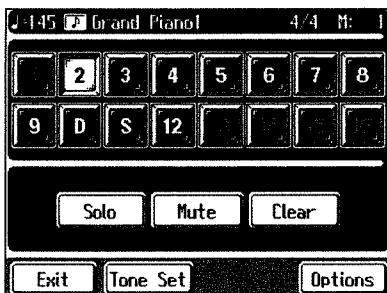
4. **Touch the screen to choose the Part for which you want to make settings.**

5. **Change the settings for the selected Part.**

Display	Function
Solo	Only the selected Part is played back.
Mute	Toggles playback of the selected Part on or off.
Clear	Erases the performance information for the Part.

> * Touching <Clear> displays the Message for confirm.To erase the recorded sound, touch <OK>. If you don't want to erase the recorded sound, touch <Cancel>. Once a performance has been erased, it can't be restored.

> * Making it so that a single Part is not played is called "Minus One." Using Minus One, you can mute out a particular instrument and play the part yourself.

6. **You can make detailed settings for the selected Part by touching <Options>.**
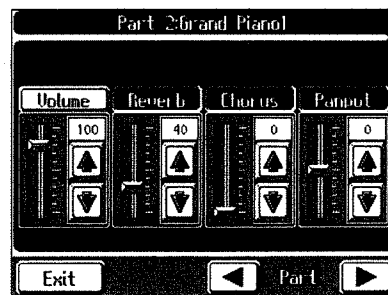
   You can change the Tone for the selected Part by pressing a [Tone] button to change the Tone while this screen is displayed. The Part name and the tone name is displayed at the top of the screen.

7. **Touch ⬆ ⬇ for the corresponding item to change the setting.**

Indication	Description
Volume	Changes the volume level.
Reverb	Changes the depth of the reverb effect.
Chorus	Changes the amount of chorus applied.
Panpot	Shifts the direction the sound is heard from to the left or right. Touch ⬆ to shift the sound to the right, or touch ⬇ to shift it to the left.

What's Panpot?

Panpot is the control that determines the placement of the sound in the stereo sound field between left and right speakers. By altering the Panpot setting, you can change the perceived location of the sound between the left and right speakers.

8. Press the Play [►] button to play back the song with the changed settings.

Monitor the effect by actually listening to the song.

Press the Stop [■] button to stop playback of the song.

9. If necessary, change the settings for other Parts as well.

Touch Part < ◄ > and < ► > to change the Parts.

The Part name appears at the upper part of the screen.

10. While holding down the Rec [●] button, press the Reset [◄◄] button.

This operation set the changes in the settings.

The song can then be saved to a floppy disk.

→ *If you don't want to lose the song whose settings for individual Parts you've changed, you should save it on a floppy disk or User Memory (p. 124).*

* *The setting that determines whether an individual Part is played or not can't be saved to floppy disk or User Memory.*

●If the following screen appears

If you try to display another screen after you've changed the song's settings for each Part, a message like the one below may appear.

```
Song setup was modified
change original setup?

   No            Yes
```
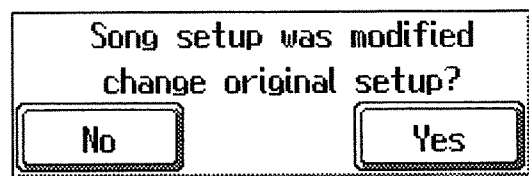
Touch <Yes> to change the song's settings.

Touch <No> to discard the changes in settings.

Re-Recording Part of Your Performance (Punch-in Recording)

You can re-record only a specified passage as you listen to a recorded performance. This recording method is called "Punch-in Recording."

This function lets you record over only at a specified point in a part, as you listen to a prerecorded performance in another section. This is a very convenient feature to have in situations such as when you want to record over only one part of the melody.

Punch-In Recording offers the following two methods.

● **Recording the passage specified by markers A and B (Auto Punch In/Out)**

Before you start recording, place markers A and B to define the passage you want to record over. Make the setting for punch-in recording, and carry out recording. You can re-record just the passage between markers A and B.

● **Beginning recording at the point where either the Pad button or the pedal is pressed (Manual Punch In/Out)**

You can playback a recorded performance and depress the pedal at the desired place to start recording. Depressing the pedal a second time cancels recording and returns you to playback.

If you are using the pad buttons, press the Pad button when you come to the desired location, and recording will begin. When you press the Pad button again, recording will be defeated and you will return to playback.

* *To use this method with the pedal or Pad button, first you need to change how the pedal works. See "Assigning Functions to Buttons and Pedals" (p. 164).*

■ Recording a Passage specified by markers

1. **Before you start recording, place markers A and B to define the passage you want to record over.**

   Following the procedures described in "Placing a Marker Within a Song" (p. 100), use Markers A and B to specify the interval.

2. **Press the [Composer Navigator] button.**

   The Composer Navigator screen appears.

3. **Touch <Rec Mode> on the screen.**

   The following screen will appear.
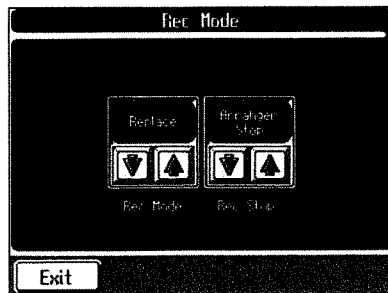
4. **Touch <Rec Mode> ⬆ ⬇, and choose <Auto Punch In/Out>.**

   This changes the recording mode to "Punch-In Recording."

   Touch <Exit> to go back to the previous screen.

5. **Start recording.**

   Start recording as described in "Redoing a Recording" (p. 114).

   Up until the specified interval, the performance as already recorded is played back.

   When you reach the specified interval, sounds are erased as recording starts; begin playing now.

   When the end of the specified interval is passed, recording stops, and the KR-1077 returns to playback of the performance already recorded.

6. **Press the Stop [■] button to stop playback.**

■ Starting Recording from the Measure Specified by Buttons and Pedals

To use the pedal or the Pad buttons, first you need to change how the pedal or Pad button works.

See "Assigning Functions to Buttons and Pedals" (p. 164).

1. **Press the [Composer Navigator] button.**

   The Composer Navigator screen appears.

2. **Touch <Rec Mode>.**

3. **Touch <Rec Mode> ⬆ ⬇, and choose <Manual Punch In/Out>.**

   This changes the recording mode to "Punch-In Recording."

   Touch <Exit> to go back to the previous screen.

4. **Begin recording.**

   Start recording as described in "Redoing a Recording" (p. 114).

   The performance that you recorded will be played back. When you press the pedal, the Pad button or Rec [●] button returns you to playback of the song, play your performance.

   Pressing the peda, the Pad button, Rec [●] button or once more stops the recording and play the recorded performance.

5. **Press the Stop [■] button, and playback of the song is stopped.**

   Touch <Exit> to go back to the previous screen.

   * *When you're finished with Punch In Recording, return to the ordinary Replace Recording mode. Take a look at "Selecting the Recording Method" (p. 130).*

Composing a Song That Changes the Beat Partway Through

You can create songs that have beat changes during the course of the song.

* You can't change a song's beat once it's been recorded. Before recording the performance, determine the beat to be used.

1. **Press the [Composer Navigator] button.**

   The Composer Navigator screen appears.

2. **Touch <Beat Map>.**

   The following screen will appear.
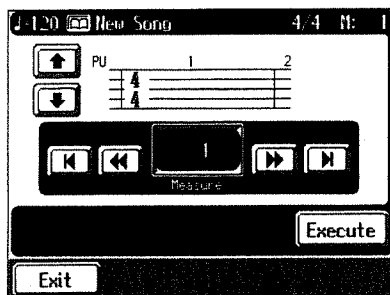
   Touch <Exit> to go back to the previous screen.

3. **Use the Fwd [►►] buttons or < ►► > on the screen to move to the bar where you want to change the beat.**

   The measure number appears in the top-right area of the screen.

4. **Touch ⬆ ⬇ to choose the beat, and touch <Execute>.**

   The beat change starting with the measure where you moved to.

5. **Touch <Exit> twice.**

   The screen displayed before you pressed the [Composer Navigator] button appears.

6. **Press the Reset [I◄] button to return the measure number to "1."**

7. **Start a recording.**

   Record the performance, following the procedures described in "Redoing a Recording" (p. 114) or "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 132).

Changing a Song's Basic Tempo

You can change the basic tempo of a composition that was initially set when the song was recorded.

1. **Press the Tempo [-] and [+] buttons to choose a tempo.**

2. **While holding down the Rec [●] button, press the Reset [I◄] button.**

   The song's basic tempo changes.
   The changed setting for the basic tempo is discarded when you turn off the power or choose a different song. Save the song on a floppy disk or User memory.

* If the song you're working on has tempo changes in it, press the Reset [I◄] button to go back to the beginning of the song before you carry out this operation. Changing the tempo without returning to the start of the song causes the proportion by which the tempo is altered at the location of the tempo change to affect the overall tempo of the composition.

Changing the Tempo Within the Song

You can add tempo changes to a recorded composition. The KR-1077/977/577 stores song tempo information and performance data separately. Therefore, when making changes to the tempo in a song, you must record the changes in the tempo information independently of the performance data. This recording of the tempo is called "Tempo Recording."

■ Adjusting the Tempo While Listening to a Song

You can add ritardando and other such gradual tempo changes.

1. **Press the [Composer Navigator] button.**
   The Composer Navigator screen appears.

2. **Touch <Rec Mode>.**
   The following screen will appear.
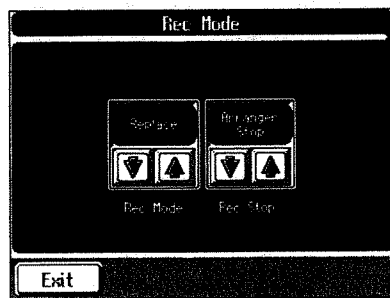
3. **Touch <Rec Mode> ⬆ ⬇, and choose <Tempo>.**
   This makes the setting for tempo recording.
   Touch <Exit> several times to go back to the screen that shows the measure number in the top-right area of the screen.

4. **Press the Bwd [◄◄] and Fwd [►►] buttons to move to a place a little earlier than the bar where you want to change the tempo.**

5. **Press the Rec [●] button and confirm that its indicator blinking.**
   The piano enters recording standby.

6. **Press the Play [►] button to start recording.**

7. **When you get to the place where you want to change the tempo, use the Tempo [-] and [+] buttons or the dial to vary the tempo as desired.**

8. **Press the Stop [■] button to stop recording.**
   The song's tempo changes.

* You cannot record performances while in Tempo Recording mode. When you're finished tempo recording, go back to the ordinary Replace Recording. Take a look at "Selecting the Recording Method" (p. 130).

■ Adjusting the Tempo at a Particular Measure

You can have the tempo change at the beginning of a measure where you moved to. This is handy when you want to make a sudden change in tempo.

1. **Make the setting for Tempo Recording.**
   The steps are the same as the steps 1 to 3 in "Adjusting the Tempo While Listening to a Song."

2. **Use the Bwd [◄◄] and Fwd [►►] buttons to move to the bar where you want to change the tempo.**
   The measure number appears in the top-right area of the Basic screen.

3. **Press the Rec [●] button and confirm that its indicator blinking.**
   The piano enters recording standby.

4. **Use the Tempo [-] and [+] buttons or the dial to adjust the tempo.**

5. **Press the Play [►] button.**
   The song's tempo changes starting with the measure where you moved to.

* While tempo recording is being used to write tempo, the tempo display in the screen will be highlighted.

6. **Press the Stop [■] button to end recording.**

* You cannot record performances while in Tempo Recording mode. When you're finished tempo recording, return to the ordinary Replace Recording. Take a look at "Selecting the Recording Method" (p. 130).

* If you want to restore the previous tempo, delete the tempo data at the place where the tempo was recorded. For an explanation of how to delete the information of tempo settings, refer to the "Making a Measure Blank" (p. 145).

> **Tempo Recording Shortcut**
> You can also enter the Tempo Recording mode by holding down the Tempo [-] or [+] button while pressing the Rec [●] button.
> Record tempo information.
> In this case, tempo recording is canceled when recording ends.

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Chapter 6 Editing Functions

Choosing an Editing Function

There is a variety of ways you can edit performances recorded using the KR-1077/977/577 Track button or 16-track sequencer.

* *The indication of the measure number, which appears in the upper right of the screen, is highlighted while a song is being loaded. Wait until this measure indication is no longer highlighted before editing data.*

1. **Press the [Composer Navigator] button, getting its indicator to light up.**

The Composer Navigator screen appears.
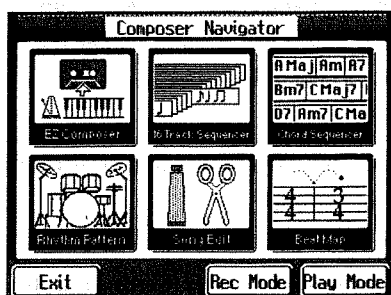
2. **Touch <Song Edit>.**

A Song Edit screen like the one shown below appears.

Touch Page < ◀ > and < ▶ > to switch screens and display other editing functions.

3. **Touch the screen to select an editing function.**

After you make your choice, follow the steps on the page for the selected function to carry out the operation.

Display	Description
Undo	Cancels an editing operating (p. 141).
Copy	Copies a measure or onboard rhythm pattern (p. 142, p. 143).
Quantize	Corrects discrepancies in the timing of notes in a recorded performance (p. 141).
Delete	Deletes a measure (p. 143).
Insert	Adds a blank measure (p. 144).
Transpose	Transposes a Part (p. 144).
Erase	Makes a measure blank (p. 145).
Part Exchange	Exchanges (swaps) the notes in two Parts (p. 146).
Note Edit	Used to correct individual notes one at a time (p. 146).
PC Edit	Used to correct changes in Tones during the course of a song (p. 147).

"PC" is an abbreviation for Program Change, which is a command that means "Change the Tone." In a song that changes Tones partway through, a "PC" is inserted at the place where the Tone changes.

Touch <Exit> to go back to the previous screen.

→ *Some edits can't be undone, not even by choosing "Undo." We recommend saving your song on a floppy disk or User Memory before you edit it. For information on how to save your song, see "Saving Your Songs" (p. 122).*

Canceling an Edit

You can cancel an editing operation that you've just carried out. This is handy when you want to undo an edit and restore it to the way it was before.

* *There are some edits that can't be restored to their previous state.*

1. Follow the steps in "Choosing an Editing Function" (p. 140) to choose <Undo>.

Editing functions that can be undone appear on screen.

```
┌─────────────────────────────┐
│            Undo             │
├─────────────────────────────┤
│                             │
│  You are undoing the last editing. │
│        Are you sure ?       │
│            Copy             │
│                             │
├─────────────────────────────┤
│  Exit        Cancel    OK   │
└─────────────────────────────┘
```
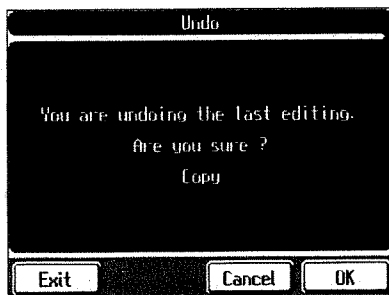
Touching <Exit> takes you back to the Song Edit screen without the undo operation.

2. Touch <OK> to cancel the editing function shown on screen.

Correcting Timing Discrepancies

You can correct for timing discrepancies in a recorded performance by having the music be aligned with a timing you specify. This is called "Quantizing."

As an example, let's say that the timing of some quarter-notes in a performance is a little off. In this case, you can quantize the performance with quarter-note timing, thus making the timing accurate.

1. Follow the steps in "Choosing an Editing Function" (p. 140) to choose <Quantize>.

The following screen will appear.

```
┌─────────────────────────────┐
│          Quantize           │
├─────────────────────────────┤
│ From:      █  Resolution: 1/16│
│                             │
│ For:       All              │
│                             │
│ Tr/Pt:     All              │
│                             │
├─────────────────────────────┤
│  Exit              Execute  │
└─────────────────────────────┘
```
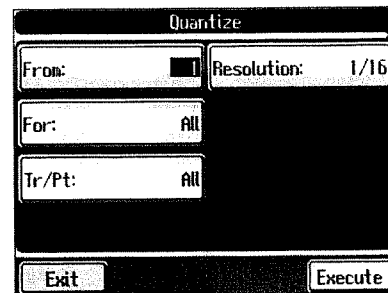
Display	Description
From	The first measure in the passage you want to quantize
For	The number of measures you want to quantize
Tr/Pt	Track button or Part number to quantize. Choosing "All" quantizes the same passage in all Parts.
Resolution	Timing of quantizing. Select one of the following values. 1/2 (half note), 1/4 (quarter note), 1/6 (quarter-note triplet), 1/8 (eighth note), 1/12 (eighth-note triplet), 1/16 (sixteenth note), 1/24 (sixteenth-note triplet), 1/32 (thirty-second note)

2. Touch the screen to choose the item you want to make the setting for.

3. Use the Value [-] [+] buttons or the dial to make the setting for the item.

If you want to cancel quantizing, touch <Exit>. The Quantize operation will be canceled, and the Song Edit screen will reappear.

4. When you're done making all the settings, touch <Execute>.

Quantizing starts.

When the quantization is finished, you are returned to the Song Edit screen.

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Copying a Measure

You can copy a portion of a performance to a different bar in the same Part or to a measure in another Part. This is handy when you're composing a song that repeats a similar phrase.

Ex. To copy measure 5-7 to measure 8.

1	2	3	4	5	6	7

↓

1	2	3	4	5	6	7	8	9	10

1. **Follow the steps in "Choosing an Editing Function" (p. 140) to choose <Copy>.**
   The following screen will appear.

```
                    Copy
  From:          I  Mode:      Replace

  For:          All  To:            I

  Src:          All  Times:         1

  Dst:           —

     Exit                     Execute
```

Display   Description

Display	Description
From	The first measure in the passage you want to copy
For	The number of measures to copy
Src	Track button or Part number of the copy source. Choosing "All" copies all Parts. When you do this, <Dst> changes to "- - -." Choosing "R.Pattern" copies the KR-1077/977/577's built-in Rhythm Patterns. For more information, take a look at "Copying a Rhythm Pattern" (p. 143).
To	The measure number of the copy destination. Choosing "End" copies to the end of the song.
Times	The number of times to copy
Dst	Part number of the copy destination
Mode	Copy type. There are three types of copying, which are described below.

"Replace"
When a recorded performance exists at the copy destination, the previous recording is deleted and replaced with the copied passage.

"Mix"
When a recorded performance exists at the copy destination, the newly copied passage is mixed with the previous recording. When the Tones of the copy source and destination are different, the Tone of the destination is used.

"Insert"
When a recorded performance exists at the copy destination, the newly copied passage is inserted without deleting the previous recording. This makes the song longer by an amount equal to the number of inserted measures.

* If you choose a Track button for <Src>, you can only copy to the selected Track button. You cannot copy to the other Track buttons.

2. **Touch the screen to choose the item you want to make the setting for.**

3. **Use the Value [-] [+] buttons or dial to set the item.**
   To cancel copying, touch <Exit>.
   The copy is canceled, then you are returned to the Song Edit screen.

4. **When you're done making all the settings, touch <Execute>.**
   Copying starts.
   When copying is done, you are returned to the Song Edit screen.

Copying a Rhythm Pattern

The KR-1077/977/577 has a large number of onboard rhythm patterns. You can copy these rhythm patterns to create a rhythm part. For more information about the kind of Rhythm Patterns, please refer to "Rhythm Pattern List" (p. 201).

1. Follow the steps in "Choosing an Editing Function" (p. 140) to choose <Copy>.

For more about ordinary copying, please refer to "Copying a Measure" (p. 142).

2. Touch <Src>, and use the dial to choose "R.Pattern."

This makes the setting for copying a built-in Rhythm Pattern.
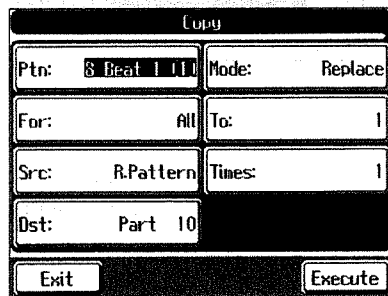
- The <From> column displays the Rhythm Pattern's name and number of bars.
- <Dst> is fixed at "Part D(10)," and can't be changed.
- Switching <Src> to something other than "R.Pattern" makes the setting for ordinary copying.

3. Touch the screen to choose the item you want to make the setting for.

4. Use the Value [-] and [+] buttons or the dial to set the item.

5. Press the Play [▶] button to hear the rhythm pattern.

Press the Stop [■] button to stop playing the rhythm pattern.

Touching <Exit> returns you to the "Song Edit screen," without the copy being executed.

6. When you're done making all the settings, touch <Execute>.

Copying starts.

When copying is done, you are returned to the Song Edit screen.

→ *You can also record the rhythm pattern. Take a look at "Creating a Rhythm Part with Ease" (p. 121).*

Deleting a Specific Measure

You can delete a part of a performance measure by measure. When a portion of a performance is deleted, the rest of the performance is shifted up to fill the gap. This erasure of portions of a performance is called "Deleting."

Ex. To delete measures (bars) 5-8
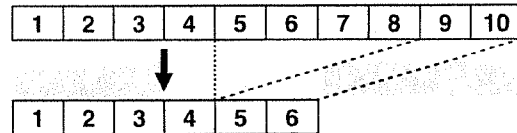
1. Follow the steps in "Choosing an Editing Function" (p. 140) to choose <Delete>.

The following screen will appear.
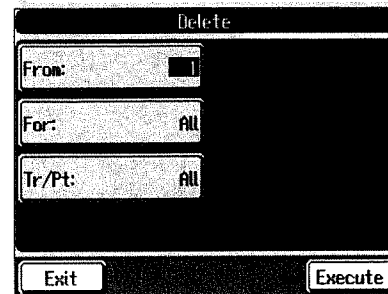
Display	Description
From	The first measure in the passage you want to delete
For	The number of measures to delete
Tr/Pt	Track button or Part number to delete. Choosing "All" deletes the same location in all Parts.

2. Touch the screen to choose the item you want to make the setting for.

3. Use the Value [-] [+] buttons or the dial to set the item.

To cancel deletion of the measure, touch <Exit>.

The deletion is canceled and the KR-1077/977/577 goes back to the Song Edit screen.

4. When you're done making all the settings, touch <Execute>.

The deletion process starts.

When the deletion is finished, you are returned to the Song Edit screen.

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Inserting a Blank Measure

You can add a blank measure at a location you specify. This addition of a blank measure is called "Insertion."

Ex. To insert measures (bars) 5-7
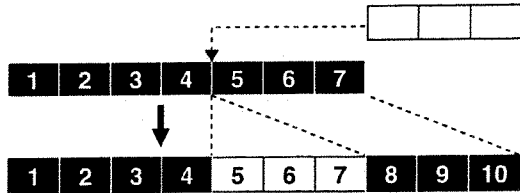
1. Follow the steps in "Choosing an Editing Function" (p. 140) to choose <Insert>.

The following screen will appear.
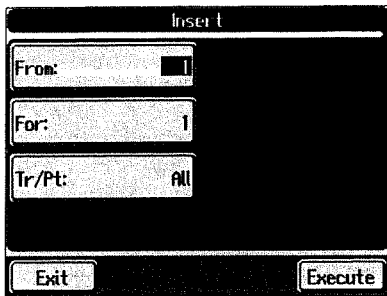
Display	Description
From	The first measure in the passage you want to insert
For	The number of measures to insert
Tr/Pt	Track button or Part number to insert Choosing "All" inserts the blank measures at the same location in all Parts.

2. Touch the screen to choose the item you want to make the setting for.

3. Use the Value [-] [+] buttons or the dial to set the item.

To cancel insertion of a blank measure, touch <Exit>.
The insertion is canceled and the KR-1077/977/577 goes back to the Song Edit screen.

4. When you're done making all the settings, touch <Execute>.

Insertion of a blank measure starts.
When insertion is finished, you are returned to the Song Edit screen.

Transposing Individual Parts

You can transpose specified parts and tracks individually.

1. Follow the steps in "Choosing an Editing Function" (p. 140) to choose <Transpose>.

The following screen will appear.
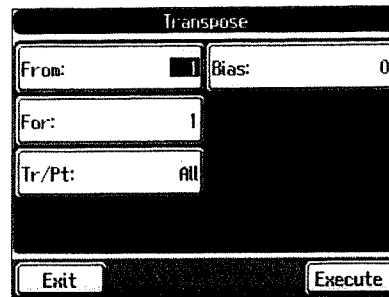
Display	Description
From	The first measure in the passage you want to transpose
For	The number of measures to transpose
Tr/Pt	Track button or Part number to transpose Choosing "All" transposes the same location in all Parts.
Bias	The amount of transposition You can choose a value from -24 (two octaves lower) to +24 (two octaves higher), in semitone increments.

2. Touch the screen to choose the item you want to make the setting for.

3. Use the Value [-] [+] buttons or the dial to set the item.

To cancel transposition, touch <Exit>.
The transposition is canceled and the KR-1077/977/577 goes back to the Song Edit screen.

4. When you're done making all the settings, touch <Execute>.

The passage you specified is transposed at the specified value.
When transposition is finished, you are returned to the Song Edit screen.

Making a Measure Blank

You can delete the performance data in a specified block of measures, making these blank measures, without reducing the length of the song. This process of making certain measures blank is called "Erasing."

Ex. To erase measures (bars) 5-8

blank measures

1. **Follow the steps in "Choosing an Editing Function" (p. 140) to choose <Erase>.**
   The following screen will appear.

Display	Description
From	The first measure in the passage you want to blank out
For	The number of measures to blank out
Tr/Pt	Track button or Part number to blank out Choosing "All" blanks out the same location in all Parts.
Event	Performance information to erase Select from the following settings.

"All"
Erases all performance information, such as the notes, tempo, tone changes, and volume-level changes.

"Tempo"
Erases tempo information. By erasing the tempo information for all bars, the song will change with a uniform tempo. In this case, please choose "All" for <Tr/Pt>.

"Prog.Change"
Erases tone change information.

"Note"
Erases only notes.

"Except Note"
Erases performance information for everything but notes.

"Expression"
Erases Expression (volume change) information.

2. **Touch the screen to choose the item you want to make the setting for.**

3. **Use the Value [-] [+] buttons or the dial to set the item.**
   To cancel the erase operation, touch <Exit>.
   The erase operation is canceled and the KR-1077/977/577 goes back to the Song Edit screen.

4. **When you're done making all the settings, touch <Execute>.**
   The specified passage is blanked out.
   When erasing is finished, you are returned to the Song Edit screen.

Exchanging Parts

You can exchange the notes recorded for a particular part with the notes recorded for another part.

This process of swapping parts is called "Part Exchange."

1. Follow the steps in "Choosing an Editing Function" (p. 140) to choose <PartExchange>.

The following screen will appear.

```
          Part Exchange

         Part 1      Part 1
          ▼ ▲        ▼ ▲

   Exit                 Execute
```
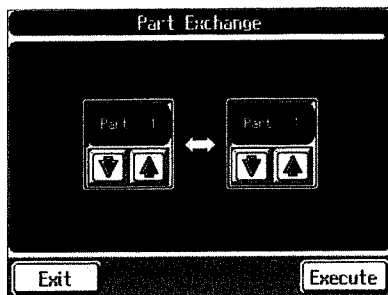
2. Touch each **⬆** **⬇** to choose Parts you want to exchange.

If you want to cancel the Part exchange, touch <Exit>. The part-exchanging is canceled, then you are returned to the Song Edit screen.

3. When you're done making all the settings, touch <Execute>.

When the part-exchanging process is finished, you are returned to the Song Edit screen.

Correcting Notes One by One

You can make corrections in a recorded performance one note at a time. This process of making changes in individual notes is called "Note Editing."

● You can make the corrections described below by using Note Editing.
  * Deleting misplayed notes
  * Changing the scale of a single note
  * Changing the key velocity of a single note

1. Follow the steps in "Choosing an Editing Function" (p. 140) to choose <Note Edit>.

The following screen will appear.

```
         Note Edit [Part 1]

    ▲      HEAD     ----    ----
  Event  001:01:000   C6     119
    ▼     001:02:000   D5     119
          001:03:000   E5     123
                                   Delete

   Exit            ◄   Part   ►
```

Note Location   Pitch   Velocity
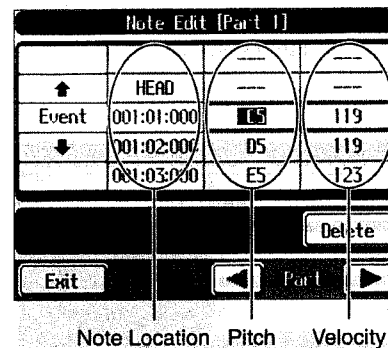
The note-location display uses "Measure:Beat:Tick" as the format. A tick is a unit of time that's shorter than a beat.

2. Touch Part < ◄ > and < ► > to choose the Part that contains the note you want to change.

The Part number appears at the top of the screen.

3. Press the Bwd [◄◄] and Fwd [►►] buttons or touch **⬆** **⬇** on the screen to find the note you want to correct.

Once you touch <Event>, then you can also search the note by the dial.

4. When you've found the note you want to correct, touch <Pitch> or <Velocity> for the note.

5. Use the dial or the Value [-] [+] buttons to correct the pitch or velocity. If you want to delete the note, touch <Delete>.

6. When you're done making all the settings, touch <Exit>.

You are returned to the Song Edit screen.

Modifying the Tone Changes in a Song

In some songs, the instrument sound changes during the course of the song (that is, the Tone changes in the middle of a Part). In such songs, an instruction to switch the Tone is inserted at the place where you want the sound to change. This instruction is called a "Program Change" (PC), and actions such as deleting program changes, or changing the Tone that is selected by them are called "PC Editing."

1. **Follow the steps in "Choosing an Editing Function" (p. 140) to choose <PC Edit>.**

   The following screen will appear.
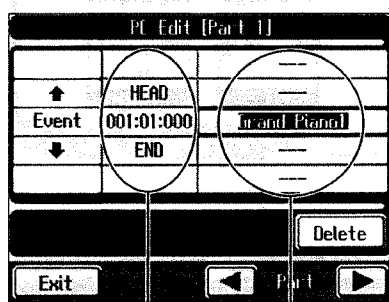
   PC Location   Tone Name

   The PC-location display uses "Measure:Beat:Tick" as the format. A tick is a unit of time that's shorter than a beat.

2. **Touch Part < ◀ > and < ▶ > to choose the Part that contains the note you want to change.**

   The Part number appears at the top of the screen.

3. **Using Bwd [◀◀] button and Fwd [▶▶] button or ⬆ ⬇ on screen to find the Program Change message you want to correct.**

   You can also search the note by the Composer Bwd [◀◀] and Fwd [▶▶] buttons.

