



Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for ROLAND GW-7. You'll find the answers to all your questions on the ROLAND GW-7 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

GW-7 Workstation

Owner's Manual

Thank you, and congratulations on your choice of the Roland Workstation GW-7.

Before using this unit, carefully read the sections entitled "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (p. 2-3, p. 4). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Owner's manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

Conventions Used in This Manual

Operating buttons are enclosed by square brackets [] e.g., [ENTER].
Reference pages are indicated by (p. "1").

The following symbols are used:

- NOTE** This indicates an important note; be sure to read it.
- MEMO** This indicates a memo regarding the setting or function; read it as desired.
- ILLUSTRATION** This indicates a useful hint for operation; read it as necessary.
- DEFINITION** This indicates information for your reference; read it as necessary.
- DEFINITION** This indicates an explanation of a term; read it as necessary.

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. 012c · 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: · The AC adaptor or the power-supply cord has been damaged; or · If smoke or unusual odor occurs · Objects have fallen into, or liquid has been spilled onto the unit; or · The unit has been exposed to rain (or otherwise has become wet); or · The unit does not appear to operate normally or exhibits a marked change in performance. In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit. Protect the unit from strong impact. (Do not drop it!)



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.. 015 · · Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords--the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.
Before using the unit in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page. Never handle the AC adaptor body, or its output plugs, with wet hands when plugging into, or unplugging from, an outlet or this unit.
Before moving the unit, disconnect the AC adaptor and all cords coming from external devices. ..

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(p. 10) 15. **EFFECTS** button This button lets you make effect settings. (p. 19) To lower the pitch of the keyboard tone in steps of one octave, hold down [SHIFT] and press [EFFECTS]. (p. 11) 3. **ASSIGNABLE** buttons You can use these buttons to turn the D Beam controller on/off, or to select the D Beam function.

(p. 16) **TAP TEMPO** button You can use this button to set the tempo. (p. 14) **BACKING TRACK** button Press this button when you want the backing to play. (p. 14) **SYNC START** button This button activates the Sync Start function. (p. 14) **BAND TYPE** buttons Use these buttons to change the backing ensemble, or to use the minus-one function. (p. 14, p.

23) **SONG REC** button Press this button to record a song. (p. 21) **SONG CONTROL** buttons Use these buttons to play back the backing or song. (p. 14, p. 23) 4. 5. 6. 7. 8.

9. 6 Panel Descriptions 16. **FUNCTION** button This button takes you to the settings screen for various parameters. To raise the pitch of the keyboard tone in steps of one octave, hold down [SHIFT] and press [FUNCTION]. (p. 11) 17. **KEYBOARD** section Use these buttons to switch the keyboard mode. (p. 9, p. 11) 18.

MODE section Use these buttons to switch between Tone, Style, Performance, and Song modes. 19. **USB** button The GW-7 can exchange music style data or song files with your computer via a USB connection. (p. 24) 20. **[PIANO][DRUMS]** Use these buttons to select tones by category. (p. 911) 21. **FAVORITE** button Use this button to access favorite tones. (p.

11) 22. **Bender/Modulation** lever You can raise or lower the pitch by moving this lever to the left or right. Push the lever away from yourself to apply modulation (normally vibrato) to the sound. (p. 17) Rear Panel 1.

USB connector Use a USB cable to connect the GW-7 to your computer via this connector. (p. 24) **MIDI OUT/IN** connectors Connect MIDI devices to these connectors. (p. 26) **CONTROL PEDAL** jack Connect a separately available pedal switch (Roland DP Series), a separately available foot switch (BOSS FS-5U) or a separately available expression pedal (Roland EV-5) to this jack.

(p. 8, p. 17) **HOLD PEDAL** jack Connect a separately available pedal switch (Roland DP Series) to this jack. (p. 8) **OUTPUT R/L (MONO)** jacks Connect your cassette deck, power amp, audio amp, keyboard amp, monitor speakers, etc., to these jacks. (p. 8) **PHONES** jack Connect a separately available pair of headphones to this jack. Sound will be output from the **OUTPUT** jacks even if you connect headphones. **Cord hook** Use this to secure the AC adaptor cord.

(p. 9) **DC IN** jack Connect the included AC adaptor here. (p. 9) 9. **POWER** switch This turns the power on/off. (p. 9) 2. 3. 4. 5.

6. 7. 8. 7 **Introduction** About the GW-7 What is a Tone? (p. 11) On the GW-7, each of the sounds you normally play is called a "Tone."

If we use the analogy of an orchestra, a Tone corresponds to an instrument played by one of the musicians. Settings for parameters such as effects and filters are also included in a Tone. **Making Connections** To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections. **Connecting External Equipment, Pedals, and Switches** **Connecting External Equipment** You can record your playing (or a song recorded on the GW-7) onto a cassette tape or other audio recording device. Connect the **OUTPUT** jacks on the GW-7's rear panel to the input jacks of your external device.

fig.connect What is Backing? (p. 14) "Backing" refers to the automatic accompaniment functionality of the GW-7. What is a Music Style? (p. 15) A "Music Style" is a musical template used by a Backing. The GW-7 contains a variety of music styles such as rock, dance, Latin, and jazz. You can also add style data by connecting the GW-7 to your computer via USB. (p. 24) **Cassette deck, power amp, audio amp, keyboard amp, monitor speakers, etc.** You can't create music styles using the GW-7 itself; you'll need to use the built-in styles provided by the GW-7, or load commercially available style data.

