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You can read the recommendations in the user guide, the technical guide or the installation guide for ROLAND EXR-46 OR. You'll find the answers to all your questions on the ROLAND EXR-46 OR in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual ROLAND EXR-46 OR
User guide ROLAND EXR-46 OR
Operating instructions ROLAND EXR-46 OR
Instructions for use ROLAND EXR-46 OR
Instruction manual ROLAND EXR-46 OR

Roland

EXR-46OR
INTERACTIVE ARRANGER

GENERAL midi2 GS XG V-LINK

Owner's Manual

Thank you for choosing a Roland EXR-46 OR Interactive Arranger, a novel keyboard with a superior Roland sound source, an intuitive user interface, a USB port, V-LINK compatibility and a host of other useful functions.

To get the most out of the EXR-46 OR and to ensure many years of trouble-free service, we urge you to read through this Owner's Manual thoroughly.

To avoid confusion, let's agree to use the word "button" for all keys on the front panel, and use "key" only when referring to the EXR-46 OR's keyboard.

Before using this instrument, carefully read the "Important notes" (p. 7). They provide information concerning the proper operation of the EXR-46 OR. Be sure to keep this manual in a safe place for future reference.

You're reading an excerpt. Click here to read official ROLAND EXR-46 OR user guide
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Manual abstract:

They provide information concerning the proper operation of the EXR-46 OR. Be sure to keep this manual in a safe place for future reference. Copyright 2006 ROLAND EUROPE. All rights reserved. No part of this publication may be reproduced in any form without the written permission of Roland Europe S.p.a. r EXR-46 OR 1. Features Superior sound source The EXR-46 OR's sounds are based on full-length (uncompressed) waveforms, which is unique in this price range. @@The EXR-46 OR's tone generator is 64-voice polyphonic.

@@@@@@As usual, several patterns are available (INTRO, ORIGINAL, VARIATION, FILL and ENDING), with additional options via the BAND ORCHESTRATOR buttons. Drum Pad mode The EXR-46 OR provides a "Drum Pad" mode that allows you to assign drum sounds to the 8 highest keys (right side of the keyboard). You can use this function to play live drum or percussion parts to the EXR-46 OR's Style or Song playback. 3 scale memories plus User Program-dependent scale settings The EXR-46 OR is Roland's first arranger keyboard to provide 3 scale memories (for oriental tunings) and the possibility to save the currently used tuning settings in a User Program. That way, each of the 200 User Program memories could use a different tuning system.

Lock functions The EXR-46 OR is equipped with five buttons that allow you to filter various settings from the User Programs you recall. This allows for a more flexible and efficient use of your registrations, because settings you do not need in a given situation can be ignored. And much, much more...
A metronome and several educational functions are provided, while three digital effects processors (Reverb, Chorus and MFX) can be used to further enhance the already amazing sound quality. The EXR-46 OR can play back GM, GM2, GS and XG song data, so that you can virtually use any Standard MIDI File available at your Roland dealer or on the Internet. Note: The EXR-46 OR supports XG Light and therefore only provides the basic set of compatible functions. Flash memory and USB The EXR-46 OR comes with 99 oriental Music Styles in ROM, 50 additional Music Styles and several Standard MIDI Files. The additional Styles and SMFs reside in the EXR-46 OR's Flash memory area, whose contents can be expanded and managed via a USB connection with your PC or Macintosh computer. New concept The EXR-46 OR is 19-part multitimbral, with 3 parts that can be played via the keyboard (Main, Split and Dual). The Main part can be used to play melodies or for drumming, while the Split and Dual parts allow you to quickly add a second sound to your solo playing. The EXR-46 OR is also equipped with a floppy disk drive (2DD/2HD) for data management and importing Music Styles prepared for older Roland arranger instruments. Microsoft and Windows are registered trademarks of Microsoft Corporation USA in the United States and other countries. Apple and Macintosh are registered trademarks of Apple Computer Corporation USA in the United states and other countries.

*Mac OS is a registered trademark of Apple Computer Corporation. Other names of companies, products, or standards are the trademarks or registered trademarks of their respective owners. 2 EXR-46 OR 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 G 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. This instrument, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss.
Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist. Before using this instrument, make sure to read the instructions below, and the Owner's Manual. This unit should be used only with a rack or stand that is recommended by Roland. .

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

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

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

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.. Do not attempt to repair the EXR-46 OR, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page. ......

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.... *Never use or store the EXR-46 OR in places that are: Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are Damp (e.g., baths, washrooms, on wet floors); or are Humid; or are Exposed to rain; or are Dusty; or are Subject to high levels of vibration. .*

...... *3 r EXR-46 OR Do not force the EXR-46 OR's adapter to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords--the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord.*

Excessive loads can cause the insulation on the cord to heat up and eventually melt through. Whenever you suspect the possibility of lightning in your area, disconnect the adapter from the outlet.

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... Should you remove screws, make sure to put them in a safe place out of children's reach, so there is no chance of them being swallowed accidentally. .
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. . . . . . 133 6 EXR-46 OR] 2. Important notes In addition to the items listed under "Using the unit safely" (p. 3), please read and observe the following: Power supply Do not use this instrument on the same power circuit with any device that will generate line noise (such as an electric motor or variable lighting system). Before connecting the EXR-46 OR to other devices, turn off the power to all units.

This will help prevent malfunctions and/or damage to speakers or other devices. Maintenance For everyday cleaning wipe the EXR-46 OR with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a mild, non-abrasive detergent. Afterwards, be sure to wipe the instrument thoroughly with a soft, dry cloth. Never use benzene, thinner, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

When the EXR-46 OR is used at excessive volumes, the protection system of its power amplifier stage may come on and mute the speakers. In that case, reduce the volume setting and wait a few seconds. Before using floppy disks (handling the floppy disk drive) Install the unit on a solid, level surface in an area free from vibration. If the unit must be installed at an angle, be sure the installation does not exceed the permissible range: upward, 2; downward, 18. Avoid using the EXR-46 OR immediately after it has been moved to a location with a level of humidity that is greatly different than its former location.