   Once you touch <Event>, then you can also search the note by the dial.

4. **When you've found the Program Change you want to modify, touch "Tone Name" on the screen.**

5. **Press the Tone button to choose the Tone group, and use theValue [-] [+] button or dial to choose one of the tones.**

   If you want to delete the Program Change, touch <Delete>.

6. When you're done making all the settings, touch <Exit>.

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Chapter 7 Using Other Functions

Creating an Original Style (User Style)

The KR-1077/977/577 has built-in Music Styles in a variety of genres, but you can also create your own original styles. An original style is called a "User Style."
You can use either of the two methods described below to create a User Style with the KR-1077/977/577.

Style Composer

This method combines the KR-1077/977/577's onboard styles to create a new style.
You can create a new style just by selecting from among the Rhythm, Bass, Accompaniment 1, Accompaniment 2, and Accompaniment 3 parts from different styles.

Style Converter (p. 150)

This method extracts the portions you need from songs composed with the 16-track sequencer to create a new style. When you're composing a song, there's no need to specify all the chords. You can specify just some of the chords, and working on that, the KR-1077/977/577 automatically extrapolates the other chords, and arranges the style.
The Style Converter has an "Auto Mode" for creating Music Styles simply from a song with a single chord, and a "Manual Mode" for creating a Music Style from a song of three chords (major, minor, and diminished seventh).

■ Combining Styles to Create a New Style (Style Composer)

You can create a new User Style by selecting the Rhythm, Bass, Accompaniment 1, Accompaniment 2, and Accompaniment 3 parts from different styles. This function is called the "Style Composer".

*   You can only combine the KR-1077/977/577's built-in styles.

1. Press the [Arranger Navigator] button.

The Arranger Navigator screen appears.
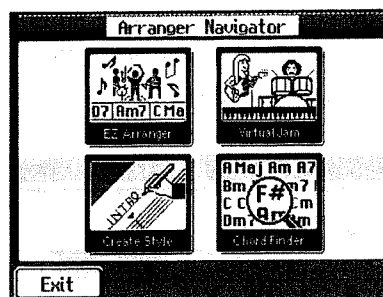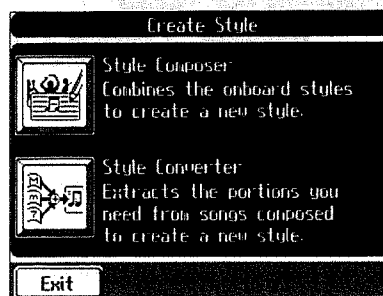
2. Touch <Create Style>.

3. Touch <Style Composer>.

*   If a User Style has already been recorded, a message like the one shown below appears.
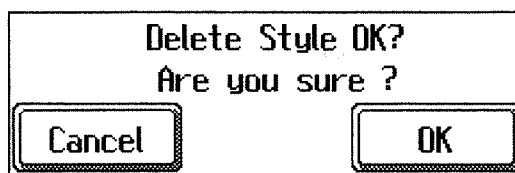
*   Touch <Cancel> to display the Arranger Navigator screen. Please save the User Style on a floppy disk or in the internal memory (p. 153).
*   Touch <OK> to erase the previous User Style and store the new one.

A Style Composer Screen like the one shown below appears.

```
♩=127 📻 New Style          4/4  M:  1

R:Light Pop        A1:

B:                 A2:

                   A3:

[All Clear] [Mute] [Clear] [Options]

[Exit]                      [Execute]
```
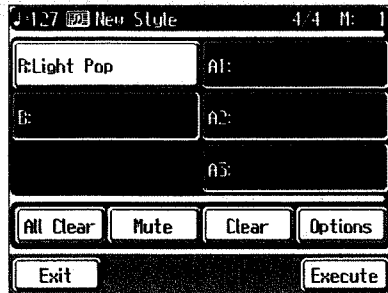
Display	Part
R	Rhythm
B	Bass
A1	Accompaniment 1
A2	Accompaniment 2
A3	Accompaniment 3
<All Clear>	Erase all of the data that has been input.
<Mute>	You can mute the sound of particular Parts in specific Divisions. For more information, take a look at "Muting Parts for a Particular Division" (p. 149).
<Clear>	Cancels the selection of the Style.
<Options>	Displays the Part Settings screen, in which you can make detailed settings for each part. For more information, take a look at "Changing the Settings for Each Part" (p. 150)
<Execute>	This records the style you have composed. Touch here when you finished creating a style.

4. Touch the screen to choose the Part whose style you want to change.

The Part you touched appears in reverse video.

5. Press the Music Style button, then choose a Style by using the Touch Screen, the Value [-] [+] buttons or the dial.

6. After you've chosen a style, touch <Exit> to display the Style Composer screen.

7. Repeat steps 4, 5, and 6 to determine the style for each Part.

8. When you have finished setting the Styles for all Parts, touch <Execute>.

You create a new Style.
The User Style is recorded to the [Disk/User] button. Try playing with the created Style to play.

* *If you turn off the power or record a new User Style, any User Style you've previously recorded is lost. If you don't want to lose it, you should save it on a floppy disk or User memory. Take a look at "Saving a User Style" (p. 153).*

Muting Parts for a Particular Division

You can mute the sound of particular Parts in specific Divisions.

For instance, you can sound all parts when in Variation (the Variation accompaniment pattern), or mute out Accompaniment 2 and Accompaniment 3 when in Original (the Original accompaniment pattern). This has the effect of making the accompaniment more lively when you change the accompaniment pattern from Original to Variation.

For more about Division, see "Music Style and Automatic Accompaniment" (p. 75).

1. Touch the screen to choose the Part you want to mute out.

2. Press the button to switch to the Division that you want to silence.

3. Touch <Mute> on the screen.

The Part you chose is muted out in just the Division you selected.

If you want to hear the muted-out Part, touch <Mute> again.

* *To mute out a Division that changes after a few seconds (intro, ending, or fill-in), touch <Mute> immediately after switching to the Division.*

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Changing the Settings for Each Part

1. At the Style Composer screen, touch <Options>.

The following screen will appear.
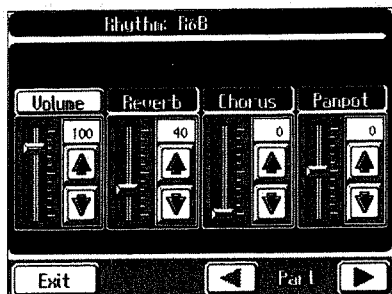
2. Touch Part < ◀ > and < ▶ > to choose the Part that contains the settings you want to change.

The Part number and the tone name is displayed at the top of the screen.

3. Touch the corresponding ⬆ ⬇ to change the settings for each item.

Display	Description
Volume	Adjusts the volume level.
Reverb	Adjusts the depth of the reverb effect.
Chorus	Adjusts the amount of chorus.
Panpot	Shifts the direction the sound is heard from to the left or right. Touch ⬆ to shift the sound to the right, or touch ⬇ to shift it to the left.

You can change the Tone for the selected Part by pressing the Tone Select button to change the Tone.

4. When you're done changing the settings, touch <Exit>.

The Style Composer screen appears.

■ Creating a Style from a Song You Composed Yourself (Style Converter)

You can take a song you've composed yourself and extract the portions you need to create your own original Style. Note that when you're composing a song, there's no need to specify all the chords. You can specify just some of the chords, and working on that, the KR-1077/977/577 automatically extrapolates the other chords, and arranges the style.

The Style Converter has an "Auto Mode" for creating Music Styles simply from a song with a single chord, and a "Manual Mode" for creating a Music Style from a song of three chords (major, minor, and diminished seventh).

When you're creating a User Style, think about the structure of the style.

The Makeup of a Style

A Music Style is made up of five performance parts: "Rhythm," "Bass," "Accompaniment 1," "Accompaniment 2," and "Accompaniment 3."

Also, a song progresses in a sequence, such as intro, melody A, melody B, bridge, and ending.

With the KR-1077/977/577, such changes in songs are allocated to the following six performance states. The six performance states are called "Divisions" for Style.

Division	Performance division
Intro	The intro is played at the start of a song.
Ending	This is played at the end of a song.
Original	This is a basic accompaniment pattern.
Variation	This is a developmental accompaniment pattern. It is a variation on an Original.
Fill In To Variation	This is a one-measure phrase inserted at a juncture where the mood changes. It is used to make a song more lively.
Fill In To Original	This is a one-measure phrase inserted at a juncture where the mood changes. It is used to make a song more sedate.

You can make a song more lively or more restrained by increasing or reducing played parts by Divisions. You can also modify a song by changing the played parts by Divisions.

Creating a Style in Auto Mode

Tips on creating a song

- Use one of the major, minor, or diminished seventh chords to create the song. We recommend using diminished seventh chords to compose the song.
- It can be convenient to record the sounds shown below for the Parts of the 16-track sequencer.

Rhythm	Bass	Accomp1	Accomp2	Accomp3
D (10)	2	7	8	9

→ *If you want to extract the performance of a part other than Part 2, 7, 8, 9, or D, check out "Changing an Extracted Part" (p. 153).*

1. Use the 16-track sequencer to record the song.

› *Refer to "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 132) and the like and record the song.*

2. Press the [Arranger Navigator] button.

The Arranger Navigator screen appears (p. 148).

3. Touch <Create Style>.

4. Touch <Style Converter>.

If a User Style has already been recorded, a message like the one shown below appears.

```
Delete Style OK?
Are you sure ?

  Cancel            OK
```

- Touch <Cancel> to return the Arranger Navigator screen. Please save the User Style on a floppy disk or in the internal memory (p. 153).
- Touch <OK> to erase the previous User Style and store the new one.

A Style Converter Screen like the one shown below appears.

```
♩=120 🎵 New Style          4/4  M:   1

 Conv.Mode:    Auto  Division:     Intro

 Key:            C  From:           1

 Src.Chord:   Major  For:          ---

                        Play   Options
 Exit                           Execute
```
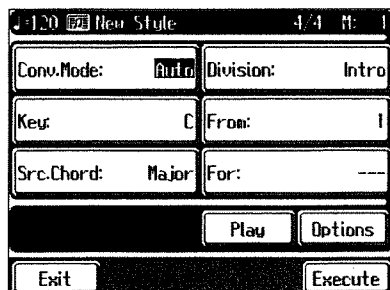
Display	Description
Conv. Mode	Changes the Style Converter Mode (Auto/Manual)
Key	The basic key of the recorded performance
Src. Chord	The chord of the recorded performance (Major/Minor/7th)
Division	Division (p. 150)
From	The first measure in the passage you want to extract
For	The number of measures to extract

Touch <Exit> to go back to the previous screen.

5. Touch <Conv. Mode>, then use the Value [-] [+] buttons or the dial to switch to "Auto."

This makes the setting for the Auto mode.

6. Touch <Key> and <Src. Chord>, then use the Value [-] [+] buttons or the dial to enter the basic key and chord for the recorded song.

7. Touch <Division> and use the Value [-] [+] buttons or the dial to choose a division.

Display	Performance division
Intro	Intro
Original	Original accompaniment pattern
Fill to Vari	Fill-in to Variation
Variation	Variation accompaniment pattern
Fill to Org	Fill-in to Original
Ending	Ending

* *If you select "Fill to Vari" (Fill-in to Variation) or "Fill to Org" (Fill-in to Original) as the Division, you can only extract one measure. The number of measures may be limited for other Divisions as well.*

8. Touch <From> and <For>, and use the Value [-] [+] buttons or the dial to choose the measures you want to extract.

Touching <Play>, you can listen to performance of the portion which you chose.

9. Repeat steps 6, 7 and 8 to make the settings for all Divisions.

* *If no setting is made for a Division, it uses a simple drum pattern.*

10. When you're done making all the Division settings, touch <Execute>.

The User Style is recorded to the [Disk/User] button.

* *If you turn off the power or record a new User Style, any User Style you've previously recorded is lost. If you don't want to lose it, you should save it on a floppy disk or in the internal memory. Take a look at "Saving a User Style" (p. 153).*

* *The data described below is saved in a Music Style. If a song includes data other than this, the results you get might not be what was intended.*

- Keyboard performance information
- Depth of Reverb
- Amount of chorus

Creating a Style in Manual Mode

When you create a Music Style in the Manual mode, you can clearly point up the differences in accompaniment for each individual chord.

Tips on creating a song

- Record your performance with the three chord types of diminished seventh, major, and minor.
- It can be convenient to record the sounds shown below for the Parts of the 16-track sequencer.

Chords	Rhythm	Bass	Accomp1	Accomp2	Accomp3
Major	D(10)	3	4	5	6
Sevens	-	2	7	8	9
Minor	-	12	13	14	15

→ *The chords all share the same Rhythm Part.*

→ *If you want to use the performance of other part, check out "Changing an Extracted Part" (p. 153).*

1. Use the 16-track sequencer to record the song.

→ *Refer to "Multitrack Recording with 16 Parts (16-Track Sequencer)" (p. 132) and the like and record the song.*

2. Press the [Arranger Navigator] button and choose <Style Converter>.

3. Touch <Conv. Mode>, then use the Value [-] [+] or the dial to switch to "Manual."

This makes the setting for the Manual mode.

After that, the steps are the same as for "Creating a Style in Auto Mode."

Make the respective settings for the three chords (Src. Chord).

→ *You can listen to a performance of the part selected with <Options> by touching <Play> at the bottom of the screen.*

Changing an Extracted Part

You can choose which part of the 16-track sequencer to extract the performance from.

1. Press the [Arranger Navigator] button.

2. Touch <Create Style>.

3. Touch <Style Converter>.

4. Touch <Options> at the bottom of the screen.

The following screen will appear.

```
           Part Assign
Rhythm Ch:   [1]10  Accomp 1ch:   7
Bass Ch:       2    Accomp 2ch:   8
                    Accomp 3ch:   9

         Exit
```
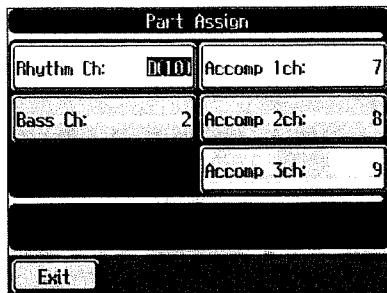
Display	Performance part
Rhythm	Rhythm
Bass	Bass
Accomp 1	Accompaniment 1
Accomp 2	Accompaniment 2
Accomp 3	Accompaniment 3

5. Choose the performance Part you want to change, and press the Value [-] [+] buttons or the dial to determine which 16-track Sequencer part has the performance you want to extract.

* *In the Manual Mode, the type of chords appear at the bottom of the screen. Set the Parts for all chords.*

6. Touch <Exit> to go back to the previous screen.

Saving a User Style

You can save a User Style you've created on a floppy disk or the [Disk/User] button (the KR-1077/977/577's internal memory). This memory is called "User Memory."
When you save a User Style to the User Memory, the style doesn't disappear even when you switch off the power. You can choose the saved User Style by pressing the [Disk/User] button. You can save up to 36 User Styles on the [Disk/User] button.

1. To save it on disk, insert a floppy disk in the disk drive.

→ *Refer to "Using the Disk Drive" (p. 65).*

2. Press the [Disk/User] button.

3. Touch <File>.

4. Touch <Save>.

5. Touch <Disk> or <User>.

To save on a floppy disk, touch <Disk>. To save into user memory, touch <User>.
The following screen is called up.

```
              Save Style
                       [ Disk    User]
    New Style      →    1:

     [ ]   [←][→]          [↓][↑]

    A-a-0-!
    Exit                          Save
```
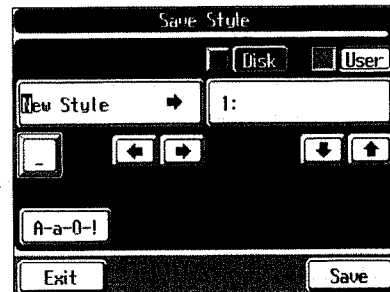
6. Touch [←] [→] to scroll the cursor sideways, and enter the name of the style by using the Value [-] [+] buttons or the dial to choose the letters.

Touch <A-a-0-!> at the bottom of the screen to change the type of script.
Each touch of <A-a-0-!> cycles the type of characters through "English (upper case)," "English (lower case)," "numerals," "symbols," then back to "English (upper case)."
To delete the character under the cursor, touch <_>.

7. After you've enter the style name, use [↑] [↓] to choose the destination for saving it.

Touching <Exit> takes you back to the previous screen without saving the User Style.

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* *If you select a location where a User Style has already been saved, the previously saved User Style is erased and the new one is saved. If you don't want to erase a previously saved style, choose a number where no style name appears in the destination column.*

8. Touch <Save> on the screen.

The saving process starts.

* *Never try to switch off the power while this operation is in progress. Doing so may damage the internal memory, making it impossible to use this instrument.*

■ Deleting a User Style Saved on Floppy Disk or User Memory

You can erase a User Style saved on a floppy disk. or User memory

1. To delete it on floppy disk, insert the floppy disk into the disk drive.

→ *Refer to "Using the Disk Drive" (p. 65).*

2. Press the [Disk/User] button.

3. Touch <File>.

4. Touch <Delete>.

5. Touch <Disk> or <User>.

To delete on a floppy disk, touch <Disk>. To delete into user memory, touch <User>.

6. Touch ⬆ ⬇ to select the Style you want to delete.

7. Touch <Delete>.

The following screen will appear.

```
  Delete Style OK?
  Are you sure ?

 [ Cancel ]      [ OK ]
```
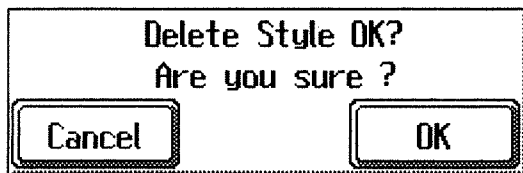
8. Touch <OK>.

The file selected is deleted.

Touching <Cancel> cancels deleting the file.

Copying the User Style

You can take styles that have been saved on floppy disks and copy them to the User memory.

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

2. Press the [Disk/User] button.
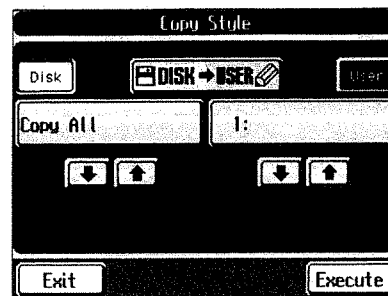
3. Touch <File>.

4. Touch <Copy>.

5. Touch <Disk> to select "Floppy Disk" as the saved source.

6. Touch <Disk> ⬆ ⬇ (left) to select the style you want to copy.

When "Copy All" is selected, all of the styles on the disk are saved to the User memory.

7. Touch <User> ⬆ ⬇ (right) to select a song number.

8. Touch <Execute>.

The style or styles on the disk are copied to the User memory.

Copying Styles from the User Memory to Disks

Styles that were stored in user memory can be saved on a floppy disk. To do this, select <User> in step 5 and select user memory as the copy source.

* *When copying data saved in User memory, never turn off the power until the deletion of the data has been completed.*

Storing the Panel Settings (User Program)

You can store the presently selected buttons, feature settings, and the like to the [User Program] button (internal memory). You can then call up the stored settings by pressing the [User Program] button. This is handy for storing often-used combinations of styles, tone, and other settings. Such a set of stored settings is called a "User Program."
With the KR-1077/977/577, you can store up to 36 User Programs in memory.

1. Press the [User Program] button.

The following screen will appear.
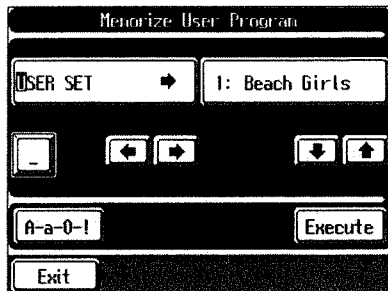
```
1: Scat Swing        4: Beach Girls

2: ClassicEntry      5: Popular Piano

3: Bigband Pop       6: FarawayHally

Memorize                       Options

Exit     File    ◄   Page    ►
```

2. Touch <Memorize>.

The following screen is called up.

```
        Memorize User Program

USER SET    ➡    1: Beach Girls

⬜   ◄  ➡            ⬇  ⬆

A-a-0-!                     Execute

Exit
```

3. Touch ⬅ ➡ to scroll the cursor sideways, and enter the name of the button by using the Value [-] [+] buttons or the dial to choose the letters.
Touch <A-a-0-!> at the bottom of the screen to change the type of script.
Each touch of <A-a-0-!> cycles the type of characters through "English (upper case)," "English (lower case)," "numerals," "symbols," then back to "English (upper case)."
To delete the character under the cursor, touch <_>.

4. After you've entered a name, touch ⬆ ⬇ to choose a destination for saving the button settings.

5. Touch <Memorize> on the screen.
The present panel settings (User Program) are stored on the KR-1077/977/577's [User Program] button.

* *Never try to switch off the power while this operation is in progress. Doing so may damage the internal memory, making it impossible to use this instrument.*

→ *You can return the settings stored on the [User Program] button to the product's factory defaults. Check out "Restoring the Factory Settings (Factory Reset)" (p. 175).*

Calling Up User Program

1. Press the [User Program] button.

2. Touch the name of the User Program you want to call up.

Touching the User Program name changes the panel settings to the stored values.

If the User Program you want to call up is not displayed, touch Page < ◀ > and < ▶ > to switch screens.

■ Changing How Button Settings Are Called Up

If you wish, for times when you call up a User Program, you can set it so settings related to automatic accompaniment aren't changed unless you continue touching the Touch Screen for a certain period of time.

1. Press the [User Program] button.

2. Touch <Options>.

A screen like the one shown below appear.

```
Arranger Update
┌────┐ All settings in the user
│Instant│ program are changed by
└────┘ touching the screen briefly.
┌────┐ Touch briefly, and only non-
│Delayed│ Arranger settings are changed.
└────┘ Touch for several seconds, and
       all settings are changed.
       ┌─────┐
       │ Exit │
       └─────┘
```
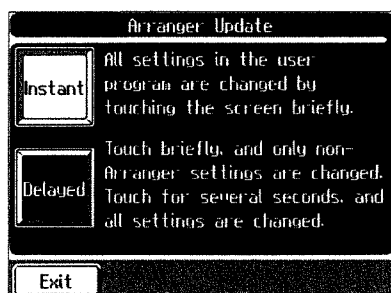
3. Touch <Instant> and <Delayed>.

Display	Description
Instant	The settings related to automatic accompaniment are also switched right away when you touch the Touch Screen.
Delayed	To change the settings related to automatic accompaniment, touch and continue pressing the Touch Screen for a short while.

Touch <Exit> to go back to the previous screen.

Saving User Programs on Floppy Disk

You can save all User Programs now stored on the [User Program] button (internal memory) on floppy disk as a single set.

1. Insert the floppy disk into the disk drive.

→ For details refer to "Using the Disk Drive" (p. 65).

2. Press the [User Program] button.

3. Touch <File>.

4. Touch <Save>.

Touching <Save> stores a User Program Set on a floppy disk.

The following screen will appear.

```
Save User Program
┌──────────┐    ┌──────┐
│User Program │ ➡ │ 1:    │
└──────────┘    └──────┘
┌───┐  ┌──┐┌──┐     ┌──┐┌──┐
│ _ │  │◀ ││▶ │     │▼ ││▲ │
└───┘  └──┘└──┘     └──┘└──┘
┌──────┐
│A-a-0-!│
└──────┘
┌──────┐              ┌──────┐
│ Exit │              │ Save │
└──────┘              └──────┘
```
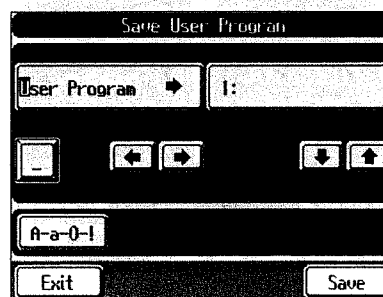
5. Touch ◀ and ➡ to scroll the cursor sideways, and enter the name of the button by using the Value [-] [+] buttons or the dial to choose the letters.

To delete the character under the cursor, touch <_>.

Touch <A-a-0-!> at the bottom of the screen to change the type of script.

Each touch of <A-a-0-!> cycles the type of characters through "English (upper case)," "English (lower case)," "numerals," "symbols," then back to "English (upper case)."

6. After you've entered a name, touch ▲ ▼ to choose a destination for saving the User Program.

* If you save a User Program at a place where another User Program has already been saved, the previously saved User Program is erased and the new one is saved. If you don't want to erase the previously saved User Program, save the new one at a location that has no name.

Touch <Exit> to go back to the previous screen.

7. Touch <Save> to start saving.

→ You can erase a User Program saved on a floppy disk. Take a look at "Erasing a User Program Saved on a Floppy Disk" (p. 157).

■ Calling Up Saved User Programs from Floppy Disk

You can call up an entire set of User Programs saved on floppy disk to the [User Program] button.

*   Please note that calling up User Programs from floppy disk erases all User Programs stored at the [User Program] button.

1. Insert the floppy disk into the disk drive.

→ For details refer to "Using the Disk Drive" (p. 65).

2. Press the [User Program] button.

3. Touch <File>.

4. Touch <Load>.

The following screen will appear.

Touch <Exit> to go back to the previous screen.

5. Touch the screen to select the User Program set you want to call up.

6. Touch <Load> at the bottom of the screen.

The User Program saved on a floppy disk will be loaded to the [User Program] button (internal memory).

■ Erasing a User Program Saved on a Floppy Disk

You can erase an entire set of User Programs saved on a floppy disk.

1. Insert the floppy disk into the disk drive.

→ For details, refer to "Using the Disk Drive" (p. 65).

2. Press the [User Program] button.

3. Touch <File>.

4. Touch <Delete> on the screen.

The following screen will appear.
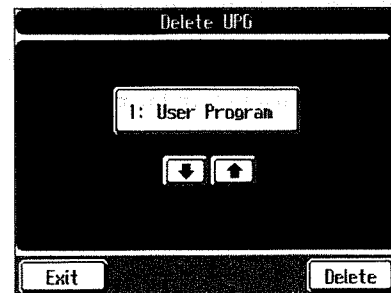
Touch <Exit> to go back to the previous screen.

5. Touch ⬆ ⬇ to choose the User Program set you want to erase.

6. Touch <Delete> on the screen.

The following screen will appear.
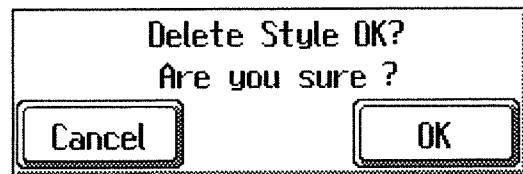
7. Touch <OK>.

The selected User Program is erased.

Touching <Cancel> takes you back to the previous screen without deleting the User Program.

Disabling Everything Except Piano Play (Panel Lock)

Making the setting for the panel lock enables a state where only piano play is possible, and all buttons are disabled. Even if the buttons are pressed mistakenly, such as might be the case with children, no unwanted settings or changes will result.

* *When the panel is locked, only Grand Piano 1 sounds are played.*

1. Turn down the volume all the way.

2. Press the [Power] button to turn off the power.

3. While holding down the [Function] button, press the [Power] switch to turn the power on.

4. Adjust the volume.

All buttons except for piano play are disabled.
When you play the keyboard "Grand Piano 1" tone is played.
By turning the power off and then on once again, the keyboard returns to its normal status with Panel Lock cancelled.

Changing the Settings for One Touch Piano

You can change settings related to the piano performance in the Piano Customize screen.

These settings remains in effect until you turn off the power.

At the Piano screen (p. 38), touch <Customize> to display the screen shown below.
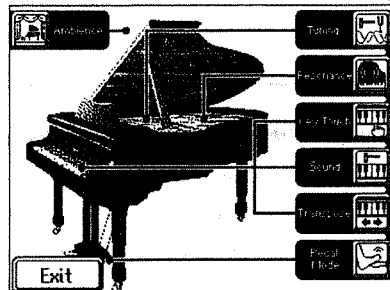
This is called the "Piano Customize screen."

You can make the settings for an item by touching the corresponding icon.

Touch <Exit> to go back to the Piano screen.

Indication	Description
Ambience	This lets you enjoy the atmosphere of performance in a wide variety of different locations.
Tuning	Changes the tuning of the piano.
Resonance	Adjusts the sympathetic resonance.
Key touch	Adjusts the "touch," or response of the keys.
Sound	This lets you make more detailed adjustments to the piano's tone.
Transpose	Transpose the key of performance.
Pedal Mode	Adjusts the sensitivity of the pedals.

○ What's Sympathetic Resonance?

When you depress the damper pedal on an acoustic piano, the sound from the strings that were struck resonates with other strings, adding rich reverberations and broadness to the sound. This resonance is called "Sympathetic Resonance."

■ Adding Ambience from Different Venues to Songs (Ambience)

You can savor the same atmosphere as experienced when performing in a concert hall, studio and other venues.

1. At the Piano Customize screen, touch <Ambience>.

The following screen will appear.
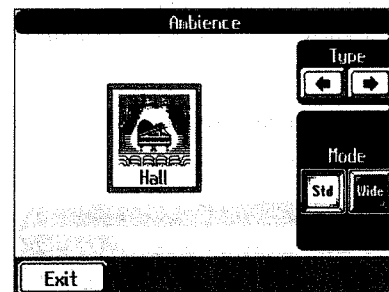
2. Touch the <Type> ◄ and ► icon to select the type of performance space.

Indication	Description
Ground	On a large open ground
Room	In a small room
Lounge	A large room
Studio	A recording studio
Gymnasium	In a gymnasium
Hall	Concert hall
Dome	A domed ballpark
Cave	In a cavern

3. Touch the "Mode" icon to select the size of performance space.

Indication	Description
Std	This is the normal condition.
Wide	Provides an effect simulating the sound as it would be perceived in a larger, wider space.

Touch <Exit> to go back to the Piano Customize screen.

* *When you change the <Ambience> setting in the Piano Customize screen, the way in which reverb is applied may change.*

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■ Changing the Tuning

Choosing the Tuning

You can play classical music such as baroque pieces using their original tuning.

Most modern songs are composed and played with the assumption that equal temperament (the most common tuning in use today) will be used, but when classical music was composed, there were a wide variety of other tuning systems in existence. Playing a composition with its original tuning lets you enjoy the sonorities of the chords that the composer originally intended.

1. At the Piano Customize screen, touch <Tuning>.
The following screen will appear.
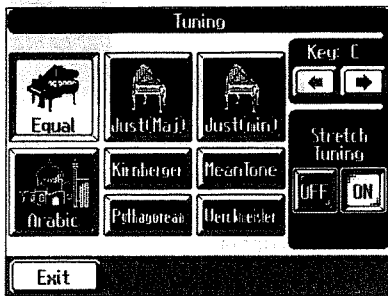
2. Touch any one of the icons to choose the tuning system.