What is a Performance? (p. 16) A "Performance" is a group of settings that specifies the Tone and Style, the keyboard mode, and various other parameters. What is a Song? (p. 21) The GW-7 contains a 16-track recorder, which you can use to record the music you play. You can add a Backing to the performance you play on the keyboard, and save the result as a Song. You can also load Song data from a computer connected to the GW-7 via USB. (p. 24) **Connecting a Pedal and Switch** You must switch off the GW-7's power before you connect a pedal and/or switch. Connect a separately available pedal switch (Roland DP Series) to the **HOLD PEDAL** jack on the rear panel. You can use this pedal switch to sustain notes even after taking your hands off the keyboard.

Connect a separately available pedal switch (Roland DP Series), a separately available foot switch (Boss FS-5U) or separately available expression pedal (Roland EV-5) to the rear panel **CONTROL PEDAL** jack. You can use this to control various functions that you assign. (p. 25) Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

8 **Introduction** **Connecting the AC Adaptor** 1. 2. Remove the GW-7 from its shipping carton, and place it on a horizontal surface. Connect the included power supply cord to the included AC adaptor. **AC adaptor** Power supply cord **Turning the Power Off** 1.

Press the **POWER** switch once again to turn off the power. **fig.ACadap** If the GW-7 is connected to a keyboard amp or audio amp, switch off the power to your amp first, then turn off the power on the GW-7. **Adjusting the Screen Contrast to an AC outlet** Hold down [FUNCTION] and turn the **VALUE** dial. Depending on your region, the included AC adaptor may be a different type than the one shown above. If so, omit step 2 and proceed. 3. Connect the AC adaptor to the **DC IN** jack on the GW-7's rear panel, and then plug the AC adaptor into an electrical outlet. **Listening to the Demo Song 1.** Hold down [SHIFT] and press [EXIT] (DEMO).

The screen will indicate "DEMO PLAY." Press [START/STOP] to begin demo playback. Press [START/STOP] to stop demo playback. Press [EXIT] to return to the previous screen. 2. 3. To prevent the inadvertent disruption of power to your unit (should the plug be pulled out accidentally), and to avoid applying undue stress to the AC adaptor jack, anchor the power cord using the cord hook, as shown in the illustration. **fig.codef** 4. All rights reserved.

Unauthorized use of this material for purposes other than private, personal enjoyment is a violation of applicable laws. **Cord hook** GW-7 rear panel No data for the music that is played will be output from **MIDI OUT**. **Playing Sounds from the Keyboard (Keyboard Mode)** Immediately after you turn on the power, the GW-7 will be in a state where you can use the entire keyboard to play a piano sound.



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The GW-7's keyboard can operate in one of the following three modes. MAIN SPLIT The entire keyboard plays one Tone.

The region of the keyboard to the left of the split point becomes the Lower Part, while the region of the keyboard to the right of the split point becomes the Upper Part. Each part plays a different Tone. The entire keyboard plays two Tones simultaneously. Turning the Power On/Off Turning the Power On Once the connections have been completed, turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/ or damage to speakers and other devices.

1. 2. Before you turn on the power, turn the VOLUME knob all the way to the left to minimize the volume. Press the rear panel POWER button to turn on the power. DUAL Using Main Mode 1. Turn on the power as described in "Turning the Power On" A piano sound will be selected. Select the desired Tone. 1. Press MODE [TONE] so the button is lit. 2.

Turn the VALUE dial to step through the Tones one by one. Alternatively, you can press one of the ten buttons [PIANO][DRUMS] to select a Tone by category. 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. 2. If the GW-7 is connected to a keyboard amp or audio amp, turn on the power of the GW-7 first, and then switch on your amp. 3. Turn the VOLUME knob to adjust the volume of the GW-7. 3. Refer to p.

11 for details. Play the keyboard. Turn the VOLUME knob to adjust the volume. 9 Introduction Using Split Mode 1. If you want to use your left and right hands to play different Tones, press KEYBOARD [SPLIT] so the button is lit.

Using the Metronome It's convenient to use the metronome when you're practicing a new song. 1. Hold down [SHIFT] and press [ENTER] (METRONOME). The metronome setting screen will appear, and the metronome will begin sounding. Use SELECT [] and turn the VALUE dial to specify the time signature and volume for the metronome.

To stop the metronome, hold down [SHIFT] and press [ENTER] (METRONOME). The Tone you selected in Main mode (i.e., when [SPLIT] and [DUAL] were extinguished) will be the Tone for the Upper Part. 2. Select a different Tone for each Part. 1. To select the Tone for the Upper Part, press [UPPER] so the button is lit. To select the Tone for the Lower Part, press [LOWER] so the button is lit. 2.

Turn the VALUE dial to step through the Tones one by one. Alternatively, you can press one of the ten buttons [PIANO][DRUMS] to select a Tone by category. 2. 3. 3. Play the keyboard. Turn the VOLUME knob to adjust the volume. Restoring the GW-7 to Its Factory Settings 1. Press [FUNCTION]. Use SELECT [] to get the screen to indicate "Utility?", and then press [ENTER].

Use SELECT [] "Factory Reset?"] to get the screen to indicate 2. 3. 4. The split point is set to C4 (note number 60). In Split mode, the most suitable octave settings for each tone are applied automatically.

Press [ENTER]. The screen will prompt "Sure?" Press [ENTER] to initialize the GW-7. If you press [EXIT] instead, you're returned to the previous screen and no initialization takes place. Once the initialization is complete, the previous screen will reappear. If you press and hold [SPLIT] (for approximately two seconds), the split point setting screen will appear.

You can turn the VALUE dial to change the split point. When you're finished, press [EXIT]. 5. If you press and hold [UPPER] or [LOWER] (for approximately two seconds), the volume setting screen for each part will appear. You can turn the VALUE dial to adjust the volume of each part. When you're finished, press [EXIT]. Restoring the factory settings will initialize the System, User Tone, and User Performance settings. You can't select a drum set Tone for the Lower Part. Using Dual Mode 1. 2.

