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You can read the recommendations in the user guide, the technical guide or the installation guide for ROLAND EXR-5S. You'll find the answers to all your questions on the ROLAND EXR-5S in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

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Roland **EXR-5s/EXR-3s** INTERACTIVE ARRANGER



Owner's Manual

Thank you for choosing a Roland EXR-5s/EXR-3s Interactive Arranger 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-5s/EXR-3s 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-5s/EXR-3s's keyboard.

Before using this instrument, carefully read the "Important notes" (p. 10). They provide information concerning the proper operation of the EXR-5s/EXR-3s. Be sure to keep this manual in a safe place for future reference.

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Manual del Usuario

Gracias por elegir un Interactive Arranger EXR-5s/EXR-3s de Roland, un nuevo teclado con una fuente de sonido suprema de Roland, un interface de usuario intuitivo, un puerto USB, compatibilidad V-LINK y un muchas otras funciones de gran utilidad.

Para obtener el máximo rendimiento del EXR-5s/EXR-3s y para garantizar una utilización sin problemas durante muchos años, le aconsejamos que lea con atención y por completo este Manual del Usuario.

Para evitar confusiones, utilizaremos la palabra "botón" para todas las teclas del panel frontal, y sólo utilizaremos la palabra "tecla" para referirnos al teclado del EXR-5s/EXR-3s.

Antes de utilizar el instrumento, lea con atención las secciones tituladas "Notas importantes" (p. 10). Estas secciones le proporcionan información acerca de la correcta utilización del EXR-5s/EXR-3s. Conserve este manual en un lugar seguro para futuras consultas.

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Mode d'emploi

Merci d'avoir porté votre choix sur l'EXR-5s/EXR-3s Interactive Arranger Roland. Ce clavier arrangeur réunit un générateur de sons de qualité exceptionnelle, une interface utilisateur intuitive, un port USB, la compatibilité V-LINK et bien d'autres atouts.

Pour tirer parti de toutes les fonctions de votre EXR-5s/EXR-3s et lui assurer de nombreuses années de bons et loyaux services, lisez entièrement le présent Mode d'emploi. Pour éviter toute confusion, convenons d'utiliser le mot "bouton" pour désigner les commandes en face avant et de réserver le mot "touche" au clavier de l'EXR-5s/EXR-3s.

Avant d'utiliser cet instrument, lisez attentivement la section "Remarques importantes" (p. 10). Elle contient des informations importantes pour une utilisation correcte de l'EXR-5s/EXR-3s. Rangez ce mode d'emploi en lieu sûr car il vous sera utile pour toute référence ultérieure.

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Manual abstract:

They provide information concerning the proper operation of the EXR-5s/EXR-3s. Be sure to keep this manual in a safe place for future reference. No part of this publication may be reproduced in any form without the written permission of Roland Europe S. The EXR-5s/EXR-3s's sounds are based on full-length (uncompressed) waveforms, which is unique in this price range. This produces vibrant, realistic sounds quite unlike anything you would expect from a budget-friendly arranger keyboard. The EXR-5s/EXR-3s's tone generator is 64-voice polyphonic. @@@@The additional Styles and SMF's reside in the EXR-5s/EXR-3s's Flash memory area, whose contents can be expanded and managed via a USB connection with your PC or Macintosh computer. The EXR-5s/EXR-3s is 19-part multitimbral, with 3 parts that can be played via the keyboard (Main, Split and Dual). The Main part can be used to play melodies or for drumming, while the Split and Dual parts allow you to quickly add a second sound to your solo playing. Furthermore, the EXR-5s/EXR-3s provides a new selection routine for Music Styles, Tones, songs, and User Programs: the FAMILY [][®] buttons can be used for selecting specific groups, while the SELECT [][®] buttons allow you to choose a setting within the selected group.

The EXR-5s/EXR-3s comes loaded with 103 all-new Music Styles prepared by Roland's legendary Style foundry. As usual, several patterns are available (INTRO, ORIGINAL, VARIATION, FILL and ENDING), with additional options via the BAND ORCHESTRATOR buttons. 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-5s/EXR-3s 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.

The EXR-5s 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.

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 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. Using the unit safely Utilizar la unidad de forma segura Consignes de sécurité Before using this instrument, make sure to read the instructions below, and the Owner's Manual. Do not open or perform any internal modifications on the unit. Do not attempt to repair the EXR-5s/EXR-3s, or replace parts within it (except when this manual provides specific instructions directing you to do so). Never use or store the EXR-5s/EXR-3s in places that are: ·, direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are · This unit should be used only with a rack or stand that is recommended by Roland. Make sure you always have the unit placed in such a way that it is level and sure to remain stable. Never place it on stands that could wobble, or on inclined surfaces. The instrument should only be connected to a power supply of the type described in the operating instructions, or as marked on the adapter supplied with the EXR-5s/EXR-3s. Do not excessively twist or bend the adapter's power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits.