You can choose from among the eight tunings described below.

Tuning system	Characteristics
Equal	This tuning divides an octave into 12 equal parts. Every interval produces about the same amount of slight dissonance. This setting is in effect when you turn on the power.
Just Major	This scale eliminates dissonance in fifths and thirds. It is unsuited to playing melodies and cannot be transposed, but produces beautiful chords.
Just Minor	The scales of the major and minor just intonations are different. You can get the same effect with the minor scale as with the major scale.
Arabic	This scale is suitable for Arabic music.
Kirnberger	This scale is a modification of the meantone and just intonations that permits greater freedom in transposition to other keys. Performances are possible in all keys (III).

Pythagorean	This scale devised by the philosopher Pythagoras eliminates dissonance in fourths and fifths. Dissonance is produced by third-interval chords, but melodies are euphonious.
Mean Tone	This scale makes some compromises in just intonation, enabling transposition to other keys.
Werckmeister	This is a combination of the mean tone and Pythagorean scales. Performances are possible in all keys (first technique, III).

3. Touch <Key> ◄ ► to choose the keynote.
When playing with tuning other than equal temperament, you need to specify the ground note for tuning the song to be performed (that is, the note that corresponds to C for a major key or to A for a minor key).
If you choose an equal temperament, there's no need to select a keynote.

Changing the Tuning Curve

A piano is generally tuned to a pitch with a lower bass range and a higher treble range than equal temperament. This special tuning method for pianos is called "Stretch Tuning." A graph that shows the changes in pitch of actual tuning compared with the changes in equal temperament pitch is called a tuning curve. Changing the tuning curve produces subtle variations in the reverberations of the chords you play.

1. Touch the <Stretch Tuning> icon to choose the tuning curve.

Display	Characteristics
ON	This tuning curve expands the bass and treble ends somewhat (Stretch Tuning). It is suitable for performances such as piano solos. This setting is in effect when you turn on the power.
OFF	This is the standard tuning curve. It is suitable when playing layered tones, or for playing in ensemble with other instruments.

Touch <Exit> to go back to the Piano Customize screen.

■ Adjusting Resonance

You can adjust this resonance (Sympathetic Resonance) when the damper pedal is depressed.

1. At the Piano Customize screen, touch <Resonance>.

The following screen will appear.
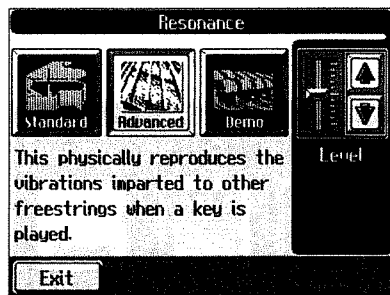
2. Touch the <Standard>, <Advanced>, or <Demo> icon to choose the type of resonant sound.

Indication	Description
Standard	This replicates the resonance inside a piano.
Advanced	This physically reproduces the vibrations imparted to other free strings when a key is played, so it can give you the same feel as the reverberations of an acoustic piano (Physical Damper Simulation).
Demo	In addition to the effects of Advanced, this also replicates the noise when you depress the pedal.

3. Touch <Level> ⬆ ⬇ to adjust the amount of Resonance Sound.

As the value increases, the effect becomes deeper. The touch becomes shallower as the value decreases.

Touch <Exit> to go back to the Piano Customize screen.

* *If you use the Voice Transformer (p. 69) or the Harmonist (p. 70), the resonant sound may sometimes be reset to its original value.*

→ *When you've chosen <Demo>, touching <Exit> changes the setting for resonant notes to <Advanced>.*

■ Changing Key Touch (Key Touch)

You can vary the touch of the keyboard when you finger the keys.

1. At the Piano Customize screen, touch <Key Touch>.

The following screen will appear.
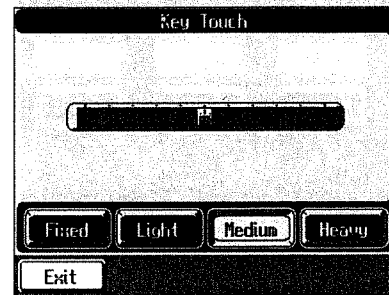
2. Touch the <Fixed>, <Light>, <Medium>, or <Heavy> icon to make the setting for keyboard touch.

Indication	Description
Fixed	Notes are sounded at an unchanging volume level, regardless of how lightly or forcefully you finger the keyboard.
Light	This sets the keyboard to a light touch. You can achieve fortissimo (ff) play with a less forceful touch than usual, so the keyboard feels lighter. This setting makes it easy to play, even for children.
Medium	This sets the keyboard to the standard touch. You can play with the most natural touch. This is the closest to the touch of an acoustic piano.
Heavy	This sets the keyboard to a heavy touch. You have to finger the keyboard more forcefully than usual in order to play fortissimo (ff), so the keyboard touch feels heavier. Dynamic fingering adds even more feeling to what you play.

3. To make fine adjustments, touch the bar graph.

The on-screen bar graph shows the keyboard touch. As the value increases, the touch becomes heavier; the touch becomes lighter at lower values.

Touch <Exit> to go back to the Piano Customize screen.

■ Fine Adjustment of the Piano Tone (Sound)

You can make more detailed adjustments to the piano's tone.

1. At the Piano Customize screen, touch <Sound>.

The following screen will appear
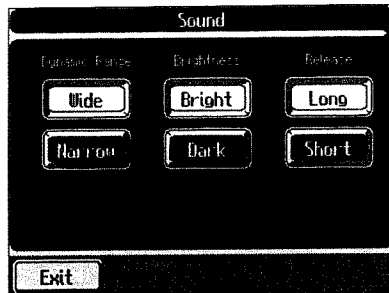
2. Touch the icon whose setting you want to change.

Indication	Description
Dynamic Range	Adjusts the range of change in the tone made in response to velocity, or the force with which the keys are played. Select "Wide" to widen the dynamic range of the sound; select "Narrow" to narrow the dynamic range.
Brightness	Allows you to change the brightness of the piano tone. Select "Bright" to brighten the sound; select "Dark" to make the sound darker.
Release	Sets the length of decay of the sound after the keys are released. Select "Long" to lengthen the sound's release time; select "Short" to shorten the sound's release.

Touch <Exit> to go back to the Piano Customize screen.

■ Adjusting the Sensitivity of the Pedals (Pedal Mode)

This adjusts the sensitivity of the damper pedal and the soft pedal (p. 40).

Using fewer stages can reduce the amount of data, which is effective at times such as when you record a lengthy song.

1. At the Piano Customize screen, touch <Pedal Mode>.

The following screen will appear.
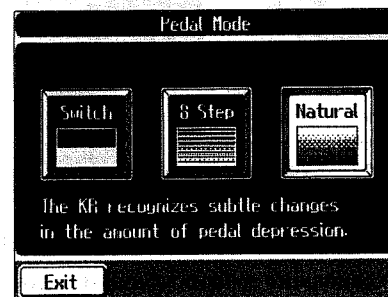
2. Touch the <Switch>, <8Step>, or <Natural> icon to choose the setting you want.

Indication	Description
Switch	The KR-1077/977/577 recognizes two stages of pedal depression (on and off).
8 Step	The KR-1077/977/577 recognizes eight stages of pedal depression.
Natural	The KR-1077/977/577 recognizes subtle changes in the amount of pedal depression.

Touch <Exit> to go back to the Piano Customize screen.

Changing the Settings for Automatic Accompaniment

You can change a variety of settings for automatic accompaniment.
Touch <Options> at the bottom right of the Basic screen to display the setting screen.
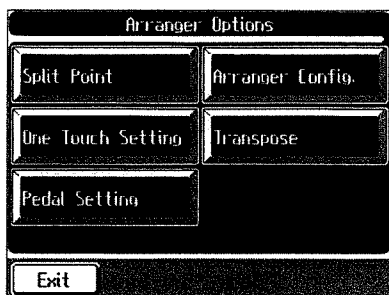
■ Changing the Keyboard's Split Point

You can change the location where the keyboard is divided (the split point).
The setting is at "F#3" when the piano is powered up.
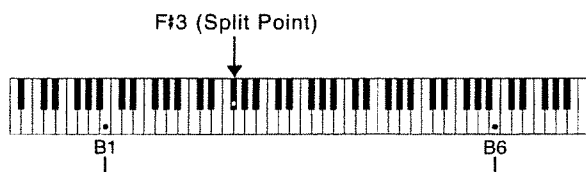
1. Press the One Touch Program [Arranger] button to display the Basic screen.

2. At the Basic screen, touch <Options> at the bottom right of the screen.

3. Touch <Split Point> to display the screen shown below.
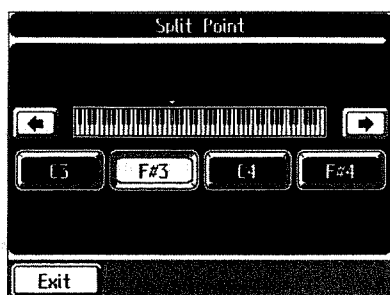
4. Touch <C3>, <F#3>, <C4> or <F#4>.

The key you chose becomes the split point.

→ *The key you chose for the split point belongs to the left-hand section of the keyboard.*

5. To make another key the split point, touch 🔽

🔼 to move the cursor on screen.

You can set the split point within a range of B1 to B6.
Touch <Exit> to go back to the Basic screen.

> See "Playing Different Tones with the Left and Right Hands (Split Play)" (p. 46).

■ Changing How the Automatic Accompaniment Plays

You can set it the setting so that instead of sounding all the parts of a Music Style, only the Music Style's rhythm part, chord tone, and bass tone are played.

1. Press the One Touch Program [Arranger] button to display the basic screen.

2. At the Basic screen, touch <Options> at the bottom right of the screen.

3. Touch <Arranger Config.> to display a screen like the one shown below.
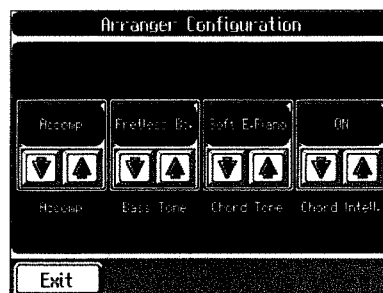
4. Use <Accomp> 🔼 🔽 to choose the tone you want to play.

Indication	Description
Accomp	Sounds all Parts of the Music Style.
Chord&Bs	Only the Music Style's rhythm part, chord tone, and bass tone are sounded.

Touch <Exit> to go back to the Basic screen.

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■ Assigning Functions to Buttons and Pedals

You can assign various functions to the left pedal, the center pedal, and the Pad button. You can call up a function just by pressing the pedal or Pad button to which it is assigned.

Assigning a Function to a Pad Button

1. Press the [User] button and confirm that its indicator has lighted.

A screen like the one shown below appears.
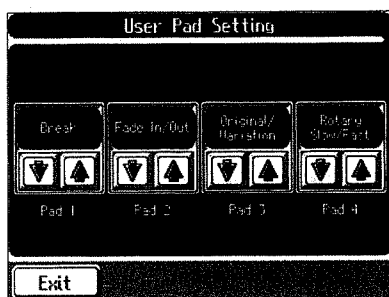
2. Touch 🔼 🔽 to assign the function to the desired Pad button.

Touch <Exit> to go back to the previous screen.

○ **Assignable Functions**

Indication	Description
Leading Bass	Toggles the Leading Bass function on or off. It is turned on while you depress the pedal. When a function is assigned to a pedal, the function stays in effect while the pedal is pressed.
Break	During a performance with automatic accompaniment, you can stop the accompaniment for exactly one measure.
Fill In to Variation	This does the same thing as the Fill In [To Variation] button (p. 84).
Fill In to Original	This does the same thing as the Fill In [To Original] button (p. 84).
Fill In	A fill-in is inserted, but the accompaniment pattern after that doesn't change.
Half Fill In Variation	This play a fill-in half a measure long, then switches to the Variation accompaniment pattern.
Half Fill In Original	This plays a fill-in half a measure long, then switches to the Original accompaniment pattern.
Original/Variation	This changes the accompaniment pattern without inserting a fill-in.
Arranger Reset	Using this function while Automatic Accompaniment is in use returns the accompaniment to the start of the Division.
Intro 1/Ending 1	This does the same thing as the Intro/Ending [1] button (p. 81).
Intro 2/Ending 2	This does the same thing as the Intro/Ending [2] button (p. 81).
Arranger Start/Stop	This does the same thing as the [Start/Stop] button (p. 81).
Orchestrator Up	This changes the automatic accompaniment to a more florid arrangement.
Orchestrator Down	This changes the automatic accompaniment to a simpler arrangement.
Melody Intelligence	This toggles the Melody Intelligence function on and off (p. 87).
Fade In/Out	This starts automatic accompaniment with a fade-in (where the volume gets progressively louder), ends it with a fade-out (where the volume gets progressively softer), then stops.
Rotary Slow/Fast	This switches the speed of the rotary effect (p. 39).
Glide	As the Pad or pedal continues to be held down, the pitch temporarily drops; when the Pad or pedal is released, the pitch gradually returns to normal. This can be effective for simulating the performance of instruments like a Hawaiian guitar.
Composer Play/Stop	This does the same thing as the Play [►] button and the Stop [■] button.
Punch In/Out	During Punch-in Recording, this starts and stops recording (p. 136).
Tap Tempo	The tempo can be set to the same timing that's been used to press a button or pedal (p. 95).

Assigning a Function to a Pedal

1. Press the One Touch Program [Arranger] button to display the basic screen.

2. At the Basic screen, touch <Options> at the bottom right of the screen.

3. Touch <Pedal Setting> to display a screen like the one shown below.
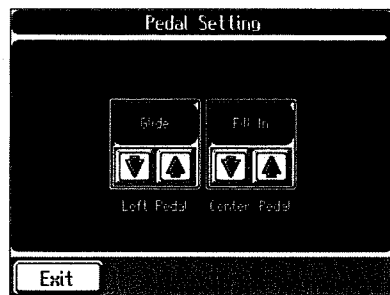
4. Touch ⬆ ⬇ to assign the function to the desired pedal.

Touch <Exit> to go back to the previous screen.

In addition to the functions you can assign to the Pad buttons, you can also assign the functions described below to the pedals.

○ Assignable Functions

Indication	Description
Upper Soft	The pedal functions the Soft pedal (p. 25).
Upper Sostenuto	The pedal functions the Sostenuto pedal (p. 25).
Lower Damper	This applies lingering reverberations to notes played with the left-hand section of the keyboard while the damper pedal is depressed.
Bend Up	This raises the pitch of notes you play on the keyboard.
Bend Down	This lowers the pitch of notes you play on the keyboard.

What is the Leading Bass function?

The function that sounds the lowest note of a fingered chord as the bass tone is called "Leading Bass." When set to "ON," the bass tone changes when an inverted chord is used. Usually the tonic of the fingered chord is sounded as the bass tone.

→ *If you've assigned "Leading Bass" to a pedal, the Leading Bass function is active while you depress the pedal.*

What's the Bend Range?

The effect of smoothly raising or lowering the pitch of a played note is known as the "Bender Effect," and the pitch's range of change is called the "Bend Range." With the KR-1077/977/577, you can apply the bender effect by depressing and releasing a pedal.

* *Pressing the One Touch Program [Piano] button returns the pedals to their original functions (p. 25).*

→ *When the "Bend Up" or "Bend Down" function is used with Split (p. 46) selected, the pitch of the sounds played in the right hand are then altered. Additionally, the maximum degree of change in the pitch when the Bender effect is used is called the "Bend Range." Take a look at "Changing the Bend Range" (p. 173).*

■ Keeping the Same Tone and Tempo When the Music Style Changes

Normally, when you select a Music Style, the default setting has the tone in the right hand and the tempo selected automatically. This setting prevents the tempo and tone from changing, even when the Music Style is changed.
All items are set to ON when you turn on the power.

1. Press the One Touch Program [Arranger] button to display the basic screen.

2. At the Basic screen, touch <Options> at the bottom right of the screen.

3. Touch <One Touch Setting> to display a screen like the one shown below.
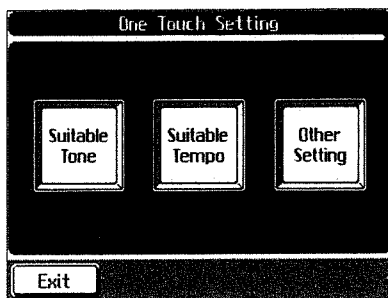
4. Touch the icons to switch On/Off.

Indication	Description
Suitable Tone	The suitable tone for a Music Style will be selected automatically.
Suitable Tempo	The suitable tempo for a Music Style will be selected automatically.
Other Setting	Other settings (Style Orchestrator settings, Phrase, etc.) are changed automatically.

→ *The parameters that are turned off do not change, even when the Music Style is changed.*

■ Changing the Chord Tone and Bass Tone

You can change the sound of the chord tone and bass tone.

What Are the Chord Tone and Bass Tone?

When automatic accompaniment is stopped and the [Sync/Reset] button's indicator is dark, fingering the left-hand section of the keyboard causes a chord to be sounded. This is called the "chord tone," and the root of the chord that is played at the same time is called the "bass tone."

1. Press the One Touch Program [Arranger] button to display the basic screen.

2. At the Basic screen, touch <Options> at the bottom right of the screen.

3. Touch <Arranger Config.> to make the following screen appear in the display.
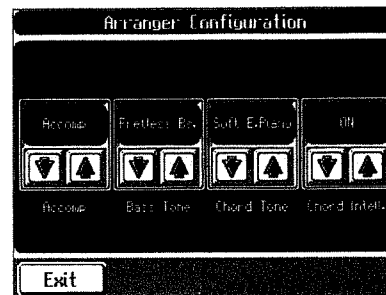
4. Touch ⬆ ⬇ of <Bass Tone> to choose the Bass Tone, and touch ⬆ ⬇ of <Chord Tone> to choose the Chord Tone.

When "OFF" is selected, the bass tone or chord tone sound is muted.

Tone	Available tones
Bass Tone	OFF, Acoustic Bs., A.Bass + Cymbal, Fingered Bs., Picked Bs., Fretless Bs., Slap Bass, Organ Bass, SynthBass101, Thum Voice
Code Tone	OFF, E.Piano 1, E.Piano 2, Soft E.Piano, Hard E.Piano, Slow Strings, Strings, Choir, Doos Voice

Touch <Exit> to go back to the Basic screen.

■ Canceling the Chord Intelligence Function

The Chord Intelligence function (p. 76) is the function in Automatic Accompaniment that instantly recognizes the accompaniment chord that is to be played, merely when you press the key specifying the chord. Although the Chord Intelligence function is normally turned on when you press the One Touch Program [Arranger] button and have Automatic Accompaniment play, you can turn off the Chord Intelligence function in the following screen.

1. Press the One Touch Program [Arranger] button to display the basic screen.

2. At the Basic screen, touch <Options> at the bottom right of the screen.

3. Touch <Arranger Config.> to make the following screen appear in the display.
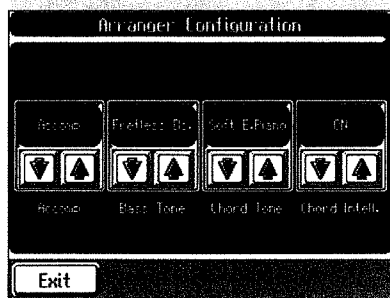
4. Touch the <Chord Intell.> ⬆ ⬇ to select "ON" or "OFF."

Indication	Description
ON	The Chord Intelligence function can be used.
OFF	The Chord Intelligence function cannot be used. You have to finger all the keys to specify the chord.

Touch <Exit> to go back to the Basic screen.

Changing the Settings for One Touch Organ

■ Adjusting the Footage

When you've selected Jazz Organ, you can adjust the footage.

What's Footage?

A device for combining different frequencies to create the sound you want is called "Footage."
The on-screen values originally signified 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 basic value, <16> produces a note one octave lower, and <2> produces a note two octaves higher.

1. Press the One Touch Program [Organ] button to display the Organ screen.

2. Choose "Jazz Organ" for the organ type.

3. At the Organ screen, touch <Footage>.
A screen like the one shown below appears.
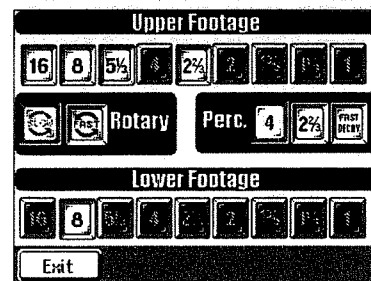
4. Try experimenting by touching different icons to change the Tone for the left-hand section of the keyboard, and find one you like.
The frequency components of icons that look 🔲 are played.

* *When all the icons look like* 🔲 *(in other words, when set so that no frequency components are played), no sound is heard when you finger the keyboard.*

5. You can also use the icons in the "Perc." column to add accents to the onset of the note.
You can use Perc. 🔲 or 🔲 to change the Tone at the time of its onset. You can't set both to "On" at the same time.
Touching 🔲 makes the accent time shorter.
Touch <Exit> to go back to the Organ screen.

→ *For more about "Rotary," take a look at "Changing the Rotary Effect" (p. 39).*

■ Changing the Keyboard's Split Point

When you've selected Jazz Organ, the right- and left-hand sections of the keyboard play different Tones. You can change the location where the keyboard is divided (the split point).

1. Press the One Touch Program [Organ] button to display the Organ screen.

2. At the Organ screen, touch <Options> at the bottom right of the screen.

The Organ Option screen appears.

3. Touch <Split Point> to display the screen like the one shown below.
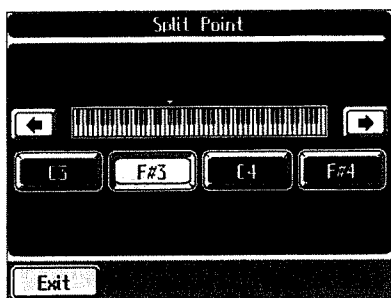
4. Touch <C3>, <F#3>, <C4> or <F#4>.

The key you chose becomes the split point.
The setting is at "F#3" when the piano is powered up.

→ *The key you chose for the split point belongs to the left-hand section of the keyboard.*

5. To make another key the split point, touch ◄ ► to move the cursor on screen.

You can set the split point within a range of B1 to B6.
Touch <Exit> to go back to the Organ Option screen.

■ Changing How the Automatic Accompaniment Plays While Playing the Organ

1. Press the One Touch Program [Organ] button to display the Organ screen.

2. At the Organ screen, touch <Options> at the bottom right of the screen.

The Organ Option screen appears.

3. Touch <Lower/Arranger> to display a screen like the one shown below.
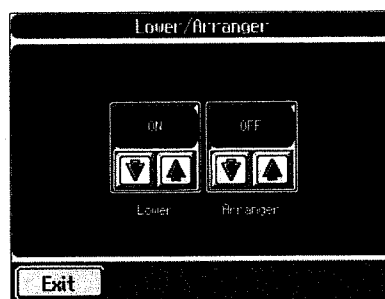
4. Touch <Arranger> ⬆ ⬇ to select "ON" or "OFF."

Indication	Description
ON	All Automatic Accompaniment in the Music Style is used.
OFF	Only the Rhythm Patterns are selected.

Touch <Exit> to go back to the Organ Option screen.

* *If you've selected something other than Jazz Organ, you can't use Chord Intelligence (p. 77).*

■ Changing How the Left-hand Keyboard Section Plays

You can change how the left-hand section of the keyboard sounds when you've used the automatic accompaniment.

1. Press the One Touch Program [Organ] button to display the Organ screen.

2. At the Organ screen, touch <Options> at the bottom right of the screen.

3. Touch <Lower/Arranger> to display a screen like the one shown below.
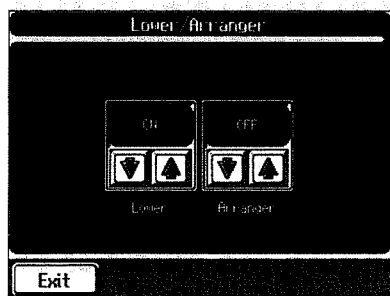
4. Touch <Lower> ⬆ ⬇ to select "ON" or "OFF."

Indication	Description
ON	All sounds played in the left hand are sounded.
OFF	The chord and bass tones played in the left hand are sounded.

Touch <Exit> to go back to the Organ Option screen.

→ For more on chord tones and bass tones, see "Changing the Chord Tone and Bass Tone" (p. 166).

Changing the settings for Score screen

1. Press the [Score] button.

The score screen appears (p. 93).

2. Touch <Option> at the bottom of the screen.

The following screens appears.
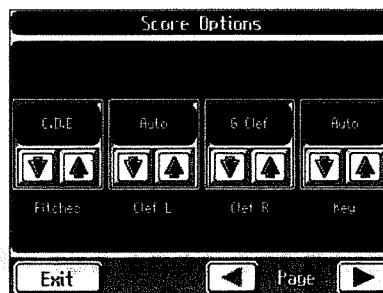
This screen consists of two pages. Use Page < ◀ > and < ▶ > to change pages.

Display	Value	Description
Pitches	C,D,E	Letter names (fixed do) are displayed in the detailed score.
	Do,Re,Mi	Solmization syllables (movable do) are displayed in the detailed score.
	Off	Not displayed
Clef L	G Clef	Display the G-clef staff of the left-hand part
	F Clef	Display the F-clef staff of the left-hand part
	Auto	Changes automatically
Clef R	G Clef	Display the G-clef staff of the right-hand part
	F Clef	Display the F-clef staff of the right-hand part
	Auto	Changes automatically
Key	b x 5–0–# x 6	Display the score in the selected key
	Auto	Display automatically

Display	Value	Description
Left Part	1–16, Lower Track	Select the part to be displayed as the left-hand part. The power-up default is "Lower Track."
Right Part	1–16, Upper Track	Select the part to be displayed as the right-hand part. The power-up default is "Upper Track."
User Part	1–16, Whole Track	Select the part used for recorded your performance. The power-up default is "Whole Track."

3. Touch 🔼 🔽 to set each setting.

Touch <Exit> to go back to the Score screen.

Changing the Tone Set When Playing Back a Song

When playing back song data, the data is normally set to be played back using GS tones (tones compatible with other GS devices). By changing the settings, you can play back portions of the data using tones particular to the KR.

1. Press the [Composer Navigator] button.

The Composer Navigator screen will appear.

2. Touch <Play Mode>.

The following screen appears.
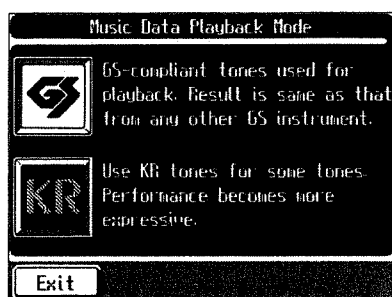
3. Touch an icon to select the setting.

Indication	Description
GS	Data played back using GS-compatible tones.
KR	Data played back in part using KR tones.

Touch <Exit> to go back to the Composer Navigator screen.

Changing the Settings for the Marker and the Count Sound

1. Press the [Marker/Count In] button.

The Marker/Count In Screen (p. 100) appears.

2. At the Marker screen, touch <Options>.

The following screen will appear.
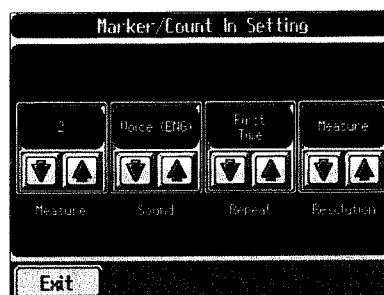
This is called the "Marker Option screen."
Touch <Exit> to go back to the Marker screen.

■ Changing the Number of Measures Counted and the Count Sound

When you've made the setting for sounding an audible count (p. 98), you can change the number of measures that are counted, as well as the type of counting sound.

1. Display the Marker Option screen.

2. Use <Measure> 🔼 🔽 to choose the number of measures to count and the count sound.

Indication	Description
1	The one-bar count will sound.
2	The two-bar count will sound.

3. Use <Sound> 🔼 🔽 to choose the count sound.

Indication	Description
Sticks	Sound of tapping with a stick
Click	A bell and a clicking sound
Electronic	Electronic sound
Voice(JP)	A voice counting "1, 2" in Japanese
Voice(ENG)	A voice counting "1, 2" in English
Wood Block	Wood Block
Triangle/Castanet	Triangle and castanet sound
Handclap	Clapping
Animal	Animal Voice

Touch <Exit> to go back to the Marker Option screen.

→ *Take a look at "Counting Down Before a Performance Starts"* (p. 98).

■ Playing the Count Sound at Each Repetition

You can choose whether the count is sounded at every repetition when you repeat playback of a song or a particular passage.

1. Display the Marker Option screen.

2. Select the way this is to be played with the <Repeat> 🔼 🔽.

Indication	Description
First Time	The count is sounded only before the first playback.
Every Time	The count-in is sounded each time the song is played.

Touch <Exit> to go back to the Marker Option screen.

→ *Take a look at "Counting Down Before a Performance Starts"* (p. 98).

■ Placing a Marker in the Middle of a Measure

A marker is normally placed at the start of the selected measure, but you can also set it so that a marker is placed at a position partway through a measure.

1. Display the Marker Option screen.

2. Touch <Resolution> 🔼 🔽 to choose the marker setting.

Indication	Description
Measure	This lets you place a marker at the beginning of the measure.
Beat	This lets you place a marker at the beginning of the beat.

Touch <Exit> to go back to the Marker Option screen.

* *When "Beat" is selected for this setting, place the markers while the song is played back.*

→ *Take a look at "Placing a Marker Within a Song" (p. 100).*

Adjusting the Standard Pitch (Master Tuning)

The standard pitch generally refers to the pitch of the note that's played when you finger the middle A key. For a cleaner ensemble sound while performing with one or more other instruments, ensure that each instrument's basic pitch is in tune with that of the other instruments. This tuning of all the instruments to a standard pitch is called "Master Tuning."

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

2. Touch <Master Tune>.

If <Master Tune> is not displayed, touch Page < ◀ > and < ▶ > to switch screens.
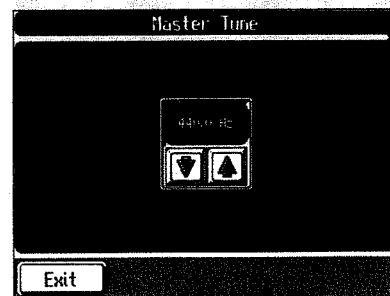
3. Touch 🔼 🔽 to change the standard pitch.

The standard pitch can be set to any value from 415.3–466.2 Hz. The setting is at "440.0 Hz" when the piano is powered up.

Touch <Exit> to go back to the Function screen.

Press the [Function] button again, extinguishing the button's indicator, and go back to the previous screen.