If you want to play two Tones simultaneously, press KEYBOARD [DUAL] so the button is lit. Select two Tones. 1. To change the Tone that you selected in Main mode, press UPPER so the button is lit. To change the second Tone that you want to layer with the first Tone, press [LOWER] so the button is lit. 2.

Turn the VALUE dial to step through the Tones one by one. Alternatively, you can press one of the ten buttons [PIANO][DRUMS] to select a Tone by category. Play the keyboard. Turn the VOLUME knob to adjust the volume.

Initializing the User Style and User Song Memory 1. 2. 3. 4. 5.

Press [FUNCTION]. Use SELECT [] to get the screen to indicate "Utility?", and then press [ENTER]. Use SELECT [IntDRV?"] to get the screen to indicate "Init Press [ENTER]. The screen will prompt "Sure?" Press [ENTER] to initialize the settings. If you press [EXIT] instead, you're returned to the previous screen and no initialization takes place.

Once the initialization is complete, the previous screen will reappear. 3. If you press and hold [UPPER] or [LOWER] (for approximately two seconds), the volume setting screen for each part will appear. You can turn the VALUE dial to adjust the volume of each part. When you're finished, press [EXIT]. You can't select a drum set Tone as the second Tone. 10 Keyboard Mode Functions Selecting the Tone for the Keyboard Mode The GW-7 contains 657 different Tones.

You can use these Tones in the three keyboard modes (Main, Split, Dual) (p. 9). Selecting a Favorite Tone Press [FAVORITE] so the button is lit, and press the category button (one of the ten buttons [PIANO][DRUMS]) in which you registered the desired Tone.

Selecting a Tone 1. Press MODE [TONE] so the button is lit. The Tone memory locations are organized as follows. Number P001 P657 U001 U144 Type Preset User Explanation These Tones are built into the GW-7. They cannot be overwritten. You can use these memory locations to store Tones you've edited. To switch to User Tones, press [USER] so the button is lit. To switch back to Preset Tones, press [USER] once again so its illumination is switched off. *

U129U144 are only for drum sets. Drum Sounds and Sound Effects (SFX) Drum Sets The last 51 Tones (P607P657) are called "drum sets.

" When you select a drum set, a different sound is assigned to each note of the keyboard. For example, the left most key will play a bass drum (kick) sound, and other keys will play snare drum and other sounds. A drum set is a collection of ninety or more sounds, each assigned to a different key. 2. Turn the

VALUE dial to step through the Tones one by one.

Alternatively, you can press one of the ten buttons [PIANO][DRUMS] to select a Tone by category. You can't select a drum set for the Lower Part of Split mode, nor as the second Tone in Dual mode. Sound Effects (SFX) The GW-7 contains sound effect, drum, and percussion Tones (P543 P606), and you can assign just one of these Tones to the keyboard and use it to play a melody.



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You can use these across the entire keyboard in Main, Split, or Dual modes. You can use SELECT [] one by one. [] to step through the categories If, after selecting a Preset tone, you press and hold down (for approximately two seconds) the category button in which that tone is registered, that tone will be selected first when you press the same button the next time. (You can't do this for User tones.) In Split mode or Dual mode, you can select two Tones independently. (p. 10) If you're using Split mode, you'll probably want to set the split point to about C6 if you're going to play a sound effect or percussion sound with your right hand, or to about C3 if you're using your left hand. Octave Settings When [BACKING TRACK] is lit, the left-hand region of the keyboard will play a string sound and a chord bass sound. If you don't want these to play, press [BACKING TRACK] so the illumination is turned off. You can shift the pitch of a Tone upward or downward in steps of an octave, over a maximum of four octaves upward or downward. Hold down [SHIFT] and use OCTAVE [] []. Using the Favorite Tone Function The "Favorite Tone" function lets you register up to ten Tones to each of the ten category buttons [PIANO][DRUMS], regardless of the category of the Tone or whether it is a Preset Tone or a User Tone.

For example, if you register the Tones you use most frequently, you'll be able to select them quickly in a live performance situation. In Split Mode If [UPPER] is lit, hold down [SHIFT] and use OCTAVE [] [] to change the octave setting of the Upper Part. If [LOWER] is lit, this operation will change the octave setting of the Lower Part. In Dual Mode If [UPPER] is lit, hold down [SHIFT] and use OCTAVE [] [] to change the octave setting of the first Tone. If [LOWER] is lit, this operation will change the octave setting of the second Tone. Registering a Favorite Tone After selecting a Tone, hold down [FAVORITE] and press the category button (one of the ten buttons [PIANO][DRUMS]) in which you want to register that Tone. 11 Keyboard Mode Functions Editing a Tone You can turn the C1/C2 knobs to edit the currently selected Tone (including drum set Tones). After editing a Tone, you can save it in user memory. For example, if the KEYBOARD [SPLIT] and [UPPER] buttons are lit, the following procedure will edit the Tone for the Upper Part of Split mode. 1. Press ANALOG MODIFY [SELECT] to make FILTER light. Turn the C1 knob to adjust CUTOFF, or turn the C2 knob to adjust RESONANCE. CUTOFF This specifies the cutoff frequency at which the filter will begin affecting the spectral components of the sound. Turn the knob toward the right to brighten the sound, or toward the left to darken the sound.