This instrument, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist. Do not allow any objects (e. g. , flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc. In households with small children, an adult should provide supervision until the child is capable of following all rules essential for the safe operation of the EXR-5s/EXR-3s. Protect the unit from strong impact. Do not force the EXR-5s/EXR-3s'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. Before using the EXR-5s/EXR-3s in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page. The EXR-5s/EXR-3s should be located so that its location or position does not interfere with its proper ventilation. This unit for use only with Roland keyboard stand KS-12. Always grasp only the plug on the adapter when plugging into, or unplugging from, an outlet or this unit. Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed out of the reach of children. Never climb on top of, nor place heavy objects on the unit. Never handle the adapter's power cord or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit. If you need to move the instrument, take note of the precautions listed below.

Make sure to have a firm grip, to protect yourself from injury and the instrument from damage. Before cleaning the unit, turn off the power and unplug the adapter from the outlet. Whenever you suspect the possibility of lightning in your area, disconnect the adapter from the outlet.



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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. 62 Selecting sounds for the Main, Split and Dual parts . 59 Drum sounds and sound effects ("SFX") . 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-5s/EXR-3s to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices. Using the EXR-5s/EXR-3s 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. For further details, refer to "Before using floppy disks (handling the floppy disk drive) [EXR-5s only]". Do not place the unit near devices that produce a strong magnetic field (e. Do not move the unit or subject it to vibration while the drive is operating.

Do not expose the EXR-5s/EXR-3s to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. 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-5s/EXR-3s. For everyday cleaning wipe the EXR-5s/EXR-3s 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. 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. 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-5s/EXR-3s. When the EXR-5s/EXR-3s 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.

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-5s 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-5s 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 st and right hands.

M BAND ORCHESTRATOR section Press one of these buttons to choose the desired orchestration for the selected Music Style. see page 45. **N ARRANGER & SONG CONTROLS** section [TAP≠TEMPO] button: Press this button at least twice to set the Arranger's or Recorder's playback tempo. [SYNC≠START/STOP] button: This button performs two functions: In Arranger mode (while using the automatic accompaniment), it allows you to switch the SYNC START and SYNC STOP function on and off. In Song mode, it can be used to specify the beginning ("A") and end ("B") of the passagel MIDI instrument. connect the MIDI IN socket of the EXR-5s/EXR-3s to the computer's MIDI OUT jack to receive data from the computer. Note: The EXR-5s/EXR-3s 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. R EXR-5s/EXR-3s F USB port The USB port can be used for transmitting/receiving MIDI messages or for archiving purposes with a computer. G PHONES 1/2 sockets [EXR-3s only] This is where you can connect two pairs of optional headphones (Roland RH-25, RH-50 or RH-120).

By doing so, you switch off the EXR-3s's speakers. The first thing you need to do is connect the supplied PSB-4U (EXR-5s) or ACO (EXR-3s) adapter to a suitable wall outlet. (1) Unpack the EXR-5s/EXR-3s and place it on a stable surface. (2) Connect the small end of the adapter cable to the EXR-5s/ EXR-3s's DC IN jack, and the other end to a suitable wall outlet. Note: When the EXR-5s/EXR-3s is used at excessive volumes, the protection system of its power amplifier stage may come on and mute the speakers. In that case, reduce the volume setting and wait a few seconds. (5) Press [POWER≠ON] again to switch the EXR-5s/EXR-3s back off again. If you wish to connect the EXR-5s/EXR-3s to a keyboard or HiFi amplifier, do so before performing step (3) and switch on the amp before performing step (4). Your EXR-5s/EXR-3s comes with 1 song demo, 8 Tone demos, various Style demos, and 1 Cover demo. Tone demos show off the EXR-5s/EXR-3s's amazing sound quality.

The Cover demo shows you how easily the orchestration of a Music Style can be changed. (1) Hold down the [USB] button while pressing [ONE≠TOUCH]. (2) If necessary, use the [VOLUME] control to change the playback volume. Playing back a Tone demo song You can now press [START≠ sTOP] to stop playback of the currently selected Tone song.



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If you press this button again, the next Tone demo song will be played back.

You can now press [START÷ sTOP] to stop playback of the currently selected Style demo song. If you press this button again, the next Style demo song will be played back. This is not really necessary, as the EXR-5s/EXR-3s changes them automatically during this demo. (1) Hold down the [USB] button while pressing [ONE≠TOUCH] to leave the Demo mode. This means that you can use the EXR-5s/EXR-3s like a digital piano, or a synthesizer.

