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You can read the recommendations in the user guide, the technical guide or the installation guide for ROLAND E-09. You'll find the answers to all your questions on the ROLAND E-09 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual ROLAND E-09
User guide ROLAND E-09
Operating instructions ROLAND E-09
Instructions for use ROLAND E-09
Instruction manual ROLAND E-09

Roland
INTERACTIVE ARRANGER
E-09
Owner's Manual

Thank you and congratulations on your choice of the Roland E-09.

Before using this unit, carefully read the sections entitled: "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (pp. 2-3; p. 4). 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.

Conventions Used in This Manual
Operating buttons are enclosed in square brackets; e.g., [PIANO].
Page references are given as (p. "x").
The special symbols have the following meanings:

| | |
|-------------|--|
| NOTE | This indicates an important note you must read. |
| MEMO | This indicates a memo regarding settings or functionality. Read it as necessary. |
| TIP | This indicates a hint for operation. Read it as necessary. |
| CF | This indicates a reference to related information. Read it as necessary. |
| TERM | This explains a term that may be unfamiliar. Read it as necessary. |

Glossary of Terms

TERM
"Tones" are the sounds you will normally play on the E-09. If we use the analogy of an orchestra, a "tone" corresponds to an instrument held by a musician. Each tone also includes parameters (settings) such as effects. (p. 10)

TERM
The "Arranger" is the E-09's automatic accompaniment function. (p. 13)

TERM
"Music Styles" are musical templates used by the arranger. The E-09 contains a variety of built-in music styles, such as rock, dance, Latin, and jazz. (p. 14)

TERM
"Music Assistant" settings specify the type of tone and music style, together with other settings such as the keyboard part and various additional parameters. The E-09 contains a variety of built-in music assistant settings. (p. 15)

TERM
"User Programs" specify the type of tone and music style, together with other settings such as the keyboard part and various additional parameters. You can edit the settings and save them as a user program. (p. 16)

TERM
"Songs" are recordings you make of your own performances using the 8-track recorder. You can create a song by adding the arranger to your own keyboard performance. (p. 19)

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Manual abstract:

4). @@@@The manual should be saved and kept on hand as a convenient reference. Conventions Used in This Manual Operating buttons are enclosed in square brackets; e.g., [PIANO]. Page references are given as (p. **). The special symbols have the following meanings. This indicates an important note you must read. This indicates a memo regarding settings or functionality.

Read it as necessary. This indicates a hint for operation. Read it as necessary. This indicates a reference to related information. Read it as necessary. This explains a term that may be unfamiliar. Read it as necessary. Glossary of Terms "Tones" are the sounds you will normally play on the E-09. If we use the analogy of an orchestra, a "tone" corresponds to an instrument held by a musician. Each tone also includes parameters (settings) such as effects.

(p. 10) The "Arranger" is the E-09's automatic accompaniment function. (p. @@@@ (p. @@The E-09 contains a variety of built-in music assistant settings.

(p. @@You can edit the settings and save them as a user program. (p. 16) "Songs" are recordings you make of your own performances using the 16-track recorder. You can create a song by adding the arranger to your own keyboard performance.

(p. 19) Copyright © 2005 ROLAND CORPORATION All rights reserved. No part of this publication may be reproduced in any form without the written permission of ROLAND CORPORATION. For the U.K. IMPORTANT: THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE. BLUE: NEUTRAL BROWN: LIVE As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows: The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK. The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED. Under no circumstances must either of the above wires be connected to the earth terminal of a three pin plug. USING THE UNIT SAFELY

Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.

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 other adverse effects respect to the home furnishings, as well animals or pets. to damage or caused with and all its to domestic 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 powercord plug must be unplugged from the outlet. 001 006 · Before using this unit, make sure to read the instructions below, and the Owner's Manual. ·

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..... 002c · Do not open (or modify in any way) the unit or its AC adaptor. .

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..... 003 When using the unit with a rack or stand recommended by Roland, the rack or stand must be carefully placed so it is level and sure to remain stable. If not using a rack or stand, you still need to make sure that any location you choose for placing the unit provides a level surface that will properly support the unit, and keep it from wobbling. Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.

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

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... 008c · 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.

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

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. 005 . . 2 011 101b . Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit. . The unit and the AC adaptor should be located so their location or position does not interfere with their proper ventilation. This (E-09) for use only with Roland stand KS-12. Use with other stands is capable of resulting in instability causing possible injury. Always grasp only the plug on the AC adaptor cord when plugging into, or unplugging from, an outlet or this unit. At regular intervals, you should unplug the AC adaptor and clean it by using a dry cloth to wipe all dust and other accumulations away from its prongs.

Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time. Any accumulation of dust between the power plug and the power outlet can result in poor insulation and lead to fire. 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.

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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!)

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... 015 · · 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. Never handle the AC adaptor or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit. Before moving the unit, disconnect the AC adaptor and all cords coming from external devices.

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.. 016 · Before cleaning the unit, turn off the power and unplug the AC adaptor from the outlet (p. 9). · .

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110b · Whenever you suspect the possibility of lightning in your area, disconnect the AC adaptor from the outlet. 3 IMPORTANT NOTES 291a In addition to the items listed under "USING THE UNIT SAFELY" on page 23, please read and observe the following: Power Supply 301 Maintenance 401a · Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. Depending on l on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements. 558a · Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound. 360 · Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface.

You can place a piece of felt or cloth under the rubber feet to ...

....11 Transposing.

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....12 Changing the Keyboard Scale

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.....
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.....
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12 Other Functions

.....
.....
.....

..... 29 Appendices.

.....
.....
.....

.....
.....
.....

..... 31 Troubleshooting

.....
.....
.....

.....
.....
.....

.....
.....

31 Tone List

.....
.....
.....
.....

.....
.....
.....

.....
.....

..32 Drum Set List ...

.....
.....
.....
.....

.....
.....
.....

.37 Music Style List....

.....
.....
.....
.....

.....
.....
.....

.....
..43 Specifying Chords

.....
.....
.....

.....
.....
.....
.....

.....
.....

...44 MIDI Implementation Chart..

.....
.....
.....
.....

.....
.....

..46 Specifications ...

.....
.....
.....
.....

.....
.....
.....
.....

.....
..47 Index....

.....
.....
.....
.....
.....

..... 48 Performing with an Accompaniment (Arranger) .

.....
.....
.....

.....
.....
.....

.....13 Using the Arranger .

.....
.....
.....
.....
.....
.....
.....

.....
...13 Changing the Arranger Ensemble ..

.....
.....

.....
.....
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.....13 Changing the Volume Balance of the Arranger Playback and the Keyboard Performance

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.....
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.....

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.13 Changing the Tempo of the Arranger....

.....
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..13 Arranger Sync Start ...

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...13 Stopping the Arranger.....

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.....13 Selecting a Music Style

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.....
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.....
.....

...14 Music Style Functions.....