This boosts the sound in the region of the cutoff frequency, adding a distinctive character to the sound. Turn the knob toward the right to strengthen this character, or toward the left to decrease it. Parameter Porta Time Range 0127 Cutoff Resonance -64+63 -64+63 Attack Time Decay Time -64+63 -64+63 RESONANCE Release Time Vib Rate -64+63 -64+63 3. 4. Press ANALOG MODIFY [SELECT] to make ENV light. Turn the C1 knob to adjust ATTACK, or turn the C2 knob to adjust RELEASE. These parameters affect the way in which the volume changes between the time a key is pressed and released. ATTACK Adjusts the attack time (the time from when you press a key until the sound reaches its full volume). Turn the knob toward the right to lengthen the attack time, or toward the left to shorten it. Adjusts the release time (the time from when you release a key until the sound disappears). Turn the knob toward the right to lengthen the release time, or toward the left to shorten it. Vib Depth -64+63 Vib Delay -64+63 Explanation Adjusts the speed at which the pitch will change when portamento is used. Higher settings will lengthen the time over which the pitch changes to the next note. The same as CUTOFF described in the left column of this page. The same as RESONANCE described in the left column of this page.

The same as ATTACK described in the left column of this page. Adjusts the decay time (the time from when the attack has finished until the volume reaches the level at which it will remain as long as you hold down the key). Higher settings produce a longer decay time. The same as RELEASE described in the left column of this page. Adjusts the modulation speed of vibrato (see the glossary item below). Higher settings produce faster vibrato. Adjusts the modulation depth vibrato. Higher settings produce more intense vibrato. Adjusts the time until vibrato begins. Higher settings produce a longer delay until vibrato will begin.

RELEASE Portamento is an effect that smoothly changes the pitch from one note to the next. Vibrato is an effect that uses an LFO (Low Frequency Oscillator) to cyclically vary the pitch. Editing a Tone in Detail You can edit the currently selected tone (including drum set Tones) in more detail. After editing a Tone, you can save it in user memory. 1.

2. 3. Press [FUNCTION]. Use SELECT [Tone?"] [] to get the screen to indicate "Edit Saving a Tone After you've edited the currently selected Tone (including drum set Tones), here's how you can save it in user memory. 1. 2. 3. 4. 5. Press [FUNCTION]. Use SELECT [Tone?"] [] to get the screen to indicate "Write Press [ENTER]. If you press [EXIT], you're returned to the previous screen. Use SELECT [] [] to select a parameter, and turn the VALUE dial to adjust the value of the parameter. Parameter Tone Volume Porta Sw Range 0127 OFF, ON Explanation Adjusts the volume of the tone. Specifies whether portamento (see the glossary item in the right column of this page) will be applied (ON) or not (OFF).

Press [ENTER]; the screen will indicate "Tone Num: U001." Turn the VALUE dial to select a save destination (U001 U144). Then press [ENTER]. Input a name for the user Tone. Use SELECT [] [] to move the cursor, and turn the VALUE dial to change each character. Press [ENTER]; the screen will indicate "Write Sure?" Press [ENTER] to write the edited tone into user memory. If you press [EXIT], you're returned to the previous screen without the tone being written. 4. 6. 7.

12 Keyboard Mode Functions Other Functions Keyboard Velocity (p. 18) Master Tune (p. 25) Volume (p. 18) Transpose (p. 25) Chord Mode (p. 18) Using the GW-7 as a MIDI Keyboard Controller You can change the MIDI channel transmitted by the keyboard. This is convenient when you're using the GW-7 with an external computer, sequencer, or sound module. 1. 2. 3.

Hold down [SHIFT] and press MODE [SONG] so the button is lit. The screen will indicate "Kbd Ch:1." Turn the [VALUE] dial to change the setting (116). Press SELECT []; the screen will indicate "Local Ctrl: OFF.



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" This lets you change the Local Control setting (p. 26). Press SELECT [screen.] to return to the keyboard channel 4. 13 Playing with an Accompaniment (Backing) Playing Back a Backing 1. Press [BACKING TRACK] so the button is lit.

When you play the left-hand area of the keyboard, you will hear a strings sound and an chord bass sound. Adjusting the Volume Balance Volume Balance Between the Drum Part and Other Parts 1. 2. Press ANALOG MODIFY [SELECT] to make BACKING light. Turn the C1 knob (DRUM BAND) to adjust the volume balance between the drum part and the other parts. Turn the knob toward the left to make the drum part louder. At this time, the keyboard split point will be set to C4 (note number 60). If you press and hold [SPLIT] (for approximately two seconds), the split point setting screen will appear. You can turn the VALUE dial to change the split point. When you're finished, press [EXIT].

2. Press [START/STOP]; the backing will start playing. Volume Balance Between the Backing and the Keyboard Performance 1. 2. Press ANALOG MODIFY [SELECT] to make BACKING light.

Turn the C2 knob (BACK KBD) to adjust the volume balance between the backing and the keyboard performance. Turn the knob toward the left to make the backing louder. If [BACKING TRACK] is unlit, pressing [START/STOP] will cause only the drums to start playing. 3. 4.

5. Use your left hand to play a chord (or a single note). If you play a different chord (or single note), the backing key will change. Use the following buttons to select a different pattern for the currently selected music style. INTRO ORIGINAL FILL IN VARIATION ENDING A backing pattern suitable for an introduction. A simple backing pattern. This backing pattern is used when transitioning to ORIGINAL or VARIATION. This is a more intense backing pattern, ideal for use during a break. When you want to stop playback, you can press this button instead of the [START/ STOP] button; the ending will play, and then the backing will stop. If you want to adjust the volume of the entire GW-7, turn the VOLUME knob.

Adjusting the Tempo 1. Press [TAP TEMPO]. The tempo setting screen will appear. Turn the VALUE dial to adjust the tempo. 2. You can also specify the tempo by pressing [TAP TEMPO] three or more times at the desired interval. To return to the original tempo, hold down [SHIFT] and press [TAP TEMPO].

