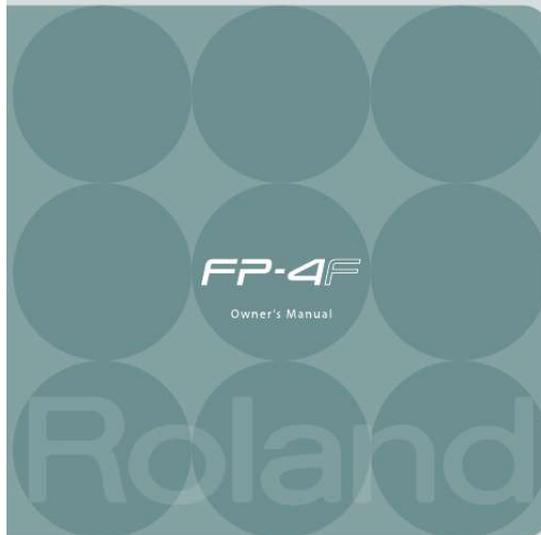




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You can read the recommendations in the user guide, the technical guide or the installation guide for ROLAND FP-4F. You'll find the answers to all your questions on the ROLAND FP-4F in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual ROLAND FP-4F
User guide ROLAND FP-4F
Operating instructions ROLAND FP-4F
Instructions for use ROLAND FP-4F
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..... Rhythm List (Session Part) need to make sure that any location you choose for placing the unit provides a level surface that will properly support the unit, and keep it from wobbling. Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock. Immediately turn the power off, remove the AC adaptor from the outlet, and request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page when: unit to malfunction or may produce audible noise.

If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet. · The AC adaptor will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern. · Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices. Maintenance · To clean the unit, use a dry, soft cloth; or one that is slightly dampened. Try to wipe the entire surface using an equal amount of strength, moving the cloth along with the grain of the wood.

· Rubbing too hard in the same area can damage the finish. · Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation. Repairs and Data · Please be aware that all data contained in the unit's memory may be lost when the unit is sent for repairs.

Important data should always be backed up USB memories, or written down on paper (when possible). During repairs, due care is taken to avoid the loss of data. However, in certain cases (such as when circuitry related to memory itself is out of order), we regret that it may not be possible to restore the data, and Roland assumes no liability concerning such loss of data. Placement · Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference. · This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers. · Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.

· Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature

extremes. Also, do not allow lighting devices that normally are used while their light source is very close to the unit (such as a piano light), or powerful spotlights to shine upon the same area of the unit for extended periods of time. Excessive heat can deform or discolor the unit. · When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated. · Do not allow rubber, vinyl, or similar materials to remain on this unit for long periods of time. Such objects can discolor or otherwise harmfully affect the finish. · Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.

· Do not paste stickers, decals, or the like to this instrument. Peeling such matter off the instrument may damage the exterior finish. · Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface. You can place a piece of felt or cloth under the rubber feet to prevent this from happening. If you do so, please make sure that the unit will not slip or move accidentally. · Do not put anything that contains water (e.g., flower vases) on this unit. Also, avoid the use of insecticides, perfumes, alcohol, nail polish, spray cans, etc., near the unit. Swiftly wipe away any liquid that spills on the unit using a dry, soft cloth. Additional Precautions · Please be aware that the contents of memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit. To protect yourself against the risk of losing important data, we recommend that you periodically save a backup copy of important data you have stored in the unit's memory on USB memories. · Unfortunately, it may be impossible to restore the contents of data that was stored in the unit's memory or USB memories once it has been lost.



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Roland Corporation assumes no liability concerning such loss of data.

· Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions. · Never strike or apply strong pressure to the display. · When connecting / disconnecting all cables, grasp the connector itself-- never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.

· To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you. · The sound of keys being struck and vibrations produced by playing an instrument can be transmitted through a floor or wall to an unexpected extent. In particular, when using headphones, please take care not to cause annoyance to others nearby. · When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials. · Do not apply undue force to the music rest while it is in use. · Use only the specified expression pedal (EV-5 or EV-7; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit. · Some connection cables contain resistors.

Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear. For information on cable specifications, contact the manufacturer of the cable. · Recording, duplication, distribution, sale, lease, performance, or broadcast of copyrighted material (musical works, visual works, broadcasts, live performances, etc.) belonging to a third party in part or in whole without the permission of the copyright owner is forbidden by law. · Do not use this product for purposes that could infringe on a copyright held by a third party. We assume no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this product. **8 IMPORTANT NOTES** · The copyright of content in this product (the sound waveform data, style data, accompaniment patterns, phrase data, audio loops and image data) is reserved by Roland Corporation and/or Atelier Vision Corporation. · Purchasers of this product are permitted to utilize said content for the creating, performing, recording and distributing original musical works. · Purchasers of this product are NOT permitted to extract said content in original or modified form, for the purpose of distributing recorded medium of said content or making them available on a computer network.

Before Using USB Memories Using USB Memories · Carefully insert the USB memories all the way in--until it is firmly in place. **EXT MEMORY** connector USB memory · Never touch the terminals of the USB memories. Also, avoid getting the terminals dirty. · USB memories are constructed using precision components; handle the USB memories carefully, paying particular note to the following. · To prevent damage to the USB memories from static electricity, be sure to discharge any static electricity from your own body before handling the USB memories.