The accompaniment function (called "Arranger") and [ONE≠TOUCH] button are not available in PIANO SOLO mode, while only the Main part is active. The EXR-5s/EXR-3s 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. The ARRANGER icon disappears, the Arranger stops (if it was playing), and the EXR-5s/EXR-3s automatically selects a piano sound for you. (2) Play a few notes on the keyboard. (3) If necessary, select another sound by pressing one of the 8 TONE buttons. EXR-5s/EXR-3s (4) If necessary, you can hold down the [TONE] button and use BALANCE [ACCOMP] (softer) or [KEYBOARD] (louder) to change the Main part's volume.

Note: Unlike previous Roland arranger instruments, the EXR-5s/ EXR-3s no longer distinguishes between "melodic" parts and a Manual Drums part. You can therefore also play a Drum Set with the Main part. 31 for how to select a different one. Using the Main and Split parts (1) If you wish to play different sounds with your left and right hands, press the [SPLIT] button. The SPLIT icon appears and the EXR-5s/EXR-3s 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. 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. R EXR-5s/EXR-3s (4) To assign another sound to the Split part, hold down the [SPLIT] button and proceed like for the Main part (page 24).

Alternatively, press and hold one of the eight TONE buttons (Main part) while pressing another TONE button (Split part). Using the Main and Dual parts (1) If you wish to play two sounds simultaneously, press the [DUAL] button. The DUAL icon appears and the EXR-5s/EXR-3s 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 TONE buttons while pressing another. The first TONE 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 24). You can switch on the metronome when practising a new song. @@This function is called "Arranger".

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. 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. 92)). 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 94). EXR-5s/EXR-3s (4) To quickly return to the beginning of the accompaniment pattern (RE-START function), press the [REC] button while the accompaniment is running. (6) Press the following buttons to use other patterns of the currently selected Music Style: Press this button before activating [START÷ Use this button instead of [START÷ Also, the ARRANGER chord field in the display indicates the name of the chord you played last. This chord is used by the accompaniment.

As soon as you feel comfortable with the Arranger, you should try to play a melody with your right hand while using your left for specifying Arranger chords. You can also press the [TAP≠TEMPO] button several times at the desired tempo. "Sync Start" means that the Arranger starts playing back the selected Music Style as you play a note or a chord with your left hand (to the left of the split point). In PIANO mode, Arranger playback will start when you press any note. STOP] twice ("double-click") so that the SYNC START icon starts to flash. This will cause the Arranger to stop as soon as you release all keys in the chord recognition area. This is great for songs where you need breaks (i. In that case, you first hear an ending phrase. When it is finished, Arranger playback stops automatically. If you then release all keys in the left half of the keyboard, playback stops at the same time.

The EXR-5s provides three memory areas for Music Styles (the EXR-3s has two): USER STL: (Memory 000) This is where a Music Style loaded from the Flash memory or floppy disk (MSA, MSD and MSE series, optional [EXR-5s only]) is temporarily stored. The data in this RAM memory are erased when you switch off the EXR-5s/ EXR-3s. These Styles cannot be erased (but you can modify them in realtime using the Cover and Band Orchestrator functions, see pages 43 and 45). FLASH: (Memories 101~199) This is a Flash area inside the EXR-5s/EXR-3s that already contains 80 Styles when the EXR-5s/EXR-3s 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 [EXR-5s only].

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. [EXR-5s only] DISK: (Memories 201~.) This area refers to a floppy disk you inserted into the EXR-5s's drive. The number of available Styles depends on the floppy disk, of course.

The Style you select is transferred to the EXR-5s'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.



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ARRANGER Check whether the and a INTRO ORIGINAL FILL VARIATION ENDING icon are displayed. R EXR-5s/EXR-3s (3) If you want to use a style on floppy disk [EXR-5s only], insert the disk into the drive. (4) Use FAMILY [][®] to select the memory area that contains the desired Music Style (see above). The FAMILY buttons allow you to jump to the desired "family" (which also include the Flash and USER STL areas). The 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. After selecting memory 101 (Flash) or 201 (first disk memory [EXR-5s only]), the display shows a flashing Yes message.

Note: If you forgot to insert a floppy disk into the drive, the display shows "No Disk" when you attempt to select the "disk family". (6) If necessary, confirm your selection by pressing the [+ /YES] button. The display briefly shows "LOADING" (only after selecting a Style from the inserted floppy disk). [EXR-5s only] If you selected a Music Style on floppy disk, the icon now flashes, and the EXR-5s automatically selects the USER STL memory that now contains the Music Style you loaded from floppy disk. EXR-5s/EXR-3s 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-5s/EXR-3s displays its name and uses that Style when you press [START÷ sTOP]. Note: [EXR-5s only] See page 112 for how to save the Music Style in the USER STL memory to the Flash memory. 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). (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. The EXR-5s/EXR-3s 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-5s/EXR-3s'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). This is necessary because, otherwise, pressing the [START÷ sTOP] button will start Arranger playback. So be sure to check whether the [SONG] button lights and whether the ARRANGER and INTRO ORIGINAL FILL VARIATION ENDING icons are no longer displayed.