.....
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.....

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.....
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.....

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...14 One-Touch..

.....
.....
.....
.....
.....
.....
.....
.....
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.....14 Melody Intelligence

.....
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.....
.....
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.14 Performance Functions and Effects

...15 Performance Functions..

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.....15 Keyboard Touch

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.....15 Pitch Bend and Modulation..

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.15 Foot Switch.....

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..15 Music Assistant

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.....15 User Program.....

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..16 Effects.....

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.....16 Reverb .

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.....16 Chorus ..

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.....17 Multi-Effects (MFX)

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.....
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..17 Song Functions

.....
.....
.....

..19 Recording Your Own Performance ...

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.....

.....
.....
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.....19 All Recording Mode .

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.....
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.....
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....19 Keyboard Recording Mode

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.....19 Single Recording Mode ...

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.....20 Punch-In/Out Recording Mode ...

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..20 Playing the Song...

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.21 Changing the Playback Location of the Song

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....21 Minus-One Playback

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.....21 5 Introduction Top and Rear Panels Top Panel 1. Power Button Turns the power on/off.

(p. 8) **Bender/Modulation Lever** Moving this lever to left or right changes the pitch of the sound. Pushing the lever away from yourself adds modulation (normally vibrato) to the sound. (p. 15) **PHONES 1/2 Jacks** You can connect two sets of headphones (sold separately) to these jacks. The internal speakers will be turned off if you connect headphones. 9. 2. **BAND ORCHESTRATOR Section** Press these buttons if you want to change the ensemble of the arranger (accompaniment) or if you want to use the minus-one function. (p.

13, p. 21) 3. 10. **KEYBOARD MODE Section** · **ARRANGER Button** Press this button when you want to use the arranger function (automatic accompaniment). · **PIANO Button** If you press this button, you'll be able to play a piano sound using the entire keyboard.

11. **ARRANGER & SONG CONTROLS Section** Press these buttons to play back the arranger or songs. (p. 13, p. 19) The headphone volume may decrease if you connect two sets of headphones.

4. **VOLUME Knob** Adjusts the overall volume of the E-09. **BALANCE (ARRANGER and KEYBOARD) Buttons** These buttons adjust the volume balance between the accompaniment (or song) and the part you're playing on the keyboard. (p. 13) **TAP TEMPO Button** You can use this button to adjust the tempo. (p. 13) **STYLE Section** Here you can select music styles for the displayed group. **METRONOME Button** Switches the metronome on/off. If you hold down this button, a screen will appear in which you can make settings, such as the time signature and volume of the metronome. (p.

11) 5. 6. 7. 8. 6 **Introduction** 12. **MUSIC ASSISTANT Button** Selects music assistants. (p. 15) 13. **ONE TOUCH Button** Selects one-touch settings. This will recall settings that are appropriate for the selected music style.

(p. 14) 14. **STYLE Button** Selects music styles. (p. 14) 15.

TONE Button Selects tones. (p. 10) 16. **FUNCTION Button** Accesses a screen where you can edit various parameters. (p.

22) 17. **USER PROGRAM Button** Selects user programs. (p. 16) 18. **FAMILY (REC MODE) [SELECT (REC TRACK) [][]]** 20. **TEMPO [] (-NO) / [] (+/YES)** These buttons adjust the tempo of the arranger. They are also used to edit the value of various parameters. 21. **KEYBOARD TOUCH Button** Turns keyboard touch on/off. If this is off, all notes you play on the keyboard will sound at the same loudness (which you may specify).

(p. 15) 22. **MELODY INTELLIGENCE Button** Turns melody intelligence on/off. If you hold down this button, the melody intelligence harmony type editing screen will appear. (p. 14) 23. **NUMERIC Button** Press this when you want to use the TONE category buttons as numeric buttons. (p. 11) 24. **TONE Category Buttons** Use these buttons to select tones for the displayed category.

(p. 11) Use these buttons to select tones, music styles, music assistants, songs, or functions. Use the **FAMILY [][]** buttons to select the group. To move more rapidly through the selections, hold down a button or press the other button while you hold down the one you pressed first. Use the **SELECT [][]** buttons to select an item within the selected group.

Here too, you can move more rapidly through the selections by holding down a button or by pressing the other button while you continue holding down the first button. 19. **KEYBOARD CONTROL Section** · **SPLIT Button** Divides the keyboard into left-hand and right-hand areas so that you can play different tones in each area. (p. 10) · **DUAL Button** Lets you play two tones simultaneously.



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(p. 10) · TRANSPOSE Button Transposes the keyboard. (p. 12) Attaching the Music Rest Insert the included music rest into the groove located at the upper middle of the top panel. 7 Introduction Rear Panel Connecting a Foot Switch The E-09's power must be switched off when you connect a foot switch. Connect the separately available foot switch (Roland DP series unit or BOSS FS-5U) to the rear panel FOOT SWITCH jack. You can use the foot switch to sustain the notes even after removing your fingers from the keyboard. Other functions can also be assigned to the foot switch. For details, refer to "FSW (Foot Switch Assign)" (p. 23).

1. MIDI OUT/IN Connectors Connect your MIDI equipment here. (p. 26) FOOT SWITCH Jack Connect a separately available foot switch (Roland DP series unit or BOSS FS-5U) here. OUTPUT R/L (MONO) Jacks Connect these jacks to your cassette deck, power amp, audio amp, keyboard amp, monitor speakers, etc. DC IN Connector Connect the supplied AC adaptor to this connector. Cord Hook Use this hook to fasten the cord of the AC adaptor. 2. Connecting the AC Adaptor 1. 2.

Place the E-09 in a level location. Plug the supplied power cord into the supplied AC adaptor. AC adaptor Power supply cord 3. fig.acadap 4. To an AC outlet 5. 3. Connect the AC adaptor to the rear panel DC IN connector, and then plug the power cord into an AC outlet. Making the Connections To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections. To prevent the inadvertent disruption of power to your unit (should the plug be pulled out accidentally), and to avoid applying undue stress to the AC adaptor jack, anchor the power cord using the cord hook, as shown in the illustration.

Cord hook Connecting an External Device or Foot Switch Connecting an External Device If you want to record your performance (or a song recorded on the E-09) to a cassette tape or other media, connect the E-09's rear panel OUTPUT jacks to the input jacks of your external recording device. E-09 rear panel Turning the Power On/Off Turning the Power On Once the connections have been completed, turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices. 1. 2. Before you turn on the power, set the

VOLUME knob to the far left position to minimize the volume. Press the power button on the top panel to turn on the power. If you connect separately available stereo headphones to the PHONES 1 or 2 jack, the internal speakers will be muted. Cassette deck, power amp, audio amp, keyboard amp, monitor speakers, etc. 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. If you've connected the E-09 to a keyboard amp or audio amp, switch on the E-09's power before you switch on your amp. () 3. Turn the VOLUME knob to adjust the volume of the E-09. 8 Introduction Turning the Power Off 1. Press the top panel power button once again to turn off the power. Returning the E-09 to Its Factory-Set State 1. Press [FUNCTION] so it's lit.