Changing the Type of Reverb Effect

By changing the reverberations of the notes, you can enjoy the atmosphere of performance in a wide variety of different locations.

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

2. Touch <Effect/Bend>.

If <Effect/Bend> is not displayed, touch Page < ◀ > and < ▶ > to switch screens.
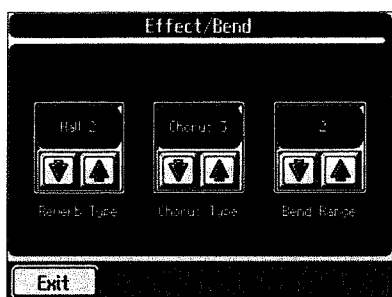
3. Touch <Reverb Type> ⬆ ⬇ to change the type of reverb.

Display	Type Description
Room 1	Simulates the reverb of a conference room
Room 2	Simulates the reverb of a performance lounge
Room 3	Simulates the reverb of a large, open room
Hall 1	Simulates the reverb of a large concert hall
Hall 2	Simulates the reverb of a small concert hall
Plate	Applies a bright, metallic reverb
Delay	Repeats the sound many times, like an echo
Panning Delay	Makes the sound jump back and forth between the left and right speakers

Touch <Exit> to go back to the Function screen.
Press the [Function] button again, extinguishing the button's indicator, and go back to the previous screen.

* *Changing the type of Reverb effect may also change the setting for "Changing the Settings for One Touch Piano" (p. 159).*

→ *Check out "Adding Reverberation to Sounds (The Reverb Effect)" (p. 49).*

Changing the Type of Chorus Effect

* *When the chorus effect is applied (p. 52), you can change the chorus effect type.*

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

2. Touch <Effect/Bend>.

If <Effect/Bend> is not displayed, touch Page < ◀ > and < ▶ > to switch screens.
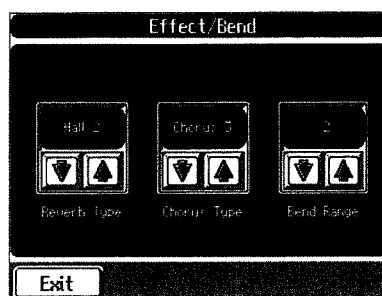
3. Use <Chorus Type> ⬆ ⬇ to change the type of chorus effect.

Display	Type Description
Chorus 1	Applies a light chorus effect with slow undulations
Chorus 2	Applies a light chorus effect with quick undulations
Chorus 3	Applies a deep chorus effect with slow undulations
Chorus 4	Applies a deep chorus effect with quick undulations
Feedback Chorus	A soft sound with a flanger effect
Flanger	An effect that sounds like a jet plane's ascent/descent
Short Delay	A short echo effect
Short Delay (Feedback)	A short echo with many repetitions

Touch <Exit> to go back to the Function screen.
Press the [Function] button again, extinguishing the button's indicator, and go back to the previous screen.

Changing the Bend Range

The effect of smoothly raising or lowering the pitch of a played note is called the "Bender Effect."
With the KR-1077/977/577, you can assign the bender effect to a pedal, then apply the bender by depressing and releasing the pedal (p. 165).
You can also make a setting that determines how much the pitch of the note changes when you apply the bender. The maximum range of change in pitch is called the "Bend Range."

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

2. Touch <Effect/Bend>.

If <Effect/Bend> is not displayed, touch Page < ◀ > and < ▶ > to switch screens.
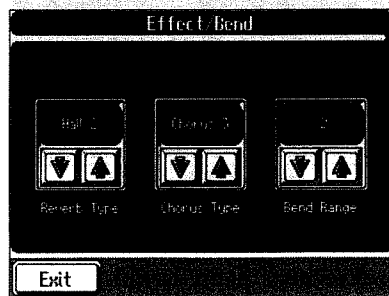
3. Use <Bend Range> [⬆] [⬇] to set the bend range.

You can set this to any value within a range of 1 to 12 (in half-tone steps, up to one octave).

Touch <Exit> to go back to the Function screen.
Press the [Function] button again, extinguishing the button's indicator, and go back to the previous screen.

→ *Take a look at "Assigning Functions to Buttons and Pedals" (p. 164).*

Changing the Screen Settings

Some karaoke Music Files show lyrics on screen. You can hide the on-screen lyrics displayed by such music files. With the KR-1077/977/577, you can also change the language for the Help Function (p. 36) and vary the contrast of the screen.

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

2. Touch <Display/Language>.

If <Display/Language> is not displayed, touch Page < ◀ > and < ▶ > to switch screens.
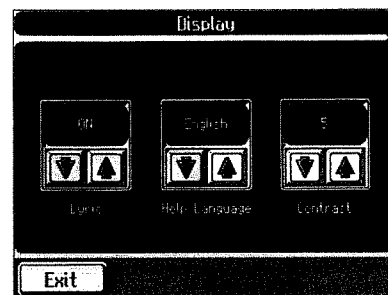
Touch <Exit> to go back to the Function screen.
Press the [Function] button again, extinguishing the button's indicator, and go back to the previous screen.

■ Hiding the On-screen Lyrics

1. Touch <Lyric> [⬆] [⬇] to choose the setting.

Indication	Description
On	Lyrics are displayed (when performance data containing lyrics is played back).
Off	Lyrics are not displayed.

■ Changing the Language for the Help Function

1. Use <Language> [⬆] [⬇] to choose the language.

Indication: **English, Japanese, German, French, Spanish**

* *German, Spanish, and French are displayed only when the Help Function (p. 36) or the Learning Partner Function is used. In other situations, English is used.*

■ Adjusting the Contrast of the Screen

1. Touch <LCD Contrast> [⬆] [⬇] to adjust the contrast of the screen.

You can adjust the contrast level along a ten-stage range. The higher the value set, the brighter it is displayed.

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Changing the Screen Message When the Power Is Turned On (Opening Message)

You can select the words and other messages you want to have displayed on the KR-1077/977/577's screen when the power is turned on.

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

2. Touch <Opening Message>.

If <Opening Message> is not displayed, touch Page < ◀ > and < ▶ > to switch screens.
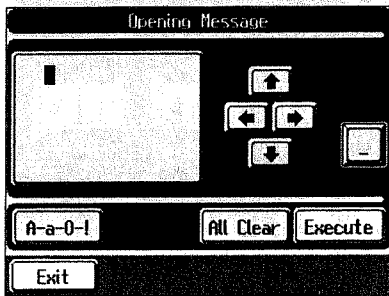
3. Use ⬆ ⬇ ⬅ ➡ to scroll the cursor, and enter the message by using Value [-] [+] button or the dial to choose the letters.

Touch <A-a-0-!> at the bottom of the screen to change the type of script.

Touching <_> inserts a blank space at the cursor location.

4. When you're done entering the text, touch <Execute>.

Touch <Exit> to go back to the Function screen.

Press the [Function] button again, extinguishing the button's indicator, and you are returned to the previous screen.

* *Never switch off the power while this operation is in progress! Doing so can damage the internal memory, making it impossible to use this instrument.*

→ *If you touch <All Clear> at the bottom of the screen, followed by <Execute>, the piano will revert to using its original opening message.*

Maintaining Settings After the Power Is Turned Off (Memory Backup)

Ordinarily, when you turn off the power, settings return to their default values. However, some settings can be stored, so they won't be discarded when you turn off the power. This function is called "Memory Backup."

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

2. Touch <Memory Backup>.

If <Memory Backup> is not displayed, touch Page < ◀ > and < ▶ > to switch screens.
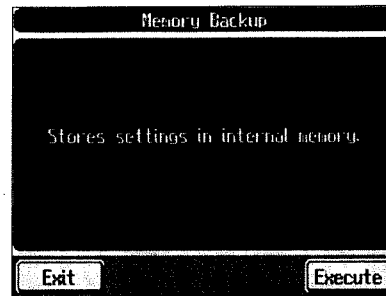
Touch <Exit> to go back to the Function screen.

3. Touch <Execute> on the screen.

The confirmation message appears on screen.

4. Touch <OK> to store the settings in memory.

When the setting has been stored in memory, the previous screen will reappear.

* *Never switch off the power while a Memory Backup operation is in progress. Doing so can damage the internal memory, making it impossible to use this instrument.*

Restoring the Factory Settings (Factory Reset)

You can restore the settings stored in memory with "Memory Backup" (p. 175) to these original factory-default values. This function is called "Factory Reset."

* *When you perform a Factory Reset, all settings that have been stored in memory up to then are erased and reset to their factory defaults.*

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

2. Touch <Factory Reset>.
If <Factory Reset> is not displayed, touch Page < ◀ > and < ▶ > to switch screens.

```
┌─────────────────────────────┐
│      Factory Reset          │
│                             │
│                             │
│   This will restore all the internal │
│   memory contents to factory presets. │
│                             │
│ ┌──────┐          ┌─────────┐ │
│ │ Exit │          │ Execute │ │
│ └──────┘          └─────────┘ │
└─────────────────────────────┘
```
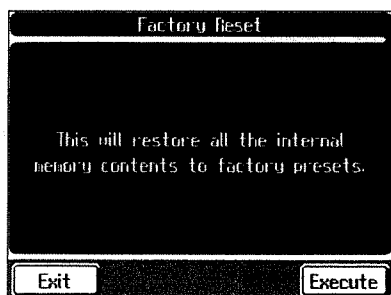
Touch <Exit> to go back to the Function screen.

3. Touch <Execute> on the screen.
The confirmation message appears on screen.

4. Touch <OK> to restore the settings to their factory defaults.
When the setting is changed, the previous screen returns. Touch <Cancel> to make the message disappear without changing the settings.

* *Never switch off the power while this operation is in progress! Doing so can damage the internal memory, making it impossible to use this instrument.*

Repositioning the Touch Screen

If you've been using the Touch Screen for some time, the pointer may be shifted, making the KR-1077/977/577 react incorrectly. You should correct this displacement when necessary by performing calibration (repositioning).

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

2. Touch <Touch Screen>.
If <Calibration> is not displayed, touch Page < ◀ > and < ▶ > to switch screens.

```
┌─────────────────────────────┐
│   Touch Screen Calibration  │
│                             │
│                             │
│   Touch the 'Execute' button below │
│        to start calibration. │
│                             │
│ ┌──────┐          ┌─────────┐ │
│ │ Exit │          │ Execute │ │
│ └──────┘          └─────────┘ │
└─────────────────────────────┘
```

Touch <Exit> to go back to the Function screen.

3. Touch <Execute> on the screen.

4. Touch the points indicated on the touch screen.

* *Do this carefully, because touching a location that's different from the one indicated for the pointer may make the displacement even worse. Be sure to touch the pointer accurately.*

5. Touch <Memorize> at the bottom of screen to store the setting of calibration to KR-1077/977/577.

* *If you turn the power off before doing step 5, the setting of calibration will go away.*

By connecting the KR-1077/977/577 to external devices such as audio equipment and MIDI instruments, you can enjoying in the following ways.

○ Connecting MIDI Devices (p. 177)

You can connect a MIDI sequencer and record performance data from the KR-1077/977/577 or play performance data from the KR-1077/977/577 on the sequencer. Also, when you connect a MIDI sound module, you can perform on the KR-1077/977/577 and hear the sounds played through the MIDI sound module.

○ Connecting a Computer (p. 182)

You can use a sequencer program (such as Roland Visual-MT) to record performance data from the KR-1077/977/577 and play performance data from the program on the KR-1077/977/577.

○ Connecting Audio Equipment (p. 180)

The KR-1077/977/577 has high-quality built-in stereo speakers, but you can also hook up a stereo system, and enjoy performances that are even more impressive.
You can also connect it to a tape recorder or other recording equipment and record your performances.

Name and Functions of Jack and Connectors (KR-577)

The functions of the jacks on the rear panel and underside are described below.

○ Rear Panel
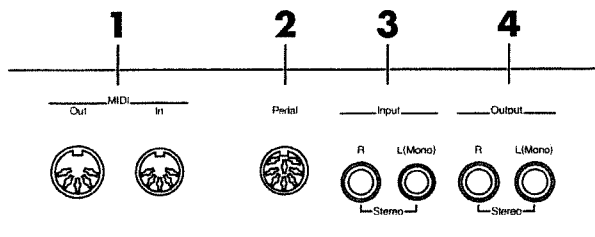
1 MIDI Out/In Connectors

You can connect external MIDI devices to the KR-577 and exchange performance data between them (p. 177).

> * There's also a MIDI In connector on the bottom panel of the unit. You can't use both MIDI In connectors at the same time.

2 Pedal Jack

This is for connecting the separate stand pedal cord.

3 Input Jacks

Using this jack, you can connect other sound generating devices or audio equipment and play sounds from other devices through the KR-577's speaker (p. 180).

4 Output Jacks

Allow you to output the piano's sound to sound reinforcement equipment to obtain a more powerful sound. Additionally, by connecting the keyboard to a tape recorder, you can record your performances on cassette tapes (p. 180).

○ Underside
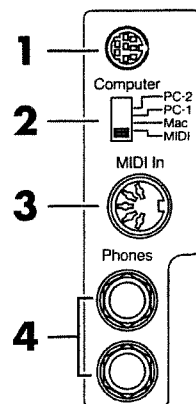
1 Computer Connector

You can connect a computer to the KR-577 and exchange performance data between the two (p. 182).

2 Computer Switch

Set this switch to Mac, PC-1, or PC-2 according to the type computer that's connected. Additionally, this switches between MIDI In connector and the Computer connector (p. 182).

> * The MIDI Out/In connector and the computer connector cannot be used at the same time.

3 MIDI IN Connector

> * There's also a MIDI In connector on the rear panel of the unit. You can't use both MIDI In connectors at the same time.

4 Phones Jacks

For more information about the Phones jack, please refer to "Connecting Headphones" (p. 26).

Name and Functions of Jack and Connectors (KR-1077/977)

The functions of the jacks on the bottom of the unit are described below.
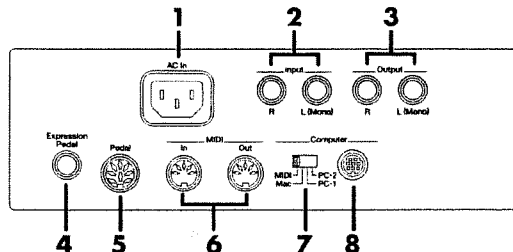
1 AC Inlet

This is for plugging in the power cord that comes with the KR-1077/977.

2 Input Jacks

Using this jack, you can connect other sound generating devices or audio equipment and play sounds from other devices through the KR-1077/977's speaker. (p. 180)

3 Output Jacks

Allow you to output the piano's sound to sound reinforcement equipment to obtain a more powerful sound. Additionally, by connecting the keyboard to a tape recorder, you can record your performances on cassette tapes (p. 180).

4 Expression Pedal Jack

An expression pedal (optional: EV-5 etc.) can be connected here.

This allows you to use pedal operations to adjust the volume. When you depress the expression pedal, the volume increases. The volume decreases as you tilt the pedal back.

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

5 Pedal Connector

This is for connecting the separate stand pedal cord.

6 MIDI Out/In Connectors

You can connect external MIDI devices to the KR-1077/977 and exchange performance data between them (p. 177).

7 Computer Switch

The setting for this switch is made depending on the computer connected— Mac/PC-1/PC-2. Additionally, this switches between MIDI In connector and the Computer connector (p. 182).

* *The MIDI Out/In connector and the computer connector cannot be used at the same time.*

8 Computer Connector

You can connect a computer to the KR-1077/977 and exchange performance data between the two (p. 182).

Connecting MIDI Devices

By connecting an external MIDI device and exchanging performance data, you can control the performances on one device from the other. For instance, you can output sound from the other instrument or switch Tones on the other instrument.

What's MIDI?

MIDI, short for "Musical Instrument Digital Interface," was developed as a standard for the exchange of performance data between electronic instruments and computers. The KR-1077/977/577 is equipped with MIDI connectors and a Computer connector to let it exchange performance data with external devices. These connectors can be used to connect the KR-1077/977/577 to an external device for even greater versatility.

■ Connectors
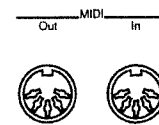
MIDI Out Connector

Connect this to the MIDI In connector on an external MIDI device using a MIDI cable (sold separately). Performance data when you finger the keyboard or depress a pedal is sent from this connector to the external MIDI connector.

MIDI In Connector

Connect this to the MIDI Out connector on an external MIDI device using a MIDI cable (sold separately). This receives MIDI messages that are sent from external MIDI devices. The KR-1077/977/577 that receives MIDI messages can output sounds, exchange tones, and perform other operations.

* *External MIDI devices can't be used for remotely changing the tones played by the KR-1077/977/577's keyboard.*

■ Making the Connections

* *When connecting, turn on power to your various devices in the order specified. Failure to follow these steps in the order given could cause a malfunction and/or damage to speakers or other equipment.*

1. **Turn the volume all the way down on the KR-1077/977/577 and on the device you're about to connect.**

2. **Switch off the power to the KR-1077/977/577 and the device you're about to connect.**

3. **Set the Computer switch on the back of the unit to "MIDI."**

4. **Use a MIDI cable (sold separately) to connect the MIDI connectors to each other.**
   Please refer to the connection examples below.

5. **Switch on the power to the KR-1077/977/577 and the connected device.**

6. **Adjust the volume level on the KR-1077/977/577 and the connected device.**

7. **You should also set the MIDI settings as needed.**
   For details on the MIDI-related settings, refer to p. 179–p. 178.

Connecting with MIDI Sequencer
○ **Connection Examples: Setup with a MIDI Sequencer**

Roland MT Series

KR-577
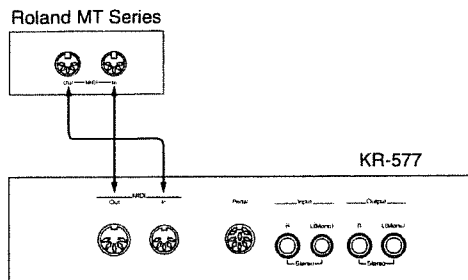
* *When the KR-1077/977/577 is connected to a MIDI sequencer, set it to Local OFF. Refer to "Disconnecting the Keyboard from the Internal Sound Generator (Local On/Off)" (p. 179).*

○ **Connecting with a MIDI Sound Module**
You can finger the keyboard on the KR-1077/977/577 to perform with the sounds of a connected MIDI sound module.

Sound Module

KR-577
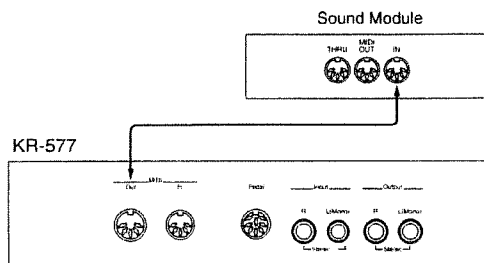
MIDI Ensemble

Performing in Ensemble with MIDI Instruments (MIDI Ensemble)
You can connect an electronic percussion device or other such MIDI instrument to the KR's MIDI In connector to allow ensemble playing. Making the MIDI settings for the instrument connected to the MIDI In connector is easy. The sounds from the connected MIDI instrument are played from the KR's speaker.

1. **Press the [Function] button, causing the button to light.**

2. **Touch <MIDI Ensemble>.**
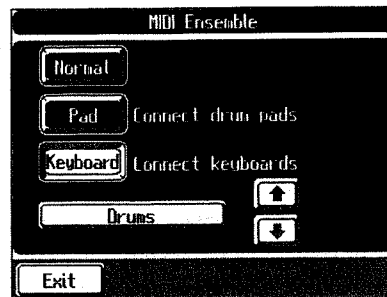
3. **Select the method for using the MIDI In connector.**

Displayed	Meaning
Normal	Normal setting. Make changes in tone and other settings from the connected device.
Pad	Select this when you have percussion pads (such as Roland's SPD-20 Total Percussion Pad) connected to the KR's MIDI In connector. You do not need to make any MIDI settings on the KR. Select pad tones and make other settings from the connected pads (for further details, refer to the Owner's Manual provided with the pads).
Keyboard	Select this when you have a keyboard (such as a Roland PC-18 or AX-1 MIDI Keyboard Controller) connected to the KR's MIDI In connector. You can select tones for the connected keyboard from the KR. No MIDI settings need be made on the KR.

4. **When "Keyboard" is selected in Step 3 above, use 🔼 or 🔽 to select the tone.**
   The connected keyboard plays using the selected tone.

MIDI Settings

With the KR-1077/977/577, you can make MIDI settings like those described below.

"MIDI Setting Screen"
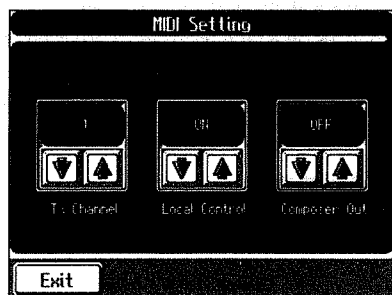
Display	Description
TX. Channel	Chooses the MIDI send channel.
Local Control	Switches Local Control on or off.
Composer Out	Determines whether a recorded performance is sent to the MIDI instrument. (p. 180)

"Program Change Screen"
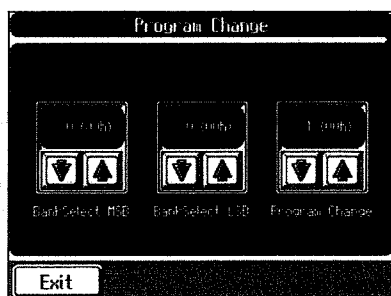
Display	Description
Program Change	Sends Program Change messages (Program Numbers). (p. 180)
Bankselect MSB	Sends Bank Select MSB messages. (p. 180)
Bankselect LSB	Sends Bank Select LSB messages. (p. 180)

Making the Settings

1. Press the [Function] button to make the indicator light up.

2. Touch <MIDI Setting> or <Program Change>.

3. Touch ⬇ ⬆ to make the setting for the corresponding item.

   Touch <Exit> or press the [Function] button to go back to the previous screen.

■ Selecting the Transmit Channel (Tx. Channel)

MIDI organizes things into "channels," which are numbered from 1 through 16. Simply connecting a cable is not enough for communication to take place. The connected devices must be set to use the same MIDI channels. Otherwise, no sound will be produced, and no sounds can be selected.

Select the transmit channel (1–16) of the KR-1077/977/577. The channel setting is at "1" when the KR-1077/977/577 is powered up.

If the keyboard has been split into right-hand and left-hand sections, messages from the left-hand section are not sent. The KR-1077/977/577 receives messages on all channels from 1 through 16.

■ Disconnecting the Internal Sound Generator and Keyboard (Local Control)

When connecting a MIDI sequencer, set Local Control to "off." The setting is at "Local Control ON" when the KR-1077/977/577 is powered up.

As illustrated, information describing what has been played on the keyboard is passed to the sound module over two different routes, (1) and (2). As a result, you hear overlapping or intermittent sounds. To prevent this from happening, route (1) must be severed, by setting the unit to what is known as "Local Off."

Each note played is sounded twice
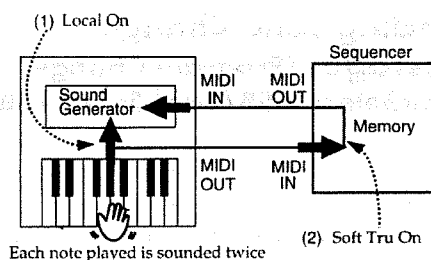
Local On: The keyboard and internal sound generator are connected.

Sound is emitted

179
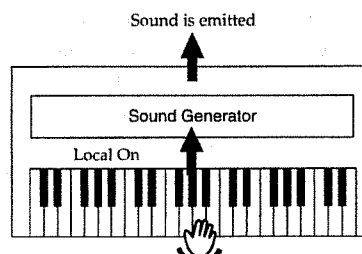
Local Off: The keyboard and internal sound generator are separated. No sound will be produced by the keyboard when it is played.

No sound produced

Sound Generator
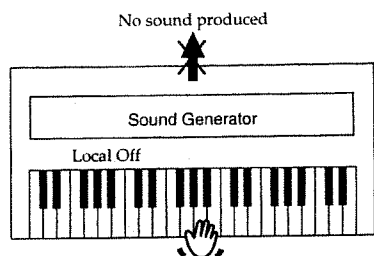
Local Off

→ *When connecting a unit in the Roland MT series, you don't need to switch off Local Control. MT units transmit Local Off messages when their power is switched on. If you first switch on the KR-1077/977/577, then the MT-series device, Local Control is automatically switched off on the KR-1077/977/577.*

■ Sending Recorded Performance Data to a MIDI Device (Composer Out)

When Composer Out is active, you can send performance data recorded with the KR-1077/977/577 to a connected MIDI device or computer.
When you turn on the power, this is set to "OFF" (data is not sent).

■ Sending Tone Change Messages (Program Change/ BankSelect MSB/BankSelect LSB)

A Program Change is a message that means "change to the tone of the specified number." The device that receives this changes to the tone of the corresponding number.
When you choose a Program Change message (Program Number), the Program Number will be transmitted to the MIDI device connected to the KR-1077/977/577. The MIDI device that receives the Program Number changes the tone to the corresponding Program Number.
Normally, the Tone is selected from the 128 Tones available. Some MIDI devices, however, have more than 128 Tones. With such devices, the Tone is selected through a combination of Program Change messages and Bank Select messages. There are two parts of a Bank Select message: the MSB (Controller 0, with a value of 0–127) and the LSB (Controller 32, with a value of 0–127).

> * *Some MIDI instruments can't handle Bank Select messages. Others can handle Bank Selects, but do not recognize the LSB part.*

Connecting to Audio Equipment

When you connect the KR-1077/977/577 to audio equipment, you can play the sounds from the KR-1077/977/577 through the speakers on the audio equipment or record your performances on a tape recorder or other recording device.
When connecting, please use an audio cable with a standard phone plug, such as the PCS-100PW (sold separately).

■ Connectors

Input   Output

R   L(Mono)   R   L(Mono)

Stereo   Stereo
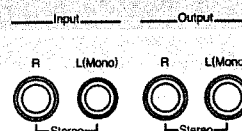
Output Jacks
You can connect audio equipment using audio cables (sold separately) and play the sounds from the KR-1077/977/577 through the speakers on the connected equipment or record your performances on a tape recorder or other recording device.
If the input of the connected device is monaural, you must use the L (Mono) jack.

Input Jacks
You can connect another sound source, such as audio equipment or an electronic instrument using audio cables (sold separately) and play the sounds from the connected device through the speakers on the KR-1077/977/577.
If the input of the connected device is monaural, you must use the L (Mono) jack.

■ Making the Connections

> * *When connecting, turn on power to your various devices in the order specified. Failure to follow these steps in the order given could cause a malfunction and/or damage to speakers or other equipment.*

Playing Sounds from the KR-1077/977/577 Through the Speakers on Audio Equipment or Recording Your Performances on a Recording Device
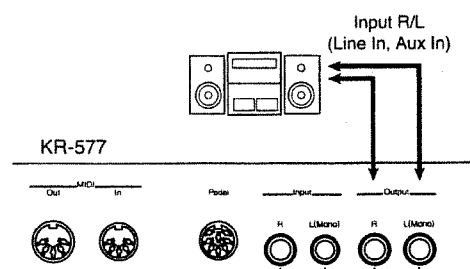
Input R/L
(Line In, Aux In)

KR-577

Out MIDI In   Pedal   Input   Output

R   L(Mono)   R   L(Mono)

Stereo   Stereo

1. Turn the volume all the way down on the KR-1077/977/577 and on the device you're about to connect.

2. Turn off the power to the KR-1077/977/577 and other connected equipment.

3. Use audio cables (sold separately) to make the connection.

4. Switch on the KR-1077/977/577.

5. Switch on the connected device.

6. Adjust the volume level on the KR-1077/977/577 and the connected device.

Recording KR-1077/977/577 Performances on a Recording Device

7. Start recording with the connected device.

8. Play the keyboard.

9. When the performance ends, stop recording on the connected equipment.

Playing Audio Equipment Sounds Through the Speakers on the KR-1077/977/577
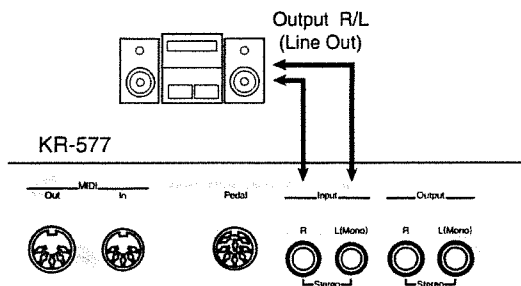
Output R/L (Line Out)

KR-577

1. Turn the volume all the way down on the KR-1077/977/577 and on the device you're about to connect.

2. Turn off the power to the KR-1077/977/577 and other connected equipment.

3. Use audio cables (sold separately) to make the connection.

4. Turn on the connected equipment.

5. Turn on the KR-1077/977/577.

6. Adjust the volume level on the KR-1077/977/577 and the connected device.

After use, turn off the power using the following procedure.

1. Turn the volume all the way down on the KR-1077/977/577 and on the device you're about to connect.

2. Turn off the connected equipment.

3. Turn off the KR-1077/977/577.

Optimizing the sound for connected external speakers (Sound Mode)

The sound of the KR-1077/977/577 can be optimized for playback from a connected set of external speakers, although this function is normally set to "Internal."

1. Press the [Function] button.

2. Press <Sound Mode>.

If <Sound Mode> doesn't appear on screen, press Page < ◀ > and < ▶ > at the bottom of the display to switch screens.
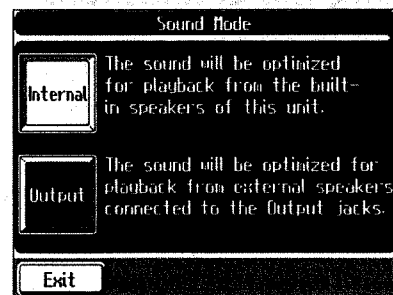
3. Touch <Output> or <Internal>.

Indication	Description
Internal	The sound will be optimized for playback from the built-in speakers of the KR-1077/977/577.
Output	The sound will be optimized for playback from external speakers connected to the Output jacks.

Touch <Exit> several times to go back to the previous screen.

Connecting a Computer

You can connect a computer on which a sequencing program such as Roland Visual MT is installed and play sounds from the software sound generator through the KR-1077/977/577's speakers or save songs recorded on the KR-1077/977/577 on the computer.

■ Connectors

Computer
PC-2
PC-1
Mac
MIDI
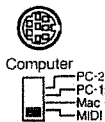
Computer Connector

You can connect a computer to this connector to exchange performance data.
Use a computer cable (sold separately) to make the connection.
The type of cable required will depend on your computer.

Computer Switch

The setting for this switch is made depending on the computer connected— Mac/PC-1/PC-2.
When this switch is set to MIDI, this connector cannot be used.