· Do not touch or allow metal to come into contact with the contact portion of the USB memories. · Do not bend, drop, or subject USB memories to strong shock or vibration. · Do not keep USB memories in direct sunlight, in closed vehicles, or other such locations. · Do not allow USB memories to become wet. · Do not disassemble or modify the USB memories.

Care of the keyboard · Do not write on the keyboard with any pen or other implement, and do not stamp or place any marking on the instrument. Ink will seep into the surface lines and become unremovable. · Do not affix stickers on the keyboard. You may be unable to remove stickers that use strong adhesives, and the adhesive may cause discoloration. · To remove stubborn dirt, use a commercially available keyboard cleaner that does not contain abrasives. Start by wiping lightly. If the dirt does not come off, wipe using gradually increasing amounts of pressure while taking care not to scratch the keys. * GS () is a registered trademark of Roland Corporation.) is a registered trademark or a trademark of * XGlite (Yamaha Corporation. * All product names mentioned in this document are trademarks or registered trademarks of their respective owners.

* MMP (Moore Microprocessor Portfolio) refers to a patent portfolio concerned with microprocessor architecture, which was developed by Technology Properties Limited (TPL). Roland has licensed this technology from the TPL Group. 9 Panel Descriptions Front Panel 11 1 2 3 4 5 6 7 8 9 10 1 [VOLUME] knob Adjusts the overall volume of the FP-4F (p. 14). If headphones are connected, this adjusts the headphone volume (p. 17). 7 8 9 TEMPO [-] button Slows down the song tempo (p. 32). TEMPO [+] button Speeds up the song tempo (p. 32).

2 [BALANCE] knob Adjusts the volume balance between the keyboard performance and the accompaniment (Song, Session Partner) (p. 14). [METRONOME] button Turns the metronome on/off (p. 20). You'll also use this button to set the time signature (p.

21). 3 SESSION PARTNER [START/STOP] button This button starts/stops Session Partner playback. By starting Session Partner, you can produce an accompaniment in a style such as jazz or rock (p. 34). 10 Display Shows information such as the tone name, song number, and tempo.

4 SESSION PARTNER [VARIATION] button This button switches the accompaniment pattern of the rhythm to the variation accompaniment pattern (p. 36). 11 [CONTRAST] knob Adjusts the brightness of the screen (p. 17). 5 SONG [PLAY/STOP] button Plays/stops a recorded performance, internal song, or a song saved in internal memory or USB memory (p. 31). Also used to start the recording of a performance (p. 42). 6 SONG [REC] button Press this button when you want the sound of your own performance or the Session Partner performance to be recorded on the FP-4F (p. 42).

10 Panel Descriptions 12 13 14 15 16 17 18 19 12 [DISPLAY] button Used to switch screen or to cancel a procedure. 16 [SPLIT] button Allows you to play different tones in the left and right zones of the keyboard (p. 26). By holding down this button and pressing the [TRANPOSE] button, you can turn the V-LINK function on/off (p. 64). 13 [-] button Selects sounds or edits a function's setting. By pressing the [-] button and [+] button simultaneously, you can reset the setting to its default value. If the song select screen is shown and a song is playing, you can rewind by holding down this button.



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17 [TRANSPPOSE] button Transposes the pitch of the keyboard or song (p. 29).

By holding down the [TRANSPPOSE] button while you press the [SPLIT] button, you can switch the V-LINK function on/off (p. 64). Additionally, you can listen to demo songs by holding down the [TRANSPPOSE] button and pressing the [REVERB] button (p. 18). 14 [+] button Selects sounds or edits a function's setting.

By pressing the [-] button and [+] button simultaneously, you can reset the setting to its default value. If the song select screen is shown and a song is playing, you can fast-forward by holding down this button. 18 [REVERB] button Applies reverberation to the sound, creating the impression that you are performing in a concert hall (p. 23). By holding down the [REVERB] button and pressing the [TRANSPPOSE] button, you can listen to demo songs (p. 18). Additionally, you can enter Function mode (p. 48) by holding down the [REVERB] button while you press the [EQUALIZER] button. 15 TONE buttons Used to select the type of sound that's to be played on the keyboard (tone group) (p. 19), and to switch among or write favorite performance settings (registrations). In some screens, pressing the [PIANO] button will confirm an operation or take you to the next screen. In such cases, the [PIANO] button will blink. 19 [EQUALIZER] button Turns the equalizer on/off (p. 24). You can enter Function mode (p.

48) by holding down this button while you press the [REVERB] button. By holding down the [EQUALIZER] button for several seconds, you can disable all operations that involve the use of the panel's buttons (Panel Lock; p. 30). 11 Panel Descriptions Rear Panel 1 3 4 5 6 7 8 9 10 2 1 EXT MEMORY connector Connect your USB memory here. Songs saved on USB memory can be played back (p. 58), and songs you recorded on the FP-4F can be saved to USB memory (p. 45). 10 Grounding terminal Depending on where and how you have your equipment set up, you may experience an uncomfortable sensation or notice that the surface feels gritty when you touch the metal portions of this instrument. This is due to an infinitesimal electrical charge, which is absolutely harmless. However, if you are concerned about this, connect the ground terminal (see figure) with an external ground.

When the unit is grounded, a slight hum may occur, depending on the particulars of your installation. If you are unsure of the connection method, contact the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page. Unsuitable places for connection · Water pipes (may result in shock or electrocution) · Gas pipes (may result in fire or explosion) · Telephone-line ground or lightning rod (may be dangerous in the event of lightning) 2 3 USB (MIDI) connector Connect your computer for transferring performance data (p. 63). MIDI connectors Connect an external MIDI device here to transfer performance data (p.