Use FAMILY [] [] to access the "UTILITY" screen. 2.

3. If you've connected the E-09 to a keyboard amp or audio amp, switch off the power to your amp before you switch off the E09's power. Listening to the Demo Songs 4. All rights reserved. Unauthorized use of this material for purposes other than private, personal enjoyment is a violation of applicable laws.

5. Use SELECT [] [] to access the "Factory Reset" screen. "Yes" begins blinking in the screen. Press TEMPO [(YES)]. The screen prompts "Sure?" Press TEMPO [(YES)] once again.

No data for the music that is played will be output from MIDI OUT. 1. 2. 3. Simultaneously press [MUSIC ASSISTANT] and [STYLE] so both buttons are lit. Turn the VOLUME knob to adjust the volume. Press [START/STOP] so it's lit. The demo song starts playing. Press [START/STOP] so it goes out. The demo song stops playing.

Press [MUSIC ASSISTANT] or [STYLE] to exit the demo mode. 4. 5. Adjusting the Display Contrast 1. 2. 3. Press [FUNCTION] so it's lit. Use FAMILY [Use SELECT [screen.] [] to access the "UTILITY" screen.] to access the "LCD Contrast" 4.

Use TEMPO [(-)] [(+)] to adjust the contrast of the characters in the screen. Press [FUNCTION] so it goes out. 5. Alternatively, you can adjust the display's contrast by holding down [NUMERIC] and using TEMPO [(-)] [(+)]. 9 Playing the Sounds from the Keyboard Immediately after you've turned on the power, the E-09 is set up so that you can play a piano sound across the full extent of the keyboard.

The E-09's keyboard provides the following three "parts." MAIN SPLIT A single tone is assigned across the entire keyboard (Main part) The keyboard area at the left of the split point is the "split part," and the area at the right is the "main part." Each part can play a different tone. The entire keyboard is assigned to simultaneously play two tones (the main part and the dual part). You can't select a drum set for the split part.

You can add a monophonic bass part (Auto Bass) to the split part. For details, refer to p. 23. 7. Play the keyboard. Turn the VOLUME knob to adjust the volume. DUAL The E-09 contains 614 different tones. You can play these tones from the three keyboard parts (main, split, and dual). The tone of each part is automatically set to the appropriate octave. If you press the KEYBOARD MODE [PIANO] button so it's lit, the main part is assigned to the entire keyboard and a piano sound will be selected.

The split point is set to C4 (note number 60). You can change the split point. For details, refer to "Split Point" (p. 22). 8. Adjust the volume balance between the main part and the split part. To adjust the volume of the main part, hold down [TONE] and press BALANCE [] (to decrease the volume) or [] (to increase the volume). To adjust the volume of the split part, hold down [SPLIT] and press BALANCE [] (to decrease the volume) or [] (to increase the volume). You can't use the arranger (automatic accompaniment) if the KEYBOARD MODE [PIANO] button is lit. Playing the Main Part 1.

2. 3. Press [TONE] so it's lit. Use FAMILY [] [] to select a tone group.] to select a tone from the group you Use SELECT [] [selected in step 2.

4. Play the keyboard. Turn the VOLUME knob to adjust the volume. Hold down [TONE], and adjust the volume of the main part by pressing BALANCE [[] (to decrease the volume) or] (to increase the volume). Playing the Main Part and Dual Part 1.

If you want to play two different tones simultaneously, press [DUAL] so it's lit.



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A tone appropriate for layering on the main part will automatically be selected for the dual part. 5. Playing the Main Part and Split Part 1. If you want to play different tones in the left and right hands, press [SPLIT] so it's lit. A tone will automatically be selected for the split part according to the tone of the main part. Selecting a Tone for the Main Part 2. 3. 4. Press [TONE] so it's lit.

Use FAMILY [] to select a tone group. Use SELECT [] to select a tone for the main part from the group you selected in step 3. Selecting a Tone for the Dual Part 5. Hold down [DUAL], and use FAMILY [tone group.] to select a Selecting a Tone for the Main Part 2. 3. 4. Press [TONE] so it's lit. Use FAMILY [] to select a tone group. 6.

Hold down [DUAL], and use SELECT [] to select a tone for the dual part from the group you selected in step 5. Use SELECT [] to select a tone for the main part from the group you selected in step 3. 7.] to select a 8. You can't select a drum set for the dual part.

Play the keyboard. Turn the VOLUME knob to adjust the volume. Adjust the volume balance between the main part and the dual part. To adjust the volume of the main part, hold down [TONE] and Selecting a Tone for the Split Part 5. Hold down [SPLIT], and use FAMILY [tone group.

6. Hold down [SPLIT], and use SELECT [] to select a tone for the split part from the group you selected in step 5. 10 Playing the Sounds from the Keyboard press BALANCE [] (to decrease the volume) or [] (to increase the volume). To adjust the volume of the dual part, hold down [DUAL] and press BALANCE [increase the volume.] (to decrease the volume) or [] (to Drum Sounds and Sound Effects (SFX) Drum Sets The last sixty-one tones (615675) are called "drum sets." If you select a drum set, a different sound is assigned to each note of the keyboard. For example, you can use the leftmost key to play a bass drum (kick) sound, and another key to play a snare drum sound. A drum set is a collection of ninety or more sounds, each assigned to a different key. Selecting Tones As an alternative to using the FAMILY or SELECT [] buttons, you can also select tones using the numeric keys or TONE category buttons. Using the Numeric Keys 1.

2. 3. Press [TONE] so it's lit. Press [NUMERIC] so it's lit. Use TONE category buttons [1][0] to enter a tone number. Example: To enter "12" Press [1] -> [2] and wait a few moments until the number is confirmed. Alternatively, press [0] -> [1] -> [2]. To select the tone for the split part, hold down [SPLIT] while you enter the tone number. To select the tone for the dual part, hold down [DUAL] while you enter the tone number. You can't assign a drum set to the split part or dual part.

Sound Effects (SFX) The E-09 contains numerous sound effects, drum, and percussion tones (551614). You can assign these tones to a keyboard part and play them. These tones can be assigned to the main, split, or dual part and played across the entire range of the keyboard. If [SPLIT] is lit, you will probably want to set the split point near C6 if you want to use your right hand to play sound effects or percussion, or near C3 if you want to play these using your left hand. (p.

22) Sounding the Metronome It's convenient to sound the metronome while you're practicing a new song. 1. Press [METRONOME] so it's lit. The metronome will sound. Hold down [METRONOME] for a while until the "Metro TS" screen appears.