■ Making the Connections

* *When connecting, turn on power to your various devices in the order specified. Failure to follow these steps in the order given could cause a malfunction and/or damage to speakers or other equipment.*

1. Turn on the KR-1077/977/577 and the computer.

2. Using a compatible computer cable (sold separately), connect the Computer connector on the back of the keyboard with the computer's serial port.

3. Set the computer switch on the underside of the keyboard to match the type of computer connected.

   Please refer to the connection examples below.

   * *Change the setting of the Computer switch only after the power to the unit is off.*

4. Turn on the computer.

5. Turn on the KR-1077/977/577.

6. Make the settings for baud rate (transmission speed) for the computer and the software.

   For more information on this procedure, please refer to the owner's manual for your computer.

7. You should also make the settings for the MIDI send channel (p. 179) and Local Control on or off as needed (p. 179).

Connection Examples:

○ **Connection with an Apple Macintosh computer**

Use a computer cable (sold separately) to connect the Computer connector on the KR-1077/977/577 to the modem port (or printer port) on the Apple Macintosh. Set the Computer switch to "Mac."
When using the Macintosh "Patch Bay" utility, specify 1 MHz as the Interface Type (MIDI Interface Clock).

Apple Macintosh

Modem Port

Computer cable (sold separately)

Computer
PC-2
PC-1
Mac
MIDI
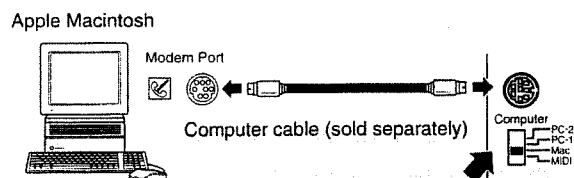
○ **Connection with an IBM PC**

Use a computer cable (sold separately) to connect the Computer connector on the KR-1077/977/577 to the COM1 or COM2 serial port on the IBM PC. Set the Computer switch to "PC-2."

IBM PC/AT

RS-232C

Computer cable (sold separately)

Computer
PC-2
PC-1
Mac
MIDI
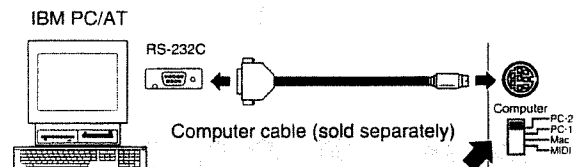
Trouble Shooting

If you think there's a problem, read this first.

The power doesn't come on.

● Is the power cord connected and plugged in correctly? (p. 23)

The button doesn't work.

● Is the panel locked? (p. 158)
Turn the power off, then back on.

No sound is heard.

● Has the [Volume] knob been moved all the way to the left? (p. 24)

● Are headphones plugged in? (p. 26)

● Has the [Balance] knob been moved all the way to the right or left? (p. 88)

● Has the volume been set to "0" using the [Part Balance] buttons? (p. 88)

● Has the footage been adjusted so that all frequency components aren't sounded? (p. 167)

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

● Have all devices been switched on? (p. 177)

● Is the Computer switch on the bottom of the KR-1077/977/577 set to "MIDI"? (p. 178)

No sound is heard when the keyboard is played.

● Has Local Control been set to "off"? (p. 179).

Sounds are heard twice (doubled) when the keyboard is played.

● Has the Layer Play mode been enabled? (p. 44)

● When the KR-1077/977/577 is connected to an external sequencer, set it to the Local OFF mode. Alternatively, the sequencer could be set so its Soft Thru feature is OFF (p. 179).

Not all played notes are sounded.

● The maximum number of notes that the KR-1077/977/577 can play simultaneously is 128. Frequent use of the damper pedal during automatic accompaniment or when playing along with a song on floppy disk may result in performance data with too many notes, causing some notes to drop out.

The tuning or pitch of the keyboard or song is off.

● Has the setting for transposition been made? (p. 104, 105)

● Are the settings for the Temperament and tuning curve correct? (p. 160)

● Is the setting for Master Tune correct? (p. 171)

Effects cannot be applied to Tones.

● It's not possible to apply more than one effect at the same time, so when a performance has been recorded on multiple tracks or when playing along with a song as it's played back, the desired effect may not be applied.

Automatic accompaniment is not heard.

● Has the [Balance] knob been moved all the way to the right? (p. 88)

● Have you pressed the One Touch Program [Arranger] button?
If the One Touch Program [Arranger] button has not been pressed, only the rhythm pattern is played (p. 80).

● Is the 16-track Sequencer screen displayed (p. 132)?

Certain instruments are not heard while playing a song.

● Have song settings been changed for each Part (p. 135)?

● Is the light for the Track button extinguished?
If the button light is out, the music on that track is not heard. Press the track button so the light is illuminated.

A Tone or Music Style cannot be selected.

● Touch <Exit> several times to display the Basic screen (p. 28), then choose the Tone or Music Style.

There is a slight delay before playback of a song on floppy disk starts.

● There are two types of SMF music data: format 0 and format 1. If the song uses SMF format 1 data, there will be a slight delay until playback starts. Refer to the booklet that came with the music data you're using to determine the format type.

When song playback starts, the on-screen measure number reads "PU" (pickup).

● If the song starts in the middle of a measure, the display shows "PU" (pickup) at the beginning of the song. After that, the measure number is displayed.

The Fwd [▶▶] and Bwd [◀◀] buttons don't work.

● The fast-forward and reverse buttons are ignored while music data is being read in. Wait until processing finishes.

Pressing the Reset [◀◀] button doesn't return to the beginning of the song.

● Some music data may contain settings that stop play at a point partway through the song. When playing such songs, pressing the Reset [◀◀] button moves the song to the point that has been set. Press the button several times more to return to the beginning of the tune.

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The Tone has changed.

● During automatic accompaniment, changing the Music Style automatically changes the Tones and tempo of the upper part of the keyboard to match the new Music Style. If you want to change only the Music Style without also altering the tempo and Tone, check out "Keeping the Same Tone and Tempo When the Music Style Changes" (p. 166).

● When a performance made along with a Music Data tune has been recorded, recording the performance to button [1] may make the Tones for buttons [3] and [4] change as well.

Chord Intelligence can't be used.

● Has Chord Intelligence been switched off? (p. 167)

● Is the setting for "Piano Style Arranger" active? (p. 90)

A note doesn't stop playing

● Have the Chord Tone and Bass Tone been changed (p. 166)?
Some Chord Tone and Bass Tone notes may be sounded continuously.

● Have the phrase been changed (p. 86)?
Some phrases may be sounded continuously. Press the Pad button a second time.

Recording is not possible.

● Has one of the track buttons for recording been selected (p. 114)?

● Has the setting for "Punch-in Recording" (p. 136) or "Tempo Recording" (p. 139) been made?
To go back to the usual recording method.

The recorded performance has disappeared.

● Any performance that has been recorded is deleted when the power to the KR-1077/977/577 is turned off or a song is selected.
A performance cannot be restored once it's been deleted, so be sure to save it on a floppy disk or User Memory before you turn off the power (p. 122).

Nothing appears on screen.

● The KR-1077/977/577 uses a liquid-crystal screen, so text may not be displayed when the ambient temperature is below freezing.

Lyrics are not indicated properly in the display.

● With some music files, the lyrics cannot be displayed correctly.

● Lyrics data can not be saved on a floppy disk.

● If you press a button while the lyrics are being shown in the display, the lyrics will disappear. To recall them, press the Play [▶] button.

The Touch Screen doesn't respond correctly.

● The positioning of the Touch Screen may become displaced if some time has passed since it was last used. Take a look at "Repositioning the Touch Screen" (p. 175) to correct the positioning.

Score is not indicated properly in the display.

● In the Score screen, some lyrics or notes could extend beyond the edges of the screen, and not be displayed.

● The score display feature is particularly unsuitable for the display of difficult, complex musical works that demand accurate notation.
Refer to page 93.

● If you select a part that does not contain performance data, notes will not be displayed in the score.
Change the part that is displayed (p. 169).

Depressing a pedal has no effect, or the pedal effect doesn't stop.

● Is the pedal connected correctly?
Make sure the pedal cord extending from the stand is securely connected to the pedal jack on the bottom of the unit (KR-1077 → p. 203, KR-977 → p. 206).

● Has a different function been assigned to the pedal? See "Assigning Functions to Buttons and Pedals" (p. 164).

● Normal pedal operation is automatically enabled when the One Touch Program [Piano] button is pressed.

A High-Pitched Whine Is Produced

● **When listening through headphones:**
Some of the more flamboyant and effervescent piano tones feature an ample high-end component, which may make the sound appear to have metallic reverberation added. Since this reverberation becomes particularly audible when supplemented by heavy reverb, you may be able to diminish the problem by reducing the amount of reverb applied to the sound.
When listening through speakers:
Here, a different cause (such as resonance produced by the KR-1077/977/577) would be suspect. Consult your Roland dealer or nearest Roland Service Center.

The Bass Range Sounds Odd, or There Is a Vibrating Resonance

● **When listening through speakers:**
Playing at loud volumes may cause instruments near the KR-1077/977/577 to resonate. Resonation can also occur with fluorescent light tubes, glass doors, and other objects. In particular, this problem occurs more easily when the bass component is increased, and when the sound is played at higher volumes. Use the following measures to

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suppress such resonance.
- Place speakers so they are 10–15 cm from walls and other surfaces.
- Reduce the volume.
- Move the speakers away from any resonating objects.

When listening through headphones:
Here, a different cause (such as resonance produced by the KR-1077/977/577) would be suspect. Consult your Roland dealer or nearest Roland Service Center.

Reverberation Still Audible Even with Reverb Turned Off

● Since the KR-1077/977/577's piano sounds faithfully reproduce the sense of spaciousness and reverberation of an actual acoustic piano's sound, a certain amount of reverberation is still perceptible, even with the reverb effect deactivated.

The volume level of the instrument connected to KR-1077/977/577 is too low.

● Could you be using a connection cable that contains a resistor?
Use a connection cable that does not contain a resistor.

If this Message Appears on Screen

Indication: PU

Meaning: When a song with a pickup (a song that does not start on the first beat) is played back, the measure numbers will be indicated in the display as PU, 1, 2, and so forth.

Indication: Error.00

Meaning: To protect the copyright, this music file cannot be saved as an SMF. Also, the music file can not be saved. If you want to save it, please save on the same floppy disk.

Indication: Error.01

Meaning: You can only read the music file or music style. It can not be saved on a floppy disk or internal memory.

Indication: Error.02

Meaning: The protect tab on the floppy disk is set to the Protect position. Change it to the Write position. Repeat the procedure.

Indication: Error.03

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

Indication: Error.04

Meaning: The data cannot be saved onto this floppy disk because the format is different. Use the floppy disk in the same format.

Indication: Error.05

Meaning: A new song cannot be written on this song. Select a different song number or use a different floppy disk, and repeat the procedure.

Indication: Error.10

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

Indication: Error.11

Meaning: There is not sufficient space left on the floppy disk or User Memory for the data to be saved. Save the data onto a different floppy disk.

Indication: Error.12

Meaning: The floppy disk inserted into the disk drive can't be read. Be sure you're using Roland SMF Music Files or other music files compatible with Roland digital pianos (p. 209). Also, if you want to save your work on floppy disk, you need to format the floppy disk first (p. 122).

Indication: Error.13

Meaning: The floppy disk was removed from the disk drive while reading or writing was in progress. Insert the floppy disk and repeat the procedure.

Indication: Error.14

Meaning: This floppy disk or User Memory is damaged and cannot be used. Insert a different disk and repeat the procedure.

Indication: Error.15

Meaning: This song or music style cannot be read. Also, you can only use User Programs that have been saved with the KR-1077/977/577 (p. 153).

Indication: Error.16

Meaning: The KR-1077/977/577 cannot read the floppy disk or the internal memory quickly enough. Press the Stop [■] button, then press the Reset [|◀] button and Play [▶] button to play the song.

Indication: Error.30

Meaning: The internal memory capacity of the KR-1077/977/577 is full. Save the song or music style data on a floppy disk to delete the song data or the User style stored on the KR-1077/977/577 memory.

Indication: Error.40

Meaning: The KR-1077/977/577 cannot deal with the excessive MIDI data sent from the external MIDI device. Reduce the amount of MIDI data sent to the KR-1077/977/577.

Indication: Error.41

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

Indication: Error.42

Meaning: An excessive amount of performance data has been sent to KR-1077/977/577 in one time and therefore could not be recorded. Change the tempo more slowly to record the performance again.

Indication: Error.43

Meaning: The Computer Switch is set to a wrong position or the computer is set wrongly. Switch off the KR-1077/977/577 then set the Computer Switch to the correct position and set the computer correctly. After that, switch on the KR-1077/977/577 again.

Indication: Error.51

Meaning: There is something wrong with the system. Repeat the procedure from the beginning. If it is not solved after you have tried several times, contact the Roland service center.

Tone List

[Piano] Group
Grand Piano1
Ballad Piano
Bright Piano
Piano Choir
PianoStrings
Air Grand
Rock Piano
Honky-tonk
Honky-tonk 2
Harpsi.Singl
Harpsi.Doubl
Harpsichord
Grand Piano2
Bell Piano
Piano Oohs
Synth Harpsi
Harpsi.o
Coupled Hps.
UprightPiano
MIDI Piano1
MIDI Piano2
Piano 1
Piano 2
Piano 3

[E.Piano] Group
E.Piano 1
E.Piano 2
Stage Rhodes
Dyno Rhodes
Suitcase
Wurly
FM+SA EP
St.FM EP
Hard FM EP
Vibraphone
Marimba
Soft Marimba
EG+Rhodes 1
EG+Rhodes 2
Hard Rhodes
Vibra Bells
Celesta
Glockenspiel
Soft E.Piano
60's E.Piano
E.Piano 3
Xylophone
Music Box
Balafon
Detuned EP 1
Detuned EP 2
Hard E.Piano
Clav.
Hard Clav.
Soft Clav.
SynRingClav.

Reso Clav.
Phase Clav.
Analog Clav.
Pop Vibe.
Pop Celesta
Tubular-bell
Santur
Steel Drums
Kalimba

[Organ] Group
Jazz Organ1
Full Organ 1
Lower Organ1
Nason flt 8'
Diapason 8'
Organ Flute
Jazz Organ2
Full Organ 2
Lower Organ2
L-Organ
Rock Organ1
Pop Organ
Accordion
Hard Accord
Harmonica
Trem.Flute
Church Organ
Theater Org.
Jazz Organ3
Jazz Organ4
CheeseOrgan
Full Organ 3
Full Organ 4
VS Organ
Rotary Org.S
Rotary Org.F
Rock Organ2
Pipe Org. Bs
Organ Bass
Metalic Org.
Organ 1
Organ 2
Digi Church

[Guitar/Bass] Group
EX Ac.Guitar
Nylon Guitar
Steel Guitar
Jazz Guitar
JC E.Guitar
DistortionGt
Nylon+Steel
Nylon Gt.o
Mandolin
Gut Guitar
12str Guitar
Steel Vox

Rock Rhythm
Rock Rhythm2
Overdrive Gt
Power Guitar
Power Gt.2
Muted Dis.Gt
Acoustic Bs.
A.Bass+Cymbl
Fingered Bs.
Picked Bs.
Fretless Bs.
Slap Bass
Muted Gt.
Muted Gt.2
Mellow Gt.
5th Dist.
Feedback Gt2
Gt.Harmonics
Synth Bass 1
Synth Bass 2
SynthBass101
Jungle Bass
Modular Bass
WireStr Bass
ResoSH Bass
SH101 Bass
Mute PickBs.
Mr.Smooth
Open Hard
Dazed Guitar
Acid Guitar
Hawaiian Gt.
Ukulele
Banjo
Koto
Shamisen

[Strings] Group
Strings
Slow Strings
Velo Strings
Violin
Cello
Harp
Tremolo Str
Suspense Str
Warm Strings
SlowStrings2
Legato Str
EX Orchestra
Oct Strings
PizzicatoStr
Mellow Pizz.
Choir Str
Harp Strings
Bell Strings
Orchestra
OrchestraHit

Warm JP Str
Slow Violin
Contrabass
Timpani
Syn.Strings1
Syn.Strings2
Syn.Slow Str
Strings 2
JP Saw Str
OB Strings
Euro Hit
6th Hit
Bass Hit
Philly Hit

[Sax/Brass] Group
EX Alto Sax
Soprano Sax
Flute
Power Brass
St. Brass ff
Oboe
AltoSax Soft
AltoSax + Tp
English Horn
EX Tp&Shake
BrassSection
Bs Clarinet
Tenor Sax f
Sax Section
Blow Sax
Bright Brass
Brass ff
OrchestraBrs
Grow Sax
Baritone Sax
Alto Sax
EX Trumpet
Tp Shake
Trumpet
Tenor Sax
GS Bari Sax
TromboneSoft
Flugel Horn
SuperF.Horns
Fr.Horn Solo
Jump Brass
Soft Brass
DeepSynBrass
Trombone
Trombone 2
Tuba
Piccolo
Pan Flute
GS Pan Flute
Blow Pipe
Bottle Blow
BottleBlow2

Clarinet
Bassoon
Recorder
Oct SynBrass
MutedTrumpet
French Horn
Synth Brass1
Synth Brass2
Shakuhachi
Brass 1
Brass 2
Ocarina

[Voice/GS] Group
Jazz Scat
Dreamy Choir
Humming
Rich Choir
Tenor (KR-1077/977)
Doos Voice
Doot Accent
Dat Accent
Bop Accent
Thum Voice
Holy Voices
HollowReleas
Choir Oohs
Choir
Pop Voice
Choir Aahs (KR-577)
Warm SquPad
New Age Pad
Sugar Key
LM PureLead
LM Square
JP SuperSaw
Natural Lead
2600 SubOsc
SquareWave2
Org Bells
Fantasia
Crystal
Harpvox
CC Solo
Vox Sweep
Brightness
Syn.Square
JP8 Square
FM Lead 1
FM Lead 2
Mg Lead
Dual Sqr&Saw
P5 Saw Lead
Rhythmic Saw
Waspy Synth
JP8 Pulse
Cheese Saw
SynVox

Clear Bells
Soft Crystal
Digi Bells
Nylon Harp
Nylon+Rhodes
Fantasia 2
Soft Pad
P5 Poly
Reso Saw
RAVE Vox
Fat & Perky
Heaven II
JP8 Sqr Pad
Sweep Pad 2
Converge
Big Panner
Ai-yai-a
Echo Pan 2
Falling Down
Poly King
Octave Stack
Warm Pad
Rising Osc

Piano 1
Piano 1w
Piano 1d
Piano 2
Piano 2w
Piano 3
Piano 3w
GS Honkytonk
Honky-tonk 2
GS E.Piano1
GS E.Piano2
60's E.Piano
E.Piano 1v
E.Piano 2v
Detuned EP 1
Detuned EP 2
GS Harpsi.
Coupled Hps.
Harpsi.w
Harpsi.o
Soft Clav.
Celesta
GS Glocken
GS Music Box
GS Vibe
Vibe.w
GS Marimba
Marimba
Xylophone
Tubular-bell
Church Bell
Carillon
GS Santur
Organ 1
Organ 2

Pop Organ 1
Detuned Or.1
Detuned Or.2
Church Org.1
Church Org.2
Church Org.3
Full Organ 4
Jazz Organ1
Rock Organ2
Reed Organ
Accordion Fr
Accordion It
GS Harmonica
Bandoneon
GS Nylon Gt.
Nylon Guitar
Nylon Gt.o
Ukulele
Steel-str.Gt
12-str.Gt
GS Mandolin
Jazz Guitar
GS Hawaiian
Clean Gt.
Chorus Gt.
Muted Gt.
Funk Gt.
Funk Gt.2
Overdrive Gt
GS Dist.Gt
Feedback Gt.
Gt.Harmonics
Gt. Feedback
GS Ac.Bass
GS Fing.Bass
GS Picked Bs
Fretless Bs.
Slap Bass
Slap Bass 2
SynthBass101
Synth Bass 1
Synth Bass 2
Synth Bass 3
Synth Bass 4
Rubber Bass
GS Violin
Slow Violin
Viola
GS Cello
Contrabass
GS Trem.Str
PizzicatoStr
GS Harp
Timpani
GS Strings
Orchestra
GS Sl.Str
Syn.Strings1
Syn.Strings2

Syn.Strings3
Choir Aahs
Choir
Pop Voice
SynVox
OrchestraHit
GS Trumpet
GS Trombone
Trombone 2
GS Tuba
MutedTrumpet
French Horn
Fr.Horn 2
Brass 1
Brass 2
Synth Brass1
Synth Brass2
Synth Brass3
Synth Brass4
AnalogBrass1
AnalogBrass2
GS Sop.Sax
Alto Sax
Tenor Sax
GS Bari Sax
GS Oboe
GS Eng.Horn
Bassoon
Clarinet
Piccolo
GS Flute
Recorder
GS Pan Flute
Bottle Blow
Shakuhachi
Whistle
Ocarina
Square Wave
Square
Sine Wave
Saw Wave
Saw
Doctor Solo
Syn.Calliope
Chiffer Lead
Charang
Solo Vox
5th Saw Wave
Bass & Lead
Fantasia
Warm Pad
Polysynth
Space Voice
Bowed Glass
Metal Pad
Halo Pad
Sweep Pad
Ice Rain
Soundtrack

Crystal
Syn Mallet
Atmosphere
Brightness
Goblin
Echo Drops
Echo Bell
Echo Pan
Star Theme
Sitar
Sitar 2
Banjo
GS Shamisen
Koto
Taisho Koto
Kalimba
Bagpipe
Fiddle
Shanai
Tinkle Bell
Agogo
Steel Drums
Woodblock
Castanets
Taiko
Concert BD
Melo. Tom 1
Melo. Tom 2
Synth Drum
808 Tom
Elec Perc.
Reverse Cym.
Gt.FretNoise
Gt.Cut Noise
String Slap
Breath Noise
Fl.Key Click
Seashore
Rain
Thunder
Wind
Stream
Bubble
Bird
Dog
Horse-Gallop
Bird 2
Telephone 1
Telephone 2
DoorCreaking
Door
Scratch
Windchime
Helicopter
Car-Engine
Car-Stop
Car-Pass
Car-Crash
Siren

Train
Jetplane
Starship
Burst Noise
Applause
Laughing
Screaming
Punch
Heart Beat
Footsteps
Gun Shot
Machine Gun
Lasergun
Explosion
Piano 1*
Piano 2*
Piano 3*
Honky-tonk*
E.Piano 1*
E.Piano 2*
Harpsichord*
Clav.*
Celesta*
Glocken*
Music Box*
Vibraphone*
Marimba*
Xylophone*
Tubularbell*
Santur*
Organ 1*
Organ 2*
Pop Organ 1*
Rock Organ2*
ChurchOrg.1*
Reed Organ*
AccordionFr*
Harmonica*
Bandoneon*
Nylon-strGt*
Steel-strGt*
Jazz Guitar*
Clean Gt.*
Muted Gt.*
Funk Gt.*
OverdriveGt*
Dist.Guitar*
Gt.Harmo*
Acoustic Bs*
Fingered Bs*
Picked Bs.*
Fretless Bs*
Slap Bass 1*
Slap Bass 2*
Synth Bass1*
Synth Bass2*
Rubber Bass*
Violin*
Viola*

Cello*
Contrabass*
Tremolo Str*
Pizzicato*
Harp*
Timpani*
Strings*
SlowStrings*
Syn.Str 1*
Syn.Str 2*
Choir Aahs*
Pop Voice*
SynVox*
Orche.Hit*
Trumpet*
Trombone*
Tuba*
M.Trumpet*
FrenchHorns*
Brass 1*
SynthBrass1*
SynthBrass2*
A.Brass 1*
Soprano Sax*
Alto Sax*
Tenor Sax*
BaritoneSax*
Oboe*
EnglishHorn*
Bassoon*
Clarinet*
Piccolo*
Flute*
Recorder*
Pan Flute*
Bottle Blow*
Shakuhachi*
Whistle*
Ocarina*
Square Wave*
Saw Wave*
Doctor Solo*
SynCalliope*
ChifferLead*
Charang*
Solo Vox*
5th SawWave*
Bass & Lead*
Fantasia*
Warm Pad*
Polysynth*
Space Voice*
Bowed Glass*
Metal Pad*
Halo Pad*
Sweep Pad*
Ice Rain*
Soundtrack*
Crystal*

Syn Mallet*
Atmosphere*
Brightness*
Goblin*
Echo Drops*
Star Theme*
Sitar*
Banjo*
Shamisen*
Koto*
Kalimba*
Bagpipe*
Fiddle*
Shanai*
Tinkle Bell*
Agogo*
Steel Drums*
Woodblock*
Taiko*
Melo.Tom 1*
Synth Drum*
ReverseCym.*
Fret Noise*
BreathNoise*
Seashore*
Bird*
Telephone 1*
Helicopter*
Applause*
Gun Shot*

* Tone with a "*" symbol appended to
their name may not play back
satisfactorily on other GS sound
generating devices.

Drum/SFX Set List

Note	POP		ROCK		JAZZ BRUSH		VOX DRUM	
21	R&B Snare		R&B Snare		R&B Snare		R&B Snare	
22	Rock Snare		Pop Snare m		Pop Snare m		Rock Snare	
23	Rock Snare		Pop Snare m		Pop Snare m		Rock Snare	
24	Pop Snare m		Pop Snare m		Pop Snare m		Pop Snare m	
25	Pop Snare Ghost		Pop Snare Ghost		Pop Snare Ghost		Pop Snare Ghost	
26	Pop Snare m		Pop Snare m		Pop Snare m		Pop Snare m	
27	Finger Snap		Finger Snap		Finger Snap		Finger Snap	
28	707 Claps		707 Claps		707 Claps		707 Claps	
29	Hand Clap	[EXC7]	Hand Clap	[EXC7]	Hand Clap	[EXC7]	Hand Clap	[EXC7]
30	Hand Clap2	[EXC7]	Hand Clap2	[EXC7]	Hand Clap2	[EXC7]	Hand Clap2	[EXC7]
31	Hand Clap		Hand Clap		Hand Clap		Hand Clap	
32	Pop Pedal HH	[EXC1]	Pop Pedal HH	[EXC1]	Pop Pedal HH	[EXC1]	Pop Pedal HH	
33	Gospel Hand Clap		Gospel Hand Clap		Gospel Hand Clap		Gospel Hand Clap	
34	Snare Roll		Snare Roll		Snare Roll		Vox Dut	
35	Pop Kick		Rock Kick		Pop Kick		Vox Dom	
C2 36	Pop Kick		Rock Kick		Pop Kick		Vox Tuush	
37	Pop Side Stick		Rock Side Stick		Jazz Snare Swing		Vox Hehho	
38	Pop Sanre s		Rock Sanre s		Jazz Sanre		Vox Doyear	
39	Pop Snare Ghost		Rock Snare Ghost		Pop Snare Swing		Vox Thu!	
40	Pop Snare s		Rock Snare s		Jazz Sanre		Vox That	
41	Pop Low Tom f		Rock Low Tom f		Jazz Low Tom f		Vox Aahhh	
42	Pop CHH 1	[EXC1]	Rock CHH 1	[EXC1]	Pop CHH 1	[EXC1]	Vox Tu	
43	Pop Low Tom		Rock Low Tom		Jazz Low Tom		Vox Dooh	
44	Pop CHH 2	[EXC1]	Rock CHH 2	[EXC1]	Pop CHH 2	[EXC1]	Vox Ptu	
45	Pop Mid Tom f		Rock Mid Tom f		Jazz Mid Tom f		Vox Down	
46	Pop OHH	[EXC1]	Rock OHH	[EXC1]	Pop OHH	[EXC1]	Vox Pa	
47	Pop Mid Tom		Rock Mid Tom		Jazz Mid Tom		Vox Bom	
C3 48	Pop High Tom f		Rock High Tom f		Jazz High Tom f		Vox Toear	
49	Pop Crash Cymbal 1		Rock Crash Cymbal		Jazz Crash Cymbal 1		Vox Aahhu	
50	Pop High Tom		Rock High Tom		Jazz High Tom		Vox Toya	
51	Pop Ride Cymbal 1		Rock Ride Cymbal 1		Jazz Ride Cymbal 1		Vox Thu	
52	Pop Chinees Cymbal		Pop Chinees Cymbal		Jazz Chinees Cymbal		Vox Cheey	
53	Pop Ride Bell		Pop Ride Bell		Jazz Ride Cymbal 2		Vox Cymm	
54	Tambourine 2		Tambourine 2		Tambourine 2		Vox Tub	
55	Splash Cymbal		Splash Cymbal		Splash Cymbal		Vox Pruru	
56	Cha Cha Cowbell		Cha Cha Cowbell		Cha Cha Cowbell		Vox Tut	
57	Pop Crash Cymbal 2		Chinees Cymbal		Jazz Crash Cymbal 2		Vox Tyun	
58	Vibra-slap 2		Vibra-slap 2		Vibra-slap 2		Vox Tdum	
59	Pop Ride Cymbal 2		Pop Ride Cymbal 3		Pop Ride Cymbal 2		Vox Afahhhh	
C4 60	High Bongo 2		High Bongo 2		High Bongo 2		High Bongo 2	
61	Low Bongo 2		Low Bongo 2		Low Bongo 2		Low Bongo 2	
62	Mute Conga		Mute Conga		Mute Conga		Mute Conga	
63	High Conga 2		High Conga 2		High Conga 2		High Conga 2	
64	Low Conga 2		Low Conga 2		Low Conga 2		Low Conga 2	
65	High Timbale 2		High Timbale 2		High Timbale 2		High Timbale 2	
66	Low Timbale 2		Low Timbale 2		Low Timbale 2		Low Timbale 2	
67	High Agogo		High Agogo		High Agogo		High Agogo	
68	Low Agogo		Low Agogo		Low Agogo		Low Agogo	
69	Shaker 3		Shaker 3		Shaker 3		Shaker 3	
70	Shaker 4		Shaker 4		Shaker 4		Shaker 4	
71	Short Hi Whistle	[EXC2]	Short Hi Whistle	[EXC2]	Short Hi Whistle	[EXC2]	Short Hi Whistle	[EXC2]
C5 72	Long Low Whistle	[EXC2]	Long Low Whistle	[EXC2]	Long Low Whistle	[EXC2]	Long Low Whistle	[EXC2]
73	Short Guiro	[EXC3]	Short Guiro	[EXC3]	Short Guiro	[EXC3]	Short Guiro	[EXC3]
74	Long Guiro	[EXC3]	Long Guiro	[EXC3]	Long Guiro	[EXC3]	Long Guiro	[EXC3]
75	Claves		Claves		Claves		Claves	
76	High Wood Block		High Wood Block		High Wood Block		High Wood Block	
77	Low Wood Block		Low Wood Block		Low Wood Block		Low Wood Block	
78	Mute Cuica	[EXC4]	Mute Cuica	[EXC4]	Mute Cuica	[EXC4]	Mute Cuica	[EXC4]
79	Open Cuica	[EXC4]	Open Cuica	[EXC4]	Open Cuica	[EXC4]	Open Cuica	[EXC4]
80	Mute Triangle	[EXC5]	Mute Triangle	[EXC5]	Mute Triangle	[EXC5]	Mute Triangle	[EXC5]
81	Open Triangle	[EXC5]	Open Triangle	[EXC5]	Open Triangle	[EXC5]	Open Triangle	[EXC5]
82	Shaker		Shaker		Shaker		Shaker	
83	Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell	
C6 84	Bell Tree		Bell Tree		Bell Tree		Bell Tree	
85	Castanets		Castanets		Castanets		Castanets	
86	Mute Surdo	[EXC6]	Mute Surdo	[EXC6]	Mute Surdo	[EXC6]	Mute Surdo	[EXC6]
87	Open Surdo	[EXC6]	Open Surdo	[EXC6]	Open Surdo	[EXC6]	Open Surdo	[EXC6]
88	Cana		Cana		Cana		Cana	