Only then will the ARRANGER & SONG CONTROLS buttons allow you to control song playback (see above).

(2) [EXR-5s only] If you want to play back a song from floppy disk, insert the disk into the drive (front right). (3) Use FAMILY [][®] to select the memory area that contains the song you wish to play back. The EXR-5s/EXR-3s 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-5s/EXR-3s. EXR-5s/EXR-3s FLASH: (Memories 101~199) This is the Flash area inside the EXR-5s/EXR-3s that already contains several songs when the EXR-5s/EXR-3s 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. [EXR-5s only] DISK: (Memories 201~) This area refers to a floppy disk you insert into the EXR-5s'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.

You can also use numeric buttons to select songs. You can press FAMILY [] or [®] either repeatedly (brief presses) to go back or advance, or hold down [] or [®] to quickly select another family. The fastest way to scroll through the available families is by holding down [] while pressing [®] (go backwards), or by holding down [®] while pressing [] (advance). the same methods are available for the SELECT [][®] buttons. As a reminder: the FAMILY buttons are used for selecting groups, while the SELECT buttons allow you to select items within a group. If you prefer to use the numeric buttons, enter three figures (e. If you only enter two figures (or only one), the EXR-5s/EXR-3s takes slightly longer to accept your entry. Note: If the number you enter lies beyond the last available entry, the EXR-5s/EXR-3s does not change. After selecting memory 101 (Flash) or 201 (first disk memory [EXR-5s only]), 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. EXR-5s/EXR-3s (5) After making sure that the correct song has been selected, you can press [START÷ sTOP] (now called [®÷ °]) to load it and immediately start playback. You can already select a new song while the current one is still playing back. If you want to listen to it before the current song is finished, stop playback by pressing [START÷ sTOP] , then press that button again. Otherwise, wait until the current song is finished, then press the [START÷ sTOP] button to start playback of the new song.

Note: Please bear in mind that starting playback of the selected song on disk will erase the song in the USERSONG memory. Be sure to save it to disk before proceeding (see p. (6) You can change the song tempo with the []/[+] buttons or [TAP≠TEMPO]. Doing so, however, means that the tempo will still change if the song you are playing back contains tempo change messages. Furthermore, every time you jump back to the beginning or another position of the song using [V], [°] or [], the programmed song tempo is reset.

(7) Feel free to experiment with the COVER function (see p. 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-5s/EXR-3s 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.



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Buttons have two functions: one in Style mode (printed above the buttons), and another one in Song mode (printed below the buttons). The ARRANGER & SONG CONTROLS buttons have two functions: they can be used for selecting Music Style patterns (when the ARRANGER icon is displayed), or for Song navigation (when the [SONG] button lights). Only then will the following functions be available. The measure indication in the upper right corner of the display will help you locate the measure you need. Press [1] (Reset) to jump back to the first measure of the song.

You need to stop playback before using the [V] button. note: In certain cases, [] and [°] may not be available. This is only the case for very large songs, however. Another clever feature of the EXR-5s/EXR-3s's Recorder is that you can program playback loops. You can do so during playback or while the Recorder is stopped. (1) Press [MARKER≠AB] where you want the loop to begin (the A icon appears in the bottom right corner of the display). (2) Fast forward to the measure where you want the loop to end and press [MARKER≠AB] 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 [REPEAT≠AB] button to activate the loop you have just programmed.

This button allows you to switch the EXR-5s/EXR-3s's Repeat function on and off. 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. This only happens with very large songs, however. Your EXR-5s/EXR-3s 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. The 5 COVER buttons light to indicate that all tracks will be played back. (Example: if you switch off the [DRUMS] button, the [10] icon starts flashing.

You can also mute several tracks by switching off the corresponding COVER buttons. If you like, you can also mute several parts. 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-5s/EXR-3s, 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-5s/EXR-3s, and the Standard MIDI Files you play back can consist of up to 16 tracks (i. 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 COVER buttons allow you to mute the following tracks: [RIGHT]Refers to track "4" of the selected Standard MIDI File. Music data for educational purposes (especially piano music) use this track for the right-hand part. Mute this track to play the right hand yourself while listening to the lefthand part of the 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 COVER 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. (6) Press [MINUS≠ONE] again (or one of the "big" DATA ENTRY buttons) to switch the function of the same name back off again. Note: The Minus One setting can be saved along with the selected song and its Cover settings. 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 COVER [RIGHT], [LEFT], [BASS] and [DRUMS] buttons: (1) Press the [MINUS≠ONE] button to activate the function of the same name. (2) Press and hold the [RIGHT], [LEFT], [BASS] or [DRUM] button. (3) While holding that button, use the []/[+] buttons to assign the desired MIDI channel to the button you are holding.