In this screen you can set the time signature of the metronome. Use TEMPO [(-)][(+)] to select a time signature. To defeat the numeric key function, press [NUMERIC] so it goes out. Using the TONE Category Buttons You can use the TONE category buttons to select tones directly, without using [TONE], FAMILY [], SELECT [], or numeric keys. This method lets you select from nine melody sounds and one drum set. You can assign a favorite tone to each button. This is convenient for live performance, since you can select a tone simply by pressing a single button. 2. 3. Range: 1/4, 2/4, 3/4, 4/4, 5/4, 6/4, 6/8, 9/8 4.

5. Use SELECT [Use TEMPO [Range: 0127 6. When you press the [METRONOME] button so it goes out, the metronome will stop sounding.] (-)][] to access the "Metro Vol" screen. (+)] to adjust the volume. Assigning other tones to the TONE category buttons After selecting a tone, press the TONE category button for the group that includes the selected tone. The screen will briefly indicate "Memorized." You can assign the following groups of tones to each of the category buttons. [PIANO] [ORGAN] [GUITAR/BASS] [STRINGS] [VOCAL] [SAX/BRASS] [SYNTH] [WORLD1] [WORLD2] [DRUMS] PIANO, ELECTRIC PIANO ORGAN, ACCORDION, KEYBOARD, CHROMATIC PERC ACOUSTIC GUITAR, ELECTRIC GUITAR, BASS STRINGS VOCAL SAX, WIND, ACOUSTIC BRASS SYNTH BRASS, SYNTH LEAD, POLY SYNTHESIZER, PAD WORLD 1 WORLD 2, PERCUSSION, SFX DRUMS 11 Playing the Sounds from the Keyboard Transposing You can shift the pitch of your performance without changing the position at which you're playing the keyboard. For example, if a song is in a difficult key containing numerous sharps or flats, you can transpose it so that it's easier to play.

You can also use this function to transpose the playback of a song. If you're accompanying a singer, you can transpose the pitch to a comfortable range for the singer without having to change your keyboard fingering. Octave Setting You can raise or lower the pitch of the tone for each keyboard part (main, split, dual) in steps of an octave, over a range of four octaves upward or downward. Main Part Hold down [TONE] and use TEMPO [octave of the main part. (-)][(+)] to change the Split Part Transpose is not applied to drum sets.

1. 2. Press [TRANSPOSE] so it's lit. Hold down [TRANSPOSE] for a while until the "Transpose" screen appears. Use TEMPO [Range: -12+12 (-)][(+)] to adjust the transposition.

Hold down [SPLIT] and use TEMPO [octave of the split part. (-)][(+)] to change the Dual Part Hold down [DUAL] and use TEMPO [octave of the dual part. (-)][(+)] to change the 3. If you set this to "0," the transpose function will be off. 4. To turn the transpose function off, press [TRANSPOSE] so it goes out. Example: The song is in the key of E major, but you want to play it using the keyboard fingering of the key of C The note E is four semitones (keys including the black keys) above the note C, so you would set the transposition value to "+4." When you play "C, E, G" Changing the Keyboard Scale As an alternative to the equal tempered scale used in most Western music, you can adjust the pitch of each note to the scales used by other musical cultures or tuning systems. You can independently adjust the pitch of each note in the octave (C, C#, D, Eb, E, F, F#, G, Ab, A, Bb, B).



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For example, if you adjust the pitch of the "C" note, this adjustment will apply to the "C" note of each octave.

1. Hold down [FUNCTION] and press the key whose note pitch you want to adjust. The pitch will be lowered by 1/4 tone. The keyboard in the center of the screen will indicate the notes whose pitch has been lowered. fig. transpose it sounds as "E G# B" To check the notes for which the pitch has been lowered, press and hold [FUNCTION]. While you continue holding down [FUNCTION], the keyboard in the center of the screen will indicate the state of the pitch. You can save this setting in a user program. (p. 16) To return a note to its original pitch, hold down [FUNCTION] and press the same key you pressed in step 1.

You can also specify where the transpose setting is to be applied. Refer to "Trans Mode" (p. 22). 12 Performing with an Accompaniment (Arranger) Using the Arranger 1. Press [ARRANGER] so it's lit.

The keyboard will be divided into left and right parts; "split" and "main." In the left-hand side, hold down notes to specify a chord. In the right-hand side, play along with the accompaniment. DRUMS & BASS COMBO FULL Simple accompaniment patterns containing only drums and a bass line. Accompaniment patterns containing several instruments (a band).

Accompaniment patterns with a lavish arrangement (multiple instruments). The C4 key (note number 60) is assigned as the split point. 2. Press [START/STOP] so it's blinking. The arranger begins playing. The button begins blinking in time with the arranger's time signature. Changing the Volume Balance of the Arranger Playback and the Keyboard Performance To Increase the Volume of the Arranger (or Song Part) Press BALANCE [] (ARRANGER). If you play the left-hand area of the keyboard while [ARRANGER] is lit and the arranger playback is stopped, a stereo strings sound will play. You can also add a monophonic bass sound (-> "Auto Bass," p. 23).

If you don't want the strings sound or bass sound to be heard, turn off "Educational" (p. 24). To Increase the Volume of Your Keyboard Performance Press BALANCE [] (KEYBOARD). If you press [START/STOP] while [ARRANGER] is not lighted, only the drums will play, allowing you to add a rhythm accompaniment to your keyboard performance. The drums will be based on the currently selected music style. If you want to select a different music style, refer to p. 14. 3. 4. 5.

With your left hand, play a chord (or a single note). When you play a different chord (or single note), the arranger will also switch to a different chord. Use the following buttons to select other patterns within the currently selected music style. [INTRO] [ORIGINAL] [FILL] An accompaniment pattern used for the introduction. A simple accompaniment pattern.

An accompaniment pattern used to transition between ORIGINAL and VARIATION. A more complex accompaniment pattern, that's ideal for a break or similar section in the song. If you press this button instead of [START/STOP], an ending will play and then the arranger will stop playing. Changing the Tempo of the Arranger Use TEMPO [] of the arranger. [] to slow down (-) or speed up (+) the tempo By pressing TEMPO [] and [] simultaneously, you can reset the arranger tempo to the default tempo setting specified by the currently playing music style.

You can also enter the tempo by pressing [TAP TEMPO] three times or more at the desired interval. By holding down [TAP TEMPO], you can reset the arranger tempo to the default tempo setting. [VARIATION] Arranger Sync Start 1. Press [SYNC START] so it's lit. [ENDING] The chord name is shown in the arranger chord area of the screen. While using your left hand to play the arranger chord, use your right hand to play the melody. Sync Start is a function that causes the arranger to start playing when you play a note to the left of the split point. This is convenient when you want the arranger to begin playing the moment you specify the chord with your left hand. To cancel this function, press [SYNC START] so it goes out. Changing the Arranger Ensemble By pressing one of the BAND ORCHESTRATOR buttons so it's lit, you can change the accompaniment patterns produced by the arranger while playback continues.