Rapid changes in the environment can cause condensation to form inside the drive, which will adversely affect the operation of the drive and/or damage floppy disks. When the EXR-46 OR has been moved, allow it to become accustomed to the new environment (allow a few hours) before operating it. To insert a disk, push it gently but firmly into the drive--it will click into place. To remove a disk, press the EJECT button firmly. Do not use excessive force to remove a disk which is lodged in the drive. Never attempt to remove a floppy disk from the drive while the drive is operating (the indicator is lit); damage could result to both the disk and the drive. Remove any disk from the drive before switching the instrument on or off. To prevent damage to the disk drive's heads, always try to hold the floppy disk in a level position (not tilted in any direction) while inserting it into the drive. Push it in firmly, but gently. Never use excessive force.

To avoid the risk of malfunction and/or damage, insert only floppy disks into the disk drive. Never insert any other type of disk. Avoid getting paper clips, coins, or any other foreign objects inside the drive. Placement Using the EXR-46 OR near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this instrument or move it further away from the source of interference. This instrument may interfere with radio and television reception. Do not use it in the vicinity of such receivers. Observe the following when using the unit's floppy disk drive. For further details, refer to "Before using floppy disks (handling the floppy disk drive)". Do not place the unit near devices that produce a strong magnetic field (e.

g., loudspeakers). Install the EXR-46 OR on a solid, level surface. Do not move the unit or subject it to vibration while the drive is operating. Do not expose the EXR-46 OR to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the instrument. To avoid possible breakdown, do not use the unit in a wet area, such as an area exposed to rain or other moisture. Do not allow objects to remain on top of the EXR-46 OR. This can be the cause of malfunction. Repairs and data Please be aware that all data contained in the instrument's memory may be lost when it is sent for repairs.

In certain cases (such as when circuitry related to memory itself is out of order), we regret that it may not be possible to restore the data. Roland assumes no liability concerning such loss of data. Additional precautions Please be aware that the memory contents can be irretrievably lost as a result of a malfunction, or the improper operation of the instrument. Use a reasonable amount of care when using the instrument's buttons, other controls, and jacks/connectors. Rough handling can lead to malfunctions. Never strike or apply strong pressure to the display. When connecting/disconnecting cables, grasp the connector itself-- never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements. A small amount of heat will radiate from the instrument during normal operation. This is perfectly normal.

To avoid disturbing your neighbors, try to keep the instrument's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially late at night). When you need to transport the instrument, package it in the box (including padding) that it came in. Otherwise, you will need to use equivalent packaging materials, or a flightcase. Use only a recommended footswitch (DP-2, DP-6, sold separately). By connecting any other footswitch, you risk causing malfunction and/or damage to the EXR-46 OR. 7 r EXR-46 OR Handling floppy disks Floppy disks contain a plastic disk with a thin magnetic coating. Microscopic precision is required to enable storage of large amounts of data on such a small surface area. To preserve their integrity, please observe the following when handling floppy disks: Never touch the magnetic medium inside the disk. Do not use or store floppy disks in dirty or dusty areas.

Do not subject floppy disks to temperature extremes (e.g., direct sunlight in an enclosed vehicle). Recommended temperature range: 10~50C (50~122F). Do not expose floppy disks to strong magnetic fields, such as those generated by loudspeakers.

Floppy disks have a "WRITE" tab which can protect the disk from accidental erasure. It is recommended that the tab be kept in the PROTECT position, and moved to the WRITE position only when you wish to write new data onto the disk. Rear side of the disk WRITE (you can save data to the disk) Liability and copyright Should data contained and stored on a floppy disk be lost, it is unfortunately impossible to restore them. Roland Europe S.p.

a. assumes no liability concerning such loss of data. Unauthorized recording, distribution, sale, lending, public performance, broadcasting, or the like in whole or in part, of a work (musical composition, video, broadcast, public performance, or the like) whose copyright is held by a third party is prohibited by law. Do not use this unit for purposes that could infringe on a copyright held by a third party. Roland assumes no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this unit. Protect tab PROTECT (you cannot save data) Disks containing important performance data for this instrument should always be locked (have their write protect tab slid to the PROTECT position) before you insert them into the drive of another instrument. The identification label should be firmly affixed to the disk. If the label comes loose while the disk is in the drive, it may be difficult to remove the disk. Put the disk back into its case for storage. Electromagnetic radiations Electromagnetic radiations may cause a deterioration of audio performances.

Such possible deterioration consists in an audio signal being emitted. On ceasing the electromagnetic noise, the emission of the audio signal will simultaneously stop. 8 EXR-46 OR 3. Panel descriptions Front panel A B F C D G P I J N O Q R H KLM S T U V a W X Y Z E A SCALE MEMORY buttons These three buttons allow you to save and recall the tuning settings carried out with the ORIENTAL SCALE buttons. When the EXR-46 OR is shipped, these memories already contain useful settings (that will be recalled whenever you initialize your EXR-46 OR). Note: The settings of the ORIENTAL SCALE buttons are also saved to a User Program, so that you can use these three memories for more "general" settings. b D BENDER/MODULATION lever By performing left/right movements, you can bend your solo notes down (left) or up (right). Press this lever towards the rear of the instrument to add modulation (usually vibrato) to the notes you are playing. E PHONES 1/2 sockets This is where you can connect two pairs of optional headphones (Roland RH-25, RH-50, RH-200, or RH-300). By doing so, you switch off the EXR-46 OR's speakers.

F [VOLUME] knob Use this knob to set the global volume of your EXR-46 OR. G BALANCE [ACCOMP] [KEYBOARD] buttons Use the BALANCE buttons to change the volume of the corresponding section (accompaniment/song, or the parts you play on the keyboard). H [KEYBOARDTOUCH] button Press this button to switch the keyboard's velocity sensitivity on or off. When it is switched off, you can specify the fixed velocity value that should be used for all notes you play. I [METRONOME] button This button allows you switch the metronome on and off.

Holding it for more than one second calls up a FUNCTION parameter you can set. J [MELODYINTELLIGENCE] button This button allows you to switch the Melody Intelligence function on/off.

This function adds a harmony part to your melody playing. See p. 27.