61). 4 PEDAL jacks Connect the included pedal or a separately available pedal (RPU-3) here (p. 16). 5 INPUT jacks Connect an audio device or another electronic music instrument here, so that its sound can be heard through the FP-4F's speakers (p. 60). 6 OUTPUT jacks Connect these to your external speaker system. The sound of the FP-4F can be output from connected audio equipment or speakers (p. 60). 7 PHONES jacks Connect your headphones here (p. 17). The FP-4F allows you to use two sets of headphones simultaneously. 8 9 [POWER] switch Turns the power on/off (p. 13). DC IN jack Connect the included AC adaptor here (p. 13).

12 Before You Play Getting Ready to Play Connecting the AC adaptor 1. Make sure that the [POWER] switch is off (outward position). On Off Turning the Power On/Off * Once the connections have been completed, turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices. * Always make sure to have the volume level turned down before switching on power. Even with the volume all the way down, you may still hear some sound when the power is switched on, but this is normal, and does not indicate a malfunction. Turning the power on 2. Turn the [VOLUME] knob all the way toward the left to minimize the volume. 1. Turn the [VOLUME] knob all the way toward the left to minimize the volume.

2. Press the [POWER] switch to turn it on. 3. Connect the included AC adaptor to the DC IN jack located on the FP-4F's rear panel, and plug the power cord into an electrical outlet. The power will turn on, and buttons such as the TONE buttons will light.

On Off AC adaptor Power cord 3. Use the [VOLUME] knob to adjust the volume (p. 14). Now you can play the keyboard to produce sound. To AC outlet Indicator Place the AC adaptor so the side with the indicator (see illustration) faces upwards and the side with textual information faces downwards. The indicator will light when you plug the AC adaptor into an AC outlet. * This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally. 13 Before You Play Turning the Power Off 1. Turn the [VOLUME] knob all the way toward the left to minimize the volume. Adjusting the Volume Here's how to adjust the volume of the sounds you play from the keyboard, or the volume of songs played back from internal memory or USB memory. If headphones are connected, this adjusts the headphone volume. 1. Turn the [VOLUME] knob to adjust the overall volume. Play the keyboard to produce sound while you adjust the volume.

Turning the knob toward the right will increase the volume, and turning it toward the left will decrease the volume. 2. Press the [POWER] switch to turn it off. The power will turn off. On Off Adjusting the Volume Balance between Your Keyboard Performance and the Accompaniment Here's how to adjust the volume balance between the sound of your keyboard performance and the accompaniment (Song or Session Partner). 1. Turn the [BALANCE] knob to adjust the volume balance. Turning the knob toward the left (toward "ACCOMP") will decrease the volume of your keyboard performance. Turning the knob toward the right (toward "KEYBOARD") will decrease the volume of the accompaniment. 14 Before You Play Attaching the Music Rest Here's how to attach the included music rest.

1. Loosen the music rest attachment screws located on the back of the piano (two locations). 2. Place the music rest between the screws and the chassis. 3. While using one hand to support the music rest, tighten the screws (two locations) to fasten the music rest firmly in place. When attaching the music rest, you must use your hand to support it firmly so that it does not fall. Be careful not to pinch your hand. To remove the music rest, support it with one hand while you loosen the screws.



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Remove the music rest, and then securely retighten the screws.

* Don't apply excessive force to the installed music rest. * When attaching the music rest, you must use the music rest attachment screws that were attached to the piano. * Should you remove the music rest attachment screws, keep them in a safe place out of children's reach, so there is no chance of them being swallowed accidentally. 15 Before You Play Connecting Pedals Connect the included pedal to one of the PEDAL jacks. The function of the pedal will depend on the jack to which it's connected. Damper pedal Use this to sustain the sound. While you hold down the damper pedal, notes will be sustained even if you take your fingers off the keyboard. This is the same function as the right pedal of an acoustic piano. The included pedal will detect a continuous value, so the amount by which you press the pedal will smoothly control the depth of the damper pedal effect. On an acoustic piano, pressing the damper pedal allows other strings to resonate sympathetically with the notes you play, producing a rich and spacious resonance.

The FP-4F simulates this natural damper resonance. MEMO Set the switch on the included pedal to "Continuous" when the pedal is connected. Sostenuto pedal The notes you are pressing when this pedal is depressed will be sustained. This is the same function as the center pedal of an acoustic piano. Soft pedal Use this to soften the sound. When you play the keyboard while holding down the soft pedal, the sound will be softer than normal for the same keyboard playing strength. This is the same function as the left pedal of an acoustic piano. Pedal The included pedal will detect a continuous value, so the amount by which you press the pedal will smoothly control the depth of the soft pedal effect. Connected Jack DAMPER/R jack SOSTENUTO/C (FC2) jack Operation The pedal will operate as a damper pedal. The pedal will operate as a sostenuto pedal.

Alternatively, you can assign a different function (p. 55, p. 53). The pedal will operate as a soft pedal. Alternatively, you can assign a different function (p. 55, p. 53). SOFT/L (FC1) jack * Unplugging a pedal cord from the unit while the power is on may cause the pedal's effect to be applied without stopping. The power of the FP-4F must be turned off before inserting or removing a pedal cord. MEMO · If you connect the separately available RPU-3 pedal, allows you to enjoy piano performances at their fullest, since you can use three pedals.