3. Press [EXIT] to return to the previous screen. The chord name is displayed in the backing chord area of the screen.

Use your left hand to play the backing chord, and your right hand to play the melody. Sync Start 1. Press [SYNC START] so the button is lit. Changing the Backing Ensemble You can press the following BAND TYPE buttons to change the type of ensemble that will play the backing. DRUMS & BASS COMBO FULL Simple backing patterns, with only drums and bass line.

Backing patterns played by a band with several types of instrumental sounds. Backing patterns with a full arrangement of multiple instruments. Sync Start is a function that automatically starts the backing when you play a note to the left of the split point. This is convenient when you want the backing to begin playing the moment you play a chord in the left hand. To defeat this setting, press [SYNC START] so the button goes out.

Stopping the Backing 1. Press [START/STOP] once again to make the backing stop. When the power is turned on, "FULL" is selected. If you press [ENDING], the ending phrase will play and then the backing will stop. 14 Playing with an Accompaniment (Backing) Selecting a Music Style The style memory locations are organized as follows. Number Ps001 Ps110 Us001 Us099 Type Preset User Explanation These are the styles built into the GW-7. They cannot be overwritten. Separately sold Music Style data can be loaded from your computer via USB into the GW-7, and written into these memory locations.

(p. 24) Other Functions Related to Music Styles Adjusting the volume balance between the backing and the keyboard performance (p.

14) Adjusting the volume of a specific part in the music style (p. 18) Changing the split point (p. 18) To switch to user styles, press [USER] so the button is lit. To return to preset styles, press [USER] once again so the button goes out. The backing playback Hold function (p. 18) Selecting a Preset Style 1. 2. 3. 4.

Press [BACKING TRACK] so the button is lit.

Press MODE [STYLE] so the button is lit. Press [USER] so the button goes out. Use SELECT [][] to select a style by genre. Immediately after you press SELECT [][], the screen will show the name of the first music style in the selected genre. Turn the VALUE dial to step through the styles one by one.

5. Selecting a User Style 1. 2. 3. 4.

Press [BACKING TRACK] so the button is lit. Press MODE [STYLE] so the button is lit. Press [USER] so the button is lit. Turn the VALUE dial to step through the styles one by one, and then press [ENTER]. Adding Music Styles Use a USB cable to connect the GW-7 to your computer. (p. 24) Copy music style files from your computer to the user memory of the GW-7. Deleting a Music Style 1. 2. 3.

4. 5. 6. Press [FUNCTION]. Use SELECT [][] to get the screen to indicate "Utility?" Then press [ENTER]. Use SELECT [press [ENTER].][] to choose "Delete Style?" Then Turn the VALUE dial to select the user style (Us001Us099) that you want to delete. Press [ENTER]; the screen will indicate "Delete Sure?" Press [ENTER] to delete the user style you selected. If you press [EXIT], you're returned to the previous screen without the style being deleted. 15 Performance Functions and Effects Performance Functions D Beam Controller The D Beam controller is a controller that you use simply by positioning your hand above it.

You can use this to control one of two functions that you select. By changing the selected assignment, you can control a wide variety of effects. To turn the D Beam controller on, press either [ASSIGNABLE 1] or [ASSIGNABLE 2] so the button is lit. To turn it off, press the button to make it go dark. D Beam function SCREAMING Explanation A scream will sound when you position your hand over the D Beam.

The volume is greater when you move your hand more rapidly. A bird call will sound when you position your hand over the D Beam. The volume is greater when you move your hand more rapidly. A dog's bark will sound when you position your hand over the D Beam. The volume is greater when you move your hand more rapidly.

Surf will sound when you position your hand over the D Beam. The volume will increase as you move your hand closer. The sound of rain will continue as long as your hand is positioned above the D Beam. The volume will increase as you move your hand closer, and thunder will sound if you move your hand even closer. The D Beam controller will apply the same effect as the MODULATION lever (p. 17). The volume will increase when you bring your hand closer to the D Beam. The volume will return to the original level when you take your hand away.



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The pitch will rise when you bring your hand closer to the D Beam. The pitch will return to the original level when you take your hand away.

The pitch will fall when you bring your hand closer to the D Beam. The pitch will return to the original level when you take your hand away. When you bring your hand closer to the D Beam, the volume of the keyboard performance will increase and the pitch will rise. The pitch and volume will return to the original level when you take your hand away. When you bring your hand closer to the D Beam, the volume of the keyboard performance will increase and the pitch will fall. The pitch and volume will return to the original level when you take your hand away. The tempo will become faster when you bring your hand closer to the D Beam. The tempo will return to the original value when you take your hand away. The tempo will become slower when you bring your hand closer to the D Beam. The tempo will return to the original value when you take your hand away.

Playback will start when you position your hand over the D Beam. Playback will stop when you position your hand over the D Beam once again. If you position your hand over the D Beam while the backing is playing, a fill-in will sound. (This is the same function as [FILL IN].) If you position your hand over the D Beam, the volume will begin decreasing and will then reach zero.

The backing performance will stop, and then the original volume will return after two or three seconds. BIRD DOG SEASHORE RAIN+ You can't use [ASSIGNABLE 1] and [ASSIGNABLE 2] at the same time. MODULATION EXPRESSION Assigning the D Beam Controller Function 1. 2. Press [ASSIGNABLE 1] or [ASSIGNABLE 2] to access the D Beam assignment screen.

Turn the VALUE dial to select the desired D Beam function. D Beam function DRUM ROLL Explanation A snare drum roll will continue as long as your hand is positioned over the D Beam. Move your hand closer to increase the volume, and move your hand rapidly away to play a cymbal. Chimes will sound when you position your hand above the D Beam. The volume is greater when you move your hand more rapidly. Different sounds will be heard depending on the position of your hand above the D Beam. The volume is greater when you move your hand more rapidly. Same as above. Same as above. Same as above.