Holding it for more than one second calls up a FUNCTION parameter you can set for selecting the harmony type. K [USB] button This button allows you to select the function of the USB port should perform: (i) mass storage (archiving and retrieving settings to/from a computer) or (ii) USB/MIDI (whereby the USB port has the same function as the MIDI IN and MIDI OUT connectors). See pages 47 and 52 for details. Press it together with [ONETOUCH] to select the EXR-46 OR's demo function (see p. 12). B ORIENTAL SCALE buttons These buttons allow you to change the tuning of each note of the scale. By default, pressing one of these buttons will lower the corresponding notes in all octaves by a quarter tone (50 cents). Other tunings can also be selected and saved to one of the three scale memories (see above) or a User Program. C [POWERON] button Press this button to switch the EXR-46 OR on and off. 9 r EXR-46 OR L [ONETOUCH] button Press this button to select the desired One Touch settings.

One Touch memories contain a number of settings that complement the currently selected Music Style. There are two One Touch memories per Music Style. See p. 26. M [V-LINK] button Press this button to take advantage of the EXR-46 OR's V-LINK functionality for controlling video material via certain performance functions and the right-most keys on the EXR-46 OR's keyboard. By using V-LINK-compatible video equipment, visual effects can be easily linked to, and made part of the expressive elements of a performance. By connecting the EXR-46 OR to an optional Edirol DV-7PR or V-4, you can switch images in synchronization with music, or use the EXR-46 OR's performance functions or right-most keys to switch clips, control playback speed, etc. During song and Music Style playback, this button flashes to indicate the tempo and beats (BEAT function). N KEYBOARD CONTROL section Press the [SPLIT] button to play different sounds with your left and right hands. Press the [DUAL] button to play two sounds simultaneously.

Press [SPLIT] and [DUAL] simultaneously to activate the EXR-46 OR 's Drum Pad mode (page 32). Use the [TRANSPOSE] button to transpose the keyboard (see p. 32). O BAND ORCHESTRATOR section Press one of these buttons to choose the desired orchestration for the selected Music Style. See page 17. P ARRANGER & SONG -CONTROLS section [TAPTEMPO] button: Press this button at least twice to set the Arranger's or Recorder's playback tempo. [SYNCSTART/STOP] button: This button performs two functions: In Arranger mode (while using the automatic accompaniment), it allows you to switch the SYNC START and SYNC STOP function on and off. In Song mode, it can be used to specify the beginning ("A") and end ("B") of the passage that should be repeated. The remaining buttons in this section allow you to control Arranger or Recorder playback. See pages 15 and 19.

Q LOCK section The buttons in this section allow you to filter (ignore) certain settings that are usually recalled when you select a User Program. This allows for a more flexible use of your registrations. See page 46. When the Minus One function is on, these buttons allow you to quickly mute several Standard MIDI File parts (these mute functions are not available while you are using the Arranger function). R KEYBOARD MODE section These two buttons allow you to quickly configure the EXR-46 OR for use with ([ARRANGERBAND]) or without ([PIANOSOLO]) automatic accompaniment. At power-on, the EXR-46 OR selects the PIANO SOLO mode. Press them simultaneously to activate the PIANO MODE, which allows you to use the EXR-46 OR's Arranger (automatic accompaniment) without splitting the keyboard (see p. 27). S [MUSICASSISTANT] button This button allows you to work with pre-programmed registrations (additional User Programs). See p.

26. T [SONG] button This button allows you to select the EXR-46 OR's Song mode and to specify that the [INTRO], [ORIGINAL], etc., buttons should be used to operate the on-board Recorder. U [STYLE] button Press this button if you want to select Music Styles. By activating this button, you also specify that the [INTRO], [ORIGINAL], etc., buttons are used for selecting a Style Division, while the numeric buttons can be used to select the desired Style memory. V [TONE] button Press this button if you want to use the [FAMILY] and numeric buttons for assigning a sound ("Tone") or Drum Kit to the Main, Split or Dual part. See p. 30. W DATA ENTRY buttons FAMILY and SELECT [][] buttons: The FAMILY and SELECT [][] buttons are used to select Tones, Styles, Music Assistant registrations, Songs, and Function parameters.

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

Y [DISK] button Press this button to access the Disk functions. They are used for loading data from floppy, saving data to disk, and managing floppy disks. See p. 53. Note: You can also save and load data via USB. Z [USERPROGRAMWRITE] button Press this button whenever you want to select a User Program (a set of registrations). Press and hold it to save the current panel and parameter settings to a User Program. See page 45. a USER TONES section These buttons allow you to select the "best" sound of the indicated family (i.e.

the "best" piano, organ, guitar/bass, etc. sound). After pressing one of these buttons, you can use FAMILY [][] and SELECT [][] to select other families and other Tones within the active family. (At a later stage, these can be recalled by "double-clicking" these buttons.) You can also assign your favorite sounds to these buttons. See "Using the USER TONES buttons" (p. 30) for details. b Disk drive, in the middle below the keyboard (not pictured) This is where you insert floppy disks with Standard MIDI Files or Music Styles you may already own. The drive accepts 2DD (720k) and 2HD (1.44MB) floppy disks.

10 EXR-46 OR Rear panel A B C D E F A OUTPUT R, L/MONO sockets These sockets allow you to connect the EXR-46 OR to your HiFi amplifier, a mixer, a cassette deck, a keyboard amplifier, etc.

If the external amplifier is mono, be sure to connect it to the OUTPUT L/MONO socket. B DC IN socket This is where you need to connect the supplied adapter (PSB-4U). Note: Be sure to only use the adapter supplied with your EXR-46 OR. Other adapters may damage your Interactive Arranger. E MIDI OUT/IN sockets Connect the MIDI OUT socket to the MIDI IN jack of your computer (or MIDI instrument) to transfer MIDI data from the EXR-46 OR to the computer or external MIDI instrument. Connect the MIDI IN socket of the EXR-46 OR to the computer's MIDI OUT jack to receive data from the computer. Note: The EXR-46 OR can also transmit/receive MIDI data via its USB port. To do so, you need to install the appropriate USB drivers from the supplied CD-ROM. C Cord hook After connecting the adapter cable, wind it around the cord hook to the socket's right to prevent accidental power failures. D FOOTSWITCH socket This is where you can connect an optional DP-2, DP-6, or BOSS FS-5U footswitch that allows you to hold ("sustain") the notes you play with your right hand. It can also be used for controlling other parameters (see "FSW (Footswitch Assign)" (p. 40)). F USB port The USB port can be used for transmitting/receiving MIDI messages or for archiving purposes with a computer. 11 r EXR-46 OR 4. First steps Setting up The first thing you need to do is connect the supplied PSB-4U adapter to a suitable wall outlet. (1) Unpack the EXR-46 OR and place it on a stable surface. (2) Connect the small end of the adapter cable to the EXR-46 OR's DC IN jack, and the other end to a suitable wall outlet. (3) Press the [POWERON] button to switch on the EXR-46 OR. Demo songs Your EXR-46 OR comes with 1 song demo, 8 Tone demos, and various Style demos.