· You can connect an expression pedal to the SOSTENUTO/C (FC2) jack or SOFT/L (FC1) jack, and use it to control the FP-4F's volume (p. 53). Use only the specified expression pedal (EV-5 or EV-7; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit. · With the pedal connected to the SOSTENUTO/C (FC2) jack or the SOFT/L (FC1) jack, it can be assigned other functions as well (p. 53, p. 55). 16 Before You Play Using Headphones If you use headphones, you'll be able to play even at night without being heard by others nearby. Since the FP-4F has two headphone jacks, two people can use headphones simultaneously. Adjusting the Display Brightness Here's how to adjust the brightness of the FP-4F's display.

1. Turn the [CONTRAST] knob to adjust the brightness of the display. * At times, you may notice that colors in the screen seem slightly discolored. This is caused by a phenomenon inherent to liquid crystal displays, and does not indicate a malfunction. By using the [CONTRAST] knob to adjust the contrast of the screen, you can minimize discolor. * The contrast of the screen may be affected by the temperature. 1. Connect your headphones to the PHONES jack. If headphones are connected, sound will not be heard from the FP-4F's speakers. 2.

Use the [VOLUME] knob (p. 14) to adjust the headphone volume. * To avoid damaging the cord's internal conductive elements, always grasp either the headset itself or the plug when handling headphones. * Your headphones may be damaged if the volume of a device is already turned up when you plug them in. Minimize the volume before you plug in the headphones.

* Excessive input will not only damage your hearing, but may also strain the headphones. Please enjoy music at an appropriate volume. * Use headphones that have a stereo 1/4" phone plug. 17 Before You Play Listening to the Demo Songs Here's how to listen to the demo songs. The FP-4F provides four demo songs.

* You can't play back the demo songs if your recorded performance has not been saved. You need to save your recorded performance (p. 45). 1. Hold down the [TRANSPPOSE] button and press the [REVERB] button. The TONE buttons will blink. Button assigned to each demo song [PIANO] button [E. PIANO] button [ORGAN] button [OTHERS] button Song Name Autumnaltints (Original song by Roland) (Original song by Roland) (Original song by Roland) Composer Masashi Hirashita / Kazuko Hirashita Masashi Hirashita Masashi Hirashita Masashi Hirashita * All rights reserved. Unauthorized use of this material for purposes other than private, personal enjoyment is a violation of applicable laws. * The performance data for the demo songs is not output from the MIDI OUT connector.

2. Press one of the TONE buttons to which a demo song is assigned. The demo songs will play consecutively, starting with the song whose button you pressed. The button corresponding to the currently playing demo song will blink. When the last demo song has finished playing, playback will continue from the first demo song. 3. To stop playback, press the blinking button. 4. To end the demo, press either the [TRANSPPOSE] button or the [REVERB] button. The indicators for the TONE buttons will return to their original state.

18 Performing Performing Various Sounds The FP-4F lets you enjoy performing with piano sounds and other types of sounds (a total of more than 300). These sounds are called "Tones." The tones are organized into four groups, and each group is assigned to a TONE button. Let's start by performing with a piano tone. 1.

Press the [PIANO] button. The number and name of the currently selected tone is shown. 2. Press the [-] or [+] button. The instrument will switch to another tone within the same group.

About the available tones Button [PIANO] button [E. PIANO] button Explanation Allows you to select various instruments, including grand pianos, honky-tonk pianos, and historical instruments. Allows you to select various electric piano sounds used in pop or rock, as well as the sound of instruments played using mallets. Allows you to select organ tones. If you've selected a tone to which the rotary effect is applied, pressing the [ORGAN] button will switch the speed of the rotary effect. This button selects violin, guitar, vocal, brass, and GM2 tones. [ORGAN] button [OTHERS] button * For some tones, there are keys that produce no sound.



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MEMO For details on the tones, refer to "Tone List" (p. 70). 19 Performing Performing with the Metronome You can sound the metronome while you play.

You can also change the metronome's volume and time signature. If a song is playing, the metronome will sound according to the song's tempo and time signature. 1. Press the [METRONOME] button. The [METRONOME] button will begin blinking, and the beat will be indicated in the display. The [METRONOME] button will blink red and green in keeping with the currently selected time signature. Red indicates the downbeat and green indicates the weak beats. Press the [METRONOME] button once again to stop the metronome. 20 Performing Changing the Metronome's Time Signature 1. Press the [METRONOME] button.

The metronome will sound. 2. Press the [-] or [+] button. When set to "0/4," the bell sound for the strong beat will no longer sound; only the sound for the weaker beats will be sounded. When you record your performance, it will be recorded using the time signature you specify here.

When you play back a song, the metronome's time signature will be set to the time signature of that song. Available time signatures 2/2, 0/4, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 3/8, 6/8, 9/8, 12/8 * You can't change the metronome's time signature while a song is playing. Changing the Metronome Tempo 1. Press the [METRONOME] button. The metronome will sound.

2. Press the TEMPO [-] or TEMPO [+] button. Correspondence between beat and tempo display Beat Tempo 2/2 = 5250 0/4, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4 = 10-500 3/8 = 20999 6/8, 9/8, 12/8 = 7333 21 Performing Changing the Metronome's Volume 1. Hold down the [METRONOME] button and press the [-] or [+] button. The display will show the volume of the metronome. If the metronome's volume is set at "0," you won't hear the metronome. Metronome volume range

010 Adding a Count-in to Synchronize Your Performance By adding a "count-in" before the song starts, you can ensure that you begin playing at the appropriate time. If you're performing along with a song, sounding a count-in will make it easier for you to synchronize your performance with the song. 1. Press the [METRONOME] button.