Same as above. Same as above. Same as above. A gong will sound when you position your hand over the D Beam. The volume is greater when you move your hand more rapidly. The sound of bubbles will continue as long as your hand is positioned above the D Beam. The volume will increase as you move your hand closer. The sound of running water will continue as long as your hand is positioned above the D Beam. The volume will increase as you move your hand closer. An explosion will sound when you position your hand over the D Beam.

The volume is greater when you move your hand more rapidly. A pistol shot will sound when you position your hand over the D Beam. The volume is greater when you move your hand more rapidly. An engine will continue sounding as long as your hand is positioned above the D Beam. The volume will increase as you move your hand closer.

Applause will continue sounding as long as your hand is positioned above the D Beam. The volume will increase as you move your hand closer, and cheering will sound if you move your hand even closer. Laughter will sound when you position your hand over the D Beam. The volume is greater when you move your hand more rapidly. EXP+UP BEND UP BEND DOWN CHIMES EXP+DOWN CUICA TEMPO UP GUIRO CONGA SITAR TABLA WADON GENDER BIG GONG TEMPO DOWN START/STOP BUBBLE FILL FADE OUT STREAM EXPLOSION GUN SHOT ENGINE If you turn off the power while the D Beam setting screen is displayed, the D Beam setting you chose will not be remembered by the GW-7.

You must press [EXIT] before you turn off the power. APPLAUSE+ A performance using a function that produces a sound such as DRUM ROLL can't be recorded in a song. LAUGHING 16 Performance Functions and Effects Pitch Bend and Modulation The Bender/Modulation lever located at the left of the keyboard can be used to apply two types of effect to the sound you're playing in Keyboard mode. Selecting a Performance 1. 2. Press MODE [PERFORM] so the button is lit. Turn the VALUE dial to select the desired performance setting. If you want to select a user performance, press [USER] so the button is lit. Pitch Bend is an effect that lowers the pitch of the sound you're playing when you move the lever toward the left, or raises it when you move the lever toward the right. In the screen, Pf001Pf110 indicates preset performances, and Uf001Uf032 indicates user performances.

Modulation is an effect that applies vibrato to the sound you're playing when you push the lever away from yourself. Editing a Performance You can edit the settings of a performance, and store them as a user performance. 1. 2. Press [FUNCTION]. Use SELECT [] to get the screen to indicate "Edit Perform?", and press [ENTER]. If you press [EXIT], you're returned to the previous screen. Use SELECT [] to select a parameter, and turn the VALUE dial to edit the value of that parameter. If the MFX type is ROTARY, this will switch the rotational speed instead of Modulation. Modulation Pitch falls Pitch rises 3.

If you press the lever away from yourself while moving it to left or right, both effects will be applied at the same time. For details, refer to "Performance Parameters" (p. 18). You can adjust the range of the pitch change. For details, refer to "Performance Parameters" (p. 18).

Bend Range" (p. 25) Saving a Performance 1. 2. 3. 4.

5. Press [FUNCTION]. Use SELECT [Perform?] to get the screen to indicate "Write Assignable Pedal You can connect a separately available foot switch (Boss FS-5U) or a separately available expression pedal (Roland EV-5) to the CONTROL PEDAL jack on the rear panel. Press [ENTER]; the screen will indicate "Perform Num: Uf001." Turn the VALUE dial to select the desired destination (Uf001Uf032), and then press [ENTER]. Input a name for your user performance. Use SELECT [] to move the cursor, and turn the VALUE dial to change each character. Press [ENTER]; the screen will prompt "Write Sure?" Press [ENTER] to save the performance. If you press [EXIT], you're returned to the previous screen without the performance being saved. You can assign a variety of functions to this pedal.

For details, refer to "Pedal" (p. 25). Using Preset Performances By selecting a preset performance, you can quickly recall settings that are appropriate for the song you're playing. When you select a preset performance, settings for the following items will be recalled. · Music style · Tempo · Tone for the keyboard mode · Effect (Chorus, Reverb) · Band type · Keyboard touch 6. 7. If MODE [PERFORM] is lit, you will hear a string sound and a chord bass sound when you play the left-hand area of the keyboard.



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17 Performance Functions and Effects Performance Parameters Parameter Kbd Velo Sw Kbd Velocity Split Point Oct Main Range OFF, ON 1127 3696 -4-+4 Explanation Specifies whether the loudness of the notes you play from the keyboard will be fixed (OFF) or not (ON). Specifies the loudness of each note when the above "Kbd Velo Sw" is OFF. Specifies the split point (the key at which the keyboard will be divided) used in Split mode.

This will be the lowest note of the Upper Part. 60 corresponds to C4. Raises or lowers the pitch in steps of one octave for Main mode, the Upper Part of Split mode, or the first Tone of Dual mode. * In the case of a drum set, this does not transpose the pitch; rather, it shifts the set of drum/percussion sounds that are assigned to the keyboard. Raises or lowers the pitch in steps of one octave for the second Tone of Dual mode.

Raises or lowers the pitch in steps of one octave for the Lower Part of Split mode. Adjusts the volume for Main mode, the Upper Part of Split mode, or the first Tone of Dual mode. Adjusts the volume for the second Tone of Dual mode. Adjusts the volume for the Lower Part of Split mode. Adjusts the Chord Bass volume.