Stopping the Arranger 1. Press [START/STOP] once again so it goes out. The arranger will stop playing. If you press [ENDING], an ending phrase will play and then the arranger will stop. 13 Performing with an Accompaniment (Arranger) Selecting a Music Style 1. 2. 3. Press [ARRANGER] so it's lit. Press [STYLE] so it's lit. Use FAMILY [] to select one of the following groups.

ROCK (001006), DANCE (007023), 8BEAT (024036), 16BEAT (037047), JAZZ (048053), LATIN (054063), TRADITIONAL (064079), BALLROOM (080-097), WORLD (98130) Use SELECT [] to select a music style from the group you selected in step 3. Melody Intelligence Melody Intelligence is a function that automatically adds harmony to the melody that you play in the right-hand side of the keyboard, as appropriate for the chord you hold down in the left-hand side of the keyboard. 1. Press [MELODY INTELLIGENCE] so it's lit. To turn off this setting, press [MELODY INTELLIGENCE] so it goes out.

4. Changing the Harmony Type for Melody Intelligence You can choose one of eighteen different settings for the Melody Intelligence function. 1. Press and hold [MELODY INTELLIGENCE] for a few moments. The melody intelligence setting screen will appear.

Press TEMPO [] to select the type you want to use. As an alternative to using FAMILY or SELECT [], you can use the numeric keys to select a music style. 1. Press [NUMERIC] so it's lit. 2. Use TONE category buttons [1][0] to enter a style number. Example: To enter "12" Press [1] -> [2] and wait a few moments until the number is confirmed. Alternatively, press [0] -> [1] -> [2]. * To defeat the numeric keys, press [NUMERIC] so it goes out. 2.

Music Style Functions To access the following functions, you'll need to press [ARRANGER] so it's lit. You can save this setting in a user program. (p. 16) One-Touch This function automatically sets the following items to the best setting for the selected music style. · The tones of the main part, split part, and dual part · Reverb and chorus settings You can choose from two different one-touch settings for each music style. 1. 2. Select the music style you want to use. Press [ONE TOUCH]. The upper left of the screen will indicate "OT1."

If [TONE] is lit, the screen will show the name of the tone. (In the above example, this is "Piano 2.") 3. If you want to use "OT2" press [ONE TOUCH] once again. Selecting a different music style will cancel the one-touch function.

14 Performance Functions and Effects fig.



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pitchbend Performance Functions Keyboard Touch The force or speed with which you play the keyboard will vary the volume or brightness of the main part, split part, and dual part. All of the acoustic instrument sounds (e.g., piano, violin, drum) will respond to your keyboard touch, allowing you to reproduce the musically expressive range of that instrument.

The sound will be louder and more brilliant if you play strongly, and softer and more muted if you play softly. 1. Press [KEYBOARD TOUCH] so it's lit. Keyboard touch is now turned on. Pitch falls Modulation Pitch rises If you push the lever away from yourself while moving it to left or right, both effects will be applied. You can specify the range of pitch bend that will occur. For details, refer to "PB Range" (p. 22). If you press [KEYBOARD TOUCH] once again so it goes out, the keyboard touch will be fixed; i.e.

, the sound will no longer vary in response to your keyboard playing touch. Foot Switch You must connect the foot switch while the E-09's power is switched off. Connect a separately available foot switch (Roland DP series unit or BOSS FS-5U) to the rear panel FOOT SWITCH jack. By pressing the foot switch, you can sustain the sound even after taking your fingers off the keyboard. You can also assign other functions to the foot switch. For details, refer to "FSW (Foot Switch Assign)" (p. 23). Specifying a Fixed Keyboard Touch Here's how to specify the uniform strength each note will have if [KEYBOARD TOUCH] is unlit. 1. Press [KEYBOARD TOUCH] until the screen indicates "KBD Touch.

" [FUNCTION] lights. Use TEMPO [(-)][(+)] to specify the "KBD Touch" setting. (Range: 1127) A setting of "1" will be extremely faint (normally inaudible), and a setting of "127" will be the maximum strength (very loud and bright). Press [FUNCTION] so it goes out. 2.

Music Assistant Music assistant settings let you instantly recall settings that are appropriate for the song you're playing. 3. Some of the internal tones switch between different sounds depending on your keyboard playing strength. For such tones, only one of these sounds will be heard if you specify a fixed keyboard touch. You can't use Music Assistant while a song is playing.

Selecting music assistant settings will recall settings for the following items. · Music style · Tempo · The tone of the main part, split part, and dual part · Effects · Band orchestrator · Keyboard touch The keyboard touch setting can be saved in a user program. (p. 16) Selecting Music Assistant Settings 1. Press [MUSIC ASSISTANT] so it's lit. The screen will show the name of the music assistant setting. Use FAMILY [][] to select the group (musical style) that includes the music assistant settings you want to use. You can choose from the following groups. Ballad, Ballroom, Dancing, Easy List, Evergreen, JazzSwng, PopHit, General Use SELECT [][] to choose music assistant settings from the group you selected in step 2. Pitch Bend and Modulation You can use the BENDER/MODULATION lever located at the left of the keyboard to apply two types of effect to the sound of the keyboard part.

2. Pitch Bend lowers the pitch you're playing when you move the lever to the left, or raises it when you move the lever to the right. 3. Modulation applies vibrato to the sound when you push the lever away from yourself while playing. If the MFX type is ROTARY, this will switch the speed of rotation instead of applying the modulation effect. As an alternative to using the FAMILY or SELECT buttons, you can use the numeric keys to make your selection. 1. Press [NUMERIC] so it's lit. 2. Use TONE category buttons [1][0] to enter a music assistant number.

15 Performance Functions and Effects Example: To enter "12" Press [1] -> [2] and wait a few moments until the number is confirmed. Alternatively, press [0] -> [1] -> [2]. 2. When you're finished using the numeric keys, press [NUMERIC] so it goes out. If you hold down [USER PROGRAM], you will be saving (rather than selecting) a user program.

Use TONE category numeric buttons [1][0] to enter a user program number. (0099) Example: To enter "6" Press [6] and wait a few moments until the number is confirmed. Alternatively, press [0] -> [6]. If you've edited the music assistant settings (for example by changing the tone of the main part), you can save the edited settings in a user program. When you're finished using the numeric keys, press [NUMERIC] so it goes out.

User Program The E-09 provides 100 user programs (0099). You can use these to store settings for most of the front panel operations and function menus (p. 22). Effects The E-09 provides reverb, chorus, and multi-effects (MFX). You can change the type of each effect. You can also adjust the amount of reverb or chorus that is applied to the keyboard parts. MIDI settings (p. 26) are automatically stored in the E-09. They are not saved in a user program. You can't use chorus together with MFX.