Example: To assign MIDI channel "10" to the [RIGHT] button, press DATA ENTRY [+] until the display looks as follows: (4) Press [MINUS≠ONE] again (or one of the "big" DATA ENTRY buttons) to switch the function of the same name back off again. Note: The Minus One setting can be saved along with the selected song and its Cover settings. Your EXR-5s/EXR-3s is a novel arranger instrument and Standard MIDI File player with two functions for "customizing" the Styles or songs you play back via easy-to-use routines. The EXR-5s/EXR-3s provides five different templates you can select via the following buttons: [ACOUSTIC], [POP], [ROCK], [DANCE], and [ETHNIC]. Simply by selecting another preset, you can cause a reggae song (or Style) to be played back by a heavy metal band, etc.

Even though the arrangement (rhythm, riffs) does not change, the overall character can be modified beyond recognition. You may notice that their function is akin to the EQ presets found on a ghetto blaster or similar device (except that they change the sounds themselves rather than the tone color). ACOUSTIC Adds an "unplugged" touch to the song or Music Style. pOP ROCK DANCE ETHNIC Uses an orchestration that resembles the hits you hear on the radio.

Adds a rather "heavy" character to the song or Music Style.

produces an "electronic" character. Changes the song's or Music Style's mood to a something akin to world-music. (3) If you like the new version better than the original one, you can save the song in the EXR-5s/EXR-3s's Flash memory (page 109). Cover changes to a Music Style need to be written to a User Program. Please note the following for the Cover settings and Style selection: Whenever you select another Music Style, it is used without Cover setting (COVER is reset). Note: It is also possible to switch off ALL Cover buttons to return to the original song or Music Style orchestration. Note: The COVER information is part of the song data only the EXR-5s/EXR-3s understands. You can still play back the newly saved version of this song on another sequencer or SMF player (after transferring it to your computer via USB, for example), but the COVER information will be ignored. 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.

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



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see page 31. (3) Press one of the following buttons to select the desired level of musical "complexity" (the corresponding icon is displayed): Obviously, these buttons should be used during Arranger playback. Accompaniment pattern with only a few instruments (i. The corresponding icon appears in the display (only one of them can be displayed at any one time). note: Immediately after switching on the EXR-5s/EXR-3s, 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. The last selection you make can be saved to a User Program. Your EXR-5s/EXR-3s contains a 16-track Recorder you can use for recording your own songs. Let us first look at the most straightforward way of recording your renditions with Arranger backing.

You can now use your left hand for transposing the Arranger's key in realtime. The display should look as shown above (if it doesn't, use the FAMILY [][®] buttons ("REC MODE") to select REC All:) You are now in ALL mode, which means that everything you and the EXR-5s/ EXR-3s's Arranger play will be recorded. Note: If you select "REC ALL" with the FAMILY buttons, the song in the EXR-5s/EXR-3s's USERSONG memory is erased. You may want to save the current song first (see p. 109).

If you only pressed [REC], the EXR-5s/EXR-3s selects the Single mode if the USERSONG memory already contains data. Note: If you start recording without the Arranger and want to bring it in at a later stage, it would be a good idea to switch on the metronome by pressing the [METRONOME] button. Activate the [SYNC*START/STOP] button and press one or several keys to the left of the Split point. note: It is also possible to record in PIANO SOLO mode (after pressing the button of the same name). In that case, you should definitely use the metronome.

The song's time signature can be set with the MetroTS function. As soon as it ends, Arranger playback and song recording stop. Listening to your song Press [1] to return to the beginning of the song. The EXR-5s/EXR-3s's 16-track Recorder can be used in several ways. Let us therefore have a look at the other recording modes. The EXR-5s/EXR-3s provides two modes for recording new music, and two for adding parts or correcting passages of existing music: In this mode, you can record everything you and the EXR-5s/EXR-3s can play simultaneously: · In this mode, you can record using the Keyboard parts. Main and Split or Dual In this mode you can record onto one track at a time. Adding parts to an existing song 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. The EXR-5s/EXR-3s provides one "live" song memory, which can contain one song at a time.

After completing a song, you should save it (see p. 125). To keep you from accidentally erasing the song in the EXR-5s/EXR-3s's internal memory, the EXR-5s/EXR-3s 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. Conversely, you cannot select "Single" or "Punch I/O" if the USERSONG memory doesn't yet contain data. And finally: playing back a Standard MIDI File erases the song in the EXR-5s/EXR-3s'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).