The metronome will sound. 2. Press the SONG [PLAY/STOP] button. A two-measure count will sound before the song starts playing. 22 Performing Adding Reverberation (Reverb Effect) You can add a pleasant reverberation to the sounds you play from the keyboard, creating the impression that you are performing in a concert hall. This is called the "reverb effect." 1. Press the [REVERB] button. The [REVERB] button will light. If you press the [REVERB] button once again, the button will go out and the reverb effect will be cancelled.

Changing the Depth of the Reverb Effect 1. Hold down the [REVERB] button and press the [-] or [+] button. The display will indicate the reverb depth setting. Higher values produce deeper reverb. Reverb depth range 110 MEMO The modified setting will return to its original value when you turn off the power.

If desired, you can have the setting be retained even while the power is turned off (p. 39). * The reverb depth cannot be set individually for each tone. The same depth of reverb is applied to each tone. * The reverb depth for a song being played back will not change.

23 Performing Adjusting the Tone Quality (Equalizer) You can use the equalizer to adjust the sound's tone quality. 1. Press the [EQUALIZER] button. The [EQUALIZER] button will light. If you press the [EQUALIZER] button once again, the button will go out and the equalizer will turn off. MEMO You can make detailed adjustments to the equalizer settings. For details, refer to "Editing the Equalizer Settings" (p. 52). 24 Performing Playing Two Tones Layered (Dual Play) You can play two tones simultaneously from a single key. This is called "Dual Play."

"As an example, here's how to layer piano and strings tones. 1. Hold down the [PIANO] button and press the [OTHERS] button. Both buttons will light. When you play the keyboard, you'll hear the piano and strings tones layered. When you press any TONE button, Dual Play will be cancelled, and only the sound of the button you pressed will be heard. * You can't use Dual Play simultaneously with Split Play. About the tones Tone name Tone 1 Tone 2 Corresponding button TONE button at the left TONE button at the right How to select a tone Press the [-] or [+] button. Hold down the tone 2 button (the lit TONE button at the right) and press the [-] or [+] button. * Depending on how you combine tones, Tone 2 may sound differently than you expect. MEMO · You can adjust the volume balance of the two tones (p. 51). · You can shift the pitch of tone 2 in steps of an octave (p. 51). · When you press the damper pedal while using Dual Play, the effect will be applied to both tone 1 and tone 2.

If desired, you can have the effect be applied to only one of the tones (p. 53). 25 Performing Playing Two Different Tones in the Right and Left Sides of the Keyboard (Split Play) You can play different tones in the right and left sides of the keyboard, divided at a specific key. This is called "Split Play," and the location at which the keyboard is divided is called the "Split Point." 1.

Press the [SPLIT] button. The [SPLIT] button will light. When split is turned on, the keyboard settings will be as follows. Split Point (upon power-up: F#3, included in left-hand zone) A0 B0 C1 D1 E1 F1 G1 A1 B1 C2 ... Left-hand tone C3 C4 C5 Right-hand tone B7 C8 When you press the [SPLIT] button once again to turn it off, Split Play will be cancelled. 26 Performing Changing the Right-hand Tone and Left-hand Tone Changing the Right-hand Tone 1. Press the TONE button. The TONE button you've pressed will light.

2. Press the [-] or [+] button. A different tone will be changed. Changing the Left-hand Tone 1. Hold down the [SPLIT] button and press the TONE button. The number and name of the currently selected left-hand tone will appear. 2. Hold down the [SPLIT] button and press the [-] or [+] button. A different tone will be changed. MEMO You can shift the pitch of the left-hand tone in steps of an octave (p.

51). 27 Performing Changing the Point at which the Keyboard is Divided (Split Point) You can change the split point (the key at which the keyboard is divided). The split point can be set to any value from B1 through B6. Split point (upon power-up: F#3, included in left-hand zone) A0 C1 B1 C2 C3 C4 C5 C6 B6 C7 C8 Range in which the Split Point can be assigned (B1B6) 1. Hold down the [SPLIT] button and press the key that you want to be the split point. The key you pressed will be assigned as the split point, and will appear in the display.



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MEMO · Instead of the sharp (#) symbol, a quotation mark will be shown in the display. · The modified setting will return to its original value when you turn off the power. If desired, you can have this setting be retained even while the power is turned off (p. 39).

28 Performing Changing the Pitch of the Keyboard or the Song Playback (Transpose) The "Transpose" function lets you shift the pitch of the keyboard. You can use the Transpose function to do the following things. · Perform at a pitch that's comfortable for a singer without changing the notes you read (your keyboard fingering). · Perform a song written in a difficult key (i.e., with numerous sharps or flats) in a key that's easier for you to play. 1. Hold down the [TRANSCOPE] button and press the note that's the tonic of the key to which you want to transpose. The transposition setting is shown while you hold down the [TRANSCOPE] button. Transposition range -60+5 (semitone steps) The [TRANSCOPE] button will light if the setting is anything other than 0.