Saving Your Settings in a User Program 1. Hold down [USER PROGRAM] for a few moments. The display will indicate "Write?" Continue holding down [USER PROGRAM], and press TONE category numeric buttons [1][0]. (0099) Example: To enter "6" Press [6] and wait a few moments until the number is confirmed. Alternatively, press [0] -> [6]. Press TEMPO [(YES)], and then take your finger off [USER PROGRAM]. Enter a name for the user program. Use FAMILY [[5.][]] to move the cursor, and use SELECT [] to change each character. (YES)].

Reverb You can apply reverb (reverberation) to the sounds you're playing. Reverb simulates the ambience you experience when performing in a concert hall or other spacious location. When you switch on the E-09's power, reverb will be applied to all keyboard parts (main, dual, split) as well as to the arranger and song parts. If you don't need reverb, you can turn reverb off or set the reverb amount to "0" for the keyboard parts. You can't change the amount of reverb applied to the arranger or to the parts of an already recorded song.

2. 3. 4. If MFX (p. 17) is set to anything other than "Off," you can apply that MFX and reverb simultaneously to the tone of the main part. Press TEMPO [Applying Reverb 1. 2. Press [FUNCTION] so it's lit. Use FAMILY [Use SELECT [Use TEMPO [Off Room 13 Hall 1, 2][(-)][]] to select "EFFECTS."] to select "REVERB." (+)] to select the type of reverb. The screen will show "Complete," and the settings will be saved. We recommend that you frequently store your settings to a user program even while you're in the process of editing. 3. 4.

If the KEYBOARD MODE [ARRANGER] or [PIANO] button is lit, the state of that button will also be saved in the user program.



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The most recently selected music style is also saved in the user program. Selecting a User Program 1. Press [USER PROGRAM] so it's lit. [NUMERIC] will automatically light. The display will indicate the number of the most recently selected user program, or "1" if you have not selected a user program since turning on the power. Plate Delay PanDelay Reverb will not be applied. These simulate the reverberation of a room. Higher numbers simulate larger rooms. These simulate the reverberation of a concert hall.

Higher numbers simulate a larger hall. These produce deeper reverberation than the Room settings. This is a digital simulation of a metal plate reverb unit. It is particularly suitable for percussion sounds. This is a delay effect (without reverb) which produces echo-like repeats.

This repeats the sound while making it alternate between left and right. 16 Performance Functions and Effects 5. 6. Play the keyboard to hear the effect. Press [FUNCTION] so it goes out.

5. 6. S-Delay S-DelayFb This delays the sound to create an echo effect. This repeats the sound at short intervals. Adjusting the Amount of Reverb Applied to the Keyboard Parts 1. 2. 3. Press [FUNCTION] so it's lit. Use FAMILY [Use SELECT [parameters. Parameter Rev MAIN Rev DUAL Rev SPLIT][][Value 0127 0127 0127] to select "EFFECTS.

"] to select one of the following Play the keyboard to hear the effect. Press [FUNCTION] so it goes out. Adjusting the Amount of Chorus Applied to the Keyboard Parts 1. 2. Press [FUNCTION] so it's lit. Use FAMILY [Use SELECT [parameters. Parameter Chr MAIN Chr DUAL Chr SPLIT][][Value 0127 0127 0127] to select "EFFECTS."] to select one of the following Explanation Adjusts the amount of chorus applied to the tone of the main part. Adjusts the amount of chorus applied to the tone of the dual part. Adjusts the amount of chorus applied to the tone of the split part.

Explanation Adjusts the amount of reverb applied to the tone of the main part. Adjusts the amount of reverb applied to the tone of the dual part. Adjusts the amount of reverb applied to the tone of the split part. 3. 4.

Use TEMPO [(-)][(+)] to adjust the amount of reverb applied to the part you selected in step 3. If you don't want reverb to be applied, set this to "0." 4. Play the keyboard to hear the effect applied to each part. Press [FUNCTION] so it goes out.

5. You can save these settings in a user program. (p. 16) 6. 5. 6. Use TEMPO [(-)][(+)] to adjust the amount of chorus applied to the part you selected in step 3. If you don't want chorus to be applied, set this to "0." Play the keyboard to hear the effect applied to each part. Press [FUNCTION] so it goes out.

Chorus You can apply a chorus effect to the sounds you play. The chorus effect adds a three-dimensional spaciousness and depth to the sound. You can choose from eight types of chorus effect. When you switch on the E-09's power, the amount of chorus applied to the keyboard parts (main, dual, split) is set to "0," meaning that chorus will not be applied to the keyboard parts. If you don't want to use chorus, you can turn it off or set the chorus amount to "0" for the keyboard parts. You can't change the amount of chorus applied to the arranger or to the parts of an already recorded song. You can save these settings in a user program. (p. 16) Multi-Effects (MFX) There are 47 types of multi-effect (MFX) that you can apply to the main part. Some of these combine two effects.

MFX are not applied to the following three types of tones. · The split part · The dual part · Drum sets 1. 2. 3. 4.

Press [FUNCTION] so it's lit. Use FAMILY [Use SELECT [Use TEMPO [][(-)][(+)]] to select "EFFECTS."] to select "MFX." (+)] to select the type of MFX. You can't use chorus if MFX is set to anything other than "Off.

" Applying Chorus 1. 2. 3. 4. Press [FUNCTION] so it's lit. Use FAMILY [Use SELECT [Use TEMPO [Off Chorus 14 FB Chorus Flanger][][(-)][(+)]] to select "EFFECTS."] to select "CHORUS." You can save these settings in a user program. (p. 16) (+)] to select the type of chorus.

Chorus will not be applied. These are typical chorus effects that give the sound spaciousness and depth. This chorus produces a flanger-like effect, softening the sound. This produces a metallic-sounding effect reminiscent of a jet airplane taking off and landing. Off Enhancer MFX will be off. Controls the harmonic content of the highfrequency range to give the sound more definition and crispness. Produces a natural-sounding distortion similar to that of a vacuum tube amp. 1: Small amp 2: Built-in type 3: Large double stack amp 4: Large triple stack amp Overdrive 14 17 Performance Functions and Effects Distortion 14 Phaser AutoWah Rotary StFlanger (stereo flanger) StepFlanger Compressor Produces a more intense distortion than Overdrive. You can choose from four types. Combines the original sound with a phaseshifted sound, and modulates it to produce a twisting, swishing effect.

Cyclically moves a filter to create a repeating wah effect (cyclic change in tone). Simulates the sound of a classic rotary speaker. You can switch the rotational speed (slow/fast) by pushing the BENDER/MODULATION lever away from yourself, creating an authentic-sounding sense of modulation. This effect is ideal for organ sounds. Produces a metallic resonance reminiscent of a jet airplane taking off and landing.

Varies the sound of a flanger in pitched steps. Makes the volume more consistent by restraining loud sounds and boosting soft sounds. Prevents distortion by compressing sounds that are above a specified volume level. Applies a six-phase chorus to add spaciousness and depth to the sound. (Six chorus sounds with differing delays are layered together.