47, 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. EXR-5s/EXR-3s Here is what the tracks correspond to (after recording a song with Arranger backing): (*) Only one of these can be used alongside the Main part.

(**) If you assign a Drum Set to the Main part. In that case, track 4 is not used. For your convenience, the Keyboard parts are flagged with a "k" symbol in the above graphic. Parts you do not hear during recording are not recorded. The track icons [1]-[16] thus do not show you what will be recorded, but rather what can be recorded.

In Keyboard mode, you can record the Keyboard parts. the Arranger is not available. Essentially, this mode allows you to record either one layered part using up to two sounds (Main + Dual) or two parts (Split to the left, Main to the right). If you select a Drum Set for the Main part, you can only record a drum part. Note: When you select the Keyboard mode, song data in the EXR-5s/EXR-3s's internal memory will be overwritten by your new recording.

(2) Press FAMILY [][®] to make the display look as follows: (3) To create a split, press the [SPLIT] button. You can also record without metronome if you like. Note: If you assign a Drum Set to the Main part, your drum performance is recorded onto track 16. This mode is only available if the EXR-5s/EXR-3s's song memory already contains data. When you press [REC], the RECORD icon and the icon of the first empty track flash. You could therefore record a new part straight away. (If all tracks already contain data, Track 1 will be selected.) You can, however, also substitute an already recorded part with a new version. (3) Use the SELECT [][®] or numeric buttons to select the track you wish to record to. You can only select one track at a time (hence the name "Single").

If you select a track that already contains data, your new version will overwrite the existing one. (4) If necessary, assign the desired Tone to the part you are about to record (see p. 62). If you select track [10], you can select Drum Sets rather than Tones. track 10 is reserved for drum parts. Note: If you use the Single recording mode for adding parts to a Standard MIDI File recorded with another instrument or sequencer, track 16 (or any other track defined as "second drum track") may also use a Drum Set that can be changed. Note: Even though the Main part can be used for recording all tracks in Single mode, the MFX only applies to track/MIDI channel 4. 91), you will hear all parts that have already been recorded. Start playing (and recording) your new part. (7) Return to step (3) to record additional parts.

In this mode, you can re-record part of a track (the second chorus, for example). The important aspect of this mode is that newly recorded material does not erase the material before or after the passage you redo. By contrast, in Single mode, the entire track you record is replaced by your new material. (So if you don't play anything during recording, the entire track will be empty afterwards.) Like the Single mode, Punch I/O can only be selected if the EXR-5s/EXR-3s's memory already contains song data.



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(2) Press FAMILY [F] to make the display look as shown above. The flashing track icon (only one) depends on the first track that already contains data. In the above example, track 1 contains data, which is why its icon flashes. (3) Use the SELECT [S] or numeric buttons to select the track you wish to record to. You can only select one track at a time.

Song playback still continues, so. If you are not satisfied, return to step (3) above. Return to step (3) to correct another track. You can also use an optional footswitch for starting and stopping recording. Doing so has the advantage that you can use both hands for playing (or the left hand for Pitch Bend/Modulation effects and the right for playing the melody). The EXR-5s/EXR-3s's Function parameters are divided into 9 logical "families". For the following, we need to select the group that contains the global keyboard settings. Apart from the basic Music Style functions covered on page 28 and following, your EXR-5s/EXR-3s also provides the following functions. Most of the following functions are only available ARRANGER after pressing the [ARRANGER]. The One Touch function automates quite a few tasks: · The EXR-5s/EXR-3s selects sounds for the Main, Split and Dual parts that are suitable for the selected Style. There are 2 One Touch memories per Style with different settings for the above parameters.

Here is how to select one: The number field in the upper left corner reads "OT", followed by the number of the selected One Touch memory. If the DATA ENTRY [TONE] button lights, the display now shows a Tone name ("Piano 2" in the example above). (3) Press the [ONE TOUCH] button again if you need "OT2". One Touch needs to be activated again every time you select a new Music Style. Another practical function for quickly making the right settings for a song you want to play is to take advantage of the EXR-5s/ EXR-3s's novel MUSIC ASSISTANT function. It prepares everything for working with the Arranger (Style, Tones, effects, etc.). The Music Assistant is not available for song playback. The following parameters are changed automatically when you select a Music Assistant memory: Sounds for the Main, Split and Dual parts · It lights and the display shows the name of the last Music Assistant setting you selected (or of the first Music Assistant memory). The following families are available: Ballad, Ballroom, Dancing, Easy List, Evergreen, JazzSwng, PopHit and General.

(3) Use SELECT [S] to specify the desired Music Assistant memory within the selected family. The first press of SELECT [S] (or [F]) shows the name of the first Music Assistant setting within the selected group. It is already selected, so if you need the first setting, there is actually no need to press SELECT [S].