MEMO · You can also change the setting by holding down the [TRANSCOPE] button and pressing the [-] or [+] button. · By holding down the [TRANSCOPE] button and pressing both the [-] and [+] buttons simultaneously, you can reset the transposition setting to 0 (the original value). · You can use the [TRANSCOPE] button to turn the Transpose function on/off (if the transposition setting is anything other than "0"). · The FP-4F allows you to choose whether to transpose just the keyboard, both the keyboard and the song, or just the song (p. 51). Example: The song is written in the key of E, and you want to play it in the position of C 1. Hold down the [TRANSCOPE] button and press the E note (the tonic note of the key of E). Starting from the tonic note of the key of C (i.e., the C note), the tonic of the key of E is four chromatic steps higher, so the display will indicate "+4.

" If you play C E G It will sound E G B MEMO The transposition setting will return to "0" when you switch songs or turn off the power. 29 Performing Disabling the Buttons (Panel Lock) The Panel Lock function lets you disable all buttons. In this state, the settings will not change even if you inadvertently touch a button while performing. 1. Hold down the [EQUALIZER] button for several seconds.

Panel Lock will be activated. "----" will be shown in the display, and Panel Lock will be activated. To cancel Panel Lock, hold down the [EQUALIZER] button once again for several seconds. Panel Lock will also be cancelled when you turn off the power. * If you activate Panel Lock while a song is playing or recording, playback or recording will stop.

* You cannot set the FP-4F to Panel Lock if it's in Function mode (p. 48). 30 Listening to Songs Playing Back Songs Here's how to listen to the built-in songs.

MEMO You can also play songs from a separately available CD drive or USB memory (p. 57). 1. Press the [DISPLAY] button a number of times to access the SONG screen. 2. Use the [-] [+] buttons to select a song. MEMO For details concerning the songs that come with the FP-4F, see "Internal Song List" (p.

76). 3. Press the SONG [PLAY/STOP] button. Playback will stop when the end of the song is reached. To pause the playback, press the SONG [PLAY/STOP] button once again. When you then press the SONG [PLAY/STOP] button, playback will resume from where you paused. * All rights reserved. Unauthorized use of this material for purposes other than private, personal enjoyment is a violation of applicable laws. Fast-forward and rewind Operation To beginning of next song To beginning of song Fast-forward Rewind Button Press the [+] button. Press the [-] button.

Hold down the [+] button for several seconds during playback. Hold down the [-] button for several seconds during playback. Explanation of the display
Song name Song number Letters before song number Pr. Int. Fld.

Ex. Description Internal Song Song in internal memory Folder on USB memory Song on USB memory 31 Listening to Songs Playing All Songs Successively (Play All) Here's how to play all the built-in songs (or all the songs in internal memory, or all the songs in USB memory) repeatedly in succession. This function is called "Play All." 1. Hold down the [DISPLAY] button and press the SONG [PLAY/STOP] button.

The instrument is set so all songs will be played back, and "ALL SONG" appears in the display. Play All will turn off when you stop playback or turn off the power. Adjusting the Song Tempo You can adjust the tempo at which the song plays. 1. Press the TEMPO [-] or TEMPO [+] button. The tempo will change.

Correspondence between beat and tempo display Beat Tempo 2/2 = 5250 0/4, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4 = 10500 3/8 = 20999 6/8, 9/8, 12/8 = 7333 32
Listening to Songs Changing the Playback Key (Playback Transpose) You can change the key in which the song plays. This function is called "Playback Transpose." 1. Play back the song (p.

31). 2. Hold down the [TRANSCOPE] button and press the [-] or [+] button. The song's key will change in semitone steps. Transposition range -60+5 (semitone steps) The playback transposition setting is displayed while you hold down the [TRANSCOPE] button. If the setting is anything other than 0, the [TRANSCOPE] button will be lit. The playback transposition setting will return to "0" when you select another song. MEMO · To reset the playback transposition setting to the original value (0), hold down the [TRANSCOPE] button and press both the [-] and [+] buttons simultaneously. · You can use the [TRANSCOPE] button to turn the Playback Transpose function on/off (if the transposition setting is anything other than "0"). · The FP-4F lets you to choose whether to transpose just the song, both the keyboard and the song, or just the keyboard (p.

51). With the factory settings, both the keyboard and song will be transposed simultaneously. * The tone quality of the sound may change if you use the Playback Transpose function when playing back a music CD song or an audio file. 33 Performing Along with Rhythm (Session Partner) What is Session Partner? "Session Partner" is a function that provides an accompaniment in a style such as jazz or rock. This realistic-sounding accompaniment lets you enjoy performing as though you're playing with a backup band.

Session Partner lets you do the following things. · Make the chords progress automatically while you play along with Session Partner (p. 34). · Use your left hand (the left-hand zone of the keyboard) to specify the chords, allowing you to perform with the desired chord progression (p. 52).

· Perform with your own original chord progression (p.



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37). *Performing with Session Partner* Here's how you can perform with Session Partner. 1. Press the SESSION PARTNER [START/STOP] button. The SESSION PARTNER [START/STOP] button will light, and the performance will start with an intro. The SESSION PARTNER [VARIATION] button will blink during the intro. The display will indicate the chord. The chords will progress automatically; go ahead and play a melody as desired. The chord that will be played next The chord that's playing now Instead of the sharp (#) symbol, a quotation mark will be shown in the display (p.

77). Also, just before a chord change, the "chord to be played next" will be shown, blinking, in the display. *Stopping the Session Partner Performance* 1. Press the SESSION PARTNER [START/STOP] button. Session Partner will play an ending, and then stop. The SESSION PARTNER [VARIATION] button will blink while the ending is playing. When Session Partner has stopped, the SESSION PARTNER [START/STOP] button will go out. The performance will stop immediately if you press the SESSION PARTNER [START/STOP] button once again during the intro or ending. MEMO By turning SP INTRO (p. 51) "OFF," you can perform without adding an intro or ending.