The song demo illustrates the possibilities of the EXR-46 OR as a whole. Tone demos show off the EXR-46 OR's amazing sound quality. Style demos give you an impression of the quality of the on-board Music Styles. (1) Hold down the [USB] button while pressing [ONETOUCH]. You can now press [STARTSTOP] to stop playback of the currently selected Tone song. If you press this button again, the next Tone demo song will be played back. (2) Press [STARTSTOP] to stop Tone demo song playback. Playback of a Style demo song (1) Press the [STYLE] button. STYLE POWER ON DemStyle 146 = (4) Use the [VOLUME] knob to set the EXR-46 OR's output volume. VOLUME DemoSong 120 001 = (2) If necessary, use the [VOLUME] knob to change the playback volume. (3) Press [STARTSTOP] to stop playback. Playback of the Style demo song starts automatically. You can now press [STARTSTOP] to stop playback of the currently selected Style demo song. If you press this button again, the next Style demo song will be played back. (2) Press [STARTSTOP] to stop Style demo song playback.

Leaving Demo mode (1) Hold down the [USB] button while pressing [ONETOUCH] to leave the Demo mode. Playing back a Tone demo song (1) Press the [TONE] button. Note: When the EXR-46 OR is used at excessive volumes, the protection system of its power amplifier stage may come on and mute the speakers. In that case, reduce the volume setting and wait a few seconds. TONE (5) Press [POWERON] again to switch the EXR-46 OR back off again. If you wish to connect the EXR-46 OR to a keyboard or HiFi amplifier, do so before performing step (3) and switch on the amp before performing step (4). Playback of the Tone demo song starts automatically. 12 EXR-46 OR Playing without accompaniment When you switch on the EXR-46 OR, it selects the PIANO SOLO mode. This means that you can use the EXR-46 OR like a digital piano, or a synthesizer. The accompaniment function (called "Arranger") and [ONETOUCH] button are not available in PIANO SOLO mode, while only the Main part is active. The EXR-46 OR provides three parts for your live playing (and many more for Arranger backing and Song playback): Main As its name suggests, this is the most important part. As long as the Split part is off, the Main part is assigned to the entire keyboard. When you switch on this part, it is assigned to the left half of the keyboard, while the Main part can be played with your right hand. This part can be added to the Main part and is also assigned to the entire keyboard. This allows you to play two sounds simultaneously.

(3) If necessary, select another sound by pressing one of the 8 USER TONES buttons. See p. 30 for details. Using the Main and Split parts (1) If you wish to play different sounds with your left and right hands, press the [SPLIT] button. 3 SPLIT GUITAR/ BASS (4) If necessary, you can hold down the [TONE] button and use BALANCE [ACCOMP] (softer) or [KEYBOARD] (louder) to change the Main part's volume. Split Dual TONE The SPLIT icon appears and the EXR-46 OR now automatically selects a sound for the Split part that complements the sound assigned to the Main part. (2) Play a few notes on the keyboard. At first, the keyboard is split at the G3 (note number "55"). If necessary, you can select a different split point. See "KeySplit* (Split point)" (p. 40). BALANCE ACCOMP KEYBOARD Using the Main part (1) To activate the Main part and assign it to the entire keyboard, press the [PIANOSOLO] button. Split Main PIANO SOLO The ARRANGER icon disappears, the Arranger stops (if it was playing), and the EXR-46 OR automatically selects a piano sound for you. (2) Play a few notes on the keyboard. Note: Unlike previous Roland arranger instruments, the EXR-46 OR no longer distinguishes between "melodic" parts and a Manual Drums part.

You can therefore also play a Drum Kit with the Main part. Note: You can also press the [STARTSTOP] button to add a rhythm accompaniment to your playing. This is based on the currently selected Music Style. See p. 16 for how to select a different one. Note: See p. 15 and "Automatic playback start (Sync Start & Stop)" (p. 16) for other ways to start Music Style playback (the drums, that is). To change the balance between the Main and Split sounds, proceed as follows: (3) Hold down the [SPLIT] button and use BALANCE [ACCOMP] (decrease) or [KEYBOARD] (increase) to change the Split part's volume. SPLIT BALANCE ACCOMP KEYBOARD (4) To assign another sound to the Split part, hold down the [SPLIT] button and proceed like for the Main part (page 13). 13 r EXR-46 OR Alternatively, press and hold one of the eight USER TONES buttons (Main part) while pressing another USER TONES button (Split part). Note: You cannot assign Drum Kits to the Split part. Note: You can also add a monophonic bass part ("Auto Bass") to the Split part. See "Auto Bass*: status and volume" (p. 41).

Using the metronome You can switch on the metronome when practising a new song. (1) Press the [METRONOME] button. METRONOME Using the Main and Dual parts (1) To play two sounds simultaneously, press the [DUAL] button.

The icon appears in the display and you hear the metronome sound. Press and hold [METRONOME] to select the Metro TS function. Use the [][+] buttons to set another time signature. The possibilities are: 1/4~9/4, 1/8~9/8. Press another "big" button in the DATA ENTRY section to leave this function. Press the [METRONOME] button again to switch the metronome off. DUAL (2) (3) The DUAL icon appears and the EXR-46 OR now automatically selects a sound for the Dual part that complements the sound assigned to the Main part.