	POP	ROCK	JAZZ BRUSH	VOX DRUM
89 90	Falamenco Hi-Timbale	Falamenco Hi-Timbale	Falamenco Hi-Timbale	Falamenco Hi-Timbale
	Falamenco Lo-Timbale	Falamenco Lo-Timbale	Falamenco Lo-Timbale	Falamenco Lo-Timbale
91	Falamenco Tmbl Flam	Falamenco Tmbl Flam	Falamenco Tmbl Flam	Falamenco Tmbl Flam
92	Shekere 1	Shekere 1	Shekere 1	Shekere 1
93	Shekere 2	Shekere 2	Shekere 2	Shekere 2
94	Low Bongo Mute	Low Bongo Mute	Low Bongo Mute	Low Bongo Mute
95	High Bongo Mute	High Bongo Mute	High Bongo Mute	High Bongo Mute
C7 96	-----	-----	-----	-----
97	-----	-----	-----	-----
98	-----	-----	-----	-----
99	-----	-----	-----	-----
100	Falamenco HC	Falamenco HC	Falamenco HC	Falamenco HC
101	Falamenco HC	Falamenco HC	Falamenco HC	Falamenco HC
102	Bongo Cowbell	Bongo Cowbell	Bongo Cowbell	Bongo Cowbell
103	-----	-----	-----	-----
104	Bongo Cowbell	Bongo Cowbell	Bongo Cowbell	Bongo Cowbell
105	-----	-----	-----	-----

Drum/SFX Set List

Note	STANDARD*		ROOM*		POWER		ELECTRONIC	
21	-----		-----		-----		-----	
22	-----		-----		-----		-----	
23	-----		-----		-----		-----	
24	Bar Chime		Bar Chime		Bar Chime		Bar Chime	
25	Snare Roll		Snare Roll		Snare Roll		Snare Roll	
26	Finger Snap		Finger Snap		Finger Snap		Finger Snap	
27	High Q		High Q		High Q		High Q	
28	Slap		Slap		Slap		Slap	
29	Scratch Push	[EXC7]	Scratch Push	[EXC7]	Scratch Push	[EXC7]	Scratch Push	[EXC7]
30	Scratch Pull	[EXC7]	Scratch Pull	[EXC7]	Scratch Pull	[EXC7]	Scratch Pull	[EXC7]
31	Sticks		Sticks		Sticks		Sticks	
32	Square Click		Square Click		Square Click		Square Click	
33	Metronome Click		Metronome Click		Metronome Click		Metronome Click	
34	Metronome Bell		Metronome Bell		Metronome Bell		Metronome Bell	
35	Std Kick 2'		Kick1		Std Kick 2		Std Kick 2	
C2 36	Kick 1		Room Kick		MONDO Kick		Elec BD	
37	Side Stick		Side Stick		Side Stick		Side Stick	
38	Std Snr 1		Room Snr 1		Gated SD		Elec SD	
39	Hand Clap		Hand Clap		Hand Clap		Hand Clap	
40	Std Snr 2		Std Snr 1		Snare Drum 2		Gated SD	
41	Low Tom 2		Room Low Tom 2'		Room Low Tom 2		Elec Low Tom 2	
42	Closed Hi-hat 1'	[EXC1]	Closed Hi-hat 1'	[EXC1]	Closed Hi-hat 1	[EXC1]	Closed Hi-hat 1	[EXC1]
43	Low Tom 1		Room Low Tom 1'		Room Low Tom 1		Elec Low Tom 1	
44	Pedal Hi-hat 1'	[EXC1]	Pedal Hi-hat 1'	[EXC1]	Pedal Hi-hat 1	[EXC1]	Pedal Hi-hat 1	[EXC1]
45	Mid Tom 2		Room Mid Tom 2'		Room Mid Tom 2		Elec Mid Tom 2	
46	Open Hi-hat 1'	[EXC1]	Open Hi-hat 1'	[EXC1]	Open Hi-hat 1	[EXC1]	Open Hi-hat 1	[EXC1]
47	Mid Tom 1		Room Mid Tom 1'		Room Mid Tom 1		Elec Mid Tom 1	
C3 48	High Tom 2		Room Hi Tom 2'		Room Hi Tom 2		Elec Hi Tom 2	
49	Crash Cymbal 1		Crash Cymbal 1		Crash Cymbal 1		Crash Cymbal 1	
50	High Tom 1		Room Hi Tom 1'		Room Hi Tom 1		Elec Hi Tom 1	
51	Ride Cymbal 1		Ride Cymbal 1		Ride Cymbal 1		Ride Cymbal 1	
52	Chinese Cymbal		Chinese Cymbal		Chinese Cymbal		Reverse Cymbal	
53	Ride Bell		Ride Bell		Ride Bell		Ride Bell	
54	Tambourine		Tambourine		Tambourine		Tambourine	
55	Splash Cymbal		Splash Cymbal		Splash Cymbal		Splash Cymbal	
56	Cowbell		Cowbell		Cowbell		Cowbell	
57	Crash Cymbal 2		Crash Cymbal 2		Crash Cymbal 2		Crash Cymbal 2	
58	Vibra-slap		Vibra-slap		Vibra-slap		Vibra-slap	
59	Ride Cymbal 2		Ride Cymbal 2		Ride Cymbal 2		Ride Cymbal 2	
C4 60	High Bongo		High Bongo		High Bongo		High Bongo	
61	Low Bongo		Low Bongo		Low Bongo		Low Bongo	
62	Mute High Conga		Mute High Conga		Mute High Conga		Mute High Conga	
63	Open High Conga		Open High Conga		Open High Conga		Open High Conga	
64	Low Conga		Low Conga		Low Conga		Low Conga	
65	High Timbale		High Timbale		High Timbale		High Timbale	
66	Low Timbale		Low Timbale		Low Timbale		Low Timbale	
67	High Agogo		High Agogo		High Agogo		High Agogo	
68	Low Agogo		Low Agogo		Low Agogo		Low Agogo	
69	Cabasa		Cabasa		Cabasa		Cabasa	
70	Maracas		Maracas		Maracas		Maracas	
71	Short Hi Whistle	[EXC2]	Short Hi Whistle	[EXC2]	Short Hi Whistle	[EXC2]	Short Hi Whistle	[EXC2]
C5 72	Long Low Whistle	[EXC2]	Long Low Whistle	[EXC2]	Long Low Whistle	[EXC2]	Long Low Whistle	[EXC2]
73	Short Guiro	[EXC3]	Short Guiro	[EXC3]	Short Guiro	[EXC3]	Short Guiro	[EXC3]
74	Long Guiro	[EXC3]	Long Guiro	[EXC3]	Long Guiro	[EXC3]	Long Guiro	[EXC3]
75	Claves		Claves		Claves		Claves	
76	High Wood Block		High Wood Block		High Wood Block		High Wood Block	
77	Low Wood Block		Low Wood Block		Low Wood Block		Low Wood Block	
78	Mute Cuica	[EXC4]	Mute Cuica	[EXC4]	Mute Cuica	[EXC4]	Mute Cuica	[EXC4]
79	Open Cuica	[EXC4]	Open Cuica	[EXC4]	Open Cuica	[EXC4]	Open Cuica	[EXC4]
80	Mute Triangle	[EXC5]	Mute Triangle	[EXC5]	Mute Triangle	[EXC5]	Mute Triangle	[EXC5]
81	Open Triangle	[EXC5]	Open Triangle	[EXC5]	Open Triangle	[EXC5]	Open Triangle	[EXC5]
82	Shaker		Shaker		Shaker		Shaker	
83	Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell	
C6 84	Bell Tree		Bell Tree		Bell Tree		Bell Tree	
85	Castanets		Castanets		Castanets		Castanets	
86	Mute Surdo	[EXC6]	Mute Surdo	[EXC6]	Mute Surdo	[EXC6]	Mute Surdo	[EXC6]
87	Open Surdo	[EXC6]	Open Surdo	[EXC6]	Open Surdo	[EXC6]	Open Surdo	[EXC6]
88	-----		-----		-----		-----	

Note	TR-808	DANCE	JAZZ GS STANDARD	BRUSH
21	-----	-----	-----	-----
22				
23	-----	-----	-----	-----
24	Bar Chime	Bar Chime	Bar Chime	Bar Chime
25	Snare Roll	Snare Roll	Snare Roll	Snare Roll
26	Finger Snap	Finger Snap	Finger Snap	Finger Snap
27	High Q	High Q	High Q	High Q
28	Slap	Slap	Slap	Slap
29	Scratch Push [EXC7]	Scratch Push [EXC7]	Scratch Push [EXC7]	Scratch Push [EXC7]
30	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Scratch Pull [EXC7]	Scratch Pull [EXC7]
31	Sticks	Dance Snr 1	Sticks	Sticks
32	Square Click	Square Click	Square Click	Square Click
33	Metronome Click	Metronome Click	Metronome Click	Metronome Click
34	Metronome Bell	Metronome Bell	Metronome Bell	Metronome Bell
35	Std Kick 2	Kick 1	Std Kick 2	Kick 2
C2 36	808 Bass Drum 1	808 Bass Drum 2	Std Kick 1	Kick 1
37	808 Rim Shot	808 Rim Shot	Side Stick	Side Stick
38	808 Snare Drum	TR-909 Snr	Snare Drum 1	Brush Tap
39	Hand Clap	Hand Clap	Hand Clap	Brush Slap
40	Snare Drum 2	Dance Snr 2	Snare Drum 2	Brush Swirl
41	808 Low Tom 2	808 Low Tom 2	Low Tom 2	Brush Low Tom 2
42	808 CHH [EXC1]	808 CHH [EXC1]	Closed Hi-hat 1 [EXC1]	Closed Hi-hat 2 [EXC1]
43	808 Low Tom 1	808 Low Tom 1	Low Tom 1	Brush Low Tom 1
44	808 CHH [EXC1]	808 CHH [EXC1]	Pedal Hi-hat 1 [EXC1]	Pedal Hi-hat 2 [EXC1]
45	808 Mid Tom 2	808 Mid Tom 2	Mid Tom 2	Brush Mid Tom 2
46	808 OHH [EXC1]	808 OHH [EXC1]	Open Hi-hat 1 [EXC1]	Open Hi-hat 2 [EXC1]
47	808 Mid Tom 1	808 Mid Tom 1	Mid Tom 1	Brush Mid Tom 1
C3 48	808 Hi Tom 2	808 Hi Tom 2	High Tom 2	Brush Hi Tom 2
49	808 Cymbal	808 Cymbal	Crash Cymbal 1	Crash Cymbal 1
50	808 Hi Tom 1	808 Hi Tom 1	High Tom 1	Brush Hi Tom 1
51	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1
52	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal
53	Ride Bell	Ride Bell	Ride Bell	Ride Bell
54	Tambourine	Tambourine	Tambourine	Tambourine
55	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal
56	808 Cowbell	808 Cowbell	Cowbell	Cowbell
57	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2	Crash Cymbal 2
58	Vibra-slap	Vibra-slap	Vibra-slap	Vibra-slap
59	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbal 2
C4 60	High Bongo	High Bongo	High Bongo	High Bongo
61	Low Bongo	Low Bongo	Low Bongo	Low Bongo
62	808 High Conga	808 High Conga	Mute High Conga	Mute High Conga
63	808 Mid Conga	808 Mid Conga	Open High Conga	Open High Conga
64	808 Low Conga	808 Low Conga	Low Conga	Low Conga
65	High Timbale	High Timbale	High Timbale	High Timbale
66	Low Timbale	Low Timbale	Low Timbale	Low Timbale
67	High Agogo	High Agogo	High Agogo	High Agogo
68	Low Agogo	Low Agogo	Low Agogo	Low Agogo
69	Cabasa	Cabasa	Cabasa	Cabasa
70	808 Maracas	808 Maracas	Maracas	Maracas
71	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]
C5 72	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]
73	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]
74	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]
75	808 Claves	808 Claves	Claves	Claves
76	High Wood Block	High Wood Block	High Wood Block	High Wood Block
77	Low Wood Block	Low Wood Block	Low Wood Block	Low Wood Block
78	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]
79	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]
80	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]
81	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]
82	Shaker	Shaker	Shaker	Shaker
83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6 84	Bell Tree	Bell Tree	Bell Tree	Bell Tree
85	Castanets	Castanets	Castanets	Castanets
86	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]
87	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]
88	-----	-----	-----	-----

■ SFX

Note	ORCHESTRA	GS ROOM	GS BRUSH	SOUND EFFECTS
21	-----	-----	-----	-----
22	-----	-----	-----	-----
23	-----	-----	-----	-----
24	Bar Chime	Bar Chime	Bar Chime	-----
25	Snare Roll	Snare Roll	Snare Roll	-----
26	Finger Snap	Finger Snap	Finger Snap	-----
27	Close Hi-hat [EXC1]	High Q	High Q	-----
28	Pedal Hi-hat [EXC1]	Slap	Slap	-----
29	Open Hi-hat [EXC1]	Scratch Push [EXC7]	Scratch Push [EXC7]	-----
30	Ride Cymbal	Scratch Pull [EXC7]	Scratch Pull [EXC7]	-----
31	Sticks	Sticks	Sticks	-----
32	Square Click	Square Click	Square Click	-----
33	Metronome Click	Metronome Click	Metronome Click	-----
34	Metronome Bell	Metronome Bell	Metronome Bell	-----
35	Concert BD 2	Std Kick 2	Std Kick 2	-----
C2 36	Concert BD 1	Std Kick 1	Std Kick 1	-----
37	Side Stick	Side Stick	Side Stick	-----
38	Concert SD	Snare Drum 1	Brush Tap	-----
39	Castanets	Hand Clap	Brush Slap	High Q
40	Concert SD	Snare Drum 2	Brush Swirl	Slap
41	Timpani F	Room Low Tom 2	Low Tom 2	Scratch Push [EXC7]
42	Timpani F#	Closed Hi-hat 1 [EXC1]	Closed Hi-hat 1 [EXC1]	Scratch Pull [EXC7]
43	Timpani G	Room Low Tom 1	Low Tom 1	Sticks
44	Timpani G#	Pedal Hi-hat 1 [EXC1]	Pedal Hi-hat 1 [EXC1]	Square Click
45	Timpani A	Room Mid Tom 2	Mid Tom 2	Metronome Click
46	Timpani A#	Open Hi-hat 1 [EXC1]	Open Hi-hat 1 [EXC1]	Metronome Bell
47	Timpani B	Room Mid Tom 1	Mid Tom 1	Guitar sliding Finger
C3 48	Timpani c	Room Hi Tom 2	High Tom 2	Guitar cutting noise (up)
49	Timpani c#	Crash Cymbal 1	Crash Cymbal 1	Guitar cutting noise (down)
50	Timpani d	Room Hi Tom 1	High Tom 1	String slap of double bass
51	Timpani d#	Ride Cymbal 1	Ride Cymbal 1	Fl.Key Click
52	Timpani e	Chinese Cymbal	Chinese Cymbal	Laughing
53	Timpani f	Ride Bell	Ride Bell	Screaming
54	Tambourine	Tambourine	Tambourine	Punch
55	Splash Cymbal	Splash Cymbal	Splash Cymbal	Heart Beat
56	Cowbell	Cowbell	Cowbell	Footsteps1
57	Concert Cymbal 2	Crash Cymbal 2	Crash Cymbal 2	Footsteps2
58	Vibra-slap	Vibra-slap	Vibra-slap	Applause
59	Concert Cymbal 1	Ride Cymbal 2	Ride Cymbal 2	Door Creaking
C4 60	High Bongo	High Bongo	High Bongo	Door
61	Low Bongo	Low Bongo	Low Bongo	Scratch
62	Mute High Conga	Mute High Conga	Mute High Conga	Wind Chimes
63	Open High Conga	Open High Conga	Open High Conga	Car-Engine
64	Low Conga	Low Conga	Low Conga	Car-Stop
65	High Timbale	High Timbale	High Timbale	Car-Pass
66	Low Timbale	Low Timbale	Low Timbale	Car-Crash
67	High Agogo	High Agogo	High Agogo	Siren
68	Low Agogo	Low Agogo	Low Agogo	Train
69	Cabasa	Cabasa	Cabasa	Jetplane
70	Maracas	Maracas	Maracas	Helicopter
71	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Short Hi Whistle [EXC2]	Starship
C5 72	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Long Low Whistle [EXC2]	Gun Shot
73	Short Guiro [EXC3]	Short Guiro [EXC3]	Short Guiro [EXC3]	Machine Gun
74	Long Guiro [EXC3]	Long Guiro [EXC3]	Long Guiro [EXC3]	Lasergun
75	Claves	Claves	Claves	Explosion
76	High Wood Block	High Wood Block	High Wood Block	Dog
77	Low Wood Block	Low Wood Block	Low Wood Block	Horse-Gallop
78	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Mute Cuica [EXC4]	Birds
79	Open Cuica [EXC4]	Open Cuica [EXC4]	Open Cuica [EXC4]	Rain
80	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Mute Triangle [EXC5]	Thunder
81	Open Triangle [EXC5]	Open Triangle [EXC5]	Open Triangle [EXC5]	Wind
82	Shaker	Shaker	Shaker	Seashore
83	Jingle Bell	Jingle Bell	Jingle Bell	Stream
C6 84	Bell Tree	Bell Tree	Bell Tree	Bubble
85	Castanets	Castanets	Castanets	Cat
86	Mute Surdo [EXC6]	Mute Surdo [EXC6]	Mute Surdo [EXC6]	-----
87	Open Surdo [EXC6]	Open Surdo [EXC6]	Open Surdo [EXC6]	-----
88	Applause	-----	-----	-----

Music Style List (KR-577)

[Pop/Rock] Group
Light Pop
OrchestraPop
Latin Pop
70's 1
Michael'sPop
Cool Al
West Coast
MorningLight
16Beat Pop 1
Power Pop
Easy Rock
Rollin'
8Beat Pop 1
8Beat Pop 2
Swing Pop
80's Rock
Rock 1
Rock 2
Euro Dance
Light Fusion
Mersey Beat
AcousticRck1
AcousticRck2
16Beat Rock
Rock'n Pop
Power 8Beat
Acoustic Pop
Early Rock

[Ballad] Group
Pop Ballad
8BeatBallad1
Swing Ballad
70's 8beat
12/8 Ballad
6/8 Ballad
Soulful Sax
Torch Song
MediumBallad
Love Romance
Gt.Arpeggio
70's Ballad
Chapel
PianoBallad
Crystal
Ireland
Scotland

[Acoustic] Group
Piano Pop
Guitar Waltz
Piano Latin
PianoRagtime
Gtr.Fast Pop
Piano Night
Piano Waltz
Guitar Bossa
Piano Jazz
PianoShuffle
Piano Slow
Pf Concerto
PianoBoogie
Strings 2
Harp
PianoClasic1
PianoClasic2
ClasiclPolka
StridePiano
Gtr.FastPop2
P.Slow Waltz
Strings
Piano Gospel
P.Country
P.Bossa Nova
P.Pop 2
P.Ragtime
P.Stride
P.Concerto 1
P.Ballad 1
P.Ballad 2
P.Swing Pop
P.Rock'nRoll
P.Concerto 2
P.Swing
P.Slow Swing
P.Latin

[Oldies/Country] Group
JB Soul
Lets Twist
Surf'fun
Cntry Pickin
HonkyTonkin'
C&W Ballad
Rock n Roll
The Blues
50's R&B
Country Song
Cntry Rockin
Tejano
Beach Sound
Cute Pop
Dreamin'
Walk'n
Bluegrass
Western
50's Pop 1
50's Pop 2
Slow Dance
Country Folk
CountryWaltz
Country Rock
P.Shuffle
Rock'n Cntry
P.50's Rock
P.Boogie
Twostep
Country Tune
60's R&B
Enka 1
Enka 2

[Big Band/Swing] Group
Big Serenade
BigBand Pop
Organ Swing
Scat Swing
Slow Swing
On The Town
Fast BigBand
BigBandBlues
Big Band
A Cappella
Swing'in
Foxtrot 2
Dixieland
Charleston
Jazz Band
Foxtrot
Hawaiian

[Latin/Gospel] Group
Latin
Mambo
Plena
Gospel Shout
Gospel Pop
Gospel Piano
Bossa Nova 1
Bossa Nova 2
Salsa
Gospel
Anthem
Samba
Rhumba
Beguine
Chacha
Dance Tango
Tango
Slow Bossa

[Waltz/Screen] Group
Fast Waltz
ViennaWaltz2
Jazz Waltz
Screen 1
Raindrops
Balloon Trip
StringsWaltz
Slow Waltz
Last Dance
Screen 2
Cinema
Festival
Waltzing
Vienna Waltz
Musette
SFX Movie
WesternMovie
Little Steps
DeutschWalzr
Summer Days
Simple Waltz
Black&White

[March/Kids] Group
Parade
March
Fanfare
Kids
Circus
Polka
Kids Pop
Kids 4/4
Kids Dance
Lullaby 4/4
Kids 6/8
Music Box
SimpleMarch1
SimpleMarch2
Schlager
Japan

Disk Style
Ocean Side
16Beat Pop
70's Disco
Pop'n Roll
16BeatBallad
60's Ballad
Swayin'
Contemporary
Club Piano
G.Pop
Twist
Shuffle
PianoBoogie2
CountryRoads
CtrySerenade
CountryPiano
Easy Country
Hoedown
Cajun
CountryBlues
BigBandSwing
BigBndBallad
Slow Swing
Blues
Combo
Mambo
Merengue
Calypso
NewBossaNova
Broadway
Jazz Waltz
March
Habanera
Sevilla

Music Style List (KR-1077/977)

[Pop/Rock] Group
70's 2
Medium Pop
Light Pop
Groovin
OrchestraPop
Latin Pop
Michael'sPop
Cool Al
70's 1
West Coast
MorningLight
16Beat Pop 1
8Beat Pop 1
8Beat Pop 2
Swing Pop
Power Pop
Easy Rock
Rollin'
House Pop
Euro Dance
Light Fusion
80's Rock
Rock 1
Rock 2
British Pop
Mersey Beat
Steel Rock
AcousticRck1
AcousticRck2
16Beat Rock
Rock'n Pop
Power 8Beat
Acoustic Pop
Early Rock

[Ballad] Group
8BeatBallad2
Pop Ballad
8BeatBallad1
Swing Ballad
70's 8beat
12/8 Ballad
6/8 Ballad
Soulful Sax
Torch Song
MediumBallad
Love Romance
Gt.Arpeggio
70's Ballad
Chapel
PianoBallad
Crystal
Ireland
Scotland

[Acoustic] Group
Piano Pop
Guitar Waltz
Piano Latin
PianoRagtime
Gtr.Fast Pop
Piano Night
Piano Waltz
Guitar Bossa
Piano Jazz
PianoShuffle
Piano Slow
Pf Concerto
PianoBoogie
Strings 2
Harp
PianoClasic1
PianoClasic2
ClasiclPolka
StridePiano
Gtr.FastPop2
P.Slow Waltz
Strings
Piano Gospel
P.Country
P.Bossa Nova
P.Pop 2
P.Ragtime
P.Stride
P.Concerto 1
P.Ballad 1
P.Ballad 2
P.Swing Pop
P.Rock'nRoll
P.Concerto 2
P.Swing
P.Slow Swing
P.Latin

[Oldies/Country] Group
JB Soul
Lets Twist
Surf'fun
Cntry Pickin
HonkyTonkin'
C&W Ballad
Rock n Roll
The Blues
50's R&B
Country Song
Cntry Rockin
Tejano
Beach Sound
Cute Pop
Dreamin'
Walk'n
Bluegrass
Western
50's Pop 1
50's Pop 2
Slow Dance
Country Folk
CountryWaltz
Country Rock
P.Shuffle
Rock'n Cntry
P.50's Rock
P.Boogie
Twostep
Country Tune
60's R&B
Enka 1
Enka 2

[Big Band/Swing] Group
Big Serenade
BigBand Pop
Organ Swing
Scat Swing
Slow Swing
On The Town
Fast BigBand
BigBandBlues
Big Band
A Cappella
Swing'in
Foxtrot 2
Dixieland
Charleston
Jazz Band
Foxtrot
Hawaiian

[Latin/Gospel] Group

Merengue
Bossa Nova 3
Fast Bossa
Gospel Shout
Gospel Pop
Gospel Piano
Bomba
Slow Beguine
Latin
Gospel
Anthem
Mambo
Plena
Bossa Nova 1
Bossa Nova 2
Salsa
Samba
Rhumba
Beguine
Chacha
Dance Tango
Tango
Slow Bossa

[Waltz/Screen] Group

Fast Waltz
ViennaWaltz2
Jazz Waltz
Screen 1
Raindrops
Balloon Trip
StringsWaltz
Slow Waltz
Last Dance
Screen 2
Cinema
Festival
Waltzing
Vienna Waltz
Musette
SFX Movie
WesternMovie
Little Steps
DeutschWalzr
Summer Days
Simple Waltz
Black&White

[March/Kids] Group

Parade
March
Fanfare
Kids
Circus
Polka
Kids Pop
Kids 4/4
Kids Dance
Lullaby 4/4
Kids 6/8
Music Box
SimpleMarch1
SimpleMarch2
Schlager
Japan

Disk Style

Ocean Side
16Beat Pop
70's Disco
Pop'n Roll
16BeatBallad
60's Ballad
Swayin'
Contemporary
Club Piano
G.Pop
Twist
Shuffle
PianoBoogie2
CountryRoads
CtrySerenade
CountryPiano
Easy Country
Hoedown
Cajun
CountryBlues
BigBandSwing
BigBndBallad
Slow Swing
Blues
Combo
Mambo
Merengue
Calypso
NewBossaNova
Broadway
Jazz Waltz
March
Habanera
Sevilla

8 Beat 1 (1)
8 Beat 2 (1)
8 Beat 3 (2)
8 Beat 4 (1)
16Beat 1 (1)
16Beat 2 (2)
Rock 1 (2)
Rock 2 (2)
House 1 (2)
House 2 (1)
Shuffle1 (1)
Shuffle2 (1)
Brush (2)
Swing 1 (1)
Swing 2 (4)
Waltz (2)
March 1 (1)
March 2 (2)
BossaNova(2)
Samba 1 (1)
Samba 2 (1)
Rhumba (2)
Mambo (2)
Tango (2)
Beguine (1)
Simple4/4(1)
Simple3/4(1)
Simple6/8(2)
CountIn 1(1)
CountIn 2(1)
C.InSwing(1)
Fill In1 (1)
Fill In2 (1)
Fill In3 (1)
Ending 1 (1)
Ending 2 (1)
Ending 3 (1)
Stick 4/4(1)
Stick 3/4(1)
Stick 6/8(1)

Chord List

● symbol : Indicates the constituent note of chords.
★ symbol : Chord shown with an "★"can be played by pressing just the key marked with the "★".