34 *Performing Along with Rhythm (Session Partner) Selecting a Rhythm* Here's how to select a different rhythm that's suitable for the song you're playing. What is a Rhythm? The FP-4F contains built-in "Rhythms" for musical styles such as jazz and rock. Each of these rhythms combines elements that create the distinctive atmosphere of that musical style; they are the basis of the accompaniment produced by Session Partner. Each rhythm consists of the following three elements. · Drums · Bass · Accomp (accompaniment other than drums and bass) 1.

Press the [DISPLAY] button a number of times to access the SESSION PARTNER screen. The display will show the number and name of the rhythm. MEMO The "Rh." that appears before the rhythm number stands for "SESSION PARTNER screen." 2.

Use the [-] [+] buttons to select a rhythm. For details on the available rhythms, refer to "Rhythm List (Session Partner)" (p. 73). MEMO · You can press the TEMPO [-] or TEMPO [+] button to change the rhythm's tempo. · You can choose which rhythm parts will sound (p. 51). 35 *Performing Along with Rhythm (Session Partner) Adding Variation to the Rhythm* Each rhythm provides two accompaniment patterns; the original accompaniment pattern and a more colorful variation accompaniment pattern. A fill-in (a short phrase) will be inserted when the accompaniment pattern changes, making your song more expressive. For example, it's effective to use the quieter original pattern during the first half of the song, and then switch to the variation pattern later in the song as the energy level builds up. 1.

Press the SESSION PARTNER [VARIATION] button to switch the accompaniment pattern. SESSION PARTNER [VARIATION] button Unlit Lit Explanation The original accompaniment pattern will play. The variation accompaniment pattern will play. The SESSION PARTNER [VARIATION] button will blink while the fill-in is playing. What's a "Fill-In"? A short improvisational phrase inserted at the bar line is called a "Fill-In." The phrase best suited to the selected Rhythm is played. 36 *Performing Along with Rhythm (Session Partner) Creating an Original Chord Progression Pattern* Session Partner contains chord progression pattern data suitable for each rhythm, but you can also create your own original chord progression pattern. 1. Hold down the SESSION PARTNER [START/STOP] button and press the SONG [REC] button. The SESSION PARTNER [START/STOP] button and the SONG [REC] button will blink, and the FP-4F will enter recording-standby mode.

A screen like the following will appear. To exit recording-standby mode, you can press the SESSION PARTNER [START/STOP] button or the SONG [REC] button. 2. To start recording your chord progression, use the left-hand zone of the keyboard to specify chords. The chord you press is shown in the display. The intro will not play at this time. You can store up to sixteen chords. 3. Press the SESSION PARTNER [START/STOP] button to stop recording your chord progression. The recorded chord progression is recorded in "USER."

" To select a recorded chord progression, press the [-] button when chord progression pattern number 1 is displayed, and select "USER" (p. 51). MEMO · Each chord progression pattern can be up to sixteen measures long. When the FP-4F is shipped from the factory, it is set so that a chord progression of up to eight measures can be recorded. Recording will stop automatically when you exceed the currently specified number of measures. A maximum of sixteen chords can be stored. If you want to change the number of measures for the chord progression to be recorded, refer to "Changing the Number of Measures for Recording a Chord Progression" (p. 38). · If desired, you can keep the chord progression pattern from changing even when you switch rhythms. Refer to "Fixing the Chord Progression Pattern (SP FIX)" (p.

51). · Your original chord progression pattern will not play correctly if you play it using a time signature that's different from when you recorded it. · Your original chord progression patterns can be saved in a Registration (p. 39). * The chord progression you record will be lost when you turn off the power. If you want to keep it, save it in a Registration (p. 40). *Switching Chord Progression Patterns while You Perform* If you switch registrations while Session Partner is playing, the chord progression pattern will also change. By switching chord progression patterns, you can perform with accompaniment for an entire song. For example, store the chord progression pattern for melody "A" in registration 1-1, and store the chord progression pattern for melody "B" in registration 1-2.

Then, while Session Partner plays, switch the registration from 1-1 to 1-2 at the right moment. The chord progression used by Session Partner will switch from the melody "A" pattern to the melody "B" pattern. 37 *Performing Along with Rhythm (Session Partner) Changing the Number of Measures for Recording a Chord Progression* When creating your own original chord progression pattern, you can specify the number of measures for which the chord progression will be recorded. When the power is turned on, this is set to eight measures. 1.

Hold down the SESSION PARTNER [START/STOP] button and press the SONG [REC] button. A screen like the following will appear. 2. Press the [+] button. The screen shows the number of measures for which the chord progression will be recorded.

3. Use the [-] [+] buttons to select the desired number of measures. Number of measures 4, 8, 12, 16 4.



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To start recording, specify the desired chord in the left-hand zone of the keyboard. 5. Press the SESSION PARTNER [START/STOP] button to stop recording. 38 Registering Your Favorite Performance Settings What is a Registration? You can save favorite settings such as the tones you've selected, the Dual Play or Split Play setting, and the Session Partner settings. Each set of these settings is called a "Registration." You can save up to a total of 20 registrations, with five each at the [PIANO], [E. PIANO], [ORGAN], and [OTHERS] buttons.