You can also activate the Dual mode by holding down one of the eight USER TONES buttons while pressing another. The first USER TONES button's sound is then assigned to the Main part, while the second sound is assigned to the Dual part. (2) Play a few notes on the keyboard. To change the balance between the Main and Dual sounds, proceed as follows: (3) Hold down the [DUAL] button and use BALANCE [ACCOMP] (decrease) or [KEYBOARD] (increase) to change the Dual part's volume. (4) To assign another sound to the Dual part, hold down the [DUAL] button and proceed like for the Main part (page 13). Note: You cannot assign Drum Kits to the Dual part. (4) (5) 14 EXR-46 OR 5. Playing with accompaniment (Arranger) Let us now take advantage of the EXR-46 OR's accompaniment function. This function is called "Arranger". Starting/using the Arranger (1) Press the [ARRANGERBAND] button. (3) Play a chord (or just one note) with your left hand. Button Function INTRO ARRANGER Selects an introduction. Press this button before activating [STARTSTOP]. Simple accompaniment version. Transition ("Fill In") to VARIATION or ORIGINAL. ORIGINAL (4) Play another chord (or note) to change the Arranger's key. (5) To quickly return to the beginning of the accompaniment pattern (RE-START function), press the [REC] button while the accompaniment is running. FILL BAND ARRANGER The icon appears in the display and the keyboard is split into two halves. The keys you press in the left half are used to specify the key of the accompaniment. The right half of the keyboard allows you to play a tune to the accompaniment.

(2) Press the [STARTSTOP] button to start Arranger playback. VARIATION Slightly more complex accompaniment version. ENDING Phrase that indicates the end of the song. Use this button instead of [STARTSTOP] to stop playback. RE-START G REC These buttons select Music Style "patterns". The icon corresponding to the button you press appears in the display. Also, the ARRANGER chord field in the display indicates the name of the chord you played last. This chord is used by the accompaniment. ARRANGER (6) Press the following buttons to use other patterns of the currently selected Music Style: The [V-LINK] button now flashes to indicate the tempo and beats (BEAT function). ARRANGER Note: If the icon is displayed, playing in the left half of the keyboard while the Arranger is stopped, will sound a stereo string sound (to which you can add a monophonic bass sound, see "Auto Bass*: status and volume" (p. 41)). The left half of the keyboard is thus not muted (like on previous Roland arranger instruments). This "EP Chord" function can be switched off, however (page 42). M As soon as you feel comfortable with the Arranger, you should try to play a melody with your right hand while using your left for specifying Arranger chords. 15 r EXR-46 OR Changing the tempo (7) Use the TEMPO/DATA buttons to decrease ([]) or increase ([+]) the tempo (if necessary). stop as soon as you release all keys in the chord recognition area. This is great for songs where you need breaks (i.e. one or several beats of silence). Note: The behavior of the SYNC STOP function can be changed (see p.

42) by pressing and holding the [SYNCSTARTSTOP] button. Selecting Music Styles The EXR-46 OR provides three memory areas for Music Styles: USER STL: (Memory 000) This is where a Music Style loaded from the Flash memory or floppy disk (MSA, MSD and MSE series, optional) is temporarily stored. The data in this RAM memory are erased when you switch off the EXR-46 OR. MAKSOUM (001~008), SAIDI (009~013), MASRI (014~ 025), MALFOUF (026~028), ARABI (029~035), TRADIT (036~049), OR-WORLD (050~066), KHALIGI (067~088), TURKISH (089~099): These are the Style families in the EXR-46 OR's internal ROM memory. These Styles cannot be erased (but you can modify them in realtime using the Band Orchestrator function, see page 17). FLASH: (Memories 101~150) This is a Flash area inside the EXR-46 OR that already contains 50 Styles when the EXR-46 OR is shipped. You can expand the number of Styles in this area by copying more Styles from your computer (via USB) or by saving the Styles loaded from disk. There are 99 Flash memory slots in all, but the actual number of Styles you can save there depends on the data size of the Styles. DISK: (Memories 201~..

.) This area refers to a floppy disk you inserted into the EXR-46 OR's drive. The number of available Styles depends on the floppy disk, of course. The Style you select is transferred to the EXR-46 OR's USER STL memory (see above), which is why it takes a little longer before you can use it. (You could, however, save it to a Flash memory, see p. 49.) (1) Press the [ARRANGERBAND] button. ARRANGER Check whether the and a INTRO ORIGINAL FILL VARIATION ENDING icon are displayed. (2) Press the [STYLE] button. NO YES Stopping Arranger playback (8) Press [STARTSTOP] again to stop playback. You can also press [ENDING]. In that case, you first hear an ending phrase. When it is finished, Arranger playback stops automatically. Alternatively, you can press the [SYNCSTARTSTOP] button twice in succession to activate the SYNC STOP function. If you then release all keys in the left half of the keyboard, playback stops at the same time.

To return to the Music Style's default tempo, simultaneously press [] and [+]. You can also press the [TAPTEMPO] button several times at the desired tempo. TAP TEMPO Automatic playback start (Sync Start & Stop) Press [SYNCSTARTSTOP] (the SYNC START icon appears). "Sync Start" means that the Arranger starts playing back the selected Music Style as you play a note or a chord with your left hand (to the left of the split point). SYNC START/STOP STYLE In PIANO mode, Arranger playback will start when you press any note.

The EXR-46 OR also provides a SYNC STOP option: quickly press [SYNCSTARTSTOP] twice ("double-click") so that the SYNC START icon starts to flash. This will cause the Arranger to (3) If you want to use a style on floppy disk, insert the disk into the drive. 16 EXR-46 OR (4) Use FAMILY [][] to select the memory area that contains the desired Music Style (see above). Note: If you forgot to insert a floppy disk into the drive, the display shows "No Disk" when you attempt to select the "disk family". Using the Band Orchestrator function The Band Orchestrator function allows you to vary the accompaniment patterns played by the Arranger.

You can leave out parts, thin out the drum part, etc. in real-time (i.e. while you are playing). (1) Press the [ARRANGERBAND] button to select the Arranger mode.