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

Internal Song List

No.	Title	Composer	Copyright
1	Canon a 3 con suo basso	J. Pachelbel	© 1993 Roland Corporation
2	Summertime	G. Gershwin	© 1994 Roland Corporation
3	"Promenade" from "Tableaux d'une exposition"	M. Musorgsky	© 1995 Roland Corporation
4	Hallelujah!	G. Händel	© 1993 Roland Corporation
5	Sun Daze	J. Maul	© 1992 Roland Corporation
6	L'éveil de l'amour	Masashi & Kazuko Hirashita	© 2000 Roland Corporation
7	Bagatelle "Für Elise" WoO. 59	L. v. Beethoven	© 1996 Roland Corporation
8	"Fröhlicher Landmann" from "Album Für Die Jugend" Op. 68	R. Schumann	© 1996 Roland Corporation
9	The Keeper's Tale	J. Maul	© 1992 Roland Corporation
10	Gymnopedie No. 1	E. Satie	© 1997 Roland Corporation
11	Impromptu, Op.90-2	F. Schubert	© 1996 Roland Corporation
12	"Arietta" from "Lyric Pieces, Volume 1" Op. 12-1	E. Grieg	© 1996 Roland Corporation
13	Turkisch March (Piano Sonate No. 11 in A Major, 3rd Movement "Alla Turca")	W. A. Mozart	© 1996 Roland Corporation
14	Secret Agent	J. Maul	© 1992 Roland Corporation
15	Kismet's Salsa: "The Polovtsian Dance" from Opera "Prince Igor"	A. Borodin/ Arranged by J. Maul	© 1996 Roland Corporation
16	Roll Over Ludwig : Song from Symphony No. 7 2nd Mov.	L. v. Beethoven/ Arranged by J. Maul	© 1996 Roland Corporation
17	Piano Sonata No. 14 in C-sharp Minor, "Moonlight" 1st Movement	L. v. Beethoven	© 1998 Roland Corporation
18	"Doctor Gradus Ad Parnassum" from Suite "Children's Corner"	C. Debussy	© 1995 Roland Corporation
19	Golliwog's Cakewalk	C. Debussy	© 1996 Roland Corporation
20	Nocturne No. 2 in E-flat Major, Op. 9-2	F. Chopin	© 1996 Roland Corporation
21	Prelude "Raindrop" Op.28-15	F. Chopin	© 1996 Roland Corporation
22	A Prelude To... : No. 4 in E-Minor from "24 Preludes", Op. 28	F. Chopin/Arranged by J. Maul	© 1996 Roland Corporation
23	12Variationen Über Ein Französisches Lied "Ah, Vuos Dirai-Je, Maman," K. 265	W. A. Mozart	© 1994 Roland Corporation
24	Moment musicaux No. 3, Op. 94-3	F. Schubert	© 1994 Roland Corporation
25	Etude No.5 in G -flat Major "Black Keys," Op. 10-5	F.Chopin	© 1990 Roland Corporation
26	Rhapsody No. 2, Op. 79	J. Brahms	© 1998 Roland Corporation
27	Scrambled Eggs	Masashi & Kazuko Hirashita	© 1992 Roland Corporation
28	Count On The Blues	J. Maul	© 1992 Roland Corporation

No.	Title	Composer	Copyright
29	One Down And Easy	J. Maul	© 1994 Roland Corporation
30	Arabesque No. 1 in E-Major	C. Debussy	© 1996 Roland Corporation
31	"From Foreign Lands And People" from "Scenes From Childhood" Op. 15	R. Schumann	© 1998 Roland Corporation
32	"Träumerei" from "Scenes From Childhood" Op. 15	R. Schumann	© 1997 Roland Corporation
33	Le Coucou [Rondeau]	L. C. Daquin	© 1996 Roland Corporation
34	To The Spring, Op. 43-6	E. Grieg	© 1996 Roland Corporation
35	Gavotte from Opera "Rosine"	F. Gossec	© 1996 Roland Corporation
36	Dolly's Dreaming And Awakening Op. 202-5	T. Oesten	© 1996 Roland Corporation
37	Blumenlied	G. Lange	© 1996 Roland Corporation
38	Salut D'Amour Op. 12	E. Elgar	© 1996 Roland Corporation
39	"Frühlingslied" from "Lieder Ohne Worte Heft 5", Op. 62-6	F. Mendelssohn	© 1996 Roland Corporation
40	A Maiden's Prayer	T. Badarzewska	© 1996 Roland Corporation
41	Sonatina C Major Op. 36-3, 1st Mov.	M. Clementi	© 1996 Roland Corporation
42	3-Romances Sans Paroles No. 3, Op. 17	G. Fauré	© 1996 Roland Corporation
43	Slavonic Dance No. 10, Op. 72-2	A. Dvořák	© 1998 Roland Corporation
44	Menuet Antique	M. Ravel	© 1996 Roland Corporation
45	Theme & 5th Variation from "Harmonious Blacksmith"	G. Händel	© 1996 Roland Corporation
46	Bach's A Boppin': Prelude No. 2 from "The Well Tempered Clavier Book2"	J. S. Bach/Arranged by J. Maul	© 1996 Roland Corporation
47	Aria "Make Thee Clean My Heart From Sin" from "Matthew's Passion"	J. S. Bach/Arranged by J. Maul	© 1998 Roland Corporation
48	Hungarian Rag: Hungarian Dance No. 5	J. Brahms/Arranged by J. Maul	© 1996 Roland Corporation
49	Polonaise No. 6 in A-flat Major "Héroïque," Op. 53 (Excerpt)	F. Chopin	© 1994 Roland Corporation
50	Rondo Brillante "Aufforderung Zum Tanz" in D-flat Major, Op. 65	C. M. v. Weber	© 1994 Roland Corporation
51	"Troika Drive: November" from "The Seasons," Op. 37	P. Tchaikovsky	© 1996 Roland Corporation
52	Romance, Op. 44-1	A. Rubinstein	© 1996 Roland Corporation
53	Prélude from "Suite Bergamasque"	C. Debussy	© 1998 Roland Corporation
54	Menuet from "Suite Bergamasque"	C. Debussy	© 1998 Roland Corporation
55	Clair de lune from "Suite Bergamasque"	C. Debussy	© 1998 Roland Corporation
56	Passepied from "Suite Bergamasque"	C. Debussy	© 1998 Roland Corporation
57	Mazurka No.5 in B-flat Major, Op. 7-1	F. Chopin	© 1995 Roland Corporation
58	Le Piccadilly (Marche)	E. Satie	© 1997 Roland Corporation
59	Csikos Post	H. Necke	© 1996 Roland Corporation

Internal Song List

No.	Title	Composer	Copyright
60	Paganoogie Variation: Caprice No. 24 in A Minor	N. Paganini/ Arranged by J. Maul	© 1998 Roland Corporation
61	The Milky Way	Masashi & Kazuko Hirashita	© 1992 Roland Corporation
62	Fly Free	J. Maul	© 1992 Roland Corporation
63	Last Flower	L. Brutti& R. Lanciotti	© 1995 Roland Corporation
64	Piano Concerto No. 1 in A Minor Op. 16	E. Grieg	© 1994 Roland Corporation

Profile

John Maul

John Maul is a musician, composer and arranger having graduated from the Royal Academy of Music in London. John's work encompasses studio recordings and live performances including work with top UK Jazz artists.

His writing credits include commercial music for BBC radio and television, as well as scoring jazz and classical works.

Having been a product specialist for Roland U.K., John is now actively involved in music software composing/programming forboth Roland Japan and various music publishers. Quite recently his "Musical Picture Book," a volume of original piano music encompassing all standards of musical ability, which included the piano and orchestral accompaniment data in SMF format,was published and printed.

Kazuko Hirashita, Masashi Hirashita

Masashi and Kazuko both started studying classical piano when they were in their infancy. Both went on to study composition.

At the same time, they had started their own music careers as keyboardists and composers. Their work covers a wide spectrum of styles and activities, including pop, fusion and jazz music as well as many writing and producing jobs.

Disk Demo Song List

Title	Composer	Copyright
Nocturne op.9-2	F. Chopin	© 1994 Roland Corporation
Amapola	G. J. M. Lacalle	© 1993 Roland Corporation
Grandfather's Clock	H. Work	© 1998 Roland Corporation
Greensleeves	Traditional	© 1993 Roland Corporation
Träumerei	R. Schumann	© 1994 Roland Corporation
Liebesträume III	F. Liszt	© 1994 Roland Corporation
Prelude op.28-15	F. Chopin	© 1994 Roland Corporation
Grand valse brillante	F. Chopin	© 1994 Roland Corporation
Mondschein Sonata	L. v. Beethoven	© 1994 Roland Corporation
Fantasie-Impromptu op.66	F. Chopin	© 1993 Roland Corporation
Petit chien	F. Chopin	© 1994 Roland Corporation
Les patineurs	E. Waldteufel	© 1998 Roland Corporation
Ungarische Tanz V	J. Brahms	© 1994 Roland Corporation
Turkischer Marsch	W. A. Mozart	© 1993 Roland Corporation
Etude No. 74 from "Beyer Piano Textbook"	F. Beyer	© 1996 Roland Corporation
Etude No. 78 from "Beyer Piano Textbook"	F. Beyer	© 1996 Roland Corporation
Etude No. 90 from "Beyer Piano Textbook"	F. Beyer	© 1996 Roland Corporation
No. 1 "La Candeur" from 25 Easy Studies Op. 100	F. Burgmüller	© 1996 Roland Corporation
No. 2 "Arabesque" from 25 Easy Studies Op. 100	F. Burgmüller	© 1999 Roland Corporation
No. 5 "Innocence" from 25 Easy Studies Op. 100	F. Burgmüller	© 1999 Roland Corporation
No. 6 "Progrès" from 25 Easy Studies Op. 100	F. Burgmüller	© 1999 Roland Corporation
No. 9 "La Chasse" from 25 Easy Studies Op. 100	F. Burgmüller	© 1996 Roland Corporation
No. 11 "La Bergeronnette" from 25 Easy Studies Op. 100	F. Burgmüller	© 1999 Roland Corporation
No. 14 "La Styrienne" from 25 Easy Studies Op. 100	F. Burgmüller	© 1996 Roland Corporation
No. 15 "Ballade" from 25 Easy Studies Op. 100	F. Burgmüller	© 1996 Roland Corporation
No. 17 "La Babillarde" from 25 Easy Studies Op. 100	F. Burgmüller	© 1999 Roland Corporation
No. 19 "Ave Maria" from 25 Easy Studies Op. 100	F. Burgmüller	© 1996 Roland Corporation
No. 23 "Le Retour" from 25 Easy Studies Op. 100	F. Burgmüller	© 1996 Roland Corporation
No. 25 "La Chevaleresque" from 25 Easy Studies Op. 100	F. Burgmüller	© 1996 Roland Corporation

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* *No data for the music that is played will be output from MIDI OUT.*

Effect List

Display	Description
Chorus	Makes sounds broader and fatter.
Stereo Chorus	A stereo chorus.
Hexa Chorus	A multilayer chorus.
Tremolo Chorus	A chorus with a tremolo effect.
Space D	A clear chorus.
Rotary	Adds a rotary-speaker effect.
Stereo Delay	Delays the sound with a stereo effect.
Modulation Delay	Adds a wavering effect to the delayed sound.
Triple Tap Delay	A three-way delay.
Quadruple Tap Delay	A four-way delay.
Phaser	Adds undulations to the sound.
Stereo Flanger	Adds metallic reverberations.
Step Flanger	A flanger that varies the pitch in a stepwise fashion.
Enhancer	Adds modulation to the sound.
Overdrive	Applies soft distortion to the sound.
Distortion	Applies hard distortion to the sound.
Auto Wah	Changes the tone in a cyclical manner.
Compressor	Suppresses fluctuations in volume.
Gate Reverb	Cuts off the reverberations before they fade away completely.
2V Pitch Shifter	Adds two pitch-shifted sounds to the original sound (two-voice pitch shifter).
FB Pitch Shifter	The pitch will change in steps (feedback pitch shifter).
Enhancer->Chorus	Applies both enhancer and chorus effects.
Enhancer->Flanger	Applies both enhancer and flanger effects.
Enhancer->Delay	Applies both enhancer and delay effects.
Chorus->Delay	Applies both chorus and delay effects.
Flanger->Delay	Applies both flanger and delay effects.
Overdrive->Chorus	Applies both overdrive and chorus effects.
Overdrive->Flanger	Applies both overdrive and flanger effects.
Overdrive->Delay	Applies both overdrive and delay effects.
Distortion->Chorus	Applies both distortion and chorus effects.
Distortion->Flanger	Applies both distortion and flanger effects.
Distortion->Delay	Applies both distortion and delay effects.
Sympathetic Resonance	Applies a resonance effect when the damper pedal is depressed.
Wave Chorus	Produces a chorus with strong undulations.
2 Band Chorus	Applies different chorus effects in the treble and bass bands.
Space Chorus	A chorus with extremely small undulations.
Chorus->Flanger	Applies both chorus and flanger effects.
Rhodes Multi	The optimal effect for an electric piano.
Clean Guitar Multi 1	Applies an effect that combines compressor, chorus, and delay.
Clean Guitar Multi 2	Applies an effect that combines Auto Wah, Equalizer, chorus, and delay.
Tremolo	Produces cyclical changes in volume.
Auto Pan	Makes the sonic position of the sound move to the left or right.
Chorus/Delay	This effect connect a chorus and a delay in parallel.
Chorus/Flanger	This effect connect a chorus and a flanger in parallel.
Rotary Multi	Applies an effect that combines rotary, Equalizer, and overdrive.
Keyboard Multi	Applies an effect that combines Ring Modulator, Equalizer, Pitch Shifter, Phaser, and Delay.

Music Files That the KR-1077/977/577 Can Use

What Are Music Files?

Music files contain information describing the details of a musical performance, such as "the C3 key on a keyboard was pressed for this amount of time, using this amount of force." By inserting the floppy disk into the disk drive on the KR-1077/977/577, the performance information is sent from the floppy disk to the piano, and played faithfully by the piano. This is different than a CD, since the music file does not contain a recording of the sound itself. This makes it possible to erase certain parts, or to change instruments, tempos and keys freely, allowing you to use it in many different ways.

Regarding Copyright

Use of the song data supplied with the Music Style Disk attached to this product for any purpose other than private, personal enjoyment without the permission of the copyright holder is prohibited by law. Additionally, this data must not be copied, nor used in a secondary copyrighted work without the permission of the copyright holder.

■ The KR-1077/977/577 allows you to use the following music files

Floppy disks saved on a Roland MT Series, or Roland Piano Digital HP-G/KR Series instrument

● Roland Digital Piano Compatible music files
Roland's original music file is made specifically for practicing the piano. Some follow an instructional curriculum, allowing for a complete range of lessons, such as "practicing each hand separately" or "listening to only the accompaniment."

● SMF Music files (720KB/1.44MB format)
SMFs (Standard MIDI Files) use a standard format for music file that was formulated so that files containing music file could be widely compatible, regardless of the manufacturer of the listening device. An enormous variety of music is available, whether it be for listening, for practicing musical instruments, for Karaoke, etc.
If you wish to purchase SMF music files, please consult the retailer where you purchased your KR-1077/977/577.

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

■ About the KR-1077/977/577 Sound Generator

The KR-1077/977/577 come equipped with GM/GS sound generators.

General MIDI   GENERAL MIDI

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

General MIDI 2   GENERAL MIDI2

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

GS Format   GS

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

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

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

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

Grossary

Arrange
This is an abbreviation of "Arrangement." It refers to changes that have been made in an original tune, by adding a new accompaniment or by changing the instruments used.

Automatic Accompaniment
The KR-1077/977/577 automatically plays accompaniment when just a few keys in the lower section of the keyboard are pressed to specify the chord. This is called the "One Touch Arranger" (p. 59).

Bouncing Ball
The flashing dot that moves in a semicircular pattern across the screen of the KR-1077/977/577 is called a "Bouncing Ball" (p. 53).

Chord
Two or more notes sounding at the same time (p. 76).

Division
The six performance states that make up a Music Style are called "Divisions" (p. 75).

Drum Set
A Drum Set is a collection of percussive instrument sounds. With drum sets, a different sound can be heard for each key on the keyboard. The special effects sound set is called the "SFX Set" (p. 192).

Edit
Editing is to change the song you have recorded, such as by erasing part of the song, or copying a measure (p. 140).

Ending
This is the last part of the accompaniment. When you stop playing the automatic accompaniment, the KR-1077/977/577 plays an ending appropriate for the style (p. 81).

Ensemble
A combined performance of two or more instruments is called an "Ensemble."

Icon
The on-screen graphics that appear three dimensional work like buttons. These are called "Icons."

Intro
This is the introductory portion of an automatic accompaniment performance. The KR-1077/977/577 plays an intro ideally suited to each style when it starts playing the automatic accompaniment (p. 81).

Key Touch
This is the sensation of heaviness—the "touch"—of the keys when the keyboard is played.
The KR-1077/977/577 100 levels of adjustment (p. 161).

Layer Play
Playing with two different tones on a key simultaneously is called "Layer Play" (p. 44).

Music Style
Music Styles are performance patterns in various musical genres. A Music Style is played automatically in accord with the specified chord using the KR-1077/977/577's One-touch Arranger Function (p. 59).

Part
On the KR-1077/977/577, "Part" can have two different meanings. One meaning refers to a performance part (p. 75), such as the right-hand part of a piano song. The other refers to the 16 parts in the 16-track sequencer (p. 132).

Pickup
A song with a pickup does not start on the first beat (p. 117).

Playback
The KR-1077/977/577 plays back the performance data (p. 67).

PU (Pickup)
A song that does not start on the first beat starts with what is called a pickup. When playing a pickup song, the measures will be shown in the display as "PU, 1, 2...".

Save
Saving is storing the recorded performance data onto a floppy disk (p. 122).

Sound Generator
The sound generator of the KR-1077/977/577 supports GM/GS, and can play 566 different sounds (p. 209).

Split
The division of the keyboard into upper and lower zones is referred to as "Split," and different tones can be played in the keys on different sides of the key that acts as the boundary between the upper part and lower part (p. 46).

Standard Pitch
The pitch of the sound created by playing the middle A on the keyboard is called the "Standard Pitch." Changing the standard pitch of the KR-1077/977/577 is called "Master Tune," and tuning to other musical instrument is called "Tuning" (p. 160).

Tone

Tones are the musical instruments or effect sounds stored in the internal memory of the KR-1077/977/577. The display shows "TONE."

Tuning Curves

Graphic representations of the changes in pitch of the equally-tempered tuning versus those of actual tunings are called "Tuning Curves" (p. 160).

Main Specifications

\<Keyboard\>

● Keyboard
88 keys Progressive Hammer action mechanism with Escapement

● Touch Sensitivity
100 levels

● Keyboard Mode
Whole
Split (adjustable split point)
Layer
Arranger
Piano Style Arranger
Manual Drum/SFX

\<Sound Source\>
Conforms to GS/GM2

● Max.Polyphony
128 voices

● Tones
7 groups 607 (KR-577/577P)/608 (KR-1077/977) variations
(including 16 drum sets, 1 SFX set)
Footage Organ Edit

● Temperament
8 types, selectable tonic

● Stretched Tuning
2 types

● Master Tuning
415.3 Hz–466.2 Hz (0.1 Hz Steps)

● Transpose
Key Transpose (-6–+5 Half-steps)
Playback Transpose (-24–+24 Half-steps)

● Effects
Reverb (8 types, stepless level adjustable),
Chorus (8 types 127 levels)
Sympathetic Resonance, Rotary and 45 other types
Physical Damper Simulation (Advanced, Resonance)

\<Arranger\>

● Music Styles
Internal: 8 groups 188 (KR-577/577P)/200 (KR-1077/977)
styles x 4 types (Style Orchestrator)
Music Style Disk: 34 Styles

● Programmable Music Styles
Style Converter
Style Composer

● Melody Intelligence
24 types

● User Programs
Internal: 36
Disk: Max.99 sets

● Control
Start/Stop
Intro/Ending (2 types for each styles),
Sync. Start
Fill In (Variation/Original)
Arranger Reset
Count Down
Melody Intelligence
Break
Leading Bass
Half Fill In (Variation/Original)

\<Composer\>

● Metronome
Beat: 2/2, 0/4, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 3/8, 6/8, 9/8, 12/8
Volume: 10 levels
Metronome Pattern: 11 patterns
Sounds: 8 types

● Tracks
5/16 tracks

● Song
1 song

● Note Storage
Approx. 30,000 notes

● Tempo
Quarter note = 20–250

● Resolution
120 ticks per quarter note

● Recording Method
Realtime (Replace, Mix, Auto Punch In, Manual Punch In,
Loop, Tempo)
Step (On Chord Sequence mode)
Beat Map

● Edit
Copy, Quantize, Delete, Insert, Erase, Transpose, Part
Exchange, Note Edit, PC Edit

● Rhythm Pattern
40 types

● Control
Song Select, Reset, Stop, Play, Rec, Bwd, Fwd, All Song Play
Track Select, Count In, Playback Balance, Marker Set, Repeat,
Tempo Mute

\<Disk Drive / Disk Storage\>
3.5 inch Micro Floppy Disk

● Disk Format
720 K bytes (2DD)
1.44 M bytes (2HD)

● Songs
Max. 99 songs

212

● **Note Storage**
Approx. 120,000 notes (2DD)
Approx. 240,000 notes (2HD)

● **Playable Software**
Standard MIDI Files (Format 0/1)
Roland Original Format (i-Format)

● **Save**
Standard MIDI Files (Format 0)
Roland Original Format (i-Format)

<Internal Memory>
● **Preset**
64 songs

● **User Memory**
Max. 200 songs and styles

<Others>
● **Rated Power Output**
40 W x 2 (KR-577/577P)
60 W x 2 (KR-977)
60 W x 4 (KR-1077)

● **Speakers**
20 cm x 2, 5 cm x 2 (KR-577)
20 cm x 4, 5 cm x 2 (KR-977)
20 cm x 6, 8 cm x 4, 5cm x 2 (KR-1077)

● **Display**
Beat Indicator
Graphic 320 x 240 dot backlit LCD with touch screen

● **Score**
Great staff/G Clef staff/F Clef staff
with note name/with Lyric

● **Language**
English/German/French/Spanish/Japanese

● **Lyrics**
Yes (Built-in Display, MIDI Out)

● **Control**
Volume, Brilliance, Reverb, Balance, Microphone Volume

● **One Touch Play**
One Touch Piano, One Touch Organ, One Touch Arranger

● **Pedals**
Damper (half-pedal recognition)
Soft (half-pedal recognition, Function assignable)
Sostenuto (Function assignable)

● **Vocal Effects**
Echo, Voice Transformer, Harmonist

● **Other Functions**
Arranger Navigator, Tone Navigator, Composer Navigator
Learning Partner, Games, On-screen help, Audition,
Panel Lock

● **Connectors**
Output jacks (L/Mono, R)
Input jacks (L/Mono, R)
Microphone jack
Headphone jack x 2 (Stereo)
MIDI In connector x 1 (KR-1077/977), x 2 (KR-577/577P)
MIDI Out connector
Computer connector
Pedal Connector (8 pin DIN type)
Expression Pedal connector (KR-1077/977)

● **Power supply**
AC 117 V, AC 230 V, AC 240 V

● **Power Consumption**
–KR-577
92 W (AC 117 V)
88 W (AC 230 V)
88 W (AC 240 V)

–KR-1077
205 W (AC 117 V)
190 W (AC 230 V)
195 W (AC 240 V)

–KR-977
138 W (AC 117 V)
132 W (AC 230 V)
132 W (AC 240 V)

● **Cabinet finish**
Satin Mahogany (KR-577)
Polished Mahogany (KR-577P)
Polished Evony (KR-1077/977)

● **Dimensions (Estimated, Lid Closed)**
1449 (W) x 548 (D) x 916 (H) mm (KR-577/577P including the stand)
57"1/16 (W) x 21"5/8 (D) x 36"1/16 (H) (KR-577/577P including the stand)
1502 (W) x 1580 (D) x 1010 (H) mm (KR-1077)
59"3/16 (W) x 62"1/4 (D) x 39"13/16 (H) (KR-1077)
1465 (W) x 938 (D) x 921 (H) mm (KR-977)
57"11/16 (W) x 36"15/16 (D) x 36"5/16 (H) (KR-977)

● **Weights**
75 kg   165 lbs 6 oz (KR-577)
76 kg   165 lbs 6 oz (KR-577P)
107 kg   235 lbs 15 oz (KR-977)
188 kg   414 lbs 8 oz (KR-1077)

● **Accessories**
Owner's manual, Power cord
Data Disk
Maintenance Kit (KR-1077/977/577P)

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

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MIDI Implementation Chart

Date : May. 1, 2000

Version : 1.00

	Function...	Transmitted	Recognized	Remarks
Basic Channel	Default	1	1–16	
	Changed	1–16	1–16	
Mode	Default	Mode 3	Mode 3	* 2
	Messages	x	Mode 3, 4(M=1)	
	Altered	*************		
Note Number :		15–113	0–127	
	True Voice	*************	0–127	
Velocity	Note ON	O	O	
	Note OFF	x 8n v=64	x	
After Touch	Key's	x	O *1	
	Ch's	x	O *1	
Pitch Bend		O	O	
Control Change	0, 32	O	O *1	Bank select
	1	O *1	O *1	Modulation
	5	O *1	O *1	Portamento time
	6, 38	O *1	O *1	Data entry
	7	O	O *1	Volume
	10	O *1	O *1	Panpot
	11	O *1	O *1	Expression
	64	O	O *1	Hold 1
	65	O *1	O *1	Portamento
	66	O	O *1	Sostenuto
	67	O	O *1	Soft
	84	O *1	O *1	Portamento control
	91	O	O (Reverb) *1	Effect1 depth
	93	O	O (Chorus) *1	Effect3 depth
	98, 99	O *1	O *1	NRPN LSB, MSB
	100, 101	O *1	O *1	RPN LSB, MSB
Prog Change	: True #	O 0–127 *************	O 0–127	Program number 1–128
System Exclusive		O	O	
System Common	: Song Pos	x	x	
	: Song Sel	x	x	
	: Tune	x	x	
System Real Time	: Clock	O	x	
	: Commands	x	x	
Aux Message	: All sound off	x	O (120, 126, 127)	
	: Reset all controllers	x	O	
	: Local Control	x	O	
	: All Notes OFF	x	O (123–125)	
	: Active Sense	O	O	
	: Reset	x	x	
Notes		* 1 O x is selectable by SysEx. * 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

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MEMO

Information

When you need repair service, call your nearest Roland Service Center or authorized Roland distributor in your country as shown below.

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Zabeel Road, Al Sherooq Bidg.,
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(NORTH AMERICA)

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(Toronto Office)**
Unit 2, 109 Woodbine Downs
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M9W 6Y1 CANADA
TEL: (0416) 213 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 June 11, 1999

●Tone List

○KR-1077/977/577 Tone Mapping

CC0 /CC32 / PC#	Tone Name	Voices
00h / 00h / 00h	Grand Piano1	2
00h / 01h / 00h	Piano 1	1
00h / 41h / 00h	MIDI Piano1	2
00h / 47h / 00h	Piano Choir	2
00h / 48h / 00h	Piano 1*	1
08h / 00h / 00h	Piano 1w	2
08h / 40h / 00h	Grand Piano1	2
10h / 00h / 00h	Piano 1d	1
10h / 40h / 00h	UprightPiano	2
10h / 41h / 00h	Ballad Piano	2
00h / 00h / 01h	Piano 2	1
00h / 40h / 01h	Piano	2
00h / 41h / 01h	MIDI Piano2	2
00h / 48h / 01h	Piano 2*	1
08h / 00h / 01h	Piano 2w	2
08h / 41h / 01h	Grand Piano2	1
00h / 00h / 02h	Piano 3	1
00h / 41h / 02h	EG+Rhodes 1	2
00h / 42h / 02h	EG+Rhodes 2	2
00h / 43h / 02h	Bell Piano	3
00h / 44h / 02h	Piano Oohs	3
00h / 48h / 02h	Piano 3*	1
08h / 00h / 02h	Piano 3w	2
08h / 40h / 02h	Rock Piano	2
08h / 41h / 02h	Air Grand	3
08h / 42h / 02h	PianoStrings	4
08h / 43h / 02h	Bright Piano	2
00h / 00h / 03h	GS Honkytonk	2
00h / 48h / 03h	Honky-tonk*	2
08h / 00h / 03h	Honky-tonk 2	2
08h / 40h / 03h	Honky-tonk	2
00h / 00h / 04h	GS E.Piano1	1
00h / 41h / 04h	Hard Rhodes	2
00h / 42h / 04h	Stage Rhodes	2
00h / 48h / 04h	E.Piano 1*	1
08h / 00h / 04h	Detuned EP 1	2
08h / 40h / 04h	Soft E.Piano	2
08h / 41h / 04h	Detuned EP 1	2
08h / 42h / 04h	Chord EP1	1
10h / 00h / 04h	E.Piano 1v	2
10h / 40h / 04h	E.Piano 1	2
10h / 41h / 04h	Dyno Rhodes*	1
10h / 42h / 04h	Suitcase	1
10h / 43h / 04h	Dyno Rhodes	1
18h / 00h / 04h	60's E.Piano	1
18h / 40h / 04h	Sine Rhodes	1
18h / 41h / 04h	Wurly	2
18h / 42h / 04h	Dist E.Piano	2
18h / 48h / 04h	60'sE.Piano*	1
00h / 00h / 05h	GS E.Piano2	1
00h / 40h / 05h	Hard E.Piano	2
00h / 41h / 05h	E.Piano 3	1
00h / 42h / 05h	E.Piano 2	2
00h / 43h / 05h	EP Phase	2
00h / 48h / 05h	E.Piano 2*	1
08h / 00h / 05h	Detuned EP 2	2
08h / 40h / 05h	St.FM EP	2
08h / 41h / 05h	FM+SA EP	2
08h / 42h / 05h	Hard FM EP	2
08h / 43h / 05h	MellowRhodes	2
10h / 00h / 05h	E.Piano 2v	2
10h / 42h / 05h	EP Legend	2
00h / 00h / 06h	GS Harpsi.	1
00h / 40h / 06h	Harpsi.Singl	1
00h / 41h / 06h	Harpsichord	2
00h / 48h / 06h	Harpsichord*	1
08h / 00h / 06h	Coupled Hps.	2
08h / 40h / 06h	Harpsi.Doubl	2
08h / 41h / 06h	Synth Harpsi	2
10h / 00h / 06h	Harpsi.w	2
18h / 00h / 06h	Harpsi.o	2

CC0 /CC32 / PC#	Tone Name	Voices
00h / 00h / 07h	Soft Clav.	1
00h / 40h / 07h	Analog Clav.	2
00h / 41h / 07h	5th Ana.Clav	2
00h / 42h / 07h	Hard Clav.	1
00h / 43h / 07h	Clav.	1
00h / 44h / 07h	SynRingClav.	2
00h / 45h / 07h	Reso Clav.	1
00h / 46h / 07h	Phase Clav.	1
00h / 48h / 07h	Clav.*	1
00h / 00h / 08h	Celesta	1
00h / 40h / 08h	Pop Celesta	2
00h / 48h / 08h	Celesta*	1
00h / 00h / 09h	GS Glocken	1
00h / 40h / 09h	Glockenspiel	1
00h / 48h / 09h	Glocken*	1
00h / 00h / 0Ah	GS Music Box	1
00h / 41h / 0Ah	Music Box	1
00h / 48h / 0Ah	Music Box*	1
00h / 00h / 0Bh	GS Vibe	1
00h / 40h / 0Bh	Vibraphone	1
00h / 41h / 0Bh	Pop Vibe.	2
00h / 48h / 0Bh	Vibraphone*	1
08h / 00h / 0Bh	Vibe.w	2
00h / 00h / 0Ch	GS Marimba	1
00h / 40h / 0Ch	Soft Marimba	1
00h / 48h / 0Ch	Marimba*	1
08h / 00h / 0Ch	Marimba	1
08h / 40h / 0Ch	Balafon	1
00h / 00h / 0Dh	Xylophone	1
00h / 48h / 0Dh	Xylophone*	1
00h / 00h / 0Eh	Tubular-bell	1
00h / 48h / 0Eh	Tubularbell*	1
08h / 00h / 0Eh	Church Bell	1
09h / 00h / 0Eh	Carillon	1
09h / 48h / 0Eh	Carillon*	1
00h / 00h / 0Fh	GS Santur	1
00h / 40h / 0Fh	Santur	2
00h / 48h / 0Fh	Santur*	1
00h / 00h / 10h	Organ 1	1
00h / 41h / 10h	Full Organ 1	1
00h / 42h / 10h	Lower Organ1	1
00h / 43h / 10h	Full Organ 5	2
00h / 44h / 10h	Trem. Organ	2
00h / 48h / 10h	Organ 1*	1
08h / 00h / 10h	Detuned Or.1	2
08h / 41h / 10h	Full Organ 2	1
08h / 42h / 10h	Lower Organ2	1
08h / 43h / 10h	Full Organ 6	2
10h / 00h / 10h	Pop Organ 1	1
10h / 41h / 10h	Full Organ 3	1
10h / 42h / 10h	Lower Organ3	1
10h / 43h / 10h	Full Organ 7	2
10h / 48h / 10h	Pop Organ 1*	1
11h / 00h / 10h	Pop Organ 2	1
12h / 00h / 10h	Pop Organ	1
20h / 00h / 10h	Full Organ 4	1
20h / 40h / 10h	VS Organ	2
20h / 42h / 10h	Metalic Org.	2
20h / 43h / 10h	Full Organ 8	1
20h / 44h / 10h	Organ 4	2
00h / 00h / 11h	Organ 2	1
00h / 40h / 11h	Jazz Organ1	2
00h / 41h / 11h	Jazz Organ4	2
00h / 42h / 11h	Jazz Organ 5	2
00h / 48h / 11h	Organ 2*	1
08h / 00h / 11h	Detuned Or.2	2
08h / 40h / 11h	Jazz Organ3	2
08h / 41h / 11h	Organ Bass	2
08h / 42h / 11h	Jazz Organ 6	2
20h / 00h / 11h	Jazz Organ1	2
20h / 40h / 11h	Jazz Organ2	2
20h / 41h / 11h	Pipe Org. Bs	2
20h / 42h / 11h	Jazz Organ 7	2
20h / 43h / 11h	Organ 5	2