) Applies a chorus effect with tremolo (cyclic change in volume). Applies a stereo chorus effect. Limiter GateRevS2 (gate reverb sweep 2) 2PitchShift (2 voice pitch shifter) FbPitchShift (feedback pitch shifter) OD>Chorus OD>Flanger OD>Delay DS>Chorus DS>Flanger DS>Delay EH>Chorus EH>Flanger EH>Delay Cho>Delay FL>Delay Cho>Flanger Cho/Delay FL/Delay Cho/Flanger Moves the reverb sound from left to right. Shifts the pitch of the original sound. Two pitch-shifted sounds can be layered with the original sound. Shifts the pitch of the original sound and returns the pitch-shifted sound to the input, producing an echo. Connects overdrive and chorus in series. Connects overdrive and flanger in series. Connects overdrive and delay in series. Connects distortion and chorus in series.

Connects distortion and flanger in series. Connects distortion and delay in series. Connects enhancer and chorus in series. Connects enhancer and flanger in series. Connects enhancer and delay in series. Connects chorus and delay in series.



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Connects flanger and delay in series. Connects chorus and flanger in series. Connects chorus and delay in parallel. Connects flanger and delay in parallel. Connects chorus and flanger in parallel. HexaChorus TremChorus (tremolo chorus) StChorus (stereo chorus) Space-D With the factory settings, the MFX type will automatically switch according to the tone you select. For details, refer to "Tone MFX" (p. 24). 5.

6. Play the keyboard to hear the sound of the effect. Press [FUNCTION] so it goes out. StDelay (stereo delay) Mod Delay (modulation delay) 3Tap Delay (triple tap delay) 4Tap Delay (quadruple tap delay) TmCtrDelay (time control delay) Reverb GateRevNr (gate reverb normal) GateRevRv (gate reverb reverse) GateRevSI (gate reverb sweep 1) Applies a multiple chorus with dual-phase stereo modulation. This creates a transparent chorus effect with no sense of modulation.

Creates an echo effect by repeating the input sound. Modulates the delayed sound to create a flanger-like effect. Produces delayed sound from three positions; center, left, and right. Produces four delayed sounds. If MFX is set to anything other than "Off," you can't apply chorus to the tone of the main part. Lets you control the delay time in real time while you push the modulation lever. Adds reverberation to the original sound, simulating an expansive space. Reverb that cuts the reverberation during its decay. Gated reverb that gradually increases in volume. Moves the reverb sound from right to left.

18 Song Functions Recording Your Own Performance You can use the 16-track recorder to record your own performances. The E-09 provides the following four recording modes. Recording a new song Rec All Simultaneously record your keyboard performance and the arranger accompaniment. Rec Keyboard Record only your keyboard performance. Recording additional material into an existing song Rec Single Record one track at a time. You can freely select the track to be recorded. Rec Punch/I/O Re-record a specified region of a certain track. (punch-in/out) 10. Select the tone that you want to use in the right-hand side of the keyboard. Press [TONE] so it's lit, and use the FAMILY and SELECT [] buttons, the numeric keys, or the TONE category buttons to make your selection.

For details, refer to pp. 1011. 11. Use either of the following methods to start recording. · Press [].

[REC] lights, and [] begins blinking in time with the time signature of the arranger. · Press [SYNC START] so it's lit, and play a chord with your left hand. [REC] lights, and [] begins blinking in time with the time signature of the arranger. 12. Perform.

13. Use either of the following methods to stop recording. · Press [] so it goes out. [REC] also goes out. · Press [ENDING]. The ending phrase begins playing. When it ends, [ENDING], [], and [REC] will all go out. 14. When you stop recording, the screen prompts "Save Song?," asking you whether you want to save your performance. To save your performance, press TEMPO [[(NO)].

(YES)]. If you don't want to save your performance, press TEMPO The E-09 can handle only one song. This song will not be erased even if you turn off the power. "Single" will be automatically selected after you perform the first recording. Be aware that if you select "ALL" or "Keyboard," the previously recorded song will be erased. If you want to add new material to the song you recorded, you should choose "Single" or "Punch I/O." If you haven't recorded a song yet, you won't be able to select "Single" or "Punch I/O." You can't record a song if the E-09 is synchronized with an external MIDI device. Keyboard Recording Mode Here's how you can record only your keyboard performance. The arranger is not used.

All Recording Mode Here's how you can record what you play on the keyboard while the arranger accompaniment plays. The previously recorded song will be erased by your new recording. 1. Select the keyboard part and tone you want to use for your performance. (pp.

1011) Press [SONG] so it's lit. Press [REC] so it's blinking. Use REC MODE [recording mode.] [] to select "Rec Keyboard" as the The previously recorded song will be erased by the new recording. 2.

1. 2. Press [ARRANGER] so it's lit. (p. 13) Press [STYLE] so it's lit, and select a music style (p. 14). Alternatively, press [MUSIC ASSISTANT] so it's lit, and select a music assistant (p. 15). Press [INTRO], [ORIGINAL], or [VARIATION] to select the arranger section you want to use. Press [START/STOP] so it's blinking.

The arranger will start playing. Use TEMPO [arranger. (-)] [(+)] to adjust the tempo of the 6. 7. 3. 4. 3. 4. 5. Select the tone that you want to use in the right-hand side of the keyboard.

Press [TONE] so it's lit, and use the FAMILY and SELECT [] buttons, the numeric keys, or the TONE category buttons to make your selection. For details, refer to pp. 1011. Use the metronome if desired. (p.

11) Press [] to start recording. [REC] lights, and [] begins blinking in time with the time signature of the metronome. Perform. 5. 6.

7. 8. 9. Press [START/STOP] once again so it goes out. The arranger will stop playing. Press [SONG] so it's lit. Press [REC] so it's blinking. Use REC MODE [recording mode.] [] to select "Rec All" as the 8. If you select a drum set for the main part and use the keyboard to play the drum sounds, your performance will be recorded on track 16.

19 Song Functions 9. Press [] to stop recording. [] and [REC] go out. 10. When you stop recording, the screen prompts "Save Song?," asking you whether you want to save your performance. To save your performance, press TEMPO [[(NO)]. (YES)]. If you don't want to save your performance, press TEMPO Track 6 7 8 9 10 Part name Dual Accomp 4 Accomp 5 Accomp 6 Arranger drums Split Auto Bass Melody Intell. (Main) Single Recording Mode In this mode you can layer a new performance onto the previously recorded notes, and record each track separately. 11 12 13 14 15 16 Description This is the Dual part. Since track 10 is restricted to the drum part, you can select a drum set for this track. This is the Split part. For details, refer to "Auto Bass" (p. 23). Melody intelligence (p.

14) If you select a drum set for the tone of the Main part, it will be recorded on track 16. You can't use this mode if no song has been recorded. 1. 2. 3. Press [SONG] so it's lit. Press [REC] so it's blinking. Use REC MODE [recording mode.] [] to select "Rec Single" as the This lets you "punch-in/out" to re-record a specified portion of a single track. The data before and after the newly recorded portion will not be erased. Punch-In/Out Recording Mode 4. Use REC TRACK [] [] to select the track you want to record.