(2) Select the Music Style you wish to use for playing (or use the one that is currently selected). See page 16. (3) Press one of the following buttons to select the desired level of musical "complexity" (the corresponding icon is displayed): FAMILY The FAMILY buttons allow you to jump to the desired "family" (which also include the Flash and USER STL areas). The display now shows the name of the selected family. (6) If necessary, confirm your selection by pressing the [+/YES] button. The display briefly shows "LOADING" (only after selecting a Style from the inserted floppy disk). If you selected a Music Style on floppy disk, the icon now flashes, and the EXR-46 OR automatically selects the USER STL memory that now contains the Music Style you loaded from floppy disk. If you press [+/YES] during Arranger playback, the new Style is used at the next downbeat (1st beat of the next measure). Otherwise, the EXR-46 OR displays its name and uses that Style when you press [STARTSTOP]. Note: See page 50 for how to save the Music Style in the USER STL memory to the Flash memory.

MALFOUF FLASH = 73 = 132 (5) Use SELECT [][] to specify the desired Style within the selected group. SELECT Obviously, these buttons should be used during Arranger playback. DRUM & BASS The simplest accompaniment that only contains the drum and bass lines. Accompaniment pattern with only a few instruments (i.e.

a band). Accompaniment pattern with a lush arrangement (several melodic instrument lines). The first press of SELECT [] (or []) shows the name of the first Music Style within the selected group. It is already selected, so if you need the first Style, there is actually no need to press SELECT []. You must use SELECT [] or [], however, to select another Style within the same group.

You can also use the numeric buttons to select Styles. See also "Working with the FAMILY, SELECT and numeric buttons" (p. 20). After selecting memory 101 (Flash) or 201 (first disk memory), the display shows a flashing Yes message. COMBO FULL BAND 17 r EXR-46 OR The corresponding icon appears in the display (only one of them can be displayed at any one time). Balance The BALANCE [][] buttons allow you to change the volume balance between the Arranger (or Song) parts and the Keyboard parts (the ones you can play yourself). (1) Press BALANCE [ACCOMP] if the Arranger (or Song parts) are too soft. BALANCE ACCOMP KEYBOARD Note: Immediately after switching on the EXR-46 OR, the Orchestrator selects the "FULL BAND" level. Note: The effect of these three levels also depends on whether the [VARIATION] or [ORIGINAL] button was pressed. In effect, the combination of the [ORIGINAL]/[VARIATION] and [DRUM&BASS]/ [COMBO]/[FULLBAND] buttons provides 6 accompaniment patterns per Music Style (3 x 2).

The last selection you make can be saved to a User Program. See p. 45. a10 Balance = 80 (2) Press BALANCE [KEYBOARD] if you think your solo playing should be louder. By holding down [SPLIT] (or [DUAL]) while pressing these buttons, you can modify the volume of those Keyboard parts. Note: See p. 41 for setting the volume of individual parts. 18 EXR-46 OR 6. Playing back songs The EXR-46 OR allows you to play back commercially available music data files (called Standard MIDI Files) or your own songs you saved to disk or to the EXR-46 OR's Flash memory. Your own songs are saved as Standard MIDI Format 0 files and can also be played back using any other SMF compatible sequencer (or software).

SYNC TAP TEMPO START/STOP INTRO ORIGINAL FILL VARIATION ENDING Basic song playback (1) Press the [SONG] button (it lights) to switch to Song mode. (3) Use FAMILY [][] to select the memory area that contains the song you wish to play back. (4) Use SELECT [][] or the numeric buttons to specify the desired song within the selected group. SELECT FAMILY SONG This is necessary because, otherwise, pressing the [STARTSTOP] button will start Arranger playback. So be sure to check whether the [SONG] button lights and whether the ARRANGER and INTRO ORIGINAL FILL VARIATION ENDING icons are no longer displayed.

Only then will the ARRANGER & SONG CONTROLS buttons allow you to control song playback (see above). (2) If you want to play back a song from floppy disk, insert the disk into the drive (front right). The EXR-46 OR provides three memory areas for songs: USERSONG: (Memory 000) This where the song data you record are temporarily stored. The data in this RAM memory are erased when you switch off the EXR-46 OR. FLASH: (Memories 101~199) This is the Flash area inside the EXR-46 OR that already contains several songs when the EXR-46 OR is shipped.

You can expand the number of songs in this area by copying more songs from your computer (via USB). There are 99 Flash memory slots in all, but the actual number of songs you can save there depends on the data size of the songs. DISK: (Memories 201~...) This area refers to a floppy disk you insert into the EXR-46 OR's drive. The number of available songs depends on the floppy disk, of course. This is only necessary for the Flash memory or a floppy disk (there is only one USERSONG memory). The first press of SELECT [] (or []) shows the name of the first song within the selected group. It is already selected, so if you need the first song, there is actually no need to press SELECT [].

You must use SELECT [] or [], however, to select another song within the same group. After selecting memory 101 (the first Flash memory), the display looks as follows. 101 SongName = You can also use numeric buttons to select songs. 19 r EXR-46 OR [STARTSTOP], then press that button again. Otherwise, wait until the current song is finished, then press the [STARTSTOP] button to start playback of the new song. Note: Please bear in mind that starting playback of the selected song on disk will erase the song in the USERSONG memory. Be sure to save it to disk before proceeding (see p. 54). Working with the FAMILY, SELECT and numeric buttons You can press FAMILY [] or [] either repeatedly (brief presses) to go back or advance, or hold down [] or [] to quickly select another family. The fastest way to scroll through the available families is by holding down [] while pressing [] (go backwards), or by holding down [] while pressing [] (advance).

The same methods are available for the SELECT [][] buttons. As a reminder: the FAMILY buttons are used for selecting groups, while the SELECT buttons allow you to select items within a group. If you prefer to use the numeric buttons, enter three figures (e.g. "001" for entry "1").

If you only enter two figures (or only one), the EXR-46 OR takes slightly longer to accept your entry. Note: If the number you enter lies beyond the last available entry, the EXR-46 OR does not change.

Note: Enter "000" (or "0") to select the USERSONG memory. Additional playback functions The [INTRO], [ORIGINAL], etc. buttons have two functions: one in Style mode (printed above the buttons), and another one in Song mode (printed below the buttons).