A collection consisting of all 20 of the stored registrations is known as a "Registration Set." Variation 1 2 3 4 5 1-1 1-2 1-3 1-4 1-5 2-1 2-2 2-3 2-4 2-5 3-1 3-2 3-3 3-4 3-5 4-1 4-2 4-3 4-4 4-5 20 registrations Registration set = MEMO · You can save registration sets to the FP-4F's internal memory or to separately available USB memory (p. 54). · For more about the settings saved in a registration, refer to "Items Stored in a Registration" (p. 69). Saving or Loading Registrations Registrations saved on the FP-4F can be saved and loaded as follows (p. 54). FP-4F Tones and Session Partner settings, etc. USB memory Write Registrations you can recall by pressing a button Save Registration sets Registration sets Load Save Load Internal memory Registration sets 39 Registering Your Favorite Performance Settings Storing Your Performance Settings (Registration) Settings for your performances can be stored at the various Tone buttons. With the factory settings, recommended performance settings have already been stored.

If you want to create an original registration, we suggest that you start with registrations 4-1 through 4-5. * Note that when you store a registration, the settings that were stored at the store destination will be overwritten and lost. MEMO For more about the settings saved in a registration, refer to "Items Stored in a Registration" (p. 69). 1.

Make the desired Session Partner settings (p. 34) and choose the desired tone(s) (p. 19). 2. Press the [DISPLAY] button a number of times to access the Registration screen.

"REGIST" will be shown on the top line of the display. 3. While continuing to hold down the [DISPLAY] button, press the Tone button ([PIANO], [E. PIANO], [ORGAN], or [OTHERS]) to which you want to store your settings. 4. Continuing on from step 3, hold down the [DISPLAY] button while you select a Variation by pressing the [-] or [+] button. Variation number Button number MEMO Steps 3 and 4 require that you continue holding down the [DISPLAY] button. 5. Once you've completed step 4, you can take your finger away from the [DISPLAY] button. Your performance settings will be stored.

* Never turn off the power while the entire display is blinking. MEMO · To select a registration that you've stored, refer to "Recalling a Registration" (p. 41). · You can return the stored contents to their factory-set condition. Refer to "Restoring the Factory-set Condition (FCT RSET)" (p. 56). · The registrations you create can be stored (p. 54). · The registrations you've created can be stored together as a registration set. 40 Registering Your Favorite Performance Settings Recalling a Registration You can call up any of the settings you've stored at a Tone button.

1. Press the [DISPLAY] button a number of times to access the Registration screen. "REGIST" will be shown on the top line of the display. 2. Specify the button at which the registration is saved by pressing a Tone button ([PIANO], [E.

PIANO], [ORGAN], or [OTHERS]). 3. Use the [-] [+] buttons to select the registration variation. The performance settings will change. MEMO · You can use a pedal to recall registrations (p.

55). · Any registration set that you've saved in internal memory or to USB memory can be called up and made available to the Tone buttons (p. 55). 41

Recording Your Performance Recording Your Keyboard Performance You can record your performance. You can play back a recorded performance to evaluate your own playing, or to play along with the recorded performance. If the following screen appears If you attempt to select another song or record a new song without saving your recorded performance, a confirmation message will appear. If it's OK to erase the recorded performance If you want to save the recorded performance Press the TEMPO [+] button. Press the TEMPO [-] button to store the recorded performance into internal memory or USB memory (p. 45). Preparing to Record 1.

Select the tone you want to play (p. 19). Sound the metronome if desired (p. 20). 2. Press the SONG [REC] button. The display will indicate "NEW SONG." The SONG [REC] button will light, the SONG [PLAY/STOP] button will blink, and the FP-4F will enter recording-standby mode. If you decide not to record, press the SONG [REC] button once again. 3.

Set the tempo and time signature of the song (p. 21). Starting and Stopping Recording 1. Press the SONG [PLAY/STOP] button or play the keyboard. You'll hear a two-measure count, and recording will start.

MEMO If you started recording by playing the keyboard, the count will not be sounded. 2. Press the SONG [PLAY/STOP] button or SONG [REC] button. Recording will stop. 42 Recording Your Performance Listening to the Recorded Performance 1.

Press the [DISPLAY] button a number of times until "NEW SONG" appears in the display. 2. Press the [-] button. You'll return to the beginning of the recorded performance. 3. Press the SONG [PLAY/STOP] button. The recorded performance will play back. Playback will stop when you press the SONG [PLAY/STOP] button once again. MEMO If you press the SONG [PLAY/STOP] button while the metronome is sounding, a two-measure count-in will be sounded before playback begins. * The recorded performance will be lost when you turn off the power.

If you want to keep your recorded performance, you must save it to internal memory or USB memory (p. 45). * You can't play back another song if a recorded performance exists. You must save (p. 45) it before you can play back another song. 43 Recording Your Performance Recording Your Performance with Session Partner You can record session performances to the session partner. Preparing to Record 1. Select the tone you want to play (p. 19). 2.

Select a rhythm (p. 34). 3. Press the SONG [REC] button. The display will indicate "NEW SONG."

" The SONG [REC] button will light, the SONG [PLAY/STOP] button will blink, and the FP-4F will enter recording-standby mode. If you decide not to record, press the SONG [REC] button once again. 4. Specify the tempo of the song (p. 32).

Starting and Stopping Recording 1. Press the SESSION PARTNER [START/STOP] button. The rhythm will start playing, and recording will begin at the same time.



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