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If you select a track that has already been recorded, the new recording will overwrite the existing recording. Select the tone that you want to use in the right-hand side of the keyboard. Press [TONE] so it's lit, and use the FAMILY and SELECT [] buttons, the numeric keys, or the TONE category buttons to make your selection.

For details, refer to pp. 1011. You can't use this if no song has been recorded. *fig.punchIO* Original track 5. Only this portion is overwritten by the new recording 6. Press [] to start recording. [REC] lights. After a one-measure count-in, all previously recorded parts begin playing. Perform. Press [] to stop recording. [] and [REC] go out. If you want to record additional parts, return to step 2. When you stop recording, the screen prompts "Save Song?," asking you whether you want to save your performance. To save your performance, press TEMPO [] (NO)]. (YES)]. If you don't want to save your performance, press TEMPO 1. 2. 3. Press [SONG] so it's lit. Press [REC] so it's blinking. Use REC MODE [recording mode. Use REC TRACK [record. Press [] to select "Rec PunchI/O" as the 7. 8. 4.] to select the track you want to 9. 5. 6.] to start song playback.

When you come to the point at which you want to begin rerecording, press [REC] once again. [REC] lights, and recording begins. Perform. Press [REC] so it goes out. Recording will stop. Press [] to stop song playback. If you want to re-record again, return to step 2. 7. 8. The performances of the keyboard and the arranger parts are recorded on the following tracks.

Track 1 2 3 4 5 Part name Accomp 1 Arranger bass Accomp 2 Main Accomp 3 Description The bass part that sounds when the arranger plays. This is the Main part. MFX (p. 17) can be applied only to track 4. 9.

10. When you stop recording, the screen prompts "Save Song?," asking you whether you want to save your performance. To save your performance, press TEMPO [] (NO)]. (YES)]. If you don't want to save your performance, press TEMPO 20 Song Functions Using a Foot Switch to Punch In/Out You can use a separately available foot switch (Roland DP series unit or BOSS FS-5U) to start or stop recording.

This lets you use both hands for your performance; for example, allowing you to use your left hand to operate the pitch bend/modulation lever while you use your right hand to play the melody. 1. 2. 3. 4. Connect the foot switch to the rear panel FOOT SWITCH jack. Press [FUNCTION] so it's lit. Use FAMILY [Use SELECT [23] Use TEMPO []] to select "KBD SET." (p. 22)] to select the "FSW" parameter.

(p. 3. 4. 5. 6. Use []] to move to the measure at which you want to stop repeating. Press [MARKER A-B] to set marker "B" to the current location. Press [REPEAT A-B] so it's lit. If the song was stopped, press [begin repeat playback.] at this point to To cancel repeat playback, press [REPEAT A-B] so it goes out.

Don't set the marker at the last measure of the song; repeat playback will not work correctly if you do this. 5. 6. (-)] [(+)] to select "PunchI/O." Minus-One Playback Here's how you can mute (silence) a specific track of the song.

Continue with step 1 and those that follow under "Punch-In/ Out Recording Mode." In steps 6 and 8 of "Punch-In/Out Recording Mode," press the foot switch instead of [REC]. Muting a Track 1. Press [DRUMS & BASS] (factory setting: track 10), [COMBO] (factory setting: track 1), or [FULL] (factory setting: track 2) to specify the track you want to mute. Press [] .

The song begins playing, with the track you specified in step 1 muted. Playing the Song 1. 2. 3. 4. Press [SONG] so it's lit. Press [Press [Press [] to return to the beginning of the song.] to start song playback.] once again to stop song playback. 2.

Changing the Muted Tracks You can change the track that is muted by each of the buttons [DRUMS & BASS], [COMBO], and [FULL]. 1. Hold down one of the buttons [DRUMS & BASS], [COMBO], or [FULL]. The mute track setting screen will appear. Use TEMPO [(-)] [muted by that button. (+)] to change the track that is Changing the Playback Location of the Song You can use the following buttons to change the playback location within the song. - [] Moves to the beginning of the song. - [] Moves to the preceding measure. - [] Moves to the next measure. 2.

Repeat Playback of a Specified Region You can specify a region (AB) and play it repeatedly. You can do this while the song is playing or while it is stopped. *fig.repeat 1. 2.*

Use []] to move to the measure at which you want to start repeating. Press [MARKER A-B] to set marker "A" to the current location. 21 Function Menu The Function menu lets you make a variety of different settings. Parameters marked by "*" can be saved in a user program. (p.

16) Setting a Function Menu Parameter Here's the basic procedure for setting a parameter of the Function menu. 1. 2. Press [FUNCTION] so it's lit. Use FAMILY []] to select the function group that includes the parameter you want to set. KBD SET: KBD Touch, MasterTune, Transpose, Trans Mode, PB Range, Split Point, Split Hold, Split Int, FSW METRONOME: Metro TS, Metro Vol OCTAVE: Main Oct, Dual Oct, Split Oct VOLUME: Main Vol, Dual Vol, Split Vol, Auto Bass, Acc Drum, Acc Bass, Accomp ARR SET: ChordInt, Arr Hold, Educational, Bass Inv, MI EFFECTS: REVERB, CHORUS, MFX, Tone MFX, Rev MAIN, Chr MAIN, Pan MAIN, Rev DUAL, Chr DUAL, Pan DUAL, Rev SPLIT, Chr SPLIT, Pan SPLIT · KBD SCALE: Scale C/C#/D/Eb/E/F/F#/G/Ab/A/Bb/B, Scale Mode · MIDI: Local, MIDI TxRx, Sync Rx, Style PC, NTA Rx14, Pitch Bend, Modulation, Prog Change, Velo Rx, Clock Tx, Start Stop · UTILITY: LCD Contrast, Factory Reset, Bulk Dump Use SELECT [Use TEMPO []] (-)] [] to select the parameter you want to adjust. (+)] to adjust the selected parameter. 3. 4. To reset the parameter to its default value, press TEMPO [5.

If you want to adjust another parameter, return to step 2. (-)] and [(+)] simultaneously. KBD SET Parameters Parameter KBD Touch * Value 1127 (default: 110) 427.4452.6 (default: 440.0) Explanation Adjusts the strength of the notes when Keyboard Touch is turned "off" ([KEYBOARD TOUCH] unlit). For details, refer to p. 15. This screen will also appear if you hold down [KEYBOARD TOUCH] for a few moments. Adjusts the reference pitch.

The reference pitch is usually expressed as the pitch of the middle "A" note. When playing together with other instruments, you must ensure that all instruments are set to the same reference pitch so that they will be in tune. The setting that adjusts the reference pitch is called "Master Tune." Specifies the transposition that will occur when Transpose is turned on ([TRANPOSE] lit), in units of semitones.



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