You must use SELECT [F] or [S], however, to select another Music Assistant setting within the same group. You can also use the numeric buttons. Note: If necessary, you can now change the settings you do not like (e.) and then save your new version to a User Program (see p. The Melody Intelligence function adds a second voice (harmony notes) to the melodies you play with your right hand. In fact, the Melody Intelligence function uses both halves of the keyboard to determine which notes to play: · It analyzes the chords you play in the left half to see which notes it must add to your melody. These voicings specify the number of harmony notes and the way in which they are added to your melody.

To select a different harmony type, press and hold the [MELODY INTELLIGENCE] button until the "MI" message appears in the upper left corner of the display. Note: The Melody Intelligence setting can be saved to a User Program memory. Though the EXR-5s/EXR-3s initially assigns a piano sound to the Main part, you can select any other one and save your setting to a User Program. The main difference between PIANO SOLO and PIANO mode is that the Arranger's melodic parts are available here, which is not the case in PIANO SOLO mode. But there is no split for chord recognition (you may remember that the EXR-5s/EXR-3s's keyboard is split when you switch on the [ARRANGER BAND] button): the Arranger decodes every chord you play no matter where you play it. Causing the Arranger to play another chord requires that you play at least a triad (i. e. The three notes that make up a chord). Feel free to play more than three chord notes, but remember that two notes won't cause the Arranger to play another chord. When you use an optional sustain pedal, all notes you play simultaneously are recognized as a chord irrespective of whether you play them with your left or right hand.

(3) Press [TONE] and use FAMILY [F] and SELECT [S] (or the TONE buttons) to assign a different sound to the Main part. Even the SPLIT part could be used, yet chord recognition remains active for the entire keyboard. Use this function to change the way in which the Arranger reads the chords you play. When this function is off (default), the Acc Bass part plays the root of the chords that feed the Arranger. If you play a "C" (or C chord), the bass sounds a "C"; if you play an A minor chord (or if you press "A" and the "C" to its right), the bass sounds an A, etc. By activating Bass Inversion, you can specify the note played by the A. bass part (the lowest note of your chords). Switch on Bass Inversion for songs that rely on bass rather than on chord patterns (for example C - C/B C/Bb, etc. The EXR-5s/EXR-3s's Function parameters are divided into 9 logical "families". @@Note: This setting can be saved to a User Program (see p.

Here are yet other functions related to Music Styles. These can be set via the FUNCTION menu, or are covered elsewhere: · Balance between the Keyboard parts and the Music Style parts (see p. Selecting sounds for the Main, Split and Dual parts The EXR-5s/EXR-3s contains about 470 melodic sounds you can use for playing melodies (others are more like sound effects). Those sounds need to be assigned to a Keyboard part, of which there are three: Main, Split and Dual (see also p. Selecting any of the available sounds Unlike previous arranger-type instruments, the EXR-5s/EXR-3s no longer works with banks, numbers and variations: all available sounds can be selected via the same streamlined procedure.

(2) To assign another sound to the Split or Dual part, hold the [SPLIT] or [DUAL] button while performing the following steps. Note: Now skip to step (5) if you prefer to enter the Tone number using the numeric key pad ([0]-[9]). That is indeed the only way to select any available Tone. By selecting another family, you immediately jump to the first sound of that group. The first press of SELECT [S] (or [F]) shows the name of the first Tone within the selected group.

It is already selected, so if you need the first sound, there is actually no need to press SELECT [S].



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HexaCho: Hexa Chorus uses six layers of chorused sound to give richness and spatial spread to the sound. 3Tap Dly: The Triple Tap Delay produces three delay sounds; center, left and right.

GteRevNr: Gate Reverb is a special type of Reverb in which the reverberant sound is suddenly cut off (and does not gradually decrease). gteRevRv: A gated Reverb effect that sounds "backwards". GteRevS1: The reverberant sound moves from right to left. GteRevS2: The reverberant sound moves from left to right. 2PchShf: A Pitch Shifter changes the pitch of the original sound. This 2-voice effect has two pitch shifters, and adds two transposed copies to the original sound. ("Series" means that the first effect is also processed by the second. @@Note: This setting can be saved to a User Program (see p. This can be switched off, however, see "Tone MFX" (p. 95).

Note that this does not apply to all Tones. @@@@ For the following, we need to select the effects group. @@@@ It creates repetitions that alternate between the left and right channels. How much Reverb is added to a part), proceed as follows: (6) If the [FUNCTION] button still lights, use SELECT [][®] to select one of the following parameters. (If [FUNCTION] doesn't light, first perform steps (1) and (2) above.