CC0 /CC32 / PC#	Tone Name	Voices
00h / 00h / 12h	Rock Organ2	2
00h / 40h / 12h	Rock Organ1	2
00h / 41h / 12h	Rotary Org.S	1
00h / 42h / 12h	Rotary Org.F	1
00h / 43h / 12h	L-Organ	1
00h / 48h / 12h	Rock Organ2*	2
00h / 00h / 13h	Church Org.1	1
00h / 40h / 13h	Organ Flute	1
00h / 43h / 13h	Diapason 8'	1
00h / 48h / 13h	ChurchOrg.1*	1
08h / 00h / 13h	Church Org.2	2
08h / 40h / 13h	Trem.Flute	2
08h / 41h / 13h	Church Organ	2
08h / 43h / 13h	Puff Organ	2
10h / 00h / 13h	Church Org.3	2
10h / 40h / 13h	Theater Org.	2
10h / 42h / 13h	Nason flt 8'	1
00h / 00h / 14h	Reed Organ	1
00h / 40h / 14h	Digi Church	2
00h / 41h / 14h	CheeseOrgan	1
00h / 48h / 14h	Reed Organ*	1
00h / 00h / 15h	Accordion Fr	2
00h / 40h / 15h	Accordion	1
00h / 41h / 15h	Hard Accord	2
00h / 48h / 15h	AccordionFr*	2
08h / 00h / 15h	Accordion It	2
00h / 00h / 16h	GS Harmonica	1
00h / 40h / 16h	Harmonica	1
00h / 48h / 16h	Harmonica*	1
00h / 00h / 17h	Bandoneon	2
00h / 48h / 17h	Bandoneon*	2
00h / 00h / 18h	GS Nylon Gt.	1
00h / 40h / 18h	Nylon Guitar	2
00h / 41h / 18h	Gut Guitar	1
00h / 42h / 18h	Chord Gt1	1
00h / 48h / 18h	Nylon-strGt*	1
08h / 00h / 18h	Ukulele	1
08h / 40h / 18h	Gut Guitar	1
10h / 00h / 18h	Nylon Gt.o	2
20h / 00h / 18h	Nylon Guitar	2
20h / 40h / 18h	Nylon Gt.2	1
00h / 00h / 19h	Steel-str.Gt	1
00h / 40h / 19h	Steel Guitar	2
00h / 41h / 19h	EX A.Guitar*	1
00h / 42h / 19h	EX Ac.Guitar	1
00h / 43h / 19h	EX A.Guitar2	1
00h / 44h / 19h	Steel+Body	2
00h / 45h / 19h	Steel Vox	2
00h / 46h / 19h	V Ac.Guitar3	2
00h / 48h / 19h	Steel-strGt*	1
08h / 00h / 19h	12-str.Gt	2
08h / 40h / 19h	12str Guitar	2
08h / 41h / 19h	Nylon+Steel	2
10h / 00h / 19h	GS Mandolin	1
10h / 40h / 19h	Mandolin	1
10h / 41h / 19h	Steel Gt.2	1
00h / 00h / 1Ah	Jazz Guitar	1
00h / 48h / 1Ah	Jazz Guitar*	1
01h / 04h / 1Ah	Mellow Gt.	2
08h / 00h / 1Ah	GS Hawaiian	1
08h / 40h / 1Ah	Hawaiian Gt.	1
00h / 00h / 1Bh	Clean Gt.	1
00h / 40h / 1Bh	JC E.Guitar	2
00h / 41h / 1Bh	Open Hard	2
00h / 42h / 1Bh	Mid Tone GTR	2
00h / 48h / 1Bh	Clean Gt.*	1
08h / 00h / 1Bh	Chorus Gt.	2
08h / 40h / 1Bh	Clean Half	1
00h / 00h / 1Ch	Muted Gt.	1
00h / 40h / 1Ch	Muted Dis.Gt	1
00h / 41h / 1Ch	Muted Gt.2	2
00h / 48h / 1Ch	Muted Gt.*	1
08h / 00h / 1Ch	Funk Gt.	1
08h / 40h / 1Ch	Jazz Man	2

CC0 /CC32 / PC#	Tone Name	Voices
08h / 48h / 1Ch	Funk Gt.*	1
10h / 00h / 1Ch	Funk Gt.2	2
00h / 00h / 1Dh	Overdrive Gt	1
00h / 41h / 1Dh	Guitar Pinch	2
00h / 48h / 1Dh	OverdriveGt*	1
00h / 00h / 1Eh	GS Dist.Gt	1
00h / 40h / 1Eh	DistortionGt	2
00h / 41h / 1Eh	Dazed Guitar	2
00h / 42h / 1Eh	Rock Rhythm2	2
00h / 48h / 1Eh	Dist.Guitar*	1
08h / 00h / 1Eh	Feedback Gt.	2
08h / 40h / 1Eh	Power Gt.2	2
08h / 41h / 1Eh	Power Guitar	2
08h / 42h / 1Eh	Rock Rhythm	2
08h / 43h / 1Eh	Dist Rtm GTR	1
08h / 44h / 1Eh	Feedback Gt2	2
08h / 45h / 1Eh	5th Dist.	2
00h / 00h / 1Fh	Gt.Harmonics	1
00h / 40h / 1Fh	Ac.Gt.Harmnx	1
00h / 48h / 1Fh	Gt.Harmo*	1
08h / 00h / 1Fh	Gt. Feedback	1
00h / 00h / 20h	GS Ac.Bass	1
00h / 40h / 20h	Acoustic Bs.	2
00h / 41h / 20h	A.Bass+Cymbl	2
00h / 48h / 20h	Acoustic Bs*	1
00h / 00h / 21h	GS Fing.Bass	1
00h / 40h / 21h	Fingered Bs.	1
00h / 41h / 21h	Finger Slap	2
00h / 48h / 21h	Fingered Bs*	1
00h / 00h / 22h	GS Picked Bs	1
00h / 40h / 22h	Picked Bs.	1
00h / 41h / 22h	Mute PickBs.	1
00h / 48h / 22h	Picked Bs.*	1
00h / 00h / 23h	Fretless Bs.	1
00h / 40h / 23h	Mr.Smooth	2
00h / 48h / 23h	Fretless Bs*	1
00h / 00h / 24h	Slap Bass	1
00h / 48h / 24h	Slap Bass 1*	1
00h / 00h / 25h	Slap Bass 2	1
00h / 48h / 25h	Slap Bass 2*	1
00h / 00h / 26h	Synth Bass 1	1
00h / 40h / 26h	Jungle Bass	1
00h / 41h / 26h	Hammer	2
00h / 48h / 26h	Synth Bass1*	1
01h / 00h / 26h	SynthBass101	1
01h / 40h / 26h	ResoSH Bass	1
08h / 00h / 26h	Synth Bass 3	1
08h / 40h / 26h	Clavi Bass	2
00h / 00h / 27h	Synth Bass 2	2
00h / 40h / 27h	Synth Bass	2
00h / 48h / 27h	Synth Bass2*	2
08h / 00h / 27h	Synth Bass 4	2
08h / 41h / 27h	Modular Bass	2
08h / 42h / 27h	Attack Pulse	2
10h / 00h / 27h	Rubber Bass	2
10h / 40h / 27h	SH101 Bass	1
10h / 41h / 27h	WireStr Bass	2
10h / 42h / 27h	Sync Bass	2
10h / 48h / 27h	Rubber Bass*	2
00h / 00h / 28h	GS Violin	1
00h / 40h / 28h	Violin	1
00h / 48h / 28h	Violin*	1
08h / 00h / 28h	Slow Violin	1
00h / 00h / 29h	Viola	1
00h / 48h / 29h	Viola*	1
00h / 00h / 2Ah	GS Cello	1
00h / 40h / 2Ah	Cello	1
00h / 48h / 2Ah	Cello*	1
00h / 00h / 2Bh	Contrabass	1
00h / 48h / 2Bh	Contrabass*	1
00h / 00h / 2Ch	GS Trem.Str	1
00h / 40h / 2Ch	Tremolo Str	1
00h / 41h / 2Ch	Suspense Str	2

CC0 /CC32 / PC#	Tone Name	Voices
00h / 48h / 2Ch	Tremolo Str*	1
00h / 00h / 2Dh	PizzicatoStr	1
00h / 40h / 2Dh	Mellow Pizz.	1
00h / 48h / 2Dh	Pizzicato*	1
00h / 00h / 2Eh	GS Harp	1
00h / 40h / 2Eh	Harp	1
00h / 41h / 2Eh	Yang Qin	2
00h / 42h / 2Eh	Harp Strings	3
00h / 48h / 2Eh	Harp*	1
00h / 00h / 2Fh	Timpani	1
00h / 48h / 2Fh	Timpani*	1
00h / 00h / 30h	GS Strings	1
00h / 40h / 30h	Strings	2
00h / 41h / 30h	Velo Strings	2
00h / 42h / 30h	Oct Strings	2
00h / 43h / 30h	60's Strings	2
00h / 44h / 30h	Strings 2	2
00h / 48h / 30h	Strings*	1
08h / 00h / 30h	Orchestra	2
08h / 40h / 30h	OrchestraBrs	2
08h / 41h / 30h	Choir Str	2
00h / 00h / 31h	GS Sl.Str	1
00h / 40h / 31h	Slow Strings	2
00h / 41h / 31h	SlowStrings2	2
00h / 42h / 31h	Legato Str	2
00h / 48h / 31h	SlowStrings*	1
09h / 04h / 31h	Warm Strings	2
00h / 00h / 32h	Syn.Strings1	1
00h / 40h / 32h	Syn.Slow Str	2
00h / 41h / 32h	OB Strings	2
00h / 48h / 32h	Syn.Str 1*	1
08h / 00h / 32h	Syn.Strings3	2
00h / 00h / 33h	Syn.Strings2	2
00h / 40h / 33h	JP Saw Str	2
00h / 48h / 33h	Syn.Str 2*	2
00h / 00h / 34h	Choir Aahs	1
00h / 40h / 34h	Rich Choir	2
00h / 42h / 34h	Dreamy Choir	2
00h / 48h / 34h	Choir Aahs*	1
20h / 00h / 34h	Choir	1
20h / 40h / 34h	Choir Str	2
00h / 00h / 35h	Pop Voice	1
00h / 40h / 35h	Jazz Voices	1
00h / 41h / 35h	Doos Voice	1
00h / 42h / 35h	Thum Voice	1
00h / 43h / 35h	Doot Accent	1
00h / 44h / 35h	Dat Accent	1
00h / 45h / 35h	Bop Accent	1
00h / 46h / 35h	Doos & Doot	2
00h / 47h / 35h	Dat & Bop	2
00h / 48h / 35h	Pop Voice*	1
00h / 00h / 36h	SynVox	1
00h / 40h / 36h	Choir Oohs	2
00h / 41h / 36h	Jazz Scat	1
00h / 43h / 36h	Humming	2
00h / 44h / 36h	Tenor	1
00h / 45h / 36h	Analog Voice	2
00h / 47h / 36h	Dow Fall	1
00h / 48h / 36h	SynVox*	1
00h / 00h / 37h	OrchestraHit	2
00h / 40h / 37h	Philly Hit	2
00h / 41h / 37h	6th Hit	1
00h / 42h / 37h	Euro Hit	1
00h / 43h / 37h	Bass Hit	1
00h / 44h / 37h	Rave Hit	2
00h / 45h / 37h	Stack Hit	2
00h / 48h / 37h	Orche.Hit*	2
00h / 00h / 38h	GS Trumpet	1
00h / 40h / 38h	Trumpet	1
00h / 41h / 38h	EX Trumpet	1
00h / 42h / 38h	V Trumpet	2
00h / 43h / 38h	Tp Shake	1
00h / 48h / 38h	Trumpet*	1
01h / 40h / 38h	EX Tp&Shake*	2

CC0 /CC32 / PC#	Tone Name	Voices
01h / 41h / 38h	EX Tp&Shake	2
01h / 42h / 38h	Dark Trumpet	1
01h / 43h / 38h	Romantic	1
00h / 00h / 39h	GS Trombone	1
00h / 40h / 39h	TromboneSoft	1
00h / 41h / 39h	Bright Tb	1
00h / 48h / 39h	Trombone*	1
01h / 00h / 39h	Trombone	1
01h / 40h / 39h	Trombone	1
01h / 41h / 39h	Trombone 2	2
00h / 00h / 3Ah	GS Tuba	1
00h / 40h / 3Ah	Tuba	1
00h / 48h / 3Ah	Tuba*	1
00h / 00h / 3Bh	MutedTrumpet	1
00h / 40h / 3Bh	MuteTrumpet2	1
00h / 48h / 3Bh	M.Trumpet*	1
00h / 00h / 3Ch	French Horn	2
00h / 40h / 3Ch	Fr.Horn Solo	1
00h / 41h / 3Ch	Flugel Horn	1
00h / 48h / 3Ch	FrenchHorns*	2
01h / 00h / 3Ch	Fr.Horn 2	2
01h / 40h / 3Ch	SuperF.Horns	2
01h / 41h / 3Ch	OrchestraBrs	2
00h / 00h / 3Dh	Brass 1	1
00h / 40h / 3Dh	Brass 1	1
00h / 41h / 3Dh	Bright Brass	2
00h / 42h / 3Dh	Brass ff	1
00h / 43h / 3Dh	Brass sfz	2
00h / 48h / 3Dh	Brass 1*	1
08h / 00h / 3Dh	Brass 2	2
08h / 40h / 3Dh	Power Brass	2
08h / 41h / 3Dh	BrassSection	1
08h / 42h / 3Dh	St. Brass ff	2
00h / 00h / 3Eh	Synth Brass1	2
00h / 40h / 3Eh	Jump Brass	1
00h / 48h / 3Eh	SynthBrass1*	2
08h / 00h / 3Eh	Synth Brass3	2
08h / 40h / 3Eh	DeepSynBrass	2
08h / 41h / 3Eh	Oct SynBrass	2
10h / 00h / 3Eh	AnalogBrass1	2
10h / 48h / 3Eh	A.Brass 1*	2
00h / 00h / 3Fh	Synth Brass2	2
00h / 40h / 3Fh	EX Orchestra	4
00h / 41h / 3Fh	Soft Brass	2
00h / 48h / 3Fh	SynthBrass2*	2
08h / 00h / 3Fh	Synth Brass4	1
10h / 00h / 3Fh	AnalogBrass2	2
00h / 00h / 40h	GS Sop.Sax	1
00h / 40h / 40h	Soprano Sax	1
00h / 48h / 40h	Soprano Sax*	1
00h / 00h / 41h	Alto Sax	1
00h / 40h / 41h	AltoSax Soft	1
00h / 41h / 41h	EX Alto Sax	2
00h / 42h / 41h	Sax Section	4
00h / 48h / 41h	Alto Sax*	1
08h / 40h / 41h	Grow Sax	1
08h / 42h / 41h	AltoSax + Tp	2
00h / 00h / 42h	Tenor Sax	1
00h / 40h / 42h	Blow Sax	1
00h / 41h / 42h	Super Tenor	2
00h / 48h / 42h	Tenor Sax*	1
08h / 40h / 42h	Tenor Sax f	1
00h / 00h / 43h	GS Bari Sax	1
00h / 40h / 43h	Baritone Sax	1
00h / 41h / 43h	Bari & Tenor	2
00h / 48h / 43h	BaritoneSax*	1
00h / 00h / 44h	GS Oboe	1
00h / 40h / 44h	Oboe	1
00h / 48h / 44h	Oboe*	1
01h / 40h / 44h	Tune Oboe	1
00h / 00h / 45h	GS Eng.Horn	1
00h / 40h / 45h	English Horn	1
00h / 48h / 45h	EnglishHorn*	1

CC0 /CC32 / PC#	Tone Name	Voices
00h / 00h / 46h	Bassoon	1
00h / 48h / 46h	Bassoon*	1
00h / 00h / 47h	Clarinet	1
00h / 40h / 47h	Bs Clarinet	1
00h / 48h / 47h	Clarinet*	1
00h / 00h / 48h	Piccolo	1
00h / 48h / 48h	Piccolo*	1
00h / 00h / 49h	GS Flute	1
00h / 40h / 49h	Flute	1
00h / 48h / 49h	Flute*	1
00h / 00h / 4Ah	Recorder	1
00h / 48h / 4Ah	Recorder*	1
00h / 00h / 4Bh	GS Pan Flute	1
00h / 40h / 4Bh	Blow Pipe	1
00h / 41h / 4Bh	Pan Flute	2
00h / 48h / 4Bh	Pan Flute*	1
00h / 00h / 4Ch	Bottle Blow	2
00h / 41h / 4Ch	BottleBlow2	3
00h / 48h / 4Ch	Bottle Blow*	2
00h / 00h / 4Dh	Shakuhachi	2
00h / 48h / 4Dh	Shakuhachi*	2
00h / 00h / 4Eh	Whistle	1
00h / 48h / 4Eh	Whistle*	1
00h / 00h / 4Fh	Ocarina	1
00h / 48h / 4Fh	Ocarina*	1
00h / 00h / 50h	Square Wave	2
00h / 40h / 50h	Syn.Square	2
00h / 41h / 50h	CC Solo	2
00h / 42h / 50h	Dual Sqr&Saw	4
00h / 43h / 50h	SquareWave2	2
00h / 48h / 50h	Square Wave*	2
01h / 00h / 50h	Square	1
01h / 40h / 50h	FM Lead 1	2
01h / 41h / 50h	FM Lead 1	2
01h / 42h / 50h	LM Square	2
08h / 00h / 50h	Sine Wave	1
08h / 40h / 50h	JP8 Square	1
00h / 00h / 51h	Saw Wave	2
00h / 40h / 51h	Mg Lead	1
00h / 41h / 51h	JP SuperSaw	4
00h / 43h / 51h	Waspy Synth	2
00h / 48h / 51h	Saw Wave*	2
01h / 00h / 51h	Saw	1
01h / 40h / 51h	P5 Saw Lead	1
01h / 41h / 51h	Natural Lead	2
08h / 00h / 51h	Doctor Solo	2
08h / 40h / 51h	Rhythmic Saw	2
08h / 41h / 51h	SequencedSaw	2
08h / 48h / 51h	Doctor Solo*	2
00h / 00h / 52h	Syn.Calliope	2
00h / 40h / 52h	JP8 Pulse	2
00h / 41h / 52h	LM PureLead	4
00h / 48h / 52h	SynCalliope*	2
00h / 00h / 53h	Chiffer Lead	2
00h / 40h / 53h	Cheese Saw	1
00h / 48h / 53h	ChifferLead*	2
00h / 00h / 54h	Charang	2
00h / 40h / 54h	Reso Saw	1
00h / 41h / 54h	2600 SubOsc	1
00h / 42h / 54h	Acid Guitar	2
00h / 48h / 54h	Charang*	2
08h / 40h / 54h	Wire Lead	2
00h / 00h / 55h	Solo Vox	1
00h / 40h / 55h	RAVE Vox	2
00h / 48h / 55h	Solo Vox*	2
00h / 00h / 56h	5th Saw Wave	2
00h / 40h / 56h	5th Lead	2
00h / 48h / 56h	5th SawWave*	2
00h / 00h / 57h	Bass & Lead	2
00h / 40h / 57h	FM Lead 2	1
00h / 41h / 57h	Delayed Lead	2
00h / 48h / 57h	Bass & Lead*	2

CC0 /CC32 / PC#	Tone Name	Voices
02h / 04h / 57h	Fat & Perky	2
00h / 00h / 58h	Fantasia	2
00h / 40h / 58h	Fantasia 2	2
00h / 41h / 58h	New Age Pad	2
00h / 42h / 58h	Chord Syn1	2
00h / 43h / 58h	Sugar Key	2
00h / 44h / 58h	BriteSawKey	2
00h / 48h / 58h	Fantasia*	2
00h / 00h / 59h	Warm Pad	1
00h / 40h / 59h	Soft Pad	2
00h / 41h / 59h	Warm JP Str	2
00h / 42h / 59h	Sine Pad	2
00h / 48h / 59h	Warm Pad*	1
00h / 00h / 5Ah	Polysynth	1
00h / 40h / 5Ah	P5 Poly	2
00h / 41h / 5Ah	Poly King	2
00h / 42h / 5Ah	Octave Stack	2
00h / 43h / 5Ah	Happy Synth	2
00h / 48h / 5Ah	Polysynth*	2
00h / 00h / 5Bh	Space Voice	1
00h / 40h / 5Bh	Heaven II	2
00h / 41h / 5Bh	Holy Voices	4
00h / 42h / 5Bh	Warm SquPad	3
00h / 43h / 5Bh	Itopia	2
00h / 48h / 5Bh	Space Voice*	1
00h / 00h / 5Ch	Bowed Glass	2
00h / 48h / 5Ch	Bowed Glass*	2
00h / 00h / 5Dh	Metal Pad	2
00h / 40h / 5Dh	Tine Pad	2
00h / 41h / 5Dh	Panner Pad	2
00h / 48h / 5Dh	Metal Pad*	2
00h / 00h / 5Eh	Halo Pad	2
00h / 40h / 5Eh	JP8 Sqr Pad	2
00h / 41h / 5Eh	Vox Sweep	2
00h / 42h / 5Eh	JP8 Sqr Pad	2
00h / 48h / 5Eh	Halo Pad*	2
00h / 00h / 5Fh	Sweep Pad	1
00h / 40h / 5Fh	Sweep Pad 2	2
00h / 41h / 5Fh	Polar Pad	1
00h / 42h / 5Fh	Converge	1
00h / 48h / 5Fh	Sweep Pad*	1
00h / 00h / 60h	Ice Rain	2
00h / 40h / 60h	LFO RAVE	2
00h / 43h / 60h	Ice Rain	2
00h / 48h / 60h	Ice Rain*	2
00h / 00h / 61h	Soundtrack	2
00h / 40h / 61h	Ancestral	2
00h / 41h / 61h	Prologue	2
00h / 48h / 61h	Soundtrack*	2
00h / 00h / 62h	Crystal	2
00h / 40h / 62h	Vibra Bells	2
00h / 41h / 62h	Clear Bells	2
00h / 42h / 62h	ChristmasBel	2
00h / 43h / 62h	Bell Strings	3
00h / 48h / 62h	Crystal*	2
01h / 00h / 62h	Syn Mallet	1
01h / 48h / 62h	Syn Mallet*	1
02h / 04h / 62h	Soft Crystal	2
09h / 04h / 62h	Digi Bells	2
00h / 00h / 63h	Atmosphere	2
00h / 40h / 63h	Harpvox	2
00h / 41h / 63h	Nylon Harp	2
00h / 42h / 63h	Nylon+Rhodes	2
00h / 43h / 63h	HollowReleas	2
00h / 48h / 63h	Atmosphere*	2
00h / 00h / 64h	Brightness	2
00h / 40h / 64h	Org Bells	2
00h / 48h / 64h	Brightness*	2
00h / 00h / 65h	Goblin	2
00h / 40h / 65h	Calculating	2
00h / 41h / 65h	Goblinson	2
00h / 42h / 65h	50's Sci-Fi	2
00h / 48h / 65h	Goblin*	2

CC0 /CC32 / PC#	Tone Name	Voices
00h / 00h / 66h	Echo Drops	1
00h / 40h / 66h	Big Panner	2
00h / 48h / 66h	Echo Drops*	1
01h / 00h / 66h	Echo Bell	2
01h / 40h / 66h	Ai-yai-a	2
02h / 00h / 66h	Echo Pan	2
02h / 40h / 66h	Echo Pan 2	2
02h / 41h / 66h	Water Piano	2
00h / 00h / 67h	Star Theme	2
00h / 40h / 67h	Rising Osc	2
00h / 48h / 67h	Star Theme*	2
00h / 00h / 68h	Sitar	1
00h / 48h / 68h	Sitar*	1
01h / 00h / 68h	Sitar 2	2
00h / 00h / 69h	Banjo	1
00h / 48h / 69h	Banjo*	1
00h / 00h / 6Ah	GS Shamisen	1
00h / 40h / 6Ah	Shamisen	2
00h / 48h / 6Ah	Shamisen*	1
00h / 00h / 6Bh	Koto	1
00h / 48h / 6Bh	Koto*	1
08h / 00h / 6Bh	Taisho Koto	2
08h / 48h / 6Bh	Taisho Koto*	2
00h / 00h / 6Ch	Kalimba	1
00h / 48h / 6Ch	Kalimba*	1
00h / 00h / 6Dh	Bagpipe	1
00h / 48h / 6Dh	Bagpipe*	1
00h / 00h / 6Eh	Fiddle	1
00h / 48h / 6Eh	Fiddle*	1
00h / 00h / 6Fh	Shanai	1
00h / 48h / 6Fh	Shanai*	1
00h / 00h / 70h	Tinkle Bell	1
00h / 48h / 70h	Tinkle Bell*	1
00h / 00h / 71h	Agogo	1
00h / 48h / 71h	Agogo*	1
00h / 00h / 72h	Steel Drums	1
00h / 48h / 72h	Steel Drums*	1
00h / 00h / 73h	Woodblock	1
00h / 48h / 73h	Woodblock*	1
08h / 00h / 73h	Castanets	1
00h / 00h / 74h	Taiko	1
00h / 48h / 74h	Taiko*	1
08h / 00h / 74h	Concert BD	1
08h / 48h / 74h	Concert BD*	1
00h / 00h / 75h	Melo. Tom 1	1
00h / 40h / 75h	Bodhran	1
00h / 48h / 75h	Melo.Tom 1*	1
08h / 00h / 75h	Melo. Tom 2	1
00h / 00h / 76h	Synth Drum	1
00h / 48h / 76h	Synth Drum*	1
08h / 00h / 76h	808 Tom	1
09h / 00h / 76h	Elec Perc.	1
00h / 00h / 77h	Reverse Cym.	1
00h / 48h / 77h	ReverseCym.*	1
00h / 00h / 78h	Gt.FretNoise	1
00h / 48h / 78h	Fret Noise*	1
01h / 00h / 78h	Gt.Cut Noise	1
01h / 40h / 78h	Wah Brush Gt	1
02h / 00h / 78h	String Slap	1
05h / 40h / 78h	Bass Slide	1
06h / 40h / 78h	Pick Scrape	1
00h / 00h / 79h	Breath Noise	1
00h / 48h / 79h	BreathNoise*	1
01h / 00h / 79h	Fl.Key Click	1
00h / 00h / 7Ah	Seashore	1
00h / 48h / 7Ah	Seashore*	1
01h / 00h / 7Ah	Rain	1
02h / 00h / 7Ah	Thunder	1
02h / 40h / 7Ah	Thunder Bell	2
03h / 00h / 7Ah	Wind	1
04h / 00h / 7Ah	Stream	2
05h / 00h / 7Ah	Bubble	2

CC0 /CC32 / PC#	Tone Name	Voices
00h / 00h / 7Bh	Bird	2
00h / 48h / 7Bh	Bird*	2
01h / 00h / 7Bh	Dog	1
02h / 00h / 7Bh	Horse-Gallop	1
03h / 00h / 7Bh	Bird 2	1
04h / 40h / 7Bh	Cat	1
00h / 00h / 7Ch	Telephone 1	1
00h / 48h / 7Ch	Telephone 1*	1
01h / 00h / 7Ch	Telephone 2	1
02h / 00h / 7Ch	DoorCreaking	1
03h / 00h / 7Ch	Door	1
04h / 00h / 7Ch	Scratch	1
05h / 00h / 7Ch	Windchime	2
05h / 40h / 7Ch	Bar Chimes	1
00h / 00h / 7Dh	Helicopter	1
00h / 48h / 7Dh	Helicopter*	1
01h / 00h / 7Dh	Car-Engine	1
02h / 00h / 7Dh	Car-Stop	1
03h / 00h / 7Dh	Car-Pass	1
04h / 00h / 7Dh	Car-Crash	2
05h / 00h / 7Dh	Siren	1
06h / 00h / 7Dh	Train	1
07h / 00h / 7Dh	Jetplane	2
07h / 40h / 7Dh	Falling Down	2
08h / 00h / 7Dh	Starship	2
09h / 00h / 7Dh	Burst Noise	2
00h / 00h / 7Eh	Applause	2
00h / 48h / 7Eh	Applause*	2
01h / 00h / 7Eh	Laughing	1
02h / 00h / 7Eh	Screaming	1
03h / 00h / 7Eh	Punch	1
04h / 00h / 7Eh	Heart Beat	1
05h / 00h / 7Eh	Footsteps	1
05h / 41h / 7Eh	Finger Snap	1
07h / 40h / 7Eh	Finger Snap	1
00h / 00h / 7Fh	Gun Shot	1
00h / 48h / 7Fh	Gun Shot*	1
01h / 00h / 7Fh	Machine Gun	1
02h / 00h / 7Fh	Lasergun	1
03h / 00h / 7Fh	Explosion	2

●Drum Set List

○KR-1077/977/577 Drum MAPPING

CC0 /CC32 / PC#	Tone Name
00h / 41h / 00h	POP
00h / 40h / 10h	ROCK
00h / 41h / 28h	JAZZ BRUSH
00h / 40h / 3Fh	VOX
00h / 40h / 00h	STANDARD
00h / 40h / 08h	ROOM
00h / 00h / 10h	POWER
00h / 00h / 18h	ELECTRONIC
00h / 00h / 19h	TR-808
00h / 40h / 19h	DANCE
00h / 00h / 20h	JAZZ
00h / 40h / 28h	BRUSH
00h / 00h / 30h	ORCHESTRA
00h / 00h / 00h	GS STANDARD
00h / 00h / 08h	GS ROOM
00h / 00h / 28h	GS BRUSH
00h / 00h / 38h	SOUND EFFECT

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