When [BACKING TRACK] is lit and the backing is stopped, the bass will sound according to the chord you play in the left hand. Adjusts the volume of the music style's drum part. Adjusts the volume of the music style's bass part. Adjusts the volume of the music style's backing parts 16. Adjusts the panning (left/right stereo position) for Main mode, the Upper Part of Split mode, or the first Tone of Dual mode. RND: The pan position will change randomly for each note. L630R63: Values beginning with "L" place the sound at the left, 0 at the center, and "R" at the right. Adjusts the panning (left/right stereo position) for the second Tone of Dual mode. RND: The pan position will change randomly for each note. L630R63: Values beginning with "L" place the sound at the left, 0 at the center, and "R" at the right.

Adjusts the panning (left/right stereo position) for the Lower Part of Split mode. RND: The pan position will change randomly for each note. L630R63: Values beginning with "L" place the sound at the left, 0 at the center, and "R" at the right. This lets you use simple fingering to specify a chord without having to play all the notes in the chord. OFF: The chord will consist of only the note(s) you play on the keyboard in the Lower Part. MODE 1: You can play chords as described in "Chord Intelligence" (p. 41). MODE 2: You can specify chords in the following four ways. Major chords: Play the root note of the chord Minor chords: Play the root note and the black key located at its left Seventh chords: Play the root note and the white key located at its left Minor seventh chords: Play the root note + black key at left + white key at left Selects how the backing part will sound. OFF: When you take your hand off the left side of the keyboard, instrumental sounds other than the drums of the backing part will stop; only the rhythm part will continue sounding.

ON: The chord you played in the left hand will be remembered. The backing will continue playing with that chord until you play another chord. Specifies how Chord Bass will be sounded. OFF: The root note of the chord you play will sound. ON: The lowest note of the chord you play will sound.

Selects the scale setting. EQUAL (Equal temperament): This is the method of tuning that is most widely used in Western music, in which the octave is divided into twelve equal steps. ARABIC (Arabic temperament): Compared to equal temperament, E and B are half a semitone low, and C#, F#, and Ab are half a semitone high. The intervals GB, CE, FAb, BbC#, and EbF3 are a neutral third (between a major third and minor third). Specifies the part(s) to which the Scale setting will apply.

MAIN: The scale setting applies to Main mode, the Upper Part of Split mode, and the first Tone of Dual mode. ALL: The scale setting applies to all parts. As an alternative to the temperament commonly used in Western music, you can adjust the pitch of each note to create temperaments used in other musical cultures or historical periods (e.g., Oriental temperaments, or temperaments used in the Baroque era). You can adjust the pitch of each note in the octave (C, C#, D, Eb, E, F, F#, G, Ab, A, Bb, B). These settings are applied to every note of the same name (i.e., the C of each octave, the C# of each octave, etc.) Most often, the pitch is adjusted one quarter tone upward or downward, so you will select a value of 50 or -50.

Oct Dual Oct Split Vol Main Vol Dual Vol Split Vol ChordBs -4+4 -4+4 0127 0127 0127 0127 Vol Drum Vol Bass Vol Backing Pan Main 0127 0127 0127 RND, L630R63 Pan Dual RND, L630R63 RND, L630R63 OFF, MODE 1, MODE 2 Pan Split Chord Mode Backing Hold OFF, ON Bass Inv OFF, ON ScaleType EQUAL, ARABIC Scale Mode MAIN, ALL -64+63 Scale CB 18 Performance Functions and Effects Using Effects The GW-7 contains built-in reverb, chorus, and multi-effect (MFX) processors. You can choose an effect type for each processor. Adjusting the Reverb or Chorus Send Level 1. 2. Press ANALOG MODIFY [SELECT] so EFFECT is lit. Turn the C1 (REVERB) or C2 (CHORUS) knob. Chorus is applied only if MFX is OFF. Editing the Effects 1. 2. Press [EFFECTS].

Use SELECT [Parameter MFX] [] to select a parameter, and turn the VALUE dial to edit its value. Explanation Selects the type of multi-effect. It is memorized in each Tone. * For details, refer to "Multi-Effect List" (p. 20).

* MFX are not applied to the following three types of tones. The lower part in Split mode The second tone in Dual mode Drum sets Normally you will leave this ON. Only one setting can be saved in the entire GW-7. ON: When you switch the Tone, the MFX will also change. OFF: The MFX will not change when you switch the Tone.

Selects the type of chorus. It is memorized in each Performance. * Chorus is applied only if MFX is OFF. OFF: Chorus will not be applied. CHORUS 14: These are typical chorus effects that add depth and spaciousness. FB CHORUS: A chorus that produces a flanger-like effect, and a mild tone. FLANGER: A metallic-sounding effect reminiscent of a jet airplane taking off and landing. SHORT DLY: Delays the sound, producing an echo effect. S DLY FB: A short delay will be repeated. Adjusts the amount of chorus applied to the Main mode Tone, the Tone of the Upper Part in Split mode, or the first Tone in Dual mode.

It is memorized in each Tone. Adjusts the amount of chorus applied to the second Tone in Dual mode. It is memorized in each Performance. Adjusts the amount of chorus applied to the Tone of the Lower Part in Split mode. It is memorized in each Performance. Selects the type of reverb.



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It is memorized in each Performance. OFF: Reverb will not be applied. ROOM 13: These simulate the reverberation of a room. Higher-numbered settings simulate larger rooms.

HALL 12: These simulate the reverberation of a concert hall. Higher-numbered setting simulate larger halls. PLATE: This is a digital simulation of a metal-plate reverb unit. It is particularly appropriate for percussive sounds. DELAY: A delay effect (without reverb), producing a repeating echo.

PAN DELAY: A delay sound is repeated, alternating between the left and right channels. Adjusts the amount of reverb applied to the Main mode Tone, the Tone of the Upper Part in Split mode, or the first Tone in Dual mode. It is memorized in each Tone. Adjusts the amount of reverb applied to the second Tone in Dual mode. It is memorized in each Performance.

