
It's a Fact...

The RS-50 allows musicians to forget about MIDI and focus on playing. It sports an all-new collection of CD-quality sounds, cool performance features and simple direct-access buttons for selecting patches. Features include:

- Affordable 61-note synthesizer with easy access to Roland's latest sounds
- Hundreds of new patches based on CD-quality waveforms
- Direct-access buttons permit easy sound selection by category
- Phrase/arpeggio generator and Multi Chord memory
- D Beam controller for expressive realtime control
- Rhythm Guide metronome with preset patterns and variations

Playing the Demo Songs

Use the following procedure to play the three demo songs:

1. Press DEMO—beneath MODE—so it's lit.
2. Use the VALUE -/+ buttons to select the song you wish to hear.

Note: *If you want to listen to all of the demo songs played in order, select All Songs.*

3. Press ENTER to begin playback.
4. Press EXIT to stop playback.
5. Press EXIT again to return to Play mode.

Selecting Patches

The RS-50 has 640 patches organized in categories such as Piano, Guitar, Orchestra, etc. Use the following procedure to select and audition patches:

1. Press PATCH—under MODE—so it's lit.
2. Press 0-9 to select the desired category, as labeled beneath the buttons.
3. Use the VALUE -/+ buttons to choose a sound within the selected category.
4. You can:
 - Play the keyboard
 - Press AUDITION, under MODE, so it's lit, to automatically play a short sequence. Press AUDITION again to stop playback.

Using the Phrase/Arpeggio Feature

The Phrase/Arpeggio feature plays musical motifs and figures based on the note(s) you hold down.

1. Select a patch as previously described.
2. Press PHRASE/ARPEGGIO so it's lit.
3. Use the VALUE -/+ buttons to select a phrase or arpeggio.
4. Hold down one or more notes on the keyboard—the selected phrase or arpeggio plays.

Note: *A "phrase" is a musical motif that's triggered by holding down a single note—"Phr" appears in the display as it plays. An "arpeggio" requires that more than one note be held down, and is shown as "Arp" in the display.*

5. Press PHRASE/ARPEGGIO so it's not lit when you're finished.

Using the Chord Memory Feature

Chord Memory lets you play a chord by touching a single key. You can assign all 12 notes in an octave to play different chords, and then save them as a set. (There are several chord sets already stored in the RS-50 at the factory.)

1. Select a patch as previously described.
2. Press CHORD MEMORY so it's lit.
3. Press a key on the keyboard to hear the chord it plays.
4. Try a few keys to hear the chords they play.
5. Use the VALUE -/+ buttons to select other chord sets.
6. Press CHORD MEMORY when you're finished so it's no longer lit.

Using the D Beam Controller

The three buttons directly below the D Beam lens select what the D Beam does—here's how they work.
Solo Synth

1. Press SOLO SYNTH so it's lit.
2. Hold down several notes on the keyboard—notice they don't yet sound—and then move your hand over the D Beam. The notes you're holding down play according to your hand movements.

Active Expression

1. Press ACTIVE EXP so it's lit.
2. Hold down several notes on the keyboard and move your hand over the D Beam. The volume of the notes you're holding down varies according to your hand movements.

Assignable

1. Press ASSIGNABLE so it's lit.
2. Play the keyboard and move your hand over the D Beam. The currently assigned effect is heard.
3. Use the VALUE +/- buttons to select another effect. This setting is automatically remembered the next time you turn on ASSIGNABLE.
4. Press ASSIGNABLE so it's not lit to turn off the D Beam.

Using the Rhythm Guide

The Rhythm Guide provides an easy way to produce great-sounding rhythm patterns:

Selecting a Rhythm Pattern

1. Press PERFORM so it's lit.
2. Press RHYTHM GUIDE so it's lit—the rhythm begins playing.
3. Use the VALUE +/- buttons to select various rhythm patterns.
4. Press RHYTHM GUIDE again to halt playback.

Note: You can select a pattern without playing it by holding SHIFT when you press RHYTHM GUIDE. You can then press ENTER to start playback.

Switching Sounds

5. While the pattern is playing, press PART SELECT so it's lit.
6. Press the RHYTHM & SFX button so it's lit, and use the VALUE +/- buttons to select a rhythm kit.

Changing the Tempo

7. Press TAP TEMPO so it's lit—the current tempo of the pattern is displayed in the screen.
8. Use the VALUE +/- buttons to adjust the tempo.
9. Press EXIT to return to the previous screen.

Note: You can also press the TAP TEMPO button three or more times to manually tap in the desired tempo.

Splitting the Keyboard

Each patch on the RS-50 uses two tones called the "upper tone" and the "lower tone." The Key Mode setting lets you determine how these two tones are played from the keyboard. Use the following procedure to split the keyboard and select sounds:

1. Press PATCH so it's lit.
2. Press KEY MODE so SPLIT is lit. The upper tone now plays in the upper part of the keyboard and the lower tone plays in the lower part of the keyboard.
3. Press PARAM beneath EDIT so it's lit.
4. Press DESTINATION TONE so UPPER is lit, and then use the VALUE +/- buttons to select a tone for the upper part of the keyboard.
5. Press DESTINATION TONE so LOWER is lit, and then use the VALUE +/- buttons to select a tone for the lower part of the keyboard.
6. Press EXIT to return to the Patch Play screen.

Note: A good example of a split patch is Pf12: RS Grand/Abs.

Creating a Layered Sound

Let's set up a layer with a piano sound and a string sound:

1. Press PATCH so it's lit, and then press PIANO.
2. Press KEY MODE so DUAL is lit—both the upper and lower tone play together across the whole keyboard.
3. Press PARAM under EDIT so it's lit.
4. Press DESTINATION TONE so UPPER is lit, and then use the VALUE +/- buttons to select a piano tone.
5. Press DESTINATION TONE so LOWER is lit, and then use the VALUE +/- buttons to select a string tone.
6. Press EXIT to return to the Patch Play screen.

Note: A good example of a layered sound is Pf13: RS Grand&Pad.