(6) You can change the song tempo with the [][+] buttons or [TAPTEMPO]. Doing so, however, means that the tempo will still change if the song you are playing back contains tempo change messages. Furthermore, every time you jump back to the beginning or another position of the song using [\], [] or [], the programmed song tempo is reset. Note: In Song mode, the EXR-46 OR automatically selects the PIANO SOLO keyboard mode. If you like, you can play along with the song (and even use the Split or Dual part). Note: In certain cases, the display may show the message XG Light or GM2 rather than a Tone name. Such a message means that the EXR-46 OR is using a Tone that cannot be selected via the front panel. There are 798 such "hidden" Tones whose sole purpose is to ensure XG/GM2 playback compatibility. Selecting Song mode The ARRANGER & SONG CONTROLS buttons have two functions: they can be used for selecting Music Style patterns (when ARRANGER the icon is displayed), or for Song navigation (when the [SONG] button lights). To select Song mode (and the SONG CONTROL functions), you need to press the [SONG] button.

Only then will the following functions be available. SONG After selecting memory 101 (Flash) or 201 (first disk memory), the display shows a flashing Yes message. You can ignore this if you like, and proceed with the next step (or you can press [YES/+] and then proceed). Note: If you forgot to insert a floppy disk into the drive, the display shows "No Disk" when you attempt to select a file on disk. Fast Forward, Rewind, and Reset (5) After making sure that the correct song has been selected, you can press [STARTSTOP] (now called []) to load it and immediately start playback. The [V-LINK] button now flashes to indicate the tempo and beats (BEAT function). You can already select a new song while the current one is still playing back. If you want to listen to it before the current song is finished, stop playback by pressing To fast forward (jump to a measure later in the song), press []. To rewind (return to a measure that lies before the current position), press []. The measure indication in the upper right corner of the display will help you locate the measure you need.

Press [\] (Reset) to jump back to the first measure of the song. You need to stop playback before using the [\] button. 20 EXR-46 OR Note: In certain cases, [] and [] may not be available. This is only the case for very large songs, however. Note: By pressing [\], [] or [], you also recall the song's preprogrammed tempo value.

Loop playback (Repeat) Another clever feature of the EXR-46 OR's Recorder is that you can program playback loops. You can do so during playback or while the Recorder is stopped. (1) Press [MARKERAB] where you want the loop to begin (the A icon appears in the bottom right corner of the display). This button allows you to switch the EXR-46 OR's Repeat function on and off. (4) To play back the loop, press the [STARTSTOP] button (now called []).

The Recorder jumps to measure "A" and starts playing. At the end of measure "B", the Recorder immediately jumps back to the beginning of measure "A" and continues playing back the passage. If necessary, repeat steps (1) and (2) to set other marker positions. Note: The playback tempo is reset every time the Recorder reaches the "A" measure. Note: In certain cases, the Marker function may not be available. This only happens with very large songs, however. (Example: if you switch off the [DRUMS] button, the [10] icon starts flashing.) SYNC START/STOP Live performance with song backing (Minus One) Your EXR-46 OR allows you to mute parts you wish to play yourself or don't need in a given situation. This is called "Minus One" playback. (1) Press the [SONG] button if it doesn't light.

You can now select a Song, if you like (see p. 19). (2) Press the [MINUSONE] button (the "MinusOne" message appears in the display). When a button lights, the corresponding track(s) is/are audible (i.e. not muted). You can also mute several tracks by switching off the corresponding LOCK buttons. The MINUS ONE icon appears and the selected part is muted. Note: The Main part does not automatically adopt the Tone and related settings of the melody part. MARKER AB If you like, you can also mute several parts.

What are tracks? The term "track" is used only for your convenience. We borrowed it from tape recorders that allow for recording several musical parts by the same person (one part after the other). In the case of the EXR-46 OR, the term is only used to indicate that we are dealing with separate musical parts. Here indeed (like with computer-based sequencers) what really counts are the MIDI channels. Songs you record with the EXR-46 OR, and the Standard MIDI Files you play back can consist of up to 16 tracks (i. e. MIDI channels). In many instances, only certain tracks are used, but the following are almost certainly present in every Standard MIDI File: Track 2: bass Track 4: melody Track 10: drums The LOCK buttons allow you to mute the following tracks: [RIGHT]Refers to track "4" of the selected Standard MIDI File. Music data for educational purposes (especially piano music) use this track for the right-hand part. Mute this track ENDING (2) Fast forward to the measure where you want the loop to end and press [MARKERAB] again (the B icon appears).

You can also program loops on the fly. Remember, however, that the Recorder always memorizes the beginning (downbeat) of the next measure. (3) If the icon isn't already displayed, press the [REPEATAB] button to activate the loop you have just programmed. MINUS ONE The 5 LOCK buttons light to indicate that all tracks will be played back. (3) Press one of the LOCK buttons to switch off the corresponding track(s). The assigned track icon flashes. INTRO REPEAT AB 21 r EXR-46 OR to play the right hand yourself while listening to the lefthand part of the Standard MIDI File. The EXR-46 OR contains an excellent stereo piano Tone you could use. [LEFT]Refers to track "3" of the selected Standard MIDI File. Music data for educational purposes (especially piano music) use this track for the left-hand part.

See also above. [OTHERS]Mutes all tracks that cannot be muted with the remaining LOCK buttons, more specifically: 1, 3, 6~9, 12~16. [BASS]Mutes track "2", which is assigned to the bass part of a Standard MIDI File. [DRUMS]Mutes track "10", which is assigned to the drum part of a Standard MIDI File. Note: You also switch off several buttons simultaneously. Changing the track assignments If the song files you are using do not conform to the GM system (and therefore do not correspond to the RIGHT, LEFT, BASS or DRUM assignments of the Minus One function), you can proceed as follows to assign other tracks (MIDI channels) to the LOCK [RIGHT], [LEFT], [BASS] and [DRUMS] buttons: (1) Press the [MINUSONE] button to activate the function of the same name.

(2) Press and hold the [RIGHT], [LEFT], [BASS] or [DRUM] button. (3) While holding that button, use the [][+] buttons to assign the desired MIDI channel to the button you are holding. Example: To assign MIDI channel "10" to the [RIGHT] button, press DATA ENTRY [+] until the display looks as follows: (4) Press [\] and [] to start playback. (5) Press [] again to stop playback.