74), the Rev MAIN parameter no longer affects the Main part directly, but rather the MFX signal. When the MFX is set to any other type "Rev Main= 100" then means: Reverb depth of the processed Main signal coming out of the MFX. This can be used for a variety of interesting applications: Distortion (MFX) + Reverb (REV), Rotary (MFX) + Plate (REV), etc. Do not forget to activate the Split or Dual part if you wish to audition its Reverb depth. Note: This setting can be saved to a User Program (see p.

(9) Press another "big" button in the DATA ENTRY section to leave this function. You can choose from 8 types. When you switch on the EXR-5s/EXR-3s, none of the Keyboard parts (Main, Dual, Split) are processed by the internal Chorus effect. Note also that the Chorus effect doesn't affect the Main part if the MFX is set to anything but "Off". If you don't need Chorus, you can either switch off the Chorus processor (in which case none of the EXR-5s/EXR-3s's 19 parts are processed) or prevent just one Keyboard part from being processed. Use the following procedure if you want no Chorus at all (for none of the EXR-5s/EXR-3s's parts), or to select another Chorus type. EXR-5s/EXR-3s (4) Use the []/[+] buttons to select "Off" if you don't need the Chorus processor.

Otherwise, select one of the eight available types (see the list above). How much Chorus is added to a part), proceed as follows: (6) If the [FUNCTION] button still lights, use SELECT [][®] to select one of the following parameters. () Though this parameter is displayed even when MFX is set to something else than "Off", the Main part is not processed by the Chorus effect.*

(If [FUNCTION] doesn't light, first perform steps (1) and (2) above. When the MFX is set to any other type Do not forget to activate the Split or Dual part if you wish to audition its Chorus depth. Note: This setting can be saved to a User Program (see p. (9) Press another "big" button in the DATA ENTRY section to leave this function. An Edirol DV-7PR), visual effects can be easily linked to, and made part of the expressive elements of a performance. By using the EXR-5s/EXR-3s with an Edirol DV-7PR, you can: · use the EXR-5s/EXR-3s's keyboard (highest octave) to switch images (clips). Press and hold a key for longer transition ("fade"). Use the BENDER axis of the BENDER/MODULATION lever to change the playback speed of the picture material or to select a different color. (3) Use the BENDER, the assigned buttons or "V-LINK" keys (highest octave) to manipulate the video pictures in sync with your music (see below). (4) Press [V-LINK] again to switch off this function (the button goes dark).

Keyboard velocity: Dissolve Time CC23 The velocity of the keys in the highest octave controls the speed of transition between images. BENDER axis of the BENDER/MODULATION lever: Playback Speed Pitch Bend Moving the lever toward the right will speed up playback, and moving it toward the left will slow down playback. At the center position, playback speed will be normal. There are five steps that can be selected by pressing the lever several times: green, violet, blue, red, original clip color. This function is not available if the receiving video processor is already set to "Off".

The EXR-5s/EXR-3s's Function mode contains more advanced settings you may not need every day. They allow you to finetune your instrument's response. It would therefore be a good idea to familiarize yourself with these parameters. Most settings ("") can be written to a User Program (see p. 99).*

Other parameters ("") are saved to the Flash memory when you leave the Function mode. Note: In FUNCTION mode, SELECT [][®] do not allow you to jump from one family to the next. (7) Press another "big" button in the DATA ENTRY section to leave this function. (1~127, Default setting: 110) Use this parameter to set the EXR-5s/EXR-3s's fixed velocity value that will be used when the KEY TOUCH icon is not displayed. Note: This parameter can also be selected by pressing and holding [KEYBOARD≠TOUCH]. 0) This parameter allows you to change the EXR-5s/EXR-3s's overall tuning, which may be necessary when you accompany a singer, an acoustic instrument, or when you play to a recording on CD or cassette. If you're not sure what transposition is, see p. 67. This parameter can also be selected by pressing the [TRANPOSE] button. If you're not sure what transposition is, see (see p.

69). This parameter can also be selected by pressing the [TRANPOSE] button and pressing SELECT [®] once. (Default setting: Int+Song) This parameter allows you to specify which parts should be affected by the Transpose setting: Int: The Keyboard and Arranger parts will be transposed. Notes received via MIDI, however, will be played without change. song: Only the Song parts will be transposed. This is only meaningful when you play back a Standard MIDI

File or one of your own songs with the EXR-5s/EXR-3s's Recorder. Int could be useful to transpose only the Keyboard parts so that you can play to a Recorder song in "your" key but sound in the song's key. (0~24, Default setting: 2) This parameter allows you to set the interval that will be used when you push the BENDER/MODULATION lever fully to the left or to the right (Pitch Bend effect). You can set this parameter in semitone steps, with a maximum of 24 semitones (2 octaves), the default value being "2", which should be OK in most situations. (48~84, Default setting: 60) Use this parameter to set the split point for the Arranger mode and the Split part.



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