Adjusts the amount of reverb applied to the Tone of the Lower Part in Split mode. It is memorized in each Performance. Range Refer to p. 20 Tone MFX OFF, ON Chorus OFF, CHORUS 14, FB CHORUS, FLANGER, SHORT DLY, S DLY FB Cho Main Cho Dual Cho Split Reverb 0127 0127 0127 OFF, ROOM 13, HALL 12, PLATE, DELAY, PAN DELAY Rev Main Rev Dual Rev Split 0127 0127 0127 3. When you're finished editing the effect settings, press [EFFECTS] or [EXIT] to return to the previous screen. 19 Performance Functions and Effects Multi-Effect List OFF ENHANCER MFX will not be applied. Controls the harmonic structure of the highfrequency portion of the sound, adding sparkle and improving the definition. Produces a natural-sounding distortion typical of a vacuum tube amplifier. 1: Small amp 2: Built-in type 3: Large double-stack amp 4: Large triple-stack amp Produces a more intense distortion than Overdrive. Four types are available.

Adds a phase-shifted sound to the original sound, and modulates it over time to produce a twisting and turning sensation. Cyclically moves a filter to produce a wah effect (cyclic change in tone). Simulates the sound of classic rotary speakers from the past. You can switch the rotational speed (slow/fast) by moving the BENDER/MODULATION lever away from yourself, realistically simulating the behavior of an actual rotary speaker. This is particular effective when applied to organ sounds. Produces a metallic whooshing effect reminiscent of a jet airplane taking off and landing. The pitch of the flanger sound changes in stepwise fashion. Suppresses high-level sounds and boosts low-level sounds, making the overall volume more consistent. Compresses sounds that are louder than a specified level, thus preventing distortion. Six-phase chorus that adds depth and spaciousness to the sound (six chorus units with different delay times are layered).

Chorus with an added tremolo effect. Stereo chorus. A multiple chorus that applies two-phase modulation in stereo. It does not produce an impression of modulation, but generates a transparent chorus effect. Repeats the input sound to create echoes.

Adds modulation to the delayed sound, creating a flanger-like effect. Three delayed sounds are panned to middle, left, and right. Four delayed sounds are heard. This is a delay that lets you change the delay time in real time by operating the modulation lever. Adds reverberation to the original sound, simulating a large space.

Reverb that cuts the reverberation during its decay. Gated reverb, where the reverberation gradually increases. Reverb sound that moves from right to left. Reverb sound that moves from left to right. 2PITCH SHIFT FB PITCH SFT OD>CHORUS OD>FLANGER OD>DELAY DS>CHORUS DS>FLANGER DS>DELAY EH>CHORUS EH>FLANGER EH>DELAY CHO>DELAY FL>DELAY CHO>FLANGER CHO/DELAY FL/DELAY CHO/FLANGER OVERDRIVE 14 DISTORTION 14 PHASER AUTO WAH ROTARY ST FLANGER Shifts the pitch of the original sound. Two pitch-shifted sounds can be layered onto the original sound. Pitch shifter in which the pitch-shifted sound is fed back to the input, producing an echo. Overdrive and chorus are connected in series. Overdrive and flanger are connected in series. Overdrive and delay are connected in series.

Distortion and chorus are connected in series. Distortion and flanger are connected in series. Distortion and delay are connected in series. Enhancer and chorus are connected in series. Enhancer and flanger are connected in series. Enhancer and delay are connected in series. Chorus and delay are connected in series. Flanger and delay are connected in series. Chorus and flanger are connected in series. Chorus and delay are connected in parallel.

Flanger and delay are connected in parallel. Chorus and flanger are connected in parallel. STEP FLANGER COMPRESSOR LIMITER HEXA CHORUS TREMOLO CHO ST CHORUS SPACE-D ST DELAY MOD DELAY 3TAP DELAY 4TAP DELAY TM CTRL DLY REVERB GATE REV NR GATE REV RV GATE REV S1 GATE REV S2 20 Song Functions The song memory locations are organized as follows. Name Sng00 Type Temporary song User songs Explanation Used when playing or recording a song. Erased when you switch off the GW-7's power.

Contain the songs you record and save. The contents are preserved even when you switch off the GW-7's power. Keyboard This recording mode records only the keyboard performance. The backing will not be available. Sng01 Sng99 The temporary song (Sng00) will be erased by the new recording.

1. 2. 3. 4. 5. 6. 7. Make preparations by selecting the keyboard mode (p. 9) and Tone (p. 11).

Press [SONG REC] so the button is lit. Turn the VALUE dial to set "Rec Mode" to KBD. Use the metronome if desired. (p. 10) Press [Perform. Press [] to stop recording.] to start recording. Recording a Song You can use the 16-track recorder of the GW-7 to record your own performances. The following four recording modes are available. Recording a new song Keyboard performance and backing are all ALL recorded simultaneously.

KBD (Keyboard) Only the keyboard performance is recorded. Recording additional material to an existing song Record one track at a time. You can choose SINGLE the track that will be recorded. PUNCH (PunchRe-record over a specified region of a track. in/out) Single This recording mode lets you layer additional material onto the previously recorded sounds, and record each track separately.

The GW-7 has one temporary song memory location (Sng00). This is the memory location that is used when you record a song--it is erased when you switch off the GW-7's power. If you don't want to lose the song, you must save it in a user song memory location (Sng01Sng99). (p. 22) You can't use this recording mode if the temporary track (Sng00) contains no data.

1. 2. 3. Press [SONG REC] so the button is lit. Turn the VALUE dial to set "Rec Mode" to SINGLE. Press SELECT []. The recording track screen will appear. Turn the VALUE dial to select the track you want to record. Make preparations to play a Tone (p. 11).

Press [Perform. Press [] to stop recording.



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