(6) Press [MINUSONE] again (or one of the "big" DATA ENTRY buttons) to switch the function of the same name back off again. Note: The Minus One setting can be saved along with the selected song. See page 49. RIGHT (4) Press [MINUSONE] again (or one of the "big" DATA ENTRY buttons) to switch the function of the same name back off again. Note: The Minus One setting can be saved along with the selected song.

See page 49. 22 EXR-46 OR 7. Recording your music Your EXR-46 OR contains a 16-track Recorder you can use for recording your own songs. Basic song recording Let us first look at the most straight-forward way of recording your renditions with Arranger backing. (1) Press the [ARRANGERBAND] button. The display should look as shown above (if it doesn't, use the FAMILY [][] buttons ("REC MODE") to select REC ALL): (The [RECORD] and [1]~[16] icons flash.) You are now in ALL mode, which means that everything you and the EXR-46 OR's Arranger play will be recorded. Press [STARTSTOP]. ARRANGER ALL INTRO 120 = 001 Press the [ENDING] button to start the Ending phrase. As soon as it ends, Arranger playback and song recording stop. ORCHESTRATOR FULL BAND BEAT BAND 1 9 2 10 3 11 4 12 5 13 6 14 7 15 8 16 (2) (3) (4) (5) (6) (7) (8) ARRANGER The icon appears. You can now use your left hand for transposing the Arranger's key in realtime. Press the [STYLE] button and select a Music Style (or select a Music Assistant memory). Select the desired Arranger division by pressing [INTRO], [ORIGINAL] or [VARIATION]. Press the [STARTSTOP] button.

Use [TAPTEMPO] or the [][+] buttons to set desired tempo. Press [STARTSTOP] again to stop Arranger playback. Assign the desired Tone to the right half of the keyboard. Press [TONE] and use the FAMILY & SELECT [][] buttons, the numeric buttons or the buttons in the USER TONES section. See also page 30. Press the [REC] button. Note: If you select "REC ALL" with the FAMILY buttons, the song in the EXR-46 OR's USERSONG memory is erased. You may want to save the current song first (see p. 49). If you only pressed [REC], the EXR-46 OR selects the Single mode if the USERSONG memory already contains data.

See page 24 for details about that mode. ENDING MINUS ONE (9) Start recording in one of the following ways: Press the [STARTSTOP] button to start Arranger playback with the selected Division. The [V-LINK] button now flashes to indicate the tempo and beats (BEAT function). Note: If you start recording without the Arranger and want to bring it in at a later stage, it would be a good idea to switch on the metronome by pressing the [METRONOME] button. Listening to your song (1) (2) (3) (4) Press the [SONG] button.

Press [STARTSTOP] to start playback. Press [STARTSTOP] once again to stop playback. Press [\] to return to the beginning of the song. Activate the [SYNCSTART] function and press one or several keys to the left of the Split point. RE-START Note: It is also possible to record in PIANO SOLO mode (after pressing the button of the same name).

In that case, you should definitely use the metronome. The song's time signature can be set with the MetroTS function. See page 14. G REC (10) Stop recording in one of the following ways: 23 r EXR-46 OR Other recording functions The EXR-46 OR's 16-track Recorder can be used in several ways. Let us therefore have a look at the other recording modes. And finally: playing back a Standard MIDI File erases the song in the EXR-46 OR's memory. In return, the SMF data will be available (and can be supplemented with your own renditions in "Single" or "Punch I/O" mode). Dual) or two parts (Split to the left, Main to the right). If you select a Drum Kit for the Main part, you can only record a drum part. Note: When you select the Keyboard mode, song data in the EXR-46 OR's internal memory will be overwritten by your new recording.

About the recording modes GModes The EXR-46 OR provides two modes for recording new music, and two for adding parts or correcting passages of existing music: Recording a new song More about ALL mode In addition to what you learned on p. 23, here are a few considerations: After pressing the [REC] button, the 16 track and [RECORD] icons start flashing, signalling that all 16 tracks are available for recording. (1) Press the [REC] button. (2) Press FAMILY [][] to make the display look as follows: Keyboard 120 001 = ORCHESTRATOR BEAT ALL In this mode, you can record everything you and the EXR-46 OR can play simultaneously: Arranger (accompaniment). Keyboard parts (Main and Split or Dual). In this mode, you can record using the Keyboard parts. The track can be freely selected. Main and Split or Dual In this mode you can record onto one track at a time. The track can be freely selected. ALL INTRO FULL BAND 120 = 001 INTRO ORCHESTRATOR FULL BAND BEAT 1 9 2 10 3 11 4 12 5 13 6 14 7 15 8 16 Keyboard 1 9 2 10 3 11 4 12 5 13 6 14 7 15 8 16 Adding parts to an existing song Here is what the tracks correspond to (after recording a song with Arranger backing): 1 2 3 4 5 6 7 8 Accomp 1 Arranger bass Accomp 2 kMain Accomp 3 kDual Accomp 4 Accomp 5 Single Punch I/O This mode allows you to re-record a short section of an otherwise perfect part.*

Note: Each time you select ALL or Keyboard mode, the data in the USERSONG memory are erased. 9 10 11 12 13 14 15 16 Accomp 6 Arranger drums kSplit kAuto Bass* (see p. 41) The RECORD and track icons flash. (3) To create a split, press the [SPLIT] button. (4) Activate the metronome (if necessary), and set the desired tempo with the [TAPTEMPO] button or [][+].*

*You can also record without metronome if you like. Note: If you assign a Drum Kit to the Main part, your drum performance is recorded onto track 16. Single recording mode Melody Intell. (see p. 27) (kMain**) GRecorder memory The EXR-46 OR provides one "live" song memory, which can contain one song at a time.*

After completing a song, you should save it (see p. 54). To keep you from accidentally erasing the song in the EXR-46 OR's internal memory, the EXR-46 OR automatically selects Single after your first recording. Bear in mind that selecting "ALL" or "Keyboard" will erase the song in the USERSONG memory. Do not select "ALL" or "Keyboard" for adding parts to an existing song use "Single" or "Punch I/O" instead.